User's Manual

RZ/G Series, 2nd Generation

User's Manual: Hardware

LSIs for Rich Graphics Applications

arm

Specifications common to RZ/G Series Products
RZ/G2H
RZ/G2M V1.3
RZ/G2M V3.0
RZ/G2N
RZ/G2E

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General Precautions in the Handling of Microprocessing Unit and Microcontroller Unit Products

The following usage notes are applicable to all Microprocessing unit and Microcontroller unit products from Renesas. For detailed usage notes on the products covered by this document, refer to the relevant sections of the document as well as any technical updates that have been issued for the products.

1. Precaution against Electrostatic Discharge (ESD)
   A strong electrical field, when exposed to a CMOS device, can cause destruction of the gate oxide and ultimately degrade the device operation. Steps must be taken to stop the generation of static electricity as much as possible, and quickly dissipate it when it occurs. Environmental control must be adequate. When it is dry, a humidifier should be used. This is recommended to avoid using insulators that can easily build up static electricity. Semiconductor devices must be stored and transported in an anti-static container, static shielding bag or conductive material. All test and measurement tools including work benches and floors must be grounded. The operator must also be grounded using a wrist strap. Semiconductor devices must not be touched with bare hands. Similar precautions must be taken for printed circuit boards with mounted semiconductor devices.
2. Processing at power-on
   The state of the product is undefined at the time when power is supplied. The states of internal circuits in the LSI are indeterminate and the states of register settings and pins are undefined at the time when power is supplied. In a finished product where the reset signal is applied to the external reset pin, the states of pins are not guaranteed from the time when power is supplied until the reset process is completed. In a similar way, the states of pins in a product that is reset by an on-chip power-on reset function are not guaranteed from the time when power is supplied until the power reaches the level at which resetting is specified.
3. Input of signal during power-off state
   Do not input signals or an I/O pull-up power supply while the device is powered off. The current injection that results from input of such a signal or I/O pull-up power supply may cause malfunction and the abnormal current that passes in the device at this time may cause degradation of internal elements. Follow the guideline for input signal during power-off state as described in your product documentation.
4. Handling of unused pins
   Handle unused pins in accordance with the directions given under handling of unused pins in the manual. The input pins of CMOS products are generally in the high-impedance state. In operation with an unused pin in the open-circuit state, extra electromagnetic noise is induced in the vicinity of the LSI, an associated shoot-through current flows internally, and malfunctions occur due to the false recognition of the pin state as an input signal become possible.
5. Clock signals
   After applying a reset, only release the reset line after the operating clock signal becomes stable. When switching the clock signal during program execution, wait until the target clock signal is stabilized. When the clock signal is generated with an external resonator or from an external oscillator during a reset, ensure that the reset line is only released after full stabilization of the clock signal. Additionally, when switching to a clock signal produced with an external resonator or by an external oscillator while program execution is in progress, wait until the target clock signal is stable.
6. Voltage application waveform at input pin
   Waveform distortion due to input noise or a reflected wave may cause malfunction. If the input of the CMOS device stays in the area between V_{IL} (Max.) and V_{IH} (Min.) due to noise, for example, the device may malfunction. Take care to prevent chattering noise from entering the device when the input level is fixed, and also in the transition period when the input level passes through the area between V_{IL} (Max.) and V_{IH} (Min.).
7. Prohibition of access to reserved addresses
   Access to reserved addresses is prohibited. The reserved addresses are provided for possible future expansion of functions. Do not access these addresses as the correct operation of the LSI is not guaranteed.
8. Differences between products
   Before changing from one product to another, for example to a product with a different part number, confirm that the change will not lead to problems. The characteristics of a microprocessing unit or microcontroller unit products in the same group but having a different part number might differ in terms of internal memory capacity, layout pattern, and other factors, which can affect the ranges of electrical characteristics, such as characteristic values, operating margins, immunity to noise, and amount of radiated noise. When changing to a product with a different part number, implement a system-evaluation test for the given product.

How to Use This Manual

1. Purpose and Target Readers

This manual is designed to provide the user with an understanding of the hardware functions of the RZ/G series, 2nd generation products. It is intended for users designing application systems incorporating the RZ/G series, 2nd generation products. A basic knowledge of electric circuits, logical circuits, and MCUs is necessary in order to use this manual.

The manual comprises an overview of the product; descriptions of the CPU, system control functions, peripheral functions for each product of the RZ/G series, 2nd generation.

> Particular attention should be paid to the precautionary notes when using the manual. These notes occur within the body of the text, at the end of each section, and in the Usage Notes section.

> The revision history summarizes the locations of revisions and additions. It does not list all revisions. Refer to the text of the manual for details.

2. Revision Numbers of User's Manual

The development of the basic line-up of the RZ/G series, 2nd generation has been finished.

Note. Additional new line-up of the RZ/G series, 2nd generation (ex. RZ/G2M V3.0) is still under development.

Note that update information for the development finished product(s) is provided by the Renesas Technical Update.

Following table summarizes the relationship between manual revisions and products.

RZ/G series, 2nd generation Products	Manual Revision	Remarks
	Rev.1.01	
RZ/G2H	Applicable	—
RZ/G2M V1.3	Applicable	—
RZ/G2M V3.0	N/A (Rev.0.5)	—
RZ/G2N	Applicable	—
RZ/G2E	Applicable	—

3. Notation of reference document for Realtime Core.

This document described except parts of the Realtime Core of RZ/G Series, 2nd Generation products. Refer to document of RZ/G Series, 2nd Generation User's Manual: Hardware, Additional document for Real Time Core.

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1. Overview

1.1 Introduction

The RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E includes:

RZ/G2H

- Four 1.5-GHz Arm® Cortex®-A57 MPCore™ cores,
- Four 1.2-GHz Arm® Cortex®-A53 MPCore™ cores,
- Memory controller for LPDDR4-3200 with 32 bits × 2 channels,
- 1 channel for HDMI1.4b output (option) and 1 channel for RGB888 output and 1channel for LVDS,
- 2 channels MIPI-CSI2 Video Input, 2 channels digital Video Input,
- Serial ATA interface,
- USB3.0 × 1 channel and USB2.0 × 2 channels,

RZ/G2M V1.3 RZ/G2M V3.0

- Two 1.5-GHz Arm® Cortex®-A57 MPCore™ cores,
- Four 1.2-GHz Arm® Cortex®-A53 MPCore™ cores,
- Memory controller for LPDDR4-3200 with 32 bits × 2 channels,
- 1 channel for HDMI1.4b output (option) and 1channel for RGB888 output and 1channel for LVDS,
- 2 channels MIPI-CSI2 Video Input, 2channels digital Video Input,
- USB3.0 × 1 channel and USB2.0 × 2 channels,

RZ/G2N

- Two 1.5-GHz Arm® Cortex®-A57 MPCore™ cores,
- Memory controller for LPDDR4-3200 with 32 bits × 1 channel,
- 1 channel for HDMI1.4b output (option) and 1channel for RGB888 output and 1channel for LVDS,
- 2 channels MIPI-CSI2 Video Input, 2 channels digital Video Input,
- Serial ATA interface,
- USB3.0 × 1 channel and USB2.0 × 2 channels,

RZ/G2E

- Two 1.2-GHz Arm® Cortex®-A53 MPCore™ cores,
- Memory controller for DDR3L-1856 * with 32 bits × 1 channel,
- 1 channel for RGB888 output and 2 channels for LVDS,
- 1 channel MIPI-CSI2 Video Input, 2 channels digital Video Input,
- USB3.0 × 1 channel and USB2.0 × 1 channel,

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

- 800-MHz Arm® Cortex®-R7 core (option),
- Three-dimensional graphics engines,
- Sound processing units,
- SD host interface,
- PCI Express interface,
- Video processing units,
- CAN interface, and

- EthernetAVB interface.

* : The “DDR3L-1856” indicates the DDR3L-SDRAM bus interface which operates at a frequency of 928 MHz in this manual.

Note: Arm and Cortex are registered trademark of Arm Limited. All other brands or product names are the property of their respective holders.

Remarks: For items noted as "option", please contact a Renesas Electronics sales representative.

1.2 List of Specifications

1.2.1 Arm Core

Item	Description
System CPU Cortex-A57 RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N	RZ/G2H • Arm Cortex-A57 Quad MPCore 1.5 GHz • L2 cache 2 Mbytes (ECC) RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • Arm Cortex-A57 Dual MPCore 1.5 GHz • L2 cache 1 Mbytes (ECC) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • L1 I/D cache 48/32 Kbytes (Parity/ECC) • NEON™/VFPv4 supported • Security extension supported • Virtualization supported • Armv8 architecture
System CPU Cortex-A53 RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2E	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 • Arm Cortex-A53 Quad MPCore 1.2 GHz • L1 I/D cache 32/32 KBytes (Parity/ECC), L2 cache 512 Kbytes (ECC) RZ/G2E • Arm Cortex-A53 Dual MPCore 1.2 GHz • L1 I/D cache 32/32 KBytes (Parity/ECC), L2 cache 256 Kbytes (ECC) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2E • NEON™/VFPv4 supported • Security extension supported • Virtualization supported • Armv8 architecture
Debug and Trace (For All Products)	• JTAG/SWD I/F supported RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 • ETM-A57/A53 supported (each CPU) RZ/G2N • ETM-A57 supported RZ/G2E • ETM-A53 supported RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • ETF 16 KBytes for program flow trace (each cluster)

1.2.2 CPU Core Peripherals

Item	Description
Clock Pulse Generator (CPG) (For All Products)	• Generates the clocks from external clock (EXTAL). RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N — Maximum Cortex-A57 clock: 1.5 GHz RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2E — Maximum Cortex-A53 clock: 1.2 GHz RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E — Maximum 3DGE clock: 600 MHz RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N — Maximum AXI-bus clock: 400 MHz — Maximum SDRAM bus clock: 1600 MHz (LPDDR4-3200) — Maximum media clock: 400 MHz RZ/G2E — Maximum AXI-bus clock: 266 MHz — Maximum SDRAM bus clock: 928 MHz (DDR3L-1856) — Maximum media clock: 266 MHz RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • System-CPU shut down mode control supported • Module-standby mode supported • Includes module reset registers to control reset operation of individual on-chip peripheral modules
System Controller (SYSC) (For All Products)	• Shuts down and restores power to target modules Target modules: RZ/G2H — Cortex-A57 (with independent shutting down of CPUs 0, 1, 2, 3, and SCU+L2 cache) * RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N — Cortex-A57 (with independent shutting down of CPUs 0, 1 and SCU+L2 cache) * RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 — Cortex-A53 (with independent shutting down of CPUs 0, 1, 2, 3, and SCU+L2 cache) * — 3DGE — VCP RZ/G2E — Cortex-A53 (with independent shutting down of CPUs 0, 1 and SCU+L2 cache) * *: SCU and L2 cache are treated as one power-domain. When CPU is working, SCU+L2 cache cannot be powered off. • Low leakage standby mode supported
RESET (For All Products)	• Includes one reset-signal external output port for external modules • Includes Boot Address Register, etc.

Item	Description
Pin function controller (PFC) (For All Products)	• Setting multiplexed pin functions for LSI pins Function of the LSI pin selectable by setting the registers in the PFC module • Module selection Enable and disable the functions of LSI pins to which pin functions from multiple pin groups are assigned by setting the registers in the PFC module. • Pull-up/down control for each LSI pin On/off and up/down of the pull register on each LSI pin can be controlled by setting the registers in the PFC module.Control of SDIO functions SDIO functions, including the driving ability of pins for the SDIF, can be controlled by setting registers of the PFC.
General-purpose I/O (GPIO) (For All Products)	• General-purpose I/O ports • Supports GPIO interrupts
Thermal sensor / Chip Internal Voltage Monitor (THS/CIVM *) (For All Products)	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • 3 channels of thermal sensor RZ/G2E • 1 channel of thermal sensor RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Programmable 3 temperature level for the sensor, to indicate the temperature level • Interrupt when the temperature reaches programmed * : RZ/G2E does not support CIVM.

1.2.3 External Bus Module

Item	Description
External Bus Controller for EX-Bus (LBSC) (For All Products)	• EX-BUS interface: max. 16-bit bus RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • Frequency: 66 MHz or 44.4 MHz RZ/G2E • Frequency: 66 MHz RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • External area divided into several areas and managed — Allocation to space of area 0, area 1 — Area 0 supports 1-MByte memory space (startup mode). — I/F settings, bus width settings, and wait state insertion are possible for each area. • SRAM interface — Wait states can be inserted through register settings. Period of waiting is set in cycle unit, and the maximum value is 15. — EX_WAIT pin can be used for wait state insertion. — Connectable bus widths: 16 bits or 8 bits • Supports external buffer enable/direction control • Supports Burst ROM interface • Supports Byte-control SRAM interface
External Flash Controller (For All Products)	• Supports RPC-IF (Reduced Pin Count interface) flash memory or QSPI flash memory RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N Max. Frequency 160 MHz (320MB/s) for RPC-IF, 80 MHz (80MB/s)* for QSPI (QSPI0) RZ/G2E Max. Frequency 150 MHz (300MB/s) for RPC-IF, 80 MHz (80MB/s) for QSPI (QSPI0) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E Dual QSPI operation for two 4-bit serial flash memories is also available; 80 MHz (160MB/s)* for Dual QSPI (QSPI0+QSPI1). Note. *: For RZ/G2M V1.3, 40MB/s for QSPI, 80MB/s for dual QSPI. The RZ/G2M V1.3 does not support QSPI-DDR operation.

Item	Description
External Bus Controller for LPDDR4/DDR3L SDRAM (DBSC4) (For All Products)	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • LPDDR4-3200 can be connected directly. Note. The LPDDR4X (JESD209-4-1) is not supported. RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 • 2 channels (32-bit bus mode) • Memory Size: Up to 8GB * RZ/G2N • 1 channel (32-bit bus mode) • Memory Size: Up to 4GB * RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N * : LPDDR4-SDRAM compliant with JEDEC JESD209-4B. (Supports memory with sizes from 4 Gbits to 16 Gbits per channel of DBSC4.) RZ/G2E • DDR3L-1856 can be connected directly. • 1 channel (32-bit bus mode) • Memory Size: Up to 2 GB RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Auto Refresh/Self Refresh/Partial Array Self Refresh supported • Auto Pre-charge Mode • DDR Back Up supported • Cache memory for DDR-Memory access efficiency • Memory access protection for secure/safety regions • Decompression of visual near lossless compressed image • ECC supported

1.2.4 Internal Bus Module

Item	Description
AXI-bus (For All Products)	• On-chip main bus — Bus protocol: AXI3 with QoS control RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N — Frequency: 400 MHz — Bus width: 512 bits/256 bits/128 bits RZ/G2E — Frequency: 266 MHz — Bus width: 256 bits/128 bits/64 bits • On-chip CPU bus RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 — CoreLink™ CCI-Kipling Cache Coherent Interconnect — Bus protocol: AMBA®4 ACE™ and ACE-Lite™ — Frequency: 800 MHz — Bus width: 128 bits RZ/G2N — Bus protocol: AXI3 — Frequency: 800 MHz — Bus width: 128 bits RZ/G2E — Bus protocol: AXI3 — Frequency: 533 MHz — Bus width: 128 bits
Direct Memory Access Controller for System (SYS-DMAC) (For All Products)	• 16 channels for PeriW domain (SYDM0) • 32 channels for PeriE domain (SYDM1, 2) • Address space: 4 GBytes on architecture • Data transfer length: Byte, word (2 Bytes), longword (4 Bytes), 8 Bytes, 16 Bytes, 32 Bytes and 64 Bytes • Maximum number of transfer times: 16,777,215 times • Transfer request: Selectable from on-chip peripheral module request and auto request • Bus mode: Selectable from normal mode and slow mode • Priority: Selectable from fixed channel priority mode and round-robin mode • Interrupt request: Supports interrupt request to CPU at the end of data transfer • Repeat function: Automatically resets the transfer source, destination, and count at the end of DMA transfer (by descriptor function) • Descriptor function (each channel) supported • MMU (each channel) supported • Channel bandwidth arbiter (each channel)

Item	Description
Boot (For All Products)	• System startup with selectable boot mode at power-on reset • Either external ROM boot (area 0) or on-chip ROM boot can be selected through MD pin on development chip. • In on-chip ROM boot, RPC-IF or QSPI serial ROM boot is supported. • Program downloaded to internal memory (System RAM) • Autorun function for the downloaded program • About detail information of BOOT, refer to Section 24 (Boot) and Appendix B (Active sequence).
Direct Memory Access Controller for Audio (Audio-DMAC) (For All Products)	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • 32 channels • asdm0: 16 channels • asdm1: 16 channels RZ/G2E • 16 channels • asdm0: 16 channels RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Address space: 4 GBytes on architecture • Data transfer length: Byte, word (2 Bytes), longword (4 Bytes), 8 Bytes, 16 Bytes, 32 Bytes and 64 Bytes • Maximum number of transfer times: 16,777,215 times • Transfer request: Selectable from on-chip peripheral module request and auto request • Bus mode: Selectable from normal mode and slow mode • Priority: Selectable from fixed channel priority mode and round-robin mode • Interrupt request: Supports interrupt request to CPU at the end of data transfer • Repeat function: Automatically resets the transfer source, destination, and count at the end of DMA transfer (by descriptor function) • Descriptor function (each channel) supported • MMU (each channel) supported • Channel bandwidth arbiter (each channel)
Audio-DMAC-Peripheral-Peripheral (For All Products)	• Audio-DMAC (for transfer from Peripheral to Peripheral) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • 29 channels + 29 (extended) channels for audio domain RZ/G2E • 29 (extended) channels for audio domain RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • Data transfer length: longword (4 Bytes) • Transfer count: Transfer count is not specified (DMA transfer is made from the transfer-start to transfer-stop settings.). • Transfer request: Selectable from on-chip audio peripheral module request • Priority: round-robin mode • Interrupt request: not supports interrupt request to CPU at the end of data transfer

Item	Description	
IPMMU (For All Products)	• An IPMMU is a memory management unit (MMU) which provides address translation and access protection functionalities to processing units and interconnect networks.	
Interrupt Controller (INTC) (For All Products)	INTC-AP (For All Products; for AP-System core Cortex-A57/Cortex-A53)	— 7 interrupt pins which can detect external interrupts — Max. 480 shared peripheral interrupts supported — Fall/rise/high level/low level detection is selectable — On-chip peripheral interrupts: Priority can be specified for each module — 16 software interrupts that have been generated and 6 private peripheral interrupts supported — 32-level priority selectable — Trust Zone supported

1.2.5 Internal Memory

Item	Description
System RAM (For All Products)	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RAM of 384 KBytes RZ/G2E RAM of 128 KBytes

1.2.6 Graphics Units

Item	Description
3D Graphics Engine (3DGE)	RZ/G2H • Imagination Technologies PowerVR Series6XT GX6650 • Max. Frequency. 600 MHz • Drastically performance improvements for sophisticated graphics and GPU computer • Reducing power consumption even further through advanced power saving mechanisms • Lowest memory bandwidth in the industry with compression technologies • Ultra HD deep color GPU Support APIs: OpenGL ES 3.1, (OpenCL 1.2 EP) • 7.2 Gpix/s, 300 Mpoly/s, 288 GFLOPS RZ/G2M V1.3 RZ/G2M V3.0 • Imagination Technologies PowerVR Series 6XT GX6250 • Max. Frequency 600 MHz • Drastically performance improvements for sophisticated graphics and GPU computer • Reducing power consumption even further through advanced power saving mechanisms • Lowest memory bandwidth in the industry with compression technologies • Ultra HD deep color GPU Support APIs: OpenGL ES 3.1, (OpenCL 1.2 EP) • 2.4 Gpix/s, 300 Mpoly/s, 96 GFLOPS RZ/G2N • Imagination Technologies PowerVR Series 7XE GE7800 • Max. Frequency. 600 MHz • Drastically performance improvements for sophisticated graphics and GPU computer • Reducing power consumption even further through advanced power saving mechanisms • Lowest memory bandwidth in the industry with compression technologies • Ultra HD deep color GPU Support APIs: OpenGL ES 3.1, (OpenCL 1.2 EP) • 2.4 Gpix/s, 200 Mpoly/s, 38.4 GFLOPS RZ/G2E • Imagination Technologies PowerVR Series 8XE GE8300 • Max. Frequency. 600 MHz • Drastically performance improvements for sophisticated graphics and GPU computer • Reducing power consumption even further through advanced power saving mechanisms • Lowest memory bandwidth in the industry with compression technologies • Ultra HD deep color GPU Support APIs: OpenGL ES 3.1, (OpenCL 1.2 EP) • 2.4 Gpix/s, 200 Mpoly/s, 19.2 GFLOPS

Item	Description	
Display Unit (DU) (For All Products)	Display channel	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N 3 independently controllable channels RZ/G2E 2 independently controllable channels
	Interface	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • HDMI 1 channel (option) • LVDS 1 channel RZ/G2E • LVDS 2 channels RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Digital RGB 1 channel (8-bit precision for each RGB color)
	LVDS interface (per channel)	• Output: compliant with TIA/EIA-644; five pairs of differential output (four pairs of data and one pair of clock) • Operating frequency: Dotclk 148.5 MHz
	HDMI (option)	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • Support HDMI 1.4b class transfer rate, up to 3D format 1080p60/4Kp30 • Dotclk 297 MHz
	Screen size and number of composite planes per channel	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • Maximum screen size: 3840 × 2160 RZ/G2E • Maximum screen size: 1920 × 1080 (also depends on frame rate) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Number of planes specifiable: 5 (VSP2 processing) • Number of planes specifiable: 1 (DU)
	CRT scanning method	Non-interlaced
	Synchronization method	Master
	Internal color palette (VSP2)	• Includes four color palette planes which can display 256 of 260 thousands colors at the same time.
	Output display numbers	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • Three output channels (resolutions for different displays) RZ/G2E • Two output channels RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • Output on rising and falling edges of the synchronizing signal (resolution for the same display) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • 8-bit precision for each RGB color
	Blending ratio settings (VSP2)	Number of color palette planes with blending ratio: 4
	Dot clock	Switchable between external input and internal clock

Item	Description	
Video Input Module (VIN) (For All Products)	MIPI-CSI2 interface	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • 2 channels (4 lane × 1 channel, 2 lane × 1 channel) • Interleaving by 4 VC (virtual channel) supported • Filtering by DT (data type) supported • YUV422 8/10bit, RGB888, Embedded 8bit, User Defined 8bit are supported • 1.5 Gbps/Lane RZ/G2E • 1 channel (2 lane × 1 channel) • Interleaving by 2 VC (virtual channel) supported • Filtering by DT (data type) supported • YUV422 8/10bit, RGB888, Embedded 8bit, User Defined 8bit are supported • 1.1 Gbps/Lane

Item	Description	
Video Input Module (VIN) (For All Products)	digital interface	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • 2 channels (RGB/YCbCr) • Dotclk 100 MHz • ITU-R BT.601 interface: 8-, 10- (same size only (not scaling)), 12- (same size only (not scaling)) 16-, 20- (same size only (not scaling)) or 24-bit (same size only (not scaling)), YCbCr422, 18-bit RGB666, 24-bit RGB888 • ITU-R BT.656 interface: 8-, 10- (same size only (not scaling)), or 12-bit (same size only (not scaling)) YCbCr422 • ITU-R BT.1358 interface: 16-, 20- (same size only (not scaling)), or 24-bit (same size only (not scaling)) YCbCr422 • ITU-R BT.709 interface: 8-, 10- (same size only (not scaling)), 12- (same size only (not scaling)) 16-, 20- (same size only (not scaling)) or 24-bit (same size only (not scaling)) YCbCr422, 18-bit RGB666, 24-bit RGB888 About Digital RGB channel usage combination, Refer as follows cases. CASE1 VIN-A8bit + VIN-B8/12/16 CASE2 VIN-A12bit + VIN-B8/12/16 CASE3 VIN-A16bit + VIN-B8/12 RZ/G2E • 2 channels (RGB/YCbCr) • Dotclk 100 MHz • ITU-R BT.601 interface: 8-, 10- (same size only (not scaling)), or 12-bit (same size only (not scaling)) YCbCr422, RGB666, RGB888 • ITU-R BT.656 interface: 8-, 10- (same size only (not scaling)), or 12-bit (same size only (not scaling)) YCbCr422 • ITU-R BT.1358 interface: 16-, 20- (same size only (not scaling)), or 24-bit (same size only (not scaling)) YCbCr422 • ITU-R BT.709 interface: 8-, 10- (same size only (not scaling)), or 12-bit (same size only (not scaling)) YCbCr422, RGB666, RGB888
Video Input Module (VIN) (For All Products)	Capturing function	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N Up to 8 input images can be captured (using VC, DT filtering) RZ/G2E Up to 2 input images can be captured (using VC, DT filtering)
	Clipping function	Up to 4096 × 4096
	Horizontal scaling	Up to two times, but only scaling down is possible for HD1080i or HD1080p data. (one input only)
	Vertical scaling	Up to three times, but only scaling down is possible for HD1080i or HD1080p data. (one input only)
	Output format	RGB-565, ARGB-1555, ARGB8888, YCbCr422, RGB888, YCbCr420 YC separation, and extraction of the Y component

1.2.7 Video Processing

Item	Description
Video Signal Processor (VSPI) (For All Products)	RZ/G2H VSPI has the following features. 2 sets of VSPI are integrated. 500 Mpix/s process rate per 1 VSPI Supports 4K (3840 pixels × 2160 lines) processing RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N VSPI has the following features. 1 set of VSPI is integrated. 500 Mpix/s process rate per 1 VSPI Supports 4K (3840 pixels × 2160 lines) processing RZ/G2E VSPI has the following features. 1 set of VSPI is integrated. 125 Mpix/s process rate per 1 VSPI Supports Full HD (1920 pixels × 1080 lines) processing RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E (1) Supports Various Data Formats and Conversion — Supports YCbCr444/422/420, RGB, αRGB, αplane — Color space conversion and changes to the number of colors by dithering — Color keying — Supports combination between pixel alpha and global alpha — Supports generating pre multiplied alpha (2) Video Processing — Up and down scaling with arbitrary scaling ratio — Super resolution processing — Image rotation/reversal function: Reverses an image vertically/horizontally or rotates it by 90°/270° (3) Picture Quality/Color Correction with 1D/3D Look Up Table (LUT) — Hue, brightness, and saturation adjustment — 1D and 2D histogram Following functions will be supported by Renesas software portfolio. — Dynamic γ correction and gain correction — Correction of color (to adjust skin tones or colors in memory) (4) Visual near lossless image compression supported — 50% of bandwidth is diminished

Item	Description
Video Signal Processor (VSPB) (For All Products)	RZ/G2H VSPB has the following features. 2 sets of VSPB are integrated. 500 Mpix/s process rate (output rate) per 1 VSPB. Supports 4K (3840 pixels × 2160 lines) processing RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N VSPB has the following features. 1 set of VSPB is integrated. 500 Mpix/s process rate (output rate) per 1 VSPB. Supports 4K (3840 pixels × 2160 lines) processing RZ/G2E VSPB has the following features. 1 set of VSPB is integrated. 125 Mpix/s process rate (output rate) per 1 VSPB. Supports Full HD (1920 pixels × 1080 lines) processing RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E (1) Supports Various Data Formats and Conversion — Supports YCbCr444/422/420, RGB, αRGB, αplane — Color space conversion and changes to the number of colors by dithering — Color keying — Supports combination between pixel alpha and global alpha — Supports generating pre multiplied alpha (2) Video Processing — Blending of 5 picture layers and raster operations (ROPs) — Vertical flipping (3) Picture Quality/Color Correction with 1D/3D Look Up Table (LUT) — 1D and 2D histogram Following functions will be supported by Renesas software portfolio. — Dynamic γ correction and gain correction — Correction of color (to adjust skin tones or colors in memory) (4) Visual near lossless image compression supported — 50% of bandwidth is diminished

Item	Description
Video Signal Processor (VSPD) (For All Products)	RZ/G2H VSPD has the following features. 1 set of VSPD is integrated. Supports 4K (3840 pixels × 2160 lines) resolution. RZ/G2M V1.3 RZ/G2M V3.0 VSPD has the following features. 3 sets of VSPD are integrated. Supports 4K (3840 pixels × 2160 lines) resolution. RZ/G2N VSPD has the following features. 1 set of VSPD is integrated. Supports 4K (3840 pixels × 2160 lines) resolution. RZ/G2E VSPD has the following features. 2 sets of VSPD are integrated. Supports Full HD (1920 pixels × 1080 lines) resolution. RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E (1) Supports Various Data Formats and Conversion — Supports YCbCr444/422/420, RGB, αRGB, αplane — Color space conversion and changes to the number of colors by dithering — Color keying — Supports combination between pixel alpha and global alpha — Supports generating pre multiplied alpha (2) Video processing — Blending of 5 picture layers and raster operations (ROPs) — Vertical flipping in case of output to memory (3) Direct connection to display module RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N — Supports 4096 pixels in horizontal direction RZ/G2E — Supports 2048 pixels in horizontal direction RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E — Writing back image data which is transferred to Display Unit (DU) to memory
Video Signal Processor (VSPDL) RZ/G2H RZ/G2N	VSPDL has the following features. 1 set of VSPDL is integrated. (1) Supports various data formats and conversion — Supports YCbCr444/422/420, RGB, αRGB, αplane — Color space conversion and changes to the number of colors by dithering — Color keying — Supports combination between pixel alpha and global alpha — Supports generating pre multiplied alpha (2) Video processing — Blending of five picture layers and raster operations (ROPs) (3) Direct connection to display module — Supports two display output interfaces — Supports 2048 pixels in horizontal direction — Writing back image data which is transferred to Display Unit (DU) to memory

Item	Description
Video Codec Processor (VCP4) (For All Products)	The VCP4 is a multi-codec module which provides encoding and decoding capabilities on the basis of multiple video coding schemes, e.g., H.265/HEVC, H.264/AVC. This IP (Intellectual Property) is a multi codec that processes the frame or each field by controlling software for VCP4 executed on host CPU. • The VCP4 has the following features: Support for multiple codecs H.265/HEVC MP (Main Profile) decoding H.264/MPEG-4 AVC HP (High Profile) and MVC SHP (Stereo High Profile) encoding and decoding • Support for up to 4K resolutions (H.265 and H.264) Multiple channel processing: RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N When iVDP1C is used: (H.264/H.265 1920 × 1080p × 120 fps) When iVDP1C is not used: (H.265 1920 × 1080p × 120 fps) + (H.264 1920 × 1080p × 120 fps) RZ/G2E When iVDP1C is not used: (H.264/H.265 1920 × 1080p × 60 fps) When iVDP1C is used: (H.264/H.265 1920 × 1080p × 30 fps) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E Note: “1920 × 1080p × 120 fps” can be replaced as “3840 × 2160p × 30 fps”. “1920 × 1080p × 60 fps” can be replaced as “1280 × 720p × 120 fps”. “1920 × 1080p × 30 fps” can be replaced as “1280 × 720p × 60 fps”. Maximum performance will change with securable bus bandwidth. RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Data handling on a picture-by-picture basis Encodes/decodes data one picture (frame or field) at a time. • High picture quality Supports the H.264 high-efficiency coding tools (CABAC, 8 × 8 frequency conversion, and quantization matrix). High-efficiency motion vector detection by a combination of discrete search and trace search Optimal-mode selection by Rate-Distortion (RD) cost evaluation Picture quality control based on activity analysis results which match visual models • Low power dissipation Dynamically disables the clocks for the entire VCP4. Dynamically disables the clocks for individual submodules. • Includes its own reference data cache • Lossless image compression for reference picture is supported Use the software from Renesas to handle VCP4 functions.

Item	Description
Video Decoding Processor for inter-device video transfer (iVDP1C) (For All Products)	• Low-latency decoder H.264/AVC, JPEG • Color format 4:2:0/4:2:2 • Bit depth 8/10/12bits • Performance: RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N 1280 pixels × 960 lines × 30 frames/second × 4 channels (regardless of when VCP4 is used or not) RZ/G2E 1280 pixels × 960 lines × 30 frames/second × 2 channels (when VCP4 is not used) 1280 pixels × 960 lines × 30 frames/second × 1 channel (when VCP4 is used) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Max. resolution: 1920 pixels × 1088 lines • Includes its own reference data cache • Lossless image compression for reference picture is supported if bit depth is 8 bits Use the software from Renesas to handle iVDP1C functions.
Fine Display Processor (FDP1) (For All Products)	The FDP1 is the de-interlacing module which converts the interlaced video to progressive video, and has the following features. RZ/G2H (1) Supports 2 channels 500 Mpix/s for output performance per 1 FDP1 RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N (1) Supports 1 channel 500 Mpix/s for output performance per 1 FDP1 RZ/G2E (1) Supports 1 channel 125 Mpix/s for output performance per 1 FDP1 RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E (2) Supports various data formats — Input: YCbCr444/422/420 — Output: YCbCr444/422/420 and RGB/αRGB (3) 8190 pixels x 8190 lines video processing performance (4) High image quality de-interlacing algorithm — Motion adaptive de-interlacing — Accurate still detection — Diagonal line interpolation (DLI) (5) Visual near lossless image compression supported 50% of bandwidth is diminished

1.2.8 Sound Interface

Item	Description	
Sampling Rate Converter Unit (SCU) (For All Products)	Overall specification	• Includes ten SRC modules — Supports the quality suitable for audio sound (High-sound-quality type) (THD+N -132dB): six modules — Supports the quality suitable for voice sound (general-sound-quality type) (THD+N -96dB): four modules • The SRC module is capable of correcting phase change and delay (timing jitter) generated during data transfer over external memories or external devices. • The channel count conversion unit (CTU), mixer (MIX), and digital mute and volume function (DVC) can be used on two fixed output channels.
	Sampling rate conversion (SRC)	• Capable of asynchronous sampling rate conversion • Supports resolutions up to 24 bits • Two kinds of filter type for SRC. — Supports the quality suitable for audio sound (High-sound-quality type) (THD+N -132dB): Realized the filter by passband -1dB@0.4575FS, cutoff -18dB@0.5FS. — Supports the quality suitable for voice sound (general-sound-quality type) (THD+N -96dB): Realized the filter by passband -1dB@0.4561FS, cutoff -72dB@0.5FS. (Characteristics of each filter is written in the equivalent/up-sampling cases.) • Automatically generates antialiasing filter coefficients • For monaural to eight-channel sound sources
Sampling Rate Converter Unit (SCU) (For All Products)	Channel count conversion unit (CTU)	• Downmixing and splitter functions — Conversion of eight input channels into four output channels — Conversion of six input channels into two output channels — Conversion of two input channels into four sets of two output channels — Conversion of one input channel into eight sets of one output channel — No conversion
	Mixer (MIX)	• Mixing (adds) two to four sources into one • Ratio for adding sources is selectable • Ratio is dynamically changeable • Mixing with volume ramp is available (ramp period is selectable)

Item	Description	
	Digital volume and mute function (DVC)	• Volume control function including digital volume, volume ramp, and zero-crossing mute • The digital volume function is specified by a 24-bit fixed-point value within the range from 0 to 8 times (mute, or -120 to 18 dB) • The volume ramp function can be used for soft mute, fade-in, fade-out, or desired volume adjustment • The volume ramp period can be changed within the sampling range from the 0th to 23rd power of 2 • The zero-crossing mute function silences the sound at the zero-crossing point of the audio data

Item	Description	
Serial Sound Interface Unit (SSIU) (For All Products)	Overall specification	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Includes ten SSI modules functioning as interfaces with external devices. — Supports short and long formats for monaural — Supports TDM format (six modules of ten modules can be used for this function) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • Max. 16 independent monaural sound sources in a TDM format can be in TDM format. RZ/G2E • Max. 8 independent monaural sound sources in a TDM format can be in TDM format.
	Serial sound interface (SSI)	• 10 channels • Max. SCK frequency 15.1 MHz (for slave input) or 12.5 MHz (for master output) • Operating mode: non-compressed mode (Not support compressed mode) • Supports versatile serial audio formats (I2S/left justified/right justified) • Supports master/slave functions • Programmable word clock, bit clock generation functions • Multichannel format functions (up to four channels) • Supports 8-/16-/18-/20-/22-/24-bit data formats • Supports TDM mode • Supports WS continue mode • The DMA controller or interrupts control the transfer of data to and from the SSI module. • Supports short and long frames for monaural data (valid data lengths are 8 and 16 bits) • Up to nine independent clock signals can be input.
Audio Clock Generator (ADG) (For All Products)	Selection or division of audio clock signals	

1.2.9 Storage

<table>
<tr><th>Item</th><th>Description</th></tr>
<tr><td>USB2.0 Host
(For All Products)</td><td>RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N
• 2 channels (Host only 1 channel/Host-Function 1 channel)
• USB Host (EHCI/OHCI) 2 LINK
RZ/G2E
• 1 channel (Host-Function 1 channel)
• USB Host (EHCI/OHCI) 1 LINK
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N
• USB3.0 module also can be used as USB2.0
• Compliance with USB2.0
• USB Function 1 LINK
• Supports On-The-Go (OTG) function Rev2.0 complying with 2 protocols:
+ Session Request Protocol (SRP).
+ Host Negotiation Protocol (HNP).
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E
• Compliance with USB2.0 (High-Speed)
• Interrupt request
• Internal dedicated DMA
• Compliance with Battery Charging function Rev1.2:
+ Charging Port (Host): CDP, SDP are supported (Not support DCP).
+ Portable Device (Function) is supported.</td></tr>
<tr><td>USB3.0
(For All Products)</td><td>• USB 3.0 DRD 1 channel
• This module can be use as USB2.0 as follows
<table>
<tr><th>Core</th><th>Super Speed</th><th>High Speed</th><th>Full Speed</th><th>Low Speed</th></tr>
<tr><td>Host</td><td>√</td><td>√</td><td>√</td><td>√</td></tr>
<tr><td>Peripheral</td><td>√</td><td>√</td><td>√</td><td>—</td></tr>
</table>
• Supports SS/HS/FS/LS. xHCI</td></tr>
<tr><td>Serial-ATA Gen3
RZ/G2H RZ/G2N</td><td>• Serial ATA Standard Rev3.2 supported
• 6.0-Gbps (Gen3) transfer rate supported
PHY is shared with PCIE Controller</td></tr>
</table>

Item	Description
SD host Interface (For All Products)	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • 4 channels RZ/G2E • 3 channels RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Supports SDR104 class transfer rate Does not support CPRM • Supports SD memory/SDIO interface • Error check function: CRC7 (command/response), CRC16 (data) • Max. Frequency 200 MHz • Card detection function • Supports write protection • SD-binding function — Compliant with Content Protection for Recordable Media Specification in revision 0.92 of the SD-Binding Part of the SD Memory Card Book • SD-SD content protection — Compliant with Content Protection for Recordable Media Specification in revision 0.92 of the SD-SD part of the SD Memory Card Book
Multimedia Card Interface (MMC) (For All Products)	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • 2 channels • eMMC 5.0 base, Support HS400 class transfer rate RZ/G2E • 1 channel • eMMC 5.0 base, Support HS400 class transfer rate RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • eMMC controllable • Data bus: 1/4/8-bit MMC mode (not support SPI mode) • Support block transfer (not support stream transfer) • Block size in multiple block transfer: 512 Bytes
rawNAND Controller RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E	• The NAND Flash Memory Interface controller implements the function of a high level interface to one NAND flash device. It supports the functionality of the high speed NAND Flash devices described in the ONFI 1.x specifications.

1.2.10 Network

Item	Description
Controller Area Network Interface (CAN interface) (For All Products)	• 2 channels • Supports CAN specification 2.0B • Maximum bit rate: 1 Mbps • Message box — Normal mode: 32 receive-only mailboxes and 32 mailboxes for transmission/reception — FIFO mode: 32 receive-only mailboxes and 24 mailboxes for transmission/reception, 4-stage FIFO for transmission, and 4-stage FIFO for reception • Reception — Data frame and remote frame can be received. — Selectable receiving ID format — Selectable overwrite mode (message overwritten) or overrun mode (message discarded) • Acceptance filter — Mask can be enabled or disabled for each mailbox. • Transmission — Data frame and remote frame can be transmitted. — Selectable transmitting ID format (only standard ID, only extended ID, or both IDs) — Selectable ID priority mode or mailbox number priority mode • Sleep mode for reducing power consumption
CAN-FD (For All Products)	• 2 channels • 8 Mbps (CAN clock 40 MHz)
PCIE Controller (For All Products)	• PCI Express Base Specification Revision 2.0 • PHY integrated RZ/G2H RZ/G2N • 1 Lane × 2 channels (one of PHY is shared with Serial ATA) RZ/G2M V1.3 RZ/G2M V3.0 • 1 Lane × 2 channels RZ/G2E • 1 Lane × 1 channel
EthernetAVB-IF (For All Products)	• Supports IEEE802.1BA, IEEE802.1AS, IEEE802.1Qav and IEEE1722 functions • Magic packet detection • Supports Reception Filtering to separate streaming frames from different sources • Supports interface conforming to IEEE802.3 PHY RGMII (Reduced Gigabit Media Independent Interface) • RGMII v1.3 • Supports transfer at 1000 Mbps and 100 Mbps.

1.2.11 Timer

Item	Description
RCLK Watchdog Timer (For All Products)	• 1 channel • Internal 16-bit watchdog timer operated by RCLK • Programmable overflow time period: more than 1 hour count capable
16-Bit Timer Pulse Unit (TPU) (For All Products)	• 4-channels 16-bit timers • Each channel outputs PWM
System Watchdog Timer (For All Products)	• 1 channel • Internal 16-bit watchdog timer • Programmable overflow time period: more than 1 hour count capable initial counter value 171[s]
Compare Match Timer Type0 (CMT0) (For All Products)	• 2 channels • 32-bit timer (16 bits/32 bits can be selected) • Source clock: RCLK clock • Compare match function provided • Interrupt requests
Compare Match Timer Type1 (CMT1) (For All Products)	• 8 channels • 48-bit timer (16 bits/32 bits/48 bits can be selected) • Source clock: RCLK/system clock • Compare match function provided • Interrupt requests
Compare match timer 2 (CMT2) (For All Products)	(same as CMT1)
Compare match timer 3 (CMT3) (For All Products)	(same as CMT1)
System Timer (For All Products)	• 32-bit timer, 1 channel (16 bits/32 bits can be selected) • Compare match function provided • Interrupt requests
System up-time clock (For All Products)	• 1 channel • Internal 32-bit timer • Programmable overflow time period: maximum 24 hours
Timer Unit (TMU) (For All Products)	• 15 channels • 32-bit timer • Auto-reload type 32-bit down counter • Internal prescaler • Interrupt request • 2 channels for input capture

1.2.12 Peripheral Module

Item	Description
IIC Bus Interface for PMIC (IIC for PMIC) (For All Products)	• 1 PMIC channel for dedicated buffer • Supports single master transmission/reception • Interrupt request • Automatic transfer by wakeup control
I2C Bus Interface (I2C) (For All Products)	RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N • 7 channels • 4 channels for buffers with a slew rate (channel 0, 3, 4, 5 for dedicated buffers) • 3 channels for LVTTL buffers (channels 1, 2, 6 for ordinary buffers) RZ/G2E • 8 channels • 2 channels for buffers with a slew rate (channel 0, 3 for dedicated buffers) • 6 channels for LVTTL buffers (channels 1, 2, 4, 5, 6, 7 for ordinary buffers) RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • NXP I2C bus interface method supported • Master/slave functions • Multi-master functions • Transfer rate up to 400 kbps supported • Programmable clock generation from the system clock • Master and Slave function DMA supported

Item	Description	
Serial communication interface with FIFO (SCIF) (For All Products)	Overall specification	• 6 channels • Asynchronous, clock-synchronized modes • Asynchronous serial communication mode The SCIF performs serial data communication based on a character-by-character asynchronous system. This feature enables serial data communication with standard asynchronous communication chips that support Universal Asynchronous Receiver/Transmitter (UART) or Asynchronous Communication Interface Adapter (ACIA). There is a choice of eight serial data transfer formats. — Data length: 7 bits or 8 bits — Stop bits: 1 bit or 2 bits — Parity: Even/odd/none — Receive error detection: Parity, framing, and overrun errors — Break detection: A break is detected when a framing error lasts for more than 1 frame length at Space 0 (low level). When a framing error occurs, a break can also be detected by reading the RX pin level directly from the serial port register (SCSPTR). • Clock synchronous serial communication mode The SCIF performs serial data communication synchronized with a clock. This feature enables serial data communication with other LSIs that support synchronous communication. There is a single serial data communication format for clock synchronous serial communication. — Data length: 8 bits — Receive error detection: Overrun errors • Full-duplex communication capability The SCIF has an independent transmitter and receiver that enable simultaneous transmission and reception. The transmitter and receiver both have a 16-stage FIFO buffer structure, enabling continuous serial data transmission and reception. • On-chip baud rate generator, enabling any bit rate to be selected The SCIF enables choice of a clock source for transmission/reception: a clock from the on-chip baud rate generator based on the internal clock or an external clock. • Eight interrupt sources The SCIF has eight types of interrupt sources. receive-data-ready, receive-FIFO-data-full, break, transmit-FIFO-data-empty, transmit-end, receive-error, overrun-error and time-out and enables any of them to be requested independently. • DMA data transfer When the transmit FIFO register is empty or the receive FIFO register has received data, issuing a DMA transfer request activates the DMA controller (DMAC) to execute a data transfer. • In asynchronous mode using channels 0, 1, 3, and 4, modem control functions (RTS and CTS) are stored. • RTS and CTS are not implemented for SCIF2 and SCIF5.

Item	Description	
Serial Communication Interface with FIFO (SCIF) (For All Products)	Overall specification	• The amount of data in the transmit/receive FIFO registers and the number of receive errors in receive data in the receive FIFO register are available. • In asynchronous mode, a receive data ready (DR) or a timeout error (TO) can be detected during reception.
Clock-Synchronized Serial Interface with FIFO (MSIOF) (For All Products)	• 4 channels • Internal 32-bit × 64-stage transmit FIFOs/internal 32-bit × 256-stage receive FIFOs • Supports master and slave modes • Internal prescaler RZ/G2H • Supports serial formats: SPI (master and slave modes) RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E • Supports serial formats: IIS, SPI (master and slave modes) • Interrupt request, DMAC request	
High Speed Serial Communication Interface with FIFO (HSCIF) (For All Products)	• 5 channels • Asynchronous serial communication mode • Capable of full-duplex communication • On-chip baud rate generator, enabling any bit rate to be selected • Eight interrupt sources • DMA data transfer • Modem control functions (HRTS# and HCTS#) are stored. • The amount of data in the transmit/receive FIFO registers and the number of receive errors in receive data in the receive FIFO register are available. • A receive data ready (DR) or a timeout error (TO) can be detected during reception.	
PWM (For All Products)	• 7 channels • High-level width (10 bits) of PWM output can be set. • Output cycle periods (10 bits) of PWM can be set. • Periods in the range from two to 2^{24} × 1023 cycles of the Pϕ clock can be set. • Continuous pulse or single pulse output selectable	

1.2.13 Others

Item	Description
Boundary Scan (For All Products: option)	• Boundary scan based on IEEE 1149.1 via JTAG interface is supported. Note that some module pins are not available on this boundary scan.

2. Area Map

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

[Legend]

√: Support for the product
—: Not support for the product (the area is equivalent to a reserved for the product)

Table 2.1 Address Space (Over 4-Gbyte Space, RZ/G2H)

Address			Default mode (Gen2)	Gen1 mode	Second Generation RZ/G Series Products		
					RZ/G2H (memory area)		
					no-swap*	swap*	Gen1 mode
H'00_0000_0000	to	H'00_FFFF_FFFF	Legacy (DDR0 shadow A)	Legacy (DDR0 shadow A)	√	√	√
H'01_0000_0000	to	H'01_FFFF_FFFF	DDR1 shadow A	DDR0 shadow A	—	√	√
H'02_0000_0000	to	H'02_FFFF_FFFF	DDR2 shadow A	DDR1 shadow A	√	—	—
H'03_0000_0000	to	H'03_FFFF_FFFF	DDR3 shadow A	DDR1 shadow D	—	—	—
H'04_0000_0000	to	H'04_FFFF_FFFF	DDR0	DDR0	√	√	√
H'05_0000_0000	to	H'05_FFFF_FFFF	DDR1	DDR1	—	√	—
H'06_0000_0000	to	H'06_FFFF_FFFF	DDR2	DDR2	√	—	√
H'07_0000_0000	to	H'07_FFFF_FFFF	DDR3	DDR3	—	—	—
H'08_0000_0000	to	H'08_FFFF_FFFF	DDR0 shadow B	DDR0 shadow B	√	√	√
H'09_0000_0000	to	H'09_FFFF_FFFF	DDR1 shadow B	DDR1 shadow B	—	√	—
H'0A_0000_0000	to	H'0A_FFFF_FFFF	DDR2 shadow B	DDR2 shadow B	√	—	√
H'0B_0000_0000	to	H'0B_FFFF_FFFF	DDR3 shadow B	DDR3 shadow B	—	—	—
H'0C_0000_0000	to	H'0C_FFFF_FFFF	DDR0 shadow C	DDR0 shadow C	√	√	√
H'0D_0000_0000	to	H'0D_FFFF_FFFF	DDR1 shadow C	DDR1 shadow C	—	√	—
H'0E_0000_0000	to	H'0E_FFFF_FFFF	DDR2 shadow C	DDR2 shadow C	√	—	√
H'0F_0000_0000	to	H'0F_FFFF_FFFF	DDR3 shadow C	DDR3 shadow C	—	—	—
H'10_0000_0000	to	H'10_FFFF_FFFF	CCI-Kipling (legacy)	CCI-Kipling (legacy)	√	√	√
H'11_0000_0000	to	H'11_FFFF_FFFF	CCI-Kipling (DDR0)	CCI-Kipling (DDR0)	√	√	√
H'12_0000_0000	to	H'12_FFFF_FFFF	CCI-Kipling (DDR1)	CCI-Kipling (DDR1)	—	√	—
H'13_0000_0000	to	H'13_FFFF_FFFF	CCI-Kipling (DDR2)	CCI-Kipling (DDR2)	√	—	√
H'14_0000_0000	to	H'14_FFFF_FFFF	CCI-Kipling (DDR3)	CCI-Kipling (DDR3)	—	—	—
H'15_0000_0000	to	H'17_FFFF_FFFF	CCI-Kipling	CCI-Kipling	√	√	√
H'18_0000_0000	to	H'1B_FFFF_FFFF	uTLB (IPMMU slave) ch0	uTLB (IPMMU slave) ch0	√	√	√
H'1C_0000_0000	to	H'1F_FFFF_FFFF	uTLB (IPMMU slave) ch1	uTLB (IPMMU slave) ch1	√	√	√
H'20_0000_0000	to	H'2F_FFFF_FFFF	IPMMU/ICB	IPMMU/ICB	√	√	√
H'30_0000_0000	to	H'FE_FFFF_FFFF	Reserved	Reserved	√	√	√
H'FF_0000_0000	to	H'FF_FFFF_FFFF	Reserved	Reserved	√	√	√

Note. Memory area no-swap mode: DRAM Linear Address mapping (AXI-bus) can be performed.
Memory area swap mode: DRAM Split Address mapping (2CH) (AXI-bus) can be performed by Memory Channel Swap Mode (DBSC4).

Table 2.2 Address Space (Over 4-Gbyte Space, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E)

Address			Default mode (Gen2)	Gen1 mode	Second Generation RZ/G Series Products		
					RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'00_0000_0000	to	H'00_FFFF_FFFF	Legacy (DDR0 shadow A)	Legacy (DDR0 shadow)	√	√	√
H'01_0000_0000	to	H'01_FFFF_FFFF	Reserved	DDR0 shadow A	√	√	—
H'02_0000_0000	to	H'02_FFFF_FFFF	DDR1 shadow A	DDR1 shadow A	√	—	—
H'03_0000_0000	to	H'03_FFFF_FFFF	Reserved	DDR1 shadow D	√	—	—
H'04_0000_0000	to	H'04_FFFF_FFFF	DDR0	DDR0	√	√	√
H'05_0000_0000	to	H'05_FFFF_FFFF	Reserved	Reserved	√	√	√
H'06_0000_0000	to	H'06_FFFF_FFFF	DDR1	DDR1	√	—	—
H'07_0000_0000	to	H'07_FFFF_FFFF	Reserved	Reserved	√	√	√
H'08_0000_0000	to	H'08_FFFF_FFFF	DDR0 shadow B	DDR0 shadow B	√	√	√
H'09_0000_0000	to	H'09_FFFF_FFFF	Reserved	Reserved	√	√	√
H'0A_0000_0000	to	H'0A_FFFF_FFFF	DDR1 shadow B	DDR1 shadow B	√	—	—
H'0B_0000_0000	to	H'0B_FFFF_FFFF	Reserved	Reserved	√	√	√
H'0C_0000_0000	to	H'0C_FFFF_FFFF	DDR0 shadow C	DDR0 shadow C	√	√	√
H'0D_0000_0000	to	H'0D_FFFF_FFFF	Reserved	Reserved	√	√	√
H'0E_0000_0000	to	H'0E_FFFF_FFFF	DDR1 shadow C	DDR1 shadow C	√	—	—
H'0F_0000_0000	to	H'0F_FFFF_FFFF	Reserved	Reserved	√	√	√
H'10_0000_0000	to	H'10_FFFF_FFFF	CCI-Kipling (legacy)	CCI-Kipling (legacy)	√	—	—
H'11_0000_0000	to	H'11_FFFF_FFFF	CCI-Kipling (DDR0)	CCI-Kipling (DDR0)	√	—	—
H'12_0000_0000	to	H'12_FFFF_FFFF	CCI-Kipling (DDR1)	CCI-Kipling (DDR1)	√	—	—
H'13_0000_0000	to	H'13_FFFF_FFFF	CCI-Kipling (DDR2)	CCI-Kipling (DDR2)	√	—	—
H'14_0000_0000	to	H'14_FFFF_FFFF	CCI-Kipling (DDR3)	CCI-Kipling (DDR3)	√	—	—
H'15_0000_0000	to	H'17_FFFF_FFFF	CCI-Kipling	CCI-Kipling	√	—	—
H'18_0000_0000	to	H'1B_FFFF_FFFF	uTLB (IPMMU slave) ch0	uTLB (IPMMU slave) ch0	√	√	√
H'1C_0000_0000	to	H'1F_FFFF_FFFF	uTLB (IPMMU slave) ch1	uTLB (IPMMU slave) ch1	√	—	—
H'20_0000_0000	to	H'2F_FFFF_FFFF	IPMMU/ICB	IPMMU/ICB	√	—	—
H'30_0000_0000	to	H'FE_FFFF_FFFF	Reserved	Reserved	√	√	√
H'FF_0000_0000	to	H'FF_FFFF_FFFF	Reserved	Reserved	√	√	√

Table 2.3 Address Space (Legacy 4-Gbyte Space)

Address			Space	Description	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZG2M V3.0	RZ/G2N	RZ/G2E
H'00_0000_0000	to	H'00_03FF_FFFF	LBSC	Area0 asynchronous memory	√	√	√	√
H'00_0400_0000	to	H'00_07FF_FFFF		Area1 asynchronous memory	√	√	√	√
H'00_0800_0000	to	H'00_0BFF_FFFF		RPC-IF memory space	√	√	√	√
H'00_0C00_0000	to	H'00_0FFF_FFFF		Reserved	√	√	√	√
H'00_1000_0000	to	H'00_13FF_FFFF		Reserved	√	√	√	√
H'00_1400_0000	to	H'00_15FF_FFFF		Reserved	√	√	√	√
H'00_1600_0000	to	H'00_17FF_FFFF		Reserved	√	√	√	√
H'00_1800_0000	to	H'00_19FF_FFFF		Reserved	√	√	√	√
H'00_1A00_0000	to	H'00_1BFF_FFFF		Reserved	√	√	√	√
H'00_1C00_0000	to	H'00_1FFF_FFFF		Reserved	√	√	√	√
H'00_2000_0000	to	H'00_2FFF_FFFF		Reserved	√	√	√	√
H'00_3000_0000	to	H'00_37FF_FFFF	PCIEC	PCIE0 memory2	√	√	√	√
H'00_3800_0000	to	H'00_3FFF_FFFF		PCIE0 memory3	√	√	√	√
H'00_4000_0000	to	H'00_5FFF_FFFF	DBSC4	SDRAM Area (over4G mirror space)	√	√	√	√
H'00_6000_0000	to	H'00_7FFF_FFFF			√	√	√	√
H'00_8000_0000	to	H'00_BFFF_FFFF			√	√	√	√
H'00_C000_0000	to	H'00_C7FF_FFFF	PCIEC	PCIE1 memory2	√	√	√	—
H'00_C800_0000	to	H'00_CFFF_FFFF		PCIE1 memory3	√	√	√	—
H'00_D000_0000	to	H'00_DFFF_FFFF	Reserved		√	√	√	√
H'00_E000_0000	to	H'00_E3FF_FFFF	Reserved		√	√	√	√
H'00_E400_0000	to	H'00_E4FF_FFFF	Reserved		√	√	√	√
H'00_E500_0000	to	H'00_E54F_FFFF	Reserved		√	√	√	√
H'00_E550_0000	to	H'00_E56F_FFFF	Reserved		√	√	√	√
H'00_E570_0000	to	H'00_E58F_FFFF	Reserved		√	√	√	√
H'00_E590_0000	to	H'00_E5FF_FFFF	Reserved		√	√	√	√
H'00_E600_0000	to	H'00_E61F_FFFF	C5 APB	System-Domain Peripheral bus (CP)	√	√	√	√
H'00_E620_0000	to	H'00_E62F_FFFF	Reserved		√	√	√	√
H'00_E630_0000	to	H'00_E63F_FFFF	DBSC4	System RAM space	√	√	√	√
H'00_E640_0000	to	H'00_E642_FFFF	Reserved		√	√	√	√
H'00_E643_0000	to	H'00_E64F_FFFF	HC-APB	AXHC Register Space	√	√	√	√
H'00_E650_0000	to	H'00_E656_FFFF	PeriE APB (APSE2)	HSCIF, I2C	√	√	√	√
H'00_E6570000	to	H'00_E65F_FFFF	HC-APB	USB register space	√	√	√	√
				PCIEC register space	√	√	√	√
				SATA register space	√	—	√	—
H'00_E660_0000	to	H'00_E664_FFFF	RC Hier APB	(secure)	√	√	√	√

Address			Space	Description	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZG2M V3.0	RZ/G2N	RZ/G2E
H'00_E665_0000	to	H'00_E667_FFFF	Reserved		√	√	√	√
H'00_E668_0000	to	H'00_E677_FFFF	PeriW APB (APSW2)	HSCIF, I2C, SYS-DMAC, etc.	√	√	√	√
H'00_E678_0000	to	H'00_E67F_FFFF	DDR Hier		√	√	√	√
H'00_E680_0000	to	H'00_E6A1_FFFF	PeriW (EthernetAVB-IF)	EthernetAVB-IF AXI Slave	√	√	√	√
H'00_E6B0_0000	to	H'00_E6B2_FFFF	Reserved		√	√	√	√
H'00_E6C0_0000	to	H'00_E6E3_FFFF	PeriW APB	MSIOF2-3, CAN, SCIF, PWM	√	√	√	—
H'00_E6E4_0000	to	H'00_E6E8_FFFF	PeriE APB (APSE1)	SCIF, TPU	√	√	√	√
H'00_E6E9_0000	to	H'00_E6EA_FFFF	PeriE APB (APSE3)	MSIOF0-1	√	√	√	√
H'00_E6EB_0000	to	H'00_E6EB_FFFF	Reserved		√	√	√	√
H'00_E6EC_0000	to	H'00_E6EC_FFFF	Reserved		√	√	√	√
H'00_E6ED_0000	to	H'00_E6EE_FFFF	Reserved		√	√	√	√
H'00_E6EF_0000	to	H'00_E6EF_FFFF	VIO-APB	VIN (100MHz APB)	√	√	√	√
H'00_E6F0_0000	to	H'00_E6FF_FFFF	PeriE	SCIF, TMU	√	√	√	√
H'00_E700_0000	to	H'00_E790_FFFF		SYS-DMAC, IPMMU	√	√	√	√
H'00_E791_0000	to	H'00_E79F_FFFF	Reserved		√	√	√	√
H'00_E7A0_0000	to	H'00_E7BF_FFFF	Reserved		√	√	√	√
H'00_E7C0_0000	to	H'00_E7FF_FFFF	Reserved		√	√	√	√
H'00_E800_0000	to	H'00_E807_FFFF	ICB	IPMMU, ICB Control register	√	√	√	—
H'00_E808_0000	to	H'00_E827_FFFF	Reserved		√	√	√	√
H'00_E828_0000	to	H'00_E8FF_FFFF	Reserved		√	√	√	√

Address			Space	Description	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZG2M V3.0	RZ/G2N	RZ/G2E
H'00_E900_0000	to	H'00_E9FF_FFFF	CDBGTOP STM	CoreSight STM	√	√	√	√
H'00_EA00_0000	to	H'00_EAFF_FFFF	CoreSightAPB Bridge	16MB space	√	√	√	√
H'00_EB00_0000	to	H'00_EB0F_FFFF	Reserved		√	√	√	√
H'00_EB10_0000	to	H'00_EB10_FFFF	(on-chip memory)		√	√	√	√
H'00_EB11_0000	to	H'00_EB11_FFFF			√	√	√	√
H'00_EB12_0000	to	H'00_EB12_FFFF			√	—	√	√
H'00_EB13_0000	to	H'00_EB13_FFFF	Reserved		√	√	√	√
H'00_EB14_0000	to	H'00_EB1F_FFFF	Reserved		√	√	√	√
H'00_EB20_0000	to	H'00_EB2F_FFFF	Reserved		√	√	√	√
H'00_EB30_0000	to	H'00_EB3F_FFFF	Reserved		√	√	√	√
H'00_EB40_0000	to	H'00_EB7F_FFFF	Reserved		√	√	√	√
H'00_EB80_0000	to	H'00_EBBF_FFFF	Reserved		√	√	√	√
H'00_EBC0_0000	to	H'00_EBFF_FFFF	Reserved		√	√	√	√
H'00_EC00_0000	to	H'00_EC0F_FFFF	MP-APB1	SRC/CMD	√	√	√	√
H'00_EC10_0000	to	H'00_EC1F_FFFF	MP-APB2	SSI	√	√	√	√
H'00_EC20_0000	to	H'00_EC2F_FFFF	MP-APB3	SSI0-2	√	√	√	√
				SSI3-4	√	√	√	√
				SSI5-9	√	√	√	√
H'00_EC30_0000	to	H'00_EC3F_FFFF	MP-APB4	SRC/CMD	√	√	√	√
H'00_EC40_0000	to	H'00_EC4F_FFFF	MP-APB5	SSI	√	√	√	√
H'00_EC50_0000	to	H'00_EC5F_FFFF	MP-APB6	SRC/CMD/SSI/ADG	√	√	√	√
H'00_EC60_0000	to	H'00_EC9F_FFFF	MP-APB7	Audio-DMAC/ Audio-DMACpp	√	√	√	√
H'00_ECA0_0000	to	H'00_ECBF_FFFF	Reserved		√	√	√	√
H'00_ECC0_0000	to	H'00_ECDF_FFFF	Reserved		√	√	√	√
H'00_ECE0_0000	to	H'00_ECFF_FFFF	Reserved		√	√	√	√
H'00_ED00_0000	to	H'00_EDFF_FFFF	Reserved		√	√	√	√
H'00_EE00_0000	to	H'00_EE01_FFFF	USB3	USB3.0 ch0 Host	√	√	√	√
H'00_EE02_0000	to	H'00_EE03_FFFF	USB3-0	USB3.0 ch0 Peripheral	√	√	√	√
H'00_EE04_0000	to	H'00_EE05_FFFF	Reserved		√	√	√	√
H'00_EE06_0000	to	H'00_EE07_FFFF	Reserved		√	√	√	√
H'00_EE08_0000	to	H'00_EE09_FFFF	USB2-0	USB (EHCI)	√	√	√	√
H'00_EE0A_0000	to	H'00_EE0B_FFFF	USB2-1		√	√	√	—
H'00_EE0C_0000	to	H'00_EE0D_FFFF	Reserved		√	√	√	√
H'00_EE0E_0000	to	H'00_EE0F_FFFF	Reserved		√	√	√	√
H'00_EE10_0000	to	H'00_EE1F_FFFF	SDHI0-3/ eMMC0-1	SDHI/eMMC	√	√	√	√

Address			Space	Description	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZG2M V3.0	RZ/G2N	RZ/G2E
H'00_EE20_0000	to	H'00_EE2F_FFFF	PeriW (RPC/BSC)	RPC-IF register space	√	√	√	√
				LBSC register space	√	√	√	√
H'00_EE30_0000	to	H'00_EE4F_FFFF	SATA0	SATA	√	—	√	—
H'00_EE50_0000	to	H'00_EE6F_FFFF	Reserved		√	√	√	√
H'00_EE70_0000	to	H'00_EE7F_FFFF	Reserved		√	√	√	√
H'00_EE80_0000	to	H'00_EE8F_FFFF	PCIEC	PCIE1 Config	√	√	√	—
H'00_EE90_0000	to	H'00_EE9F_FFFF		PCIE1 Memory0	√	√	√	—
H'00_EEA0_0000	to	H'00_EEBF_FFFF		PCIE1 Memory1	√	√	√	—
H'00_EEC0_0000	to	H'00_EFFF_FFFF	Reserved		√	√	√	√
H'00_F000_0000	to	H'00_F000_1FFF	Reserved		√	√	√	√
H'00_F000_2000	to	H'00_F000_FFFF	Reserved		√	√	√	√
H'00_F001_0000	to	H'00_F0FF_FFFF	Reserved	(H'F010_0000 to H'F010_0FFF)	√	√	√	√
H'00_F100_0000	to	H'00_F10F_FFFF	INTC-AP	(H'F101_0000 to H'F107_0FFF)	√	√	√	√
H'00_F110_0000	to	H'00_F11F_FFFF	Reserved	(H'F111_0000 to H'F117 0FFF)	√	√	√	√
H'00_F120_0000	to	H'00_F12F_FFFF	CCI-500		√	√	—	—
H'00_F130_0000	to	H'00_F13F_FFFF	AXI-Bus [Leaf Arbitor for CPU domain]	CPU_ACT0: H'F130_0800	√	√	√	√
				CPU_ACT1: H'F134_0800	√			
				CPU_ACT2: H'F138_0800	√		—	—
				CPU_ACT3: H'F13C_0800	√			
H'00_F140_0000	to	H'00_FBFF_FFFF	Reserved		√	√	√	√
H'00_FC00_0000	to	H'00_FCFF_FFFF	Reserved		√	√	√	√
H'00_FD00_0000	to	H'00_FD03_FFFF	3DGE	3D accelerator Control Register (32bit)	√	√	√	√
H'00_FD04_0000	to	H'00_FD7F_FFFF	Reserved		√	√	√	√
H'00_FD80_0000	to	H'00_FD94_FFFF	3DGE	Bus, IPMMU	√	√	√	√
H'00_FD95_0000	to	H'00_FDFF_FFFF	IPMMU-PV1	(H'FD95_0000 to H'FD95_FFFF)	√	√	—	—
H'00_FE00_0000	to	H'00_FE0F_FFFF	PCIEC	PCIE0 Config	√	√	√	√
H'00_FE10_0000	to	H'00_FE1F_FFFF		PCIE0 memory0	√	√	√	√
H'00_FE20_0000	to	H'00_FE3F_FFFF		PCIE0 memory1	√	√	√	√
H'00_FE40_0000	to	H'00_FE5F_FFFF	Reserved		√	√	√	√
H'00_FE60_0000	to	H'00_FE67_FFFF	VC	Video Codecs register	√	√	√	√
H'00_FE68_0000	to	H'00_FE6F_FFFF			√	√	√	√
H'00_FE70_0000	to	H'00_FE7F_FFFF			√	√	√	√
H'00_FE80_0000	to	H'00_FE91_FFFF			√	√	√	√
H'00_FE92_0000	to	H'00_FE9F_FFFF	VP-APB	Video Processing control register	√	√	√	√

Address			Space	Description	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZG2M V3.0	RZ/G2N	RZ/G2E
H'00_FEA0_0000	to	H'00_FEBF_FFFF	VIO-APB	Video Input Output Function control register	√	√	√	√
H'00_FEC0_0000	to	H'00_FEFF_FFFF	Reserved		√	√	√	√
H'00_FF00_0000	to	H'00_FF3F_FFFF	Reserved		√	√	√	√
H'00_FF40_0000	to	H'00_FF5F_FFFF	Reserved		√	√	√	√
H'00_FF60_0000	to	H'00_FF6F_FFFF	Reserved		√	√	√	√
H'00_FF70_0000	to	H'00_FF7F_FFFF	Reserved		√	√	√	√
H'00_FF80_0000	to	H'00_FF87_FFFF	Slave Bus	Slave Bus register	√	√	√	√
H'00_FF88_0000	to	H'00_FF8F_FFFF	IR-APB	IR domain peripheral bus	√	√	√	√
H'00_FF90_0000	to	H'00_FF9F_FFFF	Reserved		√	√	√	√
H'00_FFA0_0000	to	H'00_FFBF_FFFF			√	√	√	√
H'00_FFC0_0000	to	H'00_FFEF_FFFF	Reserved		√	√	√	√
H'00_FFF0_0000	to	H'00_FFFF_FFFF			√	√	√	√

Table 2.4 List of Module Base Address in each Domain (CP, HP, MP and other Clock Domains)

				Second Generation RZ/G Series Products			
Domain	**Address[31:24]**	**Address[23:0]**	**Module**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
C5-APB (cpck)	H'E6	H'00_0000	Reserved	√	√	√	√
		H'00_1000	Reserved	√	√	√	√
		H'02_0000	RWDT	√	√	√	√
		H'03_0000	SWDT	√	√	√	√
		H'04_0000	SCMT	√	√	√	√
PeriWest APSW1	H'E6	H'05_0000	GPIO0	√	√	√	√
		H'05_1000	GPIO1	√	√	√	√
		H'05_2000	GPIO2	√	√	√	√
PeriEast APSE1	H'E6	H'05_3000	GPIO3	√	√	√	√
		H'05_4000	GPIO4	√	√	√	√
		H'05_5000	GPIO5	√	√	√	√
		H'05_5400	GPIO6	√	√	√	√
		H'05_5800	GPIO7	√	√	√	—
PeriWest APSW1	H'E6	H'06_0000	PFC	√	√	√	√
C5-APB (cpck) *: APSW1 [RZ/G2N]	H'E6	H'08_0000	Arm Generic Counter (armgcnt)	√	√	√	√
		H'0A_0000	Reserved	√	√	√	√
		H'0B_0000*	IIC (PMIC)	√	√	√	√
		H'0F_0000	CMT0	√	√	√	√
		H'10_0000	DBE	√	√	√	√
		H'11_0000	Reserved	√	√	√	√
		H'12_0000	Reserved	√	√	√	√
		H'13_0000	CMT1	√	√	√	√
		H'14_0000	CMT2	√	√	√	√
		H'14_8000	CMT3	√	√	√	√
		H'15_0000	CPG	√	√	√	√
		H'16_0000	RST	√	√	√	√
		H'18_0000	SYSC	√	√	√	√
		H'19_0000	THS/CIVM	—	—	—	√
		H'19_8000	TSC1	√	√	√	—
		H'1A_0000	TSC2	√	√	√	—
		H'1A_8000	TSC3	√	√	√	—
		H'1C_0000	IRQC	√	√	√	√
		H'1D_0000	SUCMT	√	√	√	√
		H'1E_0000	TMU0	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
C5-APB (cpck)	H'E6	H'1F_0000	Reserved	√	√	√	√
		H'1F_2000	Reserved	√	√	√	√
		H'1F_4000	Reserved	√	√	√	√
		H'1F_6000	Reserved	√	√	√	√
		H'1F_8000	Reserved	√	√	√	√
		H'20_0000	Reserved	√	√	√	√
		H'21_0000	Reserved	√	√	√	√
		H'22_0000	Reserved	√	√	√	√
		H'23_0000	Reserved	√	√	√	√
		H'24_0000	Reserved	√	√	√	√
		H'25_0000	Reserved	√	√	√	√
		H'26_0000	Reserved	√	√	√	√
		H'28_0000	Reserved	√	√	√	√
DDR Hier	H'E6	H'30_0000	System RAM (384KB: [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 128KB: [RZ/G2E])	√	√	√	√
AXI Slave	H'E6	H'36_0000	Reserved	√	√	√	√
		H'38_0000	Reserved	√	√	√	√
		H'39_0000	Reserved	√	√	√	√
		H'3A_0000	System RAM Mirror (H'E633_0000 to H'E635_FFFF)	√	√	√	—
		H'3D_0000	Reserved	√	√	√	√
		H'3E_0000	Reserved	√	√	√	√
		H'3F_0000	Reserved	√	√	√	√
		H'41_0000	Reserved	√	√	√	√
		H'42_0000	Reserved	√	√	√	√
		H'42_8000	Reserved	√	√	√	√
HC-APB	H'E6	H'43_0000	HC LSTAT	√	√	—	—
		H'44_0000	HC AXISTAT	√	√	—	—
		H'45_0000	Reserved	√	√	√	√
		H'46_0000	Reserved	√	√	√	√
		H'47_0000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products			
				RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PeriE APB (APSE2) 133MHz	H'E6	H'50_0000	I2C0	√	√	√	√
		H'50_8000	I2C1	√	√	√	√
		H'51_0000	I2C2	√	√	√	√
		H'51_8000	Reserved	√	√	√	√
		H'52_0000	Reserved	√	√	√	√
		H'53_0000	Reserved	√	√	√	√
		H'53_8000	Reserved	√	√	√	√
		H'54_0000	HSCIF0	√	√	√	√
		H'55_0000	HSCIF1	√	√	√	√
		H'56_0000	HSCIF2	√	√	√	√
HC-APB	H'E6	H'57_0000	IPMMU-HC	√	√	√	√
		H'58_0000	HC AXI Router	√	√	√	√
		H'59_0000	HS-USB ch0	√	√	√	√
		H'59_4000	Reserved	√	√	√	√
		H'59_8000	Reserved	√	√	√	√
		H'59_C000	Reserved	√	√	√	√
		H'5A_0000	USB-DMAC	√	√	√	—
		H'5B_0000	USB-DMAC	√	√	√	—
		H'5C_0000	DDM	√	√	√	√
		H'5D_0000	PCIEC (PCIE0 PHY)	√	√	√	—
		H'5D_8000	PCIEC (PCIE1 PHY)	√	√	√	—
		H'5E_0000	SATA	√	—	√	—
		H'5E_E000	USB3.0 PHY	√	√	√	—
		H'5F_0000	Reserved	√	√	√	√
		H'5F_8000	Reserved	√	√	√	√
RC Hier APB	H'E6	H'60_4000	Reserved	√	√	√	√
		H'61_0000	Reserved	√	√	√	√
		H'62_0000	RC AXI Router	√	√	√	√
		H'63_0000	Reserved	√	√	√	√
		H'64_0000	Reserved	√	√	√	√
		H'65_0000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PeriW APB (APSW2) 133MHz	H'E6	H'68_0000	Reserved	√	√	√	√
		H'69_0000	I2C7	—	—	—	√
		H'6A_0000	HSCIF3	√	√	√	√
		H'6B_0000	HSCIF4	√	√	√	√
		H'6C_0000	CAN-FD	√	√	√	√
		H'6D_0000	I2C3	√	√	√	√
		H'6D_8000	I2C4	√	√	√	√
		H'6E_0000	I2C5	√	√	√	√
		H'6E_8000	I2C6	√	√	√	√
		H'6F_0000	Peri WEST DMA AXI Router	√	√	√	√
		H'70_0000	SYS-DMAC0	√	√	√	√
		H'71_0000	Reserved	√	√	√	√
PeriW APB (APSW2) 133MHz	H'E6	H'72_0000	Reserved	√	√	√	√
		H'73_0000	Reserved	√	√	√	√
		H'74_0000	IPMMU-DS0	√	√	√	√
		H'75_0000	Peri WEST AXI Router	√	√	√	√
		H'76_0000	Reserved	√	√	√	√
		H'77_0000	Reserved	√	√	√	√
DDR Hier	H'E6	H'78_0000	AXI Bus	√	√	√	√
		H'79_0000	DBSC4	√	√	√	√
		H'7A_0000	Reserved	√	√	—	—
		H'7B_0000	IPMMU-MM	√	√	√	√
		H'7C_0000	MM Slave AXI Router	√	√	√	√
		H'7D_0000	MM AXI Router	√	√	√	√
		H'7E_0000	AXI-Bus [QoS Register]	√	√	√	√
		H'7F_0000	AXI-Bus [QoS Register]	√	√	√	√
		H'7F_2000	Reserved	√	√	√	√
		H'7F_3000	Reserved	√	√	√	√
		H'7E_4000	Reserved	√	√	√	√
		H'7E_5000	Reserved	√	√	√	√
		H'7E_6000	Reserved	√	√	√	√
		H'7E_7000	Reserved	√	√	√	√
		H'7F_8000	Reserved	√	√	√	√
		H'7F_E000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PeriW AXI Slave EthernetAVB-IF, PeriW APB [RZ/G2E]	H'E6	H'80_0000 to H'9F_FFFF	EthernetAVB-IF	√	√	√	√
		H'A0_0000 to H'A1_FFFF	Reserved	√	√	√	√
RPC-APB 133MHz	H'E6	H'B0_0000	Reserved	√	√	√	√
		H'B1_0000	Reserved	√	√	√	√
		H'B2_0000	Reserved	√	√	√	√
PeriW APB (APSW3) (mpck) 133MHz	H'E6	H'C0_0000	MSIOF2	√	√	√	√
		H'C1_0000	MSIOF3	√	√	√	√
66.6MHz clock specified module PeriW APB (APSW1)	H'E6	H'C2_8000	Reserved	√	√	√	√
		H'C3_0000	CAN0	√	√	√	√
		H'C3_8000	CAN1	√	√	√	√
		H'C4_0000	SCIF4	√	√	√	√
		H'C4_8000	Reserved	√	√	√	√
		H'C5_0000	SCIF3	√	√	√	√
66.6MHz clock specified module PeriW APB (APSW1)	H'E6	H'C5_8000	Reserved	√	√	√	√
		H'C6_0000	Reserved	√	√	√	√
		H'C7_0000	Reserved	√	√	√	√
		H'C8_0000	Reserved	√	√	√	√
		H'CA_0000	Reserved	√	√	√	√
		H'CE_0000	Reserved	√	√	√	√
		H'CF_0000	Reserved	√	√	√	√
		H'D0_0000	Reserved	√	√	√	√
		H'D4_0000	Reserved	√	√	√	√
		H'D5_0000	Reserved	√	√	√	√
		H'D6_0000	Reserved	√	√	√	√
		H'D7_0000	Reserved	√	√	√	√
		H'E0_0000	Reserved	√	√	√	√
		H'E1_0000	Reserved	√	√	√	√
		H'E2_0000	Reserved	√	√	√	√
		H'E3_0000	PWM0	√	√	√	√
		H'E3_1000	PWM1	√	√	√	√
		H'E3_2000	PWM2	√	√	√	√
		H'E3_3000	PWM3	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
66.6MHz clock specified module PeriW APB (APSW1)	H'E6	H'E3_4000	PWM4	√	√	√	√
		H'E3_5000	PWM5	√	√	√	√
		H'E3_6000	PWM6	√	√	√	√
		H'E3_7000	Reserved	√	√	√	√
PeriE APB (APSE1) 66MHz	H'E6	H'E4_0000	Reserved	√	√	√	√
		H'E5_0000	Reserved	√	√	√	√
		H'E5_1000	Reserved	√	√	√	√
		H'E5_2000	Reserved	√	√	√	√
		H'E5_3000	Reserved	√	√	√	√
		H'E5_4000	Reserved	√	√	√	√
		H'E5_5000	Reserved	√	√	√	√
		H'E5_6000	Reserved	√	√	√	√
		H'E5_7000	Reserved	√	√	√	√
		H'E6_0000	SCIF0	√	√	√	√
		H'E6_8000	SCIF1	√	√	√	√
		H'E7_0000	Reserved	√	√	√	√
		H'E8_0000	TPU0	√	√	√	√
		H'E8_8000	SCIF2	√	√	√	√
PeriE APB (APSRZ/G2E) mpck *: APSW1 [RZ/G2N]	H'E6	H'E9_0000	MSIOF0	√	√	√	√
		H'EA_0000	MSIOF1	√	√	√	√
		H'EB_0000	Reserved	√	√	√	√
		H'EC_0000*	Reserved	√	√	√	√
VIO-APB 100MHz	H'E6	H'EF_0000	VIN0	√	√	√	—
		H'EF_1000	VIN1	√	√	√	—
		H'EF_2000	VIN2	√	√	√	—
		H'EF_3000	VIN3	√	√	√	—
		H'EF_4000	VIN4	√	√	√	√
		H'EF_5000	VIN5	√	√	√	√
		H'EF_6000	VIN6	√	√	√	—
		H'EF_7000	VIN7	√	√	√	—
		H'EF_8000	Reserved	√	√	√	√
		H'EF_9000	Reserved	√	√	√	√
		H'EF_A000	Reserved	√	√	√	√
		H'EF_B000	Reserved	√	√	√	√
		H'EF_C000	Reserved	√	√	√	√
		H'EF_D000	Reserved	√	√	√	√
		H'EF_E000	Reserved	√	√	√	√
		H'EF_F000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
VIO-APB 100MHz	H'E6	H'F0_0000	Reserved	√	√	√	√
		H'F1_0000	Reserved	√	√	√	√
PeriE APB (APSE1) 66MHz	H'E6	H'F2_0000	Reserved	√	√	√	√
		H'F3_0000	SCIF5	√	√	√	√
PeriE APB (APSE2) 133MHz	H'E6	H'F4_0000	Reserved	√	√	√	√
		H'F5_0000	Reserved	√	√	√	√
		H'F6_0000	Reserved	√	√	√	√
		H'F7_0000	Reserved	√	√	√	√
		H'F8_0000	Reserved	√	√	√	√
		H'F9_0000	Reserved	√	√	√	√
		H'FA_0000	Reserved	√	√	√	√
		H'FB_0000	Reserved	√	√	√	√
		H'FC_0000	TMU1	√	√	√	√
		H'FD_0000	TMU2	√	√	√	√
		H'FE_0000	TMU3	√	√	√	√
		H'FF_0000	Reserved	√	√	√	√
	H'E7	H'00_0000	Reserved	√	√	√	√
		H'01_0000	Reserved	√	√	√	√
PeriE APB (APSE2) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] (APSE6) [RZ/G2N]	H'E7	H'30_0000	SYS-DMAC1_East1	√	√	√	√
		H'31_0000	SYS-DMAC2_East2	√	√	√	√
		H'32_0000	Reserved	√	√	√	√
		H'37_0000	Reserved	√	√	√	√
		H'38_0000	Reserved	√	√	√	√
PeriE APB	H'E7	H'73_0000	IPMMU Peri East (SY0)	√	√	—	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products			
				RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PeriE APB (APSE2) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] (APSE6) [RZ/G2N] 133MHz	H'E7	H'74_0000	IPMMU-DS1	√	√	√	√
		H'75_0000	Peri EAST AXI Router	√	√	√	√
		H'76_0000	Reserved	√	√	√	√
		H'77_0000	Reserved	√	√	√	√
		H'78_0000	Peri EAST DMA AXI Router	√	√	√	√
		H'79_0000	Reserved	√	√	√	√
	H'E7	H'90_0000	Reserved	√	√	√	√
		H'91_0000	Reserved	√	√	√	√
MP-APB1	H'EC	H'00_0000	SRC_CMD_BUSIF (window)	√	√	√	√
		H'02_0000	Reserved	√	√	√	√
MP-APB2	H'EC	H'10_0000	SSI_BUSIF (window)	√	√	√	√
MP-APB3	H'EC	H'20_0000	Reserved	√	√	√	√
		H'24_0000	SSI0~SSI2 (window)	√	√	√	√
			SSI3~SSI4 (window)	√	√	√	√
			SSI5~SSI9 (window)	√	√	√	√
MP-APB4	H'EC	H'30_0000	SRC_CMD_BUSIF (window)	√	√	√	√
		H'32_0000	Reserved	√	√	√	√
MP-APB5	H'EC	H'40_0000	SSI_BUSIF (window)	√	√	√	√
		H'44_0000	Reserved	√	√	√	√
		H'46_0000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products			
				RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
MP-APB6	H'EC	H'50_0000	SRC0~4, CMD0, 1 (apb)	√	√	√	√
			SRC5~6, CMD0, 1 (apb)	√	√	√	√
			SRC7~9, CMD0, 1 (apb)	√	√	√	√
		H'52_0000	Reserved	√	√	√	√
		H'54_0000	SSI0~SSI2 (apb)	√	√	√	√
			SSI3~SSI4 (apb)	√	√	√	√
			SSI5~SSI9 (apb)	√	√	√	√
		H'58_0000	Reserved	√	√	√	√
		H'5A_0000	ADG (apb)	√	√	√	√
MP-APB7	H'EC	H'60_0000	MP AXI Router	√	√	√	√
		H'61_0000	MP DMA AXI Router	√	√	√	√
		H'62_0000	Reserved	√	√	√	√
		H'63_0000	Reserved	√	√	√	√
		H'64_0000	Reserved	√	√	√	√
		H'67_0000	IPMMU-MP	√	√	√	√
		H'68_0000	Reserved	√	—	—	—
		H'6F_0000	Reserved	√	√	√	√
		H'70_0000	Audio-DMAC Lower	√	√	√	√
		H'72_0000	Audio-DMAC Higher	√	√	√	√
		H'74_0000	Audio-DMACpp	√	√	√	—
		H'76_0000	Audio-DMACpp Extended	√	√	√	√
		H'80_0000	Reserved	√	√	√	√
		H'C0_0000	Reserved	√	√	√	√
		H'E0_0000	Reserved	√	√	√	√
USB3.0	H'EE	H'00_0000	USB3-0 Host	√	√	√	√
		H'02_0000	USB3-0 Peripheral	√	√	√	√
		H'04_0000	Reserved	√	√	√	√
		H'06_0000	Reserved	√	√	√	√
SDHI	H'EE	H'10_0000	SDHI0	√	√	√	√
		H'12_0000	SDHI1	√	√	√	√
		H'14_0000	SDHI2/MMC0	√	√	√	—
		H'16_0000	SDHI3/MMC1	√	√	√	√
		H'18_0000	RAW NAND FLASH	—	√	√	√
RPC/BSC	H'EE	H'20_0000	RPC-IF	√	√	√	√
		H'22_0000	BSC	√	√	√	√
RGX	H'FD	H'00_0000	3DGE	√	√	√	√
		H'04_0000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products			
				RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
RGX-APB	H'FD	H'80_0000	IPMMU-PV0	√	√	√	√
		H'81_0000	3DGE AXI Router	√	√	√	√
		H'82_0000	Reserved	√	√	√	√
		H'83_0000	Reserved	√	√	√	√
		H'84_0000	Reserved	√	√	√	√
		H'90_0000	Reserved	√	√	√	√
		H'91_0000	Reserved	√	√	√	√
		H'92_0000	Reserved	√	√	√	√
		H'93_0000	Reserved	√	√	√	√
		H'94_0000	Reserved	√	√	√	√
		H'95_0000	IPMMU-PV1	√	√	—	—
		H'96_0000	IPMMU-PV2	√	—	—	—
		H'97_0000	IPMMU-PV3	√	—	—	—
		H'98_0000	Reserved	√	√	√	√
VC Hier APB	H'FE	H'60_0000	Reserved	√	√	√	√
		H'61_0000	Reserved	√	√	√	√
		H'68_0000	VC AXI Router0	√	√	√	√
		H'69_0000	Reserved	√	√	√	√
		H'6A_0000	Reserved	√	√	√	√
		H'6B_0000	IPMMU-VC0	√	√	√	√
		H'6C_0000	Reserved	√	√	√	√
		H'6D_0000	Reserved	√	√	√	√
		H'6E_0000	Reserved	√	√	√	√
		H'6F_0000	IPMMU-VC1	√	—	—	—
		H'70_0000	Reserved	√	√	√	√
		H'86_0000	Reserved	√	√	√	√
		H'87_0000	Reserved	√	√	√	√
		H'88_0000	Reserved	√	√	√	√
		H'89_0000	Reserved	√	√	√	√
		H'8A_0000	Reserved	√	√	√	√
		H'8B_0000	Reserved	√	√	√	√
		H'8D_0000	VLC iVDP1C	√	√	√	√
		H'8D_0200	CE for iVDP1C	√	√	√	√
		H'8D_F000	FCPCI (for iVDP1C)	√	√	—	—

				Second Generation RZ/G Series Products			
Domain	**Address[31:24]**	**Address[23:0]**	**Module**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
VC Hier APB	H'FE	H'8E_0000	Reserved	√	√	√	√
		H'8F_0000	Reserved	√	√	√	√
		H'8F_0200	Reserved	√	√	√	√
		H'8F_F000	Reserved	√	√	√	√
		H'90_0000	VLC for H.265	√	√	√	√
		H'90_0200	CE for H.265	√	√	√	√
		H'90_8000	Reserved	√	√	√	√
		H'90_F000	FCPCS	√	√	√	√
		H'91_0000	VLC for VCPLF	√	√	√	√
		H'91_0200	CE for VCPLF	√	√	√	√
		H'91_8000	Reserved	√	√	√	√
VIO (APB)	H'FE	H'92_0000	Reserved	√	√	√	√
		H'92_F000	Reserved	√	√	√	√
		H'93_0000	Reserved	√	√	√	√
VC (APB)	H'FE	H'94_0000	FDP0	√	√	√	√
		H'94_4000	FDP1	√	—	—	—
		H'94_8000	Reserved	√	√	√	√
		H'94_B000	Reserved	√	√	√	√
		H'95_0000	FCP for FDP0 (4K)	√	√	√	√
		H'95_1000	FCP for FDP1 (4K)	√	—	—	—
		H'95_2000	Reserved	√	√	√	√
		H'95_3000	Reserved	√	√	√	√
VIO (APB)	H'FE	H'96_0000	VSP-BLD_DRC0	√	√	√	—
			VSPBS/VSPB	—	—	—	√
		H'96_F000	FCP for VSP-BLD-DRC (4K)	√	√	√	—
			FCPVB0	—	—	—	√
		H'97_0000	Reserved	√	√	√	√
		H'97_F000	Reserved	√	√	√	√
		H'98_0000	IPMMU-VP1	√	—	—	—
		H'99_0000	IPMMU-VP0	√	—	√	√
VC (APB)	H'FE	H'9A_0000	VSP-IMG0	√	√	√	√
		H'9A_F000	FCP for VSP-IMG0 (4K)	√	√	√	—
		H'9B_0000	VSP-IMG1	√	—	—	—
		H'9B_F000	FCP for VSP-IMG1 (4K)	√	—	—	—
		H'9C_0000	Reserved	√	√	√	√
		H'9C_F000	Reserved	√	√	√	√
		H'9D_0000	VP AXI Router	√	—	√	√
		H'9E_0000	Reserved	√	√	√	√
		H'9E_8000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
VC (APB)	H'FE	H'9F_0000	Reserved	√	√	√	√
VIO Hier	H'FE	H'A0_0000	Reserved	√	√	√	√
		H'A1_0000	Reserved	√	√	√	√
		H'A2_0000	VSPD0 (VSPD0)	√	√	√	√
		H'A2_7000	FCP for VSPDU0	√	√	√	√
		H'A2_8000	VSPD1 (VSPD1)	√	√	√	√
		H'A2_F000	FCP for VSPDU1	√	√	√	√
		H'A3_0000	VSPD2 (VSPD2)	—	√	—	—
		H'A3_7000	FCP for VSPDU2	—	√	—	—
		H'A3_8000	Reserved	√	√	√	√
		H'A3_F000	Reserved	√	√	√	√
		H'A4_0000	Reserved	√	√	√	√
		H'A5_0000	Reserved	√	√	√	√
		H'A6_0000	Reserved	√	√	√	√
		H'A7_0000	Reserved	√	√	√	√
		H'A8_0000	CSI2LNK0 (16KB)	√	√	√	—
		H'A9_0000	Reserved	√	√	√	√
		H'AA_0000	CSI4LNK0 (16KB)	√	√	√	√
		H'AB_0000	Reserved	√	√	√	√
		H'AC_0000	Reserved	√	√	√	√
		H'AD_0000	HDMI0_CNT	√	√	√	—
		H'AD_8000	HDMI0_ESM	—	√	√	—
		H'AE_0000	HDMI1_CNT	√	—	—	—
		H'AE_8000	Reserved	√	√	√	√
		H'B0_0000	DU0, DU1	√	√	√	√
		H'B4_0000	DU2	—	√	√	—
		H'B7_0000	DU3	√	—	√	—
		H'B7_F000	Reserved	√	√	√	√
		H'B8_0000	Reserved	√	√	√	√
		H'B8_1000	Reserved	√	√	√	√
		H'B8_2000	Reserved	√	√	√	√
		H'B8_3000	Reserved	√	√	√	√
		H'B8_4000	Reserved	√	√	√	√
		H'B8_5000	Reserved	√	√	√	√
		H'B8_8000	VIO AXI Router	√	√	—	—
		H'B8_9000	Reserved	√	√	√	√
		H'B8_D000	Reserved	√	√	√	√
		H'B8_E000	Reserved	√	√	√	√
		H'B8_C000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products			
				RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
VIO Hier	H'FE	H'B9_0000	LVDS0	√	√	√	√
		H'B9_4000	Reserved	√	√	√	√
		H'B9_8000	Reserved	√	√	√	√
		H'BA_0000	Reserved	√	√	√	√
		H'BB_8000	Reserved	√	√	√	√
		H'BD_0000	IPMMU-VI0	√	√	√	√
		H'BE_0000	IPMMU-VI1	√	—	—	—
		H'BF_0000	AXI-Bus[VIO AXI Router]	√	√	√	√
		H'C0_0000	Reserved	√	√	√	√
		H'D0_0000	Reserved	√	√	√	√
		H'D1_0000	Reserved	√	√	√	√
		H'D2_0000	Reserved	√	√	√	√
		H'E0_0000	Reserved	√	√	√	√
	H'FF	H'00_0000	Reserved	√	√	√	√
Slave Bus	H'FF	H'80_0000	AXI Slave Bus West	√	√	√	√
		H'81_0000	AXI Slave Bus East	√	√	√	√
		H'82_0000	Reserved	√	√	√	√
		H'83_0000	Reserved	√	√	√	√
		H'84_0000	AXI-Bus[EDC Ctrl]	√	√	√	√
		H'85_0000	CCI-AXI Reg Block	√	√	—	—
		H'86_0000	AXI Slave Bus Central	√	√	√	√
		H'87_0000	Reserved	√	√	√	√
		H'87_1000	Reserved	√	√	√	√
		H'87_2000	Reserved	√	√	√	√
		H'87_3000	Reserved	√	√	√	√
		H'87_4000	Reserved	√	√	√	√
		H'87_5000	Reserved	√	√	√	√
		H'87_6000	Reserved	√	√	√	√
		H'87_7000	Reserved	√	√	√	√
		H'87_8000	Reserved	√	√	√	√
		H'87_9000	Reserved	√	√	√	√
		H'87_A000	Reserved	√	√	√	√
		H'87_B000	Reserved	√	√	√	√
		H'87_C000	Reserved	√	√	√	√
		H'87_D000	Reserved	√	√	√	√
IR-APB	H'FF	H'88_0000	IR AXI Router0	√	√	√	√
		H'89_0000	Reserved	√	√	√	√
		H'8A_0000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
IR-APB	H'FF	H'8B_0000	IPMMU-IR	√	√	√	√
		H'8C_0000	Reserved	√	√	√	√
		H'8D_0000	Reserved	√	√	√	√
		H'8D_1000	Reserved	√	√	√	√
		H'8D_2000	Reserved	√	√	√	√
		H'8D_3000	Reserved	√	√	√	√
		H'8D_4000	Reserved	√	√	√	√
		H'8D_5000	Reserved	√	√	√	√
		H'8D_6000	Reserved	√	√	√	√
		H'8D_7000	Reserved	√	√	√	√
		H'8D_8000	Reserved	√	√	√	√
		H'8E_0000	IR AXI Router1	√	√	√	√
		H'8F_0000	Reserved	√	√	√	√
		H'90_0000	Reserved	√	√	√	√
		H'A0_0000	Reserved	√	√	√	√
		H'B0_0000	Reserved	√	√	√	√
		H'BE_0000	Reserved	√	√	√	√
		H'BF_0000	Reserved	√	√	√	√
		H'C0_0000	Reserved	√	√	√	√
		H'C1_0000	Reserved	√	√	√	√
		H'C2_0000	Reserved	√	√	√	√
		H'C3_0000	Reserved	√	√	√	√
		H'C4_0000	Reserved	√	√	√	√
		H'C5_0000	Reserved	√	√	√	√
		H'C6_0000	Reserved	√	√	√	√
		H'C7_0000	Reserved	√	√	√	√
		H'C8_0000	Reserved	√	√	√	√
		H'C9_0000	Reserved	√	√	√	√
		H'CA_0000	Reserved	√	√	√	√
		H'CB_0000	Reserved	√	√	√	√
		H'CC_0000	Reserved	√	√	√	√
		H'CD_0000	Reserved	√	√	√	√
		H'CE_0000	Reserved	√	√	√	√
		H'CF_0000	Reserved	√	√	√	√
		H'D0_0000	Reserved	√	√	√	√
		H'D1_0000	Reserved	√	√	√	√
		H'D2_0000	Reserved	√	√	√	√
		H'D3_0000	Reserved	√	√	√	√
		H'D4_0000	Reserved	√	√	√	√

Domain	Address[31:24]	Address[23:0]	Module	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
IR-APB	H'FF	H'D5_0000	Reserved	√	√	√	√
		H'D6_0000	Reserved	√	√	√	√
		H'D7_0000	Reserved	√	√	√	√
		H'E8_0000	Reserved	√	√	√	√
		H'E8_1000	Reserved	√	√	√	√
		H'E8_2000	Reserved	√	√	√	√
		H'E8_3000	Reserved	√	√	√	√
		H'E8_4000	Reserved	√	√	√	√
		H'E8_5000	Reserved	√	√	√	√
		H'E8_6000	Reserved	√	√	√	√
		H'E8_7000	Reserved	√	√	√	√
		H'E8_8000	Reserved	√	√	√	√
		H'E8_9000	Reserved	√	√	√	√
		H'E8_A000	Reserved	√	√	√	√
		H'E8_B000	Reserved	√	√	√	√
		H'E9_0000	Reserved	√	√	√	√
		H'EA_0000	Reserved	√	√	√	√
		H'EF_0000	Reserved	√	√	√	√
		H'F0_0044	PRR	√	√	√	√
		H'F1_0000	Reserved	√	√	√	√
		H'F2_0000	Reserved	√	√	√	√
		H'F3_0000	Reserved	√	√	√	√
		H'F4_0000	Reserved	√	√	√	√
		H'F5_0000	Reserved	√	√	√	√
		H'F6_0000	Reserved	√	√	√	√
		H'F7_0000	Reserved	√	√	√	√
		H'F8_0000	Reserved	√	√	√	√
		H'F8_1000	Reserved	√	√	√	√
		H'F9_0000	Reserved	√	√	√	√
		H'F9_1000	Reserved	√	√	√	√
		H'F9_2000	Reserved	√	√	√	√
		H'F9_3000	Reserved	√	√	√	√
		H'FA_0000	Reserved	√	√	√	√
		H'FB_0000	Reserved	√	√	√	√
		H'FC_0000	Reserved	√	√	√	√
		H'FD_0000	Reserved	√	√	√	√
		H'FE_0000	Reserved	√	√	√	√
		H'FF_0000	Reserved	√	√	√	√

3. Mode Pin Settings (RZ/G2H)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 3.1 TEST2 and TEST1 Settings

Test2	Test1	Mode Select
0	0	Normal operation
0	1	Setting prohibited
1	0	Setting prohibited
1	1	Setting prohibited

Table 3.2 BSMODE Settings

BSMODE	JTAG pin Operating Mode Switching
0	Normal operation
1	Operates in boundary scan mode. When PRESET# is at low level, pin IO control is disabled.

Table 3.3 MD0 Settings

MD0	Reserved, fixed to 0

Table 3.4 MD4, MD3, MD2, MD1 Settings

MD4	MD3	MD2	MD1	Boot Device Selection
—	—	—	—	See the Boot section.

Table 3.5 MD5 Settings

MD5	Reserved (See the Boot section.)
0	Setting prohibited
1	Normal boot

Table 3.6 MD7 and MD6 Settings

MD7	MD6	Master Boot Processor Selection (See the Boot section.)
0	0	Cortex-A57 boot
0	1	Cortex-A53 boot
1	0	Setting prohibited
1	1	Setting prohibited

Table 3.7 MD8 Settings

MD8	EXBUS Data Bus Width
0	8-bit
1	16-bit

Table 3.8 MD9 Settings

MD9	EXTAL/XTAL Pin Setting (See the Clock Pulse Generator section.)
0	Inputs an external clock to the EXTAL pin.
1	Connects the crystal resonator to the EXTAL and XTAL pin

Table 3.9 MD21, MD20, MD11, MD10 and MDT[1:0] Settings

MD21	MD20	MD11	MD10	MDT[1:0]	JTAG Selection
—	—	—	—	—	See the Debug and Trace section.

Table 3.10 MD14 and MD13 Settings

MD14	MD13	Clock Frequency Selection
—	—	See the Clock Pulse Generator section.

Table 3.11 MD15 Settings

MD15	Initial ARMv8 Execution State Selection (See the Boot section.)
0	AArch32
1	AArch64

Table 3.12 MD16 Settings

MD16	Reserved, fixed to 1

Table 3.13 MD18 Settings

MD18	External Bus Clock Frequency Setting (See the Clock Pulse Generator section.)
0	Division ratio = 1/24 of the PLL1 oscillation frequency
1	Division ratio = 1/36 of the PLL1 oscillation frequency

Table 3.14 MD19 and MD17 Settings

		LPDDR4 Data Transfer Rate
MD19	**MD17**	**LPDDR4**
0	0	DDR3200
0	1	DDR2800
1	0	Setting prohibited
1	1	DDR1600

Table 3.15 MD27 and MD22 Settings

MD27	MD22	DDR Phy Pin-mux Setting
0	0	LPDDR4
0	1	Setting prohibited
1	0	Setting prohibited
1	1	Setting prohibited

Table 3.16 MD25 Settings

MD25	Reserved, fixed to 0

Table 3.17 MD23 Settings

MD23	Reserved, fixed to 0

Table 3.18 MD26 Settings

MD26	Reserved, fixed to 0

Table 3.19 MD28 Settings

MD28	Select RCLK Source
0	CLK from inside
1	from EXTALR

Table 3.20 MD12 Settings

MD12	Select PCIE or SATA
0	PCIexpress
1	SATA

4. Mode Pin Settings (RZ/G2M V1.3, RZ/G2M V3.0)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 4.1 TEST2 and TEST1 Settings

TEST2	TEST1	Mode Select
0	0	Normal operation
0	1	Setting prohibited
1	0	Setting prohibited
1	1	Setting prohibited

Table 4.2 BSMODE Settings

BSMODE	JTAG Pin Operating Mode Switching
0	Normal operation
1	Operates in boundary scan mode. When PRESET# is at low level, pin IO control is disabled

Table 4.3 MD0 Settings

MD0	Reserved, fixed to 0

Table 4.4 MD4, MD3, MD2 and MD1 Settings

MD4	MD3	MD2	MD1	Boot Device Selection
—	—	—	—	See the Boot section

Table 4.5 MD5 Settings

MD5	Reserved (See the Boot section.)
0	Setting prohibited
1	Normal boot

Table 4.6 MD7 and MD6 Settings

MD7	MD6	Master Boot Processor Selection (See the Boot section.)
0	0	Cortex-A57 boot
0	1	Cortex-A53 boot
1	0	Setting prohibited
1	1	Setting prohibited

Table 4.7 MD8 Settings

MD8	EXBUS Data Bus Width
0	8-bit
1	16-bit

Table 4.8 MD9 Settings

MD9	EXTAL/XTAL Pin Setting (See the Clock Pulse Generator section.)
0	Inputs an external clock to the EXTAL pin
1	Connects a crystal resonator to the EXTAL/XTAL pin

Table 4.9 MD21, MD20, MD11, MD10 and MDT[1:0] Settings

MD21	MD20	MD11	MD10	MDT[1:0]	JTAG Selection
—	—	—	—	—	See the Debug and Trace section

Table 4.10 MD12 Settings

MD12	Reserved, fixed to 0

Table 4.11 MD14 and MD13 Settings

MD14	MD13	Clock Frequency Selection
—	—	See the Clock Pulse Generator section

Table 4.12 MD15 Settings

MD15	Initial Armv8 Execution State Selection (See the Boot section.)
0	AArch32
1	AArch64

Table 4.13 MD16 Settings

MD16	Reserved, fixed to 1

Table 4.14 MD18 Settings

MD18	External Bus Clock Frequency Setting (See the Clock Pulse Generator section.)
0	Division ratio = 1/24 of the PLL1 oscillation frequency
1	Division ratio = 1/36 of the PLL1 oscillation frequency

Table 4.15 MD19 and MD17 Settings

		LPDDR4 Data Transfer Rate
MD19	**MD17**	**LPDDR4**
0	0	DDR3200
0	1	DDR2800
1	0	Setting prohibited
1	1	DDR1600

Table 4.16 MD27 and MD22 Settings

MD27	MD22	DDR Phy Pin-mux Setting
0	0	LPDDR4
0	1	Setting prohibited
1	0	Setting prohibited
1	1	Setting prohibited

Table 4.17 MD25 Settings

MD25	Reserved, fixed to 0

Table 4.18 MD23 Settings

MD23	Reserved, fixed to 0

Table 4.19 MD26 Settings

MD26	Reserved, fixed to 0

Table 4.20 MD28 Settings

MD28	Select RCLK Source
0	CLK from inside
1	from EXTALR

5. Mode Pin Settings (RZ/G2N)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 5.1 TEST2 and TEST1 Settings

Test2	Test1	Mode Select
0	0	Normal operation
0	1	Setting prohibited
1	0	Setting prohibited
1	1	Setting prohibited

Table 5.2 BSMODE Settings

BSMODE	JTAG Pin Operating Mode Switching
0	Normal operation
1	Operates in boundary scan mode. When PRESET# is at low level, pin IO control is disabled

Table 5.3 MD0 Settings

MD0	Reserved, fixed to 0

Table 5.4 MD4, MD3, MD2 and MD1 Settings

MD4	MD3	MD2	MD1	Boot Device Selection
—	—	—	—	See the Boot section.

Table 5.5 MD5 Settings

MD5	Reserved (See the Boot section.)
0	Setting prohibited
1	Normal boot

Table 5.6 MD7 and MD6 Settings

MD7	MD6	Master Boot Processor Selection (See the Boot section.)
0	0	Cortex-A57 boot
0	1	Setting prohibited
1	0	Setting prohibited
1	1	Setting prohibited

Table 5.7 MD8 Settings

MD8	EXBUS Data Bus Width
0	8-bit
1	16-bit

Table 5.8 MD9 Settings

MD9	EXTAL/XTAL Pin Setting (See the Clock Pulse Generator section.)
0	Inputs an external clock to the EXTAL pin
1	Connects the crystal resonator to the EXTAL and XTAL pin

Table 5.9 MD21, MD20, MD11, MD10 and MDT[1:0] Settings

MD21	MD20	MD11	MD10	MDT[1:0]	JTAG Selection
—	—	—	—	—	See the Debug and Trace section.

Table 5.10 MD12 Settings

MD12	Select PCIE or SATA
0	PCIexpress
1	SATA

Table 5.11 MD14 and MD13 Settings

MD14	MD13	Clock Frequency Selection
—	—	See the Clock Pulse Generator section.

Table 5.12 MD15 Settings

MD15	Initial ARMv8 Execution State Selection (See the Boot section.)
0	AArch32
1	AArch64

Table 5.13 MD16 Settings

MD16	Reserved, fixed to 1

Table 5.14 MD18 Settings

MD18	External Bus Clock Frequency Setting (See the Clock Pulse Generator section.)
0	Division ratio = 1/24 of the PLL1 oscillation frequency
1	Division ratio = 1/36 of the PLL1 oscillation frequency

Table 5.15 MD19 and MD17 Settings

MD19	MD17	LPDDR4 Data Transfer Rate
0	0	DDR3200
0	1	DDR2800
1	0	Setting prohibited
1	1	DDR1600

Table 5.16 MD27 and MD22 Settings

MD27	MD22	DDR Phy Pin-mux Setting
0	0	LPDDR4
0	1	Setting prohibited
1	0	Setting prohibited
1	1	Setting prohibited

Table 5.17 MD25 Settings

MD25	Reserved, fixed to 0

Table 5.18 MD23 Settings

MD23	Reserved, fixed to 0

Table 5.19 MD26 Settings

MD26	Reserved, fixed to 0

Table 5.20 MD28 Settings

MD28	Select RCLK Source
0	CLK from inside
1	from EXTALR

6. Mode Pin Settings (RZ/G2E)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N **RZ/G2E**

Table 6.1 TEST2 and TEST1 Settings

Test2	Test1	Mode Select
0	0	Use this setting
0	1	Setting prohibited
1	0	Setting prohibited
1	1	Setting prohibited

Table 6.2 BSMODE Settings

BSMODE	JTAG pin mode selection
0	Normal operation
1	Boundary scan operation. Pin IO control during PRESET#=Low level is disabled.

Table 6.3 MD0 Settings

MD0	Reserved, fixed to 0

Table 6.4

MD4, MD3, MD2 and MD1 Settings

MD4	MD3	MD2	MD1	Boot Device Selection
—	—	—	—	See the Boot section

Table 6.5 MD5 Settings

MD5	Reserved
0	Setting prohibited
1	Normal boot

Table 6.6 MD7 and MD6 Settings

MD7	MD6	Description
0	0	Setting prohibited
0	1	Booted through CPU0 in Cortex-A53
1	0	Setting prohibited
1	1	Setting prohibited

Table 6.7 MD8 Settings

MD8	Reserved, fixed to 1

Table 6.8 MD9 Settings

MD9	EXTAL/XTAL Pin Settings
0	Inputs an external clock to the EXTAL pin.
1	Connects the crystal resonator to the EXTAL and XTAL pins.

Table 6.9 MD12 Settings

MD12	System Clock SSCG/nonSSCG select
0	SSCG OFF
1	SSCG ON

Table 6.10 MD13 Settings

MD13	VDDQ_QSPI voltage indication (should meet with input voltage)
0	1.8V
1	3.3V

Table 6.11 MD15 Settings

MD15	Description
0	AArch32
1	AArch64

Table 6.12 MD16 Settings

MD16	Reserved, fixed to 1

Table 6.13 MD17 Settings

MD17	Reserved, fixed to 0
0	Use this setting
1	Reserved

Table 6.14 MD19 Settings

MD19	EXTAL Input Frequency [MHz]	Divider Setting of EXTAL Input	PLL Multiplication Ratio			
			PLL0 (nonSSCG)	PLL1 (SYS SSCG)	PLL3 (DDR)	
0	48	× 1	× 100.0	× 33.3	× 33.3	DDR:1600Mbps
1	48	× 1	× 100.0	× 33.3	× 19.3	DDR:1856Mbps

Table 6.15 MD23 Settings

MD23	Reserved, fixed to 0

Table 6.16 MD25 Settings

MD25	Reserved, fixed to 0

Table 6.17 MD26 Settings

MD26	Reserved, fixed to 0

7. AP-System Core

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

7.1 Overview

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0

The AP-System core is a core block equipped with Arm Cortex-A53 and Arm Cortex-A57. For details on the functions of Cortex-A53 and Cortex-A57, see the relevant Technical Reference Manual.

RZ/G2E

The AP-System core is a core block equipped with Arm Cortex-A53. For details on the functions of Cortex-A53, see the relevant Technical Reference Manual.

RZ/G2N

The AP-System core is a core block equipped with Arm Cortex-A57. For details on the functions of Cortex-A57, see the relevant Technical Reference Manual.

7.1.1 Features

7.1.1.1 Cortex-A57 CPU cluster

Table 7.1 shows the feature of Cortex-A57 CPU cluster in AP-System Core.

Table 7.1 Feature of the AP-System Core Block (Cortex-A57)

	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Version	r1p3	r1p3	r1p3	—
Cluster Number	Cluster 0	Cluster 0	Cluster 0	—
Number of CPUs	Quad CPU	Dual CPU	Dual CPU	—
L1 cache	I/ 48 KB (16 KB × 3 way) [w/Parity] D/32 KB (16 KB × 2 way) [w/ECC]	I/ 48 KB (16 KB × 3 way) [w/Parity] D/32 KB (16 KB × 2 way) [w/ECC]	I/ 48 KB (16 KB × 3 way) [w/Parity] D/32 KB (16 KB × 2 way) [w/ECC]	—
L2 cache	2 MB (128 KB × 16 way) [w/ECC]	1MB (64KB × 16 way) [w/ECC]	1MB (64KB × 16 way) [w/ECC]	—
ECC	Supported	Supported	Supported	—
MMU	Supported	Supported	Supported	—
NEON/VFP	NEON supported (Advanced SIMD) VFP supported		NEON supported (Advanced SIMD) VFP supported	—
Cryptography Extension (Optional)	Supported	Supported	Supported	—
Operating clock	CPU core: Zϕ	CPU core: Zϕ	CPU core: Zϕ	—
	L2-Tag RAMs: 3-divided clock of Zϕ L2-Data RAMs: 4-divided clock of Zϕ ACE bus: ZXϕ		L2-Tag RAMs: 3-divided clock of Zϕ L2-Data RAMs: 4-divided clock of Zϕ ACE bus: ZXϕ	—
Low power mode	Sleep mode (each CPU) Core standby mode (each CPU) AP-system core power down mode (CPUs and L2 cache shutdown: A2BS = OFF)		Sleep mode (each CPU) Core standby mode (each CPU) AP-system core power down mode (CPUs and L2 cache shutdown: A2BS = OFF)	—
Private peripherals	Arm Generic Timer supported		Arm Generic Timer supported	—

7.1.1.2 Cortex-A53 CPU Cluster

Table 7.2 shows the feature of Cortex-A53 CPU cluster in AP-System Core.

Table 7.2 Features of the AP-System Core Block (Cortex-A53)

	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Version	r0p4	r0p4	—	r0p4
Cluster number	Cluster 1	Cluster 1	—	Cluster 0
Number of CPUs	Quad CPU	Quad CPU	—	Dual CPU
L1 cache (per CPU)	I/ 32 KB (16 KB × 2 way) [w/Parity] D/32 KB (8 KB × 4 way) [w/ECC]	I/ 32 KB (16 KB × 2 way) [w/Parity] D/32 KB (8 KB × 4 way) [w/ECC]	—	I/ 32 KB (16 KB × 2 way) [w/Parity] D/32 KB (8 KB × 4 way) [w/ECC]
L2 cache	512 KB (32 KB × 16 way) [w/ECC]	512 KB (32 KB × 16 way) [w/ECC]	—	256 KB (16 KB × 16 way) [w/ECC]
ECC	Supported	Supported	—	Supported
MMU	Supported	Supported	—	Supported
NEON/ VFP	NEON supported (Advanced D) VFP supported		—	NEON supported (Advanced D) VFP supported
Cryptography Extension (Optional)	Supported	Supported	—	Supported
Operating clock	CPU core: Z2ϕ	CPU core: Z2ϕ	—	CPU core: Z2ϕ
	L2-Tag RAMs: Z2ϕ L2-Data RAMs: 2-divided clock of Z2ϕ		—	L2-Tag RAMs: Z2ϕ L2-Data RAMs: 2-divided clock of Z2ϕ
	ACE bus: ZXϕ	ACE bus: ZXϕ	—	AXI4 bus: ZXϕ
Low power mode	Sleep mode (each CPU) Core standby mode (each CPU) AP-system core power down mode (CPUs and L2 cache shutdown: A2LS = OFF)		—	Sleep mode (each CPU) Core standby mode (each CPU) AP-system core power down mode (CPUs and L2 cache shutdown: A2LS = OFF)
Private peripherals	Arm Generic Timer supported		—	Arm Generic Timer supported

7.1.1.3 Cache Coherent Interconnect (CCI-500)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0

Cache coherent interconnect combines interconnect and coherency function. It can connect two ACE masters, one ACE-Lite masters and three AXI4 slaves.
Table 7.3 shows the module connection of each ports. In order to improve the performance of the coherency access, snoop filter is implemented. For details, refer to the following document.

RZ/G2H
"CoreLink CCI-500 Cache Coherent Interconnect Revision r1p0 Technical Reference Manual" (corelink_cci500_cache_coherent_interconnect_technical_reference_manual_100023_0100_00_en.pdf). 3.4 Address map

RZ/G2M V1.3 RZ/G2M V3.0
"CoreLink CCI-500 Cache Coherent Interconnect Revision r0p1 Technical Reference Manual" (corelink_cci500_cache_coherent_interconnect_technical_reference_manual_100023_0001_00_en.pdf). 3.4 Address map

RZ/G2N RZ/G2E

The bus interconnect is connected to Cortex-A53.

Table 7.3 module connection of each ports

	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Slave port 0	Main Memory Domain AXI	Main Memory Domain AXI	—	—
Slave port 1	Cortex-A57	Cortex-A57	—	—
Slave port 2	Cortex-A53	Cortex-A53	—	—
Slave port 3	—	—	—	—
Master port 0	Peripheral Domain AXI	Peripheral Domain AXI	—	—
Master port 1	Main Memory Domain AXI	Main Memory Domain AXI	—	—
Master port 2	Main Memory Domain AXI	Main Memory Domain AXI	—	—

7.1.1.4 Generic Counter

For the general explanation about Generic Counter, and the details of the relation between Generic Counter and Generic Timer, refer to the Arm manual. In this chapter, it is explained that the frequency for count-up of the Generic Counter. The Generic Counter serves as the CoreSight Timestamp function as well as Generic Timer.

7.1.2 Block Diagram

Figure 7.1, Figure 7.2 and Figure 7.3 show the block diagram of AP-System Core.

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0

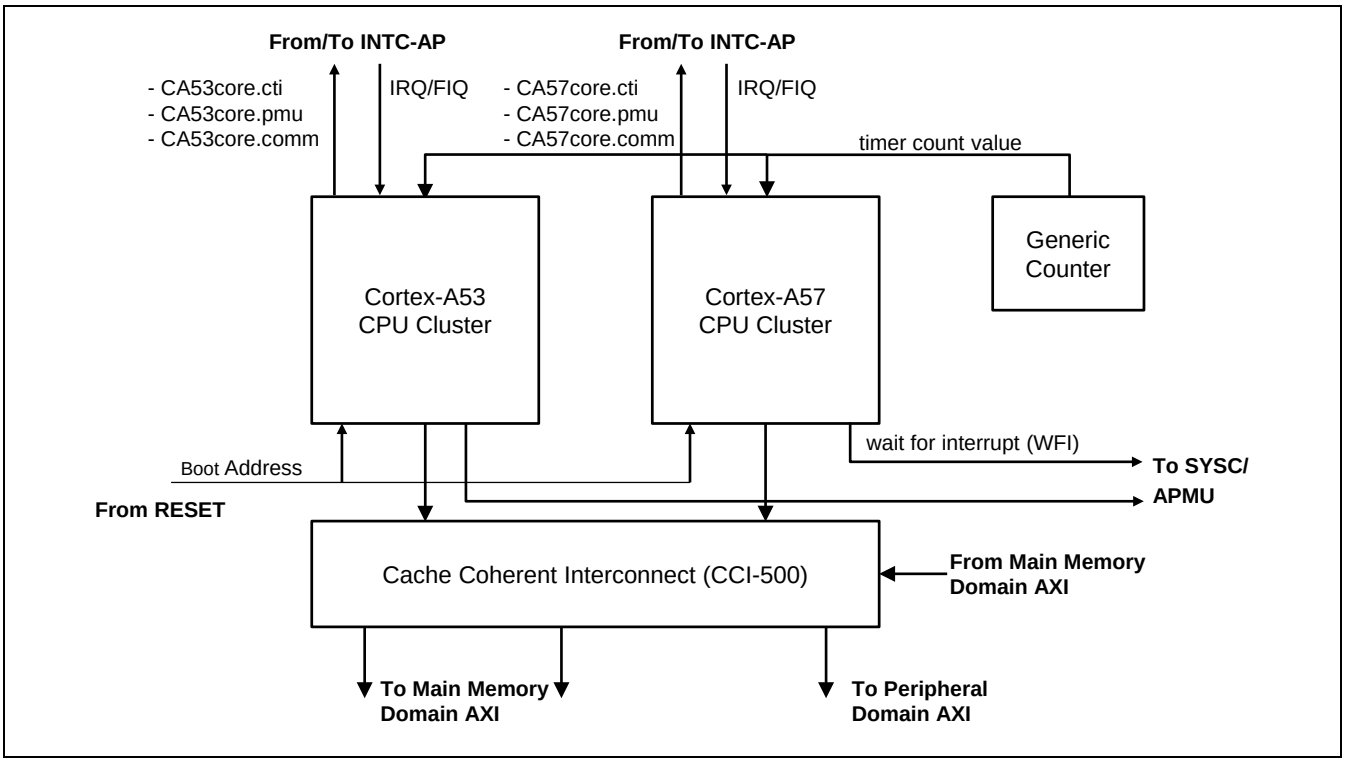


Figure 7.1 AP-System Core block diagram with Cortex-A57, Cortex-A53 and CCI-500

RZ/G2E

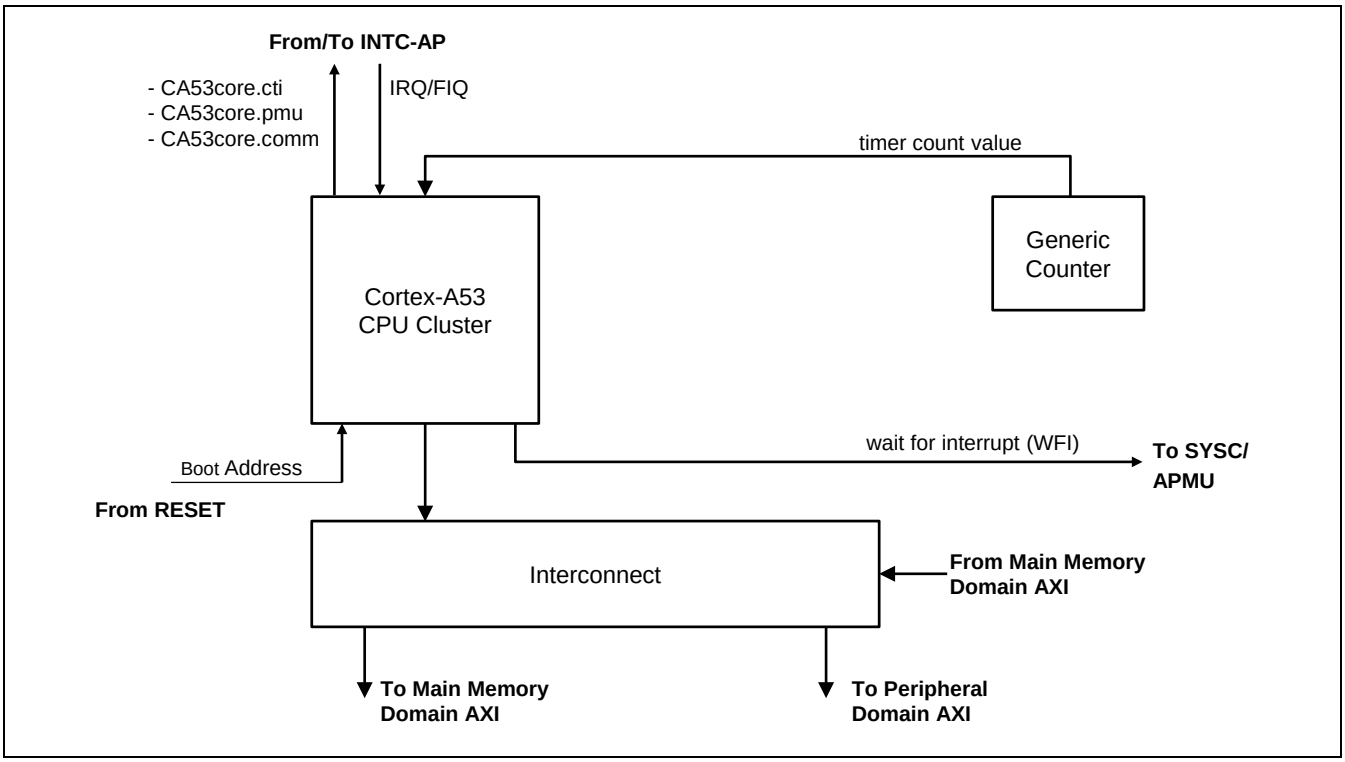


Figure 7.2 AP-System Core block diagram with only Cortex-A53

RZ/G2N

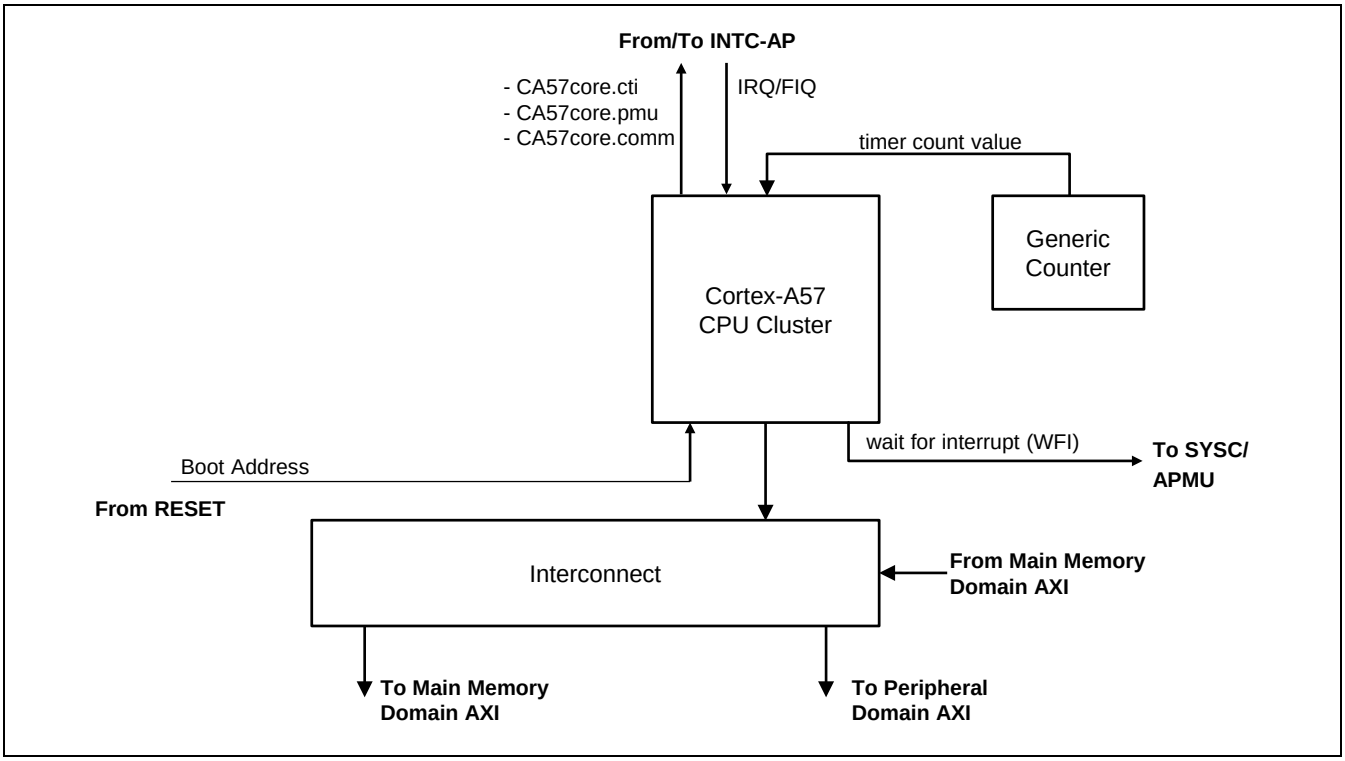


Figure 7.3 AP-System Core block diagram with only Cortex-A57

7.1.3 External Pins

In AP-System Core, there are no external pins.

7.1.4 Register Configuration

Table 7.4, Table 7.5 and Table 7.6 show the register configuration of CCI-500 and Generic Counter.

Table 7.4 Register Configuration (CCI-500)

						Second Generation RZ/G Series Products			
Name	**Abbreviation**	**R/W**	**Address**	**Initial Value**	**Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Control Override Register	—	R/W	H'F120_0000	H'0000_0000	32	√	√	—	—
Secure Access Register	—	—/W	H'F120_0008	H'0000_0000	32	√	√	—	—
Status Register	—	R	H'F120_000C	H'0000_0000	32	√	√	—	—
Imprecise Error Register	—	R/W	H'F120_0010	H'0000_0000	32	√	√	—	—
Performance Monitor Control Register	—	R/W	H'F120_0100	H'0000_4000	32	√	√	—	—
Interface Monitor Control Register	—	R/W	H'F120_0104	H'0000_0000	32	√	√	—	—
Peripheral ID 0	—	R	H'F120_0FE0	H'0000_0022	32	√	√	—	—
Peripheral ID 1	—	R	H'F120_0FE4	H'0000_00B4	32	√	√	—	—
Peripheral ID 2	—	R	H'F120_0FE8	H'0000_000B	32	√	√	—	—
Peripheral ID 3	—	R	H'F120_0FEC	H'0000_0000	32	√	√	—	—
Peripheral ID 4	—	R	H'F120_0FD0	H'0000_0084	32	√	√	—	—
Peripheral ID 5	—	R	H'F120_0FD4	H'0000_0000	32	√	√	—	—
Peripheral ID 6	—	R	H'F120_0FD8	H'0000_0000	32	√	√	—	—
Peripheral ID 7	—	R	H'F120_0FDC	H'0000_0000	32	√	√	—	—
Component ID 0	—	R	H'F120_0FF0	H'0000_000D	32	√	√	—	—
Component ID 1	—	R	H'F120_0FF4	H'0000_00F0	32	√	√	—	—
Component ID 2	—	R	H'F120_0FF8	H'0000_0005	32	√	√	—	—
Component ID 3	—	R	H'F120_0FFC	H'0000_00B1	32	√	√	—	—
Snoop Control Register SIn*1	—	R/W	H'F120_1000 + H'1000 * n	SI0: H'0000_0000 SI1: H'8000_0000 SI2: H'C000_0000	32	√	—	—	—
Snoop Control Register SIn*1	—	R/W	H'F120_1000 + H'1000 * n	SI0: H'0000_0000 SI1/2: H'C000_0000	32	—	√	—	—
Shareable Override Register SIn*1	—	R/W	H'F120_1004 + H'1000 * n	H'0000_0000	32	√	√	—	—
Read QoS Override Register SIn*1	—	R/W	H'F120_1100 + H'1000 * n	H'0000_0000	32	√	√	—	—

Name	Abbreviation	R/W	Address	Initial Value	Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Write QoS Override Register SIn*1	—	R/W	H'F120_1104 + H'1000 * n	H'0000_0000	32	√	√	—	—
MAX OT Register SIn*1	—	R/W	H'F120_1110 + H'1000 * n	H'0000_0020	32	√	√	—	—
Event Select n*1	—	R/W	H'F121_0000 + H'1_0000 * n	H'0000_0000	32	√	√	—	—
Event Count n*1	—	R/W	H'F121_0004 + H'1_0000 * n	H'0000_0000	32	√	√	—	—
Count Control n*1	—	R/W	H'F121_0008 + H'1_0000 * n	H'0000_0000	32	√	√	—	—
Count Overflow n*1	—	R/W	H'F121 000C + H'1_0000 * n	H'0000_0000	32	√	√	—	—
Interface Monitor Register SIn*1	—	R	H'F129 0000 + H'0004 * n	H'0000_0000	32	√	√	—	—
Interface Monitor Register MIn*2	—	R	H'F129 0100 + H'0004 * n	H'0000_0000	32	√	√	—	—

Notes: 1. SIn: (n = 0-2)

2. MIn (n = 0-2)

For details, refer to CoreLink CCI-500 Cache Coherent Interconnect Revision r0p0 (for RZ/G2M V1.3, RZ/G2M V3.0) and r1p0 (for RZ/G2H) Technical Reference Manual (corelink_cci500_cache_coherent_interconnect_technical_reference_manual_100023_0000_01_en.pdf).

Table 7.5 Register Configuration (Generic Counter – Control Base)

Name	Abbreviation	R/W	Address	Initial Value	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Counter Control Register	CNTCR	R/W	H'E608_0000	H'0000_0000	32	√	√	√	√
Counter Status Register	CNTSR	R	H'E608_0004	H'0000_0000	32	√	√	√	√
Current Count Value Lower register	CNTCVL	R/W	H'E608_0008	H'0000_0000	32	√	√	√	√
Current Count Value Upper register	CNTCVU	R/W	H'E608_000C	H'0000_0000	32	√	√	√	√
Base Frequency ID register	CNTFID0	R/W	H'E608_0020	H'00C6_5D40	32	√	√	√	√
Counter ID Register 0	CounterID0	R	H'E608_0FD0	H'0000_0004	32	√	√	√	√
Counter ID Register 1	CounterID1	R	H'E608_0FD4	H'0000_0000	32	√	√	√	√
Counter ID Register 2	CounterID2	R	H'E608_0FD8	H'0000_0000	32	√	√	√	√
Counter ID Register 3	CounterID3	R	H'E608_0FDC	H'0000_0000	32	√	√	√	√
Counter ID Register 4	CounterID4	R	H'E608_0FE0	H'0000_0001	32	√	√	√	√
Counter ID Register 5	CounterID5	R	H'E608_0FE4	H'0000_00B1	32	√	√	√	√
Counter ID Register 6	CounterID6	R	H'E608_0FE8	H'0000_001B	32	√	√	√	√
Counter ID Register 7	CounterID7	R	H'E608_0FEC	H'0000_0000	32	√	√	√	√
Counter ID Register 8	CounterID8	R	H'E608_0FF0	H'0000_000D	32	√	√	√	√
Counter ID Register 9	CounterID9	R	H'E608_0FF4	H'0000_00F0	32	√	√	√	√
Counter ID Register 10	CounterID10	R	H'E608_0FF8	H'0000_0005	32	√	√	√	√
Counter ID Register 11	CounterID11	R	H'E608_0FFC	H'0000_00B1	32	√	√	√	√

Notes: 1. For details, refer to DDI0487A_b_armv8_arm.pdf, Appendix I1 System Level Implementation of the Generic Timer.
2. Registers in Control Base region can be accessed only from secure world.

Table 7.6 Register Configuration (Generic Counter – Read Base)

Name	Abbreviation	R/W	Address	Initial Value	Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Current Count Value Lower register	CNTCVL	R/W	H'E608_1000	H'0000_0000	32	√	√	√	√
Current Count Value Upper register	CNTCVU	R/W	H'E608_1004	H'0000_0000	32	√	√	√	√
Counter ID Register 0	CounterID0	R	H'E608_1FD0	H'0000_0004	32	√	√	√	√
Counter ID Register 1	CounterID1	R	H'E608_1FD4	H'0000_0000	32	√	√	√	√
Counter ID Register 2	CounterID2	R	H'E608_1FD8	H'0000_0000	32	√	√	√	√
Counter ID Register 3	CounterID3	R	H'E608_1FDC	H'0000_0000	32	√	√	√	√
Counter ID Register 4	CounterID4	R	H'E608_1FE0	H'0000_0001	32	√	√	√	√
Counter ID Register 5	CounterID5	R	H'E608_1FE4	H'0000_00B1	32	√	√	√	√
Counter ID Register 6	CounterID6	R	H'E608_1FE8	H'0000_001B	32	√	√	√	√
Counter ID Register 7	CounterID7	R	H'E608_1FEC	H'0000_0000	32	√	√	√	√
Counter ID Register 8	CounterID8	R	H'E608_1FF0	H'0000_000D	32	√	√	√	√
Counter ID Register 9	CounterID9	R	H'E608_1FF4	H'0000_00F0	32	√	√	√	√
Counter ID Register 10	CounterID10	R	H'E608_1FF8	H'0000_0005	32	√	√	√	√
Counter ID Register 11	CounterID11	R	H'E608_1FFC	H'0000_00B1	32	√	√	√	√

Note: For details, refer to DDI0487A_b_armv8_arm.pdf, Appendix I1 System Level Implementation of the Generic Timer.

7.1.5 Connected Module

Table 7.7 shows the connected modules to AP-System Core. As for the feature of the connected modules, refer to the chapter of each modules.

Table 7.7 Connected Modules

Module Name	Connected Module Name	Connected Module Function
AP-System Core	APMU	Power On/Off sequence Clock supply
	SYSC	Power On/Off sequence
	RST	Boot address mode setting CPU reset control
	INTC-AP	Interrupt handling
	Debug and Trace	Debug function

7.2 Register Description

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

As for register description of AP-System Core, refer to the following documents.

- RZ/G2H CoreLink CCI-500 Cache Coherent Interconnect Revision r1p0 Technical Reference Manual
- RZ/G2M V1.3 RZ/G2M V3.0 CoreLink CCI-500 Cache Coherent Interconnect Revision r0p0 Technical Reference Manual
- Arm Architecture Reference Manual Armv8, for Armv8-A architecture profile

7.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

7.3.1 Boot Address Setting

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0

In AArch32 mode, boot address can be controlled by CA57/53BAR and CA57/53BAR2 register in RESET(RST). In AArch64 mode, boot address can also be controlled by CA57/53CPUnBARH/L registers in RST. About the initial value of these registers, refer to section 17, RESET(RST).

RZ/G2E

In AArch32 mode, boot address can be controlled by CA53BAR and CA53BAR2 register in RESET(RST). In AArch64 mode, boot address can also be controlled by CA53CPUnBARH/L registers in RST. About the initial value of these registers, refer to section 17, RESET(RST).

RZ/G2N

In AArch32 mode, boot address can be controlled by CA57BAR and CA57BAR2 register in RESET(RST). In AArch64 mode, boot address can also be controlled by CA57CPUnBARH/L registers in RST. About the initial value of these registers, refer to section 17, RESET(RST).

7.3.2 Power-Up/Down Mechanism

The AP-System core supports the following five power modes.

- AP-System core power down mode
  RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0
  (CPUs and L2 Cache shutdown: A2BS = OFF (Cortex-A57)/A2LS = OFF (Cortex-A53))
  RZ/G2E
  (CPUs and L2 Cache shutdown: A2LS = OFF (Cortex-A53))
  RZ/G2N
  (CPUs and L2 Cache shutdown: A2BS = OFF (Cortex-A57))
- Core standby mode (each CPU)
- Sleep mode (clock stop, each CPU)
- L2 shutdown mode
- Normal Operation mode

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

In AP-System core power down mode, the power of the AP-System core area is shut down. This mode is intended to be used at long-time wait, and achieves the reduction of power consumption including leakage current cut-off. The system boots up from the reset vector at its return from AP-System core power down mode. For detail of the AP-system core power down control, see section 14, System Controller (SYSC).

In Core standby mode, all memories including L1 cache of the relevant CPU do not keep its contents, but the power of the SRAM of level 2 cache is supplied to keep its contents.

In L2 shutdown mode, all power of CPUs and L2 in cluster is shut down. So contents of both L1s and L2 are not retained.

For details of Core standby mode and L2 shutdown mode, see section 13, Advanced Power Management Unit for AP-System Core (APMU).

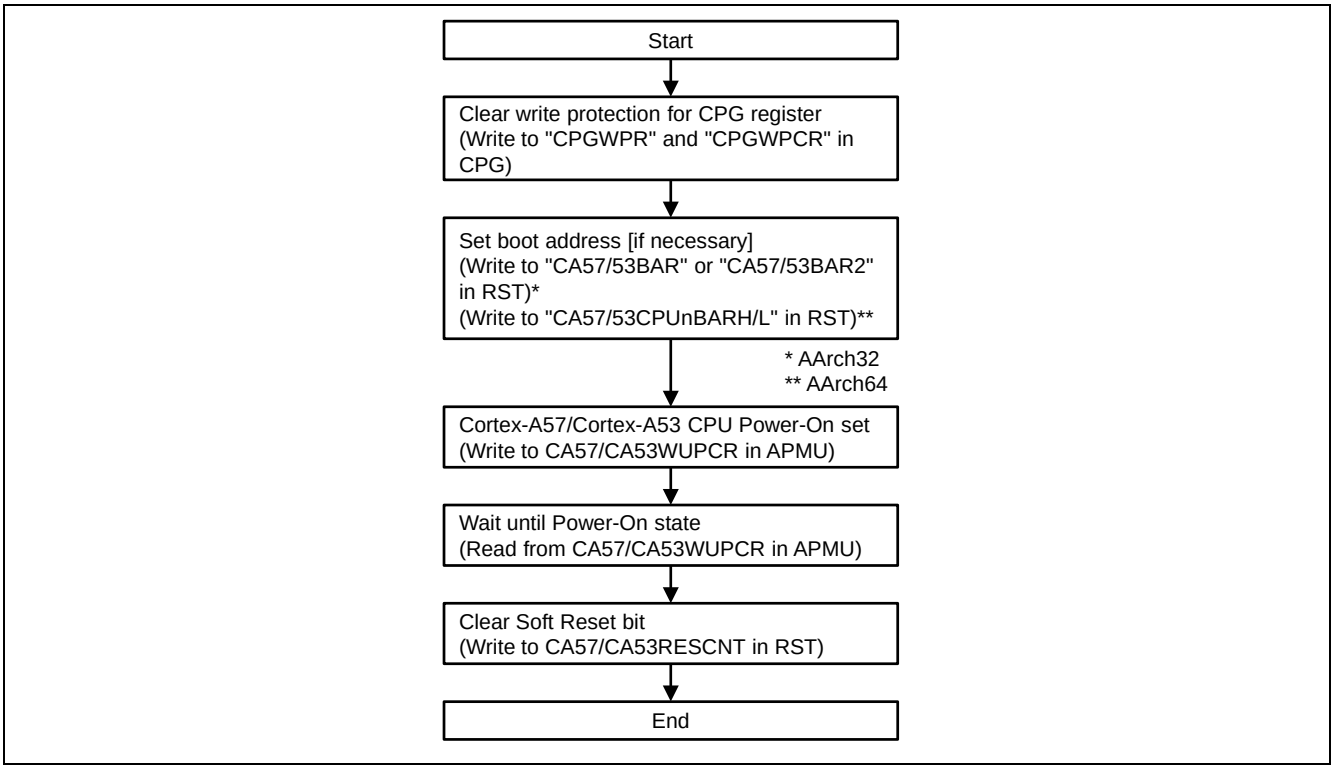


Figure 7.4 Cortex-A57/Cortex-A53 CPU core power-on sequence

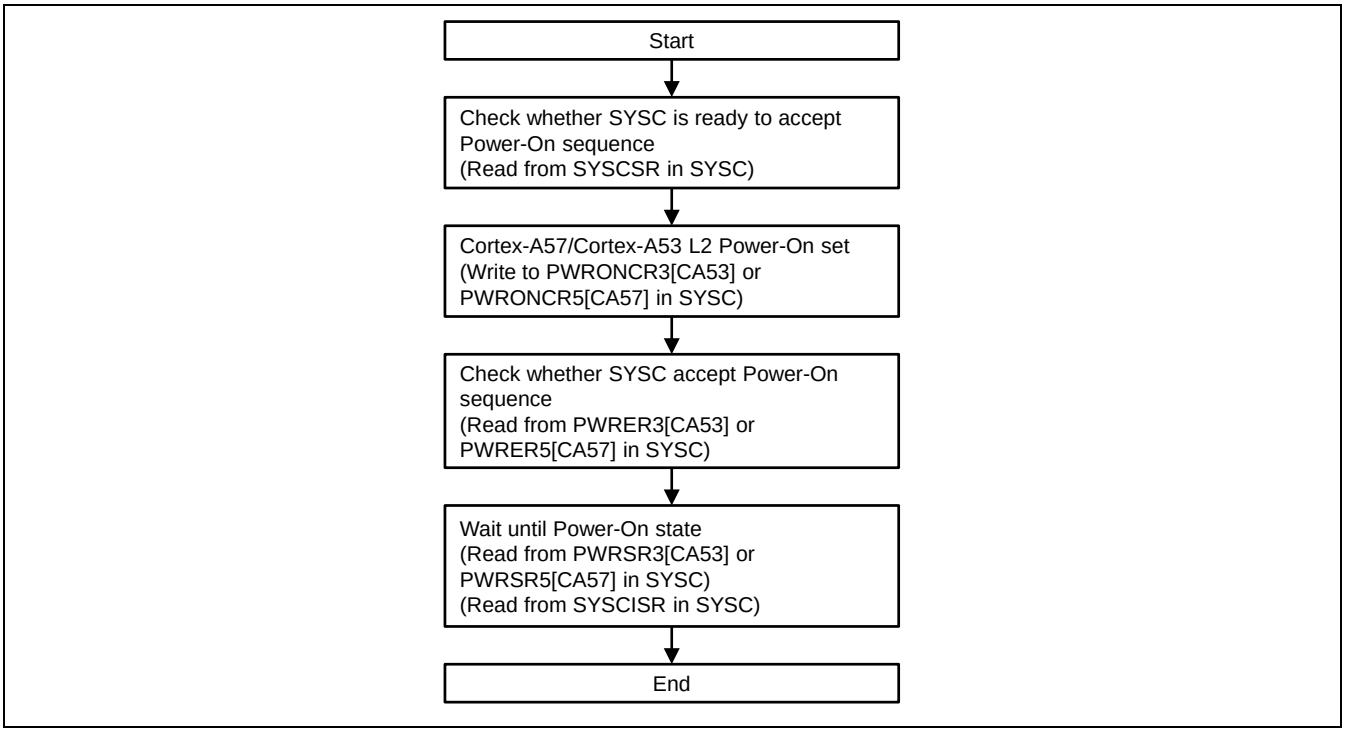


Figure 7.5 Cortex-A57/Cortex-A53 L2 power-on sequence

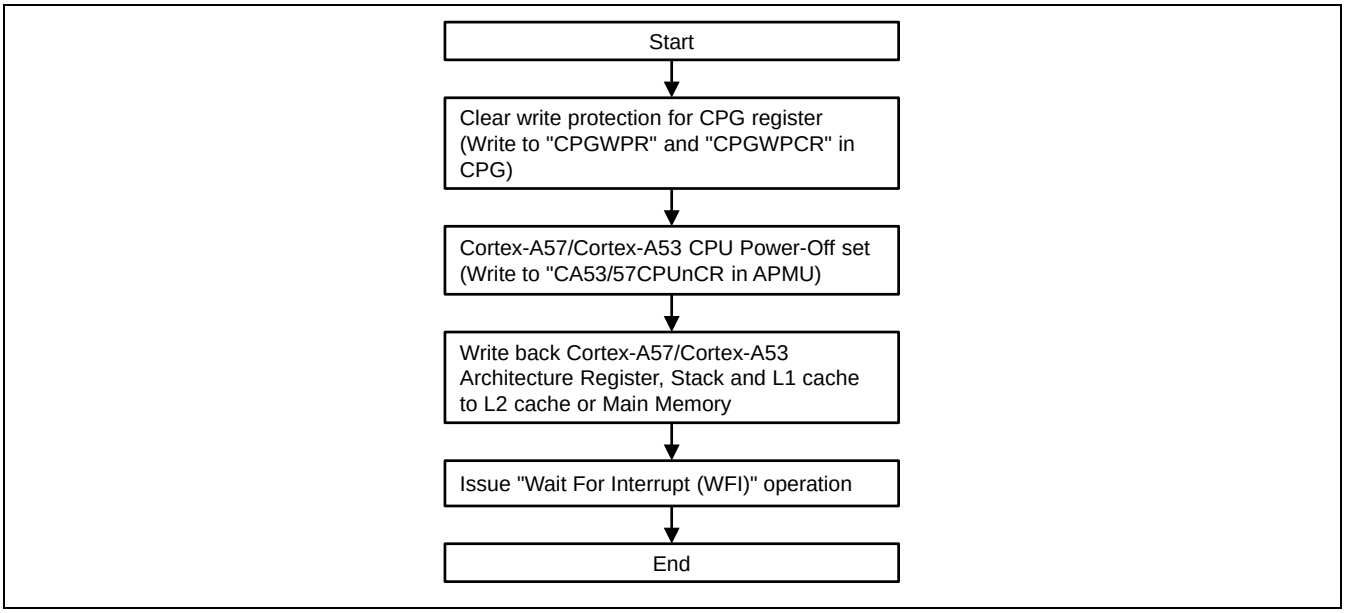


Figure 7.6 Cortex-A57/Cortex-A53 CPU core power-off sequence

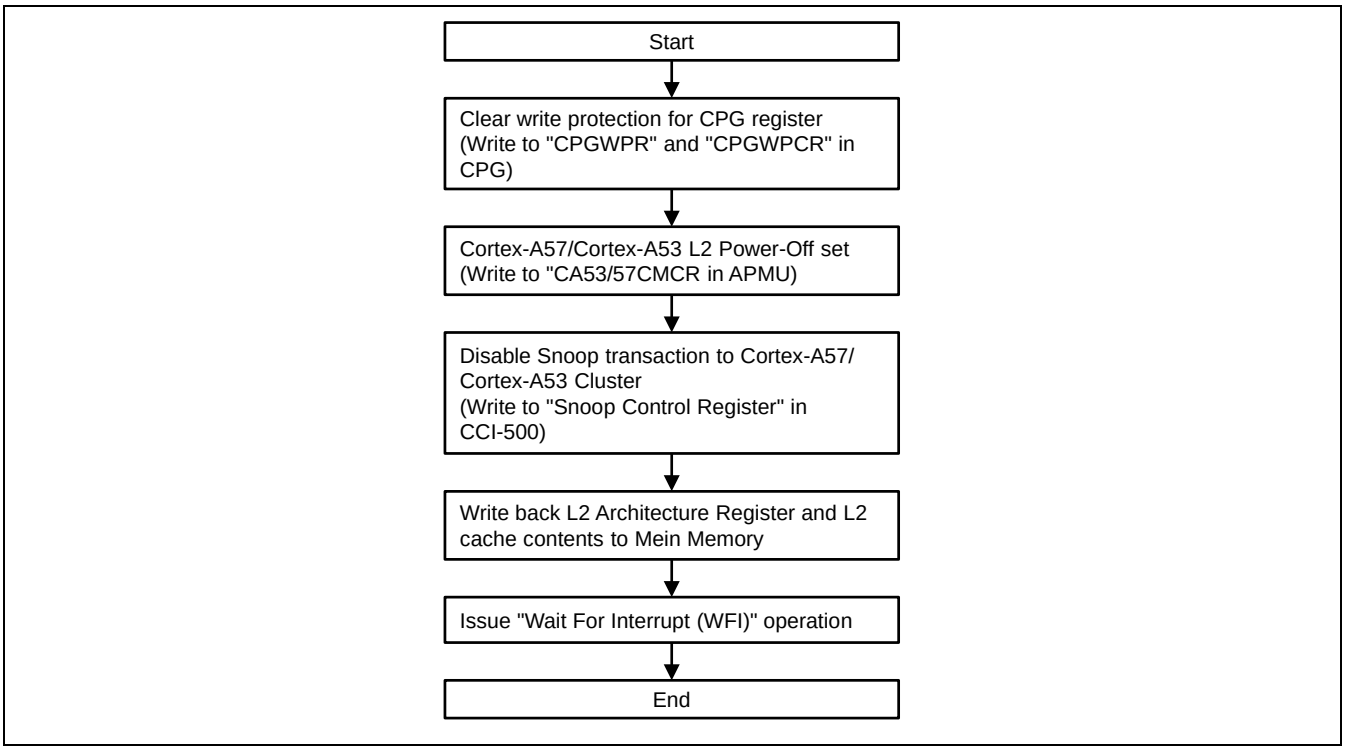


Figure 7.7 Cortex-A57/Cortex-A53 L2 power-off sequence

7.3.3 Switching between AArch32 and AArch64

Each CPU in AP-System core can be switched between AArch32 state and AArch64 state using warm reset. In order to switch between AArch32 and AArch64 safely, it is recommended to use the below sample code. In addition, interrupts and debug requests for this core should be disabled in advance.

```
MOV   Wy, #3          ; #3 : for AArch64, #2 : for AArch32, y : any register
DSB                   ; ensure all memory transactions are completed
MSR   RMR_ELx, Wy     ; request the reset
ISB                   ; synchronization for changing to RMR
      loop
WFI                   ; in order to issue warm reset
B     loop
```

Note: Refer to the “Arm Architecture reference manual” in detail.
In case of Cortex-A53 and Cortex-A57, RMR_ELx is RMR_EL3

7.3.4 Maximum Outstanding Setting of CCI-500

CCI-500 can adjust maximum number of outstanding request as shown in Table 7.8. Set the same or lower value listed in Table 7.8.

Table 7.8 Maximum Number of Outstanding Request (CCI-500)

		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Slave port 0	Read/Write	32	32	—	—
Slave port 1	Read/Write	32	32	—	—
Slave port 2	Read/Write	32	32	—	—
Slave port 3	Read/Write	32	—	—	—

7.3.5 System Address Map

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0

The CCI-500 has the system address map. The address spaces defined in this map are split into 11 regions. The connection to each master port is defined by the value of ADDRMAP[32:0] in advance.

Table 7.9 shows System Address MAP of CCI-500. For the detail of address map, see the following document.

RZ/G2H

“CoreLink CCI-500 Cache Coherent Interconnect Revision r1p0 Technical Reference Manual” (corelink_cci500_cache_coherent_interconnect_technical_reference_manual_100023_0100_00_en.pdf). 3.4 Address map

RZ/G2M V1.3 RZ/G2M V3.0

“CoreLink CCI-500 Cache Coherent Interconnect Revision r0p1 Technical Reference Manual” (corelink_cci500_cache_coherent_interconnect_technical_reference_manual_100023_0001_00_en.pdf). 3.4 Address map

Table 7.9 System Address Map for CCI-500

Address Region	Address Range	Destination
REGION 0	H'00_0000_0000 to H'00_3FFF_FFFF	Master port 0 (Peripheral)
REGION 1	H'00_4000_0000 to H'00_BFFF_FFFF	Master port 1/2 (Main Memory) [4KB split]
REGION 2	H'00_C000_0000 to H'00_DFFF_FFFF	Master port 0 (Peripheral)
REGION 3	H'00_E000_0000 to H'00_E62F_FFFF	Master port 0 (Peripheral)
REGION 4	H'00_E630_0000 to H'00_E63F_FFFF	Master port 1/2 (System RAM) [4KB split]
REGION 5	H'00_E640_0000 to H'00_FFFF_FFFF	Master port 0 (Peripheral)
REGION 6	H'01_0000_0000 to H'0F_FFFF_FFFF	Master port 1/2 (Main Memory) [4KB split]
REGION 7	H'10_0000_0000 to H'14_FFFF_FFFF	Master port 0 (Peripheral)
REGION 8	H'15_0000_0000 to H'1E_FFFF_FFFF	Master port 0 (Peripheral)
REGION 9	H'1F_0000_0000 to H'1F_FFFF_FFFF	Master port 0 (Peripheral)
REGION 10	H'20_0000_0000 to H'FF_FFFF_FFFF	Master port 0 (Peripheral)

7.3.6 Frequency for Counting Up of Generic Counter

The generic timer counts up by one every clock edge of the following frequency continuously.

Table 7.10 Frequency for count-up

	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Count-up clock frequency	EXTAL × 1/2	EXTAL × 1/2	EXTAL × 1/2	EXTAL × 1/2

The operating frequency of EXTAL is decided by mode pin setting. For details, see section 8.1.5 Clock Operating Modes, PLL Initial Multiplication Ratio description.

7.3.7 How to Start a Generic Counter

Set bit 0 in CNTCR to 1 to start the Generic Counter when the CPU is placed in the secure mode.

7.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

7.4.1 L2 Cache Setting for Cortex-A57

Notes for L2 cache setting for Cortex-A57 are follows:

- The default value of “Tag RAM latency” is 2 cycles. You must change it to 3 cycles by accessing L2CTLR.
- The default value of “Data RAM setup” is 0 cycles. In case of RZ/G2H, you must change it to 1 cycle by accessing L2CTLR.
- The default value of “Data RAM latency” is 2 cycles. You must change it to 4 cycles by accessing L2CTLR.

Table 7.11 shows the L2 cache setting for Cortex-A57

Table 7.11 L2 Cache Setting for Cortex-A57

	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Tag RAM latency (cycle)	3	3	3	—
Data RAM latency (cycle)	4	4	4	—
Data RAM setup (cycle)	1	0	0	—

7.4.2 Memory Attribute

The following is restriction on the memory attributes in the case of the memory write access. If you ignore the restriction, the write access will cause unexpected results. There is not restriction in case of the read access.

External memories accessed via LBSC

The memory attribute must be the below.

- Device-nGnRnE(default)({TEX,C,B} = B’0_0000)(*)
- Shareable/Non-Shareable Device-nGnRE({TEX,C,B} = B’0_0001 or B’0_1000)(*)

Note: * In case that “Memory Region Remap” is enabled in OS, the bit pattern of {TEX,C,B} is different.

8. Pin Function Controller (PFC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

8.1 Overview

The pin function controller (PFC) is a module that consists of registers for selecting the function of the multiplexed pins and controlling the pull-up resistor on each LSI pin.

8.1.1 Features

- Setting multiplexed pin functions for LSI pins

  Function of the RZ/G 2nd Generation pin selectable by setting the registers in the PFC module

  (The function of the LSI pin can be selected by the GPIO/peripheral function select registers 0 to 7 (GPSR0 to GPSR7) and peripheral function select registers 0 to 18 (IPSR0 to IPSR18) in the PFC module. For details, see sections 8.2.2, GPIO/Peripheral Function Select Register (GPSR0-7) through 8.2.3, Peripheral Function Select Register 0-18 (IPSR0-18).)
- DRV control for each LSI pin

  DRV control resistors can control the driving abilities of pins.

  DRV control resistors on each LSI pin can be controlled by setting the registers in the PFC module. (Selection is handled by the output drive select register (DRVCTRL0-24). For details, see sections 8.2.4, DRV Control Register 0-24 (DRVCTRL0-24).
- POC control for each LSI pin

  POC control registers must be set according to IO voltage level that is supplied to the pin.

  POC control resistors on each LSI pin can be controlled by setting the registers in the PFC module. (Selection is handled by the IO voltage level select register (POCCTRL0). For details, see sections 8.2.5, POC Control Register 0 (POCCTRL0).
- TDSEL control for each LSI pin

  TDSEL control registers can control the driving abilities of pins in use for the SDHI.

  TDSEL control resistors on each LSI pin can be controlled by setting the registers in the PFC module. (Selection is handled by the return path for SDHI clock drive select register (TDSELCTRL0). For details, see sections 8.2.6, TDSEL Control Register 0 (TDSELCTRL0).
- Pull-up/down control for each LSI pin.

  PUEN registers can on/off control of the pull resistors.

  On/off of the pull resistors on each LSI pin can be controlled by setting the registers in the PFC module.

  (Selection is handled by the Pull-on/off select register (PUEN0-6). For details, see sections 8.2.7, LSI pin pull-enable register 0-6 (PUEN0-6).

  PUD registers can pull-up/pull-down control of the pull resistors.

  Pull-up/Pull-down control resistors on each LSI pin can be controlled by setting the registers in the PFC module.

  (Selection is handled by the Pull-up/down select register (PUD0-6). For details, see sections 8.2.8, LSI pin pull-up/down control Register 0-6 (PUD0-6).
- Module selection

  Module Select Register can select the group for multiple LSI pins with multiplexed pin functions.

  Enable and disable the functions of RZ/G 2nd Generation LSI pins to which pin functions from multiple pin groups are assigned by setting the registers in the PFC module.

  (Selection is handled by the module select register (MOD_SEL0-2). For details, see sections 8.2.9, Module Select Register 0-2 (MOD_SEL0-2).

- Notes on configuring multiplexed pin functions
  The multiplexed LSI pins (MOD_SEL0-2, GPSR0-7, IPSR0-18) must be set in the initial sequence (*).
  Switching multiplexed LSI pins during operation is not guaranteed.
  *: The initial sequence is Appendix B.(3)
- Module clock
  Module clock is S3D4ϕ.

8.1.2 Block Diagram

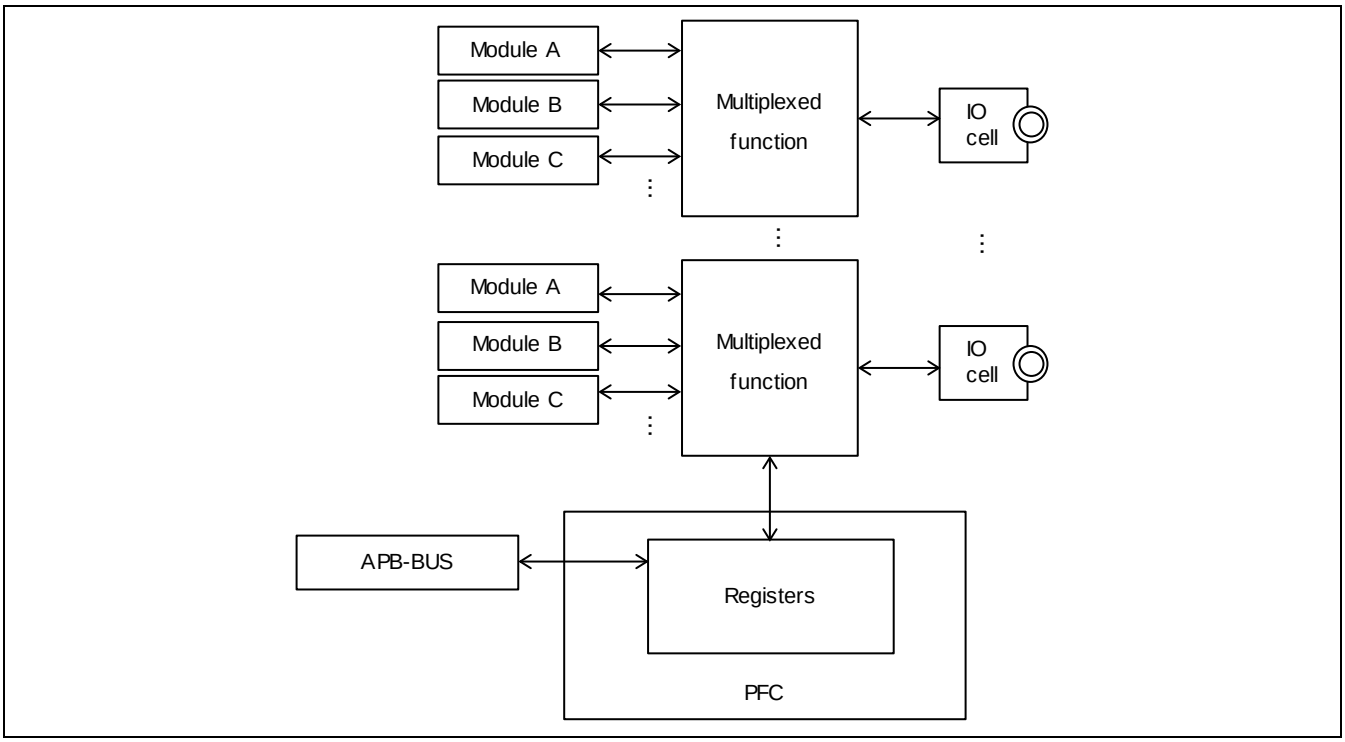


Figure 8.1 PFC Block Configuration

8.1.3 External Pins

PFC does not have External Pins.

8.1.4 Register Configuration

All the registers in the PFC are mapped into the APB bus space. Table 8.1 shows the configuration of the registers provided in the PFC. Details on each register in the PFC are given in sections 8.2.1 to 8.2.9.

Table 8.1 Configuration of Registers in PFC

			Initial Value					
Name	Abbr.	R/W	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	Address	Access Size	Condition
LSI Multiplexed Pin Setting Mask Register	PMMR	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0000	32	—
GPIO/Peripheral Function Select register 0	GPSR0	R/W	H'0000_FFFF (when md[4:1] = B'0000), H'0000_0000 (when md[4:1] ≠ B'0000)	H'0000_FFFF (when md[4:1] = B'0000), H'0000_0000 (when md[4:1] ≠ B'0000)	H'0000_FFFF (when md[4:1] = B'0000), H'0000_0000 (when md[4:1] ≠ B'0000)	H'E606_0100	32	—
GPIO/Peripheral Function Select register 1	GPSR1	R/W	H'1EFF_FFFF (when md[4:1] = B'0000), H'1000_0000 (when md[4:1] ≠ B'0000)	H'1EFF_FFFF (when md[4:1] = B'0000), H'1000_0000 (when md[4:1] ≠ B'0000)	H'1EFF_FFFF (when md[4:1] = '0000), H'1000_0000 (when md[4:1] ≠ B'0000)	H'E606_0104	32	The values of bits 15 to 0 in the power-on reset state are retained for 50 µs after release from the power-on reset state. When bits 15 to 0 are to be used for the output of addresses, external handling of the pins is required because these bits are hi-z in the power-on reset state.
GPIO/Peripheral Function Select register 2	GPSR2	R/W	H'0000_03C0 (when md[4:1] = B'0000), H'0000_0200 (when md[4:1] ≠ B'0000)	H'0000_03C0 (when md[4:1] = B'0000), H'0000_0200 (when md[4:1] ≠ B'0000)	H'0000_03C0 (when md[4:1] = B'0000), H'0000_0200 (when md[4:1] ≠ B'0000)	H'E606_0108	32	—
GPIO/Peripheral Function Select register 3	GPSR3	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_010C	32	—
GPIO/Peripheral Function Select register 4	GPSR4	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0110	32	—
GPIO/Peripheral Function Select register 5	GPSR5	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0114	32	—
GPIO/Peripheral Function Select register 6	GPSR6	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0118	32	—
GPIO/Peripheral Function Select register 7	GPSR7	R/W	H'0000_0003	H'0000_0003	H'0000_0003	H'E606_011C	32	—

Name	Abbr.	R/W	Initial Value RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	Address	Access Size	Condition
Peripheral Function Select register 0	IPSR0	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0200	32	—
Peripheral Function Select register 1	IPSR1	R/W	H'0222_0000 (when md[4:1] = B'0000), H'0000_0000 (when md[4:1] ≠ B'0000)	H'0222_0000 (when md[4:1] = B'0000), H'0000_0000 (when md[4:1] ≠ B'0000)	H'0222_0000 (when md[4:1] = B'0000), H'0000_0000 (when md[4:1] ≠ B'0000)	H'E606_0204	32	—
Peripheral Function Select register 2	IPSR2	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0208	32	—
Peripheral Function Select register 3	IPSR3	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_020C	32	—
Peripheral Function Select register 4	IPSR4	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0210	32	—
Peripheral Function Select register 5	IPSR5	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0214	32	—
Peripheral Function Select register 6	IPSR6	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0218	32	—
Peripheral Function Select register 7	IPSR7	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_021C	32	—
Peripheral Function Select register 8	IPSR8	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0220	32	—
Peripheral Function Select register 9	IPSR9	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0224	32	—
Peripheral Function Select register 10	IPSR10	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0228	32	—
Peripheral Function Select register 11	IPSR11	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_022C	32	—
Peripheral Function Select register 12	IPSR12	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0230	32	—
Peripheral Function Select register 13	IPSR13	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0234	32	—
Peripheral Function Select register 14	IPSR14	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0238	32	—
Peripheral Function Select register 15	IPSR15	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_023C	32	—
Peripheral Function Select register 16	IPSR16	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0240	32	—
Peripheral Function Select register 17	IPSR17	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0244	32	—
Peripheral Function Select register 18	IPSR18	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0248	32	—
DRV control register0	DRVCTRL0	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0300	32	—
DRV control register1	DRVCTRL1	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0304	32	—
DRV control register2	DRVCTRL2	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0308	32	—
DRV control register3	DRVCTRL3	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_030C	32	—

Name	Abbr.	R/W	Initial Value RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	Address	Access Size	Condition
DRV control register4	DRVCTRL4	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0310	32	—
DRV control register5	DRVCTRL5	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0314	32	—
DRV control register6	DRVCTRL6	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0318	32	—
DRV control register7	DRVCTRL7	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_031C	32	—
DRV control register8	DRVCTRL8	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0320	32	—
DRV control register9	DRVCTRL9	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0324	32	—
DRV control register10	DRVCTRL10	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0328	32	—
DRV control register11	DRVCTRL11	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_032C	32	—
DRV control register12	DRVCTRL12	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0330	32	—
DRV control register13	DRVCTRL13	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0334	32	—
DRV control register14	DRVCTRL14	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0338	32	—
DRV control register15	DRVCTRL15	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_033C	32	—
DRV control register16	DRVCTRL16	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0340	32	—
DRV control register17	DRVCTRL17	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0344	32	—
DRV control register18	DRVCTRL18	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0348	32	—
DRV control register19	DRVCTRL19	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_034C	32	—
DRV control register20	DRVCTRL20	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0350	32	—
DRV control register21	DRVCTRL21	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0354	32	—
DRV control register22	DRVCTRL22	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0358	32	—
DRV control register23	DRVCTRL23	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_035C	32	—
DRV control register24	DRVCTRL24	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0360	32	—
POC control register0	POCCTRL0	R/W	H'3FFF_FFFF	H'3FFF_FFFF	H'3FFF_FFFF	H'E606_0380	32	—
TDSEL control register0	TDSELCTRL0	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_03C0	32	—
LSI pin pull-enable register 0	PUEN0	R/W	H'CFFF_9000	H'CFFF_9000	H'CFFF_9000	H'E606_0400	32	—

Name	Abbr.	R/W	Initial Value RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	Address	Access Size	Condition
LSI pin pull-enable register 1	PUEN1	R/W	H'00B2_4FFF	H'00B2_4FFF	H'00B2_4FFF	H'E606_0404	32	—
LSI pin pull-enable register 2	PUEN2	R/W	H'FF00_05E6	H'FF00_05E6	H'FF00_05E6	H'E606_0408	32	—
LSI pin pull-enable register 3	PUEN3	R/W	H'0000_02F7	H'0000_02F5	H'0000_02F5	H'E606_040C	32	—
LSI pin pull-enable register 4	PUEN4	R/W	H'FFFF_FF00	H'FFFF_FF00	H'FFFF_FF00	H'E606_0410	32	—
LSI pin pull-enable register 5	PUEN5	R/W	H'FF7F_FF87	H'FF7F_FF87	H'FF7F_FF87	H'E606_0414	32	—
LSI pin pull-enable register 6	PUEN6	R/W	H'0000_007F	H'0000_00FF	H'0000_007F	H'E606_0418	32	—
LSI pin pull-up/down control register 0	PUD0	R/W	H'3000_7FFF	H'3000_7FFF	H'3000_7FFF	H'E606_0440	32	—
LSI pin pull-up/down control register 1	PUD1	R/W	H'FF7F_BFFE	H'FF7F_BFFE	H'FF7F_BFFE	H'E606_0444	32	—
LSI pin pull-up/down control register 2	PUD2	R/W	H'33FF_FBFF	H'33FF_FBFF	H'33FF_FBFF	H'E606_0448	32	—
LSI pin pull-up/down control register 3	PUD3	R/W	H'FFFF_FEEC	H'FFFF_FEEC	H'FFFF_FEEC	H'E606_044C	32	—
LSI pin pull-up/down control register 4	PUD4	R/W	H'FFFF_FFFF	H'FFFF_FFFF	H'FFFF_FFFF	H'E606_0450	32	—
LSI pin pull-up/down control register 5	PUD5	R/W	H'7FDF_FFFF	H'7F5F_FFFF	H'7FDF_FFFF	H'E606_0454	32	—
LSI pin pull-up/down control register 6	PUD6	R/W	H'0000_0055	H'0000_0055	H'0000_0055	H'E606_0458	32	—
Module select register 0	MOD_SEL0	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0500	32	—
Module select register 1	MOD_SEL1	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0504	32	—
Module select register 2	MOD_SEL2	R/W	H'0000_0000	H'0000_0000	H'0000_0000	H'E606_0508	32	—

8.1.5 Connected Module

Table 8.2 Connected module

Module name	Connected module name	Function of connected module
PFC	AP-System Core	Access the Registers
	CPG	Output clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset

8.2 Register Description

[Legend]

Initial value:	Register value after a reset
—:	Undefined value
R/W:	Readable/writable. The written value can be read.
R:	Read-only. The write value should always be 0.
R/WC0:	Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.
R/WC1:	Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.
W:	Write-only. Reading this bit is prohibited. When the bit is reserved, the write value should always be 0.
—/W:	Write-only. The read value is undefined.

All the bits are active high unless otherwise specified, and deactivated on reset.

All access to registers is made in longword units.

The write value to a reserved bit should always be 0.

8.2.1 LSI Multiplexed Pin Setting Mask Register (PMMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: PMMR enables/disables writing to the multiplexed pin setting registers.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MPM [31]	MPM [30]	MPM [29]	MPM [28]	MPM [27]	MPM [26]	MPM [25]	MPM [24]	MPM [23]	MPM [22]	MPM [21]	MPM [20]	MPM [19]	MPM [18]	MPM [17]	MPM [16]
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MPM [15]	MPM [14]	MPM [13]	MPM [12]	MPM [11]	MPM [10]	MPM [9]	MPM [8]	MPM [7]	MPM [6]	MPM [5]	MPM [4]	MPM [3]	MPM [2]	MPM [1]	MPM [0]
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MPM[31:0]	H'0000_0000	R/W	Multiplexed Pin Setting Mask Writing a value to any register from among the GPIO/peripheral function select registers GPSR0 to GPSR7, peripheral function select registers IPSR0 to IPSR18, DRV control registers DRVCTRL0-24, TDSEL control registers TDSELCTRL0, POC control register POCCTRL0 and Module select register MOD_SEL0-2 is enabled by writing the inverse of the value to this register.

Note: This register must be set before setting each of the GPIO/peripheral function select registers GPSR0 to GPSR7, peripheral function select registers IPSR0 to IPSR18, DRV control registers DRVCTRL0-24, TDSEL control registers TDSELCTRL0, POC control register POCCTRL0 and Module select register MOD_SEL0-2.

8.2.2 GPIO/Peripheral Function Select Register 0-7 (GPSR0-7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: GPSR0-7 selects the functions of the multiplexed LSI pins.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GPn* [31]	GPn* [30]	GPn* [29]	GPn* [28]	GPn* [27]	GPn* [26]	GPn* [25]	GPn* [24]	GPn* [23]	GPn* [22]	GPn* [21]	GPn* [20]	GPn* [19]	GPn* [18]	GPn* [17]	GPn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GPn* [15]	GPn* [14]	GPn* [13]	GPn* [12]	GPn* [11]	GPn* [10]	GPn* [9]	GPn* [8]	GPn* [7]	GPn* [6]	GPn* [5]	GPn* [4]	GPn* [3]	GPn* [2]	GPn* [1]	GPn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-7

Bit	Bit Name	R/W	Description
31 to 0	GP0-7[31:0]	R/W	0: GPIO 1: Peripheral function The functions of the LSI pins are selected according to the table below.

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Table 8.3 Configuration of Registers in GPSR0-3

GPSR0	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR1	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR2	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR3	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)
bit31 —	—	—	—	—	—	—	—	—	—	—	—
bit30 —	—	—	—	—	—	—	—	—	—	—	—
bit29 —	—	—	—	—	—	—	—	—	—	—	—
bit28 —	—	—	CLKOUT	1	1	—	—	—	—	—	—
bit27 —	—	—	EX_WAIT0_A	1	0	—	—	—	—	—	—
bit26 —	—	—	WE1#	1	0	—	—	—	—	—	—
bit25 —	—	—	WE0#	1	0	—	—	—	—	—	—
bit24 —	—	—	RD/WR#	0	0	—	—	—	—	—	—
bit23 —	—	—	RD#	1	0	—	—	—	—	—	—
bit22 —	—	—	BS#	1	0	—	—	—	—	—	—
bit21 —	—	—	CS1#	1	0	—	—	—	—	—	—
bit20 —	—	—	CS0#	1	0	—	—	—	—	—	—
bit19 —	—	—	A19	1	0	—	—	—	—	—	—
bit18 —	—	—	A18	1	0	—	—	—	—	—	—
bit17 —	—	—	A17	1	0	—	—	—	—	—	—
bit16 —	—	—	A16	1	0	—	—	—	—	—	—
bit15 D15	1	0	A15	1	0	—	—	—	SD1_WP	0	0
bit14 D14	1	0	A14	1	0	AVB_AVTP_ CAPTURE_A	0	0	SD1_CD	0	0

GPSR0		Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR1	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR2	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR3	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)
bit13	D13	1	0	A13	1	0	AVB_AVTP_ MATCH_A	0	0	SD0_WP	0	0
bit12	D12	1	0	A12	1	0	AVB_LINK	0	0	SD0_CD	0	0
bit11	D11	1	0	A11	1	0	AVB_PHY_INT	0	0	SD1_DAT3	0	0
bit10	D10	1	0	A10	1	0	AVB_MAGIC	0	0	SD1_DAT2	0	0
bit9	D9	1	0	A9	1	0	AVB_MDC	1	1	SD1_DAT1	0	0
bit8	D8	1	0	A8	1	0	PWM2_A	1	0	SD1_DAT0	0	0
bit7	D7	1	0	A7	1	0	PWM1_A	1	0	SD1_CMD	0	0
bit6	D6	1	0	A6	1	0	PWM0	1	0	SD1_CLK	0	0
bit5	D5	1	0	A5	1	0	IRQ5	0	0	SD0_DAT3	0	0
bit4	D4	1	0	A4	1	0	IRQ4	0	0	SD0_DAT2	0	0
bit3	D3	1	0	A3	1	0	IRQ3	0	0	SD0_DAT1	0	0
bit2	D2	1	0	A2	1	0	IRQ2	0	0	SD0_DAT0	0	0
bit1	D1	1	0	A1	1	0	IRQ1	0	0	SD0_CMD	0	0
bit0	D0	1	0	A0	1	0	IRQ0	0	0	SD0_CLK	0	0

Table 8.4 Configuration of Registers in GPSR4-7

	GPSR4	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR5	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR6	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR7	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)
bit31	—	—	—	—	—	—	[RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] GP6_31*	0	0	—	—	—
bit30	—	—	—	—	—	—	[RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] GP6_30*	0	0	—	—	—
bit29	—	—	—	—	—	—	USB30_ OVC	0	0	—	—	—
bit28	—	—	—	—	—	—	USB30_ PWEN	0	0	—	—	—
bit27	—	—	—	—	—	—	USB1_OVC	0	0	—	—	—
bit26	—	—	—	—	—	—	USB1_ PWEN	0	0	—	—	—
bit25	—	—	—	MLB_DAT	0	0	USB0_OVC	0	0	—	—	—
bit24	—	—	—	MLB_SIG	0	0	USB0_ PWEN	0	0	—	—	—
bit23	—	—	—	MLB_CLK	0	0	AUDIO_ CLKB_B	0	0	—	—	—
bit22	—	—	—	MSIOF0_ RXD	0	0	AUDIO_ CLKA_A	0	0	—	—	—
bit21	—	—	—	MSIOF0_ SS2	0	0	SSI_ SDATA9_A	0	0	—	—	—
bit20	—	—	—	MSIOF0_ TXD	0	0	SSI_ SDATA8	0	0	—	—	—
bit19	—	—	—	MSIOF0_ SS1	0	0	SSI_ SDATA7	0	0	—	—	—
bit18	—	—	—	MSIOF0_ SYNC	0	0	SSI_WS78	0	0	—	—	—
bit17	SD3_DS	0	0	MSIOF0_ SCK	0	0	SSI_SCK78	0	0	—	—	—
bit16	SD3_DAT7	0	0	HRTS0#	0	0	SSI_ SDATA6	0	0	—	—	—
bit15	SD3_DAT6	0	0	HCTS0#	0	0	SSI_WS6	0	0	—	—	—
bit14	SD3_DAT5	0	0	HTX0	0	0	SSI_SCK6	0	0	—	—	—
bit13	SD3_DAT4	0	0	HRX0	0	0	SSI_SDAT A5	0	0	—	—	—
bit12	SD3_DAT3	0	0	HSCK0	0	0	SSI_WS5	0	0	—	—	—
bit11	SD3_DAT2	0	0	RX2_A	0	0	SSI_SCK5	0	0	—	—	—
bit10	SD3_DAT1	0	0	TX2_A	0	0	SSI_SDAT A4	0	0	—	—	—

	GPSR4	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR5	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR6	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)	GPSR7	Initial value (md[4:1] =0000)	Initial value (md[4:1] ≠0000)
bit9	SD3_DAT0	0	0	SCK2	0	0	SSI_WS4	0	0	—	—	—
bit8	SD3_CMD	0	0	RTS1#	0	0	SSI_SCK4	0	0	—	—	—
bit7	SD3_CLK	0	0	CTS1#	0	0	SSI_ SDATA3	0	0	—	—	—
bit6	SD2_DS	0	0	TX1_A	0	0	SSI_WS349	0	0	—	—	—
bit5	SD2_DAT3	0	0	RX1_A	0	0	SSI_ SCK349	0	0	—	—	—
bit4	SD2_DAT2	0	0	RTS0#	0	0	SSI_ SDATA2_A	0	0	—	—	—
bit3	SD2_DAT1	0	0	CTS0#	0	0	SSI_ SDATA1_A	0	0	GP7_03	0	0
bit2	SD2_DAT0	0	0	TX0	0	0	SSI_ SDATA0	0	0	GP7_02	0	0
bit1	SD2_CMD	0	0	RX0	0	0	SSI_ WS01239	0	0	AVS2	1	1
bit0	SD2_CLK	0	0	SCK0	0	0	SSI_ SCK01239	0	0	AVS1	1	1

Note: * Different for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N

8.2.3 Peripheral Function Select Register 0-18 (IPSR0-18)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: IPSR0-18 selects the functions of the multiplexed LSI pins.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IPn* [31]	IPn* [30]	IPn* [29]	IPn* [28]	IPn* [27]	IPn* [26]	IPn* [25]	IPn* [24]	IPn* [23]	IPn* [22]	IPn* [21]	IPn* [20]	IPn* [19]	IPn* [18]	IPn* [17]	IPn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IPn* [15]	IPn* [14]	IPn* [13]	IPn* [12]	IPn* [11]	IPn* [10]	IPn* [9]	IPn* [8]	IPn* [7]	IPn* [6]	IPn* [5]	IPn* [4]	IPn* [3]	IPn* [2]	IPn* [1]	IPn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-18

Bit	R/W	Description
31 to 0	R/W	The functions of the LSI pins are selected according to the table below. For the initial values of these registers, refer to Table 8.1, and change the initial values if necessary.

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

IPSR register must not set "—", "Reserved" and IPSR = H'E, F.

Table 8.5 Configuration of Registers in IPSR

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8	IPSR = H'9	IPSR = H'A	IPSR = H'B	IPSR = H'C	IPSR = H'D
IP0[3:0]	AVB_MDC	—	MSIOF2_SS2_C	—	—	—	—	—	—	—	—	—	—	—
IP0[7:4]	AVB_MAGIC	—	MSIOF2_SS1_C	SCK4_A	—	—	—	—	—	—	—	—	—	—
IP0[11:8]	AVB_PHY_INT	—	MSIOF2_SYNC_C	RX4_A	—	—	—	—	—	—	—	—	—	—
IP0[15:12]	AVB_LINK	—	MSIOF2_SCK_C	TX4_A	—	—	—	—	—	—	—	—	—	—
IP0[19:16]	AVB_AVTP_MATCH_A	—	MSIOF2_RXD_C	CTS4#_A	—	—	—	—	—	—	—	—	—	—
IP0[23:20]	AVB_AVTP_CAPTURE_A	—	MSIOF2_TXD_C	RTS4#A	—	—	—	—	—	—	—	—	—	—
IP0[27:24]	IRQ0	—	—	DU_CDE	VI4_DATA0_B	CAN0_TX_B	CANFD0_TX_B	MSIOF3_SS2_E	—	—	—	—	—	—
IP0[31:28]	IRQ1	—	—	DU_DISP	VI4_DATA1_B	CAN0_RX_B	CANFD0_RX_B	MSIOF3_SS1_E	—	—	—	—	—	—
IP1[3:0]	IRQ2	—	—	DU_EXODDF/DU_ODDF/DISP / CDE	VI4_DATA2_B	—	—	MSIOF3_SYNC_E	—	PWM3_B	—	—	—	—
IP1[7:4]	IRQ3	—	—	DU_DOTCLKOUT1	VI4_DATA3_B	—	—	MSIOF3_SCK_E	—	PWM4_B	—	—	—	—
IP1[11:8]	IRQ4	—	—	DU_EXHSYNC/DU_HSYNC	VI4_DATA4_B	—	—	MSIOF3_RXD_E	—	PWM5_B	—	—	—	—
IP1[15:12]	IRQ5	—	—	DU_EXVSYNC/DU_VSYNC	VI4_DATA5_B	—	—	MSIOF3_TXD_E	—	PWM6_B	—	—	—	—
IP1[19:16]	PWM0	AVB_AVTP_PPS	—	—	VI4_DATA6_B	—	—	—	—	—	—	—	—	—
IP1[23:20]	PWM1_A	—	—	HRX3_D	VI4_DATA7_B	—	—	—	—	—	—	—	—	—
IP1[27:24]	PWM2_A	—	—	HTX3_D	—	—	—	—	—	—	—	—	—	—
IP1[31:28]	A0	—	MSIOF3_SYNC_B	—	VI4_DATA8	—	DU_DB0	—	—	PWM3_A	—	—	—	—
IP2[3:0]	A1	—	MSIOF3_TXD_B	—	VI4_DATA9	—	DU_DB1	—	—	PWM4_A	—	—	—	—
IP2[7:4]	A2	—	MSIOF3_SCK_B	—	VI4_DATA10	—	DU_DB2	—	—	PWM5_A	—	—	—	—

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8	IPSR = H'9	IPSR = H'A	IPSR = H'B	IPSR = H'C	IPSR = H'D
IP2[11:8]	A3	—	MSIOF3_RXD_B	—	VI4_DATA11	—	DU_DB3	—	—	PWM6_A	—	—	—	—
IP2[15:12]	A4	—	MSIOF3_SS1_B	—	VI4_DATA12	VI5_DATA12	DU_DB4	—	—	—	—	—	—	—
IP2[19:16]	A5	—	MSIOF3_SS2_B	SCK4_B	VI4_DATA13	VI5_DATA13	DU_DB5	—	—	—	—	—	—	—
IP2[23:20]	A6	—	MSIOF2_SS1_A	RX4_B	VI4_DATA14	VI5_DATA14	DU_DB6	—	—	—	—	—	—	—
IP2[27:24]	A7	—	MSIOF2_SS2_A	TX4_B	VI4_DATA15	VI5_DATA15	DU_DB7	—	—	—	—	—	—	—
IP2[31:28]	A8	RX3_B	MSIOF2_SYNC_A	HRX4_B	—	—	—	SDA6_A	AVB_AVTP_MATCH_B	PWM1_B	—	—	—	—
IP3[3:0]	A9	—	MSIOF2_SCK_A	CTS4#_B	—	VI5_VSYNC#	—	—	—	—	—	—	—	—
IP3[7:4]	A10	—	MSIOF2_RXD_A	RTS4#_B	—	VI5_HSYNC#	—	—	—	—	—	—	—	—
IP3[11:8]	A11	TX3_B	MSIOF2_TXD_A	HTX4_B	HSCK4	VI5_FIELD	—	SCL6_A	AVB_AVTP_CAPTURE_B	PWM2_B	—	—	—	—
IP3[15:12]	A12	—	MSIOF3_SCK_C	—	HRX4_A	VI5_DATA8	DU_DG4	—	—	—	—	—	—	—
IP3[19:16]	A13	—	MSIOF3_SYNC_C	—	HTX4_A	VI5_DATA9	DU_DG5	—	—	—	—	—	—	—
IP3[23:20]	A14	—	MSIOF3_RXD_C	—	HCTS4#	VI5_DATA10	DU_DG6	—	—	—	—	—	—	—
IP3[27:24]	A15	—	MSIOF3_TXD_C	—	HRTS4#	VI5_DATA11	DU_DG7	—	—	—	—	—	—	—
IP3[31:28]	A16	—	—	—	VI4_FIELD	—	DU_DG0	—	—	—	—	—	—	—
IP4[3:0]	A17	—	—	—	VI4_VSYNC#	—	DU_DG1	—	—	—	—	—	—	—
IP4[7:4]	A18	—	—	—	VI4_HSYNC#	—	DU_DG2	—	—	—	—	—	—	—
IP4[11:8]	A19	—	—	—	VI4_CLKENB	—	DU_DG3	—	—	—	—	—	—	—
IP4[15:12]	CS0#	—	—	—	—	VI5_CLKENB	—	—	—	—	—	—	—	—
IP4[19:16]	CS1#	—	—	—	—	VI5_CLK	—	EX_WAIT0_B	—	—	—	—	—	—
IP4[23:20]	BS#	—	MSIOF3_SCK_D	SCK3	HSCK3	—	—	—	CAN1_TX	CANFD1_TX	—	—	—	—
IP4[27:24]	RD#	—	MSIOF3_SYNC_D	RX3_A	HRX3_A	—	—	—	CAN0_TX_A	CANFD0_TX_A	—	—	—	—
IP4[31:28]	RD/WR#	—	MSIOF3_RXD_D	TX3_A	HTX3_A	—	—	—	CAN0_RX_A	CANFD0_RX_A	—	—	—	—
IP5[3:0]	WE0#	—	MSIOF3_TXD_D	CTS3#	HCTS3#	—	—	SCL6_B	CAN_CLK	—	—	—	—	—

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8	IPSR = H'9	IPSR = H'A	IPSR = H'B	IPSR = H'C	IPSR = H'D
IP5[7:4]	WE1#	—	MSIOF3_SS1_D	RTS3#	HRTS3#	—	—	SDA6_B	CAN1_RX	CANFD1_RX	—	—	—	—
IP5[11:8]	EX_WAIT0_A	—	—	—	VI4_CLK	—	DU_DOTCLKOUT0	—	—	—	—	—	—	—
IP5[15:12]	D0	MSIOF2_SS1_B	MSIOF3_SCK_A	—	VI4_DATA16	VI5_DATA0	—	—	—	—	—	—	—	—
IP5[19:16]	D1	MSIOF2_SS2_B	MSIOF3_SYNC_A	—	VI4_DATA17	VI5_DATA1	—	—	—	—	—	—	—	—
IP5[23:20]	D2	—	MSIOF3_RXD_A	—	VI4_DATA18	VI5_DATA2	—	—	—	—	—	—	—	—
IP5[27:24]	D3	—	MSIOF3_TXD_A	—	VI4_DATA19	VI5_DATA3	—	—	—	—	—	—	—	—
IP5[31:28]	D4	MSIOF2_SCK_B	—	—	VI4_DATA20	VI5_DATA4	—	—	—	—	—	—	—	—
IP6[3:0]	D5	MSIOF2_SYNC_B	—	—	VI4_DATA21	VI5_DATA5	—	—	—	—	—	—	—	—
IP6[7:4]	D6	MSIOF2_RXD_B	—	—	VI4_DATA22	VI5_DATA6	—	—	—	—	—	—	—	—
IP6[11:8]	D7	MSIOF2_TXD_B	—	—	VI4_DATA23	VI5_DATA7	—	—	—	—	—	—	—	—
IP6[15:12]	D8	—	MSIOF2_SCK_D	SCK4_C	VI4_DATA0_A	—	DU_DR0	—	—	—	—	—	—	—
IP6[19:16]	D9	—	MSIOF2_SYNC_D	—	VI4_DATA1_A	—	DU_DR1	—	—	—	—	—	—	—
IP6[23:20]	D10	—	MSIOF2_RXD_D	HRX3_B	VI4_DATA2_A	CTS4#_C	DU_DR2	—	—	—	—	—	—	—
IP6[27:24]	D11	—	MSIOF2_TXD_D	HTX3_B	VI4_DATA3_A	RTS4#_C	DU_DR3	—	—	—	—	—	—	—
IP6[31:28]	D12	—	MSIOF2_SS1_D	RX4_C	VI4_DATA4_A	—	DU_DR4	—	—	—	—	—	—	—
IP7[3:0]	D13	—	MSIOF2_SS2_D	TX4_C	VI4_DATA5_A	—	DU_DR5	—	—	—	—	—	—	—
IP7[7:4]	D14	—	MSIOF3_SS1_A	HRX3_C	VI4_DATA6_A	—	DU_DR6	SCL6_C	—	—	—	—	—	—
IP7[11:8]	D15	—	MSIOF3_SS2_A	HTX3_C	VI4_DATA7_A	—	DU_DR7	SDA6_C	—	—	—	—	—	—
IP7[15:12] *2	—	—	—	—	—	—	—	—	—	—	—	—	—	—
IP7[19:16]	SD0_CLK	—	MSIOF1_SCK_E	—	—	—	—	—	—	—	—	—	—	—
IP7[23:20]	SD0_CMD	—	MSIOF1_SYNC_E	—	—	—	—	—	—	—	—	—	—	—

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8	IPSR = H'9	IPSR = H'A	IPSR = H'B	IPSR = H'C	IPSR = H'D
IP7[27:24]	SD0_DAT0	—	MSIOF1_RXD_E	—	—	—	—	—	—	—	—	—	—	—
IP7[31:28]	SD0_DAT1	—	MSIOF1_TXD_E	—	—	—	—	—	—	—	—	—	—	—
IP8[3:0]	SD0_DAT2	—	MSIOF1_SS1_E	—	—	—	—	—	—	—	—	—	—	—
IP8[7:4]	SD0_DAT3	—	MSIOF1_SS2_E	—	—	—	—	—	—	—	—	—	—	—
IP8[11:8]	SD1_CLK	—	MSIOF1_SCK_G	—	—	—	—	—	—	—	—	—	—	—
IP8[15:12]	SD1_CMD	—	MSIOF1_SYNC_G	NFCE#_B	—	—	—	—	—	—	—	—	—	—
IP8[19:16]	SD1_DAT0	SD2_DAT4	MSIOF1_RXD_G	NFWP#_B	—	—	—	—	—	—	—	—	—	—
IP8[23:20]	SD1_DAT1	SD2_DAT5	MSIOF1_TXD_G	NFDATA14_B	—	—	—	—	—	—	—	—	—	—
IP8[27:24]	SD1_DAT2	SD2_DAT6	MSIOF1_SS1_G	NFDATA15_B	—	—	—	—	—	—	—	—	—	—
IP8[31:28]	SD1_DAT3	SD2_DAT7	MSIOF1_SS2_G	NFRB#_B	—	—	—	—	—	—	—	—	—	—
IP9[3:0]	SD2_CLK	—	NFDATA8	—	—	—	—	—	—	—	—	—	—	—
IP9[7:4]	SD2_CMD	—	NFDATA9	—	—	—	—	—	—	—	—	—	—	—
IP9[11:8]	SD2_DAT0	—	NFDATA10	—	—	—	—	—	—	—	—	—	—	—
IP9[15:12]	SD2_DAT1	—	NFDATA11	—	—	—	—	—	—	—	—	—	—	—
IP9[19:16]	SD2_DAT2	—	NFDATA12	—	—	—	—	—	—	—	—	—	—	—
IP9[23:20]	SD2_DAT3	—	NFDATA13	—	—	—	—	—	—	—	—	—	—	—
IP9[27:24]	SD2_DS	—	NFALE	—	—	—	—	—	[RZ/G2H] [RZ/G2N] SATA_DEVSLP_B *1 [RZ/G2M V1.3] [RZ/G2M V3.0] — *1	—	—	—	—	—
IP9[31:28]	SD3_CLK	—	NFWE#	—	—	—	—	—	—	—	—	—	—	—
IP10[3:0]	SD3_CMD	—	NFRE#	—	—	—	—	—	—	—	—	—	—	—
IP10[7:4]	SD3_DAT0	—	NFDATA0	—	—	—	—	—	—	—	—	—	—	—
IP10[11:8]	SD3_DAT1	—	NFDATA1	—	—	—	—	—	—	—	—	—	—	—

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8	IPSR = H'9	IPSR = H'A	IPSR = H'B	IPSR = H'C	IPSR = H'D
IP10[15:12]	SD3_DAT2	—	NFDATA2	—	—	—	—	—	—	—	—	—	—	—
IP10[19:16]	SD3_DAT3	—	NFDATA3	—	—	—	—	—	—	—	—	—	—	—
IP10[23:20]	SD3_DAT4	SD2_CD_A	NFDATA4	—	—	—	—	—	—	—	—	—	—	—
IP10[27:24]	SD3_DAT5	SD2_WP_A	NFDATA5	—	—	—	—	—	—	—	—	—	—	—
IP10[31:28]	SD3_DAT6	SD3_CD	NFDATA6	—	—	—	—	—	—	—	—	—	—	—
IP11[3:0]	SD3_DAT7	SD3_WP	NFDATA7	—	—	—	—	—	—	—	—	—	—	—
IP11[7:4]	SD3_DS	—	NFCLE	—	—	—	—	—	—	—	—	—	—	—
IP11[11:8]	SD0_CD	—	NFDATA14_A	—	SCL2_B	—	—	—	—	—	—	—	—	—
IP11[15:12]	SD0_WP	—	NFDATA15_A	—	SDA2_B	—	—	—	—	—	—	—	—	—
IP11[19:16]	SD1_CD	—	NFRB#_A	—	—	—	—	—	—	—	—	—	—	—
IP11[23:20]	SD1_WP	—	NFCE#_A	—	—	—	—	—	—	—	—	—	—	—
IP11[27:24]	SCK0	HSCK1_B	MSIOF1_SS2_B	AUDIO_CLKC_B	SDA2_A	—	—	—	—	—	SCK5_B	—	—	—
IP11[31:28]	RX0	HRX1_B	—	—	—	—	—	—	—	—	—	—	—	—
IP12[3:0]	TX0	HTX1_B	—	—	—	—	—	—	—	—	—	—	—	—
IP12[7:4]	CTS0#	HCTS1#_B	MSIOF1_SYNC_B	—	—	—	—	—	AUDIO_CLKOUT_C	—	—	—	—	—
IP12[11:8]	RTS0#	HRTS1#_B	MSIOF1_SS1_B	AUDIO_CLKA_B	SCL2_A	—	—	—	—	—	—	—	—	—
IP12[15:12]	RX1_A	HRX1_A	—	—	—	—	—	—	—	—	—	—	—	—
IP12[19:16]	TX1_A	HTX1_A	—	—	—	—	—	—	—	—	—	—	—	—
IP12[23:20]	CTS1#	HCTS1#_A	MSIOF1_RXD_B	—	—	—	—	—	—	—	—	—	—	—
IP12[27:24]	RTS1#	HRTS1#_A	MSIOF1_TXD_B	—	—	—	—	—	—	—	—	—	—	—
IP12[31:28]	SCK2	SCIF_CLK_B	MSIOF1_SCK_B	—	—	—	—	—	—	—	—	—	—	—
IP13[3:0]	TX2_A	—	—	SD2_CD_B	SCL1_A	—	—	—	—	—	—	—	—	—
IP13[7:4]	RX2_A	—	—	SD2_WP_B	SDA1_A	—	—	—	—	—	—	—	—	—
IP13[11:8]	HSCK0	—	MSIOF1_SCK_D	AUDIO_CLKB_A	SSI_SDATA1_B	—	—	—	—	—	RX5_B	—	—	—
IP13[15:12]	HRX0	—	MSIOF1_RXD_D	—	SSI_SDATA2_B	—	—	—	—	—	—	—	—	—

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8	IPSR = H'9	IPSR = H'A	IPSR = H'B	IPSR = H'C	IPSR = H'D
IP13[19:16]	HTX0	—	MSIOF1_TXD_D	—	SSI_SDATA9_B	—	—	—	—	—	—	—	—	—
IP13[23:20]	HCTS0#	RX2_B	MSIOF1_SYNC_D	—	SSI_SCK9_A	—	—	—	AUDIO_CLKOUT1_A	—	—	—	—	—
IP13[27:24]	HRTS0#	TX2_B	MSIOF1_SS1_D	—	SSI_WS9_A	—	—	—	AUDIO_CLKOUT2_A	—	—	—	—	—
IP13[31:28]	MSIOF0_SYNC	—	—	—	—	—	—	—	AUDIO_CLKOUT_A	—	TX5_B	—	—	—
IP14[3:0]	MSIOF0_SS1	RX5_A	NFWP#_A	AUDIO_CLKA_C	SSI_SCK2_A	—	—	—	AUDIO_CLKOUT3_A	—	TCLK1_B	—	—	—
IP14[7:4]	MSIOF0_SS2	TX5_A	MSIOF1_SS2_D	AUDIO_CLKC_A	SSI_WS2_A	—	—	—	AUDIO_CLKOUT_D	—	—	—	—	—
IP14[11:8]	MLB_CLK	—	MSIOF1_SCK_F	—	SCL1_B	—	—	—	—	—	—	—	—	—
IP14[15:12]	MLB_SIG	RX1_B	MSIOF1_SYNC_F	—	SDA1_B	—	—	—	—	—	—	—	—	—
IP14[19:16]	MLB_DAT	TX1_B	MSIOF1_RXD_F	—	—	—	—	—	—	—	—	—	—	—
IP14[23:20]	SSI_SCK01239	—	MSIOF1_TXD_F	—	—	—	—	—	—	—	—	—	—	—
IP14[27:24]	SSI_WS01239	—	MSIOF1_SS1_F	—	—	—	—	—	—	—	—	—	—	—
IP14[31:28]	SSI_SDATA0	—	MSIOF1_SS2_F	—	—	—	—	—	—	—	—	—	—	—
IP15[3:0]	SSI_SDATA1_A	—	—	—	—	—	—	—	—	—	—	—	—	—
IP15[7:4]	SSI_SDATA2_A	—	—	—	SSI_SCK1_B	—	—	—	—	—	—	—	—	—
IP15[11:8]	SSI_SCK349	—	MSIOF1_SS1_A	—	—	—	—	—	—	—	—	—	—	—
IP15[15:12]	SSI_WS349	HCTS2#_A	MSIOF1_SS2_A	—	—	—	—	—	—	—	—	—	—	—
IP15[19:16]	SSI_SDATA3	HRTS2#_A	MSIOF1_TXD_A	—	—	—	—	—	—	—	—	—	—	—
IP15[23:20]	SSI_SCK4	HRX2_A	MSIOF1_SCK_A	—	—	—	—	—	—	—	—	—	—	—
IP15[27:24]	SSI_WS4	HTX2_A	MSIOF1_SYNC_A	—	—	—	—	—	—	—	—	—	—	—
IP15[31:28]	SSI_SDATA4	HSCK2_A	MSIOF1_RXD_A	—	—	—	—	—	—	—	—	—	—	—

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8	IPSR = H'9	IPSR = H'A	IPSR = H'B	IPSR = H'C	IPSR = H'D
IP16[3:0]	SSI_SCK6	[RZ/G2H] USB2_PWEN *1 [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] — *1	—	—	—	—	—	—	—	—	—	—	—	—
IP16[7:4]	SSI_WS6	[RZ/G2H] USB2_OVC *1 [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] — *1	—	—	—	—	—	—	—	—	—	—	—	—
IP16[11:8]	SSI_SDATA6	—	—	—	—	—	—	—	[RZ/G2H] [RZ/G2N] SATA_DEVSLP_A *1 [RZ/G2M V1.3] [RZ/G2M V3.0] — *1	—	—	—	—	—
IP16[15:12]	SSI_SCK78	HRX2_B	MSIOF1_SCK_C	—	—	—	—	—	—	—	—	—	—	—
IP16[19:16]	SSI_WS78	HTX2_B	MSIOF1_SYNC_C	—	—	—	—	—	—	—	—	—	—	—
IP16[23:20]	SSI_SDATA7	HCTS2#_B	MSIOF1_RXD_C	—	—	—	—	—	—	—	TCLK2_A	—	—	—
IP16[27:24]	SSI_SDATA8	HRTS2#_B	MSIOF1_TXD_C	—	—	—	—	—	—	—	—	—	—	—
IP16[31:28]	SSI_SDATA9_A	HSCK2_B	MSIOF1_SS1_C	HSCK1_A	SSI_WS1_B	SCK1	—	SCK5_A	—	—	—	—	—	—
IP17[3:0]	AUDIO_CLKA_A	—	—	—	—	—	—	—	—	—	—	—	—	—
IP17[7:4]	AUDIO_CLKB_B	SCIF_CLK_A	—	—	—	—	—	—	—	—	TCLK1_A	—	—	—
IP17[11:8]	USB0_PWEN	—	—	—	—	—	—	—	—	—	—	—	—	HSCK2_C
IP17[15:12]	USB0_OVC	—	—	—	—	—	—	—	—	—	—	—	—	HRX2_C
IP17[19:16]	USB1_PWEN	—	—	—	SSI_SCK1_A	—	—	—	—	—	—	—	—	HTX2_C
IP17[23:20]	USB1_OVC	—	MSIOF1_SS2_C	—	SSI_WS1_A	—	—	—	—	—	—	—	—	HCTS2#_C
IP17[27:24]	USB30_PWEN	—	—	AUDIO_CLKOUT_B	SSI_SCK2_B	—	—	—	—	—	TCLK2_B	TPU0TO0	—	HRTS2#_C

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8	IPSR = H'9	IPSR = H'A	IPSR = H'B	IPSR = H'C	IPSR = H'D
IP17[31:28]	USB30_ OVC	—	—	AUDIO_ CLKOUT 1_B	SSI_ WS2_B	—	—	—	—	—	FSO_ TOE#	TPU0TO 1	—	—
IP18[3:0]	[RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] GP6_30 *1	—	—	AUDIO_ CLKOUT 2_B	SSI_ SCK9_B	—	—	—	—	—	—	TPU0TO 2	—	—
IP18[7:4]	[RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] GP6_31 *1	—	—	AUDIO_ CLKOUT 3_B	SSI_ WS9_B	—	—	—	—	—	—	TPU0TO 3	—	—
IP18[31:8] *2	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Note 1 Different for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N

2 These bits are reserved. There is no effect setting any value from B'0000(H'0) to B'1101(H'D) to the bits.

8.2.4 DRV Control Register 0-24 (DRVCTRL0-24)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: DRVCTRL0-24 controls the driving abilities of pins. This setting is related to only the output.

Output buffer					Output buffer		
			Drive capability				
			Operating condition				
DRV1	DRV2	DRV3	for 1.8 V	for 3.3 V	DRV1	DRV2	Drive capability
L	L	L	2/8	2/8	L	L	1/4
H	L	L	2/8	2/8	H	L	2/4
L	H	L	3/8	3/8	L	H	3/4
H	H	L	4/8	4/8	H	H	Full
L	L	H	5/8	5/8			
H	L	H	6/8	6/8			
L	H	H	7/8	7/8			
H	H	H	Full	Full			

The value of these bits must be 11 in the case of 2bit (DRV2, DRV1).

The value of these bits must be 111 in the case of 3bit (DRV3, DRV2, DRV1).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DRVn* [31]	DRVn* [30]	DRVn* [29]	DRVn* [28]	DRVn* [27]	DRVn* [26]	DRVn* [25]	DRVn* [24]	DRVn* [23]	DRVn* [22]	DRVn* [21]	DRVn* [20]	DRVn* [19]	DRVn* [18]	DRVn* [17]	DRVn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DRVn* [15]	DRVn* [14]	DRVn* [13]	DRVn* [12]	DRVn* [11]	DRVn* [10]	DRVn* [9]	DRVn* [8]	DRVn* [7]	DRVn* [6]	DRVn* [5]	DRVn* [4]	DRVn* [3]	DRVn* [2]	DRVn* [1]	DRVn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-24

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Table 8.6 Configuration of Registers in DRVCTRL0-3

		Initial value				Initial value				Initial value				Initial value		
	DRVCTRL0	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL1	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL2	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL3	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit31	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit30	—	1	1	1	—	1	1	1	DRV3_AVB_RXC	1	1	1	DRV3_AVB_TD1	1	1	1
bit29	DRV2_QSPI0_SPCLK	1	1	1	DRV2_QSPI1_MISO/IO1	1	1	1	DRV2_AVB_RXC	1	1	1	DRV2_AVB_TD1	1	1	1
bit28	DRV1_QSPI0_SPCLK	1	1	1	DRV1_QSPI1_MISO/IO1	1	1	1	DRV1_AVB_RXC	1	1	1	DRV1_AVB_TD1	1	1	1
bit27	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit26	—	1	1	1	—	1	1	1	DRV3_AVB_RD0	1	1	1	DRV3_AVB_TD2	1	1	1
bit25	DRV2_QSPI0_MOSI/IO0	1	1	1	DRV2_QSPI1_IO2	1	1	1	DRV2_AVB_RD0	1	1	1	DRV2_AVB_TD2	1	1	1
bit24	DRV1_QSPI0_MOSI/IO0	1	1	1	DRV1_QSPI1_IO2	1	1	1	DRV1_AVB_RD0	1	1	1	DRV1_AVB_TD2	1	1	1
bit23	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit22	—	1	1	1	—	1	1	1	DRV3_AVB_RD1	1	1	1	DRV3_AVB_TD3	1	1	1
bit21	DRV2_QSPI0_MISO/IO1	1	1	1	DRV2_QSPI1_IO3	1	1	1	DRV2_AVB_RD1	1	1	1	DRV2_AVB_TD3	1	1	1
bit20	DRV1_QSPI0_MISO/IO1	1	1	1	DRV1_QSPI1_IO3	1	1	1	DRV1_AVB_RD1	1	1	1	DRV1_AVB_TD3	1	1	1
bit19	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit18	—	1	1	1	—	1	1	1	DRV3_AVB_RD2	1	1	1	DRV3_AVB_TXCREFCLK	1	1	1
bit17	DRV2_QSPI0_IO2	1	1	1	DRV2_QSPI1_SSL	1	1	1	DRV2_AVB_RD2	1	1	1	DRV2_AVB_TXCREFCLK	1	1	1
bit16	DRV1_QSPI0_IO2	1	1	1	DRV1_QSPI1_SSL	1	1	1	DRV1_AVB_RD2	1	1	1	DRV1_AVB_TXCREFCLK	1	1	1
bit15	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit14	—	1	1	1	—	1	1	1	DRV3_AVB_RD3	1	1	1	DRV3_AVB_MDIO	1	1	1
bit13	DRV2_QSPI0_IO3	1	1	1	DRV2_RPC_INT#	1	1	1	DRV2_AVB_RD3	1	1	1	DRV2_AVB_MDIO	1	1	1
bit12	DRV1_QSPI0_IO3	1	1	1	DRV1_RPC_INT#	1	1	1	DRV1_AVB_RD3	1	1	1	DRV1_AVB_MDIO	1	1	1
bit11	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit10	—	1	1	1	—	1	1	1	DRV3_AVB_TX_CTL	1	1	1	DRV3_AVB_MDC	1	1	1
bit9	DRV2_QSPI0_SSL	1	1	1	DRV2_RPC_WP#	1	1	1	DRV2_AVB_TX_CTL	1	1	1	DRV2_AVB_MDC	1	1	1
bit8	DRV1_QSPI0_SSL	1	1	1	DRV1_RPC_WP#	1	1	1	DRV1_AVB_TX_CTL	1	1	1	DRV1_AVB_MDC	1	1	1
bit7	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1

		Initial value				Initial value				Initial value				Initial value		
	DRVCTRL0	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL1	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL2	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL3	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit6	—	1	1	1	—	1	1	1	DRV3_AVB_TXC	1	1	1	DRV3_AVB_MAGIC	1	1	1
bit5	DRV2_QSPI1_SPCLK	1	1	1	DRV2_RPC_RESET#	1	1	1	DRV2_AVB_TXC	1	1	1	DRV2_AVB_MAGIC	1	1	1
bit4	DRV1_QSPI1_SPCLK	1	1	1	DRV1_RPC_RESET#	1	1	1	DRV1_AVB_TXC	1	1	1	DRV1_AVB_MAGIC	1	1	1
bit3	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit2	—	1	1	1	DRV3_AVB_RX_CTL	1	1	1	DRV3_AVB_TD0	1	1	1	DRV3_AVB_PHY_INT	1	1	1
bit1	DRV2_QSPI1_MOSI/IO0	1	1	1	DRV2_AVB_RX_CTL	1	1	1	DRV2_AVB_TD0	1	1	1	DRV2_AVB_PHY_INT	1	1	1
bit0	DRV1_QSPI1_MOSI/IO0	1	1	1	DRV1_AVB_RX_CTL	1	1	1	DRV1_AVB_TD0	1	1	1	DRV1_AVB_PHY_INT	1	1	1

Table 8.7 Configuration of Registers in DRVCTRL4-7

		Initial value				Initial value				Initial value				Initial value		
	DRVCTRL4	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL5	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL6	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL7	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit31	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit30	DRV3_AVB_LINK	1	1	1	DRV3_IRQ5	1	1	1	DRV3_A4	1	1	1	DRV3_A12	1	1	1
bit29	DRV2_AVB_LINK	1	1	1	DRV2_IRQ5	1	1	1	DRV2_A4	1	1	1	DRV2_A12	1	1	1
bit28	DRV1_AVB_LINK	1	1	1	DRV1_IRQ5	1	1	1	DRV1_A4	1	1	1	DRV1_A12	1	1	1
bit27	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit26	DRV3_AVB_AVTP_MATCH	1	1	1	DRV3_PWM0	1	1	1	DRV3_A5	1	1	1	DRV3_A13	1	1	1
bit25	DRV2_AVB_AVTP_MATCH	1	1	1	DRV2_PWM0	1	1	1	DRV2_A5	1	1	1	DRV2_A13	1	1	1
bit24	DRV1_AVB_AVTP_MATCH	1	1	1	DRV1_PWM0	1	1	1	DRV1_A5	1	1	1	DRV1_A13	1	1	1
bit23	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit22	DRV3_AVB_AVTP_CAPTURE	1	1	1	DRV3_PWM1	1	1	1	DRV3_A6	1	1	1	DRV3_A14	1	1	1
bit21	DRV2_AVB_AVTP_CAPTURE	1	1	1	DRV2_PWM1	1	1	1	DRV2_A6	1	1	1	DRV2_A14	1	1	1
bit20	DRV1_AVB_AVTP_CAPTURE	1	1	1	DRV1_PWM1	1	1	1	DRV1_A6	1	1	1	DRV1_A14	1	1	1
bit19	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1

	DRVCTRL4	Initial value			DRVCTRL5	Initial value			DRVCTRL6	Initial value			DRVCTRL7	Initial value		
		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit18	DRV3_IRQ0	1	1	1	DRV3_PWM2	1	1	1	DRV3_A7	1	1	1	DRV3_A15	1	1	1
bit17	DRV2_IRQ0	1	1	1	DRV2_PWM2	1	1	1	DRV2_A7	1	1	1	DRV2_A15	1	1	1
bit16	DRV1_IRQ0	1	1	1	DRV1_PWM2	1	1	1	DRV1_A7	1	1	1	DRV1_A15	1	1	1
bit15	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit14	DRV3_IRQ1	1	1	1	DRV3_A0	1	1	1	DRV3_A8	1	1	1	DRV3_A16	1	1	1
bit13	DRV2_IRQ1	1	1	1	DRV2_A0	1	1	1	DRV2_A8	1	1	1	DRV2_A16	1	1	1
bit12	DRV1_IRQ1	1	1	1	DRV1_A0	1	1	1	DRV1_A8	1	1	1	DRV1_A16	1	1	1
bit11	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit10	DRV3_IRQ2	1	1	1	DRV3_A1	1	1	1	DRV3_A9	1	1	1	DRV3_A17	1	1	1
bit9	DRV2_IRQ2	1	1	1	DRV2_A1	1	1	1	DRV2_A9	1	1	1	DRV2_A17	1	1	1
bit8	DRV1_IRQ2	1	1	1	DRV1_A1	1	1	1	DRV1_A9	1	1	1	DRV1_A17	1	1	1
bit7	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit6	DRV3_IRQ3	1	1	1	DRV3_A2	1	1	1	DRV3_A10	1	1	1	DRV3_A18	1	1	1
bit5	DRV2_IRQ3	1	1	1	DRV2_A2	1	1	1	DRV2_A10	1	1	1	DRV2_A18	1	1	1
bit4	DRV1_IRQ3	1	1	1	DRV1_A2	1	1	1	DRV1_A10	1	1	1	DRV1_A18	1	1	1
bit3	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit2	DRV3_IRQ4	1	1	1	DRV3_A3	1	1	1	DRV3_A11	1	1	1	DRV3_A19	1	1	1
bit1	DRV2_IRQ4	1	1	1	DRV2_A3	1	1	1	DRV2_A11	1	1	1	DRV2_A19	1	1	1
bit0	DRV1_IRQ4	1	1	1	DRV1_A3	1	1	1	DRV1_A11	1	1	1	DRV1_A19	1	1	1

Table 8.8 Configuration of Registers in DRVCTRL8-11

	DRVCTRL8	Initial value			DRVCTRL9	Initial value			DRVCTRL10	Initial value			DRVCTRL11	Initial value		
		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit31	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit30	DRV3_CLKOUT	1	1	1	DRV3_EX_WAIT0	1	1	1	DRV3_D6	1	1	1	DRV3_D14	1	1	1
bit29	DRV2_CLKOUT	1	1	1	DRV2_EX_WAIT0	1	1	1	DRV2_D6	1	1	1	DRV2_D14	1	1	1
bit28	DRV1_CLKOUT	1	1	1	DRV1_EX_WAIT0	1	1	1	DRV1_D6	1	1	1	DRV1_D14	1	1	1
bit27	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit26	DRV3_CS0#	1	1	1	DRV3_ PRESETOUT#	1	1	1	DRV3_D7	1	1	1	DRV3_D15	1	1	1
bit25	DRV2_CS0#	1	1	1	DRV2_ PRESETOUT#	1	1	1	DRV2_D7	1	1	1	DRV2_D15	1	1	1
bit24	DRV1_CS0#	1	1	1	DRV1_ PRESETOUT#	1	1	1	DRV1_D7	1	1	1	DRV1_D15	1	1	1
bit23	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit22	DRV3_CS1#	1	1	1	DRV3_D0	1	1	1	DRV3_D8	1	1	1	DRV3_AVS1	1	1	1
bit21	DRV2_CS1#	1	1	1	DRV2_D0	1	1	1	DRV2_D8	1	1	1	DRV2_AVS1	1	1	1
bit20	DRV1_CS1#	1	1	1	DRV1_D0	1	1	1	DRV1_D8	1	1	1	DRV1_AVS1	1	1	1

	DRVCTRL8	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL9	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL10	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL11	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N
bit19	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit18	DRV3_BS#	1	1	1	DRV3_D1	1	1	1	DRV3_D9	1	1	1	DRV3_AVS2	1	1	1
bit17	DRV2_BS#	1	1	1	DRV2_D1	1	1	1	DRV2_D9	1	1	1	DRV2_AVS2	1	1	1
bit16	DRV1_BS#	1	1	1	DRV1_D1	1	1	1	DRV1_D9	1	1	1	DRV1_AVS2	1	1	1
bit15	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit14	DRV3_RD#	1	1	1	DRV3_D2	1	1	1	DRV3_D10	1	1	1	DRV3_GP7_02	1	1	1
bit13	DRV2_RD#	1	1	1	DRV2_D2	1	1	1	DRV2_D10	1	1	1	DRV2_GP7_02	1	1	1
bit12	DRV1_RD#	1	1	1	DRV1_D2	1	1	1	DRV1_D10	1	1	1	DRV1_GP7_02	1	1	1
bit11	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit10	DRV3_RD/WR#	1	1	1	DRV3_D3	1	1	1	DRV3_D11	1	1	1	DRV3_GP7_03	1	1	1
bit9	DRV2_RD/WR#	1	1	1	DRV2_D3	1	1	1	DRV2_D11	1	1	1	DRV2_GP7_03	1	1	1
bit8	DRV1_RD/WR#	1	1	1	DRV1_D3	1	1	1	DRV1_D11	1	1	1	DRV1_GP7_03	1	1	1
bit7	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit6	DRV3_WE0#	1	1	1	DRV3_D4	1	1	1	DRV3_D12	1	1	1	—	1	1	1
bit5	DRV2_WE0#	1	1	1	DRV2_D4	1	1	1	DRV2_D12	1	1	1	DRV2_DU_ DOTCLKIN0	1	1	1
bit4	DRV1_WE0#	1	1	1	DRV1_D4	1	1	1	DRV1_D12	1	1	1	DRV1_DU_ DOTCLKIN0	1	1	1
bit3	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit2	DRV3_WE1#	1	1	1	DRV3_D5	1	1	1	DRV3_D13	1	1	1	—	1	1	1
bit1	DRV2_WE1#	1	1	1	DRV2_D5	1	1	1	DRV2_D13	1	1	1	DRV2_DU_ DOTCLKIN1	1	1	1
bit0	DRV1_WE1#	1	1	1	DRV1_D5	1	1	1	DRV1_D13	1	1	1	DRV1_DU_ DOTCLKIN1	1	1	1

Table 8.9 Configuration of Registers in DRVCTRL12-15

	DRVCTRL12	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL13	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL14	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL15	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N
bit31	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit30	—	1	1	1	—	1	1	1	DRV3_SD1_ CLK	1	1	1	DRV3_SD2_ DAT0	1	1	1
bit29	[RZ/G2M V1.3] [RZ/G2M V3.0] DRV2_DU_ DOTCLKIN2 [RZ/G2H] [RZ/G2N] — —	1	1	1	DRV2_TDO	1	1	1	DRV2_SD1_ CLK	1	1	1	DRV2_SD2_ DAT0	1	1	1

	DRVCTRL12	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL13	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL14	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N	DRVCTRL15	Initial value RZ/G2H	Initial value RZ/G2M V1.3 RZ/G2M V3.0	Initial value RZ/G2N
bit28	[RZ/G2M V1.3] [RZ/G2M V3.0] DRV1_DU_ DOTCLKIN2 [RZ/G2H] [RZ/G2N] —	1	1	1	DRV1_TDO	1	1	1	DRV1_SD1_ CLK	1	1	1	DRV1_SD2_ DAT0	1	1	1
bit27	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit26	—	1	1	1	—	1	1	1	DRV3_SD1_ CMD	1	1	1	DRV3_SD2_ DAT1	1	1	1
bit25	[RZ/G2H] [RZ/G2N] DRV2_DU_ DOTCLKIN3 [RZ/G2M V1.3] [RZ/G2M V3.0] —	1	1	1	DRV2_ASEBR K	1	1	1	DRV2_SD1_ CMD	1	1	1	DRV2_SD2_ DAT1	1	1	1
bit24	[RZ/G2H] [RZ/G2N] DRV1_DU_ DOTCLKIN3 [RZ/G2M V1.3] [RZ/G2M V3.0] —	1	1	1	DRV1_ASEBR K	1	1	1	DRV1_SD1_ CMD	1	1	1	DRV1_SD2_ DAT1	1	1	1
bit23	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit22	—	1	1	1	DRV3_SD0_ CLK	1	1	1	DRV3_SD1_ DAT0	1	1	1	DRV3_SD2_ DAT2	1	1	1
bit21	—	1	1	1	DRV2_SD0_ CLK	1	1	1	DRV2_SD1_ DAT0	1	1	1	DRV2_SD2_ DAT2	1	1	1
bit20	—	1	1	1	DRV1_SD0_ CLK	1	1	1	DRV1_SD1_ DAT0	1	1	1	DRV1_SD2_ DAT2	1	1	1
bit19	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit18	—	1	1	1	DRV3_SD0_ CMD	1	1	1	DRV3_SD1_ DAT1	1	1	1	DRV3_SD2_ DAT3	1	1	1
bit17	—	1	1	1	DRV2_SD0_ CMD	1	1	1	DRV2_SD1_ DAT1	1	1	1	DRV2_SD2_ DAT3	1	1	1
bit16	—	1	1	1	DRV1_SD0_ CMD	1	1	1	DRV1_SD1_ DAT1	1	1	1	DRV1_SD2_ DAT3	1	1	1
bit15	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit14	—	1	1	1	DRV3_SD0_ DAT0	1	1	1	DRV3_SD1_ DAT2	1	1	1	DRV3_SD2_ DS	1	1	1
bit13	—	1	1	1	DRV2_SD0_ DAT0	1	1	1	DRV2_SD1_ DAT2	1	1	1	DRV2_SD2_ DS	1	1	1
bit12	—	1	1	1	DRV1_SD0_ DAT0	1	1	1	DRV1_SD1_ DAT2	1	1	1	DRV1_SD2_ DS	1	1	1
bit11	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit10	—	1	1	1	DRV3_SD0_	1	1	1	DRV3_SD1_	1	1	1	DRV3_SD3_	1	1	1

	DRVCTRL12	Initial value			DRVCTRL13	Initial value			DRVCTRL14	Initial value			DRVCTRL15	Initial value		
		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
					DAT1				DAT3				CLK			
bit9	—	1	1	1	DRV2_SD0_ DAT1	1	1	1	DRV2_SD1_ DAT3	1	1	1	DRV2_SD3_ CLK	1	1	1
bit8	—	1	1	1	DRV1_SD0_ DAT1	1	1	1	DRV1_SD1_ DAT3	1	1	1	DRV1_SD3_ CLK	1	1	1
bit7	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit6	—	1	1	1	DRV3_SD0_ DAT2	1	1	1	DRV3_SD2_ CLK	1	1	1	DRV3_SD3_ CMD	1	1	1
bit5	DRV2_TMS	1	1	1	DRV2_SD0_ DAT2	1	1	1	DRV2_SD2_ CLK	1	1	1	DRV2_SD3_ CMD	1	1	1
bit4	DRV1_TMS	1	1	1	DRV1_SD0_ DAT2	1	1	1	DRV1_SD2_ CLK	1	1	1	DRV1_SD3_ CMD	1	1	1
bit3	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit2	—	1	1	1	DRV3_SD0_ DAT3	1	1	1	DRV3_SD2_ CMD	1	1	1	DRV3_SD3_ DAT0	1	1	1
bit1	—	1	1	1	DRV2_SD0_ DAT3	1	1	1	DRV2_SD2_ CMD	1	1	1	DRV2_SD3_ DAT0	1	1	1
bit0	—	1	1	1	DRV1_SD0_ DAT3	1	1	1	DRV1_SD2_ CMD	1	1	1	DRV1_SD3_ DAT0	1	1	1

Table 8.10 Configuration of Registers in DRVCTRL16-19

	DRVCTRL16	Initial value			DRVCTRL17	Initial value			DRVCTRL18	Initial value			DRVCTRL19	Initial value		
		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit31	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit30	DRV3_SD3_ DAT1	1	1	1	DRV3_SD0_ CD	1	1	1	DRV3_RTS0#	1	1	1	DRV3_HSCK0	1	1	1
bit29	DRV2_SD3_ DAT1	1	1	1	DRV2_SD0_ CD	1	1	1	DRV2_RTS0#	1	1	1	DRV2_HSCK0	1	1	1
bit28	DRV1_SD3_ DAT1	1	1	1	DRV1_SD0_ CD	1	1	1	DRV1_RTS0#	1	1	1	DRV1_HSCK0	1	1	1
bit27	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit26	DRV3_SD3_ DAT2	1	1	1	DRV3_SD0_ WP	1	1	1	DRV3_RX1	1	1	1	DRV3_HRX0	1	1	1
bit25	DRV2_SD3_ DAT2	1	1	1	DRV2_SD0_ WP	1	1	1	DRV2_RX1	1	1	1	DRV2_HRX0	1	1	1
bit24	DRV1_SD3_ DAT2	1	1	1	DRV1_SD0_ WP	1	1	1	DRV1_RX1	1	1	1	DRV1_HRX0	1	1	1
bit23	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit22	DRV3_SD3_	1	1	1	DRV3_SD1_	1	1	1	DRV3_TX1	1	1	1	DRV3_HTX0	1	1	1

		Initial value				Initial value				Initial value				Initial value		
	DRVCTRL16	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**DRVCTRL17**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**DRVCTRL18**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**DRVCTRL19**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**
	DAT3				CD											
bit21	DRV2_SD3_ DAT3	1	1	1	DRV2_SD1_ CD	1	1	1	DRV2_TX1	1	1	1	DRV2_HTX0	1	1	1
bit20	DRV1_SD3_ DAT3	1	1	1	DRV1_SD1_ CD	1	1	1	DRV1_TX1	1	1	1	DRV1_HTX0	1	1	1
bit19	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit18	DRV3_SD3_ DAT4	1	1	1	DRV3_SD1_ WP	1	1	1	DRV3_CTS1#	1	1	1	DRV3_HCTS0#	1	1	1
bit17	DRV2_SD3_ DAT4	1	1	1	DRV2_SD1_ WP	1	1	1	DRV2_CTS1#	1	1	1	DRV2_HCTS0#	1	1	1

	DRVCTRL16	Initial value			DRVCTRL17	Initial value			DRVCTRL18	Initial value			DRVCTRL19	Initial value		
		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit16	DRV1_SD3_DAT4	1	1	1	DRV1_SD1_WP	1	1	1	DRV1_CTS1#	1	1	1	DRV1_HCTS0#	1	1	1
bit15	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit14	DRV3_SD3_DAT5	1	1	1	DRV3_SCK0	1	1	1	DRV3_RTS1#	1	1	1	DRV3_HRTS0#	1	1	1
bit13	DRV2_SD3_DAT5	1	1	1	DRV2_SCK0	1	1	1	DRV2_RTS1#	1	1	1	DRV2_HRTS0#	1	1	1
bit12	DRV1_SD3_DAT5	1	1	1	DRV1_SCK0	1	1	1	DRV1_RTS1#	1	1	1	DRV1_HRTS0#	1	1	1
bit11	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit10	DRV3_SD3_DAT6	1	1	1	DRV3_RX0	1	1	1	DRV3_SCK2	1	1	1	DRV3_MSIOF0_SCK	1	1	1
bit9	DRV2_SD3_DAT6	1	1	1	DRV2_RX0	1	1	1	DRV2_SCK2	1	1	1	DRV2_MSIOF0_SCK	1	1	1
bit8	DRV1_SD3_DAT6	1	1	1	DRV1_RX0	1	1	1	DRV1_SCK2	1	1	1	DRV1_MSIOF0_SCK	1	1	1
bit7	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit6	DRV3_SD3_DAT7	1	1	1	DRV3_TX0	1	1	1	DRV3_TX2	1	1	1	DRV3_MSIOF0_SYNC	1	1	1
bit5	DRV2_SD3_DAT7	1	1	1	DRV2_TX0	1	1	1	DRV2_TX2	1	1	1	DRV2_MSIOF0_SYNC	1	1	1
bit4	DRV1_SD3_DAT7	1	1	1	DRV1_TX0	1	1	1	DRV1_TX2	1	1	1	DRV1_MSIOF0_SYNC	1	1	1
bit3	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit2	DRV3_SD3_DS	1	1	1	DRV3_CTS0#	1	1	1	DRV3_RX2	1	1	1	DRV3_MSIOF0_SS1	1	1	1
bit1	DRV2_SD3_DS	1	1	1	DRV2_CTS0#	1	1	1	DRV2_RX2	1	1	1	DRV2_MSIOF0_SS1	1	1	1
bit0	DRV1_SD3_DS	1	1	1	DRV1_CTS0#	1	1	1	DRV1_RX2	1	1	1	DRV1_MSIOF0_SS1	1	1	1

Table 8.11 Configuration of Registers in DRVCTRL20-24

		Initial value				Initial value				Initial value				Initial value				Initial value		
	DRVCTRL20	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL21	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL22	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL23	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL24	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit31	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit30	DRV3_ MSIOF0_ TXD	1	1	1	DRV3_SSI_ WS01239	1	1	1	DRV3_SSI_ WS4	1	1	1	DRV3_SSI_ SCK78	1	1	1	DRV3_ USB0_OVC	1	1	1
bit29	DRV2_ MSIOF0_ TXD	1	1	1	DRV2_SSI_ WS01239	1	1	1	DRV2_SSI_ WS4	1	1	1	DRV2_SSI_ SCK78	1	1	1	DRV2_ USB0_OVC	1	1	1
bit28	DRV1_ MSIOF0_ TXD	1	1	1	DRV1_SSI_ WS01239	1	1	1	DRV1_SSI_ WS4	1	1	1	DRV1_SSI_ SCK78	1	1	1	DRV1_ USB0_OVC	1	1	1
bit27	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit26	DRV3_ MSIOF0_ SS2	1	1	1	DRV3_SSI_ SDATA0	1	1	1	DRV3_SSI_ SDATA4	1	1	1	DRV3_SSI_ WS78	1	1	1	DRV3_ USB1_ PWEN	1	1	1
bit25	DRV2_ MSIOF0_ SS2	1	1	1	DRV2_SSI_ SDATA0	1	1	1	DRV2_SSI_ SDATA4	1	1	1	DRV2_SSI_ WS78	1	1	1	DRV2_ USB1_ PWEN	1	1	1
bit24	DRV1_ MSIOF0_SS 2	1	1	1	DRV1_SSI_ SDATA0	1	1	1	DRV1_SSI_ SDATA4	1	1	1	DRV1_SSI_ WS78	1	1	1	DRV1_ USB1_ PWEN	1	1	1
bit23	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit22	DRV3_ MSIOF0_ RXD	1	1	1	DRV3_SSI_ SDATA1	1	1	1	DRV3_SSI_ SCK5	1	1	1	DRV3_SSI_ SDATA7	1	1	1	DRV3_ USB1_OVC	1	1	1
bit21	DRV2_ MSIOF0_ RXD	1	1	1	DRV2_SSI_ SDATA1	1	1	1	DRV2_SSI_ SCK5	1	1	1	DRV2_SSI_ SDATA7	1	1	1	DRV2_ USB1_OVC	1	1	1
bit20	DRV1_ MSIOF0_ RXD	1	1	1	DRV1_SSI_ SDATA1	1	1	1	DRV1_SSI_ SCK5	1	1	1	DRV1_SSI_ SDATA7	1	1	1	DRV1_ USB1_OVC	1	1	1
bit19	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit18	DRV3_ MLB_CLK	1	1	1	DRV3_SSI_ SDATA2	1	1	1	DRV3_SSI_ WS5	1	1	1	DRV3_SSI_ SDATA8	1	1	1	DRV3_ USB30_ PWEN	1	1	1
bit17	DRV2_ MLB_CLK	1	1	1	DRV2_SSI_ SDATA2	1	1	1	DRV2_SSI_ WS5	1	1	1	DRV2_SSI_ SDATA8	1	1	1	DRV2_ USB30_ PWEN	1	1	1
bit16	DRV1_ MLB_CLK	1	1	1	DRV1_SSI_ SDATA2	1	1	1	DRV1_SSI_ WS5	1	1	1	DRV1_SSI_ SDATA8	1	1	1	DRV1_ USB30_ PWEN	1	1	1
bit15	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit14	DRV3_ MLB_SIG	1	1	1	DRV3_SSI_ SCK349	1	1	1	DRV3_SSI_ SDATA5	1	1	1	DRV3_SSI_ SDATA9	1	1	1	DRV3_ USB30_ OVC	1	1	1

	DRVCTRL20	Initial value			DRVCTRL21	Initial value			DRVCTRL22	Initial value			DRVCTRL23	Initial value			DRVCTRL24	Initial value		
		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit13	DRV2_ MLB_SIG	1	1	1	DRV2_SSI_ SCK349	1	1	1	DRV2_SSI_ SDATA5	1	1	1	DRV2_SSI_ SDATA9	1	1	1	DRV2_ USB30_ OVC	1	1	1
bit12	DRV1_MLB _SIG	1	1	1	DRV1_SSI_ SCK349	1	1	1	DRV1_SSI_ SDATA5	1	1	1	DRV1_SSI_ SDATA9	1	1	1	DRV1_ USB30_ OVC	1	1	1
bit11	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit10	DRV3_MLB _DAT	1	1	1	DRV3_SSI_ WS349	1	1	1	DRV3_SSI_ SCK6	1	1	1	DRV3_ AUDIO_ CLKA	1	1	1	[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] [RZ/G2H] DRV3_GP6 _30*	1	1	1
bit9	DRV2_MLB _DAT	1	1	1	DRV2_SSI_ WS349	1	1	1	DRV2_SSI_ SCK6	1	1	1	DRV2_ AUDIO_ CLKA	1	1	1	[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] [RZ/G2H] DRV2_GP6 _30*	1	1	1
bit8	DRV1_MLB _DAT	1	1	1	DRV1_SSI_ WS349	1	1	1	DRV1_SSI_ SCK6	1	1	1	DRV1_ AUDIO_ CLKA	1	1	1	[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] [RZ/G2H] DRV1_ GP6_30*	1	1	1
bit7	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit6	DRV3_MLB _REF	1	1	1	DRV3_SSI_ SDATA3	1	1	1	DRV3_SSI_ WS6	1	1	1	DRV3_ AUDIO_ CLKB	1	1	1	[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] [RZ/G2H] DRV3_ GP6_31*	1	1	1

		Initial value				Initial value				Initial value				Initial value				Initial value		
	DRVCTRL20	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL21	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL22	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL23	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	DRVCTRL24	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit5	DRV2_MLB_REF	1	1	1	DRV2_SSI_SDATA3	1	1	1	DRV2_SSI_WS6	1	1	1	DRV2_AUDIO_CLKB	1	1	1	[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] [RZ/G2H] DRV2_GP6_31*	1	1	1
bit4	DRV1_MLB_REF	1	1	1	DRV1_SSI_SDATA3	1	1	1	DRV1_SSI_WS6	1	1	1	DRV1_AUDIO_CLKB	1	1	1	[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] [RZ/G2H] DRV1_GP6_31*	1	1	1
bit3	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1	—	1	1	1
bit2	DRV3_SSI_SCK01239	1	1	1	DRV3_SSI_SCK4	1	1	1	DRV3_SSI_SDATA6	1	1	1	DRV3_USB0_PWEN	1	1	1	—	1	1	1
bit1	DRV2_SSI_SCK01239	1	1	1	DRV2_SSI_SCK4	1	1	1	DRV2_SSI_SDATA6	1	1	1	DRV2_USB0_PWEN	1	1	1	—	1	1	1
bit0	DRV1_SSI_SCK01239	1	1	1	DRV1_SSI_SCK4	1	1	1	DRV1_SSI_SDATA6	1	1	1	DRV1_USB0_PWEN	1	1	1	—	1	1	1

Note: * Different for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N

8.2.5 POC Control Register 0 (POCCTRL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: Each bit in POCCTRL0 must be set according to IO voltage level that is supplied to the pin.

0: 1.8v 1: 3.3v

Supply voltage	Setting register	Usage
1.8v	0	Possible
1.8v	1	Do not use
3.3v	0	Do not set (broken)
3.3v	1	Possible

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	POC0 [31]	POC0 [30]	POC0 [29]	POC0 [28]	POC0 [27]	POC0 [26]	POC0 [25]	POC0 [24]	POC0 [23]	POC0 [22]	POC0 [21]	POC0 [20]	POC0 [19]	POC0 [18]	POC0 [17]	POC0 [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	POC0 [15]	POC0 [14]	POC0 [13]	POC0 [12]	POC0 [11]	POC0 [10]	POC0 [9]	POC0 [8]	POC0 [7]	POC0 [6]	POC0 [5]	POC0 [4]	POC0 [3]	POC0 [2]	POC0 [1]	POC0 [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Note: The power domain is common for SD channels.
When you use an unused port as GPIO, you must be careful about the voltage.

Table 8.12 Configuration of Registers in POCCTRL0

	POCCTRL0	Initial value
bit31	—	0
bit30	—	0
bit29	POC_SD3_DS	1
bit28	POC_SD3_DAT7	1
bit27	POC_SD3_DAT6	1
bit26	POC_SD3_DAT5	1
bit25	POC_SD3_DAT4	1
bit24	POC_SD3_DAT3	1
bit23	POC_SD3_DAT2	1
bit22	POC_SD3_DAT1	1
bit21	POC_SD3_DAT0	1
bit20	POC_SD3_CMD	1
bit19	POC_SD3_CLK	1
bit18	POC_SD2_DS	1
bit17	POC_SD2_DAT3	1
bit16	POC_SD2_DAT2	1
bit15	POC_SD2_DAT1	1
bit14	POC_SD2_DAT0	1

	POCCTRL0	Initial value
bit13	POC_SD2_CMD	1
bit12	POC_SD2_CLK	1
bit11	POC_SD1_DAT3	1
bit10	POC_SD1_DAT2	1
bit9	POC_SD1_DAT1	1
bit8	POC_SD1_DAT0	1
bit7	POC_SD1_CMD	1
bit6	POC_SD1_CLK	1
bit5	POC_SD0_DAT3	1
bit4	POC_SD0_DAT2	1
bit3	POC_SD0_DAT1	1
bit2	POC_SD0_DAT0	1
bit1	POC_SD0_CMD	1
bit0	POC_SD0_CLK	1

8.2.6 TDSEL Control Register 0 (TDSELCTRL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: TDSELCTRL0 controls the driving abilities of pins in use for the SDHI.
This function is delay adjustment of the SDHI clock return path for the LSI inside.

TDSEL1	TDSEL0	TDOUT Target delay
L	L	10pF (@1.8 V operation)
H	L	20pF (@1.8 V operation)
L	H	30pF (@1.8 V operation)
H	H	40pF (@1.8 V operation)

The value of these bits must be 00.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TD SEL0 [31]	TD SEL0 [30]	TD SEL0 [29]	TD SEL0 [28]	TD SEL0 [27]	TD SEL0 [26]	TD SEL0 [25]	TD SEL0 [24]	TD SEL0 [23]	TD SEL0 [22]	TD SEL0 [21]	TD SEL0 [20]	TD SEL0 [19]	TD SEL0 [18]	TD SEL0 [17]	TD SEL0 [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TD SEL0 [15]	TD SEL0 [14]	TD SEL0 [13]	TD SEL0 [12]	TD SEL0 [11]	TD SEL0 [10]	TD SEL0 [9]	TD SEL0 [8]	TD SEL0 [7]	TD SEL0 [6]	TD SEL0 [5]	TD SEL0 [4]	TD SEL0 [3]	TD SEL0 [2]	TD SEL0 [1]	TD SEL0 [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Table 8.13 Configuration of Registers in TDSELCTRL0

	TDSELCTRL0	Initial value
bit31	—	0
bit30	—	0
bit29	—	0
bit28	—	0
bit27	—	0
bit26	—	0
bit25	—	0
bit24	—	0
bit23	—	0
bit22	—	0
bit21	—	0
bit20	—	0
bit19	—	0
bit18	—	0
bit17	—	0
bit16	—	0

	TDSELCTRL0	Initial value
bit15	—	0
bit14	—	0
bit13	—	0
bit12	—	0
bit11	—	0
bit10	—	0
bit9	—	0
bit8	—	0
bit7	SD3CLK_TDSEL1	0
bit6	SD3CLK_TDSEL0	0
bit5	SD2CLK_TDSEL1	0
bit4	SD2CLK_TDSEL0	0
bit3	SD1CLK_TDSEL1	0
bit2	SD1CLK_TDSEL0	0
bit1	SD0CLK_TDSEL1	0
bit0	SD0CLK_TDSEL0	0

8.2.7 LSI pin pull-enable register 0-6 (PUEN0-6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: PUEN0-6 performs on/off control of the pull resistors.

0: Pull-up/down function is disabled.

1: Pull-up/down function is enabled.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PUENn* [31]	PUENn* [30]	PUENn* [29]	PUENn* [28]	PUENn* [27]	PUENn* [26]	PUENn* [25]	PUENn* [24]	PUENn* [23]	PUENn* [22]	PUENn* [21]	PUENn* [20]	PUENn* [19]	PUENn* [18]	PUENn* [17]	PUENn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PUENn* [15]	PUENn* [14]	PUENn* [13]	PUENn* [12]	PUENn* [11]	PUENn* [10]	PUENn* [9]	PUENn* [8]	PUENn* [7]	PUENn* [6]	PUENn* [5]	PUENn* [4]	PUENn* [3]	PUENn* [2]	PUENn* [1]	PUENn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-6

When the I2C1, I2C2, I2C4 and I2C6 pins are selected, the pull-up/down function of these pins is disabled respectively even if the pull-up/down function is set to enable.

Table 8.14 Configuration of Registers in PUEN0-3

		Initial value				Initial value				Initial value				Initial value			
	PUEN0	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUEN1**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUEN2**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUEN3**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**
bit31	PUEN_AVB_PHY_INT	1	1	1	PUEN_A19	0	0	0	PUEN_DU_DOTCLKIN1	1	1	1	PUEN_SD3_DAT0	0	0	0
bit30	PUEN_AVB_MAGIC	1	1	1	PUEN_A18	0	0	0	PUEN_DU_DOTCLKIN0	1	1	1	PUEN_SD3_CMD	0	0	0
bit29	PUEN_AVB_MDC	0	0	0	PUEN_A17	0	0	0	PUEN_GP7_03	1	1	1	PUEN_SD3_CLK	0	0	0
bit28	PUEN_AVB_MDIO	0	0	0	PUEN_A16	0	0	0	PUEN_GP7_02	1	1	1	PUEN_SD2_DS	0	0	0
bit27	PUEN_AVB_TXCREFCLK	1	1	1	PUEN_A15	0	0	0	PUEN_AVS2	1	1	1	PUEN_SD2_DAT3	0	0	0
bit26	PUEN_AVB_TD3	1	1	1	PUEN_A14	0	0	0	PUEN_AVS1	1	1	1	PUEN_SD2_DAT2	0	0	0
bit25	PUEN_AVB_TD2	1	1	1	PUEN_A13	0	0	0	PUEN_D15	1	1	1	PUEN_SD2_DAT1	0	0	0
bit24	PUEN_AVB_TD1	1	1	1	PUEN_A12	0	0	0	PUEN_D14	1	1	1	PUEN_SD2_DAT0	0	0	0
bit23	PUEN_AVB_TD0	1	1	1	PUEN_A11	1	1	1	PUEN_D13	0	0	0	PUEN_SD2_CMD	0	0	0
bit22	PUEN_AVB_TXC	1	1	1	PUEN_A10	0	0	0	PUEN_D12	0	0	0	PUEN_SD2_CLK	0	0	0
bit21	PUEN_AVB_TX_CTL	1	1	1	PUEN_A9	1	1	1	PUEN_D11	0	0	0	PUEN_SD1_DAT3	0	0	0
bit20	PUEN_AVB_RD3	1	1	1	PUEN_A8	1	1	1	PUEN_D10	0	0	0	PUEN_SD1_DAT2	0	0	0
bit19	PUEN_AVB_RD2	1	1	1	PUEN_A7	0	0	0	PUEN_D9	0	0	0	PUEN_SD1_DAT1	0	0	0
bit18	PUEN_AVB_RD1	1	1	1	PUEN_A6	0	0	0	PUEN_D8	0	0	0	PUEN_SD1_DAT0	0	0	0
bit17	PUEN_AVB_RD0	1	1	1	PUEN_A5	1	1	1	PUEN_D7	0	0	0	PUEN_SD1_CMD	0	0	0
bit16	PUEN_AVB_RXC	1	1	1	PUEN_A4	0	0	0	PUEN_D6	0	0	0	PUEN_SD1_CLK	0	0	0
bit15	PUEN_AVB_RX_CTL	1	1	1	PUEN_A3	0	0	0	PUEN_D5	0	0	0	PUEN_SD0_DAT3	0	0	0
bit14	PUEN_RPC_RESET#	0	0	0	PUEN_A2	1	1	1	PUEN_D4	0	0	0	PUEN_SD0_DAT2	0	0	0
bit13	PUEN_RPC_WP#	0	0	0	PUEN_A1	0	0	0	PUEN_D3	0	0	0	PUEN_SD0_DAT1	0	0	0
bit12	PUEN_RPC_INT#	1	1	1	PUEN_A0	0	0	0	PUEN_D2	0	0	0	PUEN_SD0_DAT0	0	0	0
bit11	PUEN_QSPI1_SSL	0	0	0	PUEN_PWM2	1	1	1	PUEN_D1	0	0	0	PUEN_SD0_CMD	0	0	0

		Initial value				Initial value				Initial value				Initial value		
	PUEN0	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUEN1**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUEN2**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUEN3**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**
bit10	PUEN_QSPI1_IO3	0	0	0	PUEN_PWM1	1	1	1	PUEN_D0	1	1	1	PUEN_SD0_CLK	0	0	0
bit9	PUEN_QSPI1_IO2	0	0	0	PUEN_PWM0	1	1	1	PUEN_PRESETOUT#	0	0	0	PUEN_ASEBRK	1	1	1
bit8	PUEN_QSPI1_MISO/IO1	0	0	0	PUEN_IRQ5	1	1	1	PUEN_EX_WAIT0	1	1	1	—	0	0	0
bit7	PUEN_QSPI1_MOSI/IO0	0	0	0	PUEN_IRQ4	1	1	1	PUEN_WE1#	1	1	1	PUEN_TDI	1	1	1
bit6	PUEN_QSPI1_SPCLK	0	0	0	PUEN_IRQ3	1	1	1	PUEN_WE0#	1	1	1	PUEN_TMS	1	1	1
bit5	PUEN_QSPI0_SSL	0	0	0	PUEN_IRQ2	1	1	1	PUEN_RD/WR#	1	1	1	PUEN_TCK	1	1	1
bit4	PUEN_QSPI0_IO3	0	0	0	PUEN_IRQ1	1	1	1	PUEN_RD#	0	0	0	PUEN_TRST#	1	1	1
bit3	PUEN_QSPI0_IO2	0	0	0	PUEN_IRQ0	1	1	1	PUEN_BS#	0	0	0	PUEN_EXTALR	0	0	0
bit2	PUEN_QSPI0_MISO/IO1	0	0	0	PUEN_AVB_AVTP_CAPTURE	1	1	1	PUEN_CS1#	1	1	1	—	1	1	1
bit1	PUEN_QSPI0_MOSI/IO0	0	0	0	PUEN_AVB_AVTP_MATCH	1	1	1	PUEN_CS0#	1	1	1	[RZ/G2H] [RZ/G2N] PUEN_DU_DOTCLKIN3 [RZ/G2M V1.3] [RZ/G2M V3.0] —	1	0	0
bit0	PUEN_QSPI0_SPCLK	0	0	0	PUEN_AVB_LINK	1	1	1	PUEN_CLKOUT	0	0	0	[RZ/G2M V1.3] [RZ/G2M V3.0] PUEN_DU_DOTCLKIN2 [RZ/G2H] [RZ/G2N] —	1	1	1

Table 8.15 Configuration of Registers in PUEN4-6

		Initial value				Initial value				Initial value		
	PUEN4	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	PUEN5	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	PUEN6	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit31	PUEN_MSIOF0_SS1	1	1	1	PUEN_USB0_PWEN	1	1	1	—	0	0	0
bit30	PUEN_MSIOF0_SYNC	1	1	1	PUEN_AUDIO_CLKB	1	1	1	—	0	0	0
bit29	PUEN_MSIOF0_SCK	1	1	1	PUEN_AUDIO_CLKA	1	1	1	—	0	0	0
bit28	PUEN_HRTS0#	1	1	1	PUEN_SSI_SDATA9	1	1	1	—	0	0	0
bit27	PUEN_HCTS0#	1	1	1	PUEN_SSI_SDATA8	1	1	1	—	0	0	0
bit26	PUEN_HTX0	1	1	1	PUEN_SSI_SDATA7	1	1	1	—	0	0	0
bit25	PUEN_HRX0	1	1	1	PUEN_SSI_WS78	1	1	1	—	0	0	0
bit24	PUEN_HSCK0	1	1	1	PUEN_SSI_SCK78	1	1	1	—	0	0	0
bit23	PUEN_RX2	1	1	1	PUEN_SSI_SDATA6	0	0	0	—	0	0	0
bit22	PUEN_TX2	1	1	1	PUEN_SSI_WS6	1	1	1	—	0	0	0
bit21	PUEN_SCK2	1	1	1	PUEN_SSI_SCK6	1	1	1	—	0	0	0
bit20	PUEN_RTS1#	1	1	1	PUEN_SSI_SDATA5	1	1	1	—	0	0	0
bit19	PUEN_CTS1#	1	1	1	PUEN_SSI_WS5	1	1	1	—	0	0	0
bit18	PUEN_TX1	1	1	1	PUEN_SSI_SCK5	1	1	1	—	0	0	0
bit17	PUEN_RX1	1	1	1	PUEN_SSI_SDATA4	1	1	1	—	0	0	0
bit16	PUEN_RTS0#	1	1	1	PUEN_SSI_WS4	1	1	1	—	0	0	0
bit15	PUEN_CTS0#	1	1	1	PUEN_SSI_SCK4	1	1	1	—	0	0	0
bit14	PUEN_TX0	1	1	1	PUEN_SSI_SDATA3	1	1	1	—	0	0	0
bit13	PUEN_RX0	1	1	1	PUEN_SSI_WS349	1	1	1	—	0	0	0
bit12	PUEN_SCK0	1	1	1	PUEN_SSI_SCK349	1	1	1	—	0	0	0
bit11	PUEN_SD1_WP	1	1	1	PUEN_SSI_SDATA2	1	1	1	—	0	0	0
bit10	PUEN_SD1_CD	1	1	1	PUEN_SSI_SDATA1	1	1	1	—	0	0	0
bit9	PUEN_SD0_WP	1	1	1	PUEN_SSI_SDATA0	1	1	1	—	0	0	0
bit8	PUEN_SD0_CD	1	1	1	PUEN_SSI_WS01239	1	1	1	—	0	0	0
bit7	PUEN_SD3_DS	0	0	0	PUEN_SSI_SCK01239	1	1	1	PRESET# *2 *3	0	1	0

		Initial value				Initial value				Initial value		
	PUEN4	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	**PUEN5**	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	**PUEN6**	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit6	PUEN_SD3_DAT7	0	0	0	PUEN_MLB_REF	0	0	0	[RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] PUEN_GP6_31 *1	1	1	1
bit5	PUEN_SD3_DAT6	0	0	0	PUEN_MLB_DAT	0	0	0	[RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] PUEN_GP6_30 *1	1	1	1
bit4	PUEN_SD3_DAT5	0	0	0	PUEN_MLB_SIG	0	0	0	PUEN_USB30_OVC	1	1	1
bit3	PUEN_SD3_DAT4	0	0	0	PUEN_MLB_CLK	0	0	0	PUEN_USB30_PWEN	1	1	1
bit2	PUEN_SD3_DAT3	0	0	0	PUEN_MSIOF0_RXD	1	1	1	PUEN_USB1_OVC	1	1	1
bit1	PUEN_SD3_DAT2	0	0	0	PUEN_MSIOF0_SS2	1	1	1	PUEN_USB1_PWEN	1	1	1
bit0	PUEN_SD3_DAT1	0	0	0	PUEN_MSIOF0_TXD	1	1	1	PUEN_USB0_OVC	1	1	1

Notes: 1. Different for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N
2. RZ/G2M V1.3, RZ/G2M V3.0 Only
3. Since there is no pull-up resistor to PRESET#, to control the pull-down in this bit7.

8.2.8 LSI pin pull-up/down control Register 0-6 (PUD0-6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: PUD0-6 performs pull-up/pull-down control of the pull resistors.

0: Pull-down is enabled.

1: Pull-up is enabled.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PUDn* [31]	PUDn* [30]	PUDn* [29]	PUDn* [28]	PUDn* [27]	PUDn* [26]	PUDn* [25]	PUDn* [24]	PUDn* [23]	PUDn* [22]	PUDn* [21]	PUDn* [20]	PUDn* [19]	PUDn* [18]	PUDn* [17]	PUDn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PUDn* [15]	PUDn* [14]	PUDn* [13]	PUDn* [12]	PUDn* [11]	PUDn* [10]	PUDn* [9]	PUDn* [8]	PUDn* [7]	PUDn* [6]	PUDn* [5]	PUDn* [4]	PUDn* [3]	PUDn* [2]	PUDn* [1]	PUDn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-6

Table 8.16 Configuration of Registers in PUD0-3

		Initial value				Initial value				Initial value				Initial value		
	PUD0	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUD1**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUD2**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUD3**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**
bit31	PUD_AVB_ PHY_INT	0	0	0	PUD_A19	1	1	1	PUD_DU_ DOTCLKIN1	0	0	0	PUD_SD3_ DAT0	1	1	1
bit30	PUD_AVB_ MAGIC	0	0	0	PUD_A18	1	1	1	PUD_DU_ DOTCLKIN0	0	0	0	PUD_SD3_ CMD	1	1	1
bit29	PUD_AVB_ MDC	1	1	1	PUD_A17	1	1	1	PUD_GP7_03	1	1	1	PUD_SD3_ CLK	1	1	1
bit28	PUD_AVB_ MDIO	1	1	1	PUD_A16	1	1	1	PUD_GP7_02	1	1	1	PUD_SD2_DS	1	1	1
bit27	PUD_AVB_ TXCREFCLK	0	0	0	PUD_A15	1	1	1	PUD_AVS2	0	0	0	PUD_SD2_ DAT3	1	1	1
bit26	PUD_AVB_ TD3	0	0	0	PUD_A14	1	1	1	PUD_AVS1	0	0	0	PUD_SD2_ DAT2	1	1	1
bit25	PUD_AVB_ TD2	0	0	0	PUD_A13	1	1	1	PUD_D15	1	1	1	PUD_SD2_ DAT1	1	1	1
bit24	PUD_AVB_ TD1	0	0	0	PUD_A12	1	1	1	PUD_D14	1	1	1	PUD_SD2_ DAT0	1	1	1
bit23	PUD_AVB_ TD0	0	0	0	PUD_A11	0	0	0	PUD_D13	1	1	1	PUD_SD2_ CMD	1	1	1
bit22	PUD_AVB_ TXC	0	0	0	PUD_A10	1	1	1	PUD_D12	1	1	1	PUD_SD2_CLK	1	1	1
bit21	PUD_AVB_ TX_CTL	0	0	0	PUD_A9	1	1	1	PUD_D11	1	1	1	PUD_SD1_ DAT3	1	1	1
bit20	PUD_AVB_ RD3	0	0	0	PUD_A8	1	1	1	PUD_D10	1	1	1	PUD_SD1_ DAT2	1	1	1

		Initial value				Initial value				Initial value				Initial value		
	PUD0	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	PUD1	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	PUD2	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	PUD3	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit19	PUD_AVB_RD2	0	0	0	PUD_A7	1	1	1	PUD_D9	1	1	1	PUD_SD1_DAT1	1	1	1
bit18	PUD_AVB_RD1	0	0	0	PUD_A6	1	1	1	PUD_D8	1	1	1	PUD_SD1_DAT0	1	1	1
bit17	PUD_AVB_RD0	0	0	0	PUD_A5	1	1	1	PUD_D7	1	1	1	PUD_SD1_CMD	1	1	1
bit16	PUD_AVB_RXC	0	0	0	PUD_A4	1	1	1	PUD_D6	1	1	1	PUD_SD1_CLK	1	1	1
bit15	PUD_AVB_RX_CTL	0	0	0	PUD_A3	1	1	1	PUD_D5	1	1	1	PUD_SD0_DAT3	1	1	1
bit14	PUD_RPC_RESET#	1	1	1	PUD_A2	0	0	0	PUD_D4	1	1	1	PUD_SD0_DAT2	1	1	1
bit13	PUD_RPC_WP#	1	1	1	PUD_A1	1	1	1	PUD_D3	1	1	1	PUD_SD0_DAT1	1	1	1
bit12	PUD_RPC_INT#	1	1	1	PUD_A0	1	1	1	PUD_D2	1	1	1	PUD_SD0_DAT0	1	1	1
bit11	PUD_QSPI1_SSL	1	1	1	PUD_PWM2	1	1	1	PUD_D1	1	1	1	PUD_SD0_CMD	1	1	1
bit10	PUD_QSPI1_IO3	1	1	1	PUD_PWM1	1	1	1	PUD_D0	0	0	0	PUD_SD0_CLK	1	1	1
bit9	PUD_QSPI1_IO2	1	1	1	PUD_PWM0	1	1	1	PUD_PRESETOUT#	1	1	1	PUD_ASEBRK	1	1	1
bit8	PUD_QSPI1_MISO/IO1	1	1	1	PUD_IRQ5	1	1	1	PUD_EX_WAIT0	1	1	1	—	0	0	0
bit7	PUD_QSPI1_MOSI/IO0	1	1	1	PUD_IRQ4	1	1	1	PUD_WE1#	1	1	1	PUD_TDI	1	1	1
bit6	PUD_QSPI1_SPCLK	1	1	1	PUD_IRQ3	1	1	1	PUD_WE0#	1	1	1	PUD_TMS	1	1	1
bit5	PUD_QSPI0_SSL	1	1	1	PUD_IRQ2	1	1	1	PUD_RD/WR#	1	1	1	PUD_TCK	1	1	1
bit4	PUD_QSPI0_IO3	1	1	1	PUD_IRQ1	1	1	1	PUD_RD#	1	1	1	PUD_TRST#	0	0	0
bit3	PUD_QSPI0_IO2	1	1	1	PUD_IRQ0	1	1	1	PUD_BS#	1	1	1	PUD_EXTALR	1	1	1
bit2	PUD_QSPI0_MISO/IO1	1	1	1	PUD_AVB_AVTP_CAPTURE	1	1	1	PUD_CS1#	1	1	1	—	1	1	1
bit1	PUD_QSPI0_MOSI/IO0	1	1	1	PUD_AVB_AVTP_MATCH	1	1	1	PUD_CS0#	1	1	1	[RZ/G2H] [RZ/G2N] PUD_DU_DOTCLKIN3 [RZ/G2M V1.3] [RZ/G2M V3.0] —	0	0	0

		Initial value				Initial value				Initial value				Initial value		
	PUD0	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUD1**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUD2**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**PUD3**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**
bit0	PUD_QSPI0_ SPCLK	1	1	1	PUD_AVB_ LINK	0	0	0	PUD_CLKOUT	1	1	1	[RZ/G2M V1.3] [RZ/G2M V3.0] PUD_DU_DOTC LKIN2 [RZ/G2H] [RZ/G2N] —	0	0	0

Table 8.17 Configuration of Registers in PUD4-6

		Initial value				Initial value				Initial value		
	PUD4	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	PUD5	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	PUD6	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N
bit31	PUD_MSIOF0_SS1	1	1	1	PUD_USB0_PWEN	0	0	0	—	0	0	0
bit30	PUD_MSIOF0_SYNC	1	1	1	PUD_AUDIO_CLKB	1	1	1	—	0	0	0
bit29	PUD_MSIOF0_SCK	1	1	1	PUD_AUDIO_CLKA	1	1	1	—	0	0	0
bit28	PUD_HRTS0#	1	1	1	PUD_SSI_SDATA9	1	1	1	—	0	0	0
bit27	PUD_HCTS0#	1	1	1	PUD_SSI_SDATA8	1	1	1	—	0	0	0
bit26	PUD_HTX0	1	1	1	PUD_SSI_SDATA7	1	1	1	—	0	0	0
bit25	PUD_HRX0	1	1	1	PUD_SSI_WS78	1	1	1	—	0	0	0
bit24	PUD_HSCK0	1	1	1	PUD_SSI_SCK78	1	1	1	—	0	0	0
bit23	PUD_RX2	1	1	1	PUD_SSI_SDATA6	1	0	1	—	0	0	0
bit22	PUD_TX2	1	1	1	PUD_SSI_WS6	1	1	1	—	0	0	0
bit21	PUD_SCK2	1	1	1	PUD_SSI_SCK6	0	0	0	—	0	0	0
bit20	PUD_RTS1#	1	1	1	PUD_SSI_SDATA5	1	1	1	—	0	0	0
bit19	PUD_CTS1#	1	1	1	PUD_SSI_WS5	1	1	1	—	0	0	0
bit18	PUD_TX1	1	1	1	PUD_SSI_SCK5	1	1	1	—	0	0	0
bit17	PUD_RX1	1	1	1	PUD_SSI_SDATA4	1	1	1	—	0	0	0
bit16	PUD_RTS0#	1	1	1	PUD_SSI_WS4	1	1	1	—	0	0	0
bit15	PUD_CTS0#	1	1	1	PUD_SSI_SCK4	1	1	1	—	0	0	0
bit14	PUD_TX0	1	1	1	PUD_SSI_SDATA3	1	1	1	—	0	0	0
bit13	PUD_RX0	1	1	1	PUD_SSI_WS349	1	1	1	—	0	0	0
bit12	PUD_SCK0	1	1	1	PUD_SSI_SCK349	1	1	1	—	0	0	0
bit11	PUD_SD1_WP	1	1	1	PUD_SSI_SDATA2	1	1	1	—	0	0	0
bit10	PUD_SD1_CD	1	1	1	PUD_SSI_SDATA1	1	1	1	—	0	0	0
bit9	PUD_SD0_WP	1	1	1	PUD_SSI_SDATA0	1	1	1	—	0	0	0
bit8	PUD_SD0_CD	1	1	1	PUD_SSI_WS01239	1	1	1	—	0	0	0
bit7	PUD_SD3_DS	1	1	1	PUD_SSI_SCK01239	1	1	1	—	0	0	0
bit6	PUD_SD3_DAT7	1	1	1	PUD_MLB_REF	1	1	1	[RZ/G2H][RZ/G2M V1.3] [RZ/G2M V3.0][RZ/G2N] PUD_GP6_31 *	1	1	1
bit5	PUD_SD3_DAT6	1	1	1	PUD_MLB_DAT	1	1	1	[RZ/G2H][RZ/G2M V1.3] [RZ/G2M V3.0][RZ/G2N] PUD_GP6_30 *	0	0	0
bit4	PUD_SD3_DAT5	1	1	1	PUD_MLB_SIG	1	1	1	PUD_USB30_OVC	1	1	1
bit3	PUD_SD3_DAT4	1	1	1	PUD_MLB_CLK	1	1	1	PUD_USB30_PWEN	0	0	0
bit2	PUD_SD3_DAT3	1	1	1	PUD_MSIOF0_RXD	1	1	1	PUD_USB1_OVC	1	1	1
bit1	PUD_SD3_DAT2	1	1	1	PUD_MSIOF0_SS2	1	1	1	PUD_USB1_PWEN	0	0	0
bit0	PUD_SD3_DAT1	1	1	1	PUD_MSIOF0_TXD	1	1	1	PUD_USB0_OVC	1	1	1

Note: * Different for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N

8.2.9 Module Select Register 0-2 (MOD_SEL0-2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: MOD_SEL0-2 selects the group for multiple LSI pins with multiplexed pin functions.

Each input or input/output signal are assigned to two or more groups of pins. Select one of these groups when using these signals. Do not use the module pins in the unselected group; if a module pin in the unselected group is used, correct operation is not guaranteed. Group is “Set value” of Table 8.19.

For some modules, however, although the output signals are assigned to two or more groups of pins, there is no bit for selecting the group. Select one of these pins for each output signal through the corresponding peripheral function select register. Also note that each pin can only be used in combination with the other input or input/output pins of the same group. Correct operation is not guaranteed when a pin is used in combination with pins from other groups. If this is not the case, correct operation is not guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MOD_SEL*n*[31]	MOD_SEL*n*[30]	MOD_SEL*n*[29]	MOD_SEL*n*[28]	MOD_SEL*n*[27]	MOD_SEL*n*[26]	MOD_SEL*n*[25]	MOD_SEL*n*[24]	MOD_SEL*n*[23]	MOD_SEL*n*[22]	MOD_SEL*n*[21]	MOD_SEL*n*[20]	MOD_SEL*n*[19]	MOD_SEL*n*[18]	MOD_SEL*n*[17]	MOD_SEL*n*[16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MOD_SEL*n*[15]	MOD_SEL*n*[14]	MOD_SEL*n*[13]	MOD_SEL*n*[12]	MOD_SEL*n*[11]	MOD_SEL*n*[10]	MOD_SEL*n*[9]	MOD_SEL*n*[8]	MOD_SEL*n*[7]	MOD_SEL*n*[6]	MOD_SEL*n*[5]	MOD_SEL*n*[4]	MOD_SEL*n*[3]	MOD_SEL*n*[2]	MOD_SEL*n*[1]	MOD_SEL*n*[0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-2

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Table 8.18 Configuration of Registers in MOD_SEL0-2

	MOD_SEL0			Initial value	MOD_SEL1			Initial value	MOD_SEL2			Initial value
	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	
bit31	sel_msiof3_2	sel_msiof3_2	sel_msiof3_2	0	—	—	—	0	i2c_sel_5	i2c_sel_5	i2c_sel_5	0
bit30	sel_msiof3_1	sel_msiof3_1	sel_msiof3_1	0	—	—	—	0	i2c_sel_3	i2c_sel_3	i2c_sel_3	0
bit29	sel_msiof3_0	sel_msiof3_0	sel_msiof3_0	0	—	—	—	0	i2c_sel_0	i2c_sel_0	i2c_sel_0	0
bit28	sel_msiof2_1	sel_msiof2_1	sel_msiof2_1	0	—	—	—	0	—	—	—	0
bit27	sel_msiof2_0	sel_msiof2_0	sel_msiof2_0	0	—	—	—	0	—	—	—	0
bit26	sel_msiof1_2	sel_msiof1_2	sel_msiof1_2	0	sel_timer_ tmu1	sel_timer_ tmu	sel_timer_ tmu	0	sel_scif5	sel_scif5	sel_scif5	0
bit25	sel_msiof1_1	sel_msiof1_1	sel_msiof1_1	0	—	—	—	0	sel_i2c6_2	sel_i2c6_2	sel_i2c6_2	0
bit24	sel_msiof1_0	sel_msiof1_0	sel_msiof1_0	0	—	—	—	0	sel_i2c6_1	sel_i2c6_1	sel_i2c6_1	0
bit23	sel_lbsc	sel_lbsc	sel_lbsc	0	—	—	—	0	sel_i2c6_0	sel_i2c6_0	sel_i2c6_0	0
bit22	—	—	—	0	—	—	—	0	—	sel_ndf	sel_ndf	0
bit21	sel_i2c2	sel_i2c2	sel_i2c2	0	—	—	—	0	sel_ssi2	sel_ssi2	sel_ssi2	0
bit20	sel_i2c1	sel_i2c1	sel_i2c1	0	sel_ssi1	sel_ssi1	sel_ssi1	0	sel_ssi9	sel_ssi9	sel_ssi9	0
bit19	sel_hscif4	sel_hscif4	sel_hscif4	0	—	—	—	0	sel_timer_ tmu2	sel_timer_ tmu2	sel_timer_ tmu2	0
bit18	sel_hscif3_1	sel_hscif3_1	sel_hscif3_1	0	—	—	—	0	sel_adgb	sel_adgb	sel_adgb	0
bit17	sel_hscif3_0	sel_hscif3_0	sel_hscif3_0	0	—	—	—	0	sel_adgc	sel_adgc	sel_adgc	0
bit16	sel_hscif1	sel_hscif1	sel_hscif1	0	sel_sdhi2	sel_sdhi2	sel_sdhi2	0	—	—	—	0
bit15	—	—	—	0	sel_scif4_1	sel_scif4_1	sel_scif4_1	0	—	—	—	0
bit14	sel_hscif2_1	sel_hscif2_1	sel_hscif2_1	0	sel_scif4_0	sel_scif4_0	sel_scif4_0	0	—	—	—	0
bit13	sel_hscif2_0	sel_hscif2_0	sel_hscif2_0	0	sel_scif3	sel_scif3	sel_scif3	0	—	—	—	0
bit12	sel_etheravb	sel_etheravb	sel_etheravb	0	sel_scif2	sel_scif2	sel_scif2	0	—	—	—	0
bit11	—	—	—	0	sel_scif1	sel_scif1	sel_scif1	0	—	—	—	0
bit10	—	—	—	0	sel_scif	sel_scif	sel_scif	0	—	—	—	0
bit9	—	—	—	0	—	—	—	0	—	—	—	0
bit8	—	—	—	0	—	—	—	0	—	—	—	0
bit7	—	—	—	0	—	—	—	0	—	—	—	0
bit6	—	—	—	0	sel_rcan0	sel_rcan0	sel_rcan0	0	—	—	—	0
bit5	sel_canfd0	sel_canfd0	sel_canfd0	0	sel_pwm6	sel_pwm6	sel_pwm6	0	—	—	—	0
bit4	sel_adga_1	sel_adga_1	sel_adga_1	0	sel_pwm5	sel_pwm5	sel_pwm5	0	—	—	—	0
bit3	sel_adga_0	sel_adga_0	sel_adga_0	0	sel_pwm4	sel_pwm4	sel_pwm4	0	—	—	—	0
bit2	—	—	—	0	sel_pwm3	sel_pwm3	sel_pwm3	0	—	—	—	0
bit1	—	—	—	0	sel_pwm2	sel_pwm2	sel_pwm2	0	—	—	—	0
bit0	—	—	—	0	sel_pwm1	sel_pwm1	sel_pwm1	0	sel_vin4	sel_vin4	sel_vin4	0

Table 8.19 Configuration of Registers in MOD_SEL0-2

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4		Set Value = H'5		Set Value = H'6	
Register	Function	Pin	Function	Pin	Function	Pin	Function	Pin	Function	Pin	Function	Pin	Function	Pin
sel_canfd0	CANFD0_RX_A	RD/WR#	CANFD0_RX_B	IRQ1	—	—	—	—	—	—	—	—	—	—
	CANFD0_TX_A	RD#	CANFD0_TX_B	IRQ0	—	—	—	—	—	—	—	—	—	—
sel_etheravb	AVB_AVTP_CAPTURE_A	AVB_AVTP_CAPTURE_A	AVB_AVTP_CAPTURE_B	A11	—	—	—	—	—	—	—	—	—	—
	AVB_AVTP_MATCH_A	AVB_AVTP_MATCH_A	AVB_AVTP_MATCH_B	A8	—	—	—	—	—	—	—	—	—	—
sel_hscif1	HCTS1#_A	CTS1#	HCTS1#_B	CTS0#	—	—	—	—	—	—	—	—	—	—
	HRTS1#_A	RTS1#	HRTS1#_B	RTS0#	—	—	—	—	—	—	—	—	—	—
	HRX1_A	RX1_A	HRX1_B	RX0	—	—	—	—	—	—	—	—	—	—
	HSCK1_A	SSI_SDATA9_A	HSCK1_B	SCK0	—	—	—	—	—	—	—	—	—	—
	HTX1_A	TX1_A	HTX1_B	TX0	—	—	—	—	—	—	—	—	—	—
Set value[1] = sel_hscif3_1 Set value[0] = sel_hscif3_0	HRX3_A	RD#	HRX3_B	D10	HRX3_C	D14	HRX3_D	PWM1_A	—	—	—	—	—	—
	HTX3_A	RD/WR#	HTX3_B	D11	HTX3_C	D15	HTX3_D	PWM2_A	—	—	—	—	—	—
sel_hscif4	HRX4_A	A12	HRX4_B	A8	—	—	—	—	—	—	—	—	—	—
	HTX4_A	A13	HTX4_B	A11	—	—	—	—	—	—	—	—	—	—
sel_i2c1	SCL1_A	TX2_A	SCL1_B	MLB_CLK	—	—	—	—	—	—	—	—	—	—
	SDA1_A	RX2_A	SDA1_B	MLB_SIG	—	—	—	—	—	—	—	—	—	—
sel_i2c2	SCL2_A	RTS0#	SCL2_B	SD0_CD	—	—	—	—	—	—	—	—	—	—
	SDA2_A	SCK0	SDA2_B	SD0_WP	—	—	—	—	—	—	—	—	—	—
sel_lbsc	EX_WAIT0_A	EX_WAIT0_A	EX_WAIT0_B	CS1#	—	—	—	—	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4		Set Value = H'5		Set Value = H'6	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
Set value[2] = sel_msiof1_2	MSIOF1_RXD_A	SSI_SDATA4	MSIOF1_RXD_B	CTS1#	MSIOF1_RXD_C	SSI_SDATA7	MSIOF1_RXD_D	HRX0	MSIOF1_RXD_E	SD0_DAT0	MSIOF1_RXD_F	MLB_DAT	MSIOF1_RXD_G	SD1_DAT0
	MSIOF1_SCK_A	SSI_SCK4	MSIOF1_SCK_B	SCK2	MSIOF1_SCK_C	SSI_SCK78	MSIOF1_SCK_D	HSCK0	MSIOF1_SCK_E	SD0_CLK	MSIOF1_SCK_F	MLB_CLK	MSIOF1_SCK_G	SD1_CLK
Set value[1] = sel_msiof1_1	MSIOF1_SS1_A	SSI_SCK349	MSIOF1_SS1_B	RTS0#	MSIOF1_SS1_C	SSI_SDATA9_A	MSIOF1_SS1_D	HRTS0#	MSIOF1_SS1_E	SD0_DAT2	MSIOF1_SS1_F	SSI_WS01239	MSIOF1_SS1_G	SD1_DAT2
Set value[0] = sel_msiof1_0	MSIOF1_SS2_A	SSI_WS349	MSIOF1_SS2_B	SCK0	MSIOF1_SS2_C	USB1_OVC	MSIOF1_SS2_D	MSIOF0_SS2	MSIOF1_SS2_E	SD0_DAT3	MSIOF1_SS2_F	SSI_SDATA0	MSIOF1_SS2_G	SD1_DAT3
	MSIOF1_SYNC_A	SSI_WS4	MSIOF1_SYNC_B	CTS0#	MSIOF1_SYNC_C	SSI_WS78	MSIOF1_SYNC_D	HCTS0#	MSIOF1_SYNC_E	SD0_CMD	MSIOF1_SYNC_F	MLB_SIG	MSIOF1_SYNC_G	SD1_CMD
	MSIOF1_TXD_A	SSI_SDATA3	MSIOF1_TXD_B	RTS1#	MSIOF1_TXD_C	SSI_SDATA8	MSIOF1_TXD_D	HTX0	MSIOF1_TXD_E	SD0_DAT1	MSIOF1_TXD_F	SSI_SCK01239	MSIOF1_TXD_G	SD1_DAT1
Set value[1] = sel_msiof2_1	MSIOF2_RXD_A	A10	MSIOF2_RXD_B	D6	MSIOF2_RXD_C	AVB_AVTP_MATCH_A	MSIOF2_RXD_D	D10	—	—	—	—	—	—
Set value[0] = sel_msiof2_0	MSIOF2_SCK_A	A9	MSIOF2_SCK_B	D4	MSIOF2_SCK_C	AVB_LINK	MSIOF2_SCK_D	D8	—	—	—	—	—	—
	MSIOF2_SS1_A	A6	MSIOF2_SS1_B	D0	MSIOF2_SS1_C	AVB_MAGIC	MSIOF2_SS1_D	D12	—	—	—	—	—	—
	MSIOF2_SS2_A	A7	MSIOF2_SS2_B	D1	MSIOF2_SS2_C	AVB_MDC	MSIOF2_SS2_D	D13	—	—	—	—	—	—
	MSIOF2_SYNC_A	A8	MSIOF2_SYNC_B	D5	MSIOF2_SYNC_C	AVB_PHY_INT	MSIOF2_SYNC_D	D9	—	—	—	—	—	—
	MSIOF2_TXD_A	A11	MSIOF2_TXD_B	D7	MSIOF2_TXD_C	AVB_AVTP_CAPTURE_A	MSIOF2_TXD_D	D11	—	—	—	—	—	—
sel_pwm1	PWM1_A	PWM1_A	PWM1_B	A8	—	—	—	—	—	—	—	—	—	—
sel_pwm2	PWM2_A	PWM2_A	PWM2_B	A11	—	—	—	—	—	—	—	—	—	—
sel_pwm3	PWM3_A	A0	PWM3_B	IRQ2	—	—	—	—	—	—	—	—	—	—
sel_pwm4	PWM4_A	A1	PWM4_B	IRQ3	—	—	—	—	—	—	—	—	—	—
sel_pwm5	PWM5_A	A2	PWM5_B	IRQ4	—	—	—	—	—	—	—	—	—	—
sel_pwm6	PWM6_A	A3	PWM6_B	IRQ5	—	—	—	—	—	—	—	—	—	—
sel_rcan0	CAN0_RX_A	RD/WR#	CAN0_RX_B	IRQ1	—	—	—	—	—	—	—	—	—	—
	CAN0_TX_A	RD#	CAN0_TX_B	IRQ0	—	—	—	—	—	—	—	—	—	—
sel_scif	SCIF_CLK_A	AUDIO_CLKB_B	SCIF_CLK_B	SCK2	—	—	—	—	—	—	—	—	—	—
sel_scif1	RX1_A	RX1_A	RX1_B	MLB_SIG	—	—	—	—	—	—	—	—	—	—
	TX1_A	TX1_A	TX1_B	MLB_DAT	—	—	—	—	—	—	—	—	—	—
sel_scif2	RX2_A	RX2_A	RX2_B	HCTS0#	—	—	—	—	—	—	—	—	—	—
	TX2_A	TX2_A	TX2_B	HRTS0#	—	—	—	—	—	—	—	—	—	—
sel_scif3	RX3_A	RD#	RX3_B	A8	—	—	—	—	—	—	—	—	—	—
	TX3_A	RD/WR#	TX3_B	A11	—	—	—	—	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4		Set Value = H'5		Set Value = H'6	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
Set value[1] = sel_scif4_1	CTS4#_A	AVB_ AVTP_ MATCH_A	CTS4#_B	A9	CTS4#_C	D10	—	—	—	—	—	—	—	—
Set value[0] = sel_scif4_0	RTS4#_A	AVB_ AVTP_ CAPTURE _A	RTS4#_B	A10	RTS4#_C	D11	—	—	—	—	—	—	—	—
	RX4_A	AVB_ PHY_INT	RX4_B	A6	RX4_C	D12	—	—	—	—	—	—	—	—
	SCK4_A	AVB_ MAGIC	SCK4_B	A5	SCK4_C	D8	—	—	—	—	—	—	—	—
	TX4_A	AVB_LINK	TX4_B	A7	TX4_C	D13	—	—	—	—	—	—	—	—
sel_sdhi2	SD2_CD_ A	SD3_ DAT4	SD2_CD_ B	TX2_A	—	—	—	—	—	—	—	—	—	—
	SD2_WP_ A	SD3_ DAT5	SD2_WP_ B	RX2_A	—	—	—	—	—	—	—	—	—	—
sel_vin4	VI4_ DATA0_A	D8	VI4_ DATA0_B	IRQ0	—	—	—	—	—	—	—	—	—	—
	VI4_ DATA1_A	D9	VI4_ DATA1_B	IRQ1	—	—	—	—	—	—	—	—	—	—
	VI4_ DATA2_A	D10	VI4_ DATA2_B	IRQ2	—	—	—	—	—	—	—	—	—	—
	VI4_ DATA3_A	D11	VI4_ DATA3_B	IRQ3	—	—	—	—	—	—	—	—	—	—
	VI4_ DATA4_A	D12	VI4_ DATA4_B	IRQ4	—	—	—	—	—	—	—	—	—	—
	VI4_ DATA5_A	D13	VI4_ DATA5_B	IRQ5	—	—	—	—	—	—	—	—	—	—
	VI4_ DATA6_A	D14	VI4_ DATA6_B	PWM0	—	—	—	—	—	—	—	—	—	—
	VI4_ DATA7_A	D15	VI4_ DATA7_B	PWM1_A	—	—	—	—	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4		Set Value = H'5		Set Value = H'6	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
【I2C】														
i2c_sel_0	Other	SD1_CD	SCL0 (*2)	SD1_CD	—	—	—	—	—	—	—	—	—	—
	Other	SD1_WP	SDA0 (*2)	SD1_WP	—	—	—	—	—	—	—	—	—	—
i2c_sel_3	Other	PWM1_A	SCL3 (*2)	PWM1_A	—	—	—	—	—	—	—	—	—	—
	Other	PWM2_A	SDA3 (*2)	PWM2_A	—	—	—	—	—	—	—	—	—	—
i2c_sel_5	Other	AVB_ AVTP_ MATCH_A	SCL5 (*2)	AVB_ AVTP_ MATCH_A	—	—	—	—	—	—	—	—	—	—
	Other	AVB_ AVTP_ CAPTURE _A	SDA5 (*2)	AVB_ AVTP_ CAPTURE _A	—	—	—	—	—	—	—	—	—	—
sel_ssi1	SSI_ SCK1_A	USB1_ PWEN	SSI_ SCK1_B	SSI_ SDATA2_ A	—	—	—	—	—	—	—	—	—	—
	SSI_ SDATA1_ A	SSI_ SDATA1_ A	SSI_ SDATA1_ B	HSCK0	—	—	—	—	—	—	—	—	—	—
	SSI_ WS1_A	USB1_ OVC	SSI_ WS1_B	SSI_ SDATA9_ A	—	—	—	—	—	—	—	—	—	—
sel_ssi2	SSI_ SDATA2_ A	SSI_ SDATA2_ A	SSI_ SDATA2_ B	HRX0	—	—	—	—	—	—	—	—	—	—
	SSI_SCK 2_A	MSIOF0_S S1	SSI_ SCK2_B	USB30_ PWEN	—	—	—	—	—	—	—	—	—	—
	SSI_WS2 _A	MSIOF0_S S2	SSI_ WS2_B	USB30_ OVC	—	—	—	—	—	—	—	—	—	—
sel_timer_ tmu1	TCLK1_A	AUDIO_ CLKB_B	TCLK1_B	MSIOF0_ SS1	—	—	—	—	—	—	—	—	—	—
sel_timer_ tmu2	TCLK2_A	SSI_ SDATA7	TCLK2_B	USB30_ PWEN	—	—	—	—	—	—	—	—	—	—
Set value[1] = sel_adga_1 Set value[0] = sel_adga_0	AUDIO_ CLKA_A	AUDIO_ CLKA_A	AUDIO_ CLKA_B	RTS0#	AUDIO_ CLKA_C	MSIOF0_ SS1	—	—	—	—	—	—	—	—
sel_adgb	AUDIO_ CLKB_A	HSCK0	AUDIO_ CLKB_B	AUDIO_ CLKB_B	—	—	—	—	—	—	—	—	—	—
sel_adgc	AUDIO_ CLKC_A	MSIOF0_S S2	AUDIO_ CLKC_B	SCK0	—	—	—	—	—	—	—	—	—	—
sel_scif5	RX5_A	MSIOF0_S S1	RX5_B	HSCK0	—	—	—	—	—	—	—	—	—	—
	TX5_A	MSIOF0_S S2	TX5_B	MSIOF0_ SYNC	—	—	—	—	—	—	—	—	—	—
	SCK5_A	SSI_ SDATA9_ A	SCK5_B	SCK0	—	—	—	—	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4		Set Value = H'5		Set Value = H'6	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
sel_ndf	NFCE#_A	SD1_WP	NFCE#_B	SD1_CMD	—	—	—	—	—	—	—	—	—	—
	NFWP#_A	MSIOF0_SS1	NFWP#_B	SD1_DAT0	—	—	—	—	—	—	—	—	—	—
	NFDATA14_A	SD0_CD	NFDATA14_B	SD1_DAT1	—	—	—	—	—	—	—	—	—	—
	NFDATA15_A	SD0_WP	NFDATA15_B	SD1_DAT2	—	—	—	—	—	—	—	—	—	—
	NFRB#_A	SD1_CD	NFRB#_B	SD1_DAT3	—	—	—	—	—	—	—	—	—	—
Set value[2] = sel_msiof3_2 Set value[1] = sel_msiof3_1 Set value[0] = sel_msiof3_0	MSIOF3_RXD_A	D2	MSIOF3_RXD_B	A3	MSIOF3_RXD_C	A14	MSIOF3_RXD_D	RD/WR#	MSIOF3_RXD_E	IRQ4(*)	—	—	—	—
	MSIOF3_SCK_A	D0	MSIOF3_SCK_B	A2	MSIOF3_SCK_C	A12	MSIOF3_SCK_D	BS#	MSIOF3_SCK_E	IRQ3(*)	—	—	—	—
	MSIOF3_SS1_A	D14	MSIOF3_SS1_B	A4	—	—	MSIOF3_SS1_D	WE1#	MSIOF3_SS1_E	IRQ1(*)	—	—	—	—
	MSIOF3_SS2_A	D15	MSIOF3_SS2_B	A5	—	—	—	—	MSIOF3_SS2_E	IRQ0(*)	—	—	—	—
	MSIOF3_SYNC_A	D1	MSIOF3_SYNC_B	A0	MSIOF3_SYNC_C	A13	MSIOF3_SYNC_D	RD#	MSIOF3_SYNC_E	IRQ2(*)	—	—	—	—
	MSIOF3_TXD_A	D3	MSIOF3_TXD_B	A1	MSIOF3_TXD_C	A15	MSIOF3_TXD_D	WE0#	MSIOF3_TXD_E	IRQ5(*)	—	—	—	—
Set value[1] = sel_hscif2_1 Set value[0] = sel_hscif2_0	HCTS2#_A	SSI_WS349	HCTS2#_B	SSI_SDATA7	HCTS2#_C	USB1_OVC	—	—	—	—	—	—	—	—
	HRTS2#_A	SSI_SDATA3	HRTS2#_B	SSI_SDATA8	HRTS2#_C	USB30_PWEN	—	—	—	—	—	—	—	—
	HRX2_A	SSI_SCK4	HRX2_B	SSI_SCK78	HRX2_C	USB0_OVC	—	—	—	—	—	—	—	—
	HSCK2_A	SSI_SDATA4	HSCK2_B	SSI_SDATA9_A	HSCK2_C	USB0_PWEN	—	—	—	—	—	—	—	—
	HTX2_A	SSI_WS4	HTX2_B	SSI_WS78	HTX2_C	USB1_PWEN	—	—	—	—	—	—	—	—
Set value[2] = sel_i2c6_2 Set value[1] = sel_i2c6_1	SCL6_A	A11	SCL6_B	WE0#	SCL6_C	D14	—	—	—	—	—	—	—	—
Set value[0] = sel_i2c6_0	SDA6_A	A8	SDA6_B	WE1#	SDA6_C	D15	—	—	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4		Set Value = H'5		Set Value = H'6	
Register	Function	Pin	Function	Pin	Function	Pin	Function	Pin	Function	Pin	Function	Pin	Function	Pin
sel_ssi9	SSI_SCK9_A	HCTS0#	SSI_SCK9_B	[RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] GP6_30 *1	—	—	—	—	—	—	—	—	—	—
	SSI_WS9_A	HRTS0#	SSI_WS9_B	[RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] GP6_31 *1	—	—	—	—	—	—	—	—	—	—
	SSI_SDATA9_A	SSI_SDATA9_A	SSI_SDATA9_B	HTX0	—	—	—	—	—	—	—	—	—	—

Note: 1. Different for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N

2. When I2C is used on 1.8v, these pins must be Off PULLUP just after power on by software.
I2C device should be confirmed voltage rating of connecting I2C device, it is 3.3v of these pins.

8.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

8.3.1 Function Setting for Multiplexed Pins

Setting the LSI multiplexed pin setting mask register (PMMR) is necessary before setting each of the GPIO/peripheral function select registers GPSR0 to GPSR7, peripheral function select registers IPSR0 to IPSR18, DRV control registers DRVCTRL0-24, TDSEL control registers TDSELCTRL0, POC control register POCCTRL0 and Module select register MOD_SEL0-2. Specifically, the inverse of the value to be set in the select register must be written to the LSI multiplexed pin setting mask register. Otherwise, the GPIO/peripheral function select registers 0 to 7 (GPSR0 to GPSR7) and peripheral function select registers 0 to 18 (IPSR0 to IPSR18) cannot be set. IPSR0 to IPSR18, and MOD_SEL0 to MOD_SEL2 registers shall be set before setting GPSR0 to GPSR7 registers in case that they need to be configured. MOD_SEL0 to MOD_SEL2 registers can be set either earlier or later than setting IPSR0 to IPSR18 registers.

(1) Procedure for changing pin function from GPIO to peripheral function

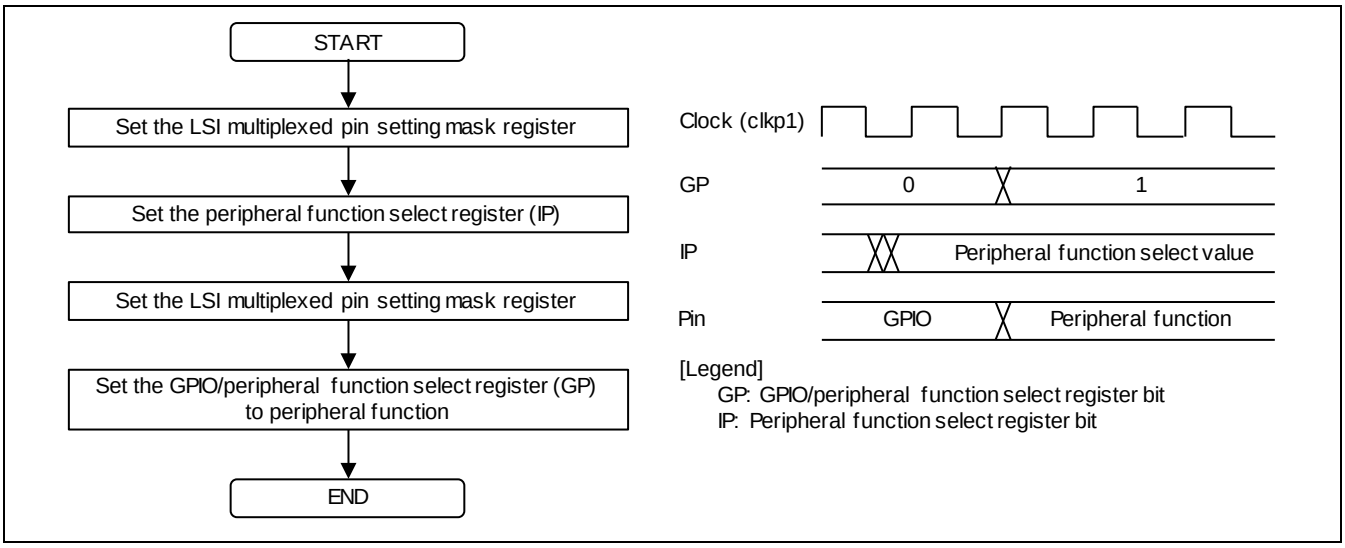


Figure 8.2 Procedure for Changing Pin Function from GPIO to Peripheral Function

(2) Procedure for changing pin function from peripheral function to GPIO

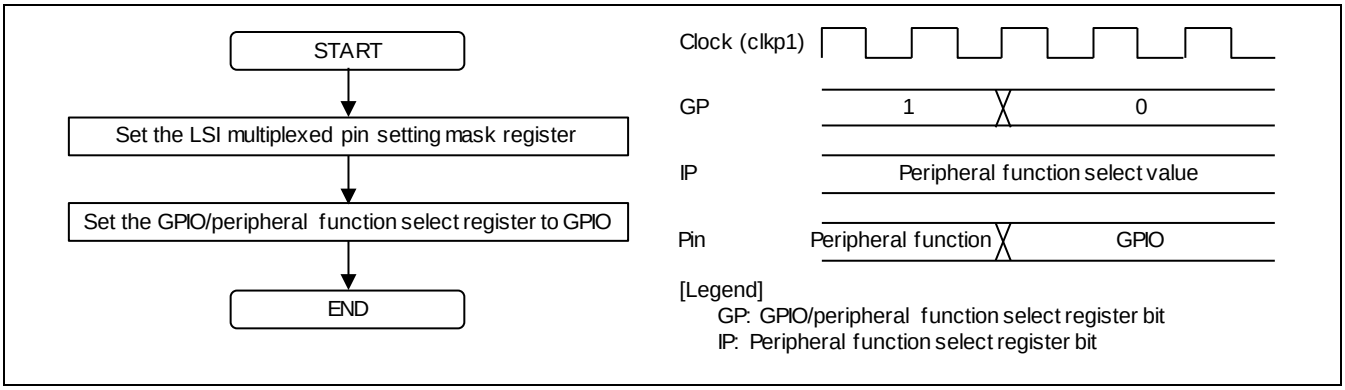


Figure 8.3 Procedure for Changing Pin Function from Peripheral function to GPIO

(3) Procedure 1 for changing pin function from one peripheral function to another peripheral function

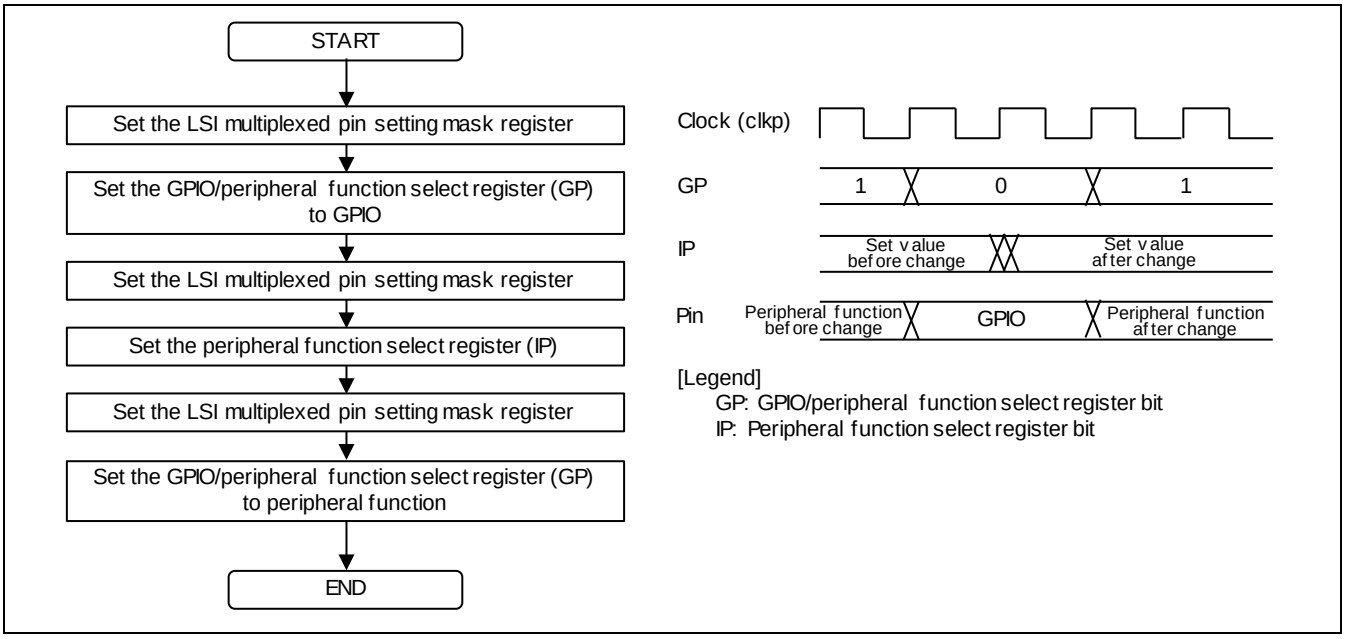


Figure 8.4 Procedure for Changing Pin Function from One Peripheral Function to Another Peripheral Function (with GPIO Setting)

8.3.2 Setting Pull-Up/Down Resistors

The LSI pin pull-on/off control registers 0 to 6 (PUEN0 to PUEN6) and pull-up/down control registers 0 to 6 (PUD0 to PUD6) are used.

8.4 Usage Note

8.4.1 Notes for Using I2C0/3/5

When using the I2C0/3/5, the external connected devices must be 3.3-V compatible devices even though using the I2C0/3/5 system with 1.8-V.
If not using 3.3-V compatible devices, the external devices may be permanently damaged at a power-on reset.

Note.

1. The default functions of I2C0/3/5 pins after a power-on reset are GPIOs and pulled-up by 3.3-V through the VDDQ33 until they are specified for the I2C function or pulled-up off when other than I2C function is selected.
2. During the I2C0/3/5 pins are default state, i.e., GPIOs pins and pulled-up at 3.3-V, the voltage of external devices connected to these pins shall be up to 3.3-V through the VDDQ33.

Note that an internal leakage current of the I2C0/3/5 will be up to 55uA from the 3.3-V line to the 1.8-V line of each I2C block until the pulled-up off.

9. Pin Function Controller (PFC)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

9.1 Overview

The pin function controller (PFC) is a module that consists of registers for selecting the function of the multiplexed pins and controlling the pull-up resistor on each LSI pin.

9.1.1 Features

- Setting multiplexed pin functions for LSI pins

  Function of the RZ/G2E pin selectable by setting the registers in the PFC module (The function of the LSI pin can be selected by the GPIO/peripheral function select registers 0 to 6 (GPSR0 to GPSR6) and peripheral function select registers 0 to 15 (IPSR0 to IPSR15) in the PFC module. For details, see sections 9.2.2, GPIO/Peripheral Function Select Register 0-6 (GPSR0-6) through 9.2.3, Peripheral Function Select Register 0-15 (IPSR0-15).)
- POC control for each LSI pin

  POC control registers must be set according to IO voltage level that is supplied to the pin.

  POC control resistors on each LSI pin can be controlled by setting the registers in the PFC module. (Selection is handled by the IO voltage level select registers 0, 2 (POCCTRL0, POCCTRL2). For details, see sections 9.2.5, POC Control Register 0 (POCCTRL0) through 9.2.6, POC Control Register 2 (POCCTRL2).
- TDSEL control for each LSI pin

  TDSEL control registers can control the driving abilities of pins in use for the SDHI.

  TDSEL control resistors on each LSI pin can be controlled by setting the registers in the PFC module. (Selection is handled by the return path for clock drive select register 0 (TDSELCTRL0). For details, see section 9.2.7, TDSEL Control Register 0 (TDSELCTRL0).
- Pull-up/down control for each LSI pin.

  PUEN registers can on/off control of the pull resistors.

  On/off of the pull resistors on each LSI pin can be controlled by setting the registers in the PFC module.

  (Selection is handled by the Pull-on/off select registers 0 to 5 (PUEN0 to PUEN 5). For details, see section 9.2.8, LSI pin pull-enable register 0-5 (PUEN0-5).

  PUD registers can pull-up/pull-down control of the pull resistors.

  Pull-up/Pull-down control resistors on each LSI pin can be controlled by setting the registers in the PFC module.

  (Selection is handled by the Pull-up/down select registers 0 to 5 (PUD0 to PUD 5). For details, see section 9.2.9, LSI pin pull-up/down control Register 0-5 (PUD0-5).
- Module selection

  Module Select Register can select the group for multiple LSI pins with multiplexed pin functions.

  Enable and disable the functions of RZ/G2E LSI pins to which pin functions from multiple pin groups are assigned by setting the registers in the PFC module.

  (Selection is handled by the module select register 0 to 1 (MOD_SEL0 to MOD_SEL1). For details, see section 9.2.10, Module Select Register 0-1 (MOD_SEL0-1).
- Notes on configuring multiplexed pin functions

  The multiplexed LSI pins (MOD_SEL0-1, GPSR0-6, IPSR0-15) must be set in the initial sequence (*).

  Switching multiplexed LSI pins during operation is not guaranteed.

  *: The initial sequence is Appendix B.(3)
- Module clock

  Module clock is S3D4ϕ.

9.1.2 Block Diagram

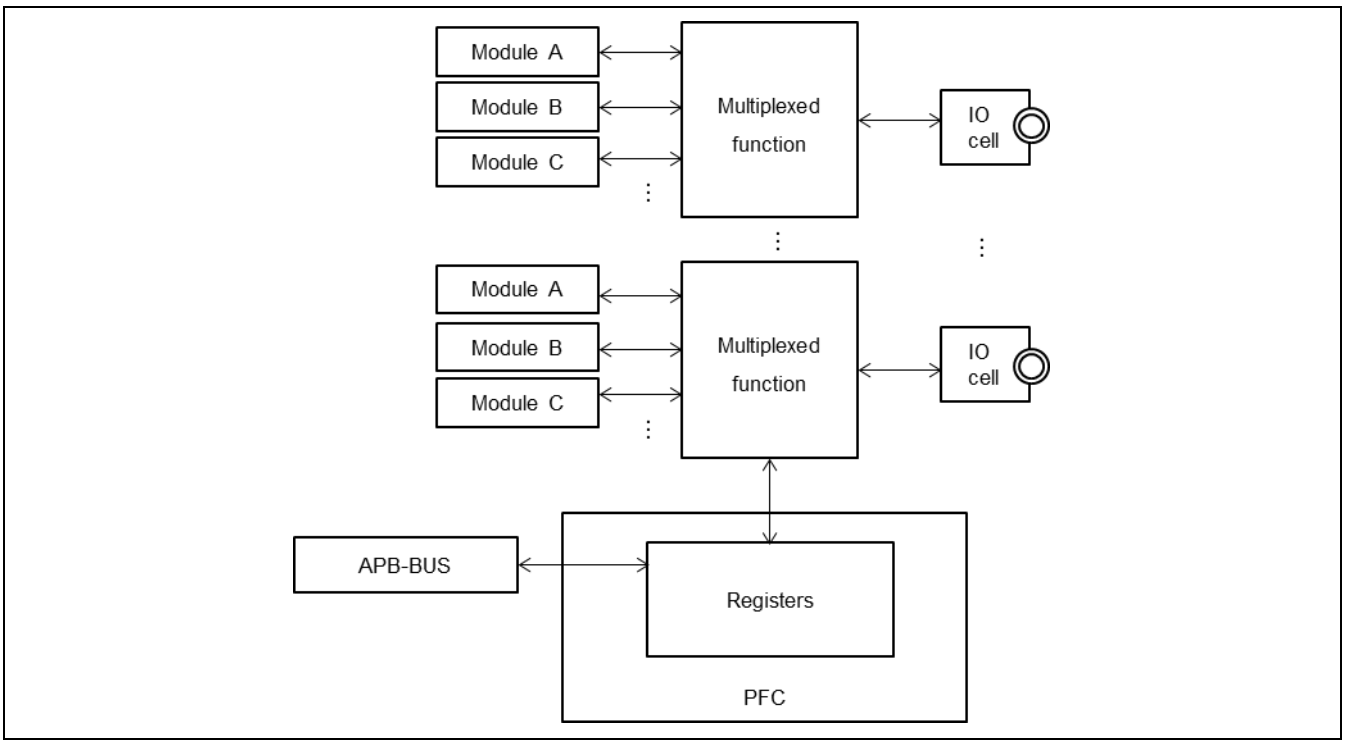


Figure 9.1 PFC Block Configuration

9.1.3 External Pins

PFC does not have External Pins.

9.1.4 Register Configuration

All the registers in the PFC are mapped into the APB bus space. Table 9.1 shows the configuration of the registers provided in the PFC. Details on each register in the PFC are given in sections 9.2.1 to 9.2.10.

Table 9.1 Configuration of Registers in PFC

Name	Abbr.	R/W	Initial Value	Address	Access Size	Condition
LSI Multiplexed Pin Setting Mask Register	PMMR	R/W	H'0000_0000	H'E606_0000	32	—
GPIO/Peripheral Function Select register 0	GPSR0	R/W	H'0003_FFFF (when md[4:1] = B'0000), H'0000_0000 (when md[4:1] ≠ B'0000)	H'E606_0100	32	—
GPIO/Peripheral Function Select register 1	GPSR1	R/W	H'007F_FFFF (when md[4:1] = B'0000), H'1000_0000 (when md[4:1] ≠ B'0000)	H'E606_0104	32	—
GPIO/Peripheral Function Select register 2	GPSR2	R/W	H'0EFF_FFFF (when md[4:1] = B'0000) H'0C3F_C03F (when md[4:1] = B'0001) H'0C3F_FFFF (when md[4:1] = B'0010) H'0C3F_FFFF (when md[4:1] = B'0011) H'0C3F_C03F (when md[4:1] = B'0100) H'0C3F_C000 (when md[4:1] = B'0101) H'0C3F_C03F (when md[4:1] = B'0110) H'0C3F_FFFF (when md[4:1] = B'0111) H'0C3F_C03F (when md[4:1] = B'1000) H'0C3F_C03F (when md[4:1] = B'1001) H'0C3F_FFFF (when md[4:1] = B'1010) H'0C3F_FFFF (when md[4:1] = B'1011) H'0C3FFFFF (when md[4:1] = B'1100) H'0C3FC000 (when md[4:1] = B'1101) H'0C3F_C000 (when md[4:1] = B'1110) H'0C3F_C000 (when md[4:1] = B'1111)	H'E606 0108	32	—
GPIO/Peripheral Function Select register 3	GPSR3	R/W	H'0000_0000	H'E606_010C	32	—
GPIO/Peripheral Function Select register 4	GPSR4	R/W	H'0000_0000	H'E606_0110	32	—

Name	Abbr.	R/W	Initial Value	Address	Access Size	Condition
GPIO/Peripheral Function Select register 5	GPSR5	R/W	H'0000_0000	H'E606_0114	32	—
GPIO/Peripheral Function Select register 6	GPSR6	R/W	H'0002_0200	H'E606_0118	32	—
Peripheral Function Select register 0	IPSR0	R/W	H'0000_0000	H'E606_0200	32	—
Peripheral Function Select register 1	IPSR1	R/W	H'0000_0000	H'E606_0204	32	—
Peripheral Function Select register 2	IPSR2	R/W	H'0000_0000	H'E606_0208	32	—
Peripheral Function Select register 3	IPSR3	R/W	H'0000_0000	H'E606_020C	32	—
Peripheral Function Select register 4	IPSR4	R/W	H'0000_0000	H'E606_0210	32	—
Peripheral Function Select register 5	IPSR5	R/W	H'0000_0000	H'E606_0214	32	—
Peripheral Function Select register 6	IPSR6	R/W	H'0000_0000	H'E606_0218	32	—
Peripheral Function Select register 7	IPSR7	R/W	H'0110_0000	H'E606_021C	32	—
Peripheral Function Select register 8	IPSR8	R/W	H'0000_0000	H'E606_0220	32	—
Peripheral Function Select register 9	IPSR9	R/W	H'0000_0000	H'E606_0224	32	—
Peripheral Function Select register 10	IPSR10	R/W	H'0000_0000	H'E606_0228	32	—
Peripheral Function Select register 11	IPSR11	R/W	H'0000_0000	H'E606_022C	32	—
Peripheral Function Select register 12	IPSR12	R/W	H'0000_0000	H'E606_0230	32	—
Peripheral Function Select register 13	IPSR13	R/W	H'0000_0000	H'E606_0234	32	—
Peripheral Function Select register 14	IPSR14	R/W	H'0000_0000	H'E606_0238	32	—
Peripheral Function Select register 15	IPSR15	R/W	H'0000_0000	H'E606_023C	32	—
DRV control register 8	DRVCTRL8	R/W	H'9244_9249	H'E606_0320	32	—
DRV control register 9	DRVCTRL9	R/W	H'2492_4924	H'E606_0324	32	—
DRV control register 10	DRVCTRL10	R/W	H'2492_5258	H'E606_0328	32	—
POC control register 0	POCCTRL0	R/W	H'3FFF_FFFF	H'E606_0380	32	—
POC control register 2	POCCTRL2	R/W	H'FFFF_FFFF	H'E606_0388	32	—
TDSEL control register 0	TDSELCTRL0	R/W	H'0000_0000	H'E606_03C0	32	—
LSI pin pull-enable register 0	PUEN0	R/W	H'000F_FFE4	H'E606_0400	32	—
LSI pin pull-enable register 1	PUEN1	R/W	H'CE29_8464	H'E606_0404	32	—

Name	Abbr.	R/W	Initial Value	Address	Access Size	Condition
LSI pin pull-enable register 2	PUEN2	R/W	H'A4C3_80F4	H'E606_0408	32	—
LSI pin pull-enable register 3	PUEN3	R/W	H'0000_079F	H'E606_040C	32	—
LSI pin pull-enable register 4	PUEN4	R/W	H'FFF0_FFFF	H'E606_0410	32	—
LSI pin pull-enable register 5	PUEN5	R/W	H'4000_0000	H'E606_0414	32	—
LSI pin pull-up/down control register 0	PUD0	R/W	H'0008_0000	H'E606_0440	32	—
LSI pin pull-up/down control register 1	PUD1	R/W	H'CE29_8464	H'E606_0444	32	—
LSI pin pull-up/down control register 2	PUD2	R/W	H'A4C3_80F0	H'E606_0448	32	—
LSI pin pull-up/down control register 3	PUD3	R/W	H'0000_079F	H'E606_044C	32	—
LSI pin pull-up/down control register 4	PUD4	R/W	H'FFF0_FFFF	H'E606_0450	32	—
LSI pin pull-up/down control register 5	PUD5	R/W	H'4000_0000	H'E606_0454	32	—
Module select register 0	MOD_SEL0	R/W	H'0000_0000	H'E606_0500	32	—
Module select register 1	MOD_SEL1	R/W	H'0000_0000	H'E606_0504	32	—

9.1.5 Connected Module

Table 9.2 Connected module

Module name	Connected module name	Function of connected module
PFC	AP-System Core	Access the Registers
	CPG	Output clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset

9.2 Register Description

[Legend]

Initial value:	Register value after a reset
—:	Undefined value
R/W:	Readable/writable. The written value can be read.
R:	Read-only. The write value should always be 0.
R/WC0:	Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.
R/WC1:	Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.
W:	Write-only. Reading this bit is prohibited. When the bit is reserved, the write value should always be 0.
—/W:	Write-only. The read value is undefined.

All the bits are active high unless otherwise specified, and deactivated on reset.

All access to registers is made in longword units.

The write value to a reserved bit should always be 0.

9.2.1 LSI Multiplexed Pin Setting Mask Register (PMMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: PMMR enables/disables writing to the multiplexed pin setting registers.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MPM[31]	MPM[30]	MPM[29]	MPM[28]	MPM[27]	MPM[26]	MPM[25]	MPM[24]	MPM[23]	MPM[22]	MPM[21]	MPM[20]	MPM[19]	MPM[18]	MPM[17]	MPM[16]
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MPM[15]	MPM[14]	MPM[13]	MPM[12]	MPM[11]	MPM[10]	MPM[9]	MPM[8]	MPM[7]	MPM[6]	MPM[5]	MPM[4]	MPM[3]	MPM[2]	MPM[1]	MPM[0]
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MPM[31:0]	H'0000_0000	R/W	Multiplexed Pin Setting Mask Writing a value to any register from among the GPIO/peripheral function select registers GPSR0 to GPSR6, peripheral function select registers IPSR0 to IPSR15, TDSEL control register TDSELCTRL0, Module select register MOD_SEL0 to MOD_SEL1 and POC control register POCCTRL0, POCCTRL2 is enabled by writing the inverse of the value to this register.

Note: This register must be set before setting each of the GPIO/peripheral function select registers GPSR0 to GPSR6, peripheral function select registers IPSR0 to IPSR15, TDSEL control register TDSELCTRL0, POC control register POCCTRL0, POCCTRL2 and Module select register MOD_SEL0 to MOD_SEL1.

9.2.2 GPIO/Peripheral Function Select Register 0-6 (GPSR0-6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: GPSR0-6 selects the functions of the multiplexed LSI pins.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GPn* [31]	GPn* [30]	GPn* [29]	GPn* [28]	GPn* [27]	GPn* [26]	GPn* [25]	GPn* [24]	GPn* [23]	GPn* [22]	GPn* [21]	GPn* [20]	GPn* [19]	GPn* [18]	GPn 1[17]	GPn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GPn* [15]	GPn* [14]	GPn* [13]	GPn* [12]	GPn* [11]	GPn* [10]	GPn* [9]	GPn* [8]	GPn* [7]	GPn* [6]	GPn* [5]	GPn* [4]	GPn* [3]	GPn* [2]	GPn* [1]	GPn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-6

Bit	Bit Name	R/W	Description
31 to 0	GP0-6[31:0]	R/W	0: GPIO 1: Peripheral function The functions of the LSI pins are selected according to the table below.

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Table 9.3 Configuration of Registers in GPSR0-2

	GPSR0	Initial value	GPSR1	Initial value	GPSR2	Initial value			
						MD[4:1]= LBSC	MD[4:1]= series flash	MD[4:1]=eMMC, download mod	MD[4:1]= other
bit31	—	0	—	0	—	0	0	0	0
bit30	—	0	—	0	—	0	0	0	0
bit29	—	0	—	0	—	0	0	0	0
bit28	—	0	—	0	—	0	0	0	0
bit27	—	0	—	0	—	1	1	1	1
bit26	—	0	—	0	—	1	1	1	1
bit25	—	0	—	0	EX_WAIT0	1	0	0	0
bit24	—	0	—	0	RD/WR#	0	0	0	0
bit23	—	0	—	0	RD#	1	0	0	0
bit22	—	0	WE0#	1	BS#	1	0	0	0
bit21	—	0	CS0#	1	AVB_PHY_INT	1	1	1	1
bit20	—	0	CLKOUT	1	AVB_TXCREFCLK	1	1	1	1
bit19	—	0	A19	1	AVB_RD3	1	1	1	1
bit18	—	0	A18	1	AVB_RD2	1	1	1	1
bit17	SDA4	1	A17	1	AVB_RD1	1	1	1	1
bit16	SCL4	1	A16	1	AVB_RD0	1	1	1	1
bit15	D15	1	A15	1	AVB_RXC	1	1	1	1
bit14	D14	1	A14	1	AVB_RX_CTL	1	1	1	1
bit13	D13	1	A13	1	RPC_RESET#	1	0	0	1
bit12	D12	1	A12	1	RPC_INT#	1	0	0	1
bit11	D11	1	A11	1	QSPI1_SSL	1	0	0	1
bit10	D10	1	A10	1	QSPI1_IO3	1	0	0	1
bit9	D9	1	A9	1	QSPI1_IO2	1	0	0	1
bit8	D8	1	A8	1	QSPI1_MISO/IO1	1	0	0	1
bit7	D7	1	A7	1	QSPI1_MOSI/IO0	1	0	0	1
bit6	D6	1	A6	1	QSPI1_SPCLK	1	0	0	1
bit5	D5	1	A5	1	QSPI0_SSL	1	1	0	1
bit4	D4	1	A4	1	QSPI0_IO3	1	1	0	1
bit3	D3	1	A3	1	QSPI0_IO2	1	1	0	1
bit2	D2	1	A2	1	QSPI0_MISO/IO1	1	1	0	1
bit1	D1	1	A1	1	QSPI0_MOSI/IO0	1	1	0	1
bit0	D0	1	A0	1	QSPI0_SPCLK	1	1	0	1

Table 9.4 Configuration of Registers in GPSR3-6

	GPSR3	Initial value	GPSR4	Initial value	GPSR5	Initial value	GPSR6	Initial value
bit31	—	0	—	0	—	0	—	0
bit30	—	0	—	0	—	0	—	0
bit29	—	0	—	0	—	0	—	0
bit28	—	0	—	0	—	0	—	0
bit27	—	0	—	0	—	0	—	0
bit26	—	0	—	0	—	0	—	0
bit25	—	0	—	0	—	0	—	0
bit24	—	0	—	0	—	0	—	0
bit23	—	0	—	0	—	0	—	0
bit22	—	0	—	0	—	0	—	0
bit21	—	0	—	0	—	0	—	0
bit20	—	0	—	0	—	0	—	0
bit19	—	0	—	0	MLB_DAT	0	—	0
bit18	—	0	—	0	MLB_SIG	0	—	0
bit17	—	0	—	0	MLB_CLK	0	USB30_PWEN	1
bit16	—	0	—	0	SSI_SDATA9	0	SSI_SDATA6	0
bit15	SD1_WP	0	—	0	MSIOF0_SS2	0	SSI_WS6	0
bit14	SD1_CD	0	—	0	MSIOF0_SS1	0	SSI_SCK6	0
bit13	SD0_WP	0	—	0	MSIOF0_SYNC	0	SSI_SDATA5	0
bit12	SD0_CD	0	—	0	MSIOF0_TXD	0	SSI_WS5	0
bit11	SD1_DAT3	0	—	0	MSIOF0_RXD	0	SSI_SCK5	0
bit10	SD1_DAT2	0	SD3 _DS	0	MSIOF0_SCK	0	SSI_SDATA4	0
bit9	SD1_DAT1	0	SD3 _DAT7	0	RX2_A	0	USB30_OVC	1
bit8	SD1_DAT0	0	SD3 _DAT6	0	TX2_A	0	AUDIO_CLKA	0
bit7	SD1_CMD	0	SD3 _DAT5	0	SCK2_A	0	SSI_SDATA3	0
bit6	SD1_CLK	0	SD3 _DAT4	0	TX1	0	SSI_WS349	0
bit5	SD0_DAT3	0	SD3 _DAT3	0	RX1	0	SSI_SCK349	0
bit4	SD0_DAT2	0	SD3 _DAT2	0	RTS0#_A	0	SSI_SDATA2	0
bit3	SD0_DAT1	0	SD3 _DAT1	0	CTS0#_A	0	SSI_SDATA1	0
bit2	SD0_DAT0	0	SD3 _DAT0	0	TX0_A	0	SSI_SDATA0	0
bit1	SD0_CMD	0	SD3 _CMD	0	RX0_A	0	SSI_WS01239	0
bit0	SD0_CLK	0	SD3 _CLK	0	SCK0_A	0	SSI_SCK01239	0

9.2.3 Peripheral Function Select Register 0-15 (IPSR0-15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: IPSR0-15 selects the functions of the multiplexed LSI pins.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IPn* [31]	IPn* [30]	IPn* [29]	IPn* [28]	IPn* [27]	IPn* [26]	IPn* [25]	IPn* [24]	IPn* [23]	IPn* [22]	IPn* [21]	IPn* [20]	IPn* [19]	IPn* [18]	IPn* [17]	IPn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IPn*[15]	IPn*[14]	IPn*[13]	IPn*[12]	IPn*[11]	IPn*[10]	IPn*[9]	IPn*[8]	IPn*[7]	IPn*[6]	IPn*[5]	IPn*[4]	IPn*[3]	IPn*[2]	IPn*[1]	IPn*[0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-15

Bit	R/W	Description
31 to 0	R/W	The functions of the LSI pins are selected according to the table below.

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

IPSR register must not set "—", "Reserved" and IPSR = H'9, H’A, H’B, H’C, H’D, H’E, H’F.

Table 9.5 Configuration of Registers in IPSR

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8
IP0[3:0]	QSPI0_ SPCLK	HSCK4_A							
IP0[7:4]	QSPI0_ MOSI/IO0	HCTS4#_ A							
IP0[11:8]	QSPI0_ MISO/IO1	HRTS4#_ A							
IP0[15:12]	QSPI0_ IO2	HTX4_A							
IP0[19:16]	QSPI0_ IO3	HRX4_A							
IP0[23:20]	QSPI1_ SPCLK		HSCK4_B	VI4_ DATA0_A					
IP0[27:24]	QSPI1_ MOSI/IO0		HTX4_B	VI4_ DATA1_A					
IP0[31:28]	QSPI1_ MISO/IO1		HRX4_B	VI4_ DATA2_A					
IP1[3:0]	QSPI1_ IO2		HTX3_C	VI4_ DATA3_A					
IP1[7:4]	QSPI1_ IO3		HRX3_C	VI4_ DATA4_A					
IP1[11:8]	QSPI1_ SSL		HSCK3_C	VI4_ DATA5_A					
IP1[15:12]	RPC_ INT#		HCTS3#_ C	VI4_ DATA6_A					
IP1[19:16]	RPC_ RESET#		HRTS3#_ C	VI4_ DATA7_A					
IP1[23:20]	AVB_RD0								
IP1[27:24]	AVB_RD1								
IP1[31:28]	AVB_RD2								
IP2[3:0]	AVB_TXC REFCLK								
IP2[7:4]	AVB_ MDIO								
IP2[11:8]	AVB_ MDC								
IP2[15:12]	BS#	PWM0_A	AVB_ MAGIC	VI4_CLK		TX3_C		VI5_CLK_ B	
IP2[19:16]	RD#	PWM1_A	AVB_ LINK	VI4_ FIELD		RX3_C		VI5_ DATA0_B	
IP2[23:20]	RD/WR#	SCL7_A	AVB_ AVTP_ MATCH	VI4_ VSYNC#	TX5_B	SCK3_C	PWM5_A		
IP2[27:24]	EX_ WAIT0	SDA7_A	AVB_ AVTP_ CAPTUR E	VI4_ HSYNC#	RX5_B	PWM6_A			

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8
IP2[31:28]	A0	IRQ0	PWM2_A	MSIOF3_SS1_B	VI5_CLK_A	DU_CDE	HRX3_D		
IP3[3:0]	A1	IRQ1	PWM3_A	DU_DOTCLKIN1	VI5_DATA0_A	DU_DISP_CDE	SDA6_B		
IP3[7:4]	A2	IRQ2	AVB_AVTP_PPS	VI4_CLKENB	VI5_DATA1_A	DU_DISP	SCL6_B		
IP3[11:8]	A3	CTS4#_A	PWM4_A	VI4_DATA12		DU_DOTCLKOUT0	HTX3_D		
IP3[15:12]	A4	RTS4#_A	MSIOF3_SYNC_B	VI4_DATA8	PWM2_B	DU_DG4			
IP3[19:16]	A5	SCK4_A	MSIOF3_SCK_B	VI4_DATA9	PWM3_B				
IP3[23:20]	A6	RX4_A	MSIOF3_RXD_B	VI4_DATA10					
IP3[27:24]	A7	TX4_A	MSIOF3_TXD_B	VI4_DATA11					
IP3[31:28]	A8	SDA6_A	RX3_B	HRX4_C	VI5_HSYNC#_A	DU_HSYNC	VI4_DATA0_B		
IP4[3:0]	A9	TX5_A	IRQ3	VI4_DATA16	VI5_VSYNC#_A	DU_DG7			
IP4[7:4]	A10	IRQ4	MSIOF2_SYNC_B	VI4_DATA13	VI5_FIELD_A	DU_DG5			
IP4[11:8]	A11	SCL6_A	TX3_B	HTX4_C		DU_VSYNC	VI4_DATA1_B		
IP4[15:12]	A12	RX5_A	MSIOF2_SS2_B	VI4_DATA17	VI5_DATA3_A	DU_DG6			
IP4[19:16]	A13	SCK5_A	MSIOF2_SCK_B	VI4_DATA14	HRX4_D	DU_DB2			
IP4[23:20]	A14	MSIOF1_SS1	MSIOF2_RXD_B	VI4_DATA15	HTX4_D	DU_DB3			
IP4[27:24]	A15	MSIOF1_SS2	MSIOF2_TXD_B	VI4_DATA18	VI5_DATA4_A	DU_DB4			
IP4[31:28]	A16	MSIOF1_SYNC	MSIOF2_SS1_B	VI4_DATA19	VI5_DATA5_A	DU_DB5			
IP5[3:0]	A17	MSIOF1_RXD		VI4_DATA20	VI5_DATA6_A	DU_DB6			
IP5[7:4]	A18	MSIOF1_TXD		VI4_DATA21	VI5_DATA7_A	DU_DB0		HRX4_E	
IP5[11:8]	A19	MSIOF1_SCK		VI4_DATA22	VI5_DATA2_A	DU_DB1		HTX4_E	
IP5[15:12]	CS0#	SCL5				DU_DR0	VI4_DATA2_B		
IP5[19:16]	WE0#	SDA5				DU_DR1	VI4_DATA3_B		
IP5[23:20]	D0	MSIOF3_SCK_A				DU_DR2	CTS4#_C		

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8
IP5[27:24]	D1	MSIOF3_ SYNC_A	SCK3_A	VI4_ DATA23	VI5_ CLKENB_ A	DU_DB7	RTS4#_C		
IP5[31:28]	D2	MSIOF3_ RXD_A	RX5_C		VI5_ DATA14_ A	DU_DR3	RX4_C		
IP6[3:0]	D3	MSIOF3_ TXD_A	TX5_C		VI5_ DATA15_ A	DU_DR4	TX4_C		
IP6[7:4]	D4	CANFD1_ TX	HSCK3_B	CAN1_TX	RTS3#_A	MSIOF3_ SS2_A		VI5_ DATA1_B	
IP6[11:8]	D5	RX3_A	HRX3_B			DU_DR5	VI4_ DATA4_B		
IP6[15:12]	D6	TX3_A	HTX3_B			DU_DR6	VI4_ DATA5_B		
IP6[19:16]	D7	CANFD1_ RX	IRQ5	CAN1_RX	CTS3#_A			VI5_ DATA2_B	
IP6[23:20]	D8	MSIOF2_ SCK_A	SCK4_B		VI5_ DATA12_ A	DU_DR7		HCTS3#_ E	
IP6[27:24]	D9	MSIOF2_ SYNC_A			VI5_ DATA10_ A	DU_DG0		HRX3_E	
IP6[31:28]	D10	MSIOF2_ RXD_A			VI5_ DATA13_ A	DU_DG1		HTX3_E	
IP7[3:0]	D11	MSIOF2_ TXD_A			VI5_ DATA11_ A	DU_DG2		HRTS3#_ E	
IP7[7:4]	D12	CANFD0_ TX	TX4_B	CAN0_TX	VI5_ DATA8_A			VI5_ DATA3_B	
IP7[11:8]	D13	CANFD0_ RX	RX4_B	CAN0_RX	VI5_ DATA9_A	SCL7_B		VI5_ DATA4_B	
IP7[15:12]	D14	CAN_CLK	HRX3_A	MSIOF2_ SS2_A		SDA7_B		VI5_ DATA5_B	
IP7[19:16]	D15	MSIOF2_ SS1_A	HTX3_A	MSIOF3_ SS1_A		DU_DG3			
IP7[23:20]	SCL4	CS1#/A26				DU_DOT CLKIN0	VI4_ DATA6_B	VI5_ DATA6_B	
IP7[27:24]	SDA4	WE1#					VI4_ DATA7_B	VI5_ DATA7_B	
IP7[31:28]	SD0_CLK	NFDATA8	SCL1_C	HSCK1_B	SDA2_E				
IP8[3:0]	SD0_ CMD	NFDATA9		HRX1_B					
IP8[7:4]	SD0_ DAT0	NFDATA 10		HTX1_B					
IP8[11:8]	SD0_ DAT1	NFDATA 11	SDA2_C	HCTS1#_ B					
IP8[15:12]	SD0_ DAT2	NFDATA 12	SCL2_C	HRTS1#_ B					
IP8[19:16]	SD0_ DAT3	NFDATA 13	SDA1_C	SCL2_E					

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8
IP8[23:20]	SD1_CLK	NFDATA 14_B							
IP8[27:24]	SD1_ CMD	NFDATA 15_B							
IP8[31:28]	SD1_ DAT0	NFWP#_ B							
IP9[3:0]	SD1_ DAT1	NFCE#_B							
IP9[7:4]	SD1_ DAT2	NFALE_B							
IP9[11:8]	SD1_ DAT3	NFRB#_B							
IP9[15:12]	SD3_CLK	NFWE#							
IP9[19:16]	SD3 _ CMD	NFRE#							
IP9[23:20]	SD3_ DAT0	NFDATA0							
IP9[27:24]	SD3_ DAT1	NFDATA1							
IP9[31:28]	SD3 _ DAT2	NFDATA2							
IP10[3:0]	SD3_ DAT3	NFDATA3							
IP10[7:4]	SD3_ DAT4	NFDATA4							
IP10[11:8]	SD3_ DAT5	NFDATA5							
IP10[15:12]	SD3 _ DAT6	NFDATA6							
IP10[19:16]	SD3_ DAT7	NFDATA7							
IP10[23:20]	SD3_DS	NFCLE							
IP10[27:24]	SD0_CD	NFALE_A	SD3 _CD		SCL2_B	TCLK1_A	SSI_ SCK2_B		
IP10[31:28]	SD0_WP	NFRB#_A	SD3 _WP		SDA2_B	TCLK2_A	SSI_ WS2_B		
IP11[3:0]	SD1_CD	NFCE#_A	SSI_ SCK1						
IP11[7:4]	SD1_WP	NFWP#_ A	SSI_WS1						
IP11[11:8]	RX0_A	HRX1_A	SSI_ SCK2_A						
IP11[15:12]	TX0_A	HTX1_A	SSI_WS2 _A						
IP11[19:16]	CTS0#_A	NFDATA 14_A	AUDIO_ CLKOUT_ A		SCIF_ CLK_A				
IP11[23:20]	RTS0#_A	NFDATA 15_A	AUDIO_ CLKOUT1 _A		SCL2_A				

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8
IP11[27:24]	SCK0_A	HSCK1_A	USB3HS0_ID	RTS1#	SDA2_A				USB0_ID
IP11[31:28]	RX1	HRX2_B	SSI_SCK9_B	AUDIO_CLKOUT1_B					
IP12[3:0]	TX1	HTX2_B	SSI_WS9_B	AUDIO_CLKOUT3_B					
IP12[7:4]	SCK2_A	HSCK0_A	AUDIO_CLKB_A	CTS1#			SCIF_CLK_B		
IP12[11:8]	TX2_A	HRX0_A	AUDIO_CLKOUT2_A		SCL1_A				
IP12[15:12]	RX2_A	HTX0_A	AUDIO_CLKOUT3_A		SDA1_A				
IP12[19:16]	MSIOF0_SCK		SSI_SCK78						
IP12[23:20]	MSIOF0_RXD		SSI_WS78			TX2_B			
IP12[27:24]	MSIOF0_TXD		SSI_SDATA7			RX2_B			
IP12[31:28]	MSIOF0_SYNC	AUDIO_CLKOUT_B	SSI_SDATA8						
IP13[3:0]	MSIOF0_SS1	HRX2_A	SSI_SCK4	HCTS0#_A					
IP13[7:4]	MSIOF0_SS2	HTX2_A	SSI_WS4	HRTS0#_A					
IP13[11:8]	SSI_SDATA9		AUDIO_CLKC_A	SCK1					
IP13[15:12]	MLB_CLK	RX0_B			SCL1_B	TCLK1_B			
IP13[19:16]	MLB_SIG	SCK0_B			SDA1_B	TCLK2_B			
IP13[23:20]	MLB_DAT	TX0_B							
IP13[27:24]	SSI_SCK01239								
IP13[31:28]	SSI_WS01239								
IP14[3:0]	SSI_SDATA0								
IP14[7:4]	SSI_SDATA1	AUDIO_CLKC_B					PWM0_B		
IP14[11:8]	SSI_SDATA2	AUDIO_CLKOUT2_B	SSI_SCK9_A				PWM1_B		
IP14[15:12]	SSI_SCK349						PWM2_C		
IP14[19:16]	SSI_WS349						PWM3_C		

Register	IPSR = H'0	IPSR = H'1	IPSR = H'2	IPSR = H'3	IPSR = H'4	IPSR = H'5	IPSR = H'6	IPSR = H'7	IPSR = H'8
IP14[23:20]	SSI_SDATA3	AUDIO_CLKOUT1_C	AUDIO_CLKB_B				PWM4_B		
IP14[27:24]	SSI_SDATA4		SSI_WS9_A				PWM5_B		
IP14[31:28]	SSI_SCK5	HRX0_B		USB0_PWEN_B	SCL2_D		PWM6_B		
IP15[3:0]	SSI_WS5	HTX0_B		USB0_OVC_B	SDA2_D				
IP15[7:4]	SSI_SDATA5	HSCK0_B	AUDIO_CLKB_C	TPU0TO0					
IP15[11:8]	SSI_SCK6	HSCK2_A	AUDIO_CLKC_C	TPU0TO1					
IP15[15:12]	SSI_WS6	HCTS2#_A	AUDIO_CLKOUT2_C	TPU0TO2	SDA1_D				
IP15[19:16]	SSI_SDATA6	HRTS2#_A	AUDIO_CLKOUT3_C	TPU0TO3	SCL1_D				
IP15[23:20]	AUDIO_CLKA								
IP15[27:24]	USB30_PWEN	USB0_PWEN_A							
IP15[31:28]	USB30_OVC	USB0_OVC_A							

9.2.4 DRV Control Register 0-24 (DRVCTRL8-10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: DRVCTRL8-10 controls the driving abilities of pins. This setting is related to only the output.

Output buffer		
DRV1	DRV2	Drive capability
L	L	1/4
H	L	2/4
L	H	3/4
H	H	Full

The value of these bits must be B’11 in the case of 2bit (DRV2, DRV1).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DRVn* [31]	DRVn* [30]	DRVn* [29]	DRVn* [28]	DRVn* [27]	DRVn* [26]	DRVn* [25]	DRVn* [24]	DRVn* [23]	DRVn* [22]	DRVn* [21]	DRVn* [20]	DRVn* [19]	DRVn* [18]	DRVn* [17]	DRVn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DRVn* [15]	DRVn* [14]	DRVn* [13]	DRVn* [12]	DRVn* [11]	DRVn* [10]	DRVn* [9]	DRVn* [8]	DRVn* [7]	DRVn* [6]	DRVn* [5]	DRVn* [4]	DRVn* [3]	DRVn* [2]	DRVn* [1]	DRVn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 8-10

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register..

Table 9.6 Configuration of Registers in DRVCTRL8-10

	DRVCTRL8	Initial value	DRVCTRL9	Initial value	DRVCTRL10	Initial value
bit31	—	1	—	0	—	0
bit30	—	0	SD1_CMD	0	SD3_DAT3	0
bit29	—	0	SD1_CMD	1	SD3_DAT3	1
bit28	—	1	—	0	—	0
bit27	—	0	SD1_DAT0	0	SD3_DAT4	0
bit26	—	0	SD1_DAT0	1	SD3_DAT4	1
bit25	—	1	—	0	—	0
bit24	—	0	SD1_DAT1	0	SD3_DAT5	0
bit23	—	0	SD1_DAT1	1	SD3_DAT5	1
bit22	—	1	—	0	—	0
bit21	—	0	SD1_DAT2	0	SD3_DAT6	0
bit20	—	0	SD1_DAT2	1	SD3_DAT6	1
bit19	SD0_CLK	0	—	0	—	0
bit18	SD0_CLK	1	SD1_DAT3	0	SD3_DAT7	0
bit17	—	0	SD1_DAT3	1	SD3_DAT7	1

	DRVCTRL8	Initial value	DRVCTRL9	Initial value	DRVCTRL10	Initial value
bit16	SD0_CMD	0	—	0	—	0
bit15	SD0_CMD	1	SD3_CLK	0	SD3_DS	0
bit14	—	0	SD3_CLK	1	SD3_DS	1
bit13	SD0_DAT0	0	—	0	—	0
bit12	SD0_DAT0	1	SD3_CMD	0	—	1
bit11	—	0	SD3_CMD	1	—	0
bit10	SD0_DAT1	0	—	0	—	0
bit9	SD0_DAT1	1	SD3_DAT0	0	—	1
bit8	—	0	SD3_DAT0	1	—	0
bit7	SD0_DAT2	0	—	0	—	0
bit6	SD0_DAT2	1	SD3_DAT1	0	—	1
bit5	—	0	SD3_DAT1	1	—	0
bit4	SD0_DAT3	0	—	0	—	1
bit3	SD0_DAT3	1	SD3_DAT2	0	—	1
bit2	—	0	SD3_DAT2	1	—	0
bit1	SD1_CLK	0	—	0	—	0
bit0	SD1_CLK	1	—	0	—	0

9.2.5 POC Control Register 0 (POCCTRL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: Each bit in POCCTRL0 must be set according to IO voltage level that is supplied to the pin.

It must be set to match the voltage of VDDQ_MMC.

0: 1.8v 1: 3.3v

Supply voltage	Setting register	Usage
1.8v	0	Possible
1.8v	1	Do not use
3.3v	0	Do not set (broken)
3.3v	1	Possible

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	POCn* [31]	POCn* [30]	POCn* [29]	POCn* [28]	POCn* [27]	POCn* [26]	POCn* [25]	POCn* [24]	POCn* [23]	POCn* [22]	POCn* [21]	POCn* [20]	POCn* [19]	POCn* [18]	POCn* [17]	POCn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	POCn* [15]	POCn* [14]	POCn* [13]	POCn* [12]	POCn* [11]	POCn* [10]	POCn* [9]	POCn* [8]	POCn* [7]	POCn* [6]	POCn* [5]	POCn* [4]	POCn* [3]	POCn* [2]	POCn* [1]	POCn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Table 9.7 Configuration of Registers in POCCTRL0

	POCCTRL0	Initial value
bit31	—	0
bit30	—	0
bit29	POC_SD3_DS	1
bit28	POC_SD3_DAT7	1
bit27	POC_SD3_DAT6	1
bit26	POC_SD3_DAT5	1
bit25	POC_SD3_DAT4	1
bit24	POC_SD3_DAT3	1
bit23	POC_SD3_DAT2	1
bit22	POC_SD3_DAT1	1
bit21	POC_SD3_DAT0	1
bit20	POC_SD3_CMD	1
bit19	POC_SD3_CLK	1
bit18	—	1
bit17	—	1
bit16	—	1

	POCCTRL0	Initial value
bit15	—	1
bit14	—	1
bit13	—	1
bit12	—	1
bit11	POC_SD1_DAT3	1
bit10	POC_SD1_DAT2	1
bit9	POC_SD1_DAT1	1
bit8	POC_SD1_DAT0	1
bit7	POC_SD1_CMD	1
bit6	POC_SD1_CLK	1
bit5	POC_SD0_DAT3	1
bit4	POC_SD0_DAT2	1
bit3	POC_SD0_DAT1	1
bit2	POC_SD0_DAT0	1
bit1	POC_SD0_CMD	1
bit0	POC_SD0_CLK	1

9.2.6 POC Control Register 2 (POCCTRL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: Each bit in POCCTRL2 must be set according to IO voltage level that is supplied to the pin.

It must be set to match the voltage of VDDQ25_AVB0.

0: 2.5v 1: 3.3v

Supply voltage	Setting register	Usage
2.5v	0	Possible
2.5v	1	Do not use
3.3v	0	Do not set (broken)
3.3v	1	Possible

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	POC2_VREF
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

9.2.7 TDSEL Control Register 0 (TDSELCTRL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: TDSELCTRL0 controls the driving abilities of pins in use for the SDHI.
This function is delay adjustment of the SDHI clock return path for the LSI inside.

TDSEL1	TDSEL0	TDOUT
		Target delay
L	L	10pF (@1.8 V operation)
H	L	20pF (@1.8 V operation)
L	H	30pF (@1.8 V operation)
H	H	40pF (@1.8 V operation)

The value of these bits must be 00.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TDSEL0[31]	TDSEL0[30]	TDSEL0[29]	TDSEL0[28]	TDSEL0[27]	TDSEL0[26]	TDSEL0[25]	TDSEL0[24]	TDSEL0[23]	TDSEL0[22]	TDSEL0[21]	TDSEL0[20]	TDSEL0[19]	TDSEL0[18]	TDSEL0[17]	TDSEL0[16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TDSEL0[15]	TDSEL0[14]	TDSEL0[13]	TDSEL0[12]	TDSEL0[11]	TDSEL0[10]	TDSEL0[9]	TDSEL0[8]	TDSEL0[7]	TDSEL0[6]	TDSEL0[5]	TDSEL0[4]	TDSEL0[3]	TDSEL0[2]	TDSEL0[1]	TDSEL0[0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Table 9.8 Configuration of Registers in TDSELCTRL0

	TDSELCTRL0	Initial value
bit31	—	0
bit30	—	0
bit29	—	0
bit28	—	0
bit27	—	0
bit26	—	0
bit25	—	0
bit24	—	0
bit23	—	0
bit22	—	0
bit21	—	0
bit20	—	0
bit19	—	0
bit18	—	0
bit17	—	0
bit16	—	0

	TDSELCTRL0	Initial value
bit15	—	0
bit14	—	0
bit13	—	0
bit12	—	0
bit11	—	0
bit10	—	0
bit9	—	0
bit8	—	0
bit7	SD3TDSEL1	0
bit6	SD3TDSEL0	0
bit5	—	0
bit4	—	0
bit3	SD1TDSEL1	0
bit2	SD1TDSEL0	0
bit1	SD0TDSEL1	0
bit0	SD0TDSEL0	0

9.2.8 LSI pin pull-enable register 0-5 (PUEN0-5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: PUEN0-5 performs on/off control of the pull resistors.

0: Pull-up/down function is disabled.

1: Pull-up/down function is enabled.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PUENn* [31]	PUENn* [30]	PUENn* [29]	PUENn* [28]	PUENn* [27]	PUENn* [26]	PUENn* [25]	PUENn* [24]	PUENn* [23]	PUENn* [22]	PUENn* [21]	PUENn* [20]	PUENn* [19]	PUENn* [18]	PUENn* [17]	PUENn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PUENn* [15]	PUENn* [14]	PUENn* [13]	PUENn* [12]	PUENn* [11]	PUENn* [10]	PUENn* [9]	PUENn* [8]	PUENn* [7]	PUENn* [6]	PUENn* [5]	PUENn* [4]	PUENn* [3]	PUENn* [2]	PUENn* [1]	PUENn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-5

When the all I2C pins are selected, the pull-up/down function of these pins is disabled respectively even if the pull-up/down function is set to enable.

Table 9.9 Configuration of Registers in PUEN0-5

	PUEN0	Initial value	PUEN1	Initial value	PUEN2	Initial value	PUEN3	Initial value	PUEN4	Initial value	PUEN5	Initial value
bit31	PUEN_QSPI0_SPCLK	0	PUEN_RD_WR#	1	PUEN_D5	1	PUEN_SD0_DAT0	0	PUEN_RX1	1	PUEN_USB30_PWEN	0
bit30	PUEN_QSPI0_MOSI/IO0	0	PUEN_EX_WAIT0	1	PUEN_D6	0	PUEN_SD0_DAT1	0	PUEN_TX1	1	PUEN_USB30_OVC *	1
bit29	PUEN_QSPI0_MISO/IO1	0	—	0	PUEN_D7	1	PUEN_SD0_DAT2	0	PUEN_SCK2_A	1	—	0
bit28	PUEN_QSPI0_IO2	0	—	0	PUEN_D8	0	PUEN_SD0_DAT3	0	PUEN_TX2_A	1	—	0
bit27	PUEN_QSPI0_IO3	0	PUEN_A0	1	PUEN_D9	0	PUEN_SD1_CLK	0	PUEN_RX2_A	1	—	0
bit26	PUEN_QSPI0_SSL	0	PUEN_A1	1	PUEN_D10	1	PUEN_SD1_CMD	0	PUEN_MSIOF0_SCK	1	—	0
bit25	PUEN_QSPI1_SPCLK	0	PUEN_A2	1	PUEN_D11	0	PUEN_SD1_DAT0	0	PUEN_MSIOF0_RXD	1	—	0
bit24	PUEN_QSPI1_MOSI/IO0	0	PUEN_A3	0	PUEN_D12	0	PUEN_SD1_DAT1	0	PUEN_MSIOF0_TXD	1	—	0
bit23	PUEN_QSPI1_MISO/IO1	0	PUEN_A4	0	PUEN_D13	1	PUEN_SD1_DAT2	0	PUEN_MSIOF0_SYNC	1	—	0
bit22	PUEN_QSPI1_IO2	0	PUEN_A5	0	PUEN_D14	1	PUEN_SD1_DAT3	0	PUEN_MSIOF0_SS1	1	—	0
bit21	PUEN_QSPI1_IO3	0	PUEN_A6	1	PUEN_D15	0	PUEN_SD3_CLK	0	PUEN_MSIOF0_SS2	1	—	0
bit20	PUEN_QSPI1_SSL	0	PUEN_A7	0	PUEN_PRESETOUT#	0	PUEN_SD3_CMD	0	PUEN_SSI_SDATA9	1	—	0

	PUEN0	Initial value	PUEN1	Initial value	PUEN2	Initial value	PUEN3	Initial value	PUEN4	Initial value	PUEN5	Initial value
bit19	PUEN_RPC_INT#	1	PUEN_A8	1	—	0	PUEN_SD3_DAT0	0	PUEN_MLB_CLK	0	—	0
bit18	PUEN_RPC_RESET#	1	PUEN_A9	0	—	0	PUEN_SD3_DAT1	0	PUEN_MLB_SIG	0	—	0
bit17	PUEN_AVB_RX_CTL	1	PUEN_A10	0	PUEN_SCL4	1	PUEN_SD3_DAT2	0	PUEN_MLB_DAT	0	—	0
bit16	PUEN_AVB_RXC	1	PUEN_A11	1	PUEN_SDA4	1	PUEN_SD3_DAT3	0	PUEN_MLB_REF	0	—	0
bit15	PUEN_AVB_RD0	1	PUEN_A12	1	PUEN_FSCLKST#	1	PUEN_SD3_DAT4	0	PUEN_SSI_SCK01239	1	—	0
bit14	PUEN_AVB_RD1	1	PUEN_A13	0	—	0	PUEN_SD3_DAT5	0	PUEN_SSI_WS01239	1	—	0
bit13	PUEN_AVB_RD2	1	PUEN_A14	0	—	0	PUEN_SD3_DAT6	0	PUEN_SSI_SDATA0	1	—	0
bit12	PUEN_AVB_RD3	1	PUEN_A15	0	—	0	PUEN_SD3 _DAT7	0	PUEN_SSI_SDATA1	1	—	0
bit11	PUEN_AVB_TX_CTL	1	PUEN_A16	0	—	0	PUEN_SD3_DS	0	PUEN_SSI_SDATA2	1	—	0
bit10	PUEN_AVB_TXC	1	PUEN_A17	1	—	0	PUEN_SD0_CD	1	PUEN_SSI_SCK349	1	—	0
bit9	PUEN_AVB_TD0	1	PUEN_A18	0	—	0	PUEN_SD0_WP	1	PUEN_SSI_WS349	1	—	0
bit8	PUEN_AVB_TD1	1	PUEN_A19	0	—	0	PUEN_SD1_CD	1	PUEN_SSI_SDATA3	1	—	0
bit7	PUEN_AVB_TD2	1	PUEN_CLKOUT	0	PUEN_TRST#	1	PUEN_SD1_WP	1	PUEN_SSI_SDATA4	1	—	0
bit6	PUEN_AVB_TD3	1	PUEN_CS0#	1	PUEN_TCK	1	—	0	PUEN_SSI_SCK5	1	—	0
bit5	PUEN_AVB_TXCREFCLK	1	PUEN_WE0#	1	PUEN_TMS	1	—	0	PUEN_SSI_WS5	1	—	0
bit4	PUEN_AVB_MDIO	0	PUEN_D0	0	PUEN_TDI	1	PUEN_RX0_A	1	PUEN_SSI_SDATA5	1	—	0
bit3	PUEN_AVB_MDC	0	PUEN_D1	0	—	0	PUEN_TX0_A	1	PUEN_SSI_SCK6	1	—	0
bit2	PUEN_AVB_PHY_INT	1	PUEN_D2	1	PUEN_ASEBRK	1	PUEN_CTS0_N_A	1	PUEN_SSI_WS6	1	—	0
bit1	PUEN_BS#	0	PUEN_D3	0	PUEN_SD0_CLK	0	PUEN_RTS0_N_A	1	PUEN_SSI_SDATA6	1	—	0
bit0	PUEN_RD#	0	PUEN_D4	0	PUEN_SD0_CMD	0	PUEN_SCK0_A	1	PUEN_AUDIO_CLKA	1	—	0

Note: * pull-up only

9.2.9 LSI pin pull-up/down control Register 0-5 (PUD0-5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: PUD0-5 performs pull-up/pull-down control of the pull resistors.

0: Pull-down is enabled.

1: Pull-up is enabled.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PUDn* [31]	PUDn* [30]	PUDn* [29]	PUDn* [28]	PUDn* [27]	PUDn* [26]	PUDn* [25]	PUDn* [24]	PUDn* [23]	PUDn* [22]	PUDn* [21]	PUDn* [20]	PUDn* [19]	PUDn* [18]	PUDn* [17]	PUDn* [16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PUDn* [15]	PUDn* [14]	PUDn* [13]	PUDn* [12]	PUDn* [11]	PUDn* [10]	PUDn* [9]	PUDn* [8]	PUDn* [7]	PUDn* [6]	PUDn* [5]	PUDn* [4]	PUDn* [3]	PUDn* [2]	PUDn* [1]	PUDn* [0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-5

Table 9.10 Configuration of Registers in PUD0-5

	PUD0	Initial value	PUD1	Initial value	PUD2	Initial value	PUD3	Initial value	PUD4	Initial value	PUD5	Initial value
bit31	PUD_QSPI0_SPCLK	0	PUD_RD_WR#	1	PUD_D5	1	PUD_SD0_DAT0	0	PUD_RX1	1	PUD_USB30_PWEN	0
bit30	PUD_QSPI0_MOSI/IO0	0	PUD_EX_WAIT0	1	PUD_D6	0	PUD_SD0_DAT1	0	PUD_TX1	1	— *	1
bit29	PUD_QSPI0_MISO/IO1	0	—	0	PUD_D7	1	PUD_SD0_DAT2	0	PUD_SCK2_A	1	—	0
bit28	PUD_QSPI0_IO2	0	—	0	PUD_D8	0	PUD_SD0_DAT3	0	PUD_TX2_A	1	—	0
bit27	PUD_QSPI0_IO3	0	PUD_A0	1	PUD_D9	0	PUD_SD1_CLK	0	PUD_RX2_A	1	—	0
bit26	PUD_QSPI0_SSL	0	PUD_A1	1	PUD_D10	1	PUD_SD1_CMD	0	PUD_MSIOF0_SCK	1	—	0
bit25	PUD_QSPI1_SPCLK	0	PUD_A2	1	PUD_D11	0	PUD_SD1_DAT0	0	PUD_MSIOF0_RXD	1	—	0
bit24	PUD_QSPI1_MOSI/IO0	0	PUD_A3	0	PUD_D12	0	PUD_SD1_DAT1	0	PUD_MSIOF0_TXD	1	—	0
bit23	PUD_QSPI1_MISO/IO1	0	PUD_A4	0	PUD_D13	1	PUD_SD1_DAT2	0	PUD_MSIOF0_SYNC	1	—	0
bit22	PUD_QSPI1_IO2	0	PUD_A5	0	PUD_D14	1	PUD_SD1_DAT3	0	PUD_MSIOF0_SS1	1	—	0
bit21	PUD_QSPI1_IO3	0	PUD_A6	1	PUD_D15	0	PUD_SD3_CLK	0	PUD_MSIOF0_SS2	1	—	0
bit20	PUD_QSPI1_SSL	0	PUD_A7	0	PUD_PRESETOUT#	0	PUD_SD3_CMD	0	PUD_SSI_SDATA9	1	—	0
bit19	PUD_RPC_INT#	1	PUD_A8	1	—	0	PUD_SD3_DAT0	0	PUD_MLB_CLK	0	—	0

	PUD0	Initial value	PUD1	Initial value	PUD2	Initial value	PUD3	Initial value	PUD4	Initial value	PUD5	Initial value
bit18	PUD_RPC_RESET#	0	PUD_A9	0	—	0	PUD_SD3_DAT1	0	PUD_MLB_SIG	0	—	0
bit17	PUD_AVB_RX_CTL	0	PUD_A10	0	PUD_SCL4	1	PUD_SD3_DAT2	0	PUD_MLB_DAT	0	—	0
bit16	PUD_AVB_RXC	0	PUD_A11	1	PUD_SDA4	1	PUD_SD3_DAT3	0	PUD_MLB_REF	0	—	0
bit15	PUD_AVB_RD0	0	PUD_A12	1	PUD_FSCLKST#	1	PUD_SD3_DAT4	0	PUD_SSI_SCK01239	1	—	0
bit14	PUD_AVB_RD1	0	PUD_A13	0	—	0	PUD_SD3_DAT5	0	PUD_SSI_WS01239	1	—	0
bit13	PUD_AVB_RD2	0	PUD_A14	0	—	0	PUD_SD3_DAT6	0	PUD_SSI_SDATA0	1	—	0
bit12	PUD_AVB_RD3	0	PUD_A15	0	—	0	PUD_SD3_DAT7	0	PUD_SSI_SDATA1	1	—	0
bit11	PUD_AVB_TX_CTL	0	PUD_A16	0	—	0	PUD_SD3_DS	0	PUD_SSI_SDATA2	1	—	0
bit10	PUD_AVB_TXC	0	PUD_A17	1	—	0	PUD_SD0_CD	1	PUD_SSI_SCK349	1	—	0
bit9	PUD_AVB_TD0	0	PUD_A18	0	—	0	PUD_SD0_WP	1	PUD_SSI_WS349	1	—	0
bit8	PUD_AVB_TD1	0	PUD_A19	0	—	0	PUD_SD1_CD	1	PUD_SSI_SDATA3	1	—	0
bit7	PUD_AVB_TD2	0	PUD_CLKOUT	0	—	1	PUD_SD1_WP	1	PUD_SSI_SDATA4	1	—	0
bit6	PUD_AVB_TD3	0	PUD_CS0#	1	—	1	—	0	PUD_SSI_SCK5	1	—	0
bit5	PUD_AVB_TXCREFCLK	0	PUD_WE0#	1	—	1	—	0	PUD_SSI_WS5	1	—	0
bit4	PUD_AVB_MDIO	0	PUD_D0	0	—	1	PUD_RX0_A	1	PUD_SSI_SDATA5	1	—	0
bit3	PUD_AVB_MDC	0	PUD_D1	0	—	0	PUD_TX0_A	1	PUD_SSI_SCK6	1	—	0
bit2	PUD_AVB_PHY_INT	0	PUD_D2	1	PUD_ASEBRK	0	PUD_CTS0_N_A	1	PUD_SSI_WS6	1	—	0
bit1	PUD_BS#	0	PUD_D3	0	PUD_SD0_CLK	0	PUD_RTS0_N_A	1	PUD_SSI_SDATA6	1	—	0
bit0	PUD_RD#	0	PUD_D4	0	PUD_SD0_CMD	0	PUD_SCK0_A	1	PUD_AUDIO_CLKA	1	—	0

Note: * Setting prohibited

9.2.10 Module Select Register 0-1 (MOD_SEL0-1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Function: MOD_SEL0-1 selects the group for multiple LSI pins with multiplexed pin functions.

Each input or input/output signals are assigned to two or more groups of pins. Select one of these groups when using these signals. Do not use the module pins in the unselected group; if a module pin in the unselected group is used, correct operation is not guaranteed. Group is “Set value” of Table 9.12. and Table 9.13.

For some modules, however, although the output signals are assigned to two or more groups of pins, there is no bit for selecting the group. Select one of these pins for each output signal through the corresponding peripheral function select register. Also note that each pin can only be used in combination with the other input or input/output pins of the same group. Correct operation is not guaranteed when a pin is used in combination with pins from other groups. If this is not the case, correct operation is not guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MOD_SEL n*[31]	MOD_SEL n*[30]	MOD_SEL n*[29]	MOD_SEL n*[28]	MOD_SEL n*[27]	MOD_SEL n*[26]	MOD_SEL n*[25]	MOD_SEL n*[24]	MOD_SEL n*[23]	MOD_SEL n*[22]	MOD_SEL n*[21]	MOD_SEL n*[20]	MOD_SEL n*[19]	MOD_SEL n*[18]	MOD_SEL n*[17]	MOD_SEL n*[16]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MOD_SEL n*[15]	MOD_SEL n*[14]	MOD_SEL n*[13]	MOD_SEL n*[12]	MOD_SEL n*[11]	MOD_SEL n*[10]	MOD_SEL n*[9]	MOD_SEL n*[8]	MOD_SEL n*[7]	MOD_SEL n*[6]	MOD_SEL n*[5]	MOD_SEL n*[4]	MOD_SEL n*[3]	MOD_SEL n*[2]	MOD_SEL n*[1]	MOD_SEL n*[0]
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * n = 0-1

Note: To enable this register to be set, appropriately set the multiplexed pin setting mask register (PMMR) immediately before setting this register.

Table 9.11 Configuration of Registers in MOD_SEL0-1

	MOD_SEL0	Initial value	MOD_SEL1	Initial value
bit31	—	0	—	0
bit30	sel_adgb_0	0	sel_ssi2	0
bit29	sel_adgb_1	0	sel_timer_tmu	0
bit28	—	0	sel_usb_20_ch0	0
bit27	—	0	—	0
bit26	—	0	—	0
bit25	—	0	—	0
bit24	sel_hscif0	0	sel_hscif3_0	0
bit23	sel_hscif1	0	sel_hscif3_1	0
bit22	sel_hscif2	0	sel_hscif3_2	0
bit21	sel_i2c1_0	0	sel_hscif4_0	0
bit20	sel_i2c1_1	0	sel_hscif4_1	0
bit19	sel_i2c2_0	0	sel_hscif4_2	0
bit18	sel_i2c2_1	0	sel_i2c6	0
bit17	sel_i2c2_2	0	sel_i2c7	0
bit16	sel_ndfc	0	sel_msiof2	0
bit15	sel_pwm0	0	sel_msiof3	0
bit14	sel_pwm1	0	sel_scif3_0	0

	MOD_SEL0	Initial value	MOD_SEL1	Initial value
bit13	sel_pwm2_0	0	sel_scif3_1	0
bit12	sel_pwm2_1	0	sel_scif4_0	0
bit11	sel_pwm3_0	0	sel_scif4_1	0
bit10	sel_pwm3_1	0	sel_scif5_0	0
bit9	sel_pwm4	0	sel_scif5_1	0
bit8	sel_pwm5	0	sel_vin4	0
bit7	sel_pwm6	0	sel_vin5	0
bit6	—	0	sel_adgc_0	0
bit5	—	0	sel_adgc_1	0
bit4	sel_scif	0	sel_ssi9	0
bit3	sel_scif0	0	—	0
bit2	sel_scif2	0	—	0
bit1	—	0	—	0
bit0	—	0	—	0

Table 9.12 Configuration of Registers in MOD_SEL0

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
sel_adgb_1 sel_adgb_0	AUDIO_CLKB_A	SCK2_A	AUDIO_CLKB_B	SSI_SDATA3	AUDIO_CLKB_C	SSI_SDATA5	—	—	—	—
sel_hscif0	HSCK0_A	SCK2_A	HRX0_B	SSI_SCK5	—	—	—	—	—	—
	HRX0_A	TX2_A	HSCK0_B	SSI_SDATA5	—	—	—	—	—	—
	HCTS0#_A	MSIOF0_SS1	—	—	—	—	—	—	—	—
	HRTS0#_A	MSIOF0_SS2	—	—	—	—	—	—	—	—
sel_hscif1	HRX1_A	RX0_A	HSCK1_B	SD0_CLK	—	—	—	—	—	—
	HSCK1_A	SCK0_A	HRX1_B	SD0_CMD	—	—	—	—	—	—
	—	—	HCTS1#_B	SD0_DAT1	—	—	—	—	—	—
	—	—	HRTS1#_B	SD0_DAT2	—	—	—	—	—	—
sel_hscif2	HRX2_A	MSIOF0_SS1	HRX2_B	RX1	—	—	—	—	—	—
	HSCK2_A	SSI_SCK6	—	—	—	—	—	—	—	—
	HCTS2#_A	SSI_WS6	—	—	—	—	—	—	—	—
	HRTS2#_A	SSI_SDATA6	—	—	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
sel_i2c1_1	SCL1_A	TX2_A	SCL1_B	MLB_CLK	SCL1_C	SD0_CLK	SDA1_D	SSI_WS6	—	—
sel_i2c1_0	SDA1_A	RX2_A	SDA1_B	MLB_SIG	SDA1_C	SD0_DAT3	SCL1_D	SSI_SDATA6	—	—
sel_i2c2_2 sel_i2c2_1	SCL2_A	RTS0#_A	SCL2_B	SD0_CD	SDA2_C	SD0_DAT1	SCL2_D	SSI_SCK5	SCL2_E	SD0_DAT3
sel_i2c2_0	SDA2_A	SCK0_A	SDA2_B	SD0_WP	SCL2_C	SD0_DAT2	SDA2_D	SSI_WS5	SDA2_E	SD0_CLK
sel_ndfc	NFCE#_A	SD1_CD	NFCE#_B	SD1_DAT1	—	—	—	—	—	—
	NFWP#_A	SD1_WP	NFWP#_B	SD1_DAT0	—	—	—	—	—	—
	NFDATA14_A	CTS0#_A	NFDATA14_B	SD1_CLK	—	—	—	—	—	—
	NFDATA15_A	RTS0#_A	NFDATA15_B	SD1_CMD	—	—	—	—	—	—
	NFALE_A	SD0_CD	NFALE_B	SD1_DAT2	—	—	—	—	—	—
	NFRB_N_A	SD0_WP	NFRB#_B	SD1_DAT3	—	—	—	—	—	—
sel_pwm0	PWM0_A	BS#	PWM0_B	SSI_SDATA1	—	—	—	—	—	—
sel_pwm1	PWM1_A	RD#	PWM1_B	SSI_SDATA2	—	—	—	—	—	—
sel_pwm2_1 sel_pwm2_0	PWM2_A	A0	PWM2_B	A4	PWM2_C	SSI_SCK349	—	—	—	—
sel_pwm3_1 sel_pwm3_0	PWM3_A	A1	PWM3_B	A5	PWM3_C	SSI_WS349	—	—	—	—
sel_pwm4	PWM4_A	A3	PWM4_B	SSI_SDATA3	—	—	—	—	—	—
sel_pwm5	PWM5_A	RD_WR#	PWM5_B	SSI_SDATA4	—	—	—	—	—	—
sel_pwm6	PWM6_A	EX_WAIT0	PWM6_B	SSI_SCK5	—	—	—	—	—	—
sel_scif	SCIF_CLK_A	CTS0#_A	SCIF_CLK_B	SCK2_A	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
sel_scif0	RX0_A	RX0_A	RX0_B	MLB_CLK	—	—	—	—	—	—
	TX0_A	TX0_A	TX0_B	MLB_DAT	—	—	—	—	—	—
	CTS0#_A	CTS0#_A	—	—	—	—	—	—	—	—
	RTS0#_A	RTS0#_A	—	—	—	—	—	—	—	—
	SCK0_A	SCK0_A	SCK0_B	MLB_SIG	—	—	—	—	—	—
sel_scif2	RX2_A	RX2_A	RX2_B	MSIOF0_TXD	—	—	—	—	—	—
	TX2_A	TX2_A	TX2_B	MSIOF0_RXD	—	—	—	—	—	—
	SCK2_A	SCK2_A	—	—	—	—	—	—	—	—

Table 9.13 Configuration of Registers in MOD_SEL1

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
sel_ssi2	SSI_SCK2_A	RX0_A	SSI_SCK2_B	SD0_CD	—	—	—	—	—	—
	SSI_WS2_A	TX0_A	SSI_WS2_B	SD0_WP	—	—	—	—	—	—
sel_timer_tmu	TCLK1_A	SD0_CD	TCLK1_B	MLB_CLK	—	—	—	—	—	—
	TCLK2_A	SD0_WP	TCLK2_B	MLB_SIG	—	—	—	—	—	—
sel_usb_20_ch0	USB0_OVC_A	USB30_OVC	USB0_OVC_B	SSI_WS5	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
sel_hscif3_2	HRX3_A	D14	HRX3_B	D5	HRX3_C	QSPI1_IO3	HRX3_D	A0	HRX3_E	D9
sel_hscif3_1	—	—	HSCK3_B	D4	HSCK3_C	QSPI1_SSL	—	—	—	—
sel_hscif3_0	—	—	—	—	HCTS3#_C	RPC_INT#	—	—	HCTS3#_E	D8
	—	—	—	—	HRTS3#_C	RPC_RESET#	—	—	HRTS3#_E	D11
sel_hscif4_2	HSCK4_A	QSPI0_SPCLK	HSCK4_B	QSPI1_SPCLK	—	—	—	—	—	—
sel_hscif4_1	HCTS4#_A	QSPI0_MOSI/IO0	—	—	—	—	—	—	—	—
sel_hscif4_0	HRTS4#_A	QSPI0_MISO/IO1	—	—	—	—	—	—	—	—
	HRX4_A	QSPI0_IO3	HRX4_B	QSPI1_MISO/IO1	HRX4_C	A8	HRX4_D	A13	HRX4_E	A18
sel_i2c6	SDA6_A	A8	SDA6_B	A1	—	—	—	—	—	—
	SCL6_A	A11	SCL6_B	A2	—	—	—	—	—	—
sel_i2c7	SCL7_A	RD/WR#	SCL7_B	D13	—	—	—	—	—	—
	SDA7_A	EX_WAIT0	SDA7_B	D14	—	—	—	—	—	—
sel_msiof2	MSIOF2_SCK_A	D8	MSIOF2_SCK_B	A13	—	—	—	—	—	—
	MSIOF2_SYNC_A	D9	MSIOF2_SYNC_B	A10	—	—	—	—	—	—
	MSIOF2_RXD_A	D10	MSIOF2_RXD_B	A14	—	—	—	—	—	—
sel_msiof3	MSIOF3_SCK_A	D0	MSIOF3_SCK_B	A5	—	—	—	—	—	—
	MSIOF3_SYNC_A	D1	MSIOF3_SYNC_B	A4	—	—	—	—	—	—
	MSIOF3_RXD_A	D2	MSIOF3_RXD_B	A6	—	—	—	—	—	—
	—	—	MSIOF3_SS1_B	A0	—	—	—	—	—	—
sel_scif3_1	RX3_A	D5	RX3_B	A8	RX3_C	RD#	—	—	—	—
sel_scif3_0	SCK3_A	D1	—	—	SCK3_C	RD/WR#	—	—	—	—
	RTS3#_A	D4	—	—	—	—	—	—	—	—
	CTS3#_A	D7	—	—	—	—	—	—	—	—
sel_scif4_1	CTS4#_A	A3	—	—	CTS4#_C	D0	—	—	—	—
sel_scif4_0	RTS4#_A	A4	—	—	RTS4#_C	D1	—	—	—	—
	SCK4_A	A5	SCK4_B	D8	—	—	—	—	—	—
	RX4_A	A6	RX4_B	D13	RX4_C	D2	—	—	—	—
sel_scif5_1	RX5_A	A12	RX5_B	EX_WAIT0	RX5_C	D2	—	—	—	—
sel_scif5_0	SCK5_A	A13	—	—	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
sel_vin4	VI4_DATA0_A	QSPI1_SPCLK	VI4_DATA0_B	A8	—	—	—	—	—	—
	VI4_DATA1_A	QSPI1_MOSI/IO0	VI4_DATA1_B	A11	—	—	—	—	—	—
	VI4_DATA2_A	QSPI1_MISO/IO1	VI4_DATA2_B	CS0#	—	—	—	—	—	—
	VI4_DATA3_A	QSPI1_IO2	VI4_DATA3_B	WE0#	—	—	—	—	—	—
	VI4_DATA4_A	QSPI1_IO3	VI4_DATA4_B	D5	—	—	—	—	—	—
	VI4_DATA5_A	QSPI1_SSL	VI4_DATA5_B	D6	—	—	—	—	—	—
	VI4_DATA6_A	RPC_INT#	VI4_DATA6_B	SCL4	—	—	—	—	—	—
	VI4_DATA7_A	RPC_RESET#	VI4_DATA7_B	SDA4	—	—	—	—	—	—
sel_vin5	VI5_CLK_A	A0	VI5_CLK_B	BS#	—	—	—	—	—	—
	VI5_DATA0_A	A1	VI5_DATA0_B	RD#	—	—	—	—	—	—
	VI5_DATA1_A	A2	VI5_DATA1_B	D4	—	—	—	—	—	—
	VI5_HSYNC#_A	A8	—	—	—	—	—	—	—	—
	VI5_VSYNC#_A	A9	—	—	—	—	—	—	—	—
	VI5_FIELD_A	A10	—	—	—	—	—	—	—	—
	VI5_DATA3_A	A12	VI5_DATA3_B	D12	—	—	—	—	—	—
	VI5_DATA4_A	A15	VI5_DATA4_B	D13	—	—	—	—	—	—
	VI5_DATA5_A	A16	VI5_DATA5_B	D14	—	—	—	—	—	—
	VI5_DATA6_A	A17	VI5_DATA6_B	SCL4	—	—	—	—	—	—
	VI5_DATA7_A	A18	VI5_DATA7_B	SDA4	—	—	—	—	—	—
	VI5_DATA2_A	A19	VI5_DATA2_B	D7	—	—	—	—	—	—
	VI5_CLKENB_A	D1	—	—	—	—	—	—	—	—
	VI5_DATA14_A	D2	—	—	—	—	—	—	—	—
	VI5_DATA15_A	D3	—	—	—	—	—	—	—	—
	VI5_DATA12_A	D8	—	—	—	—	—	—	—	—
	VI5_DATA10_A	D9	—	—	—	—	—	—	—	—

	Set Value = H'0		Set Value = H'1		Set Value = H'2		Set Value = H'3		Set Value = H'4	
Register	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**	**Function**	**Pin**
sel_vin5	VI5_DATA13_A	D10	—	—	—	—	—	—	—	—
	VI5_DATA11_A	D11	—	—	—	—	—	—	—	—
	VI5_DATA8_A	D12	—	—	—	—	—	—	—	—
	VI5_DATA9_A	D13	—	—	—	—	—	—	—	—
sel_adgc_1 sel_adgc_0	AUDIO_CLKC_A	SSI_SDATA9	AUDIO_CLKC_B	SSI_SDATA1	AUDIO_CLKC_C	SSI_SCK6	—	—	—	—
sel_ssi9	SSI_SCK9_A	SSI_SDATA2	SSI_SCK9_B	RX1	—	—	—	—	—	—
	SSI_WS9_A	SSI_SDATA4	SSI_WS9_B	TX1	—	—	—	—	—	—

9.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

9.3.1 Function Setting for Multiplexed Pins

Setting the LSI multiplexed pin setting mask register (PMMR) is necessary before setting each of the GPIO/peripheral function select registers GPSR0 to GPSR6, peripheral function select registers IPSR0 to IPSR13, POC control registers POCCTRL0, POCCTRL2, TDSEL control registers TDSELCTRL0 and Module select register MOD_SEL0-1. Specifically, the inverse of the value to be set in the select register must be written to the LSI multiplexed pin setting mask register. Otherwise, the GPIO/peripheral function select registers 0 to 6 (GPSR0 to GPSR6) and peripheral function select registers 0 to 13 (IPSR0 to IPSR13) cannot be set.

(1) Procedure for changing pin function from GPIO to peripheral function

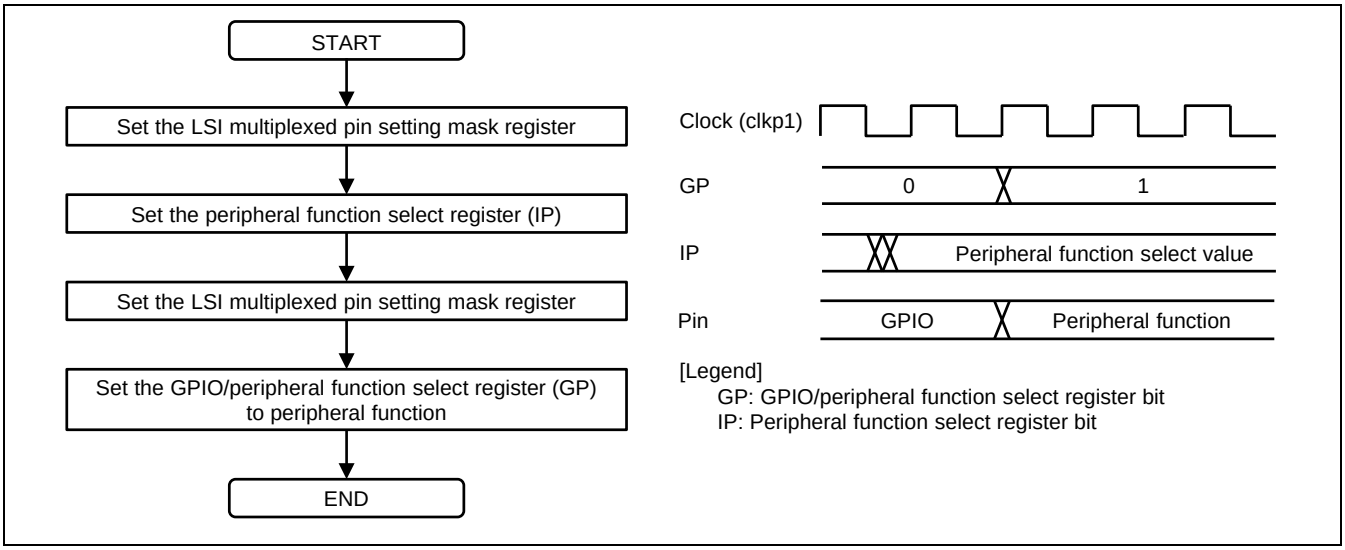


Figure 9.2 Procedure for Changing Pin Function from GPIO to Peripheral Function

(2) Procedure for changing pin function from peripheral function to GPIO

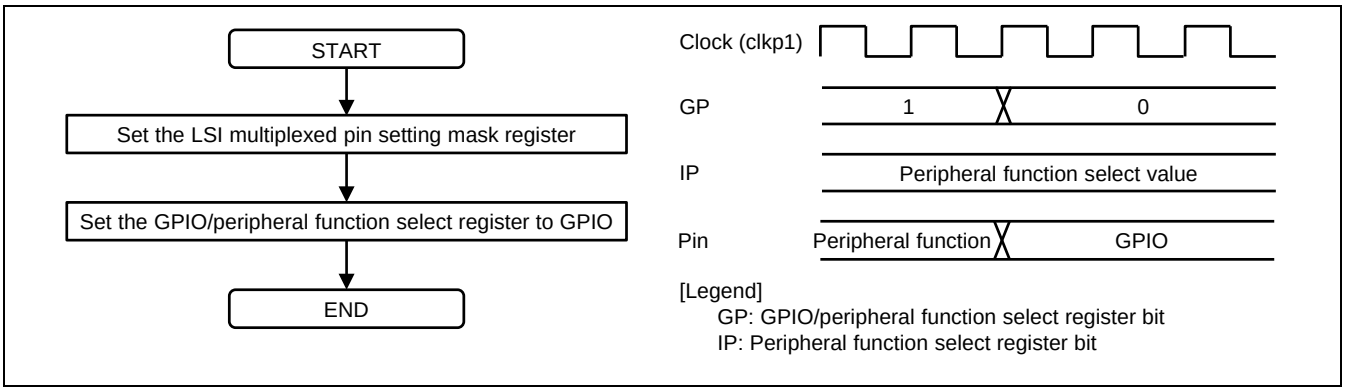


Figure 9.3 Procedure for Changing Pin Function from Peripheral function to GPIO

(3) Procedure 1 for changing pin function from one peripheral function to another peripheral function

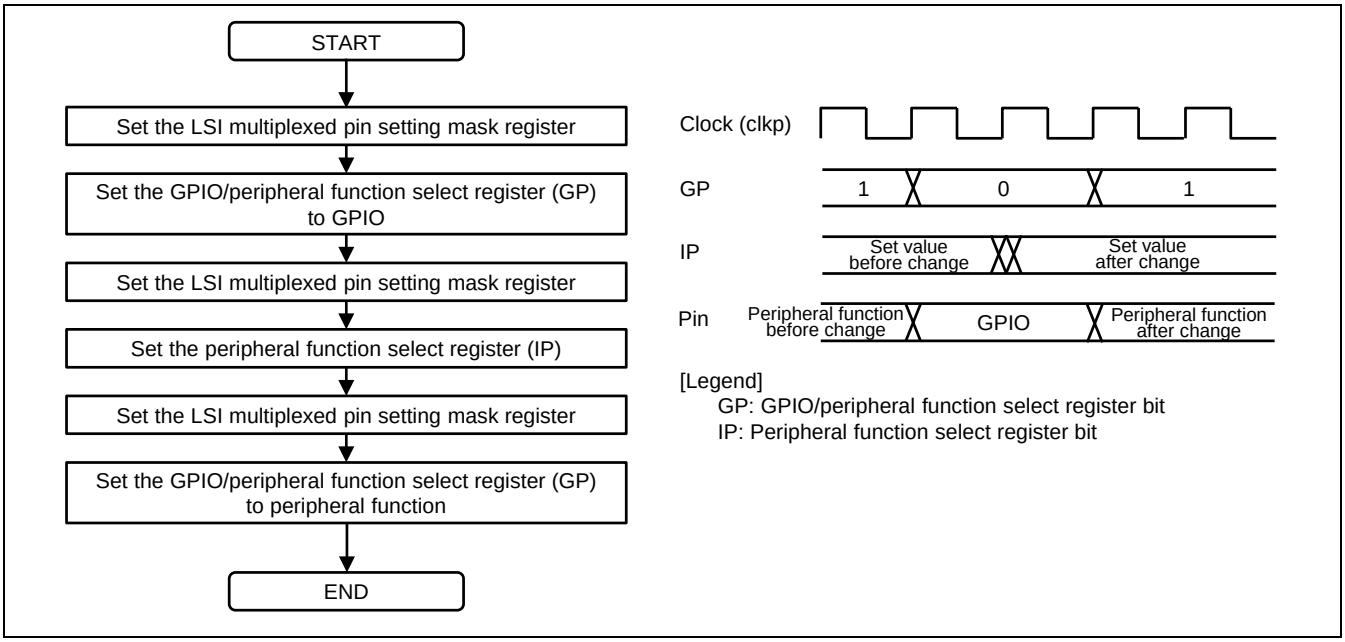


Figure 9.4 Procedure for Changing Pin Function from One Peripheral Function to Another Peripheral Function (with GPIO Setting)

9.3.2 Setting Pull-Up/Down Resistors

The LSI pin pull-on/off control registers 0 to 5 (PUEN0 to PUEN5) and pull-up/down control registers 0 to 5 (PUD0 to PUD5) are used.

10. General-Purpose Input/Output Ports (GPIO)

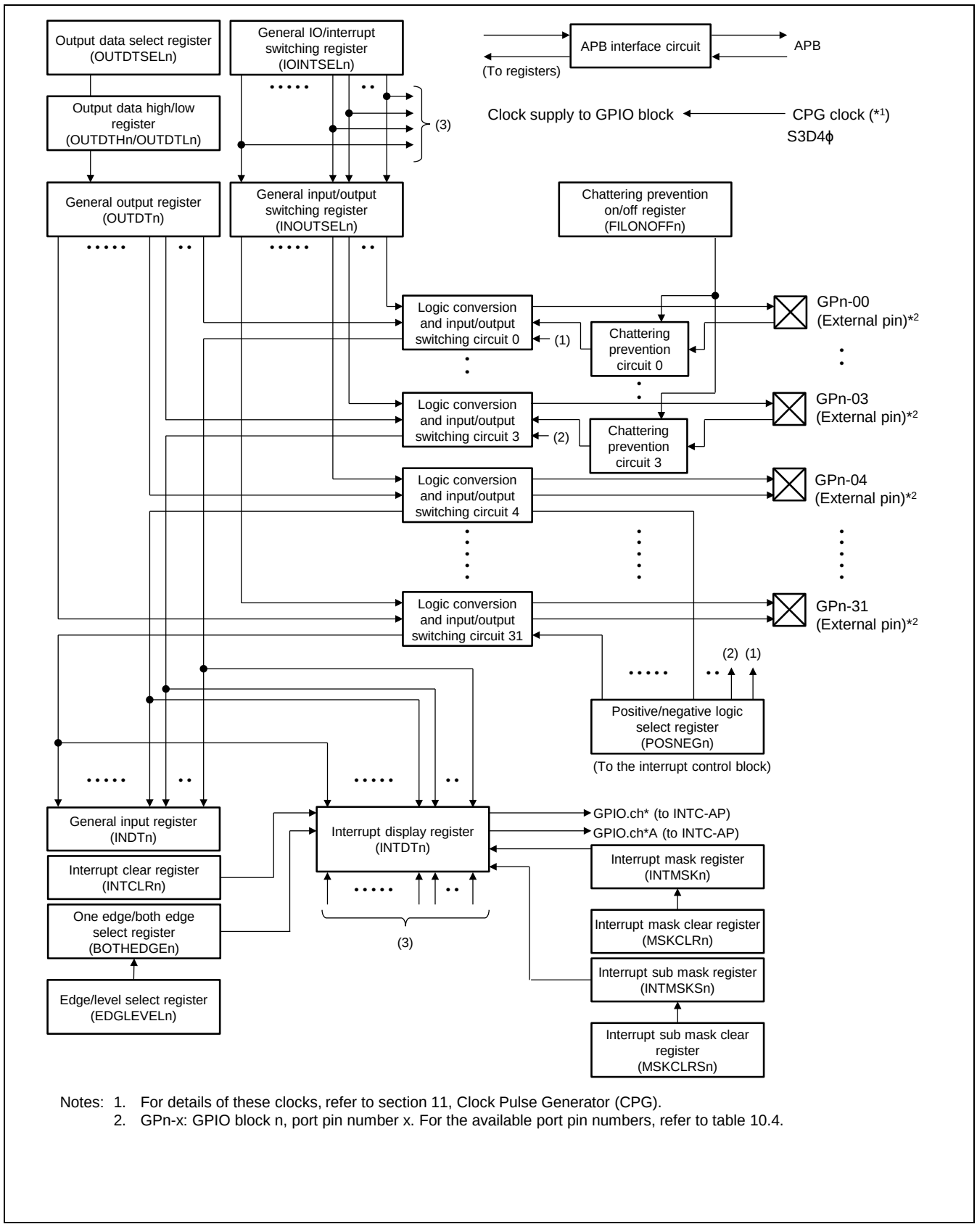
RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

10.1 Overview

10.1.1 Features

The second generation RZ/G series products have up to eight GPIO blocks (RZ/G2E series product has up to seven GPIO blocks), each of which is a functional block that supports up to 32 port pins for general input/output and interrupt input. (A maximum of 156 ports pins for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2N, and 132 ports pins for RZ/G2E in total can be used. Note that the port pins are multiplexed.) When the relevant register is written to, a signal is output via the corresponding general output port pin. When a signal is input via the general input port pin, the corresponding register indicates the value of the input signal; specifically, when an interrupt is input via a general port pin, the relevant register indicates that it is currently receiving an interrupt input, and an interrupt is also requested to the CPU core via the interrupt control block. The functions (modes) can be assigned to each port pin as desired by some setting the corresponding registers. It is also possible to select the signal polarity (positive or negative logic) and the interrupt detection condition (one edge/both edge or level) for each port. In this LSI, general output data mode of GPIO can be set in normal mode (outputting data as normal) or high/low level data output mode. Particularly, a filtering function to prevent external chattering is also available for port pins 0 to 3 in input modes for each GPIO block. Module clock is S3D4ϕ for all channels.

10.1.2 Block Diagram



Notes: 1. For details of these clocks, refer to section 11, Clock Pulse Generator (CPG).
2. GPn-x: GPIO block n, port pin number x. For the available port pin numbers, refer to table 10.4.

Figure 10.1 GPIO Block Configuration (1)

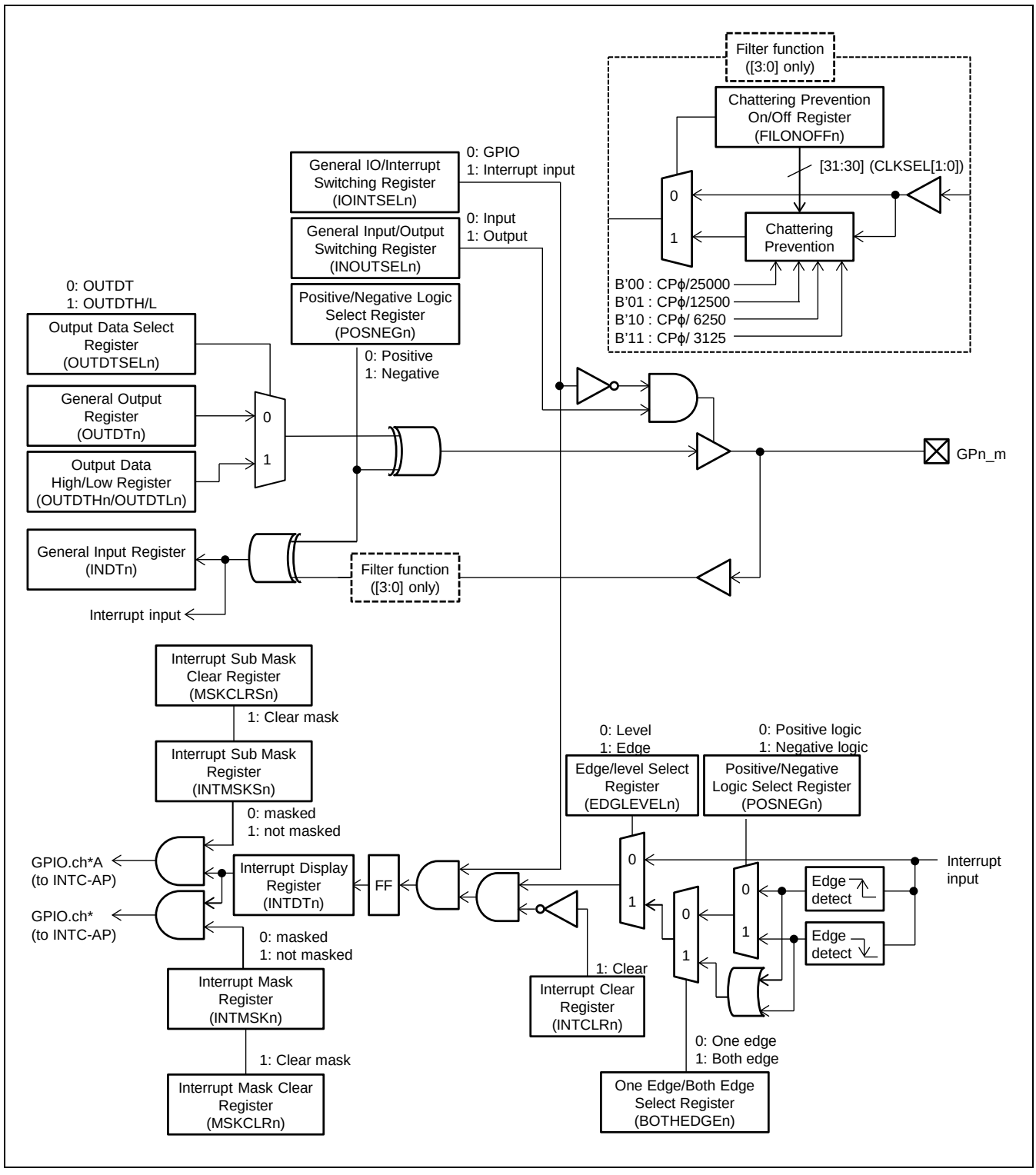


Figure 10.2 GPIO Block Configuration (2)

10.1.3 External Pins

Table 10.1 shows the pin configuration of the GPIO.

Table 10.1 Pin Configuration

				Second Generation RZ/G Series Products			
	I/O	Function	Descriptions	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
GP0_00 to GP7_03	I/O	IO/interrupt input ports	General input/output and interrupt input	√	√	√	—
GP0_00 to GP6_13	I/O	IO/interrupt input ports	General input/output and interrupt input	—	—	—	√

10.1.4 Register Configuration

Each GPIO block incorporates seventeen 32-bit registers. These registers can be accessed via the APB interface. Table 10.2 describes all the GPIO block registers.

Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined.

Table 10.2 Register Configuration

						Second Generation RZ/G Series Products			
Register Name	Abbreviation	R/W	Value after Power-On Reset	Address	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
General IO/interrupt switching register 0	IOINTSEL0	R/W	H'0000_0000	H'E605_0000	32	√	√	√	√
General input/output switching register 0	INOUTSEL0	R/W	H'0000_0000	H'E605_0004	32	√	√	√	√
General output register 0	OUTDT0	R/W	H'0000_0000	H'E605_0008	32	√	√	√	√
General input register 0	INDT0	R	State of the port pins	H'E605_000C	32	√	√	√	√
Interrupt display register 0	INTDT0	R	H'0000_0000	H'E605_0010	32	√	√	√	√
Interrupt clear register 0	INTCLR0	W	H'0000_0000	H'E605_0014	32	√	√	√	√
Interrupt mask register 0	INTMSK0	R/W	H'0000_0000	H'E605_0018	32	√	√	√	√
Interrupt mask clear register 0	MSKCLR0	W	H'0000_0000	H'E605_001C	32	√	√	√	√
Positive/negative logic select register 0	POSNEG0	R/W	H'0000_0000	H'E605_0020	32	√	√	√	√
Edge/level select register 0	EDGLEVEL0	R/W	H'0000_0000	H'E605_0024	32	√	√	√	√
Chattering prevention on/off register 0	FILONOFF0	R/W	H'0000_0000	H'E605_0028	32	√	√	√	√
Interrupt sub mask register 0	INTMSKS0	R/W	H'0000_0000	H'E605_0038	32	√	√	√	√

Register Name	Abbreviation	R/W	Value after Power-On Reset	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Interrupt sub mask clear register 0	MSKCLRS0	W	H'0000_0000	H'E605_003C	32	√	√	√	√
Output data select register 0	OUTDTSEL0	R/W	H'0000_0000	H'E605_0040	32	√	√	√	√
Output data high register 0	OUTDTH0	R/W	H'0000_0000	H'E605_0044	32	√	√	√	√
Output data low register 0	OUTDTL0	R/W	H'0000_0000	H'E605_0048	32	√	√	√	√
One edge/both edge select register 0	BOTHEDGE0	R/W	H'0000_0000	H'E605_004C	32	√	√	√	√
General IO/interrupt switching register 1	IOINTSEL1	R/W	H'0000_0000	H'E605_1000	32	√	√	√	√
General input/output switching register 1	INOUTSEL1	R/W	H'0000_0000	H'E605_1004	32	√	√	√	√
General output register 1	OUTDT1	R/W	H'0000_0000	H'E605_1008	32	√	√	√	√
General input register 1	INDT1	R	State of the port pins	H'E605_100C	32	√	√	√	√
Interrupt display register 1	INTDT1	R	H'0000_0000	H'E605_1010	32	√	√	√	√
Interrupt clear register 1	INTCLR1	W	H'0000_0000	H'E605_1014	32	√	√	√	√
Interrupt mask register 1	INTMSK1	R/W	H'0000_0000	H'E605_1018	32	√	√	√	√
Interrupt mask clear register 1	MSKCLR1	W	H'0000_0000	H'E605_101C	32	√	√	√	√
Positive/negative logic select register 1	POSNEG1	R/W	H'0000_0000	H'E605_1020	32	√	√	√	√
Edge/level select register 1	EDGLEVEL1	R/W	H'0000_0000	H'E605_1024	32	√	√	√	√
Chattering prevention on/off register 1	FILONOFF1	R/W	H'0000_0000	H'E605_1028	32	√	√	√	√
Interrupt sub mask register 1	INTMSKS1	R/W	H'0000_0000	H'E605_1038	32	√	√	√	√
Interrupt sub mask clear register 1	MSKCLRS1	W	H'0000_0000	H'E605_103C	32	√	√	√	√
Output data select register 1	OUTDTSEL1	R/W	H'0000_0000	H'E605_1040	32	√	√	√	√
Output data high register 1	OUTDTH1	R/W	H'0000_0000	H'E605_1044	32	√	√	√	√
Output data low register 1	OUTDTL1	R/W	H'0000_0000	H'E605_1048	32	√	√	√	√
One edge/both edge select register 1	BOTHEDGE1	R/W	H'0000_0000	H'E605_104C	32	√	√	√	√
General IO/interrupt switching register 2	IOINTSEL2	R/W	H'0000_0000	H'E605_2000	32	√	√	√	√
General input/output switching register 2	INOUTSEL2	R/W	H'0000_0000	H'E605_2004	32	√	√	√	√
General output register 2	OUTDT2	R/W	H'0000_0000	H'E605_2008	32	√	√	√	√
General input register 2	INDT2	R	State of the port pins	H'E605_200C	32	√	√	√	√
Interrupt display register 2	INTDT2	R	H'0000_0000	H'E605_2010	32	√	√	√	√
Interrupt clear register 2	INTCLR2	W	H'0000_0000	H'E605_2014	32	√	√	√	√
Interrupt mask register 2	INTMSK2	R/W	H'0000_0000	H'E605_2018	32	√	√	√	√
Interrupt mask clear register 2	MSKCLR2	W	H'0000_0000	H'E605_201C	32	√	√	√	√

Register Name	Abbreviation	R/W	Value after Power-On Reset	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Positive/negative logic select register 2	POSNEG2	R/W	H'0000_0000	H'E605_2020	32	√	√	√	√
Edge/level select register 2	EDGLEVEL2	R/W	H'0000_0000	H'E605_2024	32	√	√	√	√
Chattering prevention on/off register 2	FILONOFF2	R/W	H'0000_0000	H'E605_2028	32	√	√	√	√
Interrupt sub mask register 2	INTMSKS2	R/W	H'0000_0000	H'E605_2038	32	√	√	√	√
Interrupt sub mask clear register 2	MSKCLRS2	W	H'0000_0000	H'E605_203C	32	√	√	√	√
Output data select register 2	OUTDTSEL2	R/W	H'0000_0000	H'E605_2040	32	√	√	√	√
Output data high register 2	OUTDTH2	R/W	H'0000_0000	H'E605_2044	32	√	√	√	√
Output data low register 2	OUTDTL2	R/W	H'0000_0000	H'E605_2048	32	√	√	√	√
One edge/both edge select register 2	BOTHEDGE2	R/W	H'0000_0000	H'E605_204C	32	√	√	√	√
General IO/interrupt switching register 3	IOINTSEL3	R/W	H'0000_0000	H'E605_3000	32	√	√	√	√
General input/output switching register 3	INOUTSEL3	R/W	H'0000_0000	H'E605_3004	32	√	√	√	√
General output register 3	OUTDT3	R/W	H'0000_0000	H'E605_3008	32	√	√	√	√
General input register 3	INDT3	R	State of the port pins	H'E605_300C	32	√	√	√	√
Interrupt display register 3	INTDT3	R	H'0000_0000	H'E605_3010	32	√	√	√	√
Interrupt clear register 3	INTCLR3	W	H'0000_0000	H'E605_3014	32	√	√	√	√
Interrupt mask register 3	INTMSK3	R/W	H'0000_0000	H'E605_3018	32	√	√	√	√
Interrupt mask clear register 3	MSKCLR3	W	H'0000_0000	H'E605_301C	32	√	√	√	√
Positive/negative logic select register 3	POSNEG3	R/W	H'0000_0000	H'E605_3020	32	√	√	√	√
Edge/level select register 3	EDGLEVEL3	R/W	H'0000_0000	H'E605_3024	32	√	√	√	√
Chattering prevention on/off register 3	FILONOFF3	R/W	H'0000_0000	H'E605_3028	32	√	√	√	√
Interrupt sub mask register 3	INTMSKS3	R/W	H'0000_0000	H'E605_3038	32	√	√	√	√
Interrupt sub mask clear register 3	MSKCLRS3	W	H'0000_0000	H'E605_303C	32	√	√	√	√
Output data select register 3	OUTDTSEL3	R/W	H'0000_0000	H'E605_3040	32	√	√	√	√
Output data high register 3	OUTDTH3	R/W	H'0000_0000	H'E605_3044	32	√	√	√	√
Output data low register 3	OUTDTL3	R/W	H'0000_0000	H'E605_3048	32	√	√	√	√
One edge/both edge select register 3	BOTHEDGE3	R/W	H'0000_0000	H'E605_304C	32	√	√	√	√
General IO/interrupt switching register 4	IOINTSEL4	R/W	H'0000_0000	H'E605_4000	32	√	√	√	√
General input/output switching register 4	INOUTSEL4	R/W	H'0000_0000	H'E605_4004	32	√	√	√	√
General output register 4	OUTDT4	R/W	H'0000_0000	H'E605_4008	32	√	√	√	√
General input register 4	INDT4	R	State of the port pins	H'E605_400C	32	√	√	√	√

Register Name	Abbreviation	R/W	Value after Power-On Reset	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Interrupt display register 4	INTDT4	R	H'0000_0000	H'E605_4010	32	√	√	√	√
Interrupt clear register 4	INTCLR4	W	H'0000_0000	H'E605_4014	32	√	√	√	√
Interrupt mask register 4	INTMSK4	R/W	H'0000_0000	H'E605_4018	32	√	√	√	√
Interrupt mask clear register 4	MSKCLR4	W	H'0000_0000	H'E605_401C	32	√	√	√	√
Positive/negative logic select register 4	POSNEG4	R/W	H'0000_0000	H'E605_4020	32	√	√	√	√
Edge/level select register 4	EDGLEVEL4	R/W	H'0000_0000	H'E605_4024	32	√	√	√	√
Chattering prevention on/off register 4	FILONOFF4	R/W	H'0000_0000	H'E605_4028	32	√	√	√	√
Interrupt sub mask register 4	INTMSKS4	R/W	H'0000_0000	H'E605_4038	32	√	√	√	√
Interrupt sub mask clear register 4	MSKCLRS4	W	H'0000_0000	H'E605_403C	32	√	√	√	√
Output data select register 4	OUTDTSEL4	R/W	H'0000_0000	H'E605_4040	32	√	√	√	√
Output data high register 4	OUTDTH4	R/W	H'0000_0000	H'E605_4044	32	√	√	√	√
Output data low register 4	OUTDTL4	R/W	H'0000_0000	H'E605_4048	32	√	√	√	√
One edge/both edge select register 4	BOTHEDGE4	R/W	H'0000_0000	H'E605_404C	32	√	√	√	√
General IO/interrupt switching register 5	IOINTSEL5	R/W	H'0000_0000	H'E605_5000	32	√	√	√	√
General input/output switching register 5	INOUTSEL5	R/W	H'0000_0000	H'E605_5004	32	√	√	√	√
General output register 5	OUTDT5	R/W	H'0000_0000	H'E605_5008	32	√	√	√	√
General input register 5	INDT5	R	State of the port pins	H'E605_500C	32	√	√	√	√
Interrupt display register 5	INTDT5	R	H'0000_0000	H'E605_5010	32	√	√	√	√
Interrupt clear register 5	INTCLR5	W	H'0000_0000	H'E605_5014	32	√	√	√	√
Interrupt mask register 5	INTMSK5	R/W	H'0000_0000	H'E605_5018	32	√	√	√	√
Interrupt mask clear register 5	MSKCLR5	W	H'0000_0000	H'E605_501C	32	√	√	√	√
Positive/negative logic select register 5	POSNEG5	R/W	H'0000_0000	H'E605_5020	32	√	√	√	√
Edge/level select register 5	EDGLEVEL5	R/W	H'0000_0000	H'E605_5024	32	√	√	√	√
Chattering prevention on/off register 5	FILONOFF5	R/W	H'0000_0000	H'E605_5028	32	√	√	√	√
Interrupt sub mask register 5	INTMSKS5	R/W	H'0000_0000	H'E605_5038	32	√	√	√	√
Interrupt sub mask clear register 5	MSKCLRS5	W	H'0000_0000	H'E605_503C	32	√	√	√	√
Output data select register 5	OUTDTSEL5	R/W	H'0000_0000	H'E605_5040	32	√	√	√	√
Output data high register 5	OUTDTH5	R/W	H'0000_0000	H'E605_5044	32	√	√	√	√
Output data low register 5	OUTDTL5	R/W	H'0000_0000	H'E605_5048	32	√	√	√	√
One edge/both edge select register 5	BOTHEDGE5	R/W	H'0000_0000	H'E605_504C	32	√	√	√	√

Register Name	Abbreviation	R/W	Value after Power-On Reset	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
General IO/interrupt switching register 6	IOINTSEL6	R/W	H'0000_0000	H'E605_5400	32	√	√	√	√
General input/output switching register 6	INOUTSEL6	R/W	H'0000_0000	H'E605_5404	32	√	√	√	√
General output register 6	OUTDT6	R/W	H'0000_0000	H'E605_5408	32	√	√	√	√
General input register 6	INDT6	R	State of the port pins	H'E605_540C	32	√	√	√	√
Interrupt display register 6	INTDT6	R	H'0000_0000	H'E605_5410	32	√	√	√	√
Interrupt clear register 6	INTCLR6	W	H'0000_0000	H'E605_5414	32	√	√	√	√
Interrupt mask register 6	INTMSK6	R/W	H'0000_0000	H'E605_5418	32	√	√	√	√
Interrupt mask clear register 6	MSKCLR6	W	H'0000_0000	H'E605_541C	32	√	√	√	√
Positive/negative logic select register 6	POSNEG6	R/W	H'0000_0000	H'E605_5420	32	√	√	√	√
Edge/level select register 6	EDGLEVEL6	R/W	H'0000_0000	H'E605_5424	32	√	√	√	√
Chattering prevention on/off register 6	FILONOFF6	R/W	H'0000_0000	H'E605_5428	32	√	√	√	√
Interrupt sub mask register 6	INTMSKS6	R/W	H'0000_0000	H'E605_5438	32	√	√	√	√
Interrupt sub mask clear register 6	MSKCLRS6	W	H'0000_0000	H'E605_543C	32	√	√	√	√
Output data select register 6	OUTDTSEL6	R/W	H'0000_0000	H'E605_5440	32	√	√	√	√
Output data high register 6	OUTDTH6	R/W	H'0000_0000	H'E605_5444	32	√	√	√	√
Output data low register 6	OUTDTL6	R/W	H'0000_0000	H'E605_5448	32	√	√	√	√
One edge/both edge select register 6	BOTHEDGE6	R/W	H'0000_0000	H'E605_544C	32	√	√	√	√
General IO/interrupt switching register 7	IOINTSEL7	R/W	H'0000_0000	H'E605_5800	32	√	√	√	—
General input/output switching register 7	INOUTSEL7	R/W	H'0000_0000	H'E605_5804	32	√	√	√	—
General output register 7	OUTDT7	R/W	H'0000_0000	H'E605_5808	32	√	√	√	—
General input register 7	INDT7	R	State of the port pins	H'E605_580C	32	√	√	√	—
Interrupt display register 7	INTDT7	R	H'0000_0000	H'E605_5810	32	√	√	√	—
Interrupt clear register 7	INTCLR7	W	H'0000_0000	H'E605_5814	32	√	√	√	—
Interrupt mask register 7	INTMSK7	R/W	H'0000_0000	H'E605_5818	32	√	√	√	—
Interrupt mask clear register 7	MSKCLR7	W	H'0000_0000	H'E605_581C	32	√	√	√	—
Positive/negative logic select register 7	POSNEG7	R/W	H'0000_0000	H'E605_5820	32	√	√	√	—
Edge/level select register 7	EDGLEVEL7	R/W	H'0000_0000	H'E605_5824	32	√	√	√	—
Chattering prevention on/off register 7	FILONOFF7	R/W	H'0000_0000	H'E605_5828	32	√	√	√	—
Interrupt sub mask register 7	INTMSKS7	R/W	H'0000_0000	H'E605_5838	32	√	√	√	—
Interrupt sub mask clear register 7	MSKCLRS7	W	H'0000_0000	H'E605_583C	32	√	√	√	—

Register Name	Abbreviation	R/W	Value after Power-On Reset	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Output data select register 7	OUTDTSEL7	R/W	H'0000_0000	H'E605_5840	32	√	√	√	—
Output data high register 7	OUTDTH7	R/W	H'0000_0000	H'E605_5844	32	√	√	√	—
Output data low register 7	OUTDTL7	R/W	H'0000_0000	H'E605_5848	32	√	√	√	—
One edge/both edge select register 7	BOTHEDGE7	R/W	H'0000_0000	H'E605_584C	32	√	√	√	—

10.1.5 Connected Module

Table 10.3 Connected module

Module name	Connected module name	Function of connected module
GPIO	AP-System Core	Access the Registers
	CPG	Output clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-AP	Control to interrupt

10.2 Register Description

10.2.1 General IO/Interrupt Switching Register n (IOINTSEL0 to IOINTSELn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

IOINTSEL selects either general input/output mode or interrupt input mode for each of the port pins 0 to 31 of the GPIO block. When general input/output mode is selected for a port, it is also necessary to select either input or output mode for the port using the corresponding bit in the general input/output switching register. When interrupt input mode is selected for a port, the setting of the general input/output switching register for the port is ignored.

[Hardware default value: H'0000_0000 = general input/output mode is selected for all the ports.]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IOINTSEL[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IOINTSEL[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	IOINTSEL [31:0]	H'0000_0000	R/W	Selects either general input/output mode or interrupt input mode for each port using the bits corresponding to the port numbers. 0: General input/output mode. 1: Interrupt input mode.

Note: Unused bits should be set to the initial values.

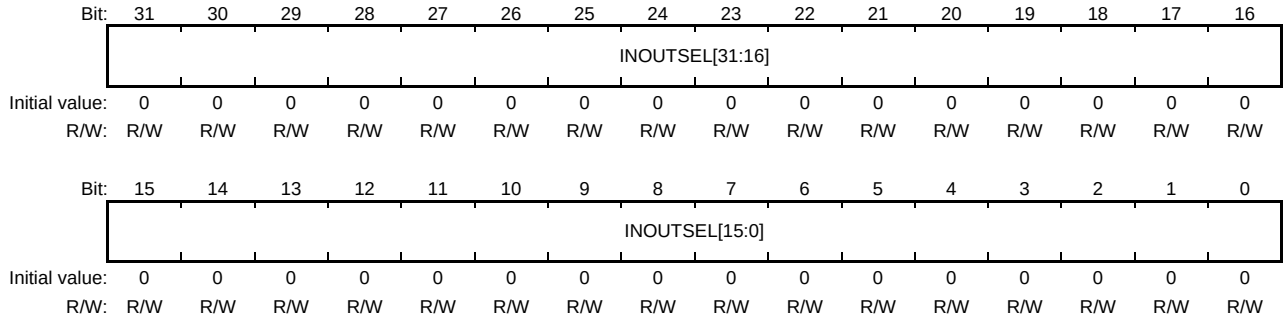
10.2.2 General Input/Output Switching Register n (INOUTSEL0 to INOUTSELn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

INOUTSEL is valid only for the ports for which general input/output mode is selected by the general IO/interrupt switching register. Specifically, INOUTSEL selects either general input or general output mode for a port using the bit corresponding to the port number. The INOUTSEL bits can be written to only when the corresponding bits in the general IO/interrupt switching register are 0. Note that after general input/output mode is changed to interrupt input mode, INOUTSEL retains the setting but is read as 0.

[Hardware default value: H'0000_0000 = general input mode is selected for all the ports.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	INOUTSEL [31:0]	H'0000_0000	R/W	Selects either general input mode or general output mode for each port using the bits corresponding to the port numbers. 0: General input mode 1: General output mode

Note: Unused bits should be set to the initial values.

10.2.3 General Output Register n (OUTDT0 to OUTDTn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

OUTDT is valid only for the ports for which general input/output mode is selected by the general IO/interrupt switching register and then general output mode is selected by the general input/output switching register. Specifically, the value of the bit in OUTDT corresponding to the port number is inverted or not inverted depending on the setting of the positive/negative logic select register before being output from the corresponding port pin. Note that the polarity of the output signal should previously be set using the corresponding bit in the positive/negative logic select register. This register must be set after the output data select register is appropriately set to choose level of output data.

[Hardware default value: H'0000_0000 = 0 is output from all the ports.]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OUTDT[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OUTDT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	OUTDT[31:0]	H'0000_0000	R/W	Allows the port to output the value set in the bit corresponding to the port number when the port is appropriately set by IOINTSEL0 to IOINTSELn, INOUTSEL0 to INOUTSELn and OUTDTSEL0 to OUTDTSELn. 0: 0 is output. 1: 1 is output.

Note: The values set in OUTDT are not directly output from the GPIO pins; the above set values are processed according to the settings of the positive/negative logic select register before being output.
Unused bits should be set to the initial values.
About write of output data: Output data can be selected exclusively of OUTDT or OUTDTH / OUTDTL, based on OUTDTSEL setting.
About read of output data: Either of OUTDT and OUTDTH / OUTDTL read as the actual output data.

10.2.4 General Input Register n (INDT0 to INDTn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

INDT is a register that can read the status of General-Purpose Input / Output Ports.

Each bit reflects the value received through the corresponding port pin.

Note that when a bit in the positive/negative logic select register is 1, the corresponding bit in INDT indicates the inverted value of the input signal.

[Hardware default value: state of the signals input to the port pins.]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	INDT[31:16]															
Initial value:	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	INDT[15:0]															
Initial value:	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	INDT[31:0]	*	R	Each bit reflects the value received through the corresponding port pin. 0: Input is 0. (assuming positive logic) 1: Input is 1. (assuming positive logic)

Note: Unused bits should be set to the initial values.
* State of the signals input to the port pins.

10.2.5 Interrupt Display Register n (INTDT0 to INTDTn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

INTDT is valid only when interrupt input mode is selected by the general IO/interrupt switching register. Specifically, when an interrupt is input via a port pin when INTDT is valid, the bit in INTDT corresponding to the port indicates whether the port has received an interrupt input or not. In interrupt input mode, the polarity and detection conditions (one edge/both edge or level) of the external input signal can be set for each port pin. Before using a port pin for interrupt input, the corresponding bits in the positive/negative logic select register and edge/level select register (one edge/both edge register should be appropriately configured if edge detection mode is selected) should be set, respectively.

If a port is set for edge detection using the corresponding bit in the edge/level select register, even when an external pulse interrupt signal is input, the corresponding bit in INTDT holds the input using the FF and allows the level interrupt signal to be output to the interrupt control block.

To stop all the interrupt signal outputs, all the bits in the interrupt clear register corresponding to the bits in INTDT currently indicating the reception of the corresponding interrupt signals should be cleared to 0. Note that if a port is set for level detection using the corresponding bit in the edge/level select register and an external level interrupt signal is input, the corresponding bit in INTDT does not use the FF to hold the input. Therefore, when an external input signal is stopped, the corresponding bit in INTDT is cleared automatically. When all the bits in INTDT are turned off (= 0), the GPIO stops outputting all the interrupt signals.

[Hardware default value: H’0000_0000 = no interrupt signals are input from ports.]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	INTDT[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	INTDT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	INTDT[31:0]	H’0000_0000	R	Each bit indicates the input of an interrupt signal on the corresponding port pin. 0: No interrupt signal has been input. 1: Interrupt signal has been input.

Conditions of Indicating Interrupt Input:

1. For level-sensitive interrupt input (EDGLEVEL = 0)
   — External input signals are constantly monitored and indicated. (When the negative logic is selected, the inverted value of the external input signal is indicated.)
2. For edge-sensitive interrupt input (EDGLEVEL = 1)
   — Clearing condition: When the interrupt clear register is cleared, indication is cleared regardless of the positive/negative logic select register.

— Setting condition: With the positive logic (POSNEG = 0), when the rising edge of an external interrupt signal is detected, the interrupt input is indicated. With the negative logic (POSNEG = 1), when the falling edge is detected, the interrupt input is indicated. With both edge mode (BOTHEDGE = 1), when either the rising or falling edge, the interrupt input is indicated.

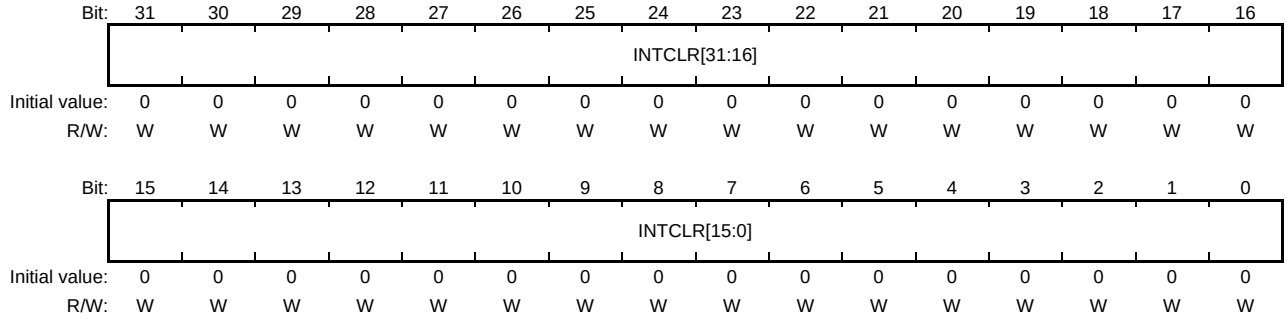
10.2.6 Interrupt Clear Register n (INTCLR0 to INTCLRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

When the interrupt display register is currently indicates the reception of the interrupt input on the port for which the edge detection is selected by the edge/level select register (with configuring for one edge/both edge select register) in interrupt input mode, INTCLR clears the indication. Specifically, writing 1 to the bits in INTCLR corresponding to port numbers can clear the corresponding bits in the interrupt display register. However, when the interrupt display register is currently indicates the reception of the interrupt input on the port for which the level detection is selected by the edge/level select register, writing 1 to the corresponding bits in INTCLR cannot clear the corresponding bits in the interrupt display register. Only writing 1 to INTCLR is effective; INTCLR is always read as 0.

[Hardware default value: H'0000_0000 = interrupt indication is cleared for no ports.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	INTCLR [31:0]	H'0000_0000	W	Writing 1 to bits corresponding to port numbers clears the corresponding bits in the interrupt display register. 0: No effect 1: Interrupt display register bit is cleared.

Note: Unused bits should be set to the initial values.

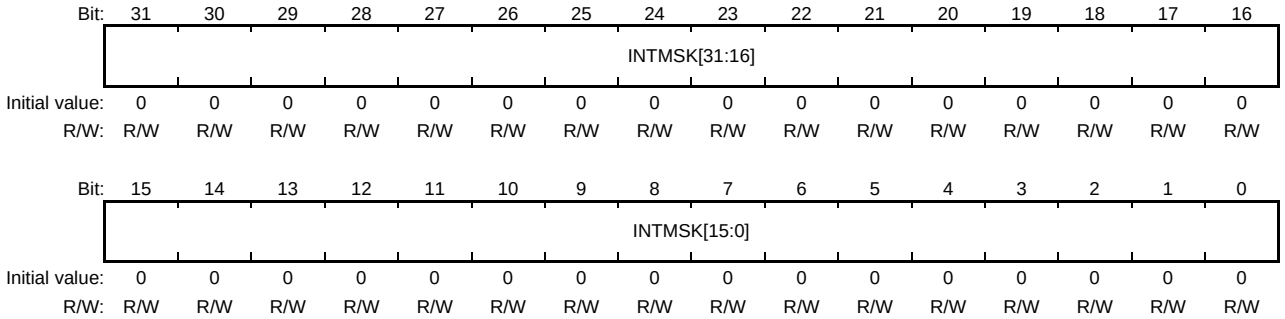
10.2.7 Interrupt Mask Register n (INTMSK0 to INTMSKn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]
* 0 to 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], 0 to 6 [RZ/G2E]

INTMSK masks the interrupt requests indicated by the interrupt display register of GPIO.ch*. Interrupts can be separately masked using the corresponding bits in INTMSK. When all the bits currently indicating the reception of the interrupt signals are masked, no interrupt signals are output to the interrupt control block. Masks can be canceled by writing 1 to the corresponding bits in the interrupt mask clear register. Only writing 0 to this register is effective.

[Hardware default value: H'0000_0000 = all the ports are masked.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	INTMSK [31:0]	H'0000_0000	R/W	Setting a mask to the bit disables the corresponding interrupt signal to be output to the interrupt control block. 0: Interrupt is masked. 1: Interrupt is not masked.

Note: Unused bits should be set to the initial values.

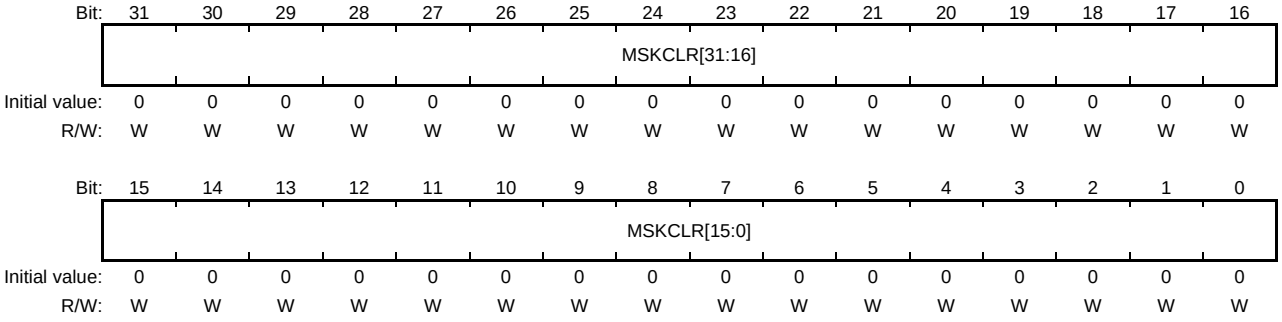
10.2.8 Interrupt Mask Clear Register n (MSKCLR0 to MSKCLRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]
* 0 to 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], 0 to 6 [RZ/G2E]

MSKCLR cancels masks that are set by the interrupt mask register of GPIO.ch*. Each mask can be canceled (cleared) by writing 1 to the corresponding bit in MSKCLR. Only writing 1 to MSKCLR is effective; MSKCLR is always read as 0.

[Hardware default value: H'0000_0000 = interrupt masks are cleared for no ports.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MSKCLR [31:0]	H'0000_0000	W	Setting a mask to the bit disables the corresponding interrupt signal to be output to the interrupt control block. 0: No effect 1: Interrupt is not masked.

Note: Unused bits should be set to the initial values. (When GPIO is not selected by the pin multiplex settings, do not cancel the interrupt mask.)

10.2.9 Positive/Negative Logic Select Register n (POSNEG0 to POSNEGn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

POSNEG selects the polarity (positive or negative logic) of each port pin in general input mode, general output mode, or interrupt input mode. POSNEG should be set before mode selection.

[Hardware default value: H'0000_0000 = positive logic is selected for all the ports.]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	POSNEG[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	POSNEG[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	POSNEG [31:0]	H'0000_0000	R/W	Selects the polarity (positive or negative logic) of each port pin. 0: Positive logic 1: Negative logic

Note: Unused bits should be set to the initial values.

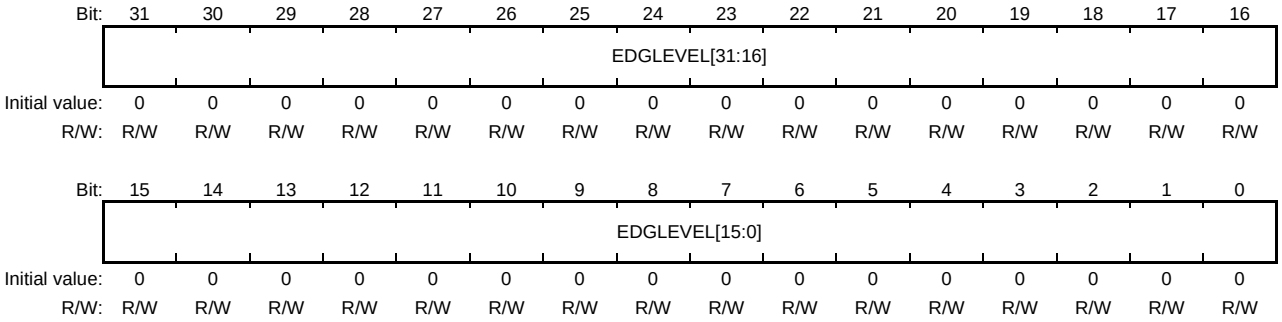
10.2.10 Edge/level Select Register n (EDGLEVEL0 to EDGLEVELn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

EDGLEVEL is valid only for the ports for which interrupt input mode is selected by the general IO/interrupt switching register. Specifically, EDGLEVEL selects the detection conditions (edge or level) of the interrupt input signal on each port pin for which interrupt input mode is selected. EDGLEVEL should be set before selection of interrupt input mode.

[Hardware default value: H'0000_0000 = level detection is selected for all the ports.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EDGLEVEL [31:0]	H'0000_0000	R/W	Selects the level or edge as detection conditions of the interrupt input signal on each port pin for which interrupt input mode is selected. 0: Level 1: Edge

Note: Unused bits should be set to the initial values.

10.2.11 Chattering Prevention On/Off Register n (FILONOFF0 to FILONOFFn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Notes: 1. n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]
2. Some restrictions apply.

FILONOFF prevents chattering input to the port pins 0 to 3 of each GPIO block and controls frequency of filter clock (generated from peripheral clock S3D4ϕ) for chattering prevention function. For details, refer to section 10.3.3, Handling of Input Signals on Port Pins.

[Hardware default value: H'0000_0000 = chattering prevention function is turned off for all the ports.]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CLKSEL[1:0]		—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	FILONOFF[3:0]			
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	CLKSEL[1:0]	B'00	R/W	Filter clock frequency setting B'00: S3D4ϕ /66000. B'01: S3D4ϕ /33000. B'10: S3D4ϕ /16500. B'11: S3D4ϕ /8250.
29 to 4	—	—	R	Reserved
3 to 0	FILONOFF [3:0]	B'0000	R/W	Enables or disables the chattering prevention function. 0: Chattering prevention function is disabled. 1: Chattering prevention function is enabled. The bits FILONOFF[n] (n = 0 to 3) are used to control the port pin n.

Note: Unused bits should be set to the initial values.

10.2.12 Interrupt Sub Mask Register n (INTMSKS0 to INTMSKSn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]
* 0 to 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], 0 to 6 [RZ/G2E]

INTMSKS masks the alternative interrupt requests indicated by the interrupt display register of GPIO.ch*A. Interrupts can be separately masked using the corresponding bits in INTMSKS. When all the bits currently indicating the reception of the interrupt signals are masked, no alternative interrupt signals are output to the interrupt control block. Masks can be canceled by writing 1 to the corresponding bits in the interrupt sub mask clear register. Only writing 0 to this register is effective.

[Hardware default value: H'0000_0000 = all the ports are masked.]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	INTMSKS[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	INTMSKS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	INTMSKS [31:0]	H'0000_0000	R/W	Setting a mask to the bit disables the corresponding alternative interrupt signal to be output to the interrupt control block. 0: Interrupt is masked. 1: Interrupt is not masked.

Note: Unused bits should be set to the initial values.

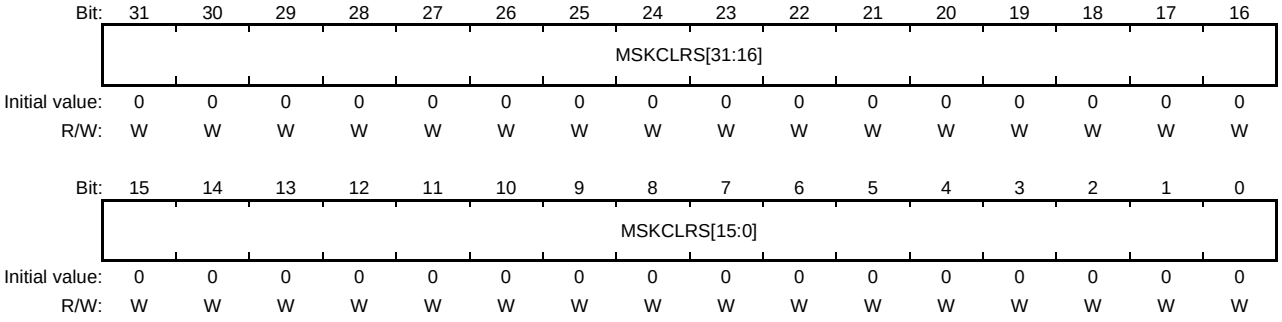
10.2.13 Interrupt Sub Mask Clear Register n (MSKCLRS0 to MSKCLRSn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]
* 0 to 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], 0 to 6 [RZ/G2E]

MSKCLRS cancels masks that are set by the interrupt sub mask register of GPIO.ch*A. Each mask can be canceled (cleared) by writing 1 to the corresponding bit in MSKCLRS. Only writing 1 to MSKCLRS is effective; MSKCLRS is always read as 0.

[Hardware default value: H'0000_0000 = alternative interrupt masks are cleared for no ports.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MSKCLRS [31:0]	H'0000_0000	W	Setting a mask to the bit disables the corresponding alternative interrupt signal to be output to the interrupt control block. 0: No effect 1: Interrupt is not masked.

Note: Unused bits should be set to the initial values. (When GPIO is not selected by the pin multiplex settings, do not cancel the alternative interrupt mask.)

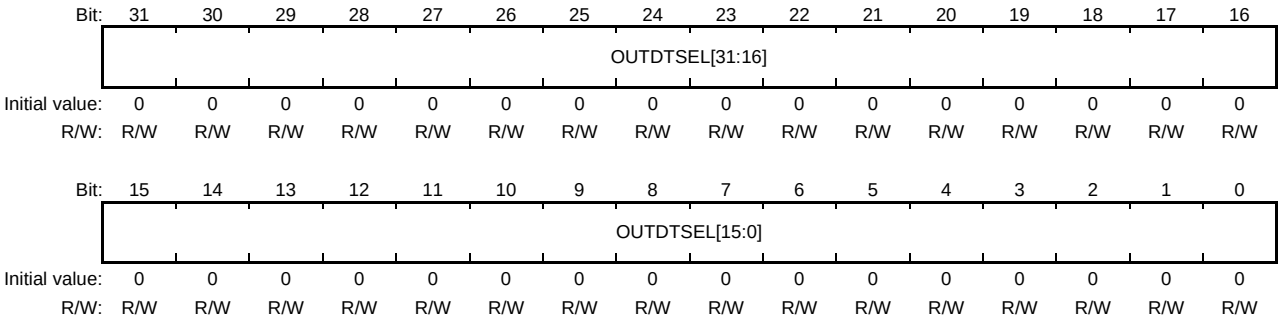
10.2.14 Output Data Select Register n (OUTDTSEL0 to OUTDTSELn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

OUTDTSEL is valid only for the ports for which general input/output mode is selected by the general IO/interrupt switching register and then general output mode is selected by the general input/output switching register. OUTDTSEL selects if OUTDT or OUTDTH/OUTDTL will be the output data of GPIO. When choosing OUTDT, configuration is performed as described in section 10.2.3, General Output Register n (OUTDT0 to OUTDTn). When choosing OUTDTH/OUTDTL, output data will be output by writing the appropriate data to the corresponding bits in OUTDTH or OUTDTL. Note that the polarity of the output signal should be previously set using the corresponding bit in the positive/negative logic select register. Furthermore, this register should be set before writing data to OUTDTH/OUTDTL registers.

[Hardware default value: H'0000_0000 = Out data register is used to output data.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	OUTDTSEL [31:0]	H'0000_0000	R/W	Choosing whether output data is output by general output register OUTDT or output data high register OUTDTH/output data low register OUTDTL. 0: General output register is used to output the data. 1: Output data high register and output data low register is used to output the data.

Note: Unused bits should be set to the initial values.

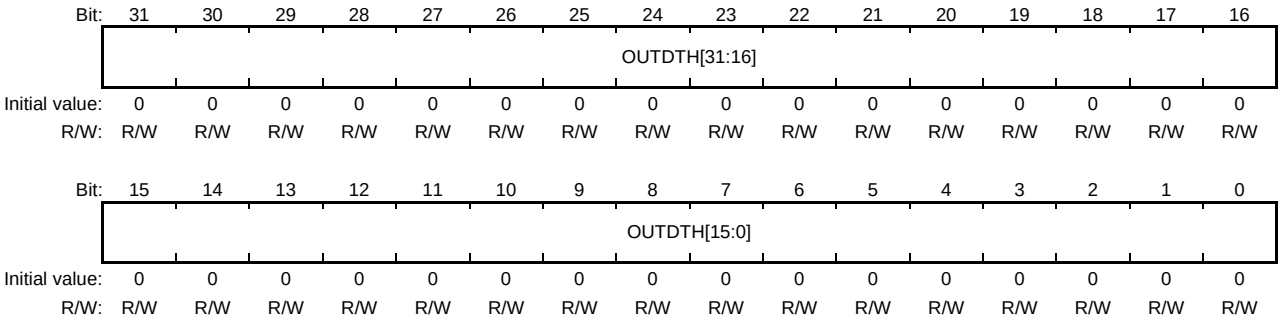
10.2.15 Output Data High Register n (OUTDTH0 to OUTDTHn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

OUTDTH is valid only for the ports for which general input/output mode is selected by the general IO/interrupt switching register and then general output mode is selected by the general input/output switching register, and the output data select register OUTDTSEL is configured to choose OUTDTH/OUTDTL register to output the data of GPIO. Only writing 1 to OUTDTH is effective. Otherwise, setting makes no changes. Reading OUTDTH returns the values of the latest data set to OUTDTH or OUTDTL right before that. Note that the polarity of the output signal should be previously set using the corresponding bit in the positive/negative logic select register. Furthermore, this register should be written and read after output data select register OUTDTSEL is set. Reading OUTDTH without appropriately configuring OUTDTSEL can return value of OUTDT register.

[Hardware default value: H'0000_0000 = 0 is output from all the ports with setting OUTDTSEL.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	OUTDTH [31:0]	H'0000_0000	R/W	Outputting high value data. 0: Invalid data. 1: Valid data.

Note: Unused bits should be set to the initial values.

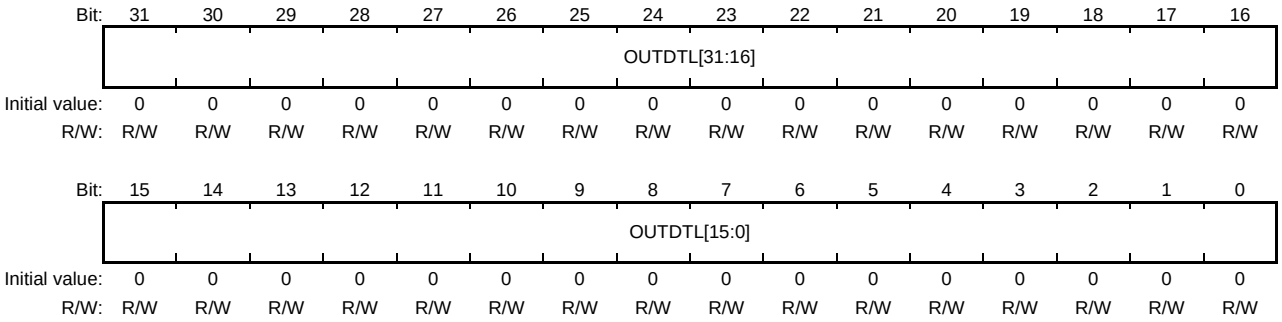
10.2.16 Output Data Low Register n (OUTDTL0 to OUTDTLn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

OUTDTL is valid only for the ports for which general input/output mode is selected by the general IO/interrupt switching register and then general output mode is selected by the general input/output switching register, and the output data select register OUTDTSEL is configured to choose OUTDTH/OUTDTL register to output the data of GPIO. Only writing 0 to OUTDTL is effective. Otherwise, setting makes no changes. Reading OUTDTL returns the values of the latest data set to OUTDTL or OUTDTH right before that. Note that the polarity of the output signal should be previously set using the corresponding bit in the positive/negative logic select register. Furthermore, this register should be written or read after output data select registers OUTDTSEL is set. Reading OUTDTH without appropriately configuring OUTDTSEL can return value of OUTDT register.

[Hardware default value: H'0000_0000 = 0 is output from all the ports with setting OUTDTSEL.]



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	OUTDTL [31:0]	H'0000_0000	R/W	Outputting low value data. 0: Valid data. 1: Invalid data.

Note: Unused bits should be set to the initial values.

10.2.17 One Edge/Both Edge Select Register n (BOTHEDGE0 to BOTHEDGEn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: n = 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 6 [RZ/G2E]

BOTHEDGE is valid only when the edge detection mode is selected by the edge/level select registers. Specially, BOTHEDGE selects the detection condition (one edge or both edges) of the interrupt input signal on each port pin for which interrupt input mode (selected by the general IO/interrupt switching registers) and edge detection mode are selected. BOTHEDGE should be set before selection of interrupt input mode.

[Hardware default value: H'0000_0000 = both edge detection mode is disabled for all the ports.]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BOTHEDGE[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BOTHEDGE[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	BOTHEDGE [31:0]	H'0000_0000	R/W	Selecting one edge or both edge detection condition of the interrupt input signal on each port pin for which interrupt input mode and edge detection mode are selected. 0: One edge. 1: Both edges.

Note: Unused bits should be set to the initial values.

10.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

10.3.1 Port Pin Specifications

Each GPIO block is provided with up to 32 port pins for general input/output and external interrupt input ports. Table 10.4 specifies these pins.

Table 10.4 Port Pin Specifications

				Applicable				
Block	**Number**	**Abbreviation**	**Name**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**	**Descriptions**
GPIO-0 Applicable registers: IOINTSEL0 INOUTSEL0 OUTDT0 INDT0 INTDT0 INTCLR0 INTMSK0 MSKCLR0 POSNEG0 EDGLEVEL0 FILONOFF0 INTMSKS0 MSKCLRS0 OUTDTSEL0 OUTDTH0 OUTDTL0 BOTHEDGE0	1	GP0_00	IO/interrupt input port A0	√	√	√	√	• Either general input/output mode or interrupt input mode can be set for each port. • In general input mode, the polarity of input signals can be set for each port. • In general output mode, the polarity of output signals can be set for each port. • In interrupt input mode, the polarity of interrupt signal can be set for each port. • In interrupt input mode, the detection conditions of interrupt signals can be set for each port.
	2	GP0_01	IO/interrupt input port A1	√	√	√	√	
	3	GP0_02	IO/interrupt input port A2	√	√	√	√	
	4	GP0_03	IO/interrupt input port A3	√	√	√	√	
	5	GP0_04	IO/interrupt input port A4	√	√	√	√	
	6	GP0_05	IO/interrupt input port A5	√	√	√	√	
	7	GP0_06	IO/interrupt input port A6	√	√	√	√	
	8	GP0_07	IO/interrupt input port A7	√	√	√	√	
	9	GP0_08	IO/interrupt input port A8	√	√	√	√	
	10	GP0_09	IO/interrupt input port A9	√	√	√	√	
	11	GP0_10	IO/interrupt input port A10	√	√	√	√	
	12	GP0_11	IO/interrupt input port A11	√	√	√	√	
	13	GP0_12	IO/interrupt input port A12	√	√	√	√	
	14	GP0_13	IO/interrupt input port A13	√	√	√	√	
	15	GP0_14	IO/interrupt input port A14	√	√	√	√	
	16	GP0_15	IO/interrupt input port A15	√	√	√	√	
	17	GP0_16	IO/interrupt input port A16	—	—	—	√	
	18	GP0_17	IO/interrupt input port A17	—	—	—	√	
	19	GP0_18	IO/interrupt input port A18	—	—	—	—	
	20	GP0_19	IO/interrupt input port A19	—	—	—	—	
	21	GP0_20	IO/interrupt input port A20	—	—	—	—	
	22	GP0_21	IO/interrupt input port A21	—	—	—	—	

Block	Number	Abbreviation	Name	Applicable: RZ/G2H	Applicable: RZ/G2M V1.3 RZ/G2M V3.0	Applicable: RZ/G2N	Applicable: RZ/G2E	Descriptions
GPIO-1 Applicable registers: IOINTSEL1 INOUTSEL1 OUTDT1 INDT1 INTDT1 INTCLR1 INTMSK1 MSKCLR1 POSNEG1 EDGLEVEL1 FILONOFF1 INTMSKS1 MSKCLRS1 OUTDTSEL1 OUTDTH1 OUTDTL1 BOTHEDGE1	23	GP1_00	IO/interrupt input port B0	√	√	√	√	• Either general input/output mode or interrupt input mode can be set for each port. • In general input mode, the polarity of input signals can be set for each port. • In general output mode, the polarity of output signals can be set for each port. • In interrupt input mode, the polarity of interrupt signal can be set for each port. • In interrupt input mode, the detection conditions of interrupt signals can be set for each port.
	24	GP1_01	IO/interrupt input port B1	√	√	√	√	
	25	GP1_02	IO/interrupt input port B2	√	√	√	√	
	26	GP1_03	IO/interrupt input port B3	√	√	√	√	
	27	GP1_04	IO/interrupt input port B4	√	√	√	√	
	28	GP1_05	IO/interrupt input port B5	√	√	√	√	
	29	GP1_06	IO/interrupt input port B6	√	√	√	√	
	30	GP1_07	IO/interrupt input port B7	√	√	√	√	
	31	GP1_08	IO/interrupt input port B8	√	√	√	√	
	32	GP1_09	IO/interrupt input port B9	√	√	√	√	
	33	GP1_10	IO/interrupt input port B10	√	√	√	√	
	34	GP1_11	IO/interrupt input port B11	√	√	√	√	
	35	GP1_12	IO/interrupt input port B12	√	√	√	√	
	36	GP1_13	IO/interrupt input port B13	√	√	√	√	
	37	GP1_14	IO/interrupt input port B14	√	√	√	√	
	38	GP1_15	IO/interrupt input port B15	√	√	√	√	
	39	GP1_16	IO/interrupt input port B16	√	√	√	√	
	40	GP1_17	IO/interrupt input port B17	√	√	√	√	
	41	GP1_18	IO/interrupt input port B18	√	√	√	√	
	42	GP1_19	IO/interrupt input port B19	√	√	√	√	
	43	GP1_20	IO/interrupt input port B20	√	√	√	√	
	44	GP1_21	IO/interrupt input port B21	√	√	√	√	
	45	GP1_22	IO/interrupt input port B22	√	√	√	√	
	46	GP1_23	IO/interrupt input port B23	√	√	√	—	
	47	GP1_24	IO/interrupt input port B24	√	√	√	—	
	48	GP1_25	IO/interrupt input port B25	√	√	√	—	
	49	GP1_26	IO/interrupt input port B26	√	√	√	—	
	50	GP1_27	IO/interrupt input port B27	√	√	√	—	
	51	GP1_28	IO/interrupt input port B28	√	√	√	—	
	52	GP1_29	IO/interrupt input port B29	—	—	—	—	
	53	GP1_30	IO/interrupt input port B30	—	—	—	—	
	54	GP1_31	IO/interrupt input port B31	—	—	—	—	

Block	Number	Abbreviation	Name	Applicable: RZ/G2H	Applicable: RZ/G2M V1.3 RZ/G2M V3.0	Applicable: RZ/G2N	Applicable: RZ/G2E	Descriptions
GPIO-2 Applicable registers: IOINTSEL2 INOUTSEL2 OUTDT2 INDT2 INTDT2 INTCLR2 INTMSK2 MSKCLR2 POSNEG2 EDGLEVEL2 FILONOFF2 INTMSKS2 MSKCLRS2 OUTDTSEL2 OUTDTH2 OUTDTL2 BOTHEDGE2	55	GP2_00	IO/interrupt input port C0	√	√	√	√	• Either general input/output mode or interrupt input mode can be set for each port. • In general input mode, the polarity of input signals can be set for each port. • In general output mode, the polarity of output signals can be set for each port. • In interrupt input mode, the polarity of interrupt signal can be set for each port. • In interrupt input mode, the detection conditions of interrupt signals can be set for each port.
	56	GP2_01	IO/interrupt input port C1	√	√	√	√	
	57	GP2_02	IO/interrupt input port C2	√	√	√	√	
	58	GP2_03	IO/interrupt input port C3	√	√	√	√	
	59	GP2_04	IO/interrupt input port C4	√	√	√	√	
	60	GP2_05	IO/interrupt input port C5	√	√	√	√	
	61	GP2_06	IO/interrupt input port C6	√	√	√	√	
	62	GP2_07	IO/interrupt input port C7	√	√	√	√	
	63	GP2_08	IO/interrupt input port C8	√	√	√	√	
	64	GP2_09	IO/interrupt input port C9	√	√	√	√	
	65	GP2_10	IO/interrupt input port C10	√	√	√	√	
	66	GP2_11	IO/interrupt input port C11	√	√	√	√	
	67	GP2_12	IO/interrupt input port C12	√	√	√	√	
	68	GP2_13	IO/interrupt input port C13	√	√	√	√	
	69	GP2_14	IO/interrupt input port C14	√	√	√	√	
	70	GP2_15	IO/interrupt input port C15	—	—	—	√	
	71	GP2_16	IO/interrupt input port C16	—	—	—	√	
	72	GP2_17	IO/interrupt input port C17	—	—	—	√	
	73	GP2_18	IO/interrupt input port C18	—	—	—	√	
	74	GP2_19	IO/interrupt input port C19	—	—	—	√	
	75	GP2_20	IO/interrupt input port C20	—	—	—	√	
	76	GP2_21	IO/interrupt input port C21	—	—	—	√	
	77	GP2_22	IO/interrupt input port C22	—	—	—	√	
	78	GP2_23	IO/interrupt input port C23	—	—	—	√	
	79	GP2_24	IO/interrupt input port C24	—	—	—	√	
	80	GP2_25	IO/interrupt input port C25	—	—	—	√	
	81	GP2_26	IO/interrupt input port C26	—	—	—	—	
	82	GP2_27	IO/interrupt input port C27	—	—	—	—	
	83	GP2_28	IO/interrupt input port C28	—	—	—	—	
	84	GP2_29	IO/interrupt input port C29	—	—	—	—	
	85	GP2_30	IO/interrupt input port C30	—	—	—	—	
	86	GP2_31	IO/interrupt input port C31	—	—	—	—	

Block	Number	Abbreviation	Name	Applicable: RZ/G2H	Applicable: RZ/G2M V1.3 RZ/G2M V3.0	Applicable: RZ/G2N	Applicable: RZ/G2E	Descriptions
GPIO-3	87	GP3_00	IO/interrupt input port D0	√	√	√	√	• Either general input/output mode or interrupt input mode can be set for each port. • In general input mode, the polarity of input signals can be set for each port. • In general output mode, the polarity of output signals can be set for each port. • In interrupt input mode, the polarity of interrupt signal can be set for each port. • In interrupt input mode, the detection conditions of interrupt signals can be set for each port.
	88	GP3_01	IO/interrupt input port D1	√	√	√	√	
Applicable registers: IOINTSEL3 INOUTSEL3 OUTDT3 INDT3 INTDT3 INTCLR3 INTMSK3 MSKCLR3 POSNEG3 EDGLEVEL3 FILONOFF3 INTMSKS3 MSKCLRS3 OUTDTSEL3 OUTDTH3 OUTDTL3 BOTHEDGE3	89	GP3_02	IO/interrupt input port D2	√	√	√	√	
	90	GP3_03	IO/interrupt input port D3	√	√	√	√	
	91	GP3_04	IO/interrupt input port D4	√	√	√	√	
	92	GP3_05	IO/interrupt input port D5	√	√	√	√	
	93	GP3_06	IO/interrupt input port D6	√	√	√	√	
	94	GP3_07	IO/interrupt input port D7	√	√	√	√	
	95	GP3_08	IO/interrupt input port D8	√	√	√	√	
	96	GP3_09	IO/interrupt input port D9	√	√	√	√	
	97	GP3_10	IO/interrupt input port D10	√	√	√	√	
	98	GP3_11	IO/interrupt input port D11	√	√	√	√	
	99	GP3_12	IO/interrupt input port D12	√	√	√	√	
	100	GP3_13	IO/interrupt input port D13	√	√	√	√	
	101	GP3_14	IO/interrupt input port D14	√	√	√	√	
	102	GP3_15	IO/interrupt input port D15	√	√	√	√	
	103	GP3_16	IO/interrupt input port D16	—	—	—	—	

Block	Number	Abbreviation	Name	Applicable: RZ/G2H	Applicable: RZ/G2M V1.3 RZ/G2M V3.0	Applicable: RZ/G2N	Applicable: RZ/G2E	Descriptions
GPIO-4	104	GP4_00	IO/interrupt input port E0	√	√	√	√	• Either general input/output mode or interrupt input mode can be set for each port. • In general input mode, the polarity of input signals can be set for each port. • In general output mode, the polarity of output signals can be set for each port. • In interrupt input mode, the polarity of interrupt signal can be set for each port. • In interrupt input mode, the detection conditions of interrupt signals can be set for each port.
	105	GP4_01	IO/interrupt input port E1	√	√	√	√	
Applicable registers: IOINTSEL4 INOUTSEL4 OUTDT4 INDT4 INTDT4 INTCLR4 INTMSK4 MSKCLR4 POSNEG4 EDGLEVEL4 FILONOFF4 INTMSKS4 MSKCLRS4 OUTDTSEL4 OUTDTH4 OUTDTL4 BOTHEDGE4	106	GP4_02	IO/interrupt input port E2	√	√	√	√	
	107	GP4_03	IO/interrupt input port E3	√	√	√	√	
	108	GP4_04	IO/interrupt input port E4	√	√	√	√	
	109	GP4_05	IO/interrupt input port E5	√	√	√	√	
	110	GP4_06	IO/interrupt input port E6	√	√	√	√	
	111	GP4_07	IO/interrupt input port E7	√	√	√	√	
	112	GP4_08	IO/interrupt input port E8	√	√	√	√	
	113	GP4_09	IO/interrupt input port E9	√	√	√	√	
	114	GP4_10	IO/interrupt input port E10	√	√	√	√	
	115	GP4_11	IO/interrupt input port E11	√	√	√	—	
	116	GP4_12	IO/interrupt input port E12	√	√	√	—	
	117	GP4_13	IO/interrupt input port E13	√	√	√	—	
	118	GP4_14	IO/interrupt input port E14	√	√	√	—	
	119	GP4_15	IO/interrupt input port E15	√	√	√	—	
	120	GP4_16	IO/interrupt input port E16	√	√	√	—	
	121	GP4_17	IO/interrupt input port E17	√	√	√	—	
	122	GP4_18	IO/interrupt input port E18	—	—	—	—	
	123	GP4_19	IO/interrupt input port E19	—	—	—	—	
	124	GP4_20	IO/interrupt input port E20	—	—	—	—	
	125	GP4_21	IO/interrupt input port E21	—	—	—	—	
	126	GP4_22	IO/interrupt input port E22	—	—	—	—	
	127	GP4_23	IO/interrupt input port E23	—	—	—	—	
	128	GP4_24	IO/interrupt input port E24	—	—	—	—	
	129	GP4_25	IO/interrupt input port E25	—	—	—	—	
	130	GP4_26	IO/interrupt input port E26	—	—	—	—	
	131	GP4_27	IO/interrupt input port E27	—	—	—	—	
	132	GP4_28	IO/interrupt input port E28	—	—	—	—	
	133	GP4_29	IO/interrupt input port E29	—	—	—	—	
	134	GP4_30	IO/interrupt input port E30	—	—	—	—	
	135	GP4_31	IO/interrupt input port E31	—	—	—	—	

Block	Number	Abbreviation	Name	Applicable: RZ/G2H	Applicable: RZ/G2M V1.3 RZ/G2M V3.0	Applicable: RZ/G2N	Applicable: RZ/G2E	Descriptions
GPIO-5 Applicable registers: IOINTSEL5 INOUTSEL5 OUTDT5 INDT5 INTDT5 INTCLR5 INTMSK5 MSKCLR5 POSNEG5 EDGLEVEL5 FILONOFF5 INTMSKS5 MSKCLRS5 OUTDTSEL5 OUTDTH5 OUTDTL5 BOTHEDGE5	136	GP5_00	IO/interrupt input port F0	√	√	√	√	• Either general input/output mode or interrupt input mode can be set for each port. • In general input mode, the polarity of input signals can be set for each port. • In general output mode, the polarity of output signals can be set for each port. • In interrupt input mode, the polarity of interrupt signal can be set for each port. • In interrupt input mode, the detection conditions of interrupt signals can be set for each port.
	137	GP5_01	IO/interrupt input port F1	√	√	√	√	
	138	GP5_02	IO/interrupt input port F2	√	√	√	√	
	139	GP5_03	IO/interrupt input port F3	√	√	√	√	
	140	GP5_04	IO/interrupt input port F4	√	√	√	√	
	141	GP5_05	IO/interrupt input port F5	√	√	√	√	
	142	GP5_06	IO/interrupt input port F6	√	√	√	√	
	143	GP5_07	IO/interrupt input port F7	√	√	√	√	
	144	GP5_08	IO/interrupt input port F8	√	√	√	√	
	145	GP5_09	IO/interrupt input port F9	√	√	√	√	
	146	GP5_10	IO/interrupt input port F10	√	√	√	√	
	147	GP5_11	IO/interrupt input port F11	√	√	√	√	
	148	GP5_12	IO/interrupt input port F12	√	√	√	√	
	149	GP5_13	IO/interrupt input port F13	√	√	√	√	
	150	GP5_14	IO/interrupt input port F14	√	√	√	√	
	151	GP5_15	IO/interrupt input port F15	√	√	√	√	
	152	GP5_16	IO/interrupt input port F16	√	√	√	√	
	153	GP5_17	IO/interrupt input port F17	√	√	√	√	
	154	GP5_18	IO/interrupt input port F18	√	√	√	√	
	155	GP5_19	IO/interrupt input port F19	√	√	√	√	
	156	GP5_20	IO/interrupt input port F20	√	√	√	—	
	157	GP5_21	IO/interrupt input port F21	√	√	√	—	
	158	GP5_22	IO/interrupt input port F22	√	√	√	—	
	159	GP5_23	IO/interrupt input port F23	√	√	√	—	
	160	GP5_24	IO/interrupt input port F24	√	√	√	—	
	161	GP5_25	IO/interrupt input port F25	√	√	√	—	

Block	Number	Abbreviation	Name	Applicable: RZ/G2H	Applicable: RZ/G2M V1.3 RZ/G2M V3.0	Applicable: RZ/G2N	Applicable: RZ/G2E	Descriptions
GPIO-6	162	GP6_00	IO/interrupt input port G0	√	√	√	√	• Either general input/output mode or interrupt input mode can be set for each port. • In general input mode, the polarity of input signals can be set for each port. • In general output mode, the polarity of output signals can be set for each port. • In interrupt input mode, the polarity of interrupt signal can be set for each port. • In interrupt input mode, the detection conditions of interrupt signals can be set for each port.
	163	GP6_01	IO/interrupt input port G1	√	√	√	√	
Applicable registers: IOINTSEL6 INOUTSEL6 OUTDT6 INDT6 INTDT6 INTCLR6 INTMSK6 MSKCLR6 POSNEG6 EDGLEVEL6 FILONOFF6 INTMSKS6 MSKCLRS6 OUTDTSEL6 OUTDTH6 OUTDTL6 BOTHEDGE6	164	GP6_02	IO/interrupt input port G2	√	√	√	√	
	165	GP6_03	IO/interrupt input port G3	√	√	√	√	
	166	GP6_04	IO/interrupt input port G4	√	√	√	√	
	167	GP6_05	IO/interrupt input port G5	√	√	√	√	
	168	GP6_06	IO/interrupt input port G6	√	√	√	√	
	169	GP6_07	IO/interrupt input port G7	√	√	√	√	
	170	GP6_08	IO/interrupt input port G8	√	√	√	√	
	171	GP6_09	IO/interrupt input port G9	√	√	√	√	
	172	GP6_10	IO/interrupt input port G10	√	√	√	√	
	173	GP6_11	IO/interrupt input port G11	√	√	√	√	
	174	GP6_12	IO/interrupt input port G12	√	√	√	√	
	175	GP6_13	IO/interrupt input port G13	√	√	√	√	
	176	GP6_14	IO/interrupt input port G14	√	√	√	√	
	177	GP6_15	IO/interrupt input port G15	√	√	√	√	
	178	GP6_16	IO/interrupt input port G16	√	√	√	√	
	179	GP6_17	IO/interrupt input port G17	√	√	√	√	
	180	GP6_18	IO/interrupt input port G18	√	√	√	—	
	181	GP6_19	IO/interrupt input port G19	√	√	√	—	
	182	GP6_20	IO/interrupt input port G20	√	√	√	—	
	183	GP6_21	IO/interrupt input port G21	√	√	√	—	
	184	GP6_22	IO/interrupt input port G22	√	√	√	—	
	185	GP6_23	IO/interrupt input port G23	√	√	√	—	
	186	GP6_24	IO/interrupt input port G24	√	√	√	—	
	187	GP6_25	IO/interrupt input port G25	√	√	√	—	
	188	GP6_26	IO/interrupt input port G26	√	√	√	—	
	189	GP6_27	IO/interrupt input port G27	√	√	√	—	
	190	GP6_28	IO/interrupt input port G28	√	√	√	—	
	191	GP6_29	IO/interrupt input port G29	√	√	√	—	
	192	GP6_30	IO/interrupt input port G30	√	√	√	—	
	193	GP6_31	IO/interrupt input port G31	√	√	√	—	

Block	Number	Abbreviation	Name	Applicable: RZ/G2H	Applicable: RZ/G2M V1.3 RZ/G2M V3.0	Applicable: RZ/G2N	Applicable: RZ/G2E	Descriptions
GPIO-7	194	GP7_00	IO/interrupt input port H0	√	√	√	—	• Either general input/output mode or interrupt input mode can be set for each port. • In general input mode, the polarity of input signals can be set for each port. • In general output mode, the polarity of output signals can be set for each port. • In interrupt input mode, the polarity of interrupt signal can be set for each port. • In interrupt input mode, the detection conditions of interrupt signals can be set for each port.
	195	GP7_01	IO/interrupt input port H1	√	√	√	—	
Applicable registers: IOINTSEL7 INOUTSEL7 OUTDT7 INDT7 INTDT7 INTCLR7 INTMSK7 MSKCLR7 POSNEG7 EDGLEVEL7 FILONOFF7 INTMSKS7 MSKCLRS7 OUTDTSEL7 OUTDTH7 OUTDTL7 BOTHEDGE7	196	GP7_02	IO/interrupt input port H2	√	√	√	—	
	197	GP7_03	IO/interrupt input port H3	√	√	√	—	

Note: "—" indicates the port pin is not in use.

10.3.2 Operations in Each Mode

10.3.2.1 Mode Switching

Two registers are used to switch modes of the general IO/interrupt input pins of the GPIO blocks. Each register is provided with up to 32 bits each controlling one of the GPIOn* port pins. The general IO/interrupt switching register is first used to select either general input/output mode or interrupt input mode for each port pin. When general input/output mode is selected, the setting of the relevant bit in the second register, i.e., the general input/output switching register, is used. Specifically, when a bit in the general input/output switching register is set for general output mode, the corresponding port pin is turned to the output direction and the route is formed so that the set value in the corresponding bit in the general output register should be output via the pin. Likewise, when set for the general input mode, the corresponding port pin is turned to the input direction and the route is formed so that the value received via the pin should be indicated by the corresponding bit in the general input register. When interrupt input mode is selected, the corresponding port pin is turned to the input direction and the route is formed so that the reception of the signal input via the pin should be indicated by the interrupt display register. Here, the setting of the second register, i.e., the general input/output switching register, is invalid.

Note: * n = 0 to 7 [RZ/G2H], [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2N], n = 0 to 6 [RZ/G2E]

10.3.2.2 General Input/Output Mode

When a port is set for general input/output mode using the corresponding bit in the general IO/interrupt switching register, the corresponding port serves as a general input/output pin. In general input/output mode, either mode can be selected using the corresponding bit in the general input/output switching register. When a port is set for general output mode, the port outputs the value set in the corresponding bit in the general output register or output data high/output data low register with appropriate configuring in output data select register. Here, the polarity of the actual output signal is determined by the setting of the corresponding bit in the positive/negative logic select register. When a port is set for general input mode, the polarity of the input signal is also determined by the setting of the corresponding bit in the positive/negative logic select register. The general input register indicates the value accordingly. Note that the general input register does not hold the input signal using the FF.

10.3.2.3 Interrupt Input Mode

When a port is set for interrupt input mode using the corresponding bit in the general IO/interrupt switching register, the corresponding port serves as an interrupt input pin. In interrupt input mode, when the port receives an external interrupt, the corresponding bit in the interrupt display register indicates the input of an interrupt signal on the corresponding port pin, and an interrupt signal is output to the interrupt control block. In this mode, the polarity and detection conditions (edge or level) of the external input signal can be set for each port. The corresponding bits in the positive/negative logic select register and edge/level select register, one edge/both edge select register should be used to set the polarity and detection conditions, respectively.

If a port is set for edge detection using the corresponding bit in the edge/level select register, even when an external pulse interrupt signal is input, the corresponding bit in the interrupt display register holds the input using the FF and allows the level interrupt signal to be output to the interrupt control block. To stop all the interrupt signal outputs, all the bits in the interrupt clear register corresponding to the bits in the interrupt display register currently indicating the reception of the corresponding interrupt signals should be cleared to 0. Note that if a port is set for level detection using the corresponding bit in the edge/level select register and an external level interrupt signal is input, the corresponding bit in the interrupt display register does not use the FF to hold the input.

Interrupts indicated by the interrupt display register can be separately masked using the corresponding bits in the interrupt mask register and the interrupt sub mask register. When all the bits currently indicating the reception of the interrupt signals are masked, no interrupt signals are output to the interrupt control block. Masks can be canceled by writing 1 to the corresponding bits in the interrupt mask clear register or the interrupt sub mask clear register depending on the interrupt mask register or the interrupt sub mask register is used.

10.3.3 Handling of Input Signals on Port Pins

10.3.3.1 Chattering

In general input mode and interrupt input modes, a filtering function can be used for the port pins 0 to 3 of each GPIO block to prevent external chattering input. Specifically, when a bit in the chattering prevention on/off register is set to use the function, the external input to the corresponding port pin is sampled four consecutive times based on the filter clock signal, which is internally generated by the GPIO. The external input is canceled except when the active input is detected four consecutive times. Therefore, when a filtering function is used, input to the port pins 0 to 3 of each GPIO block need to be at least four sampling clock cycles long (The sampling clock is generated from peripheral clock/k, where k is determined by FILONOFFn.CLKSEL.).

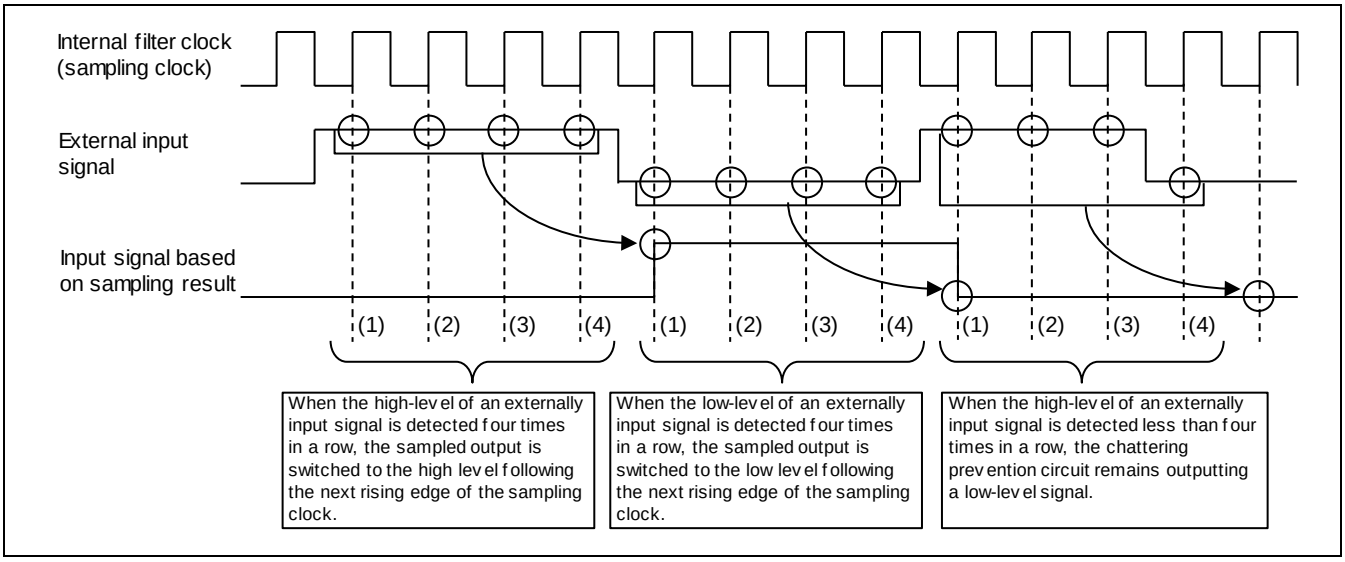


Figure 10.3 Sampling Timing Chart

10.3.3.2 Input Signal Synchronization

In general input mode and interrupt input mode, external input signals on all port pins are synchronized with the GPIO clock (S3D4ϕ).

10.3.4 Interrupt Display Timing Charts

Figure 10.4 shows the interrupt display timing and Figure 10.5 shows the note on the timing. In both figures, the positive logic and edge-sensitive input are assumed.

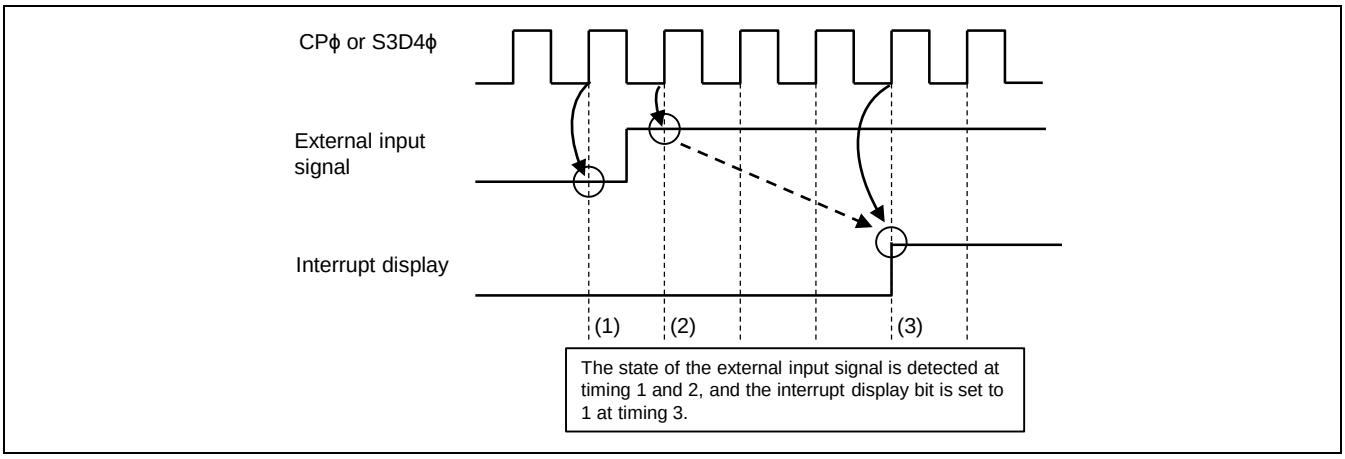


Figure 10.4 Interrupt Display Timing

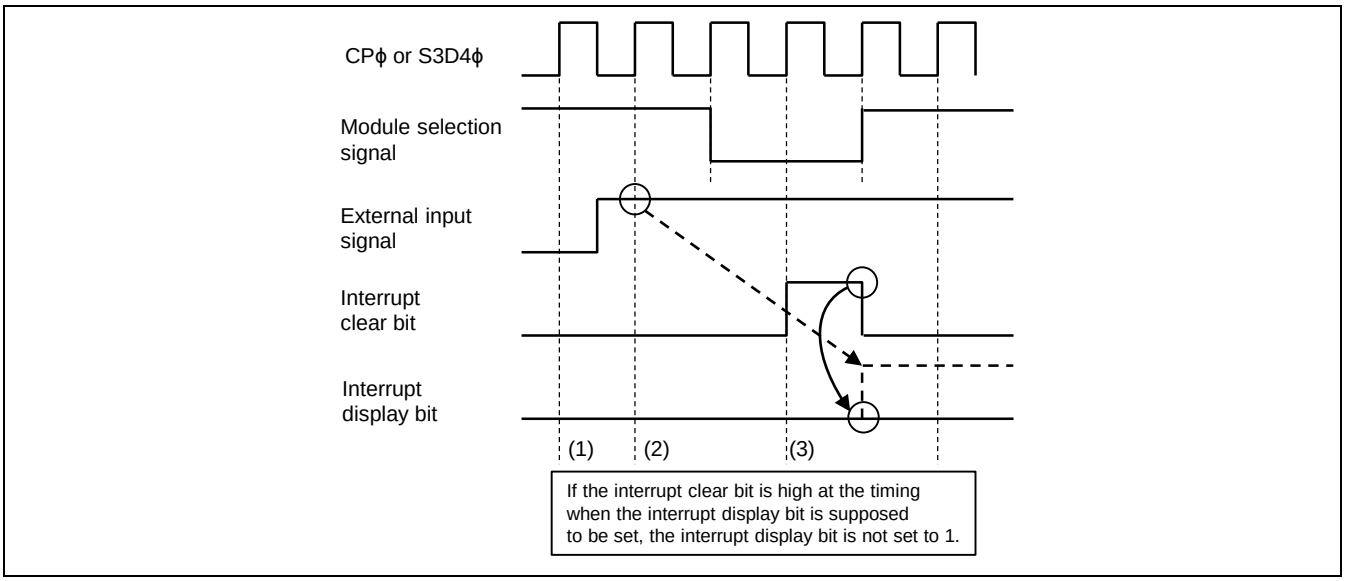


Figure 10.5 Note on Interrupt Display Timing

10.3.5 Using GPIO

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The following sections describe how to use the GPIO. If the GPIO is not used according to the procedures shown here, operations are not guaranteed.

10.3.5.1 Setting Edge-Sensitive Interrupt Input Mode

For setting edge-sensitive interrupt input mode, refer to the procedure shown in Figure 10.6.

Note that an unexpected interrupt might be generated in the module if setting (1), (2), (3) or (4) in the flowchart is changed. When changing the setting, (5) and (6) should be done.

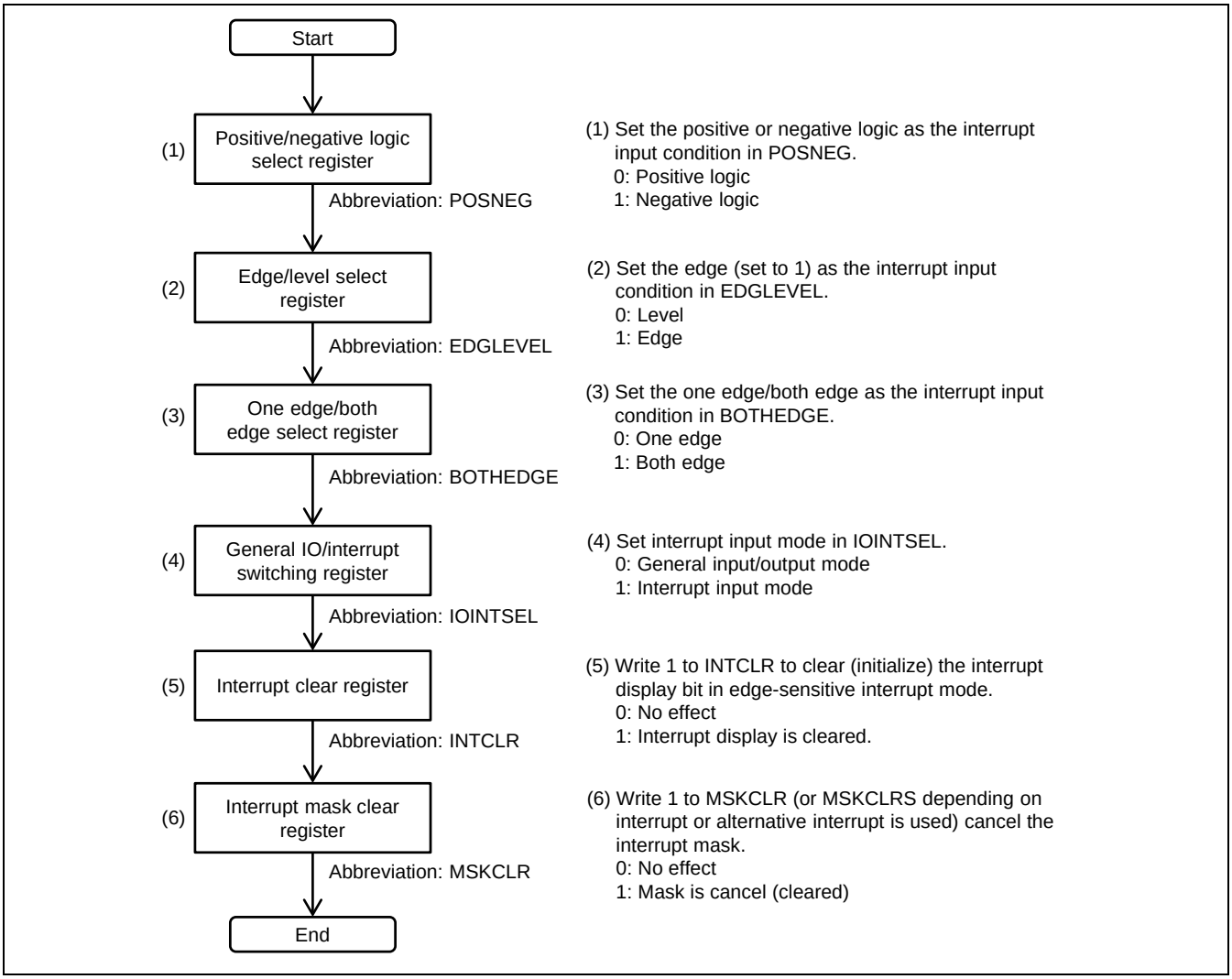


Figure 10.6 Flowchart of Setting the GPIO to Edge-Sensitive Interrupt Input Mode

10.3.5.2 Setting Level-Sensitive Interrupt Input Mode

For setting level-sensitive interrupt input mode, refer to the procedure shown in Figure 10.7.

Note that when an external level-sensitive interrupt input signal is stopped, the corresponding interrupt is canceled automatically. In level-sensitive interrupt input mode, the interrupt clear register is invalid.

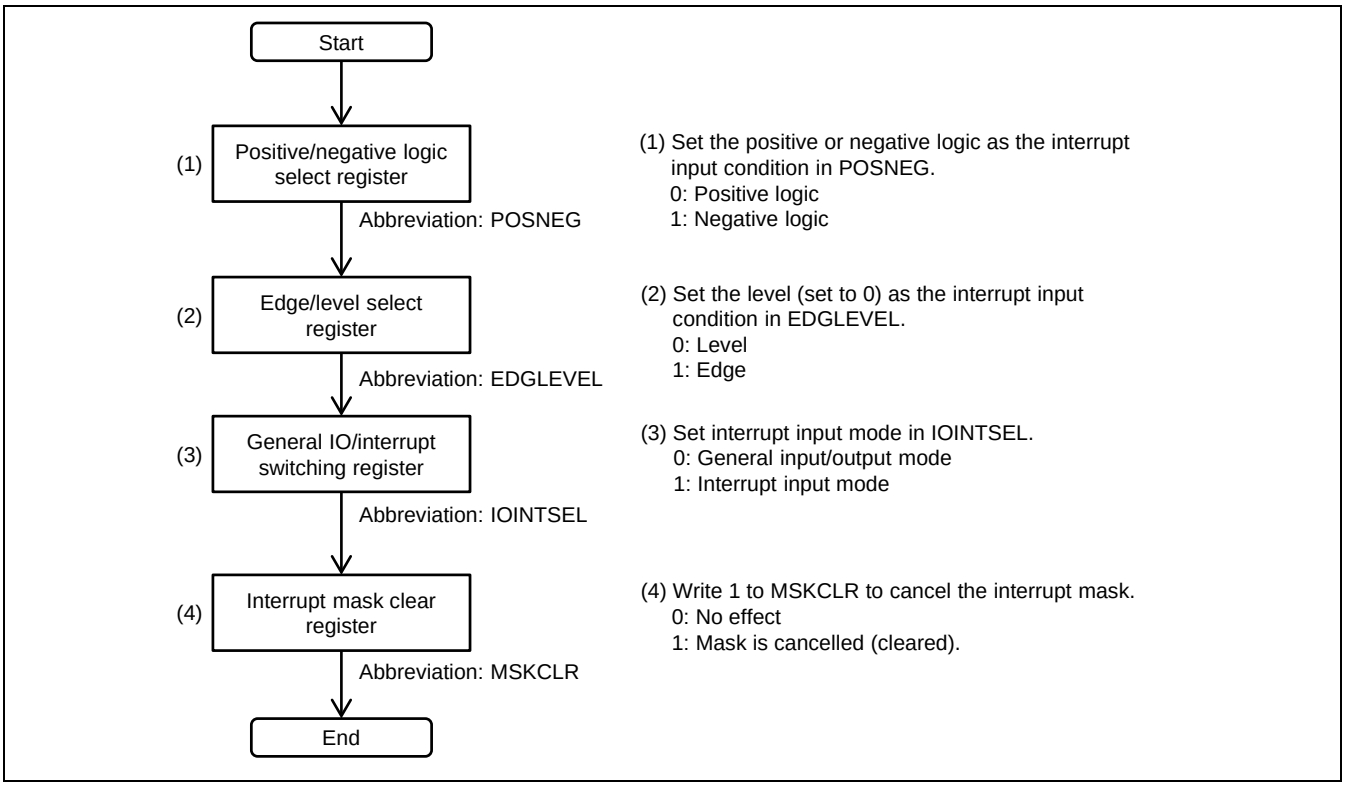


Figure 10.7 Flowchart of Setting the GPIO to Level-Sensitive Interrupt Input Mode

10.3.5.3 Setting General Output Mode

For setting general output mode, refer to the procedure shown in Figure 10.8.

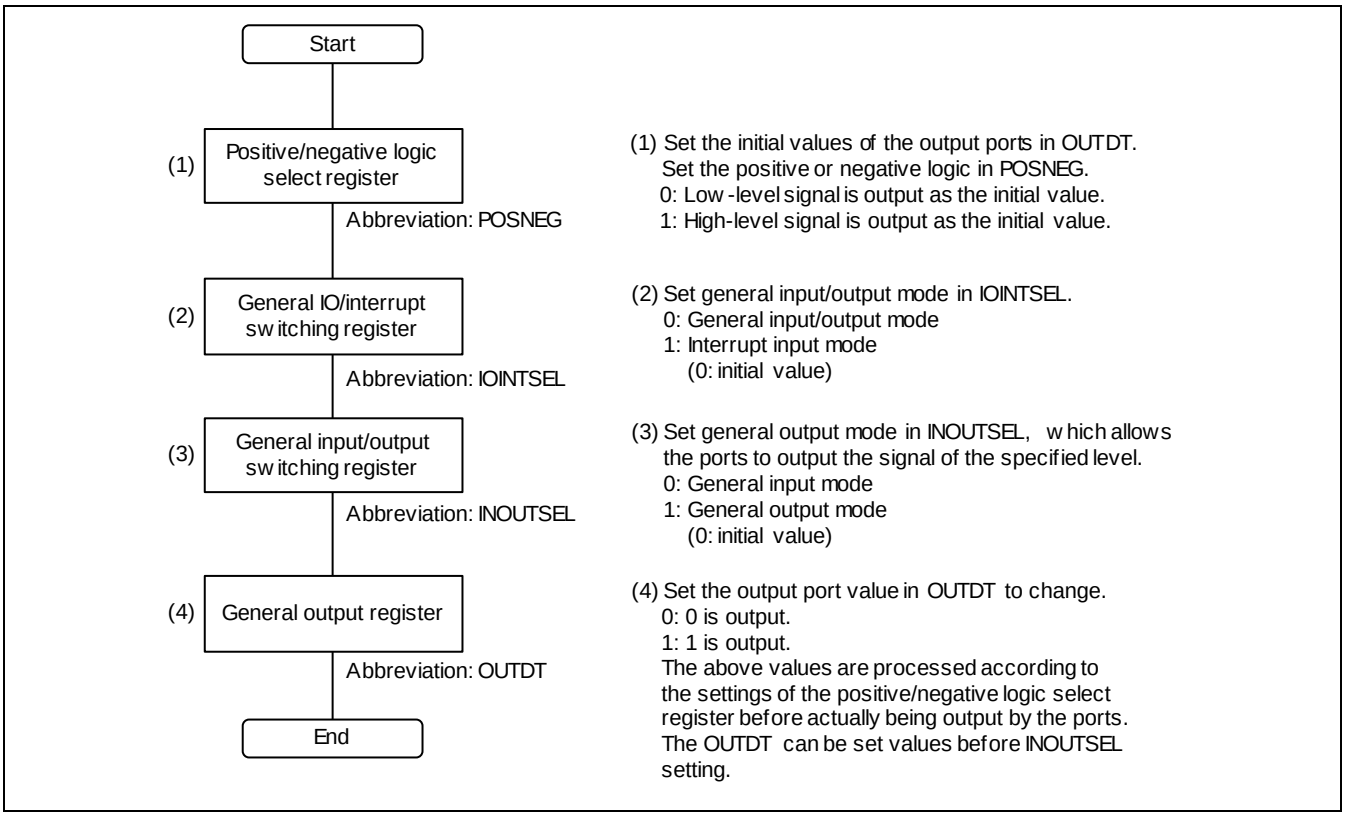


Figure 10.8 Flowchart of Setting the GPIO to General Output Mode

10.3.5.4 Setting Output data high/Output data low Mode

For setting output data high/output data low mode, refer to the procedure shown in Figure 10.9.

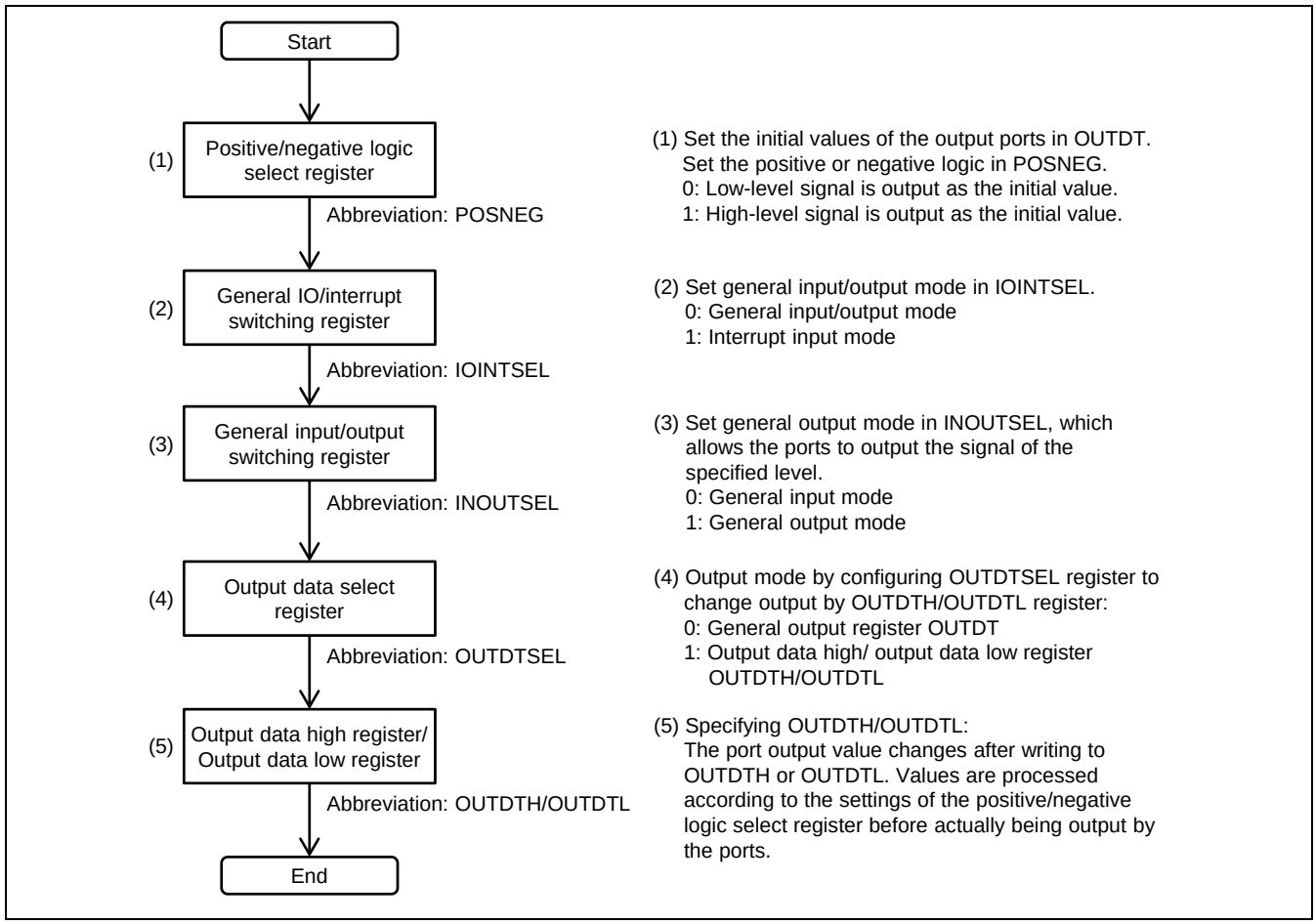


Figure 10.9 Flowchart of Setting the GPIO to Output data high/ Output data low Mode

10.3.5.5 Setting General Input Mode

For setting general input mode, refer to the procedure shown in Figure 10.10.

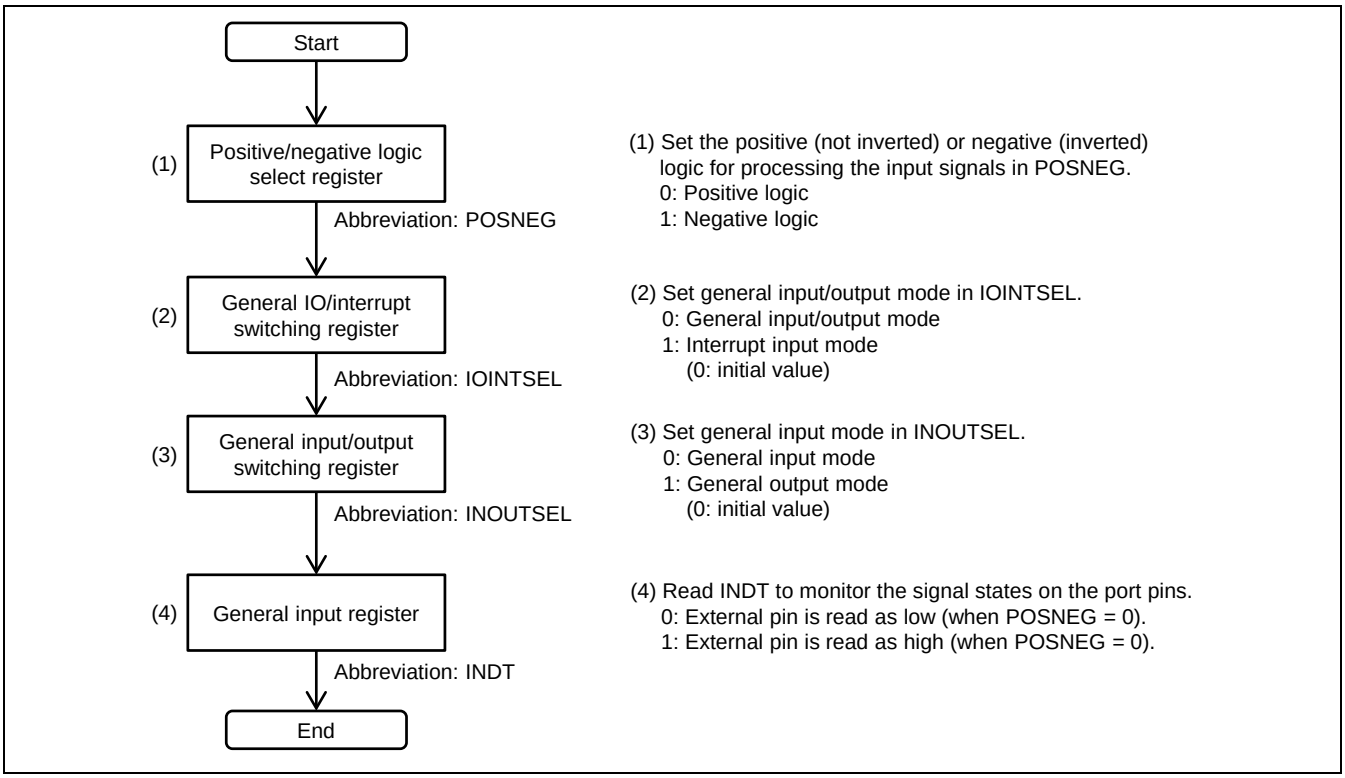


Figure 10.10 Flowchart of Setting the GPIO to General Input Mode

11. Clock Pulse Generator (CPG)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

11.1 Overview

This LSI has a clock pulse generator (CPG). The CPG consists of oscillators, PLL circuit n (n = 0 to 4), clock dividers, and the control circuit. The CPG generates various clocks used by this LSI.

11.1.1 Features

- Generates various clocks for LSI internal operation.
  - 5 PLLs for common/application part modules [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]
    4 PLLs for common/application part modules [RZ/G2N]
    2 PLLs and 1 SSCG PLL for common/application part modules [RZ/G2E]
  - SYS-CPU divider, common divider and DDR divider for system basic operation.
  - Dedicated dividers for special clock
- Controls clock supply to modules according to the module status (power supply status, etc.)
- There are registers related to secure and safety.

11.1.2 Block Diagram

A block diagram of the CPG is shown in Figure 11.1 to 11.4.

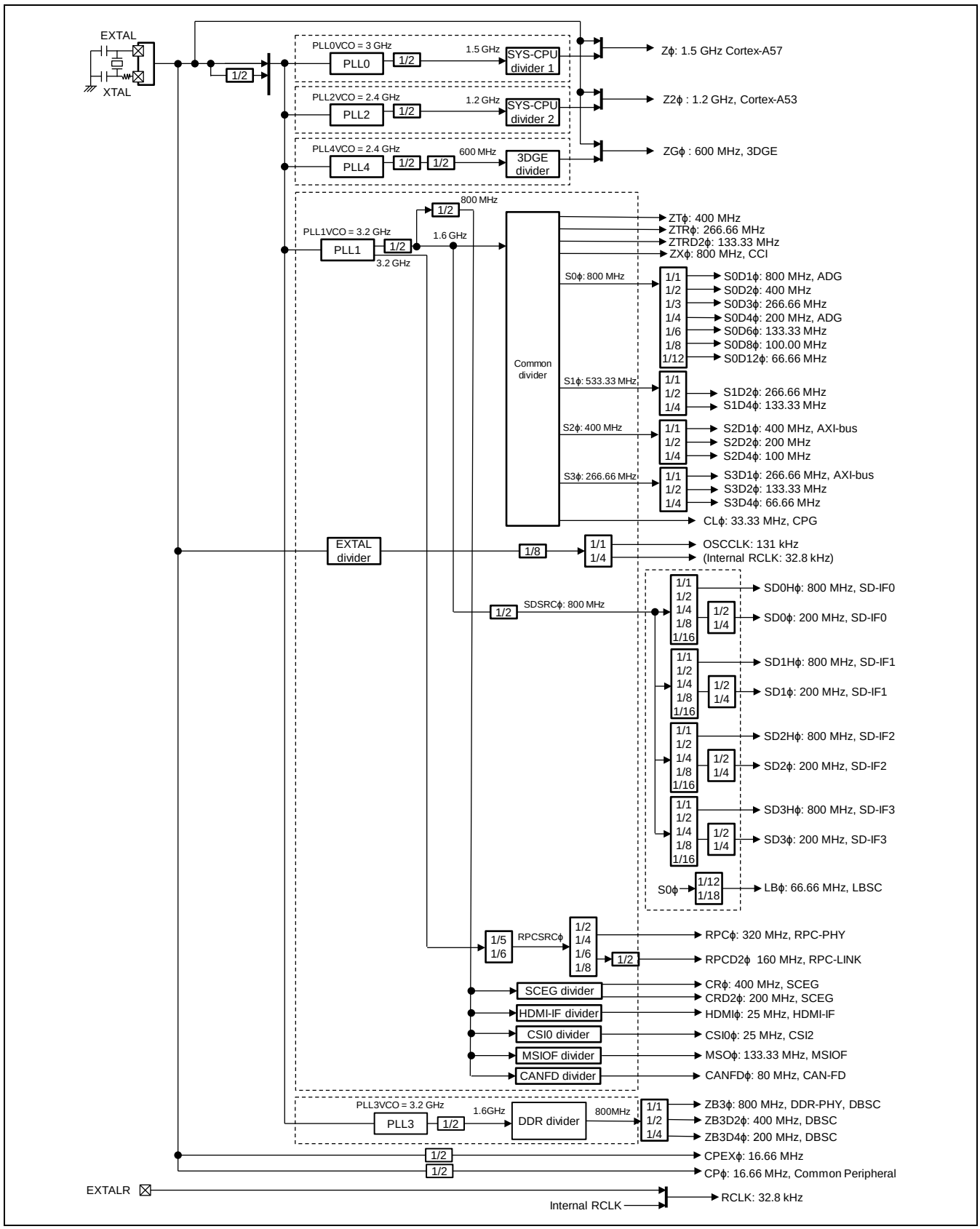


Figure 11.1 Block Diagram of CPG (RZ/G2H)

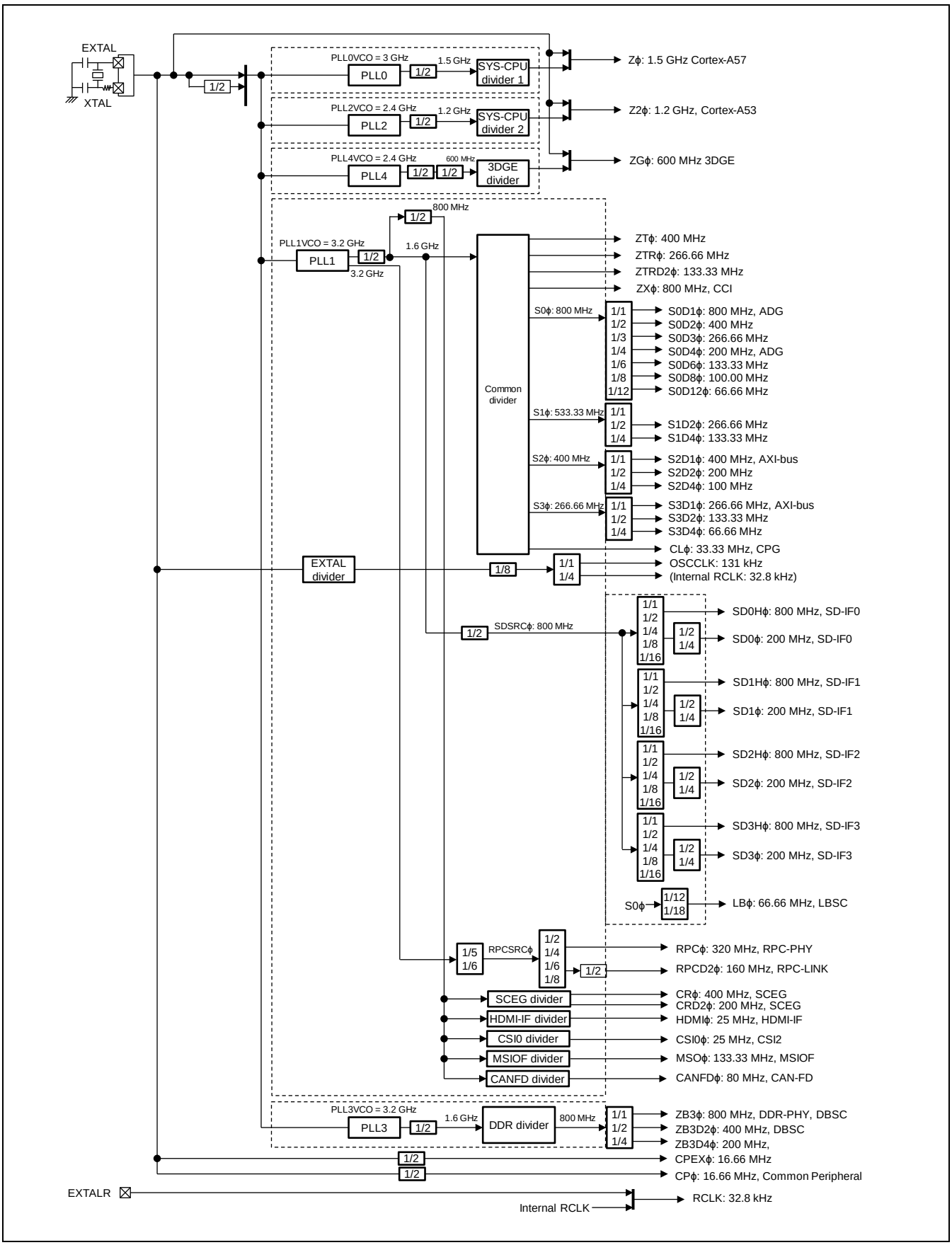


Figure 11.2 Block Diagram of CPG (RZ/G2M V1.3, RZ/G2M V3.0)

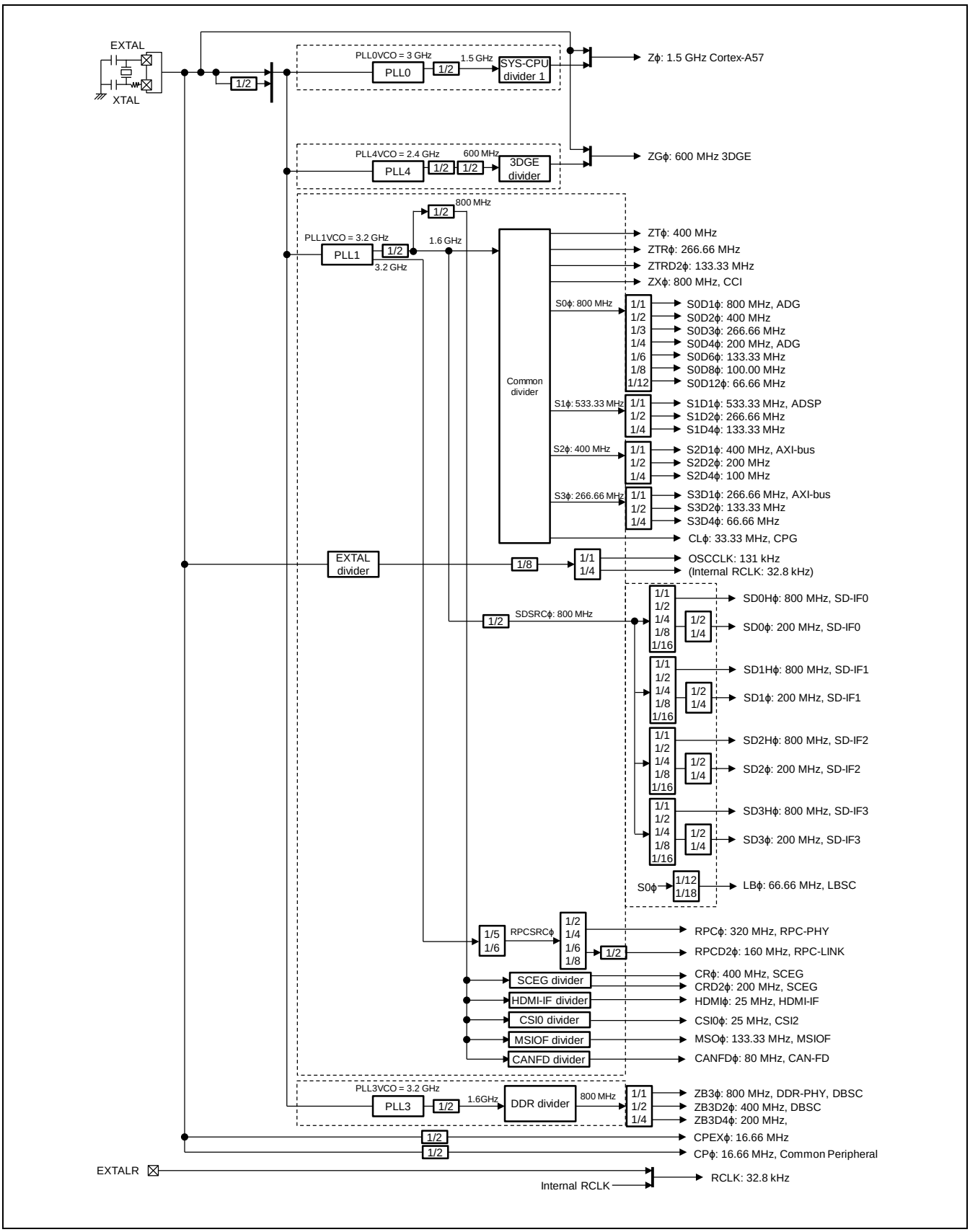


Figure 11.3 Block Diagram of CPG (RZ/G2N)

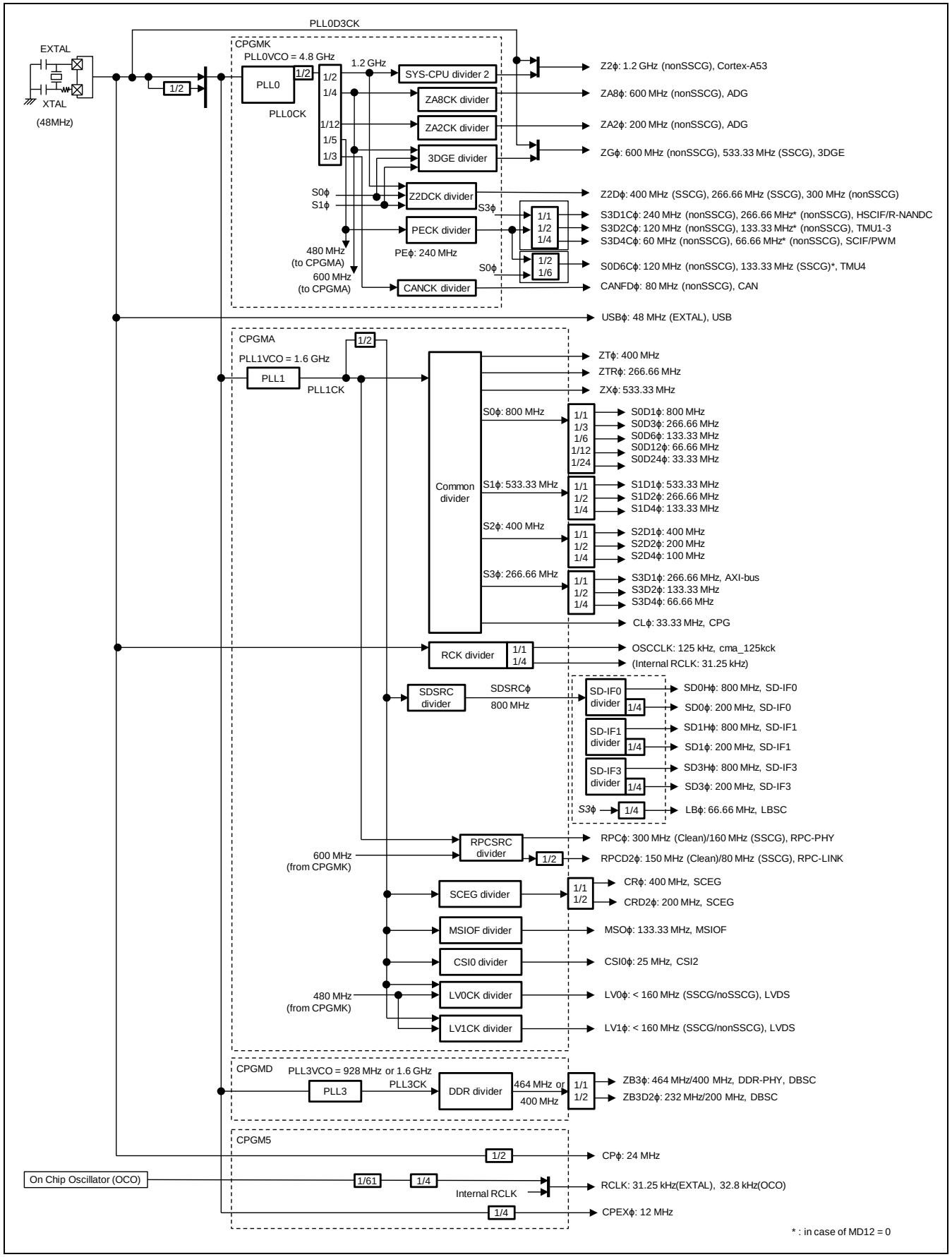


Figure 11.4 Block Diagram of CPG (RZ/G2E)

Followings are the functions of each block of CPG.

(1) PLL circuit 0 (PLL0)

PLL circuit 0 multiplies EXTAL or EXTAL/2 clock. The multiplication ratio is set by the PLL0CR.

(2) PLL circuit 1 (PLL1)

PLL circuit 1 multiplies the input clock from EXTAL (EXTAL or EXTAL/2) by the multiplication ratio shown in Table 11.2 to 11.5.

[RZ/G2E] SSCG (Spread Spectrum Clock Generator) support.

(3) PLL Circuit 2 (PLL2) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]

PLL circuit 2 multiplies the input clock from EXTAL (EXTAL or EXTAL/2). The multiplication ratio is set by the PLL2CR.

(4) PLL Circuit 3 (PLL3)

PLL circuit 3 multiplies the input clock from EXTAL (EXTAL or EXTAL/2) by the multiplication ratio shown in Table 11.2 to 11.5.

(5) PLL Circuit 4 (PLL4) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

PLL circuit 4 multiplies the input clock from EXTAL (EXTAL or EXTAL/2) by the multiplication ratio shown in Table 11.2 to 11.5.

(6) SYS-CPU clock divider 1

The SYS-CPU clock divider 1 divides PLL0 output clock. This divider generates the AP-System core clocks (Zϕ). The division ratio is set by the frequency control register C (FRQCRC).

(7) SYS-CPU clock divider 2

The SYS-CPU clock divider 2 divides PLLn output clock. This divider generates the AP-System core clocks (Z2ϕ).

n = 2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0], n = 0 [RZ/G2E].

(8) 3DGE clock divider

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The 3DGE clock divider divides PLL4 output clock by 2. This divider generates the system 3DGE clock (ZGϕ).

[RZ/G2E]

The 3DGE clock divider divides PLL0 output clock by 2. This divider generates the system 3DGE clock (ZGϕ). The division ratio is set by the frequency control register B (FRQCRB).

(9) Common clock divider

The common clock divider divides PLL1 output clock. This divider generates various system clocks. The division ratio is set by the frequency control register B (FRQCRB).

(10) DDR clock divider

The DDR clock divider divides PLL3 output clock, and generates DDR-PHY clock and DBSC clock.

(11) Dedicated dividers

The each dedicated divider generates special clock for the related modules.

(12) On Chip Oscillator (OCO) [RZ/G2E]On Chip Oscillator (OCO) [RZ/G2E]

By controlling RCKCR register, the clock generated from On Chip Oscillator (OCO) is output as RCLK.

11.1.3 External Pins

Table 11.1 lists the CPG pin configuration.

Table 11.1 Pin Configuration and Functions of CPG

			Second Generation RZ/G Series Products			
Name	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
XTAL	Output	Clock input pin Outputs amplified negative feedback of EXTAL	√	√	√	√
EXTAL	Input	Clock input pin Used as an external clock input pin	√	√	√	√
EXTALR	Input	Clock input pin Used as an external clock input pin The clock source of RCLK [RZ/G2M V1.3] Regardless of whether it is used as RCLK, it is necessary to input the clock of the frequency of 10kHz to less than EXTAL.	√	√	√	—
CLKOUT	Output	External Bus Clock output pin Used as an external clock output pin	√	√	√	√
MD0	Input	Mode 0 Fix to L	√	√	√	√
MD1	Input	Mode 1 Boot device select	√	√	√	√
MD2	Input	Mode 2 Boot device select	√	√	√	√
MD3	Input	Mode 3 Boot device select	√	√	√	√
MD4	Input	Mode 4 Boot device select	√	√	√	√
MD6	Input	Mode 6 Master boot processor select	√	√	√	√
MD7	Input	Mode 7 Master boot processor select	√	√	√	√
MD9	Input	Mode 9 EXTAL/XTAL pin setting	√	√	√	√

Name	I/O	Function	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
MD12	Input	Mode 12 [RZ/G2E] PLL1 SSCG/nonSSCG select [RZ/G2M V1.3, RZ/G2M V3.0] Fix to L.	—	√	—	√
MD13	Input	Mode 13 PLL multiplication ratio setting	√	√	√	—
MD14	Input	Mode 14 PLL multiplication ratio setting	√	√	√	—
MD19	Input	Mode 19 DDR clock frequency setting	√	√	√	√
MD17	Input	Mode 17 DDR clock frequency setting	√	√	√	√
MD18	Input	Mode 18 External bus clock frequency setting	√	√	√	—
MD28	Input	Mode 28 Select initial RCLK source	√	√	√	—

11.1.4 List of Clock Outputs

Table 11.2 to 11.5 lists the clock output of CPG.

Table 11.2 List of Clocks [RZ/G2H]

		Frequency			
Name	**Clock Source**	**Dividing ratio**	**Maximum**	**Initial**	**Clock Domain, Function**
Zϕ	SYS-CPU divider 1	Variable	1.5 GHz	1.5 GHz	System CPU (Cortex-A57) clock
Z2ϕ	SYS-CPU divider 2	Variable	1200 MHz	1200 MHz	System CPU (Cortex-A53) clock
ZGϕ	3DGE divider	Variable	600 MHz	600 MHz	3DGE clock
ZTRϕ	Common divider	Variable	266.66 MHz	266.66 MHz *5	Trace interface clock
ZTRD2ϕ	Common divider	Variable	133.33 MHz	133.33 MHz *5	System trace interface clock
ZTϕ	Common divider	Variable	400 MHz	400 MHz *5	Internal trace clock
ZXϕ	Common divider	Fixed	800 MHz	800 MHz	Cache coherent interconnect clock
S0ϕ	Common divider	Fixed	800 MHz	800 MHz	Clock source of S0D1ϕ, S0D2ϕ, S0D3ϕ, S0D4ϕ, S0D6ϕ, S0D8ϕ and S0D12ϕ
S1ϕ	Common divider	Fixed	533.33 MHz	533.33 MHz	Clock source of S1D2ϕ, and S1D4ϕ
S2ϕ	Common divider	Fixed	400 MHz	400 MHz	Clock source of S2D1ϕ, S2D2ϕ, and S2D4ϕ
S3ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	Clock source of S3D1ϕ, S3D2ϕ, and S3D4ϕ
S0D1ϕ	Common divider	Fixed	800 MHz	800 MHz	ADG
S0D2ϕ	Common divider	Fixed	400 MHz	400 MHz	
S0D3ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	
S0D4ϕ	Common divider	Fixed	200 MHz	200 MHz	ADG
S0D6ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S0D8ϕ	Common divider	Fixed	100 MHz	100 MHz	
S0D12ϕ	Common divider	Fixed	66.66 MHz	66.66 MHz	
S1D2ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	
S1D4ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S2D1ϕ	Common divider	Fixed	400.00 MHz	400.00 MHz	AXI-bus
S2D2ϕ	Common divider	Fixed	200.00 MHz	200.00 MHz	
S2D4ϕ	Common divider	Fixed	100.00 MHz	100.00 MHz	
S3D1ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	AXI-bus
S3D2ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S3D4ϕ	Common divider	Fixed	66.66 MHz	66.66 MHz	
LBϕ	Common divider	Fixed	66.66 MHz	*1	LBSC CLKOUT
CLϕ	Common divider	Fixed	33.33 MHz	33.33 MHz	CPG
ZB3ϕ	DDR divider	Variable	800 MHz	800 MHz *4	DBSC clock
ZB3D2ϕ	DDR divider	Variable	400 MHz	400 MHz *4	DBSC clock
ZB3D4ϕ	DDR divider	Variable	200 MHz	200 MHz *4	DBSC clock

Name	Clock Source	Frequency			Clock Domain, Function
		Dividing ratio	Maximum	Initial	
CRϕ	SCEG divider	Fixed	400 MHz	400 MHz	SCEG clock
CRD2ϕ	SCEG divider	Fixed	200 MHz	200 MHz	SCEG clock
SDSRCϕ	SDSRC divider	Fixed	800 MHz	800 MHz	Source clock of SDnHϕ and SDnϕ (n = 0 to 3)
SD0Hϕ	SD-IF0 divider	Variable	800 MHz	Stopped	SD-IF0 clock
SD0ϕ	SD-IF0 divider	Variable	200 MHz	50 MHz	SD-IF0 clock
SD1Hϕ	SD-IF1 divider	Variable	800 MHz	Stopped	SD-IF1 clock
SD1ϕ	SD-IF1 divider	Variable	200 MHz	50 MHz	SD-IF1 clock
SD2Hϕ	SD-IF2 divider	Variable	800 MHz	Stopped	SD-IF2 clock
SD2ϕ	SD-IF2 divider	Variable	200 MHz	50 MHz	SD-IF2 clock
SD3Hϕ	SD-IF3 divider	Variable	800 MHz	Stopped	SD-IF3 clock
SD3ϕ	SD-IF3 divider	Variable	200 MHz	50 MHz	SD-IF3 clock
RPCϕ	RPC divider	Variable	320 MHz	*2	RPC-IF clock
RPCD2ϕ	RPC divider	Variable	160 MHz	*2	RPC-IF clock
MSOϕ	MSO divider	Variable	133.33 MHz	12.5 MHz	MSIOF clock
CANFDϕ	CANFD divider	Variable	80 MHz	12.5 MHz	CANFD clock
HDMIϕ	HDMI-IF divider	Variable	25 MHz	Stopped	HDMI-IF clock
CSI0ϕ	CSI0 divider	Variable	25 MHz	Stopped	CSI2 clock
CPϕ	EXTAL	Fixed	16.66 MHz	*3	Common peripheral clock, EXTAL × 1/2
CPEXϕ	EXTAL	Fixed	16.66 MHz	*3	EXTAL × 1/2
RCLK	Common divider / EXTALR	Fixed	32.89 kHz	*6	
OSCCLK	Common divider	Fixed	131.57 kHz	*7	

Notes:
1. The frequency of LBϕ depends on the value of MD18.
2. The frequency of RPCϕ depends on the value of MD4, MD3, MD2 and MD1.
   When MD4 = H or L, MD3 = L, MD2 = H, MD1 = L, RPCϕ = 320 MHz, RPCD2ϕ = 160MHz.
   When MD4 = H or L, MD3 = L, MD2 = H, MD1 = H, RPCϕ = 160 MHz, RPCD2ϕ = 80MHz.
   In the other cases of MD4, MD3, MD2 and MD1 setting, RPCϕ = 80 MHz, RPCD2ϕ = 40MHz.
3. The frequency of CPϕ is equal to EXTAL × 1/2. For example, when the frequency of EXTAL is equal to 20 MHz, the frequency of CPCLK is equal to 10 MHz.
4. The initial frequency of ZB3ϕ and ZB3D2ϕ depends on the setting of MD19 and MD17. The values shown in the above table corresponds to the case of MD19 = L and MD17 = L.
5. These clocks are oscillated in the debug mode. Otherwise, they are stopped.
6. The initial value depends on MD14, MD13 and MD28.
   When MD28 = H, RCLK = EXTALR.
   When MD28 = L, MD14 = L and MD13 = H, RCLK = 32.89 (kHz)
   In the other setting, RCLK = 32.55 (kHz)
7. The initial value depends on MD14, MD13.
   When MD14 = L and MD13 = H, OSCCLK = 131.57 (kHz).
   In the other setting, OSCCLK = 130.20 (kHz)
8. Divider setting for listed clock in Table 11.2 must not be over than maximum clock frequency of each clocks.

			EXTAL divider		Internal RCLK		OSCCLK	
MD14	MD13	EXTAL (MHz)	Fixed division ratio	Frequency (MHz)	Fixed division ratio	Frequency (kHz)	Fixed division ratio	Frequency (kHz)
0	0	16.66	× 1/16	1.04	× 1/32	32.55	× 1/8	130.20
0	1	20.00	× 1/19	1.05	× 1/32	32.89	× 1/8	131.57
1	0	25.00	× 1/24	1.04	× 1/32	32.55	× 1/8	130.20
1	1	33.33	× 1/32	1.04	× 1/32	32.55	× 1/8	130.20

Table 11.3 List of Clocks [RZ/G2M V1.3, RZ/G2M V3.0]

		Frequency			
Name	**Clock Source**	**Dividing ratio**	**Maximum**	**Initial**	**Clock Domain, Function**
Zϕ	SYS-CPU divider 1	Variable	1.5 GHz	1.5 GHz	System CPU (Cortex-A57) clock
Z2ϕ	SYS-CPU divider 2	Variable	1200 MHz	1200 MHz	System CPU (Cortex-A53) clock
ZGϕ	3DGE divider	Variable	600 MHz	600 MHz	3DGE clock
ZTRϕ	Common divider	Variable	266.66 MHz	266.66 MHz *5	Trace interface clock
ZTRD2ϕ	Common divider	Variable	133.33 MHz	133.33 MHz *5	System trace interface clock
ZTϕ	Common divider	Variable	400 MHz	400 MHz *5	Internal trace clock
ZXϕ	Common divider	Fixed	800 MHz	800 MHz	Cache coherent interconnect clock
S0ϕ	Common divider	Fixed	800 MHz	800 MHz	Clock source of S0D1ϕ, S0D2ϕ, S0D3ϕ, S0D4ϕ, S0D6ϕ, S0D8ϕ, and S0D12ϕ
S1ϕ	Common divider	Fixed	533.33 MHz	533.33 MHz	Clock source of S1D2ϕ, and S1D4ϕ
S2ϕ	Common divider	Fixed	400 MHz	400 MHz	Clock source of S2D1ϕ, S2D2ϕ, and S2D4ϕ
S3ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	Clock source of S3D1ϕ, S3D2ϕ, and S3D4ϕ
S0D1ϕ	Common divider	Fixed	800 MHz	800 MHz	ADG
S0D2ϕ	Common divider	Fixed	400 MHz	400 MHz	
S0D3ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	
S0D4ϕ	Common divider	Fixed	200 MHz	200 MHz	ADG
S0D6ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S0D8ϕ	Common divider	Fixed	100 MHz	100 MHz	
S0D12ϕ	Common divider	Fixed	66.66 MHz	66.66 MHz	
S1D2ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	
S1D4ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S2D1ϕ	Common divider	Fixed	400.00 MHz	400.00 MHz	AXI-bus
S2D2ϕ	Common divider	Fixed	200.00 MHz	200.00 MHz	
S2D4ϕ	Common divider	Fixed	100.00 MHz	100.00 MHz	
S3D1ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	AXI-bus
S3D2ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S3D4ϕ	Common divider	Fixed	66.66 MHz	66.66 MHz	
LBϕ	Common divider	Fixed	66.66 MHz	*1	LBSC CLKOUT
CLϕ	Common divider	Fixed	33.33 MHz	33.33 MHz	CPG
ZB3ϕ	DDR divider	Variable	800 MHz	800 MHz *4	DBSC clock
ZB3D2ϕ	DDR divider	Variable	400 MHz	400 MHz *4	DBSC clock
ZB3D4ϕ	DDR divider	Variable	200 MHz	200 MHz *4	DBSC clock
CRϕ	SCEG divider	Fixed	400 MHz	400 MHz	SCEG clock
CRD2ϕ	SCEG divider	Fixed	200 MHz	200 MHz	SCEG clock

Name	Clock Source	Frequency			Clock Domain, Function
		Dividing ratio	Maximum	Initial	
SDSRCϕ	SDSRC divider	Fixed	800 MHz	800 MHz	Source clock of SDnHϕ and SDnϕ (n = 0 to 3)
SD0Hϕ	SD-IF0 divider	Variable	800 MHz	Stopped	SD-IF0 clock
SD0ϕ	SD-IF0 divider	Variable	200 MHz	50 MHz	SD-IF0 clock
SD1Hϕ	SD-IF1 divider	Variable	800 MHz	Stopped	SD-IF1 clock
SD1ϕ	SD-IF1 divider	Variable	200 MHz	50 MHz	SD-IF1 clock
SD2Hϕ	SD-IF2 divider	Variable	800 MHz	Stopped	SD-IF2 clock
SD2ϕ	SD-IF2 divider	Variable	200 MHz	50 MHz	SD-IF2 clock
SD3Hϕ	SD-IF3 divider	Variable	800 MHz	Stopped	SD-IF3 clock
SD3ϕ	SD-IF3 divider	Variable	200 MHz	50 MHz	SD-IF3 clock
RPCϕ	RPC divider	Variable	320 MHz	*2	RPC-IF clock
RPCD2ϕ	RPC divider	Variable	160 MHz	*2	RPC-IF clock
MSOϕ	MSO divider	Variable	133.33 MHz	12.5 MHz	MSIOF clock
CANFDϕ	CANFD divider	Variable	80 MHz	12.5 MHz	CANFD clock
HDMIϕ	HDMI-IF divider	Variable	25 MHz	Stopped	HDMI-IF clock
CSI0ϕ	CSI0 divider	Variable	25 MHz	Stopped	CSI2 clock
CPϕ	EXTAL	Fixed	16.66 MHz	*3	Common peripheral clock, EXTAL × 1/2
CPEXϕ	EXTAL	Fixed	16.66 MHz	*3	EXTAL × 1/2
RCLK	Common divider / EXTALR	Fixed	32.89 kHz	*6	
OSCCLK	Common divider	Fixed	131.57 kHz	*7	

Notes: 1. The frequency of LBϕ depends on the value of MD18.

2. The frequency of RPCϕ depends on the value of MD4, MD3, MD2 and MD1.
When MD4 = L, MD3 = L, MD2 = L, MD1 = H, RPCϕ = 80 MHz, RPCD2ϕ = 40MHz.
When MD4 = H or L, MD3 = L, MD2 = H, MD1 = L, RPCϕ = 320 MHz, RPCD2ϕ = 160MHz.
When MD4 = H or L, MD3 = L, MD2 = H, MD1 = H, RPCϕ = 160 MHz, RPCD2ϕ = 80MHz.
When MD4 = L, MD3 = H, MD2 = L, MD1 = L, RPCϕ = 80 MHz, RPCD2ϕ = 40MHz.
In the other cases of MD4, MD3, MD2 and MD1 setting, RPCϕ and RPCD2ϕ are stopped.

3. The frequency of CPϕ is equal to EXTAL × 1/2. For example, when the frequency of EXTAL is equal to 20 MHz, the frequency of CPCLK is equal to 10 MHz.
4. The initial frequency of ZB3ϕ and ZB3D2ϕ depends on the setting of MD19 and MD17. The values shown in the above table corresponds to the case of MD19 = L and MD17 = L.
5. These clocks are oscillated in the debug mode. Otherwise, they are stopped.
6. The initial value depends on MD14, MD13 and MD28.
   When MD28 = H, RCLK = EXTALR.
   When MD28 = L, MD14 = L and MD13 = H, RCLK = 32.89 (kHz)
   In the other setting, RCLK = 32.55 (kHz)
7. The initial value depends on MD14, MD13.
   When MD14 = L and MD13 = H, OSCCLK = 131.57 (kHz).
   In the other setting, OSCCLK = 130.20 (kHz)
8. Divider setting for listed clock in Table 11.3 must not be over than maximum clock frequency of each clocks.

			EXTAL divider		Internal RCLK		OSCCLK	
MD14	MD13	EXTAL (MHz)	Fixed division ratio	Frequency (MHz)	Fixed division ratio	Frequency (kHz)	Fixed division ratio	Frequency (kHz)
0	0	16.66	× 1/16	1.04	× 1/32	32.55	× 1/8	130.20
0	1	20.00	× 1/19	1.05	× 1/32	32.89	× 1/8	131.57
1	0	25.00	× 1/24	1.04	× 1/32	32.55	× 1/8	130.20
1	1	33.33	× 1/32	1.04	× 1/32	32.55	× 1/8	130.20

Table 11.4 List of Clocks [RZ/G2N]

		Frequency			
Name	**Clock Source**	**Dividing ratio**	**Maximum**	**Initial**	**Clock Domain, Function**
Zϕ	SYS-CPU divider 1	Variable	1.5 GHz	1.5 GHz	System CPU (Cortex-A57) clock
ZGϕ	3DGE divider	Variable	600 MHz	600 MHz	3DGE clock
ZTRϕ	Common divider	Variable	266.66 MHz	266.66 MHz *5	Trace interface clock
ZTRD2ϕ	Common divider	Variable	133.33 MHz	133.33 MHz *5	System trace interface clock
ZTϕ	Common divider	Variable	400 MHz	400 MHz *5	Internal trace clock
ZXϕ	Common divider	Fixed	800 MHz	800 MHz	Cache coherent interconnect clock
S0ϕ	Common divider	Fixed	800 MHz	800 MHz	Clock source of S0D1ϕ, S0D2ϕ, S0D3ϕ, S0D4ϕ, S0D6ϕ, S0D8ϕ and S0D12ϕ
S1ϕ	Common divider	Fixed	533.33 MHz	533.33 MHz	Clock source of S1D2ϕ, and S1D4ϕ
S2ϕ	Common divider	Fixed	400 MHz	400 MHz	Clock source of S2D1ϕ, S2D2ϕ, and S2D4ϕ
S3ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	Clock source of S3D1ϕ, S3D2ϕ, and S3D4ϕ
S0D1ϕ	Common divider	Fixed	800 MHz	800 MHz	ADG
S0D2ϕ	Common divider	Fixed	400 MHz	400 MHz	
S0D3ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	
S0D4ϕ	Common divider	Fixed	200 MHz	200 MHz	ADG
S0D6ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S0D8ϕ	Common divider	Fixed	100 MHz	100 MHz	
S0D12ϕ	Common divider	Fixed	66.66 MHz	66.66 MHz	
S1D2ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	
S1D4ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S2D1ϕ	Common divider	Fixed	400.00 MHz	400.00 MHz	AXI-bus
S2D2ϕ	Common divider	Fixed	200.00 MHz	200.00 MHz	
S2D4ϕ	Common divider	Fixed	100.00 MHz	100.00 MHz	
S3D1ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	AXI-bus
S3D2ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	
S3D4ϕ	Common divider	Fixed	66.66 MHz	66.66 MHz	
LBϕ	Common divider	Fixed	66.66 MHz	*1	LBSC CLKOUT
CLϕ	Common divider	Fixed	33.33 MHz	33.33 MHz	CPG
ZB3ϕ	DDR divider	Variable	800 MHz	800 MHz *4	DBSC clock
ZB3D2ϕ	DDR divider	Variable	400 MHz	400 MHz *4	DBSC clock
ZB3D4ϕ	DDR divider	Variable	200 MHz	200 MHz *4	DBSC clock
CRϕ	SCEG divider	Fixed	400 MHz	400 MHz	SCEG clock
CRD2ϕ	SCEG divider	Fixed	200 MHz	200 MHz	SCEG clock
SDSRCϕ	SDSRC divider	Fixed	800 MHz	800 MHz	Source clock of SDnHϕ and SDnϕ (n = 0 to 3)
SD0Hϕ	SD-IF0 divider	Variable	800 MHz	Stopped	SD-IF0 clock
SD0ϕ	SD-IF0 divider	Variable	200 MHz	50 MHz	SD-IF0 clock

Name	Clock Source	Frequency			Clock Domain, Function
		Dividing ratio	Maximum	Initial	
SD1Hϕ	SD-IF1 divider	Variable	800 MHz	Stopped	SD-IF1 clock
SD1ϕ	SD-IF1 divider	Variable	200 MHz	50 MHz	SD-IF1 clock
SD2Hϕ	SD-IF2 divider	Variable	800 MHz	Stopped	SD-IF2 clock
SD2ϕ	SD-IF2 divider	Variable	200 MHz	50 MHz	SD-IF2 clock
SD3Hϕ	SD-IF3 divider	Variable	800 MHz	Stopped	SD-IF3 clock
SD3ϕ	SD-IF3 divider	Variable	200 MHz	50 MHz	SD-IF3 clock
RPCϕ	RPC divider	Variable	320 MHz	*2	RPC-IF clock
RPCD2ϕ	RPC divider	Variable	160 MHz	*2	RPC-IF clock
MSOϕ	MSO divider	Variable	133.33 MHz	12.5 MHz	MSIOF clock
CANFDϕ	CANFD divider	Variable	80 MHz	12.5 MHz	CANFD clock
HDMIϕ	HDMI-IF divider	Variable	25 MHz	Stopped	HDMI-IF clock
CSI0ϕ	CSI0 divider	Variable	25 MHz	Stopped	CSI2 clock
CPϕ	EXTAL	Fixed	16.66 MHz	*3	Common peripheral clock, EXTAL × 1/2
CPEXϕ	EXTAL	Fixed	16.66 MHz	*3	EXTAL × 1/2
RCLK	Common divider / EXTALR	Fixed	32.89 kHz	*6	
OSCCLK	Common divider	Fixed	131.57 kHz	*7	

Notes: 1. The frequency of LBϕ depends on the value of MD18.
2. The frequency of RPCϕ depends on the value of MD4, MD3, MD2 and MD1.
When MD4 = H or L, MD3 = L, MD2 = H, MD1 = L, RPCϕ = 320 MHz, RPCD2ϕ = 160MHz.
When MD4 = H or L, MD3 = L, MD2 = H, MD1 = H, RPCϕ = 160 MHz, RPCD2ϕ = 80MHz.
In the other cases of MD4, MD3, MD2 and MD1 setting, RPCϕ = 80 MHz, RPCD2ϕ = 40MHz.
3. The frequency of CPϕ is equal to EXTAL × 1/2. For example, when the frequency of EXTAL is equal to 20 MHz, the frequency of CPCLK is equal to 10 MHz.
4. The initial frequency of ZB3ϕ and ZB3D2ϕ depends on the setting of MD19 and MD17. The values shown in the above table corresponds to the case of MD19 = L and MD17 = L.
5. These clocks are oscillated in the debug mode. Otherwise, they are stopped.
6. The initial value depends on MD14, MD13 and MD28.
When MD28 = H, RCLK = EXTALR.
When MD28 = L, MD14 = L and MD13 = H, RCLK = 32.89 (kHz)In the other setting, RCLK = 32.55 (kHz)
7. The initial value depends on MD14, MD13.
When MD14 = L and MD13 = H, OSCCLK = 131.57 (kHz).
In the other setting, OSCCLK = 130.20 (kHz)
8. Divider setting for listed clock in Table 11.4 must not be over than maximum clock frequency of each clocks.

MD14	MD13	EXTAL (MHz)	EXTAL divider		Internal RCLK		OSCCLK	
			Fixed division ratio	Frequency (MHz)	Fixed division ratio	Frequency (kHz)	Fixed division ratio	Frequency (kHz)
0	0	16.66	× 1/16	1.04	× 1/32	32.55	× 1/8	130.20
0	1	20.00	× 1/19	1.05	× 1/32	32.89	× 1/8	131.57
1	0	25.00	× 1/24	1.04	× 1/32	32.55	× 1/8	130.20
1	1	33.33	× 1/32	1.04	× 1/32	32.55	× 1/8	130.20

Table 11.5 List of Clocks [RZ/G2E]

Name	Clock Source	Frequency			nonSSCG/ SSCG	Clock Domain, Function
		Dividing ratio	Frequency	Initial		
Z2ϕ	SYS-CPU divider 2	Variable	1200 MHz	1200 MHz	nonSSCG	System CPU (Cortex-A53) clock
ZGϕ	3DGE divider	Variable	600 MHz	600 MHz	nonSSCG/ SSCG	3DGE clock
ZTRϕ	Common divider	Variable	266.66 MHz	266.66 MHz *1	SSCG	Trace interface clock
ZTϕ	Common divider	Variable	400 MHz	400 MHz *1	SSCG	Internal trace clock
ZXϕ	Common divider	Fixed	533.33 MHz	533.33 MHz	SSCG	Cache coherent interconnect clock
S0ϕ	Common divider	Fixed	800 MHz	800 MHz	SSCG	
S1ϕ	Common divider	Fixed	533.33 MHz	533.33 MHz	SSCG	Clock source of S1D1ϕ, S1D2ϕ, S1D4ϕ
S2ϕ	Common divider	Fixed	400 MHz	400 MHz	SSCG	Clock source of S2D1ϕ, S2D2ϕ, S2D4ϕ
S3ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	SSCG	Clock source of S3D1ϕ, S3D2ϕ, S3D4ϕ
S0D1ϕ	Common divider	Fixed	800 MHz	800 MHz	SSCG	
S0D3ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	SSCG	
S0D6ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	SSCG	
S0D12ϕ	Common divider	Fixed	66.66 MHz	66.66 MHz	SSCG	
S0D24ϕ	Common divider	Fixed	33.33 MHz	33.33 MHz	SSCG	
S1D1ϕ	Common divider	Fixed	533.33 MHz	533.33 MHz	SSCG	
S1D2ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	SSCG	
S1D4ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	SSCG	
S2D1ϕ	Common divider	Fixed	400.00 MHz	400.00 MHz	SSCG	
S2D2ϕ	Common divider	Fixed	200.00 MHz	200.00 MHz	SSCG	
S2D4ϕ	Common divider	Fixed	100.00 MHz	100.00 MHz	SSCG	
S3D1ϕ	Common divider	Fixed	266.66 MHz	266.66 MHz	SSCG	AXI-bus
S3D2ϕ	Common divider	Fixed	133.33 MHz	133.33 MHz	SSCG	
S3D4ϕ	Common divider	Fixed	66.66 MHz	66.66 MHz	SSCG	
S0D6Cϕ	Common divider/ PECK divider	Variable	133.33MHz/ 120MHz	120MHz*2	nonSSCG	
S3D1Cϕ	Common divider/ PECK divider	Variable	266.66MHz/ 240MHz	240MHz*2	nonSSCG	
S3D2Cϕ	Common divider/ PECK divider	Variable	133.33MHz/ 120MHz	120MHz*2	nonSSCG	
S3D4Cϕ	Common divider/ PECK divider	Variable	66.66MHz/ 60MHz	60MHz*2	nonSSCG	
LBϕ	Common divider	Fixed	66.66 MHz	66.66 MHz*1	SSCG	LBSC, CLKOUT
CLϕ	Common divider	Fixed	33.33 MHz	33.33 MHz	SSCG	CPG
ZB3ϕ	DDR divider	Variable	464MHz/ 400MHz	400 MHz *3	nonSSCG	DBSC clock
ZB3D2ϕ	DDR divider	Variable	232MHz/ 200MHz	200 MHz *3	nonSSCG	DBSC clock

Name	Clock Source	Frequency			nonSSCG/ SSCG	Clock Domain, Function
		Dividing ratio	Frequency	Initial		
CRϕ	SCEG divider	Fixed	400 MHz	400 MHz	SSCG	SCEG clock
CRD2ϕ	SCEG divider	Fixed	200 MHz	200 MHz	SSCG	SCEG clock
SDSRCϕ	SDSRC divider	Fixed	800 MHz	800 MHz	SSCG	Source clock of SDnHϕ and SDnϕ (n = 0, 1, 3)
SD0Hϕ	SD-IF0 divider	Variable	800 MHz	Stopped	SSCG	SD-IF0
SD0ϕ	SD-IF0 divider	Variable	200 MHz	50 MHz	SSCG	SD-IF0
SD1Hϕ	SD-IF1 divider	Variable	800 MHz	Stopped	SSCG	SD-IF1
SD1ϕ	SD-IF1 divider	Variable	200 MHz	50 MHz	SSCG	SD-IF1
SD3Hϕ	SD-IF3 divider	Variable	800 MHz	Stopped	SSCG	SD-IF3
SD3ϕ	SD-IF3 divider	Variable	200 MHz	50 MHz	SSCG	SD-IF3
RPCϕ	RPC divider	Variable	300 MHz/ 160MHz	*4	nonSSCG/ SSCG	RPC-IF clock
RPCD2ϕ	RPC divider	Variable	150 MHz/ 80 MHz	*4	nonSSCG/ SSCG	RPC-IF clock
ZA2ϕ	ZA2CK divider	Fixed	200MHz	200MHz	nonSSCG	ADG clock
ZA8ϕ	ZA8CK divider	Fixed	600MHz	600MHz	nonSSCG	ADG clock
Z2Dϕ	Z2DCK divider	Variable	400MHz-266.66MHz	400MHz	nonSSCG/ SSCG	
CANFDϕ	CANCK divider	Variable	80MHz	12.5MHz	nonSSCG	CANFD clock
MSOϕ	MSIOF divider	Variable	133.33MHz	12.5MHz	SSCG	MSIOF clock
CSI0ϕ	CSI0 divider	Variable	25 MHz	Stopped	SSCG	CSI2 clock
RCLKϕ	RCK divider / OCO	Variable	32.8kHz/ 31.25kHz	31.25kHz	—	
OSCϕ	OSC divider	Fixed	125kHz	125kHz	—	
LV0ϕ	LV0CK divider	Variable	160MHz-0.2MHz	0.39MHz	nonSSCG/ SSCG	LVDS clock
LV1ϕ	LV1CK divider	Variable	160MHz-0.2MHz	0.39MHz	nonSSCG/ SSCG	LVDS clock
CPϕ	EXTAL	Fixed	24MHz	24MHz	—	
CPEXϕ	EXTAL	Fixed	12MHz	12MHz	—	EXTAL × 1/4

Notes: 1. These clocks are oscillated in the debug mode. Otherwise, they are stopped.
2. When MD12 = L, source clock of S3DnCϕ is S3ϕ, and source clock of S1D4Cϕ is S1ϕ. When MD12 = H, source clock of S3DnCϕ, S1D4Cϕ is PEϕ.
3. The initial frequency of ZB3ϕ and ZB3D2ϕ depends on the setting of MD19. The values shown in the above table corresponds to the case of MD19 = L.
4. The frequency of RPCϕ depends on the value of MD4, MD3 MD2 and MD1.
When MD4 = L, MD3 = L, MD2 = L, MD1 = H, RPCϕ = 80 MHz, RPCD2ϕ = 40MHz.
When MD4 = H or L, MD3 = L, MD2 = H, MD1 = L, RPCϕ = 300 MHz, RPCD2ϕ = 150MHz.
When MD4 = H or L, MD3 = L, MD2 = H, MD1 = H, RPCϕ = 160 MHz, RPCD2ϕ = 80MHz.
When MD4 = L, MD3 = H, MD2 = L, MD1 = L, RPCϕ = 80 MHz, RPCD2ϕ = 40MHz.
In the other cases of MD4, MD3 MD2 and MD1 setting RPCϕ = 75 MHz, RPCD2ϕ = 37.5MHz.
5. Divider setting for listed clock in Table 11.5 must not be over than maximum clock frequency of each clocks.

11.1.5 Clock Operating Modes

Table 11.6 MD9 Settings

MD9	EXTAL/XTAL Pin Settings
0	Inputs an external clock to the EXTAL pin.
1	Connects the crystal resonator to the EXTAL and XTAL pins.

Table 11.7 PLL Initial Multiplication Ratio [RZ/G2H]

MD14	MD13	MD19	MD17	EXTAL Input Frequency (MHz)	Divider Setting of EXTAL Input	PLLn reference clock (n = 0 to 4) (MHz)	PLL Multiplication Ratio				
							PLL0*1	PLL1*2	PLL2*3	PLL3*4	PLL4*5
0	0	0	0	16.66	× 1	16.66	× 180	× 192	× 144	× 192	× 144
0	0	0	1	16.66	× 1	16.66	× 180	× 192	× 144	× 128	× 144
0	0	1	0	Prohibited setting							
0	0	1	1	16.66	× 1	16.66	× 180	× 192	× 144	× 192	× 144
0	1	0	0	20	× 1	20	× 150	× 160	× 120	× 160	× 120
0	1	0	1	20	× 1	20	× 150	× 160	× 120	× 106	× 120
0	1	1	0	Prohibited setting							
0	1	1	1	20	× 1	20	× 150	× 160	× 120	× 160	× 120
1	0	0	0	25	× 1	25	× 120	× 128	× 96	× 128	× 96
1	0	0	1	25	× 1	25	× 120	× 128	× 96	× 84	× 96
1	0	1	0	Prohibited setting							
1	0	1	1	25	× 1	25	× 120	× 128	× 96	× 128	× 96
1	1	0	0	33.33	× 1/2	16.66	× 180	× 192	× 144	× 192	× 144
1	1	0	1	33.33	× 1/2	16.66	× 180	× 192	× 144	× 128	× 144
1	1	1	0	Prohibited setting							
1	1	1	1	33.33	× 1/2	16.66	× 180	× 192	× 144	× 192	× 144

Notes: 1. PLL to create Zϕ for Cortex-A57
Example of frequency calculation (in the case MD14 = H, MD13 = H, MD19 = L, and MD17 = L)
Maximum frequency of Zϕ = 33.33 MHz × 1/2 (fixed divider) × 180 (PLL multiplication ratio) × 1/2 (fixed divider) × 32/32 (SYS-CPU clock divider 1 setting) = 1500 MHz
2. PLL to create clocks related to AXI and so on.
3. PLL to create Z2ϕ for Cortex-A53
4. PLL to create ZB3ϕ and ZB3D2ϕ
5. PLL to create ZGϕ

Table 11.8 PLL Initial Multiplication Ratio [RZ/G2M V1.3, RZ/G2M V3.0]

MD14	MD13	MD12	MD19	MD17	EXTAL Input Frequency (MHz)	Divider Setting of EXTAL Input	PLLn reference clock (n = 0 to 4) (MHz)	PLL Multiplication Ratio				
								PLL0*1	PLL1*2	PLL2*3	PLL3*4	PLL4*5
0	0	0	0	0	16.66	× 1	16.66	× 180	× 192	× 144	× 192	× 144
0	0	0	0	1	16.66	× 1	16.66	× 180	× 192	× 144	× 128	× 144
0	0	0	1	0	Prohibited setting							
0	0	0	1	1	16.66	× 1	16.66	× 180	× 192	× 144	× 192	× 144
0	1	0	0	0	20	× 1	20	× 150	× 160	× 120	× 160	× 120
0	1	0	0	1	20	× 1	20	× 150	× 160	× 120	× 106	× 120
0	1	0	1	0	Prohibited setting							
0	1	0	1	1	20	× 1	20	× 150	× 160	× 120	× 160	× 120
1	0	0	0	0	25	× 1	25	× 120	× 128	× 96	× 128	× 96
1	0	0	0	1	25	× 1	25	× 120	× 128	× 96	× 84	× 96
1	0	0	1	0	Prohibited setting							
1	0	0	1	1	25	× 1	25	× 120	× 128	× 96	× 128	× 96
1	1	0	0	0	33.33	× 1/2	16.66	× 180	× 192	× 144	× 192	× 144
1	1	0	0	1	33.33	× 1/2	16.66	× 180	× 192	× 144	× 128	× 144
1	1	0	1	0	Prohibited setting							
1	1	0	1	1	33.33	× 1/2	16.66	× 180	× 192	× 144	× 192	× 144

Notes: 1. PLL to create Zϕ for Cortex-A57

Example of frequency calculation (in the case MD14 = H, MD13 = H, MD19 = L, and MD17 = L)

Maximum frequency of Zϕ = 33.33 MHz × 1/2 (fixed divider) × 180 (PLL multiplication ratio) × 1/2(fixed divider) × 32/32 (SYS-CPU clock divider 1 setting) = 1500 MHz

2. PLL to create clocks related to AXI and so on.
3. PLL to create Z2ϕ for Cortex-A53
4. PLL to create ZB3ϕ and ZB3D2ϕ
5. PLL to create ZGϕ

Table 11.9 PLL Initial Multiplication Ratio [RZ/G2N]

MD14	MD13	MD19	MD17	EXTAL Input Frequency (MHz)	Divider Setting of EXTAL Input	PLLn reference clock (n = 0, 1, 3, 4) (MHz)	PLL Multiplication Ratio			
							PLL0*1	PLL1*2	PLL3*3	PLL4*4
0	0	0	0	16.66	× 1	16.66	× 180	× 192	× 192	× 144
0	0	0	1	16.66	× 1	16.66	× 180	× 192	× 128	× 144
0	0	1	0	Prohibited setting						
0	0	1	1	16.66	× 1	16.66	× 180	× 192	× 192	× 144
0	1	0	0	20	× 1	20	× 150	× 160	× 160	× 120
0	1	0	1	20	× 1	20	× 150	× 160	× 106	× 120
0	1	1	0	Prohibited setting						
0	1	1	1	20	× 1	20	× 150	× 160	× 160	× 120
1	0	0	0	25	× 1	25	× 120	× 128	× 128	× 96
1	0	0	1	25	× 1	25	× 120	× 128	× 84	× 96
1	0	1	0	Prohibited setting						
1	0	1	1	25	× 1	25	× 120	× 128	× 128	× 96
1	1	0	0	33.33	× 1/2	16.66	× 180	× 192	× 192	× 144
1	1	0	1	33.33	× 1/2	16.66	× 180	× 192	× 128	× 144
1	1	1	0	Prohibited setting						
1	1	1	1	33.33	× 1/2	16.66	× 180	× 192	× 192	× 144

Notes: 1. PLL to create Zϕ for Cortex-A57

Example of frequency calculation (in the case MD14 = H, MD13 = H, MD19 = L, and MD17 = L)

Maximum frequency of Zϕ = 33.33 MHz × 1/2 (fixed divider) × 180 (PLL multiplication ratio) × 1/2(fixed divider) × 32/32 (SYS-CPU clock divider 1 setting) = 1500 MHz

2. PLL to create clocks related to AXI and so on.
3. PLL to create ZB3ϕ and ZB3D2ϕ
4. PLL to create ZGϕ

Table 11.10 PLL Initial Multiplication Ratio [RZ/G2E]

MD19	EXTAL Input Frequency (MHz)	Divider Setting of EXTAL Input	PLLn reference clock (n = 0, 1, 3) (MHz)	PLL Multiplication Ratio		
				PLL0*1	PLL1*2	PLL3*3
0	48	× 1	48	200/2	100/3	100/3
1	48	× 1	48	200/2	100/3	58/3

Notes: 1. PLL to create Z2ϕ for Cortex-A53 and ZGϕ at nonSSCG clock
2. PLL to create SYSTEM
3. PLL to create ZB3ϕ and ZB3D2ϕ
MD19 = 0 PLL3 = 1600MHz ZB3ϕ = PLL3 / 4 = 400MHz
MD19 = 1 PLL3 = 928MHz ZB3ϕ = PLL3 / 2 = 464MHz

Table 11.11 MD18 Settings

MD18	LBϕ (CLKOUT) Frequency Setting
0	Division ratio = 1/12 of S0ϕ
1	Division ratio = 1/18 of S0ϕ

Table 11.12 MD28 Settings [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

MD28	MD28 Settings
0	Internal RCLK select.
1	EXTALR select.

Table 11.13 MD12 Settings [RZ/G2E]

MD12	MD12 Settings
0	PLL1 nonSSCG Clock select
1	PLL1 SSCG Clock select

11.1.6 Register Configuration

Table 11.14 shows the CPG register configuration. Table 11.15 shows the register states in each operating mode.

32bit-width access is only available.

Table 11.14 Register Configurations

						Second Generation RZ/G Series Products			
Register Name	Abbreviation	R/W	Address	Initial value	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CPG Write Protect Control Register	CPGWPCR	R/W	H'E615_0904	H'0000_0001	32	√	√	√	√
CPG Write Protect Register	CPGWPR	R/W	H'E615_0900	H'0000_0000	32	√	√	√	√
Frequency control register B	FRQCRB	R/W	H'E615_0004	H'0032_0235*	32	√	√	√	√
Frequency control register C	FRQCRC	R/W	H'E615_00E0	H'0000_0000	32	√	√	√	√
PLL Enable Control Register	PLLECR	R/W	H'E615_00D0	H'0000_1F1F	32	√	√	√	√
PLL0 control register	PLL0CR	R/W	H'E615_00D8	H'---0_-000	32	√	√	√	√
PLL2 control register	PLL2CR	R/W	H'E615_002C	H'—00_00-0	32	√	√	—	—
PLL3 control register	PLL3CR	R/W	H'E615_00DC	H'---0_00-0	32	√	√	√	√
PLL4 control register	PLL4CR	R/W	H'E615_01F4	H'—00_00-0	32	√	√	√	—
SD-IF0 clock frequency control register	SD0CKCR	R/W	H'E615_0074	H'0000_0209*	32	√	√	√	√
SD-IF1 clock frequency control register	SD1CKCR	R/W	H'E615_0078	H'0000_0209	32	√	√	√	√
SD-IF2 clock frequency control register	SD2CKCR	R/W	H'E615_0268	H'0000_0209	32	√	√	√	—
SD-IF3 clock frequency control register	SD3 CKCR	R/W	H'E615_026C	H'0000_0209	32	√	√	√	√
RPC-IF clock frequency control register	RPCCKCR	R/W	H'E615_0238	H'0000_0---	32	√	√	√	√
CAN-FD clock frequency control register	CANFDCKCR	R/W	H'E615_0244	H'0000_003F	32	√	√	√	√
MSIOF clock frequency control register	MSOCKCR	R/W	H'E615_0014	H'0000_003F	32	√	√	√	√
HDMI-IF clock frequency control register	HDMICKCR	R/W	H'E615_0250	H'0000_011F	32	√	√	√	—
CSI0 clock frequency control register	CSI0CKCR	R/W	H'E615_000C	H'0000_011F	32	√	√	√	√
RCLK frequency control register	RCKCR	R/W	H'E615_0240	H'0000_00--	32	—	—	—	√
LV0 Clock Control Register	LV0CKCR	R/W	H'E615_04CC	H'3F3F_0040	32	—	—	—	√

Register Name	Abbreviation	R/W	Address	Initial value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
LV1 Clock Control Register	LV1CKCR	R/W	H'E615_04D0	H'3F3F_0040	32	—	—	—	√
ZA2 Clock Control Register	ZA2CKCR	R/W	H'E615_04DC	H'0000_0000	32	—	—	—	√
ZA8 Clock Control Register	ZA8CKCR	R/W	H'E615_04E0	H'0000_0000	32	—	—	—	√
Z2D Clock Control Register	Z2DCKCR	R/W	H'E615_04E8	H'0000_0009	32	—	—	—	√
Frequency control register D	FRQCRD	R/W	H'E615_00E4	H'000-_0-0-	32	√	√	√	—

Note: Do not write to any addresses other than listed above. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed above are undefined.

Note: *Initial value is different for each product. For detail, refer to Register Description.

Table 11.15 Register States in Each Operating Mode

Register	Power-On Reset
All Registers	Initialized

11.2 Register Description

Legend for Register Description

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R: Read-only.

W: Write-only. The read value is undefined.

11.2.1 CPG Write Protect Control Register (CPGWPCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CPGWPR is a 32-bit readable/writable register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Code value (H'A5A5)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	WPE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

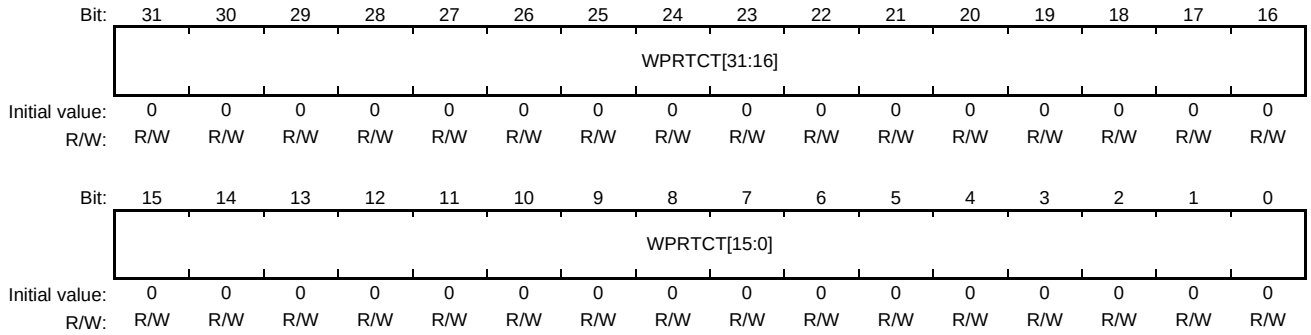
Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Code value (H'A5A5) When read, returns 0.
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	WPE	B'1	R/W	Write protect enable 0: Disable the write protect 1: Enable the write protect

Refer to section 11.4.1 Write protection function for CPG registers.

11.2.2 CPG Write Protect Register (CPGWPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CPGWPR is a 32-bit readable/writable register. CPGWPR enables/disables writing to all registers in CPG except for CPGWPCR.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	WPRTCT [31:0]	All 0	R/W	Writing a value to CPG registers is enabled by writing the inverse of the value to this register.

11.2.3 Frequency Control Register B (FRQCRB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FRQCRB is a 32-bit readable/writable register. This register specifies the frequency division ratios of GPU Clock(ZGϕ). Debug Trace port clock (ZTRϕ), Debug Trace bus clock (ZTϕ), and Debug clock (ZTRD2ϕ).

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	KICK	—	—	ZGFC[4:0]					ZTRFC[3:0]				ZTFC[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	ZTRD2FC[3:0]			
Initial value:	0	0	0	0	0	0	1	0	0	0	1	1	0	1	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

[RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	KICK	—	—	ZGFC[4:0]					ZTRFC[3:0]				ZTFC[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	1	0	0	1	0	0	0	1	1	0	1	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	KICK	B'0	R/W	KICK bit Setting 1 to this register activates the FRQCRB and FRQCRC setting. 0: Does not activate the FRQCRB and FRQCRC settings. 1: Activates the FRQCRB, FRQCRC settings. This bit is automatically cleared to '0' when the frequency division setting is completed after '1' is written to this bit.
30	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
29	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
28 to 24	ZGFC[4:0]	B'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] GPU Clock (ZGϕ) Frequency Division Ratio B'0_0000: × 1/1 B'0_1011: × 21/32 B'1_0000: × 1/2 B'1_0101: × 11/32 Other values: Setting prohibited.
	ZGFC[4:0]	B'0_0000	R/W	[RZ/G2E] GPU Clock (ZGϕ) Frequency Division Ratio B'0_00xx: 600 MHz (nonSSCG) B'0_01xx: 300 MHz (nonSSCG) B'0_1001: 400 MHz (SSCG) B'0_1010: 200 MHz (SSCG) B'0_1100: 533.33 MHz (SSCG) B'0_1101: 266.66 MHz (SSCG) B'0_1110: 133.33 MHz (SSCG) Other values: Setting prohibited
23 to 20	ZTRFC[3:0]	B'0011	R/W	Debug Trace port Clock (ZTRϕ) Frequency Division Ratio B'0011: × 1/6 B'0100: × 1/8 B'0101: × 1/12 B'0110: × 1/16 B'0111: × 1/18 B'1000: × 1/24 Other values: Setting prohibited Note: ZTRϕ is supplied only in debugging mode.
19 to 16	ZTFC[3:0]	B'0010	R/W	Debug Trace bus Clock (ZTϕ) Frequency Division Ratio B'0010: × 1/4 B'0011: × 1/6 B'0100: × 1/8 B'0101: × 1/12 B'0110: × 1/16 B'0111: × 1/18 B'1000: × 1/24 Other values: Setting prohibited Note: ZTϕ is supplied only in debugging mode.

Bit	Bit Name	Initial Value	R/W	Description
15 to 12	—	All 0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved These bits are always read as 0. The write value should always be 0.
	—	B’0001	R	[RZ/G2E] Reserved These bits are always read as 0001. The write value should always be 0001.
11	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
10	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
9	—	B’1	R	Reserved This bit is always read as 1. The write value should always be 1.
8	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
5	—	B’1	R	Reserved This bit is always read as 1. The write value should always be 1.
4	—	B’1	R	Reserved This bit is always read as 1. The write value should always be 1.
3 to 0	ZTRD2FC[3:0]	B’0101	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Debug Clock (ZTRD2ϕ) Frequency Division Ratio B’0101: × 1/12 B’0110: × 1/16 B’0111: × 1/18 B’1000: × 1/24 Other values: Setting prohibited Note: ZTRD2ϕ is supplied only in debugging mode.
	—	B’0101	R	[RZ/G2E] Reserved These bits are always read as B’0101. The write value should always be B’0101.

11.2.4 Frequency Control Register C (FRQCRC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

When the values of ZTRϕ, ZTϕ or ZTRD2ϕ are not changed, FRQCRB.KICK bit needs setting to 1 again after FRQCRB.ZTRFC, FRQCRB.ZTFC, or FRQCRB.ZTRD2FC are stored.

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]

FRQCRC is a 32-bit readable/writable register. This register specifies the frequency division ratios of the System CPU (Cortex-A57) clock (Zϕ), System CPU (Cortex-A53) clock (Z2ϕ).

[RZ/G2N]

FRQCRC is a 32-bit readable/writable register. This register specifies the frequency division ratios of the System CPU (Cortex-A57) clock (Zϕ).

[RZ/G2E]

FRQCRC is a 32-bit readable/writable register. This register specifies the frequency division ratios of the System CPU (Cortex-A53) clock (Z2ϕ).

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	ZFC[4:0]					—	—	—	Z2FC[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

[RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	Z2FC[4:0]					—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	—	B'0_0000	R/W	Reserved These bits are always read as 0. The write value should always be 0.
15	—	0	R	Reserved These bits are always read as 0. The write value should always be 0.
14, 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	ZFC[4:0]	B'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AP-System Core (Cortex-A57) Clock (Zϕ) Frequency Division Ratio B'0_0000: × 32/32 B'0_0001: × 31/32 : B'1_1110: × 2/32 B'1_1111: × 1/32 Other values: Setting prohibited
	Z2FC[4:0]	B'0_0000	R/W	[RZ/G2E] AP-System Core (Cortex-A53) Clock (Z2ϕ) Frequency Division Ratio B'0_0000: × 32/32 B'0_0001: × 31/32 : B'1_1110: × 2/32 B'1_1111: × 1/32 Other values: Setting prohibited
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	Z2FC[4:0]	B'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] AP-System Core (Cortex-A53) Clock (Z2ϕ) Frequency Division Ratio B'0_0000: × 32/32 B'0_0001: × 31/32 : B'1_1110: × 2/32 B'1_1111: × 1/32 Other values: Setting prohibited
	—	All 0	R/W	[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.

11.2.5 PLL Enable Control Register (PLLECR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PLLECR is a 32-bit readable/writable register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	PLL4ST	PLL3ST	PLL2ST	PLL1ST	PLL0ST	—	—	—	PLL4E	PLL3E	PLL2E	—	PLL0E
Initial value:	0	0	0	1	1	1	1	1	0	0	0	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	PLL4ST	B'1	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] PLL circuit 4 status Displays PLL circuit 4 status (on or off). 0: PLL circuit 4 is turned off. The main clock is supplied. 1: PLL circuit 4 is turned on. The output from PLL circuit 4 is supplied.
	—	B'1	R	[RZ/G2E] Reserved This bit is always read as 1. The write value should always be 1.
11	PLL3ST	B'1	R	PLL circuit 3 status Displays PLL circuit 3 status (on or off). 0: PLL circuit 3 is turned off. The main clock is supplied. 1: PLL circuit 3 is turned on. The output from PLL circuit 3 is supplied.
10	PLL2ST	B'1	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] PLL circuit 2 status Displays PLL circuit 2 status (on or off). 0: PLL circuit 2 is turned off. The main clock is supplied. 1: PLL circuit 2 is turned on. The output from PLL circuit 2 is supplied.
	—	B'1	R	[RZ/G2N, RZ/G2E] Reserved This bit is always read as 1. The write value should always be 1.
9	PLL1ST	B'1	R	PLL circuit 1 status Displays PLL circuit q status (on or off). 0: PLL circuit 1 is turned off. The main clock is supplied. 1: PLL circuit 1 is turned on. The output from PLL circuit 1 is supplied.

Bit	Bit Name	Initial Value	R/W	Description
8	PLL0ST	B'1	R	PLL circuit 0 status Displays PLL circuit 0 status (on or off). 0: PLL circuit 0 is turned off. The main clock is supplied. 1: PLL circuit 0 is turned on. The output from PLL circuit 0 is supplied.
7 to 5	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
4	PLL4E	B'1	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] PLL circuit 4 enable Turns PLL circuit 4 on or off. Actual status of PLL4 is shown in PLL4ST bit. 0: Turns off PLL circuit 4 1: Turns on PLL circuit 4
	—	B'1	R	[RZ/G2E] Reserved This bit is always read as 1. The write value should always be 1.
3	PLL3E	B'1	R/W	PLL circuit 3 enable Turns PLL circuit 3 on or off. Actual status of PLL3 is shown in PLL3ST bit. 0: Turns off PLL circuit 3 1: Turns on PLL circuit 3
2	PLL2E	B'1	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] PLL circuit 2 enable Turns PLL circuit 2 on or off. Actual status of PLL2 is shown in PLL2ST bit. 0: Turns off PLL circuit 2 1: Turns on PLL circuit 2
	—	B'1	R	[RZ/G2N, RZ/G2E] Reserved This bit is always read as 1. The write value should always be 1.
1	—	B'1	R	Reserved This bit is always read as 1. The write value should always be 1.
0	PLL0E	B'1	R/W	PLL circuit 0 enable Turns PLL circuit 0 on or off. Actual status of PLL0 is shown in PLL0ST bit. 0: Turns off PLL circuit 0 1: Turns on PLL circuit 0

11.2.6 PLL0 Control Register (PLL0CR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PLL0CR is a 32-bit readable/writable register. This register specifies the multiplication ratio of PLL circuit 0. When writing to this register, change only bits STC[6:0] (Read-modify-write).

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	STC[6:0]							—	—	—	—	—	—	—	—
Initial value:	0	—*1	—*1	—*1	—*1	—*1	—*1	—*1	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	REF DIV	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	—*2	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R

[RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	1	1	0	0	0	1	1	0	0	0	1	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CKSEL	REF DIV	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	—*3	—*2	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
30 to24	STC[6:0]	*1	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] PLL Circuit 0 Multiplication Ratio PLL circuit 0 performs multiplication with a ratio of (setting + 1) × 2 The frequency has the following relationship. (PLL0VCO) = (PLL0 reference clock) × (setting+1) × 2 (SYS-CPU divider 1 input) = PLL0VCO × 1/2 (fixed divider) B’011_1011: × (60 × 2) = ×120 B’011_1111: × (64 × 2) = ×128 B’100_0000: × (65 × 2) = ×130 … B’100_0101: × (70 × 2) = ×140 B’100_1010: × (75 × 2) = ×150 B’101_1001: × (90 × 2) = ×180 For example, Zϕ = 1500MHz with EXTAL = 20MHz, STC[6:0] = B’100_1010. PLL0VCO = 20 MHz × (75 × 2) = 3000MHz. (SYS-CPU divider 1 input) = 3000MHz × 1/2 = 1500MHz. When SYS-CPU divider 1 setting is × 32/32, Zϕ = 1500MHz × 32/32 = 1500MHz. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Set PLL0VCO between 2000 MHz and 3000 MHz
	—	H’63	R/W	[RZ/G2E] Reserved These bits are always read as H’63. The write value should always be H’63.
23 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 20	—	B’00	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved These bits are always read as 0. The write value should always be 0.
	—	B’01	R/W	[RZ/G2E] Reserved These bits are always read as 01. The write value should always be 01.
19 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	—	B’0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
	CKSEL	*3	R/W	[RZ/G2E] Peripheral clock source select S3D1CCLK, S3D2CCLK, S3D4CCLK, S0D6CCLK 0: PLL1 1: PLL0
12	REFDIV	*2	R/W	PLL0 reference clock division ratio 0: x 1/1 1: x 1/2 Don't change from initial value.
11 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Notes: 1. Initial value of STC[6:0] is determined by MD14 and MD13 as shown in the Table 11.7 to 11.10.
2. When MD14 = 1 and MD13 = 1, the initial value is 1. When the other mode setting, the initial value is 0. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
The initial value is 0. [RZ/G2E]
3. Initial value of CKSEL is MD12

11.2.7 PLL2 Control Register (PLL2CR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	—

PLL2CR is a 32-bit readable/writable register. This register specifies the multiplication ratio of PLL circuit 2. When writing to this register, change only bits STC[6:0] (Read-modify-write).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	STC[6:0]							—	—	—	—	—	—	—	—
Initial value:	0	—*1	—*1	—*1	—*1	—*1	—*1	—*1	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	REF DIV	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	—*2	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
30 to24	STC[6:0]	*1	R/W	PLL Circuit 2 Multiplication Ratio PLL circuit 2 performs multiplication with a ratio of (setting + 1) × 2 The frequency has the following relationship. (PLL2VCO) = (PLL2 reference clock) × (setting+1) × 2 (SYS-CPU divider 2 input) = PLL2VCO × 1/2 (fixed divider) B'010_0111: × (40 × 2) = ×80 … B'010_1111: × (48 × 2) = ×96 … B'011_1011: × (60 × 2) = ×120 … B'011_1110: × (63 × 2) = ×126 B'011_1111: × (64 × 2) = ×128 B'100_0000: × (65 × 2) = ×130 … B'100_0111: × (72 × 2) = ×144 … B'100_1101: × (78 × 2) = ×156 For example, Z2ϕ = 1200 MHz with EXTAL = 16.66 MHz, STC[6:0] = B'100_0111. PLL2VCO = 16.66 MHz × (72 × 2) = 2400 MHz. (SYS-CPU divider 2 input) = 2400 MHz × 1/2 = 1200 MHz. When SYS-CPU divider 2 setting is × 32/32, Z2ϕ = 1200 MHz × 32/32 = 1200 MHz. Set PLL2VCO between 2000 MHz and 2400 MHz.
23 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5	REFDIV	*2	R/W	PLL2 reference clock division ratio 0: x 1/1 1: x 1/2 Don't change from initial value.
4 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Notes: 1. Initial value of STC[6:0] is determined by MD14 and MD13 as shown in the Table 11.7 to 11.10.
2. When MD14 = 1 and MD13 = 1, the initial value is 1. When the other mode setting, the initial value is 0.

11.2.8 PLL3 Control Register (PLL3CR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PLL3CR is a 32-bit readable/writable register. This register specifies the multiplication ratio of PLL circuit 3. When writing to this register, please change only bits STC[6:0] (Read-modify-write).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	STC[6:0]							—	—	—	—	—	—	—	—
Initial value:	Values of bit 31, 21 are different among products															
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0	0	—*1	—*1	—*1	—*1	—*1	—*1	—*1	0	0	0	0	0	0	0	0
RZ/G2N RZ/G2E	1	—*1	—*1	—*1	—*1	—*1	—*1	—*1	0	0	1	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	Value of bit 7 is different among products															
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0	0	0	0	0	0	0	0	0	—*2	0	0	0	0	0	0	0
RZ/G2E	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved These bits are always read as 0. The write value should always be 0.
		B’1	R	[RZ/G2E] Reserved These bits are always read as 1. The write value should always be 1.

Bit	Bit Name	Initial Value	R/W	Description
30 to 24	STC[6:0]	—*1	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] PLL Circuit 3 Multiplication Ratio The PLL3VCO frequency is calculated as following. (PLL3VCO) = (PLL3 reference clock) × (setting+1) × 2 B'110_1111: ×112 B'100_1111: ×80 B'011_1111: ×64 B'010_1111: ×48 B'110_1110: ×111 B'100_1110: ×79 B'011_1110: ×63 B'010_1110: ×47 B'110_1101: ×110 B'100_1101: ×78 B'011_1101: ×62 B'010_1101: ×46 B'110_1011: ×108 B'100_1001: ×74 B'011_1011: ×60 B'010_1001: ×42 B'101_1111: ×96 B'100_1000: ×73 B'011_1010: ×59 B'010_1000: ×41 B'101_1110: ×95 B'100_0111: ×72 B'011_1001: ×58 B'010_0111: ×40 B'101_1101: ×94 B'100_0110: ×71 B'011_0111: ×56 B'101_1100: ×93 B'100_0101: ×70 B'011_0110: ×55 B'101_1011: ×92 B'100_0100: ×69 B'011_0101: ×54 B'101_1010: ×91 B'100_0011: ×68 B'011_0100: ×53 B'101_0011: ×84 B'011_0011: ×52 B'101_0010: ×83 B'011_0010: ×51 B'101_0001: ×82 Others: setting prohibited
				[RZ/G2E] PLL Circuit 3 Multiplication Ratio The PLL3VCO frequency is calculated as following. (PLL3VCO) = (PLL3 reference clock) / 3 × (setting+1) In case of MD19 = 0 B'110_0010: = ×99 B'110_0011: = ×100 others: setting prohibited In case of MD19 = 1 B'011_1001: = ×58 others: setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
23 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21	—	B’0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved This bit is always read as 0. The write value should always be 0.
		B’1	R	[RZ/G2E] Reserved This bit is always read as 1. The write value should always be 1.
20	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
19 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	—	—*2	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved This bit is determined by MD14 and MD13. The write value should always be the same value with the read value before writing.
		B’0	R	[RZ/G2E] Reserved This bit is always read as 0. The write value should always be 0.
6 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Notes: 1. Initial value is determined by MD19, MD17, MD14 and MD13 as shown in the Table
Table 11.7 [RZ/G2H]
Table 11.8 [RZ/G2M V1.3, RZ/G2M V3.0]
Table 11.9 [RZ/G2N]
Initial value is determined by MD19, MD14 and MD13 as shown in the Table.
Initial value is determined by MD19 as shown in the Table 11.10. [RZ/G2E]
2. When MD14 = 1 and MD13 = 1, the initial value is 1. When the other mode setting, the initial value is 0.

11.2.9 PLL4 Control Register (PLL4CR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

PLL4CR is a 32-bit readable/writable register. This register specifies the multiplication ratio of PLL circuit 4. When writing to this register, change only bits STC[6:0] (Read-modify-write).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	STC[6:0]							—	—	—	—	—	—	—	—
Initial value:	0	—*1	—*1	—*1	—*1	—*1	—*1	—*1	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	REF DIV	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	—*2	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
30 to 24	STC[6:0]	*1	R/W	PLL Circuit 4 Multiplication Ratio*3 PLL circuit 4 performs multiplication with a ratio of (setting + 1) × 2 The frequency has the following relationship. (PLL4VCO) = (PLL2 reference clock) × (setting+1) × 2 (3DGE divider input) = PLL4VCO × 1/2 (fixed divider) ZGϕ = (3DGE divider input) × 1/2 (fixed divider) B’010_1111: × (48 × 2) = ×96 (Ex: 25 MHz × 96 = 2400 MHz) … B’011_1011: × (60 × 2) = ×120 (Ex: 20 MHz × 120 = 2400 MHz) … B’100_0111: × (72 × 2) = ×144 (Ex: 16.66 MHz × 144 = 2400 MHz) For example, ZGϕ = 600 MHz with EXTAL=16.66 MHz, STC[6:0] = B’100_0111. PLL4VCO = 16.66 MHz × (72 × 2) = 2400 MHz. (3DGE divider input) = 2400 MHz × 1/2 = 1200 MHz. ZGϕ = 1200 MHz × 1/2 = 600 MHz. Set PLL4VCO at 2400 MHz.
23 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	REFDIV	*2	R/W	PLL4 reference clock division ratio 0: x 1/1 1: x 1/2 Don't change from initial value.
4 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Notes: 1. Initial value of STC[6:0] is determined by MD14 and MD13 as shown in the Table 11.7 to 11.10 .
2. When MD14 = 1 and MD13 = 1, the initial value is 1. When the other mode setting, the initial value is 0.
3. Actual multiplication ratio of PLL4 VCO to the reference clock of PLL4 is (setting + 1) × 2. The factor "2" is derived from the fixed divider in the PLL feedback loop. The input clock to the 3DGE divider is generated by dividing PLL4 VCO by 2. That is why the input clock frequency to the 3DGE divider is expressed as (STC[6:0] + 1) × (reference clock of PLL4).

11.2.10 SD-IFn Clock Frequency Control Register (SDnCKCR, n = 0 to 3 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N], n = 0, 1, 3 [RZ/G2E])

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SDnCKCR is a 32-bit readable/writable register. This register controls SDnH clock (SDnHϕ) and SDHIn clock (SDnϕ) frequency. This register should be set before SD-IFn module is operated. Do not access SD-IFn module during changing the clock frequency of SDnHϕ and SDnϕ or stopping these clocks.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	STPnHCK	STPnCK	—	—	—	SDnSRCFC[2:0]			SDnFC[1:0]	
Initial value:	0	0	0	0	0	0	1	0	0	0	0	0	1	0	0	1
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	STPnHCK	B'1	R/W	Clock Stop 0: Supplies SDnH clock 1: Stops SDnH clock
8	STPnCK	B'0	R/W	Clock Stop 0: Supplies SDn clock 1: Stops SDn clock
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4 to 2	SDnSRCFC [2:0]	B’010	R/W	SDnHϕ clock Frequency Division Ratio B’000: SDnHϕ = SDSRCϕ × 1/1 SDnϕ = SD0SRCϕ × 1/4 (when SDnFC[1:0] = 01) (e.g. SDnHϕ = 800 MHz, SDnϕ = 200 MHz) B’001: SDnHϕ = SDSRCϕ × 1/2, SDnϕ = SDSRCϕ × 1/8 (when SDnFC[1:0] = 01) (e.g. SDnHϕ = 400, SDnϕ = 100MHz) SDnϕ = SDSRCϕ × 1/4 (when SDnFC[1:0] = 00) (e.g. SDnHϕ = 400, SDnϕ = 200 MHz) B’010: SDnHϕ = SDSRCϕ × 1/4 (should be stopped by STPnHCK) SDnϕ = SDSRCϕ × 1/16 (when SDnFC[1:0] = 01) (e.g. SDnHϕ = should be stopped, SDnϕ = 50 MHz) B’011: SDnHϕ = should be stopped (should be stopped by STPnHCK) SDnϕ = SDSRCϕ × 1/32 (when SDnFC[1:0] = 01) (e.g. SDnHϕ = should be stopped, SDnϕ = 25 MHz) B’100: SDnHϕ = should be stopped (should be stopped by STPnHCK) SDnϕ = SDSRCϕ × 1/64 (when SDnFC[1:0] = 01) (e.g. SDnHϕ = should be stopped, SDnϕ = 12.5 MHz) B’101: Setting prohibited B’110: Setting prohibited B’111: Setting prohibited
1 to 0	SDnFC[1:0]	B’01	R/W	Select SDnϕ division Ratio B’00: SDnϕ = SDnHϕ × 1/2 B’01: SDnϕ = SDnHϕ × 1/4 B’10: Reserved B’11: Reserved Example 1 SDnSRCFC[2:0] = 000, SDnFC[1:0] = 01, SDnHϕ = 800 MHz, SDnϕ = 200 MHz Example 2 SDnSRCFC[2:0] = 001, SDnFC[1:0] = 00, SDnHϕ = 400 MHz, SDnϕ = 200 MHz Refer to SDnSRCFC[2:0] explanation.

11.2.11 RPC-IF Clock Frequency Control Register (RPCCKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

RPCCKCR is a 32-bit readable/writable register. This register controls the RPC-IF clock (RPCϕ). This register should be set before RPC-IF module is operated. Do not access RPC-IF module during changing the clock frequency of RPCϕ.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CKSTP2	CKSTP	—	—	—	DIV[4:0]				
Initial value:																
RZ/G2H RZ/G2N	0	0	0	0	0	0	0	0	0	0	0	1	0	*2	*2	1
RZ/G2M V1.3 RZ/G2M V3.0	0	0	0	0	0	0	*1	*1	0	0	0	1	0	*2	*2	1
RZ/G2E	0	0	0	0	0	0	0	0	0	0	0	*3	*3	*3	*3	1
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R

Notes: 1. Depend on MD4, MD3, MD2, and MD1 values.
When (MD4, MD3, MD2, MD1) = 0001/0010/0011/0100/1010/1011, the initial value of CKSTP&CKSTP2 = 0.
When the other setting of (MD4, MD3, MD2, MD1), the initial value of CKSTP&CKSTP2 = 1.

2. Depend on MD4, MD3, MD2, and MD1 values
When (MD4, MD3, MD2, MD1) = (Don't care, 0, 1, 0), DIV[2:0] = 001, DIV[4:3] = 10.
When (MD4, MD3, MD2, MD1) = (Don't care, 0, 1, 1), DIV[2:0] = 011, DIV[4:3] = 10.
In the other setting of (MD4, MD3, MD2, MD1), DIV[2:0] = 111, DIV[4:3] = 10.

3. Depend on MD4, MD3, MD2, and MD1 values
When (MD4, MD3, MD2, MD1) = (0, 0, 1, 0) or (1, 0, 1, 0): DIV[2:0] = 001, DIV[4:3] = 10 (300 MHz PLL0)
When (MD4, MD3, MD2, MD1) = (0, 0, 1, 1) or (1, 0, 1, 1): DIV[2:0] = 001, DIV[4:3] = 00 (160 MHz PLL1)
[RZ/G2E]
When (MD4, MD3, MD2, MD1) = (0, 0, 0, 1) or (0, 1, 0, 0): DIV[2:0] = 011, DIV[4:3] = 00 (300 MHz PLL0)
In the other setting of (MD4, MD3, MD2, MD1), DIV[2:0] = 111, DIV[4:3] = 10 (75 MHz PLL0).

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	CKSTP2	*1	R/W	[RZ/G2M V1.3, RZ/G2M V3.0] RPCD2ϕ Clock Stop 0: Supplies clock to RPC-IF 1: Stops clock to RPC-IF
		B'0	R/W	[RZ/G2H, RZ/G2N, RZ/G2E] RPCD2ϕ Clock Stop 0: Supplies clock to RPC-IF 1: Stops clock to RPC-IF
8	CKSTP	*1	R/W	[RZ/G2M V1.3, RZ/G2M V3.0] RPCϕ Clock Stop 0: Supplies clock to RPC-IF 1: Stops clock to RPC-IF

Bit	Bit Name	Initial Value	R/W	Description
		B’0	R/W	[RZ/G2H, RZ/G2N, RZ/G2E] RPCϕ Clock Stop 0: Supplies clock to RPC-IF 1: Stops clock to RPC-IF
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	DIV[4:0]	*2	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] RPC-IF clock (RPCϕ, RPCD2ϕ) Frequency Division Ratio DIV[4:3] B’00: Prohibited setting B’01: Prohibited setting B’10: RPCSRCϕ = (Clock source = PLL1VCO) × 1/5 B’11: RPCSRCϕ = (Clock source = PLL1VCO) × 1/6 DIV[2:0] RPCϕ = RPCSRCϕ / (DIV[2:0] +1) PRCD2ϕ = RPCSRCϕ / { (DIV[2:0] +1) × 2 } The setting DIV[2:0] = 000 is prohibited. The setting DIV[0] = 0 is also prohibited. Example: Setting: Frequency of RPCϕ, Frequency of RPCD2ϕ B’1_0000: Prohibited B’1_0001: PLL1VCO (3200 MHz) × 1/5 × 1/2 = 320 MHz, 160 MHz (RPC-IF max.) B’1_0010: Prohibited B’1_0011: PLL1VCO (3200 MHz) × 1/5 × 1/4 = 160 MHz, 80 MHz (QSPI max.) B’1_0100: Prohibited B’1_0101: PLL1VCO (3200 MHz) × 1/5 × 1/6 = 106 MHz, 53 MHz B’1_0110: Prohibited B’1_0111: PLL1VCO (3200 MHz) × 1/5 × 1/8 = 80 MHz, 40 MHz B’1_1000: Prohibited B’1_1001: PLL1VCO (3200 MHz) × 1/6 × 1/2 = 266 MHz, 133 MHz B’1_1010: Prohibited B’1_1011: PLL1VCO (3200 MHz) × 1/6 × 1/4 = 133 MHz, 66 MHz B’1_1100: Prohibited B’1_1101: PLL1VCO (3200 MHz) × 1/6 × 1/6 = 88 MHz, 44 MHz B’1_1110: Prohibited B’1_1111: PLL1VCO (3200 MHz) × 1/6 × 1/8 = 66 MHz, 33 MHz

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	DIV[4:0]	*3	R/W	[RZ/G2E] DIV[4:3] B'00: RPCSRCϕ = (Clock source = PLL1VCO) × 1/5 (320 MHz) B'01: RPCSRCϕ = (Clock source = PLL1VCO) × 1/3 (533.33 MHz) B'10: RPCSRCϕ = (Clock source = PLL0VCO) × 1/n (600 MHz) (n = 5 n = 8 [RZ/G2E]) B'11: RPCSRCϕ = (Clock source = PLL1VCO) × 1/2 (800 MHz) DIV[2:0] RPCϕ = RPCSRCϕ / (DIV[2:0] +1) PRCD2ϕ = RPCSRCϕ / { (DIV[2:0] +1) × 2} The setting DIV[2:0] = 000 is prohibited. The setting DIV[0] = 0 is also prohibited. RPCϕ must be less than 300 MHz.

11.2.12 CAN-FD Clock Frequency Control Register (CANFDCKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CANFDCKCR is a 32-bit readable/writable register. This register controls the CANFD clock (CANFDϕ). This register should be set before CAN-FD module is operated. Do not access CAN-FD module during changing the clock frequency of CANFDϕ.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CKSTP	—	—	DIV[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CKSTP	B'0	R/W	Clock Stop 0: Supplies CANFD clock 1: Stops CANFD clock
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	DIV[5:0]	B'11_1111	R/W	Division Ratio These bits set the frequency division ratio of CANFD clock. CANFD clock source is divided by the division ratio of 1 / (setting + 1).

11.2.13 MSIOF Clock Frequency Control Register (MSOCKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

MSOCKCR is a 32-bit readable/writable register. This register controls the MSIOF clock (MSOϕ). This register should be set before MSIOF module is operated. Do not access MSIOF module during changing the clock frequency of MSOϕ.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CKSTP	—	—	DIV[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CKSTP	B'0	R/W	Clock Stop 0: Supplies MSIOF clock 1: Stops MSIOF clock
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	DIV[5:0]	B'11_1111	R/W	Division Ratio These bits set the frequency division ratio of MSIOF clock. MSIOF clock source is divided by the division ratio of 1 / (setting + 1).

11.2.14 HDMI-IF Clock Frequency Control Register (HDMICKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

HDMICKCR is a 32-bit readable/writable register. This register controls the HDMI clock (HDMIϕ). This register should be set before HDMI-IF module is operated. Do not access HDMI-IF module during changing the clock frequency of HDMIϕ.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CKSTP	—	—	DIV[5:0]					
Initial value:	0	0	0	0	0	0	0	1	0	0	0	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CKSTP	B'1	R/W	Clock Stop 0: Supplies HDMI clock 1: Stops HDMI clock
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	DIV[5:0]	B'01_1111	R/W	Division Ratio These bits set the frequency division ratio of HDMI clock. HDMI clock source is divided by the division ratio of 1 / (setting + 1).

11.2.15 CSI0 Clock Frequency Control Register (CSI0CKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CSI0CKCR is a 32-bit readable/writable register. This register controls the CSI0 clock (CSI0ϕ). This register should be set before CSI2 module is operated. Do not access CSI2 module during changing the clock frequency of CSI0ϕ.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CKSTP	—	—	DIV[5:0]					
Initial value:	0	0	0	0	0	0	0	1	0	0	0	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CKSTP	B’1	R/W	Clock Stop 0: Supplies CSI0 clock 1: Stops CSI0 clock
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	DIV[5:0]	B’01_1111	R/W	Division Ratio These bits set the frequency division ratio of CSI0 clock. CSI0 clock source is divided by the division ratio of 1 / (setting + 1).

11.2.16 RCLK Frequency Control Register (RCKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

RCKCR is a 32-bit readable/writable register. This register controls the clock source of RCLK. When write to this register, update by read-modify-write.

This register is only initialized by Power-on reset.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CKSEL	—	—	LOCK	—	—	—	CKSTP	—	—	DIV[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	—*	—*	—*	—*	—*	—*
R/W:	R/W	R	R	R/W	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Note: * H'2F when MD13 = 0, H'12 when MD13 = 1

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	CKSEL	B'0	R/W	Select clock source of RCLK 0: internal RCLK 1: OCO
14 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	LOCK	B'0	R/W	CKSEL lock enable. This bit can update only once. 0: Can write to CKSEL, CKSTP and DIV[5:0] and can write 1 to LOCK bit. 1: Can not write to this register and can not write 0 to LOCK bit.
11 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CKSTP	B'0	R/W	Clock Stop of RCLK. 0: Supplies RCLK 1: Stops RCLK
7 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	DIV[5:0]	—*	R/W	Division Ratio These bits set the frequency division ratio of RCLK. Source clock is divided by the division ratio of 1 / (setting + 1) B'10_1111: 1 / 48 Others: setting prohibied

Note: * When MD13 = 0, initial value is H'2F. When MD13 = 1, initial value is H'12.
When MD13 = 1, write H'2F immediately to DIV[5:0] after boot. The following is procedure of writing to DIV[5:0].

(1) Procedure of writing to DIV[5:0]

1. Stop RCLK by setting CKSTP to 1.
2. Wait 3 cycles by RCLK source.
3. Write H'2F to DIV[5:0] and 0 to CKSTP.

11.2.17 LV0 Clock Control Register (LV0CKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

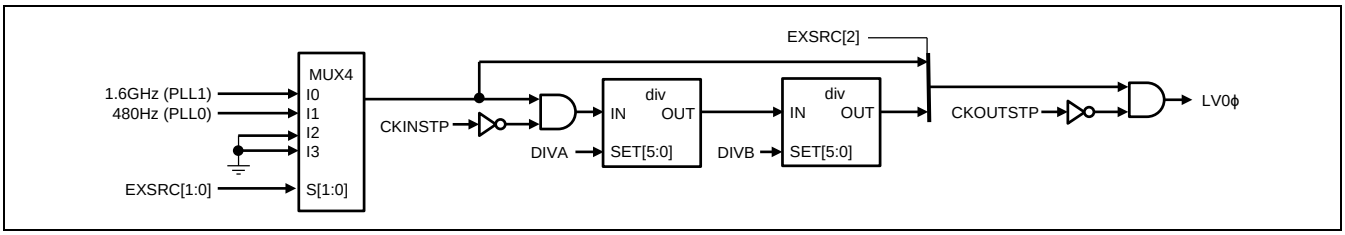
LV0CKCR is a 32-bit readable/writable register. Prohibit clock frequency setting over 160MHz.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	DIVB[5:0]						—	—	DIVA[5:0]					
Initial value:	0	0	1	1	1	1	1	1	0	0	1	1	1	1	1	1
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CKOUTSTP	CKINSTP	—	EXSRC[2:0]			—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 24	DIVB[5:0]	B'11_1111	R/W	LV0CLK 2nd divide setting Div = DIVB + 1
23 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	DIVA[5:0]	B'11_1111	R/W	LV0CLK 1st divide setting Div = DIVA + 1
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	CKOUTSTP	B'0	R/W	LV0CLK OUTClock Stop 0: Supplies LV0CLK output lock 1: Stops LV0CLK output clock
8	CKINSTP	B'0	R/W	LV0CLK INClock Stop 0: Supplies LV0CLK source clock 1: Stops LV0CLK source clock
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 4	EXSRC[2:0]	B'100	R/W	LV0 clock source select B'0xx:prohibit B'100: divide 1.6 GHz base clock (PLL1) B'101: divide 480 MHz base clock (PLL0) B'110: reserved B'111: reserved Prohibit over 160 MHz setting
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

LV0CKCR Logic and setting bit.



11.2.18 LV1 Clock Control Register (LV1CKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

LV1CKCR is a 32-bit readable/writable register. Prohibit clock frequency setting over 160MHz.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	DIVB[5:0]						—	—	DIVA[5:0]					
Initial value:	0	0	1	1	1	1	1	1	0	0	1	1	1	1	1	1
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CKOUTSTP	CKINSTP	—	EXSRC[2:0]			—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 24	DIVB[5:0]	B'11_1111	R/W	LV1CLK 2nd divide setting Div = DIVB + 1
23 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	DIVA[5:0]	B'11_1111	R/W	LV1CLK 1st divide setting Div = DIVA + 1
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	CKOUTSTP	B'0	R/W	LV1CLK OUTClock Stop 0: Supplies LV1CLK output clock 1: Stops LV1CLK output clock
8	CKINSTP	B'0	R/W	LV1CLK INClock Stop 0: Supplies LV1CLK source clock 1: Stops LV1CLK source clock
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 4	EXSRC[2:0]	B'100	R/W	LV1 clock source select. Prohibit over 160 MHz setting. B'0xx: prohibit B'100: divide 1.6 GHz base clock (PLL1) B'101: divide 480 MHz base clock (PLL0) B'110: reserved B'111: reserved
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

11.2.19 ZA2 Clock Control Register (ZA2CKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

ZA2CKCR is a 32-bit readable/writable register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CKSTP	—	—	—	—	DIV[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CKSTP	B’0	R/W	ZA2CLK Clock Stop 0: Supplies ZA2CLK clock 1: Stops ZA2CLK clock
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	DIV[3:0]	B’0000	R/W	ZA2CLK clock divide select B’00xx: 200 MHz (nonSSCG/Clock source is PLL0) Others: Setting prohibited

Note: *The clock source is PLL1, As ZA2CLK is used for ADG that should be used nonSSCG clock, when select the clock, PLL1 should be used by nonSSCG mode (MD12 = 0).

11.2.20 ZA8 Clock Control Register (ZA8CKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

ZA8CKCR is a 32-bit readable/writable register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CKSTP	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R/W	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CKSTP	B'0	R/W	ZA8CLK clock Stop 0: Supplies ZA8CLK clock 1: Stops ZA8CLK clock
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 2	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
1 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

11.2.21 Z2D Clock Control Register (Z2DCKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Z2DCKCR is a 32-bit readable/writable register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CKSTP	—	—	—	—	DIV[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CKSTP	B’0	R/W	Z2D Clock Stop 0: Supplies Z2DCLK clock 1: Stops Z2DCLK clock
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	DIV[3:0]	B’1001	R/W	Z2DCLK clock divide select B’0101: 300 MHz (nonSSCG) B’1001: 400 MHz (SSCG) B’1101: 266.66 MHz (SSCG) others: Reserved

11.2.22 Frequency Control Register D (FRQCRD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

FRQCRD is a 32-bit readable/writable register. This register specifies DBSC clock frequency (ZB3ϕ).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:																
	0	0	0	0	0	0	0	0	0	0	0	0	*1	*1	*1	*1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	ZB3FC[3:0]			
Initial value:																
	0	0	0	0	0	0	0	0	0	0	0	0	*1	*1	*1	*1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 16	—	*1	R/W	Reserved Read value is depended on MD19*1. The write value should always be the same as read value.
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	ZB3FC[3:0]	*1	R/W	DBSC clock (ZB3ϕ) Frequency Division Ratio B'0000: ×1/2 B'0010: ×1/4 B'0011: ×1/6 Other values: Setting prohibited

Note: 1 When MD19 = 0, initial value is B'0000. When MD19 = 1, initial value is B'0010.

11.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

11.3.1 Changing Frequency

The clock frequencies controlled by the frequency control registers can be changed either by changing the multiplication ratio of PLL circuits n (n = 0, 2, 3, 4) * or by changing the division ratio of the dividers. They are controlled by software through the frequency control registers. The methods are described below.
(*RZ/G2N does not support PLL circuit 2. RZ/G2E do not support PLL circuit 2 and 4.)

(1) Changing Multiplication Ratio of PLL circuit 0, 2, 3, 4 *

Changing the multiplication ratio of PLL circuit n (n = 0, 2, 3, 4) * can be done by modifying the STC [6:0] bits in PLLnCR (n = 0, 2, 3, 4)*. The PLL oscillation settling time is internally detected automatically. If the oscillation of PLL circuits is settled, 1 can be read through PLLnST bit of PLLECR.
(* RZ/G2N do not support PLL circuit 2. RZ/G2E do not support PLL circuit 2 and 4.)

(2) Changing Division Ratio

Changing the frequency of Zϕ*, Z2ϕ*, ZGϕ*, ZTϕ, ZTRϕ, and ZTRD2ϕ* can be done by modifying each set of bits for setting the division ratio in FRQCRB and FRQCRC. After setting new ratio, write 1 to the KICK bit in FRQCRB to start the division ratio change. Before changing the division ratio, the KICK bit must be checked for 0. After 1 is written to the KICK bit in FRQCRB, 0 can be read when the change of new division ratio is completed. While the setting is being changed with the KICK bit being 1, do not modify FRQCRB and FRQCRC. When the KICK bit is read as 1, do not write 0 into the KICK bit.
(*RZ/G2N does not support Z2ϕ. RZ/G2E does not support Zϕ and ZTRD2ϕ.)

11.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

11.4.1 Write protect function for CPG registers

(1) Protected registers

All registers in CPG (registers described in the section 11 CPG, 12 CPG_MSTPRST, and 13 CPG_APMU) except for CPGWPR can be protected from unexpected write operation when CPGWPCR.WPE = 1. When CPGWPCR.WPE = 1, CPG registers can't be written without using CPGWPR before the write access to the target register.

(2) How to write to CPG registers when CPGWPCR.WPE = 1

When CPGWPCR.WPE = 1, writing to CPRWPR is required before writing to the target register. The sample procedure is shown below (the case in which you want to write H'AAAA_5555 to the target register).

1. Write H'5555_AAAA (= inverted value of H'AAAA_5555) to CPGWPR
2. Write H'AAAA_5555 to the target register
   Then, the target register is written by H'AAAA_5555.
   When you skip the first step above, you can't write H'AAAA_5555 to the target register.

(3) How to clear CPGWPCR.WPE

When CPGWPCR.WPE = 1, the bit can be cleared by the following procedure.

0. CPGWPCR.WPE is 1
1. Write H'5A5A_FFFF to CPGWPR
2. Write H'A5A5_0000 to CPGWPCR
3. CPGWPCR.WPE becomes 0

When CPGWPCR.WPE = 0, the write protect function is disabled. Registers can be written directly without using CPGWPR.

11.4.2 Notes on Board Designing

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

(1) Bypass Capacitors

Insert laminated ceramic capacitors as bypass capacitors for each V_{SS}/V_{CC} pair. Mount the bypass capacitor near the power supply pins of the LSI. Use components with a frequency characteristic suitable for the operating frequency of the LSI, as well as a suitable capacitance value.

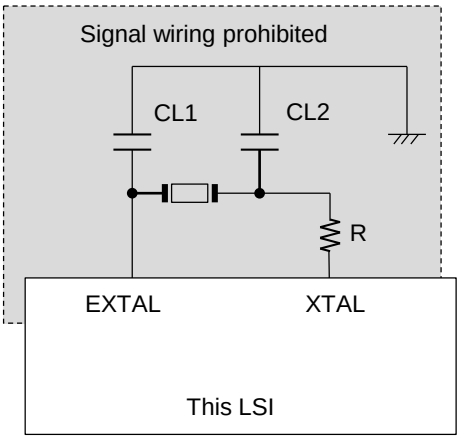
(2) Notes on Using a PLL Oscillation Circuit

Keep the wiring from the PLL V_{DD} and V_{SS} connection pattern to the power supply pins short, and make the pattern width large, to minimize the inductance component.

The analog power supply system of the PLL circuits is sensitive to noise. Therefore system malfunction may occur by the intervention with another power supply. Do not supply the analog power supply with the same resource as the digital power supply of V_{DD} and $V_{CC}Q$.

(3) When Using an External Crystal Resonator

Place the crystal resonator, capacitors CL1 and CL2, and damping resistor R as close to the XTAL, and EXTAL pins as possible. To minimize induction and thus obtain oscillation at the correct frequency, the capacitors to be attached to the resonator must be grounded to the same ground. Do not bring wiring patterns close to these components.



Note:
The values of CL1 ,CL2 and R should be determined
after consultation with crystal resonator manufacturers.
To suppress to overshoot or undershoot, the damping resistor
R should be attached.

Figure 11.5 Note on Using a Crystal Resonator

(4) When Supplying External Clock from EXTAL Pin

Leave the XTAL pin open.

12. Module Standby, Software Reset

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

12.1 Overview

The CPG functions related to module control are explained in this section. Under software control, the CPG is capable of turning the supply of clock signals to individual modules on or off and of resetting individual modules.

12.1.1 Features

- Module standby
  Clock supply to specified modules is stopped by setting the module stop control register bits.
  Four registers (MSTPSR, RMSTPCR, SMSTPCR and SCMSTPCR) for one module, and supply of the clock signal to a module is stopped when all these register bits are set to ‘stop’.
- Software Reset
  Initialize the specified module by setting the software reset register bit.
  Secure Module Stop Control function.
  Secure Software Reset Access Enable Control function.
  Secure Access protection function.

12.1.2 External Pins

There is no input/output pin related with this function.

12.1.3 Register Configuration

Table 12.1 lists of the CPG registers for module standby and software reset. Table 12.2 lists the register states in response to a reset.

Table 12.1 Register Configurations

						Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Address**	**Initial value**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Module stop status register 1	MSTPSR1	R	H'E615_0038	H'FFFF_-FFF	32	√	√	√	√
Module stop status register 2	MSTPSR2	R	H'E615_0040	H'0000_0000	32	√	√	√	√
Module stop status register 3	MSTPSR3	R	H'E615_0048	H'FFFF_FFDF	32	√	√	√	√
Module stop status register 4	MSTPSR4	R	H'E615_004C	H'0000_0000	32	√	√	√	√
Module stop status register 5	MSTPSR5	R	H'E615_003C	H'83BF_FFFF	32	√	√	√	√
Module stop status register 6	MSTPSR6	R	H'E615_01C0	H'FFFF_FFFF	32	√	√	√	√
Module stop status register 7	MSTPSR7	R	H'E615_01C4	H'FFFF_FFFF	32	√	√	√	√
Module stop status register 8	MSTPSR8	R	H'E615_09A0	H'00F1_FFF7 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E] H'01F1_FFF7 [RZ/G2N]	32	√	√	√	√
Module stop status register 9	MSTPSR9	R	H'E615_09A4	H'03F-_E017	32	√	√	√	√
Module stop status register 10	MSTPSR10	R	H'E615_09A8	H'FFFE_FFE0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] H'FFFF_FFE0 [RZ/G2N, RZ/G2E]	32	√	√	√	√
Realtime module stop control register 1	RMSTPCR1	R/W	H'E615_0114	H'FFFF_-FFF	32	√	√	√	√
Realtime module stop control register 2	RMSTPCR2	R/W	H'E615_0118	H'0000_0000	32	√	√	√	√
Realtime module stop control register 3	RMSTPCR3	R/W	H'E615_011C	H'FFFF_FFDF	32	√	√	√	√
Realtime module stop control register 4	RMSTPCR4	R/W	H'E615_0120	H'0000_0000	32	√	√	√	√
Realtime module stop control register 5	RMSTPCR5	R/W	H'E615_0124	H'83BF_FFFF	32	√	√	√	√
Realtime module stop control register 6	RMSTPCR6	R/W	H'E615_0128	H'FFFF_FFFF	32	√	√	√	√
Realtime module stop control register 7	RMSTPCR7	R/W	H'E615_012C	H'FFFF_FFFF	32	√	√	√	√

Register Name	Abbreviation	R/W	Address	Initial value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Realtime module stop control register 8	RMSTPCR8	R/W	H'E615_0980	H'00F1_FFF7 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E] H'01F1_FFF7 [RZ/G2N]	32	√	√	√	√
Realtime module stop control register 9	RMSTPCR9	R/W	H'E615_0984	H'03F-_E017	32	√	√	√	√
Realtime module stop control register 10	RMSTPCR10	R/W	H'E615_0988	H'FFFE_FFE0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] H'FFFF_FFE0 [RZ/G2N, RZ/G2E]	32	√	√	√	√
System module stop control register 1	SMSTPCR1	R/W	H'E615_0134	H'FFFF_-FFF	32	√	√	√	√
System module stop control register 2	SMSTPCR2	R/W	H'E615_0138	H'0000_0000	32	√	√	√	√
System module stop control register 3	SMSTPCR3	R/W	H'E615_013C	H'FFFF_FFDF	32	√	√	√	√
System module stop control register 4	SMSTPCR4	R/W	H'E615_0140	H'0000_0000	32	√	√	√	√
System module stop control register 5	SMSTPCR5	R/W	H'E615_0144	H'83BF_FFFF	32	√	√	√	√
System module stop control register 6	SMSTPCR6	R/W	H'E615_0148	H'FFFF_FFFF	32	√	√	√	√
System module stop control register 7	SMSTPCR7	R/W	H'E615_014C	H'FFFF_FFFF	32	√	√	√	√
System module stop control register 8	SMSTPCR8	R/W	H'E615_0990	H'00F1_FFF7 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2] H'01F1_FFF7 [RZ/G2N]	32	√	√	√	√
System module stop control register 9	SMSTPCR9	R/W	H'E615_0994	H'03F-_E017	32	√	√	√	√
System module stop control register 10	SMSTPCR10	R/W	H'E615_0998	H'FFFE_FFE0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] H'FFFF_FFE0 [RZ/G2N, RZ/G2E]	32	√	√	√	√
Software reset register 1	SRCR1	R/W	H'E615_00A8	H'0000_0000	32	√	√	√	√
Software reset register 2	SRCR2	R/W	H'E615_00B0	H'00-0_0000	32	√	√	√	√

Register Name	Abbreviation	R/W	Address	Initial value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Software reset register 3	SRCR3	R/W	H'E615_00B8	H'0000_0000	32	√	√	√	√
Software reset register 4	SRCR4	R/W	H'E615_00BC	H'0000_0000	32	√	√	√	√
Software reset register 5	SRCR5	R/W	H'E615_00C4	H'0000_0000	32	√	√	√	√
Software reset register 6	SRCR6	R/W	H'E615_01C8	H'0000_0000	32	√	√	√	√
Software reset register 7	SRCR7	R/W	H'E615_01CC	H'0000_0000	32	√	√	√	√
Software reset register 8	SRCR8	R/W	H'E615_0920	H'-000_0000	32	√	√	√	√
Software reset register 9	SRCR9	R/W	H'E615_0924	H'0000_0000	32	√	√	√	√
Software reset register 10	SRCR10	R/W	H'E615_0928	H'0000_0000	32	√	√	√	√
Software reset clearing register 0	SRSTCLR0	W	H'E615_0940	—	32	√	√	√	√
Software reset clearing register 1	SRSTCLR1	W	H'E615_0944	—	32	√	√	√	√
Software reset clearing register 2	SRSTCLR2	W	H'E615_0948	—	32	√	√	√	√
Software reset clearing register 3	SRSTCLR3	W	H'E615_094C	—	32	√	√	√	√
Software reset clearing register 4	SRSTCLR4	W	H'E615_0950	—	32	√	√	√	√
Software reset clearing register 5	SRSTCLR5	W	H'E615_0954	—	32	√	√	√	√
Software reset clearing register 6	SRSTCLR6	W	H'E615_0958	—	32	√	√	√	√
Software reset clearing register 7	SRSTCLR7	W	H'E615_095C	—	32	√	√	√	√
Software reset clearing register 8	SRSTCLR8	W	H'E615_0960	—	32	√	√	√	√
Software reset clearing register 9	SRSTCLR9	W	H'E615_0964	—	32	√	√	√	√
Software reset clearing register 10	SRSTCLR10	W	H'E615_0968	—	32	√	√	√	√
Software reset clearing register 11	SRSTCLR11	W	H'E615_096C	—	32	√	√	√	√
Secure Module Stop Control Register 0	SCMSTPCR0	R/W	H'E615_0B20	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 1	SCMSTPCR1	R/W	H'E615_0B24	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 2	SCMSTPCR2	R/W	H'E615_0B28	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 3	SCMSTPCR3	R/W	H'E615_0B2C	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 4	SCMSTPCR4	R/W	H'E615_0B30	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 5	SCMSTPCR5	R/W	H'E615_0B34	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 6	SCMSTPCR6	R/W	H'E615_0B38	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 7	SCMSTPCR7	R/W	H'E615_0B3C	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 8	SCMSTPCR8	R/W	H'E615_0B40	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 9	SCMSTPCR9	R/W	H'E615_0B44	H'FFFF_FFFF	32	√	√	√	√
Secure Module Stop Control Register 10	SCMSTPCR10	R/W	H'E615_0B48	H'FFFF_FFFF	32	√	√	√	√

Register Name	Abbreviation	R/W	Address	Initial value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Secure Module Stop Control Register 11	SCMSTPCR11	R/W	H'E615_0B4C	H'FFFF_FFFF	32	√	√	√	√
Secure Software Reset Access Enable Control Register 0	SCSRSTECR0	R/W	H'E615_0B80	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 1	SCSRSTECR1	R/W	H'E615_0B84	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 2	SCSRSTECR2	R/W	H'E615_0B88	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 3	SCSRSTECR3	R/W	H'E615_0B8C	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 4	SCSRSTECR4	R/W	H'E615_0B90	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 5	SCSRSTECR5	R/W	H'E615_0B94	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 6	SCSRSTECR6	R/W	H'E615_0B98	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 7	SCSRSTECR7	R/W	H'E615_0B9C	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 8	SCSRSTECR8	R/W	H'E615_0BA0	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 9	SCSRSTECR9	R/W	H'E615_0BA4	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 10	SCSRSTECR10	R/W	H'E615_0BA8	H'0000_0000	32	√	√	√	√
Secure Software Reset Access Enable Control Register 11	SCSRSTECR11	R/W	H'E615_0BAC	H'0000_0000	32	√	√	√	√

Note: Do not write to any addresses other than listed above. Operations cannot be guaranteed. Values read from addresses other than those listed above are undefined.

Table 12.2 Register States in Response to a Reset

Register	Power-On Reset/WDT Reset
All Registers	Initialized

12.2 Register Description

Legend for Register Description

Initial value : Register value after a reset

— : Undefined value

R/W : Readable/writable. The written value can be read.

R : Read-only.

W : Write-only. The read value is undefined.

12.2.1 Module Stop Status Register (MSTPSRn (n = 1 to 10))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

MSTPSRn is a 32-bit readable register that indicates whether the on-chip modules are in the module standby state.

Setting a bit in this register to 1 stops supply of the clock signal to the corresponding module and the setting a bit to 0 enables clock supply to the corresponding module.

Bit assignment and initial values are shown. The tables from 12.3 to 12.12 show the assignment of modules to bits.

12.2.1.1 Module Stop Status Register 1 (MSTPSR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTPST131	MSTPST130	—	MSTPST128	—	—	MSTPST125	MSTPST124	MSTPST123	MSTPST122	MSTPST121	—	MSTPST119	MSTPST118	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	MSTPST112	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	1	1	1	—*	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note: * When debug mode, initial value is 0, in other case is 1.

0: Supply of the clock signal to the corresponding module is enabled.

1: Supply of the clock signal to the corresponding module is stopped.

Table 12.3 Assignment of Modules to Bits in MSTPSR1

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)
30	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF)	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF), iVDP1C
29	—	—	—	—	—
28	—	iVDP1C	—	—	—
27	—	—	—	—	—
26	—	—	—	—	—
25	TMU0	TMU0	TMU0	TMU0	TMU0
24	TMU1	TMU1	TMU1	TMU1	TMU1
23	TMU2	TMU2	TMU2	TMU2	TMU2
22	TMU3	TMU3	TMU3	TMU3	TMU3
21	TMU4	TMU4	TMU4	TMU4	TMU4
20	—	—	—	—	—
19	FDP1-0	FDP1-0	FDP1-0	FDP1-0	FDP1-0
18	FDP1-1	—	—	—	—
17	—	—	—	—	—
16	—	—	—	—	—
15	—	—	—	—	—
14	—	—	—	—	—
13	—	—	—	—	—
12	3DGE	3DGE	3DGE	3DGE	3DGE
11	—	—	—	—	—
10	—	—	—	—	—
9	—	—	—	—	—
8	—	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
7	—	—	—	—	—
6	—	—	—	—	—
5	—	—	—	—	—
4	—	—	—	—	—
3	—	—	—	—	—
2	—	—	—	—	—
1	—	—	—	—	—
0	—	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.2 Module Stop Status Register 2 (MSTPSR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	MSTPST219	MSTPST218	MSTPST217	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MSTPST211	MSTPST210	MSTPST209	MSTPST208	MSTPST207	MSTPST206	—	MSTPST204	MSTPST203	MSTPST202	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note: * The initial value of bit 23 varies depending on the products.

0: Supply of the clock signal to the corresponding module is enabled.

1: Supply of the clock signal to the corresponding module is stopped.

Table 12.4 Assignment of Modules to Bits in MSTPSR2

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	SYS-DMAC0	SYS-DMAC0	SYS-DMAC0	SYS-DMAC0
18	SYS-DMAC1	SYS-DMAC1	SYS-DMAC1	SYS-DMAC1
17	SYS-DMAC2	SYS-DMAC2	SYS-DMAC2	SYS-DMAC2
16	—	—	—	—
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	MSIOF0	MSIOF0	MSIOF0	MSIOF0
10	MSIOF1	MSIOF1	MSIOF1	MSIOF1
9	MSIOF2	MSIOF2	MSIOF2	MSIOF2
8	MSIOF3	MSIOF3	MSIOF3	MSIOF3
7	SCIF0	SCIF0	SCIF0	SCIF0

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
6	SCIF1	SCIF1	SCIF1	SCIF1
5	—	—	—	—
4	SCIF3	SCIF3	SCIF3	SCIF3
3	SCIF4	SCIF4	SCIF4	SCIF4
2	SCIF5	SCIF5	SCIF5	SCIF5
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.3 Module Stop Status Register 3 (MSTPSR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTPST331	MSTPST330	—	MSTPST328	—	—	—	—	—	—	—	—	MSTPST319	MSTPST318	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	MSTPST314	MSTPST313	MSTPST312	MSTPST311	MSTPST310	—	—	—	—	—	MSTPST304	MSTPST303	MSTPST302	MSTPST301	MSTPST300
Initial value:	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

0: Supply of the clock signal to the corresponding module is enabled.

1: Supply of the clock signal to the corresponding module is stopped.

Table 12.5 Assignment of Modules to Bits in MSTPSR3

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	USB-DMAC0-1	USB-DMAC1	USB-DMAC0-1	USB-DMAC0-1
30	USB-DMAC0-0	USB-DMAC0	USB-DMAC0-0	USB-DMAC0-0
29	—	—	—	—
28	USB3.0-IF0	USB3.0-IF0	USB3.0-IF0	USB3.0-IF0
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	PCIEC0	PCIEC0	PCIEC0	PCIEC0
18	PCIEC1	PCIEC1	PCIEC1	—
17	—	—	—	—
16	—	—	—	—
15	—	—	—	—
14	SD-IF0	SD-IF0	SD-IF0	SD-IF0
13	SD-IF1	SD-IF1	SD-IF1	SD-IF1
12	SD-IF2	SD-IF2	SD-IF2	—
11	SD-IF3	SD-IF3	SD-IF3	SD-IF3
10	SCIF2	SCIF2	SCIF2	SCIF2
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—
6	—	—	—	—
5	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
4	TPU0	TPU0	TPU0	TPU0
3	CMT0	CMT0	CMT0	CMT0
2	CMT1	CMT1	CMT1	CMT1
1	CMT2	CMT2	CMT2	CMT2
0	CMT3	CMT3	CMT3	CMT3

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.4 Module Stop Status Register 4 (MSTPSR4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTPST431	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	MSTPST402	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

0: Supply of the clock signal to the corresponding module is enabled.

1: Supply of the clock signal to the corresponding module is stopped.

Table 12.6 Assignment of Modules to Bits in MSTPSR4

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	SUCMT	SUCMT	SUCMT	SUCMT
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	—	—	—	—
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—
6	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
5	—	—	—	—
4	—	—	—	—
3	—	—	—	—
2	RWDT	RWDT	RWDT	RWDT
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.5 Module Stop Status Register 5 (MSTPSR5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	MSTPST523	MSTPST522	—	MSTPST520	MSTPST519	MSTPST518	MSTPST517	MSTPST516
Initial value:	Values of bit 31, 25, 24, 21 are different among products															
	1	0	0	0	0	0	1	1	1	0	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	MSTPST502	MSTPST501	—
Initial value:	Value of bit 0 is different among products															
	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

0: Supply of the clock signal to the corresponding module is enabled.

1: Supply of the clock signal to the corresponding module is stopped.

Table 12.7 Assignment of Modules to Bits in MSTPSR5

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	PWM	PWM	PWM	PWM
22	THS/TSC	THS/TSC	THS/TSC	THS/TSC
21	—	—	—	—
20	HSCIF0	HSCIF0	HSCIF0	HSCIF0
19	HSCIF1	HSCIF1	HSCIF1	HSCIF1
18	HSCIF2	HSCIF2	HSCIF2	HSCIF2
17	HSCIF3	HSCIF3	HSCIF3	HSCIF3
16	HSCIF4	HSCIF4	HSCIF4	HSCIF4
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
6	—	—	—	—
5	—	—	—	—
4	—	—	—	—
3	—	—	—	—
2	Audio-DMAC0	Audio-DMAC0	Audio-DMAC0	Audio-DMAC0
1	Audio-DMAC1	Audio-DMAC1	Audio-DMAC1	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.6 Module Stop Status Register 6 (MSTPSR6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTPST631	MSTPST630	—	—	—	MSTPST626	—	MSTPST624	MSTPST623	MSTPST622	MSTPST621	—	MSTPST619	—	MSTPST617	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSTPST615	MSTPST614	—	—	MSTPST611	MSTPST610	—	—	MSTPST607	MSTPST606	—	—	MSTPST603	MSTPST602	MSTPST601	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

0: Supply of the clock signal to the corresponding module is enabled.

1: Supply of the clock signal to the corresponding module is stopped.

Table 12.8 Assignment of Modules to Bits in MSTPSR6

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)
30	VSP (VSPI1)	—	—	—	—
29	—	—	—	—	—
28	—	—	—	—	—
27	—	—	—	—	—
26	VSP (VSPBD)	VSP (VSPB)	VSP (VSPB)	VSP (VSPB)	VSP (VSPB)
25	—	—	—	—	—
24	VSP (VSPBC)	—	—	—	—
23	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)
22	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)
21	—	VSP (VSPD2)	VSP (VSPD2)	—	—
20	—	—	—	—	—
19	FCPCS	FCPCS	FCPCS	FCPCS	FCPCS
18	—	—	—	—	—
17	—	FCPCI	—	—	—
16	—	—	—	—	—
15	FCPF0	FCPF0	FCPF0	FCPF0	FCPF0
14	FCPF1	—	—	—	—
13	—	—	—	—	—
12	—	—	—	—	—
11	FCPVI0	FCPVI0	FCPVI0	FCPVI0	FCPVI0
10	FCPVI1	—	—	—	—
9	—	—	—	—	—
8	—	—	—	—	—
7	FCPVB0	FCPVB0	FCPVB0	FCPVB0	FCPVB0
6	FCPVB1	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
5	—	—	—	—	—
4	—	—	—	—	—
3	FCPVD0	FCPVD0	FCPVD0	FCPVD0	FCPVD0
2	FCPVD1	FCPVD1	FCPVD1	FCPVD1	FCPVD1
1	—	FCPVD2	FCPVD2	—	—
0	—	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.7 Module Stop Status Register 7 (MSTPSR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	MSTPST729	—	MSTPST727	—	—	MSTPST724	MSTPST723	MSTPST722	MSTPST721	—	—	—	—	MSTPST716
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	MSTPST714	—	—	—	—	—	—	—	—	—	MSTPST704	MSTPST703	MSTPST702	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

0: Supply of the clock signal to the corresponding module is enabled.

1: Supply of the clock signal to the corresponding module is stopped.

Table 12.9 Assignment of Modules to Bits in MSTPSR7

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	HDMI-IF0	HDMI-IF0	HDMI-IF0	—
28	—	—	—	—
27	LVDS-IF	LVDS-IF	LVDS-IF	LVDS-IF
26	—	—	—	—
25	—	—	—	—
24	DU0	DU0	DU0	DU0
23	DU1	DU1	DU1	DU1
22	—	DU2	—	—
21	DU3	—	DU3	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	CSI40	CSI40	CSI40	CSI40
15	—	—	—	—
14	CSI20	CSI20	CSI20	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—
6	—	—	—	—
5	—	—	—	—
4	HS-USB-IF0	HS-USB-IF0	HS-USB-IF0	HS-USB-IF0

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
3	EHCI/OHCI0	EHCI/OHCI0	EHCI/OHCI0	EHCI/OHCI0
2	EHCI/OHCI1	EHCI/OHCI1	EHCI/OHCI1	—
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.8 Module Stop Status Register 8 (MSTPSR8)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	Values of bit 24 is different among products															
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2E	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	1
RZ/G2N	0	0	0	0	0	0	0	1	1	1	1	1	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSTPST815	—	—	MSTPST812	MSTPST811	MSTPST810	MSTPST809	MSTPST808	MSTPST807	MSTPST806	MSTPST805	MSTPST804	—	—	—	MSTPST800
Initial value:																
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2E RZ/G2N	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note:

0: Supply of the clock signal to the corresponding module is enabled.

1: Supply of the clock signal to the corresponding module is stopped.

Table 12.10 Assignment of Modules to Bits in MSTPSR8

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	—	—	—	—
15	SATA-IF	—	SATA-IF	—
14	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
13	—	—	—	—
12	EAVB-IF	EAVB-IF	EAVB-IF	EAVB-IF
11	VIN0	VIN0	VIN0	—
10	VIN1	VIN1	VIN1	—
9	VIN2	VIN2	VIN2	—
8	VIN3	VIN3	VIN3	—
7	VIN4	VIN4	VIN4	VIN4
6	VIN5	VIN5	VIN5	VIN5
5	VIN6	VIN6	VIN6	—
4	VIN7	VIN7	VIN7	—
3	—	—	—	—
2	—	—	—	—
1	—	—	—	—
0	—	R-NANDC	R-NANDC	R-NANDC

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.9 Module Stop Status Register 9 (MSTPSR9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTPST931	MSTPST930	MSTPST929	MSTPST928	MSTPST927	MSTPST926	—	—	—	MSTPST922	—	—	MSTPST919	MSTPST918	MSTPST917	MSTPST916
Initial value:	0	0	0	0	0	0	1	1	1	1	1	1	0	0	*	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSTPST915	MSTPST914	—	MSTPST912	MSTPST911	MSTPST910	MSTPST909	MSTPST908	MSTPST907	MSTPST906	MSTPST905	—	—	—	—	—
Initial value:	1	1	1	0	0	0	0	0	0	0	0	1	0	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note: * [RZ/G2H, RZ/G2N, RZ/G2E]
Initial value is 0.
[RZ/G2M V1.3, RZ/G2M V3.0]
The initial value of bit 17 depends on the mode pins MD4, MD3 , MD2 and MD1.
When (MD4, MD3 , MD2, MD1) = 0001/0010/0011/0100/1010/1011, initial value is 0 , other cases, initial value is 1.

0: Supply of the clock signal to the corresponding module is enabled.
1: Supply of the clock signal to the corresponding module is stopped.

Table 12.11 Assignment of Modules to Bits in MSTPSR9

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	I2C-IF0	I2C-IF0	I2C-IF0	I2C-IF0
30	I2C-IF1	I2C-IF1	I2C-IF1	I2C-IF1
29	I2C-IF2	I2C-IF2	I2C-IF2	I2C-IF2
28	I2C-IF3	I2C-IF3	I2C-IF3	I2C-IF3
27	I2C-IF4	I2C-IF4	I2C-IF4	I2C-IF4
26	IIC-PMIC	IIC-PMIC	IIC-PMIC	IIC-PMIC
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	ADG	ADG	ADG	ADG
21	—	—	—	—
20	—	—	—	—
19	I2C-IF5	I2C-IF5	I2C-IF5	I2C-IF5
18	I2C-IF6	I2C-IF6	I2C-IF6	I2C-IF6
17	RPC-IF	RPC-IF	RPC-IF	RPC-IF
16	CAN-IF0	CAN-IF0	CAN-IF0	CAN-IF0
15	CAN-IF1	CAN-IF1	CAN-IF1	CAN-IF1
14	CAN-FD	CAN-FD	CAN-FD	CAN-FD
13	—	—	—	—
12	GPIO0	GPIO0	GPIO0	GPIO0
11	GPIO1	GPIO1	GPIO1	GPIO1

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
10	GPIO2	GPIO2	GPIO2	GPIO2
9	GPIO3	GPIO3	GPIO3	GPIO3
8	GPIO4	GPIO4	GPIO4	GPIO4
7	GPIO5	GPIO5	GPIO5	GPIO5
6	GPIO6	GPIO6	GPIO6	GPIO6
5	GPIO7	GPIO7	GPIO7	—
4	—	—	—	—
3	—	—	—	—
2	—	—	—	—
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.1.10 Module Stop Status Register 10 (MSTPSR10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTPST1031	MSTPST1030	MSTPST1029	MSTPST1028	MSTPST1027	MSTPST1026	MSTPST1025	MSTPST1024	MSTPST1023	MSTPST1022	MSTPST1021	MSTPST1020	MSTPST1019	MSTPST1018	MSTPST1017	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	*1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSTPST1015	MSTPST1014	MSTPST1013	MSTPST1012	MSTPST1011	MSTPST1010	MSTPST1009	MSTPST1008	MSTPST1007	MSTPST1006	MSTPST1005	—	MSTPST1003	—	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	*2	*2	*2	*2	*2
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Notes: 1. The initial value of bit 16 varies depending on the products.
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]: The initial value is 0.
[RZ/G2N, RZ/G2E]: The initial value is 1.

2. The initial values of bits 4 to 0 vary depending on the products.
The initial value is 0.
0: Supply of the clock signal to the corresponding module is enabled.
1: Supply of the clock signal to the corresponding module is stopped.

Table 12.12 Assignment of Modules to Bits in MSTPSR10

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	SCU (SRC0)	SCU (SRC0)	SCU (SRC0)	SCU (SRC0)
30	SCU (SRC1)	SCU (SRC1)	SCU (SRC1)	SCU (SRC1)
29	SCU (SRC2)	SCU (SRC2)	SCU (SRC2)	SCU (SRC2)
28	SCU (SRC3)	SCU (SRC3)	SCU (SRC3)	SCU (SRC3)
27	SCU (SRC4)	SCU (SRC4)	SCU (SRC4)	SCU (SRC4)
26	SCU (SRC5)	SCU (SRC5)	SCU (SRC5)	SCU (SRC5)
25	SCU (SRC6)	SCU (SRC6)	SCU (SRC6)	SCU (SRC6)
24	SCU (SRC7)	SCU (SRC7)	SCU (SRC7)	SCU (SRC7)
23	SCU (SRC8)	SCU (SRC8)	SCU (SRC8)	SCU (SRC8)
22	SCU (SRC9)	SCU (SRC9)	SCU (SRC9)	SCU (SRC9)
21	SCU (CTU00, CTU01, CTU02, CTU03, MIX0)	SCU (CTU00, CTU01, CTU02, CTU03, MIX0)	SCU (CTU00, CTU01, CTU02, CTU03, MIX0)	SCU (CTU00, CTU01, CTU02, CTU03, MIX0)
20	SCU (CTU10, CTU11, CTU12, CTU13, MIX1)	SCU (CTU10, CTU11, CTU12, CTU13, MIX1)	SCU (CTU10, CTU11, CTU12, CTU13, MIX1)	SCU (CTU10, CTU11, CTU12, CTU13, MIX1)
19	SCU (DVC0)	SCU (DVC0)	SCU (DVC0)	SCU (DVC0)
18	SCU (DVC1)	SCU (DVC1)	SCU (DVC1)	SCU (DVC1)
17	SCU (all)*1	SCU (all)*1	SCU (all)*1	SCU (all)*1
16	—	—	—	—
15	SSI0	SSI0	SSI0	SSI0
14	SSI1	SSI1	SSI1	SSI1

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
13	SSI2	SSI2	SSI2	SSI2
12	SSI3	SSI3	SSI3	SSI3
11	SSI4	SSI4	SSI4	SSI4
10	SSI5	SSI5	SSI5	SSI5
9	SSI6	SSI6	SSI6	SSI6
8	SSI7	SSI7	SSI7	SSI7
7	SSI8	SSI8	SSI8	SSI8
6	SSI9	SSI9	SSI9	SSI9
5	SSI (all)*2	SSI (all)*2	SSI (all)*2	SSI (all)*2
4	—	—	—	—
3	—	—	—	I2C-IF7
2	—	—	—	—
1	—	—	—	—
0	—	—	—	—

Notes: "—" indicates the bit is reserved. Set the read value.

1. When the MSTPST1017 bit is set to 1, supply of the clock signal to the circuits assigned to bits MSTPST1031 to MSTPST1018 is stopped simultaneously without writing 1 to these bits. When supply of the clock signal to any of the circuits assigned to bits MSTPST1031 to MSTPST1018 is to be enabled, clear the MSTPST1017 bit.
2. When the MSTPST1005 bit is set to 1, supply of the clock signal to the SSI0 to SSI9 modules is stopped simultaneously without setting bits MSTPST1015 to MSTPST1006 to 1. When supply of the clock signal to any of the SSI0 to SSI9 modules is to be enabled, clear the MSTPST1005 bit.

12.2.2 Module Stop Control Register (RMSTPCRn/SMSTPCRn (n = 1 to 10))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

RMSTPCRn and SMSTPCRn are 32-bit readable/writable registers which control supply of the clock signal to the modules assigned to the corresponding bits. RMSTPCRn and SMSTPCRn registers are for the AP realtime CPU core and the AP system CPU core.

When all of the control bits in RMSTPCRn,SMSTPCRn and SCMSTPCRn are set to 1 (halt), input of the clock signal to the module is halted (the module is on standby). When a corresponding control bit of RMSTPCRn, SMSTPCRn or SCMSTPCRn is 0, the clock signal is supplied.

Whether the module is stopped or not can be checked through a corresponding bit in MSTPSRn register.

Setting a bit in this register to 1 request that the module be placed on standby and setting a bit to 0 request that the module operate.

The reserved bits should be set to the values read from the bits. Positions, names and initial values of each bit are shown below. The tables from 12.13 to 12.22 show the assignment of modules to bits.

12.2.2.1 Realtime Module Stop Control Register 1 (RMSTPCR1)/System Module Stop Control Register 1 (SMSTPCR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTP131	MSTP130	—	MSTP128	—	—	MSTP125	MSTP124	MSTP123	MSTP122	MSTP121	—	MSTP119	MSTP118	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W*	R/W*	R	R/W*	R/W*	R	R/W	R/W	R/W	R/W	R/W	R	R/W*	R/W*	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	MSTP112	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	1	1	1	—*1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R	R/W	R	R	R/W*	R/W*	R

Note: *1. When debug mode, initial value is 0, in other case is 1.

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.13 Assignment of Modules to Bits in RMSTPCR1 and SMSTPCR1

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)
30	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF)	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF), iVDP1C
29	—	—	—	—	—
28	—	iVDP1C	—	—	—
27	—	—	—	—	—
26	—	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
25	TMU0	TMU0	TMU0	TMU0	TMU0
24	TMU1	TMU1	TMU1	TMU1	TMU1
23	TMU2	TMU2	TMU2	TMU2	TMU2
22	TMU3	TMU3	TMU3	TMU3	TMU3
21	TMU4	TMU4	TMU4	TMU4	TMU4
20	—	—	—	—	—
19	FDP1-0	FDP1-0	FDP1-0	FDP1-0	FDP1-0
18	FDP1-1	—	—	—	—
17	—	—	—	—	—
16	—	—	—	—	—
15	—	—	—	—	—
14	—	—	—	—	—
13	—	—	—	—	—
12	3DGE	3DGE	3DGE	3DGE	3DGE
11	—	—	—	—	—
10	—	—	—	—	—
9	—	—	—	—	—
8	—	—	—	—	—
7	—	—	—	—	—
6	—	—	—	—	—
5	—	—	—	—	—
4	—	—	—	—	—
3	—	—	—	—	—
2	—	—	—	—	—
1	—	—	—	—	—
0	—	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.2 Realtime Module Stop Control Register 2 (RMSTPCR2)/System Module Stop Control Register 2 (SMSTPCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	MSTP 219	MSTP 218	MSTP 217	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W*	R/W	R	R/W	R	R	R	R	R	R	R/W*	R/W	R/W	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MSTP 211	MSTP 210	MSTP 209	MSTP 208	MSTP 207	MSTP 206	—	MSTP 204	MSTP 203	MSTP 202	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W*	R	R

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.14 Assignment of Modules to Bits in RMSTPCR2 and SMSTPCR2

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	SYS-DMAC0	SYS-DMAC0	SYS-DMAC0	SYS-DMAC0
18	SYS-DMAC1	SYS-DMAC1	SYS-DMAC1	SYS-DMAC1
17	SYS-DMAC2	SYS-DMAC2	SYS-DMAC2	SYS-DMAC2
16	—	—	—	—
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	MSIOF0	MSIOF0	MSIOF0	MSIOF0
10	MSIOF1	MSIOF1	MSIOF1	MSIOF1
9	MSIOF2	MSIOF2	MSIOF2	MSIOF2
8	MSIOF3	MSIOF3	MSIOF3	MSIOF3

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
7	SCIF0	SCIF0	SCIF0	SCIF0
6	SCIF1	SCIF1	SCIF1	SCIF1
5	—	—	—	—
4	SCIF3	SCIF3	SCIF3	SCIF3
3	SCIF4	SCIF4	SCIF4	SCIF4
2	SCIF5	SCIF5	SCIF5	SCIF5
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.3 Realtime Module Stop Control Register 3 (RMSTPCR3)/System Module Stop Control Register 3 (SMSTPCR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTP331	MSTP330	—	MSTP328	—	—	—	—	—	—	—	—	MSTP319	MSTP318	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W*	R/W*	R/W*	R/W*	R	R/W*	R	R	R/W*	R/W*	R	R	R/W*	R/W*	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	MSTP314	MSTP313	MSTP312	MSTP311	MSTP310	—	—	—	—	—	MSTP304	MSTP303	MSTP302	MSTP301	MSTP300
Initial value:	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
R/W:	R/W*	R/W	R/W*	R/W*	R/W*	R/W*	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.15 Assignment of Modules to Bits in RMSTPCR3 and SMSTPCR3

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	USB-DMAC0-1	USB-DMAC1	USB-DMAC0-1	USB-DMAC0-1
30	USB-DMAC0-0	USB-DMAC0	USB-DMAC0-0	USB-DMAC0-0
29	—	—	—	—
28	USB3.0-IF0	USB3.0-IF0	USB3.0-IF0	USB3.0-IF0
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	PCIEC0	PCIEC0	PCIEC0	PCIEC0
18	PCIEC1	PCIEC1	PCIEC1	—
17	—	—	—	—
16	—	—	—	—
15	—	—	—	—
14	SD-IF0	SD-IF0	SD-IF0	SD-IF0
13	SD-IF1	SD-IF1	SD-IF1	SD-IF1
12	SD-IF2	SD-IF2	SD-IF2	—
11	SD-IF3	SD-IF3	SD-IF3	SD-IF3
10	SCIF2	SCIF2	SCIF2	SCIF2
9	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
8	—	—	—	—
7	—	—	—	—
6	—	—	—	—
5	—	—	—	—
4	TPU0	TPU0	TPU0	TPU0
3	CMT0	CMT0	CMT0	CMT0
2	CMT1	CMT1	CMT1	CMT1
1	CMT2	CMT2	CMT2	CMT2
0	CMT3	CMT3	CMT3	CMT3

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.4 Realtime Module Stop Control Register 4 (RMSTPCR4)/System Module Stop Control Register 4 (SMSTPCR4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTP 431	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	MSTP 402	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R

Note: * Writing to a bit is only possible if the product has the corresponding module.

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Table 12.16 Assignment of Modules to Bits in RMSTPCR4 and SMSTPCR4

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	SUCMT	SUCMT	SUCMT	SUCMT
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	—	—	—	—
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
6	—	—	—	—
5	—	—	—	—
4	—	—	—	—
3	—	—	—	—
2	RWDT	RWDT	RWDT	RWDT
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.5 Realtime Module Stop Control Register 5 (RMSTPCR5)/System Module Stop Control Register 5 (SMSTPCR5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	MSTP 523	MSTP 522	—	MSTP 520	MSTP 519	MSTP 518	MSTP 517	MSTP 516
Initial value:		0	0	0	0	0	1	1	1	0	1	1	1	1	1	1
R/W:	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R/W	R/W*	R/W	R/W	R/W	R/W	R/W*

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	MSTP 502	MSTP 501	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.17 Assignment of Modules to Bits in RMSTPCR5 and SMSTPCR5

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	PWM	PWM	PWM	PWM
22	THS/TSC	THS/TSC	THS/TSC	THS/TSC
21	—	—	—	—
20	HSCIF0	HSCIF0	HSCIF0	HSCIF0
19	HSCIF1	HSCIF1	HSCIF1	HSCIF1
18	HSCIF2	HSCIF2	HSCIF2	HSCIF2
17	HSCIF3	HSCIF3	HSCIF3	HSCIF3
16	HSCIF4	HSCIF4	HSCIF4	HSCIF4
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—
6	—	—	—	—
5	—	—	—	—
4	—	—	—	—
3	—	—	—	—
2	Audio-DMAC0	Audio-DMAC0	Audio-DMAC0	Audio-DMAC0
1	Audio-DMAC1	Audio-DMAC1	Audio-DMAC1	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.6 Realtime Module Stop Control Register 6 (RMSTPCR6)/System Module Stop Control Register 6 (SMSTPCR6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTP631	MSTP630	—	—	—	MSTP626	—	MSTP624	MSTP623	MSTP622	MSTP621	—	MSTP619	—	MSTP617	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R/W*	R/W*	R	R/W*	R/W*	R/W*	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSTP615	MSTP614	—	—	MSTP611	MSTP610	—	—	MSTP607	MSTP606	—	—	MSTP603	MSTP602	MSTP601	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W*	R/W*	R	R/W*	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R/W*	R/W*	R

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.18 Assignment of Modules to Bits in RMSTPCR6 and SMSTPCR6

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)
30	VSP (VSPI1)	—	—	—	—
29	—	—	—	—	—
28	—	—	—	—	—
27	—	—	—	—	—
26	VSP (VSPBD)	VSP (VSPB)	VSP (VSPB)	VSP (VSPB)	VSP (VSPB)
25	—	—	—	—	—
24	VSP (VSPBC)	—	—	—	—
23	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)
22	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)
21	—	VSP (VSPD2)	VSP (VSPD2)	—	—
20	—	—	—	—	—
19	FCPCS	FCPCS	FCPCS	FCPCS	FCPCS
18	—	—	—	—	—
17	—	FCPCI0	—	—	—
16	—	—	—	—	—
15	FCPF0	FCPF0	FCPF0	FCPF0	FCPF0
14	FCPF1	—	—	—	—
13	—	—	—	—	—
12	—	—	—	—	—
11	FCPVI0	FCPVI0	FCPVI0	FCPVI0	FCPVI0
10	FCPVI1	—	—	—	—
9	—	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
8	—	—	—	—	—
7	FCPVB0	FCPVB0	FCPVB0	FCPVB0	FCPVB0
6	FCPVB1	—	—	—	—
5	—	—	—	—	—
4	—	—	—	—	—
3	FCPVD0	FCPVD0	FCPVD0	FCPVD0	FCPVD0
2	FCPVD1	FCPVD1	FCPVD1	FCPVD1	FCPVD1
1	—	FCPVD2	FCPVD2	—	—
0	—	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.7 Realtime Module Stop Control Register 7 (RMSTPCR7)/System Module Stop Control Register 7 (SMSTPCR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	MSTP729	—	MSTP727	—	—	MSTP724	MSTP723	MSTP722	MSTP721	—	—	—	—	MSTP716
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R/W*	R/W*	R/W*	R	R	R/W	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	MSTP714	—	—	—	—	—	—	—	—	—	MSTP704	MSTP703	MSTP702	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.19 Assignment of Modules to Bits in RMSTPCR7 and SMSTPCR7

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	HDMI-IF0	HDMI-IF0	HDMI-IF0	—
28	—	—	—	—
27	LVDS-IF	LVDS-IF	LVDS-IF	LVDS-IF
26	—	—	—	—
25	—	—	—	—
24	DU0	DU0	DU0	DU0
23	DU1	DU1	DU1	DU1
22	—	DU2	—	—
21	DU3	—	DU3	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	CSI40	CSI40	CSI40	CSI40
15	—	—	—	—
14	CSI20	CSI20	CSI20	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—
9	—	—	—	—
8	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
7	—	—	—	—
6	—	—	—	—
5	—	—	—	—
4	HS-USB-IF0	HS-USB-IF0	HS-USB-IF0	HS-USB-IF0
3	EHCI/OHCI0	EHCI/OHCI0	EHCI/OHCI0	EHCI/OHCI0
2	EHCI/OHCI1	EHCI/OHCI1	EHCI/OHCI1	—
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.8 Realtime Module Stop Control Register 8 (RMSTPCR8)/System Module Stop Control Register 8 (SMSTPCR8)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	Values of bit 24 is different among products.															
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2E	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	1
RZ/G2N	0	0	0	0	0	0	0	1	1	1	1	1	0	0	0	1
R/W:	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R/W	R/W	R/W*	R/W*	R	R	R/W*	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSTP 815	—	—	MSTP 812	MSTP 811	MSTP 810	MSTP 809	MSTP 808	MSTP 807	MSTP 806	MSTP 805	MSTP 804	—	—	—	MSTP 800
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1
R/W:	R/W*	R/W*	R/W*	R/W	R/W	R/W	R/W	R/W	R/W*	R/W*	R/W*	R/W*	R	R/W*	R/W*	R/W*

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.20 Assignment of Modules to Bits in RMSTPCR8 and SMSTPCR8

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	—	—	—	—
15	SATA-IF	—	SATA-IF	—
14	—	—	—	—
13	—	—	—	—
12	EAVB-IF	EAVB-IF	EAVB-IF	EAVB-IF
11	VIN0	VIN0	VIN0	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
10	VIN1	VIN1	VIN1	—
9	VIN2	VIN2	VIN2	—
8	VIN3	VIN3	VIN3	—
7	VIN4	VIN4	VIN4	VIN4
6	VIN5	VIN5	VIN5	VIN5
5	VIN6	VIN6	VIN6	—
4	VIN7	VIN7	VIN7	—
3	—	—	—	—
2	—	—	—	—
1	—	—	—	—
0	—	R-NANDC	R-NANDC	R-NANDC

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.9 Realtime Module Stop Control Register 9 (RMSTPCR9)/System Module Stop Control Register 9 (SMSTPCR9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTP931	MSTP930	MSTP929	MSTP928	MSTP927	MSTP926	—	—	—	MSTP922	—	—	MSTP919	MSTP918	MSTP917	MSTP916
Initial value:	0	0	0	0	0	0	1	1	1	1	1	1	0	0	*1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W*2	R	R/W*2	R/W*2	R/W*2	R	R/W*2	R/W*2	R/W*2	R/W	R/W*2

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSTP915	MSTP914	—	MSTP912	MSTP911	MSTP910	MSTP909	MSTP908	MSTP907	MSTP906	MSTP905	—	—	—	—	—
Initial value:	1	1	1	0	0	0	0	0	0	0	0	1	0	1	1	1
R/W:	R/W*2	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R/W*2	R

0: Enables supply of the clock signal to the corresponding module.

1: Stops supply of the clock signal to the corresponding module.

Notes: 1. [RZ/G2H, RZ/G2N, RZ/G2E]
Initial value is 0.
[RZ/G2M V1.3, RZ/G2M V3.0]
The initial value of bit 17 depends on the mode pins MD4, MD3, MD2 and MD1.
When (MD4, MD3, MD2, MD1) =0001/0010/0011/0100/1010/1011, initial value is 0
, other cases, initial value is 1.

2. Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.21 Assignment of Modules to Bits in RMSTPCR9 and SMSTPCR9

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	I2C-IF0	I2C-IF0	I2C-IF0	I2C-IF0
30	I2C-IF1	I2C-IF1	I2C-IF1	I2C-IF1
29	I2C-IF2	I2C-IF2	I2C-IF2	I2C-IF2
28	I2C-IF3	I2C-IF3	I2C-IF3	I2C-IF3
27	I2C-IF4	I2C-IF4	I2C-IF4	I2C-IF4
26	IIC-PMIC	IIC-PMIC	IIC-PMIC	IIC-PMIC
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	ADG	ADG	ADG	ADG
21	—	—	—	—
20	—	—	—	—
19	I2C-IF5	I2C-IF5	I2C-IF5	I2C-IF5
18	I2C-IF6	I2C-IF6	I2C-IF6	I2C-IF6
17	RPC-IF	RPC-IF	RPC-IF	RPC-IF
16	CAN-IF0	CAN-IF0	CAN-IF0	CAN-IF0
15	CAN-IF1	CAN-IF1	CAN-IF1	CAN-IF1
14	CAN-FD	CAN-FD	CAN-FD	CAN-FD
13	—	—	—	—
12	GPIO0	GPIO0	GPIO0	GPIO0

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
11	GPIO1	GPIO1	GPIO1	GPIO1
10	GPIO2	GPIO2	GPIO2	GPIO2
9	GPIO3	GPIO3	GPIO3	GPIO3
8	GPIO4	GPIO4	GPIO4	GPIO4
7	GPIO5	GPIO5	GPIO5	GPIO5
6	GPIO6	GPIO6	GPIO6	GPIO6
5	GPIO7	GPIO7	GPIO7	—
4	—	—	—	—
3	—	—	—	—
2	—	—	—	—
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.2.10 Realtime Module Stop Control Register 10 (RMSTPCR10)/System Module Stop Control Register 10 (SMSTPCR10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSTP 1031	MSTP 1030	MSTP 1029	MSTP 1028	MSTP 1027	MSTP 1026	MSTP 1025	MSTP 1024	MSTP 1023	MSTP 1022	MSTP 1021	MSTP 1020	MSTP 1019	MSTP 1018	MSTP 1017	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	*1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSTP 1015	MSTP 1014	MSTP 1013	MSTP 1012	MSTP 1011	MSTP 1010	MSTP 1009	MSTP 1008	MSTP 1007	MSTP 1006	MSTP 1005	—	MSTP 1003	—	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	*2	*2	*2	*2	*2
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Notes: 1. The initial value of bit 16 varies depending on the products.
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0,]:The initial value is 0.
[RZ/G2N, RZ/G2E]: The initial value is 1.

2. The initial values of bits 4 to 0 vary depending on the products.
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]:The initial value is 0.
0: Enables supply of the clock signal to the corresponding module.
1: Stops supply of the clock signal to the corresponding module.

Table 12.22 Assignment of Modules to Bits in RMSTPCR10 and SMSTPCR10

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	SCU (SRC0)	SCU (SRC0)	SCU (SRC0)	SCU (SRC0)
30	SCU (SRC1)	SCU (SRC1)	SCU (SRC1)	SCU (SRC1)
29	SCU (SRC2)	SCU (SRC2)	SCU (SRC2)	SCU (SRC2)
28	SCU (SRC3)	SCU (SRC3)	SCU (SRC3)	SCU (SRC3)
27	SCU (SRC4)	SCU (SRC4)	SCU (SRC4)	SCU (SRC4)
26	SCU (SRC5)	SCU (SRC5)	SCU (SRC5)	SCU (SRC5)
25	SCU (SRC6)	SCU (SRC6)	SCU (SRC6)	SCU (SRC6)
24	SCU (SRC7)	SCU (SRC7)	SCU (SRC7)	SCU (SRC7)
23	SCU (SRC8)	SCU (SRC8)	SCU (SRC8)	SCU (SRC8)
22	SCU (SRC9)	SCU (SRC9)	SCU (SRC9)	SCU (SRC9)
21	SCU (CTU00, CTU01, CTU02, CTU03, MIX0)	SCU (CTU00, CTU01, CTU02, CTU03, MIX0)	SCU (CTU00, CTU01, CTU02, CTU03, MIX0)	SCU (CTU00, CTU01, CTU02, CTU03, MIX0)
20	SCU (CTU10, CTU11, CTU12, CTU13, MIX1)	SCU (CTU10, CTU11, CTU12, CTU13, MIX1)	SCU (CTU10, CTU11, CTU12, CTU13, MIX1)	SCU (CTU10, CTU11, CTU12, CTU13, MIX1)
19	SCU (DVC0)	SCU (DVC0)	SCU (DVC0)	SCU (DVC0)
18	SCU (DVC1)	SCU (DVC1)	SCU (DVC1)	SCU (DVC1)
17	SCU (all)*1	SCU (all)*1	SCU (all)*1	SCU (all)*1
16	—	—	—	—
15	SSI0	SSI0	SSI0	SSI0

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
14	SSI1	SSI1	SSI1	SSI1
13	SSI2	SSI2	SSI2	SSI2
12	SSI3	SSI3	SSI3	SSI3
11	SSI4	SSI4	SSI4	SSI4
10	SSI5	SSI5	SSI5	SSI5
9	SSI6	SSI6	SSI6	SSI6
8	SSI7	SSI7	SSI7	SSI7
7	SSI8	SSI8	SSI8	SSI8
6	SSI9	SSI9	SSI9	SSI9
5	SSI (all)*2	SSI (all)*2	SSI (all)*2	SSI (all)*2
4	—	—	—	—
3	—	—	—	I2C-IF7
2	—	—	—	—
1	—	—	—	—
0	—	—	—	—

Notes: "—" indicates the bit is reserved. Set the read value.

1. When the MSTP1017 bit is set to 1, supply of the clock signal to the circuits assigned to bits MSTP1031 to MSTP1018 is stopped simultaneously without writing 1 to these bits. When supply of the clock signal to any of the circuits assigned to bits MSTP1031 to MSTP1018 is to be enabled, clear the MSTP1017 bit.
2. When the MSTP1005 bit is set to 1, supply of the clock signal to the SSI0 to SSI9 modules is stopped simultaneously without setting bits MSTP1015 to MSTP1006 to 1. When supply of the clock signal to any of the SSI0 to SSI9 modules is to be enabled, clear the MSTP1005 bit.

12.2.3 Software Reset Register (SRCRn (n = 1 to 10))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Each SRCRn is a 32-bit readable/writable register. Each bit is assigned to a module in the chip. Writing 1 to the bit resets the corresponding module. Writing 1 to a given the bit of the software reset clearing register (SRSTCLRn (n = 0 to 11)) clears the corresponding bit of SRCRn and releases the reset. SRCRn and SRSTCLRn does not need read-modify-write sequence. Write 1 to only target module bit of SRCRn or SRSTCLRn. It takes maximum 1 cycle by RCLK to complete software reset after setting 1 to target bit of SRCRn. When release software reset, it is necessary to wait more than 1 cycle by RCLK before setting 1 to target bit of SRSTCLRn. If applying a software reset to a module connected to the AXI, wait the completion of any data transfer.

Bit assignment and initial values are shown in the tables from 12.28 to 12.32.

12.2.3.1 Software Reset Register 1 (SRCR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRT 131	SRT 130	—	SRT 128	—	—	SRT 125	SRT 124	SRT 123	SRT 122	SRT 121	—	SRT 119	SRT 118	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R	R/W*	R/W*	R	R/W	R/W	R/W	R/W	R/W	R	R/W*	R/W*	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R	R/W	R	R	R/W*	R/W*	R

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.23 Assignment of Modules to Bits in SRCR1

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)	VCP4 (VDPB)
30	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF)	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF), iVDP1C	VCP4 (VCPLF), iVDP1C
29	—	—	—	—	—
28	—	iVDP1C	—	—	—
27	—	—	—	—	—
26	—	—	—	—	—
25	TMU0	TMU0	TMU0	TMU0	TMU0
24	TMU1	TMU1	TMU1	TMU1	TMU1
23	TMU2	TMU2	TMU2	TMU2	TMU2
22	TMU3	TMU3	TMU3	TMU3	TMU3
21	TMU4	TMU4	TMU4	TMU4	TMU4
20	—	—	—	—	—
19	FDP1-0	FDP1-0	FDP1-0	FDP1-0	FDP1-0
18	FDP1-1	—	—	—	—
17	—	—	—	—	—
16	—	—	—	—	—
15	—	—	—	—	—
14	—	—	—	—	—
13	—	—	—	—	—
12	—	—	—	—	—
11	—	—	—	—	—
10	—	—	—	—	—
9	—	—	—	—	—
8	—	—	—	—	—
7	—	—	—	—	—
6	—	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
5	—	—	—	—	—
4	—	—	—	—	—
3	—	—	—	—	—
2	—	—	—	—	—
1	—	—	—	—	—
0	—	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.2 Software Reset Register 2 (SRCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	SRT 219	SRT 218	SRT 217	—
Initial value:	0	0	0	0	0	0	0	0	0	*1	0	0	0	0	0	0
R/W:	R	R	R/W*	R/W	R	R/W	R	R	R	R/W*	R	R	R/W*	R/W	R/W	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SRT 211	SRT 210	SRT 209	SRT 208	SRT 207	SRT 206	—	SRT 204	SRT 203	SRT 202	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W*	R	R

Notes: * Writing to a bit is only possible if the product actually has the corresponding module.
1. When MD7 = 1 and MD6 = 1, initial value is 0, other cases initial value is 1.

Table 12.24 Assignment of Modules to Bits in SRCR2

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	SYS-DMAC0	SYS-DMAC0	SYS-DMAC0	SYS-DMAC0
18	SYS-DMAC1	SYS-DMAC1	SYS-DMAC1	SYS-DMAC1
17	SYS-DMAC2	SYS-DMAC2	SYS-DMAC2	SYS-DMAC2
16	—	—	—	—
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	MSIOF0	MSIOF0	MSIOF0	MSIOF0
10	MSIOF1	MSIOF1	MSIOF1	MSIOF1
9	MSIOF2	MSIOF2	MSIOF2	MSIOF2
8	MSIOF3	MSIOF3	MSIOF3	MSIOF3
7	SCIF0	SCIF0	SCIF0	SCIF0

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
6	SCIF1	SCIF1	SCIF1	SCIF1
5	—	—	—	—
4	SCIF3	SCIF3	SCIF3	SCIF3
3	SCIF4	SCIF4	SCIF4	SCIF4
2	SCIF5	SCIF5	SCIF5	SCIF5
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.3 Software Reset Register 3 (SRCR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRT 331	SRT 330	—	SRT 328	—	—	—	—	—	—	—	—	SRT 319	SRT 318	SRT 317	SRT 316
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	SRT 314	SRT 313	SRT 312	SRT 311	SRT 310	—	—	—	—	—	SRT 304	SRT 303	SRT 302	SRT 301	SRT 300
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W	R/W*	R/W*	R/W*	R/W*	R/W*	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.25 Assignment of Modules to Bits in SRCR3

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	USB-DMAC0-1	USB-DMAC1	USB-DMAC0-1	USB-DMAC0-1
30	USB-DMAC0-0	USB-DMAC0	USB-DMAC0-0	USB-DMAC0-0
29	—	—	—	—
28	USB3.0-IF0	USB3.0-IF0	USB3.0-IF0	USB3.0-IF0
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	PCIEC0	PCIEC0	PCIEC0	PCIEC0
18	PCIEC1	PCIEC1	PCIEC1	—
17	PCIE0_PIPE	PCIE0_PIPE	PCIE0_PIPE	PCIE0_PIPE
16	PCIE1_PIPE	PCIE1_PIPE	PCIE1_PIPE	—
15	—	—	—	—
14	SD-IF0	SD-IF0	SD-IF0	SD-IF0
13	SD-IF1	SD-IF1	SD-IF1	SD-IF1
12	SD-IF2	SD-IF2	SD-IF2	—
11	SD-IF3	SD-IF3	SD-IF3	SD-IF3
10	SCIF2	SCIF2	SCIF2	SCIF2
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
6	—	—	—	—
5	—	—	—	—
4	TPU0	TPU0	TPU0	TPU0
3	CMT0	CMT0	CMT0	CMT0
2	CMT1	CMT1	CMT1	CMT1
1	CMT2	CMT2	CMT2	CMT2
0	CMT3	CMT3	CMT3	CMT3

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.4 Software Reset Register 4 (SRCR4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRT 431	—	SRT 429	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R/W*	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	SRT 402	SRT 401	SRT 400
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W	R/W*	R/W*

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.26 Assignment of Modules to Bits in SRCR4

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	SUCMT	SUCMT	SUCMT	SUCMT
30	—	—	—	—
29	—	—	—	DDR
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	—	—	—	—
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—
6	—	—	—	—
5	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
4	—	—	—	—
3	—	—	—	—
2	RWDT	RWDT	RWDT	RWDT
1	SWDT	SWDT	SWDT	SWDT
0	SCMT	SCMT	SCMT	SCMT

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.5 Software Reset Register 5 (SRCR5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SRT 523	SRT 522	—	SRT 520	SRT 519	SRT 518	SRT 517	SRT 516
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R/W	R/W*	R/W	R/W	R/W	R/W	R/W*

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	SRT 502	SRT 501	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.27 Assignment of Modules to Bits in SRCR5

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	PWM	PWM	PWM	PWM
22	THS/TSC	THS/TSC	THS/TSC	THS/TSC
21	—	—	—	—
20	HSCIF0	HSCIF0	HSCIF0	HSCIF0
19	HSCIF1	HSCIF1	HSCIF1	HSCIF1
18	HSCIF2	HSCIF2	HSCIF2	HSCIF2
17	HSCIF3	HSCIF3	HSCIF3	HSCIF3
16	HSCIF4	HSCIF4	HSCIF4	HSCIF4
15	—	—	—	—
14	—	—	—	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—
6	—	—	—	—
5	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
4	—	—	—	—
3	—	—	—	—
2	Audio-DMAC0	Audio-DMAC0	Audio-DMAC0	Audio-DMAC0
1	Audo-DMAC1	Audio-DMAC1	Audio-DMAC1	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.6 Software Reset Register 6 (SRCR6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRT 631	SRT 630	—	—	—	SRT 626	—	SRT 624	SRT 623	SRT 622	SRT 621	—	SRT 619	—	SRT 617	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R/W*	R/W*	R	R/W*	R/W*	R/W*	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRT 615	SRT 614	—	—	SRT 611	SRT 610	—	—	SRT 607	SRT 606	—	—	SRT 603	SRT 602	SRT 601	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R	R/W*	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R/W*	R/W*	R

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.28 Assignment of Modules to Bits in SRCR6

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)	VSP (VSPI0)
30	VSP (VSPI1)	—	—	—	—
29	—	—	—	—	—
28	—	—	—	—	—
27	—	—	—	—	—
26	VSP (VSPBD)	VSP (VSPB)	VSP (VSPB)	VSP (VSPB)	VSP (VSPB)
25	—	—	—	—	—
24	VSP (VSPBC)	—	—	—	—
23	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)	VSP (VSPD0)
22	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)	VSP (VSPD1)
21	—	VSP (VSPD2)	VSP (VSPD2)	—	—
20	—	—	—	—	—
19	FCPCS	FCPCS	FCPCS	FCPCS	FCPCS
18	—	—	—	—	—
17	—	FCPCI	—	—	—
16	—	—	—	—	—
15	FCPF0	FCPF0	FCPF0	FCPF0	FCPF0
14	FCPF1	—	—	—	—
13	—	—	—	—	—
12	—	—	—	—	—
11	FCPVI0	FCPVI0	FCPVI0	FCPVI0	FCPVI0
10	FCPVI1	—	—	—	—
9	—	—	—	—	—
8	—	—	—	—	—
7	FCPVB0	FCPVB0	FCPVB0	FCPVB0	FCPVB0
6	FCPVB1	—	—	—	—
5	—	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
4	—	—	—	—	—
3	FCPVD0	FCPVD0	FCPVD0	FCPVD0	FCPVD0
2	FCPVD1	FCPVD1	FCPVD1	FCPVD1	FCPVD1
1	—	FCPVD2	FCPVD2	—	—
0	—	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.7 Software Reset Register 7 (SRCR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	SRT729	—	SRT727	SRT726	SRT725	SRT724	—	SRT722	—	—	—	—	—	SRT716
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRT715	SRT714	—	—	—	—	—	—	—	—	—	SRT704	SRT703	SRT702	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.29 Assignment of Modules to Bits in SRCR7

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	HDMI-IF0	HDMI-IF0	HDMI-IF0	—
28	—	—	—	—
27	LVDS-IF	LVDS-IF	LVDS-IF	LVDS-IF0
26	—	—	—	LVDS-IF1
25	—	—	—	LVDS-PLL0_1
24	DU0, DU1	DU0, DU1	DU0, DU1	DU0, DU1
23	—	—	—	—
22	DU3	DU2	DU3	—
21	—	—	—	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	CSI40	CSI40	CSI40	CSI40
15	CSI41	—	—	—
14	CSI20	CSI20	CSI20	—
13	—	—	—	—
12	—	—	—	—
11	—	—	—	—
10	—	—	—	—
9	—	—	—	—
8	—	—	—	—
7	—	—	—	—
6	—	—	—	—
5	—	—	—	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
4	HS-USB-IF0	HS-USB-IF0	HS-USB-IF0	HS-USB-IF0
3	EHCI/OHCI0	EHCI/OHCI0	EHCI/OHCI0	EHCI/OHCI0
2	EHCI/OHCI1	EHCI/OHCI1	EHCI/OHCI1	—
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.8 Software Reset Register 8 (SRCR8)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	*1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W	R/W	R/W	R/W*	R/W*	R/W*	R/W*	R/W*	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRT 815	—	—	SRT 812	SRT 811	SRT 810	SRT 809	SRT 808	SRT 807	SRT 806	SRT 805	SRT 804	—	—	—	SRT 800
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R/W*	R/W	R/W	R/W	R/W	R/W	R/W*	R/W*	R/W*	R/W*	R	R/W*	R/W*	R/W*

Note: * Writing to a bit is only possible if the product actually has the corresponding module.
*1 In non-secure mode, initial value is 0. In secure mode, initial value is 1

Table 12.30 Assignment of Modules to Bits in SRCR8

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	—	—	—	—
15	SATA-IF	—	SATA-IF	—
14	—	—	—	—
13	—	—	—	—
12	EAVB-IF	EAVB-IF	EAVB-IF	EAVB-IF
11	VIN0	VIN0	VIN0	—
10	VIN1	VIN1	VIN1	—
9	VIN2	VIN2	VIN2	—
8	VIN3	VIN3	VIN3	—
7	VIN4	VIN4	VIN4	VIN4
6	VIN5	VIN5	VIN5	VIN5

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
5	VIN6	VIN6	VIN6	—
4	VIN7	VIN7	VIN7	—
3	—	—	—	—
2	—	—	—	—
1	—	—	—	—
0	—	R-NANDC	R-NANDC	R-NANDC

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.9 Software Reset Register 9 (SRCR9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRT 931	SRT 930	SRT 929	SRT 928	SRT 927	SRT 926	—	—	—	SRT 922	—	—	SRT 919	SRT 918	SRT 917	SRT 916
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W*	R	R/W*	R/W*	R/W*	R	R/W*	R/W*	R/W*	R/W	R/W*

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRT 915	SRT 914	—	SRT 912	SRT 911	SRT 910	SRT 909	SRT 908	SRT 907	SRT 906	SRT 905	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.31 Assignment of Modules to Bits in SRCR9

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	I2C-IF0	I2C-IF0	I2C-IF0	I2C-IF0
30	I2C-IF1	I2C-IF1	I2C-IF1	I2C-IF1
29	I2C-IF2	I2C-IF2	I2C-IF2	I2C-IF2
28	I2C-IF3	I2C-IF3	I2C-IF3	I2C-IF3
27	I2C-IF4	I2C-IF4	I2C-IF4	I2C-IF4
26	IIC-PMIC	IIC-PMIC	IIC-PMIC	IIC-PMIC
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	ADG	ADG	ADG	ADG
21	—	—	—	—
20	—	—	—	—
19	I2C-IF5	I2C-IF5	I2C-IF5	I2C-IF5
18	I2C-IF6	I2C-IF6	I2C-IF6	I2C-IF6
17	RPC-IF	RPC-IF	RPC-IF	RPC-IF
16	CAN-IF0	CAN-IF0	CAN-IF0	CAN-IF0
15	CAN-IF1	CAN-IF1	CAN-IF1	CAN-IF1
14	CAN-FD	CAN-FD	CAN-FD	CAN-FD
13	—	—	—	—
12	GPIO0	GPIO0	GPIO0	GPIO0
11	GPIO1	GPIO1	GPIO1	GPIO1
10	GPIO2	GPIO2	GPIO2	GPIO2
9	GPIO3	GPIO3	GPIO3	GPIO3
8	GPIO4	GPIO4	GPIO4	GPIO4
7	GPIO5	GPIO5	GPIO5	GPIO5
6	GPIO6	GPIO6	GPIO6	GPIO6
5	GPIO7	GPIO7	GPIO7	—

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
4	—	—	—	—
3	—	—	—	—
2	—	—	—	—
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

12.2.3.10 Software Reset Register 10 (SRCR10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRT 1015	SRT 1014	SRT 1013	SRT 1012	SRT 1011	SRT 1010	SRT 1009	SRT 1008	SRT 1007	SRT 1006	SRT 1005	—	SRT 1003	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*

Note: * Writing to a bit is only possible if the product actually has the corresponding module.

Table 12.32 Assignment of Modules to Bits in SRCR10

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
31	—	—	—	—
30	—	—	—	—
29	—	—	—	—
28	—	—	—	—
27	—	—	—	—
26	—	—	—	—
25	—	—	—	—
24	—	—	—	—
23	—	—	—	—
22	—	—	—	—
21	—	—	—	—
20	—	—	—	—
19	—	—	—	—
18	—	—	—	—
17	—	—	—	—
16	—	—	—	—
15	SSI0	SSI0	SSI0	SSI0
14	SSI1	SSI1	SSI1	SSI1
13	SSI2	SSI2	SSI2	SSI2
12	SSI3	SSI3	SSI3	SSI3
11	SSI4	SSI4	SSI4	SSI4
10	SSI5	SSI5	SSI5	SSI5
9	SSI6	SSI6	SSI6	SSI6
8	SSI7	SSI7	SSI7	SSI7
7	SSI8	SSI8	SSI8	SSI8
6	SSI9	SSI9	SSI9	SSI9
5	SSI (all)*	SSI (all)*	SSI (all)*	SSI (all)*

Bit	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
4	—	—	—	—
3	—	—	—	I2C-IF7
2	—	—	—	—
1	—	—	—	—
0	—	—	—	—

Note: "—" indicates the bit is reserved. Set the read value.

Note: * When the SRT1005 bit is set to 1, the bit of the SRT1015 to SRT1006 is simultaneously set without setting SRT1015 to SRT1006. When any of the SRT1015 to SRT1006 is cleared, SRT1005 bit is cleared.

12.2.4 Software Reset Clearing Register n (SRSTCLRn (n = 0 to 11))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Each SRSTCLRn is a 32-bit writable register. Each bit is assigned to a module in this chip. Writing 1 to the bit clears the corresponding bit of SRCRn and releases the reset. Write 0 to the reserved bits.

Bit assignment of SRSTCLRn is same with one of SRCRn.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRTCL Rn31	SRTCL Rn30	SRTCL Rn29	SRTCL Rn28	SRTCL Rn27	SRTCL Rn26	SRTCL Rn25	SRTCL Rn24	SRTCL Rn23	SRTCL Rn22	SRTCL Rn21	SRTCL Rn20	SRTCL Rn19	SRTCL Rn18	SRTCL Rn17	SRTCL Rn16
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRTCL Rn15	SRTCL Rn14	SRTCL Rn13	SRTCL Rn12	SRTCL Rn11	SRTCL Rn10	SRTCL Rn09	SRTCL Rn08	SRTCL Rn07	SRTCL Rn06	SRTCL Rn05	SRTCL Rn04	SRTCL Rn03	SRTCL Rn02	SRTCL Rn01	SRTCL Rn00
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

12.2.5 Secure Module Stop Control Register n (SCMSTPCRn, n = 0 to 11)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCMSTPCRn (n = 0 to 11) are 32-bit readable/writable registers. This register can be accessed only in the secure mode. When write accessed in the non-secure mode, the write operation becomes invalid. When read accessed in the non-secure mode, the returned value becomes H'0000_0000.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SCMST Pn31	SCMST Pn30	SCMST Pn29	SCMST Pn28	SCMST Pn27	SCMST Pn26	SCMST Pn25	SCMST Pn24	SCMST Pn23	SCMST Pn22	SCMST Pn21	SCMST Pn20	SCMST Pn19	SCMST Pn18	SCMST Pn17	SCMST Pn16
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SCMST Pn15	SCMST Pn14	SCMST Pn13	SCMST Pn12	SCMST Pn11	SCMST Pn10	SCMST Pn09	SCMST Pn08	SCMST Pn07	SCMST Pn06	SCMST Pn05	SCMST Pn04	SCMST Pn03	SCMST Pn02	SCMST Pn01	SCMST Pn00
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SCMSTPnm (n = 0 to 11) (m = 31 to 00)	All 1	R/W	[Valid access] These bits can be written only in the secure mode. These bits can be read only in the secure mode. [Invalid access] When accessing these registers in the non-secure mode, these bits cannot be written and cannot be read. When all corresponding bits in RMSTPCR, SMSTPCR and SCMSTPCR registers are set to 1, the clock signal for the module is halted.

Assignment of modules to bits m in SCMSTPCRn is same with one of RMSTPCRn and SMSTPCRn.

12.2.6 Secure Software Reset Access Enable Control Register n (SCSRSTECRn, n = 0 to 11)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCSRSTECRn (n = 0 to 11) are 32-bit readable/writable registers. This register can be accessed only in the secure mode. When write accessed in the non-secure mode, the write operation becomes invalid. When read accessed in the non-secure mode, the returned value becomes H'0000_0000.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SCE n31	SCE n30	SCE n29	SCE n28	SCE n27	SCE n26	SCE n25	SCE n24	SCE n23	SCE n22	SCE n21	SCE n20	SCE n19	SCE n18	SCE n17	SCE n16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SCE n15	SCE n14	SCE n13	SCE n12	SCE n11	SCE n10	SCE n09	SCE n08	SCE n07	SCE n06	SCE n05	SCE n04	SCE n03	SCE n02	SCE n01	SCE n00
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SCEnm (n = 0 to 11) (m = 31 to 00)	All 0	R/W	Access protection to SRCRn and SRSTCLRn (n = 0 to 11) in the viewpoint of the secure mode 0: Not check access to SRCRn bit m and SRSTCLRn bit m (m = 31 to 0) in the viewpoint of secure mode. All write access to these bits are valid. 1: Check access to SRCRn bit m and SRSTCLRn bit m (m = 31 to 0) are accessed in the secure mode or not. Write access to SRCRnm and SRSTCLRnm is valid only in the secure mode. Write access to SRCRnm and SRSTCLRnm is invalid in the non-secure mode.

Assignment of modules to bits m in SCSRSTECRn is same with one of SRCRn and SRSTCLRn.

The validity of write access to SRCRn[m] and SRSTCLRn[m] is judged by the flowchart shown in Figure 12.1.

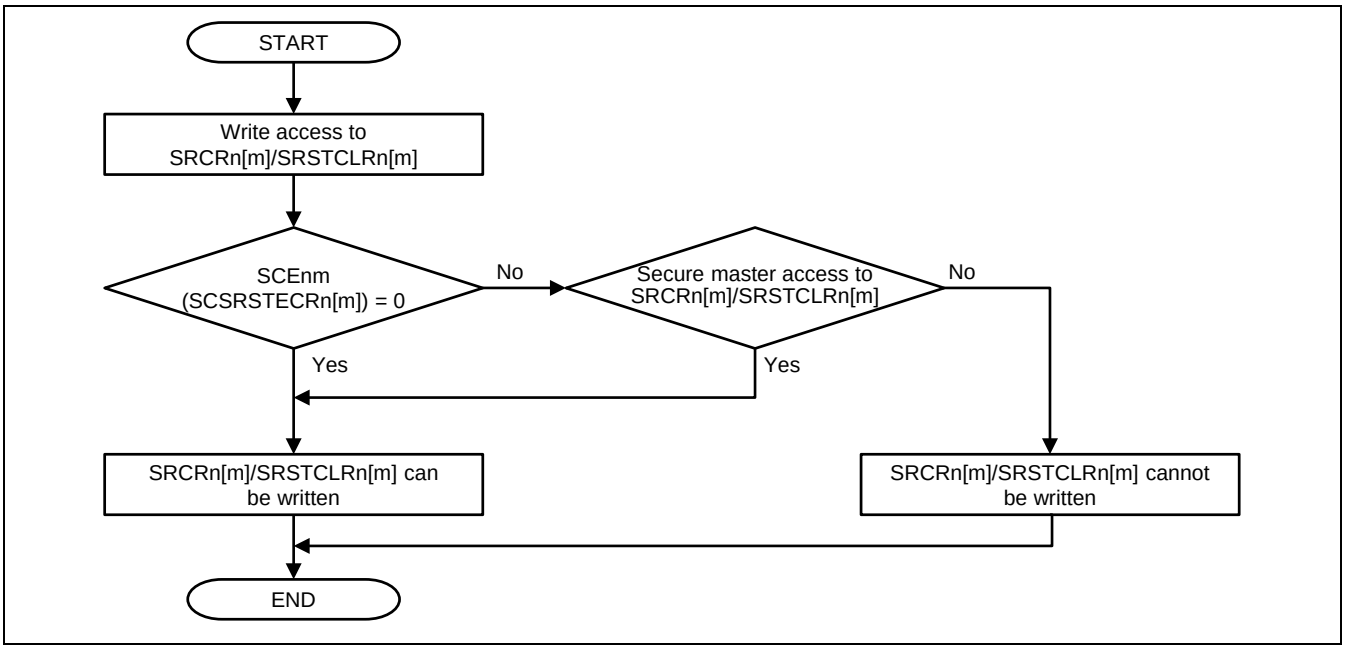


Figure 12.1 The validity check of write access to SRCRn and SRSTCLRn

13. Advanced Power Management Unit for AP-System Core (APMU)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

13.1 Overview

The AP-system core power management unit (APMU) is a module to control power supply and clock supply to the AP-system core.

13.1.1 Features

This module includes the following function

- Controls power supply to each CPU core and L2 cache area.

The APMU includes the following submodule:

- Power supply control unit (PCCU) which controls the power supply to each CPU core and L2 cache area.

13.1.2 External Pins

There are no external pins related with this function.

13.1.3 Register Configuration

Table 13.1 lists the registers of the APMU. All registers listed in this table are cleared by the reset.

Table 13.1 Register Configurations

						Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Address**	**Initial value**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
PCCU registers									
Cortex-A53 CPU Wake Up Control Register	CA53WUPCR	R/W	H'E615_1010 / H'E615_4010*1	H'0000_0000	32	√	√	—	√
Cortex-A53 Power Status Register	CA53PSTR	R	H'E615_1040 / H'E615_4040*1	H'----_333-	32	√	√	—	√
Cortex-A53 CPU0 Power Status Control Register	CA53CPU0CR	R/W	H'E615_1100 / H'E615_4100*1	H'0000_0000	32	√	√	—	√
Cortex-A53 CPU1 Power Status Control Register	CA53CPU1CR	R/W	H'E615_1110 / H'E615_4110*1	H'0000_0000	32	√	√	—	√
Cortex-A53 CPU2 Power Status Control Register	CA53CPU2CR	R/W	H'E615_1120 / H'E615_4120*1	H'0000_0000	32	√	√	—	—
Cortex-A53 CPU3 Power Status Control Register	CA53CPU3CR	R/W	H'E615_1130 / H'E615_4130*1	H'0000_0000	32	√	√	—	—
Cortex-A53 Common Power Control Register	CA53CPUCMCR	R/W	H'E615_1184 / H'E615_4184*1	H'0000_0000	32	√	√	—	√
Cortex-A57 CPU Wake Up Control Register	CA57WUPCR	R/W	H'E615_2010 / H'E615_4010*2	H'0000_0000	32	√	√	√	—
Cortex-A57 Power Status Register	CA57PSTR	R	H'E615_2040 / H'E615_4040*2	H'----_333-	32	√	√	√	—
Cortex-A57 CPU0 Power Status Control Register	CA57CPU0CR	R/W	H'E615_2100 / H'E615_4100*2	H'0000_0000	32	√	√	√	—
Cortex-A57 CPU1 Power Status Control Register	CA57CPU1CR	R/W	H'E615_2110 / H'E615_4110*2	H'0000_0000	32	√	√	√	—
Cortex-A57 CPU2 Power Status Control Register	CA57CPU2CR	R/W	H'E615_2120 / H'E615_4120*2	H'0000_0000	32	√	—	—	—
Cortex-A57 CPU3 Power Status Control Register	CA57CPU3CR	R/W	H'E615_2130 / H'E615_4130*2	H'0000_0000	32	√	—	—	—
Cortex-A57 Common Power Control Register	CA57CPUCMCR	R/W	H'E615_2184 / H'E615_4184*2	H'0000_0000	32	√	√	√	—
Cortex-A53 Debug Resource Reset Control Register	CA53DBGRCR	R/W	H'E615_1180	H'01F-_----	32	√	√	—	√
Cortex-A57 Debug Resource Reset Control Register	CA57DBGRCR	R/W	H'E615_2180	H'01F-_----	32	√	√	√	—

Notes: The register address map "H'E615_4xxx" is to share the same address between registers for Cortex-A57 and registers for Cortex-A53.

1. When the address "H'E615_4xxx" is accessed by Cortex-A53, registers for Cortex-A53 (CA53XXX) are accessed.
2. When the address "H'E615_4xxx" is accessed by Cortex-A57, registers for Cortex-A57 (CA57XXX) are accessed.

13.1.4 Connected Module

Table 13.2 Connected Modules

Module name	Connected module name	Function of connected module
CPG	AP-System Core	Cortex-A53/Cortex-A57 power status control [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]
		Cortex-A53 power status control [RZ/G2E]
		Cortex-A57 power status control [RZ/G2N]
	SYSC	Cooperate with SYSC for power status control of AP-System Core

13.2 Register Description

13.2.1 Cortex-A53/Cortex-A57 CPU*n* Power Status Control Register (CA53CPU*n*CR, CA57CPU*n*CR (*n* = 0 to 3))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Each RZ/G Series 2nd Generation product provides these registers as shown in Table 13.1.

Cortex-A53/Cortex-A57 CPU*n* power status control registers are 32-bit readable/writable registers of PCCU. These registers define the operation of related CPU when the CPU*n* core issues WFI instruction. Write these registers while the power of related CPU is ON.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CPUPWR[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	CPUPWR[1:0]	B'00	R/W	CPUn PWR Bit Defines the power supply of corresponding CPUn when the CPUn issues WFI instruction. B'00: Sleep mode B'11: CoreStandby mode (power shut off of CPU core, L1$) Other than above: Setting prohibited These bits are automatically cleared to B'00 when the PCCU completes CoreStandby instruction after B'11 is written to these bits.

13.2.2 Cortex-A53/Cortex-A57 Common Power Control Register (CA53CPUCMCR, CA57CPUCMCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Each RZ/G Series 2nd Generation product provides these registers as shown in Table 13.1.

Cortex-A53/Cortex-A57 common power control registers are 32-bit readable/writable registers. These registers define power supply control of CPU peripheral (SCU and L2 cache controller) of AP-system core (Cortex-A53) and CPU peripheral (SCU and L2 cache controller) of AP-system core (Cortex-A57). The CMPWR bits of this register define the operation when all CPU cores are in the CoreStandby state.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CMPWR[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	CMPWR[1:0]	B'00	R/W	CPU Common Power Control Bit Defines the power supply when all of the CPUs in the cluster are in CoreStandby mode (power shut off). B'00: Normal mode, CPU peripheral (SCU and L2 cache controller) ON B'01: Setting prohibited B'10: L2 shutdown mode, CPU peripheral (SCU and L2 cache controller) OFF B'11: Setting prohibited [RZ/G2M V1.3] (not RZ/G2M V3.0) Don't write anything other than B'00.

13.2.3 Cortex-A53/Cortex-A57 CPU Wake Up Control Register (CA53WUPCR, CA57WUPCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Each RZ/G Series 2nd Generation product provides these registers as shown in Table 13.1.

Cortex-A53/Cortex-A57 CPU wake up control registers are 32-bit readable/writable registers of PCCU. These registers request power on of each CPU core. Writing 1 to the CPU*n*WUP bit wakes up the corresponding CPU*n*, and the CPU*n* starts operation from the reset vector. Each bit is automatically cleared to 0 after the wake up procedure is finished.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CPU3 WUP	CPU2 WUP	CPU1 WUP	CPU0 WUP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

[CA53WUPCR]

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3	CPU3WUP	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]: CPU3 Wake Up Bit Write access: 0: Ignores. 1: Requests wake up of CPU3 (CPU3 power on). Read access: 0: CPU3 wakeup sequence is completed. 1: CPU3 wakeup sequence is in progress.
	—	B'0	R	[RZ/G2N, RZ/G2E]: Reserved This bit is always read as 0. The write value should always be 0.
2	CPU2WUP	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]: CPU2 Wake Up Bit Write access: 0: Ignores. 1: Requests wake up of CPU2 (CPU2 power on). Read access: 0: CPU2 wakeup sequence is completed. 1: CPU2 wakeup sequence is in progress.
	—	B'0	R	[RZ/G2N, RZ/G2E]: Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
1	CPU1WUP	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]: CPU1 Wake Up Bit Write access: 0: Ignores. 1: Requests wake up of CPU1 (CPU1 power on). Read access: 0: CPU1 wakeup sequence is completed. 1: CPU1 wakeup sequence is in progress.
	—	B'0	R	[RZ/G2N]: Reserved This bit is always read as 0. The write value should always be 0.
0	CPU0WUP	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]: CPU0 Wake Up Bit Write access: 0: Ignores. 1: Requests wake up of CPU0 (CPU0 power on). Read access: 0: CPU0 wakeup sequence is completed. 1: CPU0 wakeup sequence is in progress.
	—	B'0	R	[RZ/G2N]: Reserved This bit is always read as 0. The write value should always be 0.

[CA57WUPCR]

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3	CPU3WUP	B'0	R/W	[RZ/G2H]: CPU3 Wake Up Bit Write access: 0: Ignores. 1: Requests wake up of CPU3 (CPU3 power on). Read access: 0: CPU3 wakeup sequence is completed. 1: CPU3 wakeup sequence is in progress.
	—	B'0	R	[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]: Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
2	CPU2WUP	B'0	R/W	[RZ/G2H]: CPU2 Wake Up Bit Write access: 0: Ignores. 1: Requests wake up of CPU2 (CPU2 power on). Read access: 0: CPU2 wakeup sequence is completed. 1: CPU2 wakeup sequence is in progress.
	—	B'0	R	[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]: Reserved This bit is always read as 0. The write value should always be 0.
1	CPU1WUP	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]: CPU1 Wake Up Bit Write access: 0: Ignores. 1: Requests wake up of CPU1 (CPU1 power on). Read access: 0: CPU1 wakeup sequence is completed. 1: CPU1 wakeup sequence is in progress.
	—	B'0	R	[RZ/G2E]: Reserved This bit is always read as 0. The write value should always be 0.
0	CPU0WUP	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]: CPU0 Wake Up Bit Write access: 0: Ignores. 1: Requests wake up of CPU0 (CPU0 power on). Read access: 0: CPU0 wakeup sequence is completed. 1: CPU0 wakeup sequence is in progress.
	—	B'0	R	[RZ/G2E]: Reserved This bit is always read as 0. The write value should always be 0.

13.2.4 Cortex-A53/Cortex-A57 Power Status Register (CA53PSTR, CA57PSTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Each RZ/G Series 2nd Generation product provides these registers as shown in Table 13.1.

Cortex-A53/Cortex-A57 power status registers are 32-bit readable registers of PCCU. These registers show power status of AP-system CPU cores.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	—	0	0	0	—	0	0	0	—	0	0	0	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CPU3ST[1:0]		—	—	CPU2ST[1:0]		—	—	CPU1ST[1:0]		—	—	CPU0ST[1:0]	
Initial value:	0	0	1	1	0	0	1	1	0	0	1	1	0	0	*	*
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note: "—" stands for unknown value.

* CA53PSTR: When (MD7, MD6) = (L, H), the initial value is 0. In the other setting, the initial value is 1.
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

CA57PSTR: When (MD7, MD6) = (L, L), the initial value is 0. In the other setting, the initial value is 1.
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

[CA53PSTR]

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0.
28	—	Undefined	R	Reserved This bit is always read as unknown value.
27 to 25	—	All 0	R	Reserved These bits are always read as 0.
24	—	Undefined	R	Reserved This bit is always read as unknown value.
23 to 21	—	All 0	R	Reserved These bits are always read as 0.
20	—	Undefined	R	Reserved This bit is always read as unknown value.
19 to 17	—	All 0	R	Reserved These bits are always read as 0.
16	—	Undefined	R	Reserved This bit is always read as unknown value.
15, 14	—	All 0	R	Reserved These bits are always read as 0.
13, 12	CPU3ST [1:0]	B'11	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]: CPU3 Status Bit Displays CPU3 status. B'00: Run mode B'11: CoreStandby mode Other than above: Invalid [RZ/G2N, RZ/G2E]: Reserved These bits are always read as B'11.
11, 10	—	All 0	R	Reserved These bits are always read as 0.
9, 8	CPU2ST [1:0]	B'11	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]: CPU2 Status Bit Displays CPU2 status. B'00: Run mode B'11: CoreStandby mode Other than above: Invalid [RZ/G2N, RZ/G2E]: Reserved These bits are always read as B'11.
7, 6	—	All 0	R	Reserved These bits are always read as 0.

Bit	Bit Name	Initial Value	R/W	Description
5, 4	CPU1ST [1:0]	B'11	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]: CPU1 Status Bit Displays CPU1 status. B'00: Run mode B'11: CoreStandby mode Other than above: Invalid
				[RZ/G2N]: Reserved These bits are always read as B'11.
3, 2	—	All 0	R	Reserved These bits are always read as 0.
1, 0	CPU0ST [1:0]	*	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]: CPU0 Status Bit Displays CPU0 status. B'00: Run mode B'11: CoreStandby mode Other than above: Invalid
		B'11	R	[RZ/G2N]: Reserved These bits are always read as B'11.

[CA57PSTR]

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0.
28	—	Undefined	R	Reserved This bit is always read as unknown value.
27 to 25	—	All 0	R	Reserved These bits are always read as 0.
24	—	Undefined	R	Reserved This bit is always read as unknown value.
23 to 21	—	All 0	R	Reserved These bits are always read as 0.
20	—	Undefined	R	Reserved This bit is always read as unknown value.
19 to 17	—	All 0	R	Reserved These bits are always read as 0.
16	—	Undefined	R	Reserved This bit is always read as unknown value.
15, 14	—	All 0	R	Reserved These bits are always read as 0.
13, 12	CPU3ST [1:0]	B'11	R	[RZ/G2H]: CPU3 Status Bit Displays CPU3 status. B'00: Run mode B'11: CoreStandby mode Other than above: Invalid
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]: Reserved These bits are always read as B'11.
11, 10	—	All 0	R	Reserved These bits are always read as 0.
9, 8	CPU2ST [1:0]	B'11	R	[RZ/G2H]: CPU2 Status Bit Displays CPU2 status. B'00: Run mode B'11: CoreStandby mode Other than above: Invalid
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]: Reserved These bits are always read as B'11.
7, 6	—	All 0	R	Reserved These bits are always read as 0.

Bit	Bit Name	Initial Value	R/W	Description
5, 4	CPU1ST [1:0]	B'11	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]: CPU1 Status Bit Displays CPU1 status. B'00: Run mode B'11: CoreStandby mode Other than above: Invalid
				[RZ/G2E]: Reserved These bits are always read as B'11.
3, 2	—	All 0	R	Reserved These bits are always read as 0.
1, 0	CPU0ST [1:0]	*	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]: CPU0 Status Bit Displays CPU0 status. B'00: Run mode B'11: CoreStandby mode Other than above: Invalid
		B'11	R	[RZ/G2E]: Reserved These bits are always read as B'11.

Note: "—" stands for unknown value.

* CA53PSTR: When (MD7, MD6) = (L, H), the initial value is B'00. In the other setting, the initial value is B'11. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

CA57PSTR: When (MD7, MD6) = (L, L), the initial value is B'00. In the other setting, the initial value is B'11. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

13.2.5 Cortex-A53/Cortex-A57 Debug Resource Reset Control Register (CA53DBGRCR, CA57DBGRCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Each RZ/G Series 2nd Generation product provides these registers as shown in Table 13.1.

Cortex-A53/Cortex-A57 debug resource reset control registers are 32-bit readable/writable registers of PCCU. These registers enable the reset requests derived from power shut off to the AP-system CPU cores in the debug mode. When you write to these registers, modify only the target bits you want to change (read-modify-write). In the debug mode, bit 19 must be set to1 before the AP-system cores first resume from power shut off. In the normal mode (i.e. not debug mode), writing all 1 to bit 19 doesn't disturb normal operation. Therefore, the same code to write these registers can be applied for both debug mode and normal mode. About CA53DBGRCR and CA57DBGRCR, refer to Appendix B.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	DBGCP UPREN	—	—	—
Initial value:	0	0	0	0	0	0	0	1	1	1	1	1	0	0	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	—	—	0	0	—	—	0	0	—	—	0	0	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	—	B'1	R	Reserved This bit is always read as 1. The write value should always be 1.
23	—	B'1	R	Reserved This bit is always read as 1. The write value should always be 1.
22	—	B'1	R	Reserved This bit is always read as 1. The write value should always be 1.
21	—	B'1	R	Reserved This bit is always read as 1. The write value should always be 1.
20	—	B'1	R	Reserved This bit is always read as 1. The write value should always be 1.
19	DBGCPUPREN	B'0	R/W	Enable the reset request derived from power shut off to CPU Peripheral (SCU and L2 cache controller) in the debug mode. 0: Disables the reset request derived from power shut off to CPU Peripheral (SCU and L2 cache controller) in the debug mode. 1: Enables the reset request derived from power shut off to CPU Peripheral (SCU and L2 cache controller) in the debug mode.
18	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
17, 16	—	Undefined	R	Reserved These bits are always read as unknown values. The write value should always be the same as read values (read-modify-write).
15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13, 12	—	Undefined	R	Reserved These bits are always read as unknown values. The write value should always be the same as read values (read-modify-write).
11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	—	Undefined	R	Reserved These bits are always read as unknown values. The write value should always be the same as read values (read-modify-write).
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5, 4	—	Undefined	R	Reserved These bits are always read as unknown values. The write value should always be the same as read values (read-modify-write).
3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	—	Undefined	R	Reserved These bits are always read as unknown values. The write value should always be the same as read values (read-modify-write).

13.3 Operation

RZ/G2H | RZ/G2M V1.3 | RZ/G2M V3.0 | RZ/G2N | RZ/G2E

13.3.1 Power Control

The PCCU manages the CPU power supply when the CPU issues WFI instruction, and recovers from the low power state. Table 13.3 shows power status of CPU.

Table 13.3 CPU Power Mode

Power Mode	CPU#*n* Clock	CPU#*n* Power	CPU Peripheral (SCU and L2 Cache Controller) Power
Run mode	ON	ON	ON
Sleep mode	OFF	ON	ON
CoreStandby mode	OFF	OFF	ON
L2 shutdown mode	OFF	OFF	OFF

The following is method to enter each mode. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]

Sleep mode

Issue WFI instruction when the CPUPWR bits of CA53CPUnCR/CA57CPUnCR are B’00.

CoreStandby mode

Issue WFI instruction when the CPUPWR bits of CA53CPUnCR/CA57CPUnCR are B’11.

The CPUPWR bits of CA53CPUnCR/CA57CPUnCR are automatically cleared to B’00 when the PCCU completes CoreStandby operation. So the interrupt to CPUn is masked while CPUPWR bits of CA53CPUnCR/CA57CPUnCR are B’11. In the case of cancel, set B’00 to the CPUPWR bits of CA53CPUnCR/CA57CPUnCR.

L2 shutdown mode

Issue WFI instruction when all of the conditions below are met:

Other CPU cores in the same CPU cluster are in the CoreStandby mode.

The CMPWR bits of CA53CPUCMCR/CA57CPUCMCR are B’10.

The CPUPWR bits of CA53CPUnCR/CA57CPUnCR are B’11.

Run mode

Interrupt and reset of CPU recovers each CPU to the RUN mode.

The following is method to enter each mode. [RZ/G2E]

Sleep mode

Issue WFI instruction when the CPUPWR bits of CA53CPUnCR are B’00.

CoreStandby mode

Issue WFI instruction when the CPUPWR bits of CA53CPUnCR are B’11.

The CPUPWR bits of CA53CPUnCR are automatically cleared to B’00 when the PCCU completes CoreStandby operation. So the interrupt to CPUn is masked while CPUPWR bits of CA53CPUnCR are B’11. In the case of cancel, set B’00 to the CPUPWR bits of CA53CPUnCR.

L2 shutdown mode

Issue WFI instruction when all of the conditions below are met:

Other CPU cores in the same CPU cluster are in the CoreStandby mode.

The CMPWR bits of CA53CPUCMCR are B’10.

The CPUPWR bits of CA53CPUnCR are B’11.

Run mode

Interrupt and reset of CPU recovers each CPU to the RUN mode.

The following is method to enter each mode. [RZ/G2N]

Sleep mode

Issue WFI instruction when the CPUPWR bits of CA57CPUnCR are B’00.

CoreStandby mode

Issue WFI instruction when the CPUPWR bits of CA57CPUnCR are B’11.

The CPUPWR bits of CA57CPUnCR are automatically cleared to B’00 when the PCCU completes CoreStandby operation. So the interrupt to CPUn is masked while CPUPWR bits of CA57CPUnCR are B’11. In the case of cancel,set B’00 to the CPUPWR bits of CA57CPUnCR.

L2 shutdown mode

Issue WFI instruction when all of the conditions below are met:

Other CPU cores in the same CPU cluster are in the CoreStandby mode.

The CMPWR bits of CA57CPUCMCR are B’10.

The CPUPWR bits of CA57CPUnCR are B’11.

Run mode

Interrupt and reset of CPU recovers each CPU to the RUN mode.

14. System Controller (SYSC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

14.1 Overview

The SYSC module controls the power supply to CPUs (Cortex-A57, Cortex-A53), 3D-Graphics Engine, Video Processing domain (A3VP), VC domain (Video Codec domain, including A3VC, A2VC0, and A2VC1). When those modules are not in use, shutting off power of the module lowers leakage power than just stopping clock supply.

Refer to 14.3.1 for modules in the various power domains.

14.1.1 Features

- Control power-shutoff and resume sequence of power domains.
- Support shutoff and resumption of power supply, for power domains. Refer to Table14.4 Power Domain.
- During power-shutoff status of each power domain, clock supply for the domain is stopped, reset signal is asserted, and output signals of the domain is fixed by the isolation cells.
- Shutting off sequence of power domain for Cortex-A57 CPUs (CPU0 to CPU3), Cortex-A53 CPUs (CPU0 to CPU3) is initiated by WFI instructions.
- Resuming sequence of the power domain for Cortex-A57 CPUs (CPU0 to CPU3), Cortex-A53 CPUs (CPU0 to CPU3) is controlled by interrupts to each domain, or register access to APMU module (in case of Cortex-A57 and Cortex-A53).
- Shutting off and resuming sequence of other power domains are initiated by register access in this module.

14.1.2 Block Diagram

Figure 14.1 to 14.3 shows block diagrams of the SYSC.

Connected to the internal peripheral bus (the APB bus), the SYSC operates in coordination with the CPG, the RESET module, the CPU, and the debugger; it contains a module that controls the objects of power shutoff.

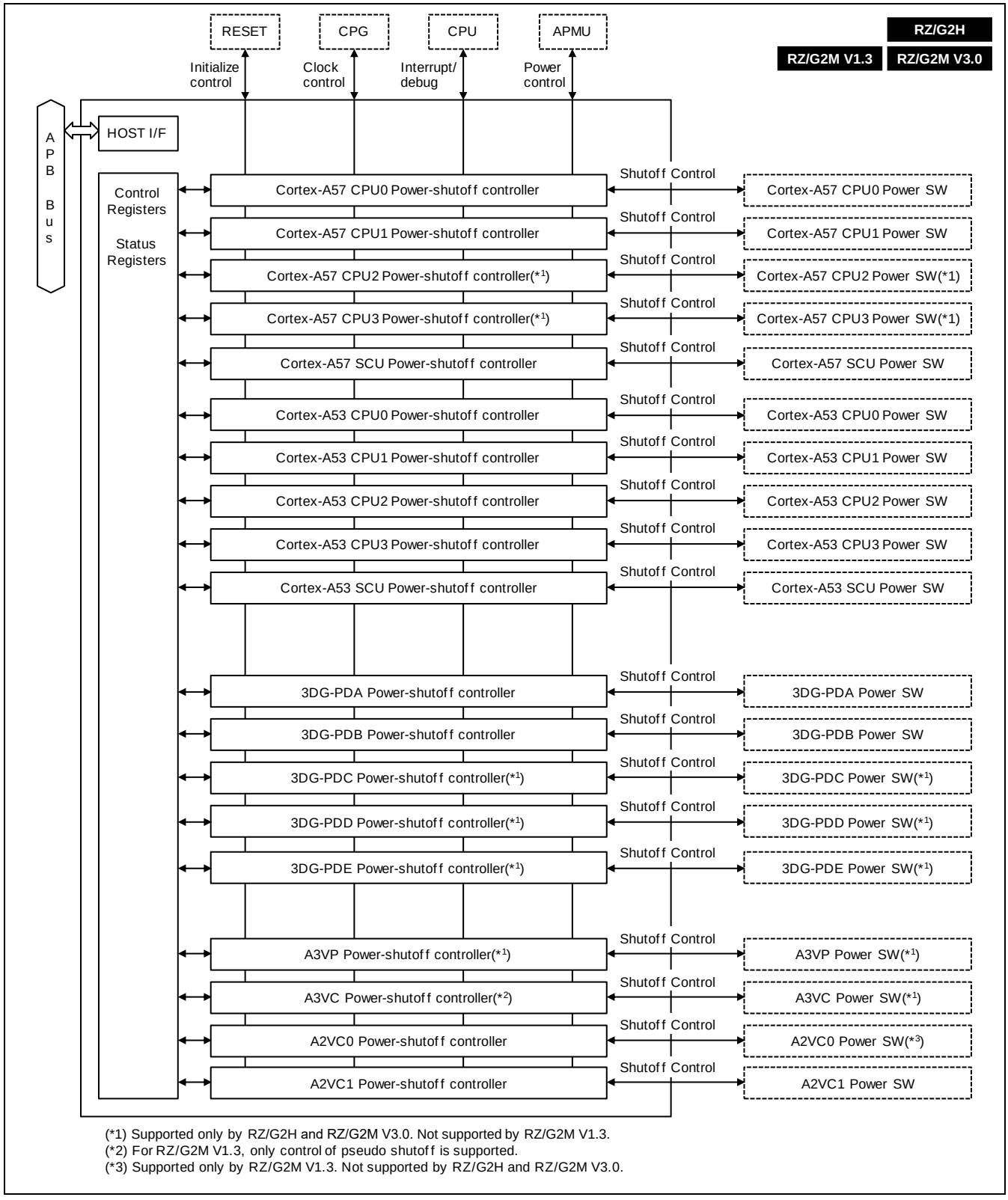


Figure 14.1 Block Diagram [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]

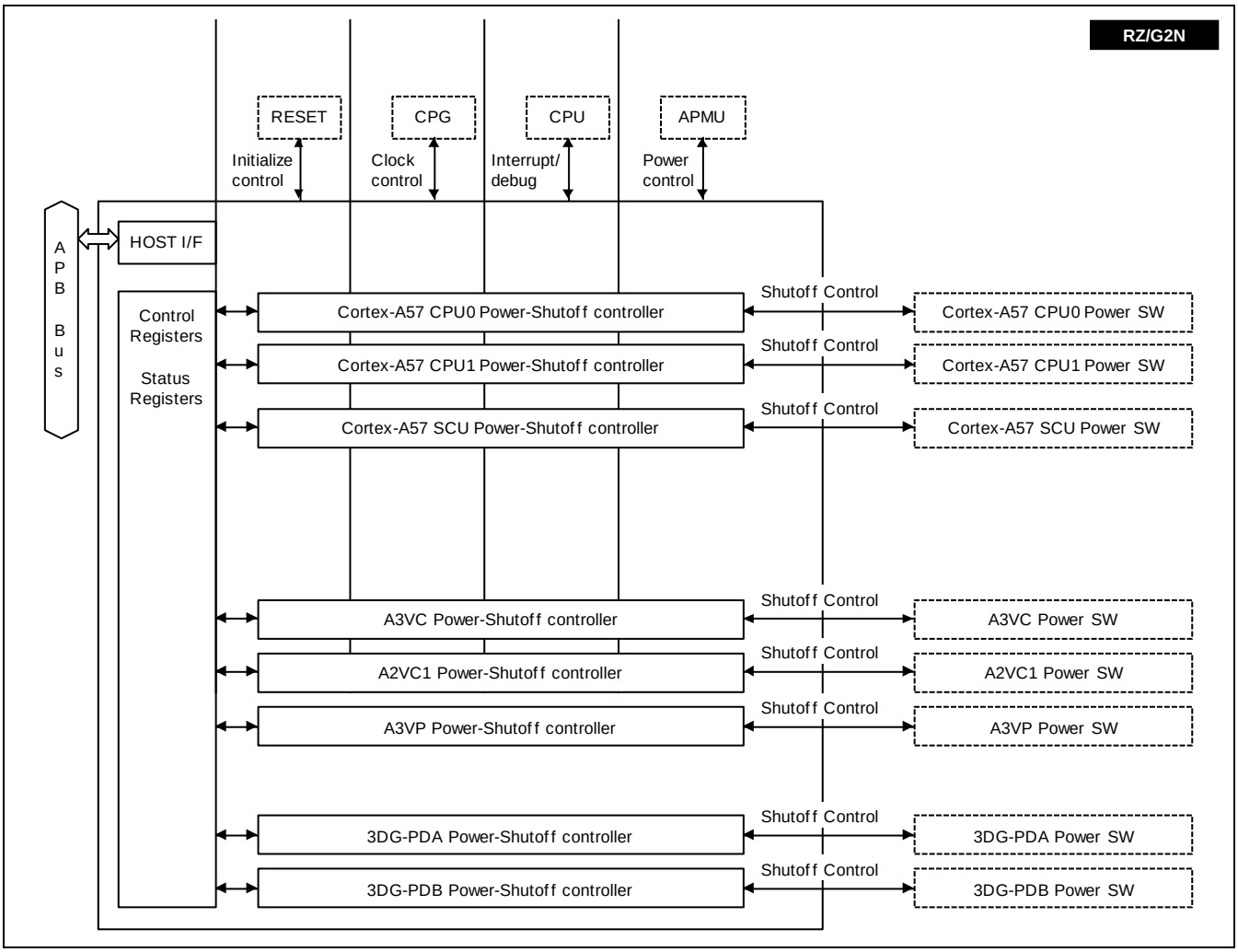


Figure 14.2 Block Diagram [RZ/G2N]

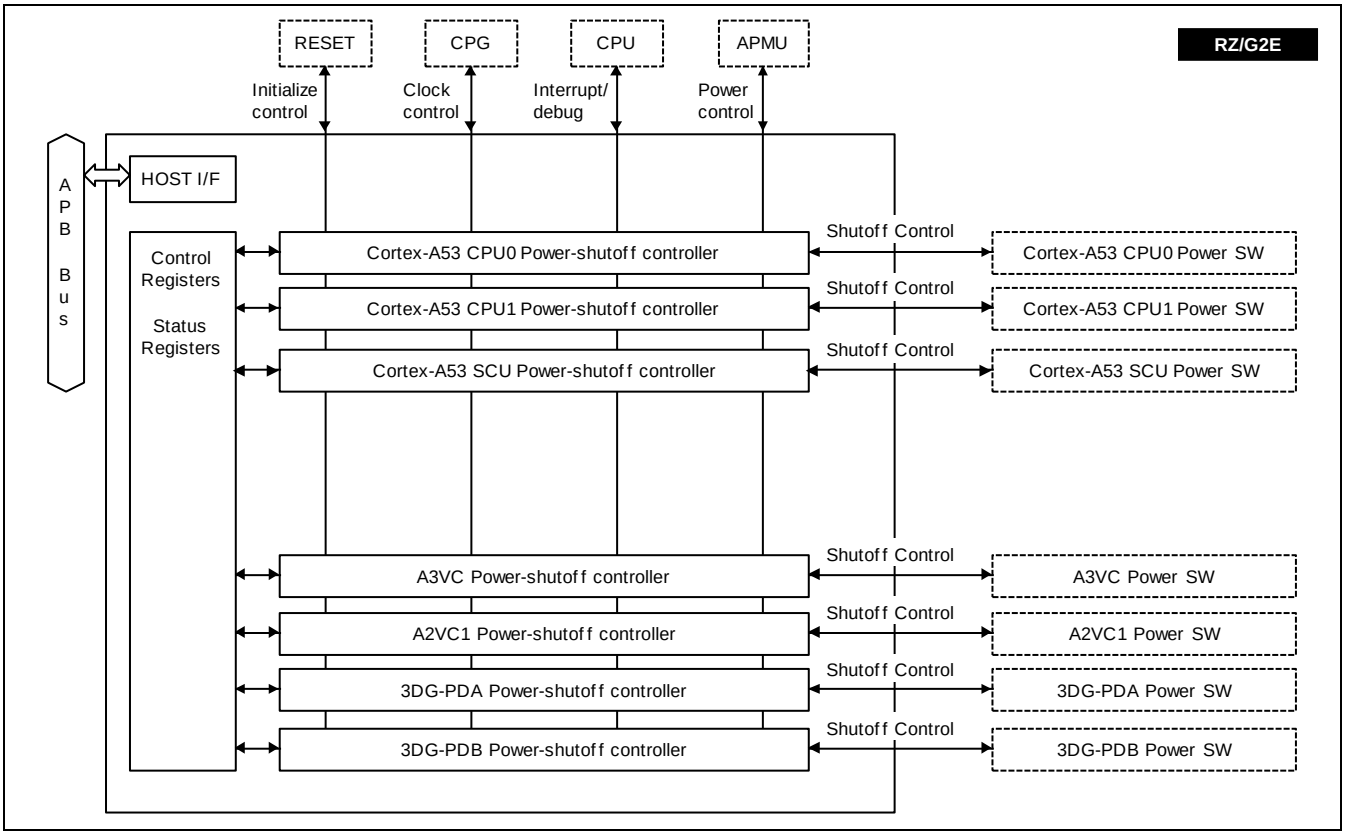


Figure 14.3 Block Diagram [RZ/G2E]

14.1.3 External Pins

The SYSC does not have external pins.

14.1.4 Register Configuration

Table 14.1 to 14.2 list the SYSC registers.

Base-address of SYSC is H'E618_0000.

Do not write to addresses other than those listed below, otherwise normal operation cannot be guaranteed. Values read from other addresses are undefined.

[Legend]

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R: Read-only. The write value should always be the initial value.

—/WB: Write-only. The read value is undefined.

R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.

Table 14.1 List of Registers (Common Registers)

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Access size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
SYSC Status Register	SYSCSR	R	H'0000	H'0000_0003	32	√	√	√	√	√
Interrupt Status Register	SYSCISR	R	H'0004	H'0000_0000	32	√	√	√	√	√
Interrupt Status Clear Register	SYSCISCR	—/WB	H'0008	—	32	√	√	√	√	√
Interrupt Enable Register	SYSCIER	R/W	H'000C	H'0000_0000	32	√	√	√	√	√
Interrupt Mask Register	SYSCIMR	R/W	H'0010	H'0131_11EF (*)	32	√	√	√	√	√
Cortex-A57 Wake Up Mask Register	WUPMSKCA57	R/W	H'0014	H'0000_0000	32	√	√	√	√	—
Cortex-A53 Wake Up Mask Register	WUPMSKCA53	R/W	H'0018	H'0000_0000	32	√	√	√	√	√
External Event Request Status Register	SYSCEERSR	R	H'0020	H'0000_0000	32	√	√	√	√	—
External Event Request Status Clear Register	SYSCEERSCR	—/WB	H'0024	—	32	√	√	√	√	—

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Access size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
External Event Request Status Enable Register	SYSCEERSER	R/W	H'0028	H'0000_0000	32	√	√	√	√	—
External Event Request Status Register 2	SYSCEERSR2	R	H'002C	H'0000_0000	32	√	√	√	√	√
External Event Request Status Clear register 2	SYSCEERSCR2	—/WB	H'0030	—	32	√	√	√	√	√
External Event Request Status Enable Register 2	SYSCEERSER2	R/W	H'0034	H'0000_0000	32	√	√	√	√	√
External Event Request Status Register 3	SYSCEERSR3	R	H'0040	H'0000_0000	32	√	√	√	√	√
External Event Request Status Clear register 3	SYSCEERSCR3	—/WB	H'0044	—	32	√	√	√	√	√
External Event Request Status Enable Register 3	SYSCEERSER3	R/W	H'0048	H'0000_0000	32	√	√	√	√	√
External Request Mask Register	SYSCEXTMASK	R/W	H'02F8	H'0000_0000	32	√	—	√	√	√

Note: * Initial value of SYSCIMR will differ for each product. For detail, refer to 14.2.1.5 Interrupt Mask Register (SYSCIMR).

Table 14.2 List of Registers (Power Control Registers for each domain)

						Second Generation RZ/G Series Products				
Register Name	**Abbreviation**	**R/W**	**Offset Address**	**Initial Value**	**Access size**	**RZ/G2H**	**RZ/G2M V1.3**	**RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Power status register 0 (Cortex-A57)	PWRSR0	R	H'0080	H'0000_001E*	32	√	√	√	√	—
Power shutoff status register 0 (Cortex-A57)	PWROFFSR0	R	H'0088	H'0000_0000	32	√	√	√	√	—
Power resume status register 0 (Cortex-A57)	PWRONSR0	R	H'0090	H'0000_0000	32	√	√	√	√	—
Power shutoff/ resume error register 0 (Cortex-A57)	PWRER0	R	H'0094	H'0000_0000	32	√	√	√	√	—
Power pseudo shutoff register 0 (Cortex-A57)	PWRPSEU0	R/W	H'00B8	H'0000_0000	32	√	√	√	√	—
Power status register 2 (3DG)	PWRSR2	R	H'0100	H'0000_001F	32	√	√	√	√	√
Power shutoff control register 2 (3DG)	PWROFFCR2	—/WB	H'0104	—	32	√	√	√	√	√
Power shutoff status register 2 (3DG)	PWROFFSR2	R	H'0108	H'0000_0000	32	√	√	√	√	√
Power resume control register 2 (3DG)	PWRONCR2	—/WB	H'010C	—	32	√	√	√	√	√
Power resume status register 2 (3DG)	PWRONSR2	R	H'0110	H'0000_0000	32	√	√	√	√	√
Power shutoff/resume error register 2 (3DG)	PWRER2	R	H'0114	H'0000_0000	32	√	√	√	√	√
Power pseudo shutoff register 2 (3DG)	PWRPSEU2	R/W	H'0138	H'0000_0000	32	√	√	√	√	√
Power status register 3 (Cortex-A53 SCU)	PWRSR3	R	H'0140	H'0000_0010*	32	√	√	√	—	√
Power shutoff control register 3 (Cortex-A53 SCU)	PWROFFCR3	—/WB	H'0144	—	32	√	√	√	—	√
Power shutoff status register 3 (Cortex-A53 SCU)	PWROFFSR3	R	H'0148	H'0000_0000	32	√	√	√	—	√
Power resume control register 3 (Cortex-A53 SCU)	PWRONCR3	—/WB	H'014C	—	32	√	√	√	—	√
Power resume status register 3 (Cortex-A53 SCU)	PWRONSR3	R	H'0150	H'0000_0000	32	√	√	√	—	√
Power shutoff/ resume error register 3 (Cortex-A53 SCU)	PWRER3	R	H'0154	H'0000_0000	32	√	√	√	—	√
Power pseudo shutoff register 3 (Cortex-A53 SCU)	PWRPSEU3	R/W	H'0178	H'0000_0000	32	√	√	√	—	√
Power isolation error detection register 3 (Cortex-A53 SCU)	PWRISOER3	R/W	H'017C	H'0000_0000	32	√	√	√	—	√

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Access size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Power status register 4 (A3IR)	PWRSR4	R	H'0180	H'0000_0001*	32	√	√	√	√	—
Power shutoff control register 4 (A3IR)	PWROFFCR4	—/WB	H'0184	—	32	√	√	√	√	—
Power shutoff status register 4 (A3IR)	PWROFFSR4	R	H'0188	H'0000_0000	32	√	√	√	√	—
Power resume control register 4 (A3IR)	PWRONCR4	—/WB	H'018C	—	32	√	√	√	√	—
Power resume status register 4 (A3IR)	PWRONSR4	R	H'0190	H'0000_0000	32	√	√	√	√	—
Power shutoff/ resume error register 4 (A3IR)	PWRER4	R	H'0194	H'0000_0000	32	√	√	√	√	—
Power pseudo shutoff register 4 (A3IR)	PWRPSEU4	R/W	H'01B8	H'0000_0000	32	√	√	√	√	—
Power isolation error detection register 4 (A3IR)	PWRISOER4	R/W	H'01BC	H'0000_0000	32	√	√	√	—	—
Power status register 5 (Cortex-A57 SCU)	PWRSR5	R	H'01C0	H'0000_0010*	32	√	√	√	√	—
Power shutoff control register 5 (Cortex-A57 SCU)	PWROFFCR5	—/WB	H'01C4	—	32	√	√	√	√	—
Power shutoff status register 5 (Cortex-A57 SCU)	PWROFFSR5	R	H'01C8	H'0000_0000	32	√	√	√	√	—
Power resume control register 5 (Cortex-A57 SCU)	PWRONCR5	—/WB	H'01CC	—	32	√	√	√	√	—
Power resume status register 5 (Cortex-A57 SCU)	PWRONSR5	R	H'01D0	H'0000_0000	32	√	√	√	√	—
Power shutoff/resume error register 5 (Cortex-A57 SCU)	PWRER5	R	H'01D4	H'0000_0000	32	√	√	√	√	—
Power pseudo shutoff register 5 (Cortex-A57 SCU)	PWRPSEU5	R/W	H'01F8	H'0000_0000	32	√	√	√	√	—
Power status register 6 (Cortex-A53 CPU)	PWRSR6	R	H'0200	H'0000_001E*	32	√	√	√	—	√
Power shutoff status register 6 (Cortex-A53 CPU)	PWROFFSR6	R	H'0208	H'0000_0000	32	√	√	√	—	√
Power resume status register 6 (Cortex-A53 CPU)	PWRONSR6	R	H'0210	H'0000_0000	32	√	√	√	—	√
Power shutoff/resume error register 6 (Cortex-A53 CPU)	PWRER6	R	H'0214	H'0000_0000	32	√	√	√	—	√

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Access size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Power pseudo shutoff register 6 (Cortex-A53 CPU)	PWRPSEU6	R/W	H'0238	H'0000_0000	32	√	√	√	—	√
Power status register 8 (A3VP)	PWRSR8	R	H'0340	H'0000_0001*	32	√	√	√	√	—
Power shutoff control register 8 (A3VP)	PWROFFCR8	—/WB	H'0344	—	32	√	√	√	√	—
Power shutoff status register 8 (A3VP)	PWROFFSR8	R	H'0348	H'0000_0000	32	√	√	√	√	—
Power resume control register 8 (A3VP)	PWRONCR8	—/WB	H'034C	—	32	√	√	√	√	—
Power resume status register 8 (A3VP)	PWRONSR8	R	H'0350	H'0000_0000	32	√	√	√	√	—
Power shutoff/resume error register 8 (A3VP)	PWRER8	R	H'0354	H'0000_0000	32	√	√	√	√	—
Power pseudo shutoff register 8 (A3VP)	PWRPSEU8	R/W	H'0378	H'0000_0000	32	√	√	√	√	—
Power status register 9 (A3VC)	PWRSR9	R	H'0380	H'0000_0001*	32	√	√	√	√	√
Power shutoff control register 9 (A3VC)	PWROFFCR9	—/WB	H'0384	—	32	√	√	√	√	√
Power shutoff status register 9 (A3VC)	PWROFFSR9	R	H'0388	H'0000_0000	32	√	√	√	√	√
Power resume control register 9 (A3VC)	PWRONCR9	—/WB	H'038C	—	32	√	√	√	√	√
Power resume status register 9 (A3VC)	PWRONSR9	R	H'0390	H'0000_0000	32	√	√	√	√	√
Power shutoff/ resume error register 9 (A3VC)	PWRER9	R	H'0394	H'0000_0000	32	√	√	√	√	√
Power pseudo shutoff register 9 (A3VC)	PWRPSEU9	R/W	H'03B8	H'0000_0000	32	√	√	√	√	√
Power status register 10 (A2VC)	PWRSR10	R	H'03C0	H'0000_0003	32	√	√	√	√	√
Power shutoff control register 10 (A2VC)	PWROFFCR10	—/WB	H'03C4	—	32	√	√	√	√	√
Power shutoff status register 10 (A2VC)	PWROFFSR10	R	H'03C8	H'0000_0000	32	√	√	√	√	√
Power resume control register 10 (A2VC)	PWRONCR10	—/WB	H'03CC	—	32	√	√	√	√	√
Power resume status register 10 (A2VC)	PWRONSR10	R	H'03D0	H'0000_0000	32	√	√	√	√	√
Power shutoff/ resume error register 10 (A2VC)	PWRER10	R	H'03D4	H'0000_0000	32	√	√	√	√	√
Power pseudo shutoff register 10 (A2VC)	PWRPSEU10	R/W	H'03F8	H'0000_0000	32	√	√	√	√	√

Note: * Initial value of this register depends on mode pin setting. Refer to 14.3.2. Initial state of power domains for detail.

14.1.5 Connected module

Table 14.3 Connected modules

Module name	Connected module name	Function of connected module
SYSC	Clock Pulse Generator (CPG)	Provide clock to SYSC and PSO (Power Shut Off) target modules. Based on SYSC's request, clocks for PSO target module will be stopped when they are in PSO state.
	Module Standby, Software Reset	Assert reset to SYSC and PSO target module. Based on SYSC's request, reset for PSO target module will be asserted when they are in PSO state.
	Advanced Power Management Unit for AP-System Core (APMU)	Activate power resume sequence for Arm CPUs.
	AP-System Core (Cortex-A57, Cortex-A53), 3D-Graphics Engine, Video Signal Processor (VSP2), Fine Display Processor (FDP1), FCPV, FCPF, FCPCS, FCPCI, IPMMU (VC), Video Codec Processor (VCP4, H.264 version), Video Decoding Processor for inter-device video transfer (iVDP1C), and Video Codec Processor (VCP4, Full Version).	Target of PSO.
	Interrupt Controller (INTC-SYS)	Report interrupt signal.

14.2 Register Description

Explanation of abbreviation of register

Initial value: Value of the register after power-on reset

—: Undefined value

R/W: The bit or field is readable and writable.

R/WC0: The bit or field is readable and writable. Writing 0 to the bit initializes the bit. Writing 1 to the bit is ignored.

R/WC1: The bit or field is readable and writable. Writing 1 to the bit initializes the bit. Writing 0 to the bit is ignored.

R: The bit or field is readable only. When writing to the register, write 0 to it.

—/WB: The bit or field is writable. Note that values read from write-only bits are not guaranteed.

14.2.1 Common Registers and Arm CPU related registers

Common registers are used to for specifying SYSC status, and interrupts generation control. Arm CPU related registers are used for controlling shutting off/resuming of Arm CPUs by interrupts or external events.

Each RZ/G product supports their specific power-domains. Refer to “14.3.1 Power domain structure”, for supported power-domains by each product. In following registers, bits for power-domains are defined as reserved bits, if corresponding power-domain is not supported by the product, if special notice is not written. In this case, those bits are defined as reserved bits, and read value for those bits are unknown, and write value for those bits should be 0.

14.2.1.1 SYSC Status Register (SYSCSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PONENB	POFFENB
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0.
1	PONENB	B'1	R	This bit indicates whether the SYSC is ready to accept power resume requests. Any power resume request issued when the SYSC is disabled from accepting power resume requests will be ignored. 1: Power resume request is acceptable. 0: Power resume request is not accepted.
0	POFFENB	B'1	R	This bit indicates whether the SYSC is ready to accept power shutoff requests. Any power shutoff request issued when the SYSC is disabled from accepting power shutoff requests will be ignored. 1: Power shutoff request is acceptable. 0: Power shutoff request is not acceptable.

14.2.1.2 Interrupt Status Register (SYSCISR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	A2VC1	A2VC0	—	—	3DG-E	CA53-SCU	3DG-D	3DG-C	3DG-B	3DG-A	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	A3VC	—	CA57-SCU	—	—	A3VP	CA53-CPU[3:0]				—	CA57-CPU[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	—	All 0	R	Reserved These bits are always read as 0.
26 to 25	A2VC1, A2VC0	B'0, B'0	R	Indicates A2VC1/0 power-processing status. This bit is set to 1 when the related bit in the interrupt enable register is 1. If the related bit in the interrupt enable register is 0, this bit is not set to 1 even when the power shutoff or power resume processing is completed. An interrupt request is issued when the related bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of A2VC1/0 is not completed. 1: Power shutoff or power resume processing of A2VC1/0 is completed. [RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E] A2VC0: Reserved This bit is always read as 0.
24 to 23	—	All 0	R	Reserved
22, 20 to 19	3DG-E 3DG-D 3DG-C	B'0, B'0, B'0	R	Indicates 3DG-C/D/E power-processing status. [3DG-C/D/E are supported by RZ/G2H.] This bit is set to 1 when the related bit in the interrupt enable register is 1. If the related bit in the interrupt enable register is 0, this bit is not set to 1 even when the power shutoff or power resume processing is completed. An interrupt request is issued when the related bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of 3DG-C/D/E is not completed. 1: Power shutoff or power resume processing of 3DG-C/D/E is completed. 3DG-C/D/E [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E] Reserved These bits are always read as 0

Bit	Bit Name	Initial Value	R/W	Description
18 to 17	3DG-B 3DG-A	All 0	R	Indicates 3DG-A/B power-processing status. This bit is set to 1 when the related bit in the interrupt enable register is 1. If the related bit in the interrupt enable register is 0, this bit is not set to 1 even when the power shutoff or power resume processing is completed. An interrupt request is issued when the related bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of 3DG-A/B is not completed. 1: Power shutoff or power resume processing of 3DG-A/B is completed.
21	CA53-SCU	B'0	R	Indicates Cortex-A53 power-processing status. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E] This bit is set to 1 when the related bit in the interrupt enable register is 1. If the related bit in the interrupt enable register is 0, this bit is not set to 1 even when the power shutoff or power resume processing is completed. An interrupt request is issued when the related bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of Cortex-A53 SCU is not completed. 1: Power shutoff or power resume processing of Cortex-A53 SCU is completed. [RZ/G2N] Reserved This bit is always read as 0. The write value should always be 0.
16 to 15	—	All 0	R	Reserved These bits are always read as 0.
14	A3VC	B'0	R	Indicates A3VC power-processing status. This bit is set to 1 when the related bit in the interrupt enable register is 1. If the related bit in the interrupt enable register is 0, this bit is not set to 1 even when the power shutoff or power resume processing is completed. An interrupt request is issued when the related bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of A3VC is not completed. 1: Power shutoff or power resume processing of A3VC is completed.
13	—	B'0	R	Reserved This bit is always read as 0.
12	CA57-SCU	B'0	R	Indicates Cortex-A57 SCU power-processing status. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] This bit is set to 1 when the CA57-SCU bit in the interrupt enable register is 1 upon completion of the Cortex-A57 SCU power shutoff or power resume processing. If the CA57-SCU bit in the interrupt enable register is 0, this bit is not set to 1 even when the Cortex-A57 SCU power shutoff or power resume processing is completed. An interrupt request is issued when the CA57-SCU bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of Cortex-A57 SCU is not completed. 1: Power shutoff or power resume processing of Cortex-A57 SCU is completed.
11 to 10	—	All 0	R	Reserved These bits are always read as 0.

Bit	Bit Name	Initial Value	R/W	Description
9	A3VP	B’0	R	Indicates A3VP power-processing status. [RZ/G2H and RZ/G2N] This bit is set to 1 when the A3VP bit in the interrupt enable register is 1 upon completion of the A3VP power shutoff or power resume processing. If the A3VP bit in the interrupt enable register is 0, this bit is not set to 1 even when the A3VP power shutoff or power resume processing is completed. An interrupt request is issued when the A3VP bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of A3VP is not completed. 1: Power shutoff or power resume processing of A3VP is completed. [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E] Reserved This bit is always read as 0.
8 to 5	CA53-CPU[3:0]	H’0	R	Indicates Cortex-A53 CPU3-0 power-processing status. [RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0] [RZ/G2E only for Cortex-A53 CPU[0] and Cortex-A53 CPU[1]] This bit is set to 1 when the CA53-CPU [3:0] bit in the interrupt enable register is 1 upon completion of the Cortex-A53 core CPU3-0 power shutoff or power resume processing. If the CA53-CPU[3:0] bit in the interrupt enable register is 0, this bit is not set to 1 even when power shutoff or power resume processing for the Cortex-A53 core CPU3-0 is completed. An interrupt request is issued when the CA53-CPU[3:0] bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of Cortex-A53 CPU3-0 is not completed. 1: Power shutoff or power resume processing of Cortex-A53-CPU3 0 is completed. [RZ/G2N] Reserved These bits are always read as 0. [RZ/G2E] CPU[3:2] reserved These bits are always read as 0.
4	—	B'0	R	Reserved This bit is always read as 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	CA57-CPU[3:0]	H'0	R	Indicates Cortex-A57 CPU3-0 power-processing status. [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N, only for Cortex-A57 CPU[0] and CA57-CPU[1]] This bit is set to 1 when the CA57-CPU[3:0] bit in the interrupt enable register is 1 upon completion of the Cortex-A57 core CPU3-0 power shutoff or power resume processing. If the CA57-CPU[3:0] bit in the interrupt enable register is 0, this bit is not set to 1 even when power shutoff or power resume processing for the Cortex-A57 core CPU3-0 is completed. An interrupt request is issued when the CA57-CPU[3:0] bit in the interrupt mask register is 0 and this bit is 1. 0: Power shutoff or power resume processing of Cortex-A57 CPU3-0 is not complete. 1: Power shutoff or power resume processing of Cortex-A57 CPU3-0 is complete. Note: Bits for CPU3 and CPU2 are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown. [RZ/G2E] Reserved These bits are always read as 0. [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] CPU[3:2] reserved These bits are always read as 0.

14.2.1.3 Interrupt Status Clear Register (SYSCISCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	A2VC1	A2VC0	—	—	3DG-E	CA53-SCU	3DG-D	3DG-C	3DG-B	3DG-A	—
Initial	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	A3VC	—	CA57-SCU	—	—	A3VP	CA53-CPU[3:0]				—	CA57-CPU[3:0]			
Initial	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	—	—	—/WB	Reserved These bits are always read as 0.
26 to 25	A2VC1 A2VC0	—	—/WB	Specify clear of A2VC1/0 interrupt status. Writing 1 to this bit clears the same bit in the interrupt status register (SYSCISR) to 0. Writing 0 to this bit is ignored. [RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E] A2VC0: Reserved This bit is always read as 0.
24 to 23	—	—	—/WB	[RZ/G2E] Reserved This bit is always read as 0.
21	CA53-SCU	—	—/WB	Specify clear of Cortex-A53 SCU interrupt status. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E] Writing 1 to this bit clears the same bit in the interrupt status register (SYSCISR) to 0. Writing 0 to this bit is ignored. [RZ/G2N] Reserved This bit is always read as 0.

Bit	Bit Name	Initial Value	R/W	Description
22, 20 to 17	3DG-E 3DG-D 3DG-C 3DG-B 3DG-A	—	—/WB	Specify clear of 3DG-E/D/C/B/A interrupt status. [3DG-A/B/C/D/E are supported by RZ/G2H.] [3DG-A/B are supported by RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E and RZ/G2N.] Writing 1 to this bit clears the same bit in the interrupt status register (SYSCISR) to 0. Writing 0 to this bit is ignored. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E] 3DG-E/D/C Reserved These bits are always read as 0. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E] 3DG-E: Reserved The write value should always be 0.
16 to 15	—	—	—/WB	Reserved The write value should always be 0.
14	A3VC	—	—/WB	Specify clear of A3VC interrupt status. Writing 1 to this bit clears the same bit in the interrupt status register (SYSCISR) to 0. Writing 0 to this bit is ignored.
13	—	—	—/WB	Reserved This bit is always read as 0.
12	CA57-SCU	—	—/WB	Specify clear of Cortex-A57-SCU interrupt status. [RZ/G2H, RZ/G2N, RZ/G2M V1.3 and RZ/G2M V3.0] Writing 1 to this bit clears the same bit in the interrupt status register (SYSCISR) to 0. Writing 0 to this bit is ignored. [RZ/G2E] Reserved This bit is always read as 0.
11 to 10	—	—	—/WB	Reserved The write value should always be 0.
9	A3VP	—	—/WB	Specify clear of A3VP interrupt status. [RZ/G2H and RZ/G2N] Writing 1 to this bit clears the same bit in the interrupt status register (SYSCISR) to 0. Writing 0 to this bit is ignored. [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E] Reserved This bit is always read as 0.

Bit	Bit Name	Initial Value	R/W	Description
8 to 5	CA53-CPU3 CA53-CPU2 CA53-CPU1 CA53-CPU0	—	—/WB	Specify clear of CA53-CPU3/2/1/0 interrupt status. [RZ/G2H, RZ/G2M V1.3, and RZ/G2M V3.0] [RZ/G2E only for CA53-CPU[0] and CA53-CPU[1]] Writing 1 to this bit clears the same bit in the interrupt status register (SYSCISR) to 0. Writing 0 to this bit is ignored. [RZ/G2N] Reserved These bits are always read as 0. [RZ/G2E] CA53-CPU3/2 reserved The write value should always be 0.
4	—	—	—/WB	Reserved The write value should always be 0.
3 to 0	CA57-CPU3 CA57-CPU2 CA57-CPU1 CA57-CPU0	—	—/WB	Specify clear of CA57-CPU3/2/1/0 interrupt status. [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for CA57-CPU[0] and CA57-CPU[1]] Writing 1 to this bit clears the same bit in the interrupt status register (SYSCISR) to 0. Writing 0 to this bit is ignored. Note: Bits for CPU3 and CPU2 are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. [RZ/G2E] Reserved These bits are always read as 0.

14.2.1.4 Interrupt Enable Register (SYSCIER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	A2VC1	A2VC0	—	—	3DG-E	CA53-SCU	3DG-D	3DG-C	3DG-B	3DG-A	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	A3VC	—	CA57-SCU	—	—	A3VP	CA53-CPU[3:0]				—	CA57-CPU[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
26 to 25	A2VC1 A2VC0	B’0, B’0	R/W	Specifies that status update of interrupt enable register by A2VC1/0. By setting those bits, same bit in the interrupt status register (SYSCISR) is enabled to be updated. 0: SYSCISR is not updated when power shutoff or power resume processing is complete. 1: SYSCISR is updated when power shutoff or power resume processing is complete. [RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E] A2VC0: Reserved This bit is always read as 0. The write value should always be 0.
24 to 23	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
21	CA53-SCU	B’0	R/W	Specifies that status update of interrupt enable register by Cortex-A53 SCU. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E] By setting this bit, interrupt in same bit in the interrupt status register (SYSCISR) is enabled. 0: SYSCISR is not updated when power shutoff or power resume processing is complete. 1: SYSCISR is updated when power shutoff or power resume processing is complete. [RZ/G2N] Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
22, 20 to 17	3DG-E 3DG-D 3DG-C 3DG-B 3DG-A	B’0, B’0, B’0, B’0, B’0	R/W	Specifies that status update of interrupt enable register by 3DG-E/D/C/B/A. [3DG-A/B/C/D/E are supported by RZ/G2H.] [3DG-A/B are supported by RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E and RZ/G2N.] By setting this bit, interrupt in same bit in the interrupt status register (SYSCISR) is enabled. 0: SYSCISR is not updated when power shutoff or power resume processing is complete. 1: SYSCISR is updated when power shutoff or power resume processing is complete. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E] 3DG-E/D/C: Reserved These bits are always read as 0. The write value should always be 0. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E] 3DG-E: Reserved This bit is always read as 0. The write value should always be 0.
16 to 15	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0
14	A3VC	B’0	R/W	Specifies that status update of interrupt enable register by A3VC. By setting this bit, interrupt in same bit in the interrupt status register (SYSCISR) is enabled. 0: SYSCISR is not updated when power shutoff or power resume processing is complete. 1: SYSCISR is updated when power shutoff or power resume processing is complete.
13	—	B’0	R/W	Reserved This bit is always read as 0. The write value should always be 0.
12	CA57-SCU	B’0	R/W	Specifies that status update of interrupt enable register by Cortex-A57 SCU. [RZ/G2H, RZ/G2N, RZ/G2M V1.3 and RZ/G2M V3.0] By setting this bit, interrupt in same bit in the interrupt status register (SYSCISR) is enabled. 0: SYSCISR is not updated when power shutoff or power resume processing is complete. 1: SYSCISR is updated when power shutoff or power resume processing is complete. [RZ/G2E] Reserved This bit is always read as 0. The write value should always be 0.
11 to 10	—	All 0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
9	A3VP	B'0	R/W	Specifies that status update of interrupt enable register by A3VP. [RZ/G2H and RZ/G2N] By setting this bit, interrupt in same bit in the interrupt status register (SYSCISR) is enabled. 0: SYSCISR is not updated when power shutoff or power resume processing is complete. 1: SYSCISR is updated when power shutoff or power resume processing is complete. [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E] Reserved This bit is always read as 0. The write value should always be 0.
8 to 5	CA53-CPU3 CA53-CPU2 CA53-CPU1 CA53-CPU0	B'0, B'0, B'0, B'0	R/W	Specifies that status update of interrupt enable register by Cortex-A53 CPU3/2/1/0. [RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0] [RZ/G2E only for Cortex-A53-CPU[0] and Cortex-A53-CPU[1]] By setting this bit, interrupt in same bit in the interrupt status register (SYSCISR) is enabled. 0: SYSCISR is not updated when power shutoff or power resume processing is complete. 1: SYSCISR is updated when power shutoff or power resume processing is complete. [RZ/G2N] Reserved These bits are always read as 0. The write value should always be 0. [RZ/G2E] CA53-CPU3/2 reserved These bits are always read as 0. The write value should always be 0.
4	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	CA57-CPU3 CA57-CPU2 CA57-CPU1 CA57-CPU0	B'0, B'0, B'0, B'0	R/W	Specifies that status update of interrupt enable register by Cortex-A57 CPU3/2/1/0. [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for Cortex-A57 CPU[0] and Cortex-A57 CPU[1]] By setting this bit, interrupt in same bit in the interrupt status register (SYSCISR) is enabled. 0: SYSCISR is not updated when power shutoff or power resume processing is complete. 1: SYSCISR is updated when power shutoff or power resume processing is complete. Note: Bits for CPU3 and CPU2 are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] CA53-CPU3/2: Reserved This bit is always read as 0. The write value should always be 0. [RZ/G2E] Reserved This bit is always read as 0. The write value should always be 0.

14.2.1.5 Interrupt Mask Register (SYSCIMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	A2VC1	A2VC0	—	—	3DG-E	CA53-SCU	3DG-D	3DG-C	3DG-B	3DG-A	—
Initial value:	1/0	1/0	1/0	1/0	1/0	1/0	1/0	1	1/0	1/0	1	1/0	1/0	1/0	1/0	1/0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	A3VC	—	CA57-SCU	—	—	A3VP	CA53-CPU[3:0]				—	CA57-CPU[3:0]			
Initial value:	0	1/0	1	1/0	1/0	1/0	1/0	1	1	1	1	1/0	1/0	1/0	1/0	1/0
R/W:	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W

Note: Initial value of each bits in this register depends on the product. Refer to description for each bits.

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	—	All 1 (*)	R/W	Reserved These bits are always read as 0. The write value should always be 0.
26 to 25	A2VC1 A2VC0	B'1, B'0	R/W	Mask the interrupt output by A2VC1/0. [RZ/G2M V1.3] A2VC0 and A2VC1 are Supported 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. [RZ/G2H, RZ/G2N, RZ/G2E and RZ/G2M V3.0] A2VC1 is Supported 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. A2VC0 is Reserved This bit is always read as 1. The write value should always be 1.
24	—	B'1	R/W	Reserved This bit is always read as 1. The write value should always be 1.
23	—	B'1(*)	R/W	Reserved
22	—	B'1(*)	R/W	Mask the interrupt output by 3DG-E. [RZ/G2H] 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E] Reserved This bit is always read as 1. The write value should always be 1.

Bit	Bit Name	Initial Value	R/W	Description
21	CA53-SCU	B'1	R/W	Mask the interrupt output by Cortex-A53 SCU. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E] 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. [RZ/G2N] Reserved This bit is always read as 1. The write value should always be 1.
20 to 17	3DG-D 3DG-C 3DG-B 3DG-A	B'1(*), B'1(*), B'1(*), B'1(*)	R/W	Mask the interrupt output by 3DG-D/C/B/A. [3DG-D/C/B/A are supported by RZ/G2H.] [3DG-B/A are supported by RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E and RZ/G2N.] 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. [3DG- D/C are supported by RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E] Reserved These bits are always read as 1. The write value should always be 1.
16	—	B'1/ B'0	R	Reserved This bit is always read as 1. The write value should always be 1.
15	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
14	A3VC	B'1(*)	R/W	Mask the interrupt output by A3VC. 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor.
13	—	B'1	R/W	Reserved This bit is always read as 1. The write value should always be 1.
12	CA57-SCU	B'1(*)	R/W	Mask the interrupt output by Cortex-A57 SCU. [RZ/G2H, RZ/G2N, RZ/G2M V1.3 and RZ/G2M V3.0] 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. [RZ/G2E] Reserved This bit is always read as 1. The write value should always be 1.
11 to 10	—	B'1/ B'0	R	Reserved These bits are always read as 1. The write value should always be 1.
9	A3VP	B'1(*)	R/W	Mask the interrupt output by A3VP. [RZ/G2H and RZ/G2N] 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E] Reserved These bits are always read as 1. The write value should always be 1.

Bit	Bit Name	Initial Value	R/W	Description
8 to 5	CA53-CPU[3:0]	H'F	R/W	Mask the interrupt output by Cortex-A53 CPU3/2/1/0. [RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0] [Cortex-A53 CPU1/0 are supported by RZ/G2E.] 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. [RZ/G2N] [CA53-CPU3/2 are supported by RZ/G2E] Reserved These bits are always read as 1. The write value should always be 1.
4	—	B'1/ B'0	R	Reserved This bit is always read as 1. The write value should always be 1.
3 to 0	CA57-CPU[3:0]	H'F(*)	R/W	Mask the interrupt output by Cortex-A57 CPU3/2/1/0. [RZ/G2H] [Cortex-A57 CPU1/0 are supported by RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N.] 0: Does not mask the interrupt by this interrupt factor. 1: Masks the interrupt by this interrupt factor. Note: Bits for CPU3 and CPU2 are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. [RZ/G2E] [CA57-CPU3/2 are supported by RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] Reserved These bits are always read as 1. The write value should always be 1.

Note: (*) for bits, which are not supported by each product, initial value will be 0.

14.2.1.6 Cortex-A57 Wake Up Mask Register (WUPMSKCA57)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CSD[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FIQ[3:0]				—	—	—	—	IRQ[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 16	CSD[3:0]	H'0	R/W	Enable/Disable wake up Cortex-A57 CPU0 to 3 + SCU area when receiving CSD[3:0] factor [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for CSD[0] and CSD[1].] 0: Enable 1: Disable This setting is available only when Cortex-A57 SCU area is in OFF state. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	FIQ[3:0]	H'0	R/W	Enable/Disable wake up Cortex-A57 CPU0 to 3 + SCU area when receiving FIQ[3:0] factor [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for FIQ[0] and FIQ[1]] 0: Enable 1: Disable This setting is available only when Cortex-A57-SCU area is in OFF state. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	IRQ[3:0]	H'0	R/W	Enable/Disable wake up Cortex-A57 CPU0 to 3 + SCU area when receiving IRQ[3:0] factor [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for IRQ[0] and IRQ[1]] 0: Enable 1: Disable This setting is available only when CA57-SCU area is in OFF state. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.

14.2.1.7 Cortex-A53 Wake Up Mask Register (WUPMSKCA53)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CSD[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FIQ[3:0]				—	—	—	—	IRQ[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 16	CSD[3:0]	H'0	R/W	Enable/Disable wake up Cortex-A53 + SCU area when receiving CSD[3:0] factor [RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0] [RZ/G2E only for CSD[0] and CSD[1]] 0: Enable 1: Disable This setting is available only when Cortex-A53 SCU area is in OFF state [RZ/G2E] CSD[3:2]: Reserved Read value for these bits are unknown. The write value should always be 0.
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	FIQ[3:0]	H'0	R/W	Enable/Disable wake up Cortex-A53 CPU0 to 3 + SCU area when receiving FIQ[3:0] factor [RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0] [RZ/G2E only for FIQ[0] and FIQ[1]] 0: Enable 1: Disable This setting is available only when Cortex-A53 SCU area is in OFF state. [RZ/G2E] FIQ[3:2]: Reserved Read value for these bits are unknown. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	IRQ[3:0]	H'0	R/W	Enable/Disable wake up Cortex-A53 CPU0 to 3 + SCU area when receiving IRQ[3:0] factor [RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0] [RZ/G2E only for IRQ[0] and IRQ[1]] 0: Enable 1: Disable This setting is available only when Cortex-A53 SCU area is in OFF state. [RZ/G2N] Reserved Read value for these bits are unknown. The write value should always be 0. [RZ/G2E] IRQ[3:2]: Reserved Read value for these bits are unknown. The write value should always be 0.

14.2.1.8 External Event Request Status Register (SYSCEERSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FIQ_CA57[3:0]				IRQ_CA57[3:0]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0.
11 to 8	FIQ_CA57[3:0]	H'0	R	Cortex-A57 Power Resume by FIQ is accepted [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for FIQ_CA57[0] and FIQ_CA57[1]] If the FIQ_CA57[3:0] bit in the external event request status enable register is 1, this bit is set to 1 when a power resume request due to an FIQ interrupt is accepted by the Cortex-A57 core CPU3-0. If the FIQ_CA57[3:0] bit in the external event request status enable register is 0, this bit is not set to 1 even when a power resume request due to an FIQ interrupt is accepted. 0: The power resume request due to an FIQ interrupt has not been accepted by the Cortex-A57 core CPU3-0. 1: The power resume request due to an FIQ interrupt has been accepted by the Cortex-A57 core CPU3-0. This bit is set, only when condition above is satisfied in Cortex-A57/SCU is power-shutoff state. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	IRQ_CA57[3:0]	H'0	R	Cortex-A57 Power Resume by IRQ is accepted [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for IRQ_CA57[0] and IRQ_CA57[1]] If the IRQ_CA57[3:0] bit in the external event request status enable register is 1, this bit is set to 1 when a power resume request due to an IRQ interrupt is accepted by the Cortex-A57 core CPU3-0. If the IRQ_CA57[3:0] bit in the external event request status enable register is 0, this bit is not set to 1 even when a power resume request due to an IRQ interrupt is accepted. 0: The power resume request due to an IRQ interrupt has not been accepted by the Cortex-A57 core CPU3-0. 1: The power resume request due to an IRQ interrupt has been accepted by the Cortex-A57 core CPU3-0. This bit is set, only when condition above is satisfied in Cortex-A57/SCU is power-shutoff state. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.
3 to 0	—	All 0	R	Reserved These bits are always read as 0.

14.2.1.9 External Event Request Status Clear Register (SYSCEERSCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FIQ_CA57[3:0]				IRQ_CA57[3:0]				—	—	—	—
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	0	0	0	0
R/W:	R	R	R	R	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	FIQ_CA57[3:0]	—	—/WB	Clear FIQ_CA57[3:0] in SYSCEERSR. [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for FIQ_CA57[0] and FIQ_CA57[1]] Writing 1 to this bit clears the FIQ_CA57[3:0] bit in the external event request status register (SYSCEERSR) to 0. Writing 0 to this bit, or writing 1 to this bit when the related bit in the external event request status register is 0, will be ignored. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.
7 to 4	IRQ_CA57[3:0]	—	—/WB	Clear IRQ_CA57[3:0] in SYSCEERSR. [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for IRQ_CA57[0] and IRQ_CA57[1]] Writing 1 to this bit clears the IRQ_CA57[3:0] bit in the external event request status register (SYSCEERSR) to 0. Writing 0 to this bit, or writing 1 to this bit when the related bit in the external event request status register is 0, will be ignored. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

14.2.1.10 External Event Request Status Enable Register (SYSCEERSER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FIQ_CA57[3:0]				IRQ_CA57[3:0]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	FIQ_CA57[3:0]	H'0	R/W	Update control of FIQ_CA57[3:0] in SYSCEERSR. [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for FIQ_CA57[0] and FIQ_CA57[1]] Specifies that the status of FIQ_CA57[3:0] bit in the external event request status register (SYSCEERSR) is updated or not, when a power resume request by a FIQ interrupt is accepted by the CA57 core CPU3-0. 0: Status is not updated when a power resume request is accepted. 1: Status is updated when a power resume request is accepted. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.
7 to 4	IRQ_CA57[3:0]	H'0	R/W	Update control of IRQ_CA57[3:0] in SYSCEERSR. [RZ/G2H] [RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N only for IRQ_CA57[0] and IRQ_CA57[1]] Specifies that the status of IRQ_CA57[3:0] bit in the external event request status register (SYSCEERSR) is updated or not, when a power resume request by an IRQ interrupt is accepted by the CA57 core CPU3-0. 0: Status is not updated when a power resume request is accepted. 1: Status is updated when a power resume request is accepted. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

14.2.1.11 External Event Request Status Register2 (SYSCEERSR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FIQ_CA53[3:0]				IRQ_CA53[3:0]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0.
11 to 8	FIQ_CA53[3:0]	H'0	R	Cortex-A53 Power Resume by FIQ is accepted [RZ/G2H, RZ/G2M V1.3, and RZ/G2M V3.0] [RZ/G2E only for FIQ_CA53[0] and FIQ_CA53[1]] If the FIQ_CA53[3:0] bit in the external event request status enable register is 1, this bit is set to 1 when a power resume request due to an FIQ interrupt is accepted by the Cortex-A53 core CPU3-0. If the FIQ_CA53[3:0] bit in the external event request status enable register is 0, this bit is not set to 1 even when a power resume request due to an FIQ interrupt is accepted. 0: The power resume request due to an FIQ interrupt has not been accepted by the Cortex-A53 core CPU3-0. 1: The power resume request due to an FIQ interrupt has been accepted by the Cortex-A53 core CPU3-0. This bit is set, only when condition above is satisfied in Cortex-A53 SCU is power-shutoff state. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	IRQ_CA53[3:0]	H'0	R	Cortex-A53 Power Resume by IRQ is accepted [RZ/G2H, RZ/G2M V1.3, and RZ/G2M V3.0] [RZ/G2E only for IRQ_CA53[0] and IRQ_CA53[1]] If the IRQ_CA53[3:0] bit in the external event request status enable register is 1, this bit is set to 1 when a power resume request due to an IRQ interrupt is accepted by the Arm core CPU3-0. If the IRQ_CA53[3:0] bit in the external event request status enable register is 0, this bit is not set to 1 even when a power resume request due to an IRQ interrupt is accepted. 0: The power resume request due to an IRQ interrupt has not been accepted by the Cortex-A53 core CPU3-0. 1: The power resume request due to an IRQ interrupt has been accepted by the Cortex-A53 core CPU3-0. This bit is set, only when condition above is satisfied in Cortex-A53 SCU is power-shutoff state. Note: If does not exist Arm CPUs, those bits are reserved. Read value for those bits are unknown. If does exist Arm CPUs, refer to Appendix A of Arm CPUs configuration.
3 to 0	—	All 0	R	Reserved These bits are always read as 0.

14.2.1.12 External Event Request Status Clear Register2 (SYSCEERSCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FIQ_CA53[3:0]				IRQ_CA53[3:0]				—	—	—	—
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	0	0	0	0
R/W:	R	R	R	R	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	FIQ_CA53[3:0]	—	—/WB	Clear FIQ_CA53[3:0] in SYSCEERSR2. [RZ/G2H, RZ/G2M V1.3, and RZ/G2M V3.0] [RZ/G2E only for FIQ_CA53[0] and FIQ_CA53[1]] Writing 1 to this bit clears the FIQ_CA53[3:0] bit in the external event request status register 2 (SYSCEERSR2) to 0. Writing 0 to this bit, or writing 1 to this bit when the related bit in the external event request status register2 is 0, will be ignored. Note: If there is no corresponding Arm CPU, these bits are reserved. Read value for these bits are unknown, and write value for these bits should be 0. Refer to Appendix A for configuration of the Arm CPUs.
7 to 4	IRQ_CA53[3:0]	—	—/WB	Clear IRQ_CA53[3:0] in SYSCEERSR2. [RZ/G2H, RZ/G2M V1.3, and RZ/G2M V3.0] [RZ/G2E only for IRQ_CA53[0] and IRQ_CA53[1]] Writing 1 to this bit clears the IRQ_CA53[3:0] bit in the external event request status register2 (SYSCEERSR2) to 0. Writing 0 to this bit, or writing 1 to this bit when the related bit in the external event request status register2 is 0, will be ignored. Note: If there is no corresponding Arm CPU, these bits are reserved. Read value for these bits are unknown, and write value for these bits should be 0. Refer to Appendix A for configuration of the Arm CPUs.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

14.2.1.13 External Event Request Status Enable Register2 (SYSCEERSER2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	FIQ_CA53[3:0]				IRQ_CA53[3:0]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	FIQ_CA53[3:0]	H'0	R/W	Update control of FIQ_CA53[3:0] in SYSCEERSR2. Specifies that the status of FIQ_CA53[3:0] bit in the external event request status register2 (SYSCEERSR2) is update or not, when a power resume request due to a FIQ interrupt is accepted by the Cortex-A53 core CPU3-0. [RZ/G2H, RZ/G2M V1.3, and RZ/G2M V3.0] [RZ/G2E only for FIQ_CA53[0] and FIQ_CA53[1]] 0: Status is not updated when a power resume request is accepted. 1: Status is updated when a power resume request is accepted. Note: If there is no corresponding Arm CPU, these bits are reserved. Read value for these bits are unknown, and write value for these bits should be 0. Refer to Appendix A for configuration of the Arm CPUs.
7 to 4	IRQ_CA53[3:0]	H'0	R/W	Update control of IRQ_CA53[3:0] in SYSCEERSR2. Specifies that the status of IRQ_CA53[3:0] bit in the external event request status register2 (SYSCEERSR2) is updated or not, when a power resume request due to an IRQ interrupt is accepted by the Cortex-A53 core CPU3-0. [RZ/G2H, RZ/G2M V1.3, and RZ/G2M V3.0] [RZ/G2E only for IRQ_CA53[0] and IRQ_CA53[1]] 0: Status is not updated when a power resume request is accepted. 1: Status is updated when a power resume request is accepted. Note: If there is no corresponding Arm CPU, these bits are reserved. Read value for these bits are unknown, and write value for these bits should be 0. Refer to Appendix A for configuration of the Arm CPUs.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

14.2.1.14 External Request Mask Register (SYSCEXTMASK)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√	√

Below is description of RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EXTMSK0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	EXTMSK0	B'1(*1)	R/W	[RZ/G2H, RZ/G2N, RZ/G2E and RZ/G2M V3.0] This bit is used for masking external power ON/OFF Cortex-A57, Cortex-A53 or 3DG requests from APMU (Refer to section 13) or 3DG in case of one other power ON/OFF is performing. When this bit is set, the external request cannot be handled until clear this bit. Please refer to 14.3.4 Power Control of non-ARM CPUs for updating routine related to this register. 0: External request is not masked. 1: External request is masked

Note: External request ON/OFF means all power ON/OFF requests which are not register setting of SYSC.

Notes: 1. supported by , RZ/G2H and RZ/G2M V3.0.

Power Control Registers for Arm CPUs

These registers control power status of Cortex-A57 and Cortex-A53 CPUs.

The “n” in the register name in this section means 0 or 6, and those numbers correspond to modules as follows:

Cortex-A57: n = 0 Supported by RZ/G2H. Only CPU1/0 are supported by RZ/G2M V1.3 and RZ/G2M V3.0.

Cortex-A53: n = 6 Supported by , RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0. Only CPU1/0 are supported by RZ/G2E.

Each RZ/G product supports their specific power-domains. Refer to “14.3.1 Power domain structure”, for supported power-domains by each product. In following registers, bits for power-domains are defined as reserved bits, if corresponding power-domain is not supported by the product, if special notice is not written. In this case, those bits are defined as reserved bits, and read value for those bits are unknown, and write value for those bits should be 0.

14.2.1.15 Power Status Register n (PWRSRn) (n = 0/6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	PWRUP_CPU[3:0]				PWRDWN_CPU[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0/1*	1	1	1	0/1*
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0.
7 to 4	PWRUP_CPU[3:0]	H’0 for CPU1/2/3 H’F for CPU0 (*)	R	Indicates the non-power-shutoff state of CPU3-0. 0: Not in power on state 1: In non-power-shutoff state
3 to 0	PWRDWN_CPU[3:0]	H’0 for CPU0 H’F for CPU1/2/3 (*)	R	Indicates the power-shutoff state of CPU3-0. 0: Not in power-shutoff state 1: In power-shutoff state

Note: (*) Initial value of this register depends on mode pin setting. Refer to 14.3.2 Initial state of power domains for detail.

14.2.1.16 Power Shutoff Status Register n (PWROFFSRn) (n = 0/6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CPU[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0.
3 to 0	CPU[3:0]	H'0	R	Indicates the power shutoff sequence execution status of CPU3-0 0: The power shutoff sequence not being executed 1: The power shutoff sequence being executed Note: If there is no corresponding Arm CPU, these bits are reserved. Read value for these bits are unknown, and write value for these bits should be 0. Refer to Appendix A for configuration of the Arm CPUs.

14.2.1.17 Power Resume Status Register n (PWRONSRn) (n = 0/6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CPU[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0.
3 to 0	CPU[3:0]	H'0	R	Indicates the power resume sequence execution status of CPU3-0. 0: The power resume sequence not being executed 1: The power resume sequence being executed Note: If there is no corresponding Arm CPU, these bits are reserved. Read value for these bits are unknown, and write value for these bits should be 0. Refer to Appendix A for configuration of the Arm CPUs.

14.2.1.18 Power Shutoff/Resume Error Register n (PWRERn) (n = 0/6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CPU[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0.
3 to 0	CPU[3:0]	H'0	R	Indicates whether a power shutoff or power resume request by a preceding register write to CPU3-0 was accepted or not. 0: Either a preceding power shutoff or power resume request to CPU3-0 was accepted. 1: Either a preceding power shutoff or power resume request to CPU3-0 was not accepted. Note: If there is no corresponding Arm CPU, these bits are reserved. Read value for these bits are unknown, and write value for these bits should be 0. Refer to Appendix A for configuration of the Arm CPUs.

14.2.1.19 Power Pseudo Shutoff Register n (PWRPSEUn) (n = 0/6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CPU[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	CPU[3:0]	H'0	R/W	By setting those bits to perform pseudo power shutoff, power is not turn off in actual, for CPU3-0. 0: Pseudo power shut off is not performed 1: Pseudo power shut off is performed. Note: If there is no corresponding Arm CPU, these bits are reserved. Read value for these bits are unknown, and write value for these bits should be 0. Refer to Appendix A for configuration of the Arm CPUs.

14.2.2 Power Control Registers for SCU of Cortex-A53, SCU of Cortex-A57, Video Processing, and Video Codec

These registers control power shutoff/resume of following modules. The “n” in the register name in this section means 3, 4,5, 8 or, 9 and those numbers correspond to modules as follows:

Cortex-A53 SCU:	n = 3	Supported by RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2E
A3IR:	n = 4	Supported by RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0
Cortex-A57 SCU:	n = 5	Supported by RZ/G2H, RZ/G2N, RZ/G2M V1.3 and RZ/G2M V3.0
A3VP:	n = 8	Supported by RZ/G2H and RZ/G2N
A3VC:	n = 9	Supported by RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E

Each RZ/G product supports their specific power-domains. Refer to “14.3.1 Power domain structure”, for supported power-domains by each product. In following registers, bits for power-domains are defined as reserved bits, if corresponding power-domain is not supported by the product and special notice is not written. In this case, those bits are defined as reserved bits, and read value for those bits are unknown, and write value for those bits should be 0.

14.2.2.1 Power Status Register n (PWRSRn) (n = 3/4/5/8/9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	PWRUP	—	—	—	PWRDWN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0/1*	0	0	0	0/1*
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0.
4	PWRUP	B’0/ B’1 (*)	R	Indicates the power-ON status of a given module. 0: The module is not in the power-ON state. 1: The module is in the power-ON state.
3 to 1	—	All 0	R	Reserved These bits are always read as 0.
0	PWRDWN	B’0/ B’1 (*)	R	Indicates the power shutoff status of a given module. 0: The module is not in the power shutoff state. 1: The module is in the power shutoff state.

Note: (*) Initial value of this register depends on mode pin setting. Refer to 14.3.2 Initial state of power domains for detail.

14.2.2.2 Power Shutoff Control Register n (PWROFFCRn) (n = 3/4/5/8/9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PWRDWN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	—/WB

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	PWRDWN(*)	—	—/WB	Specify the start of power-shutoff sequence. Writing 1 to this bit when the POFFENB bit in the SYSC status register is 1 starts the power shutoff sequence for the module. In this case, the ERR bit in the power shutoff/resume error register n is set to 0. Writing 1 to this bit when the POFFENB bit in the SYSC status register is 0 does not start the power shutoff sequence. In this case, the ERR bit in the power shutoff/resume error register n is set to 1. 0: Does not shut off power for the module. 1: Starts the power shutoff sequence for the module. When the power shutoff sequence is started, during the execution of the power shutoff sequence the shutoff processing status is indicated in the DWNSTATE bit in the power shutoff status register n. The PWRUP bit in the power status register n is set to 0. Upon completion of the power shutoff sequence, the PWRDWN bit in the power status register n is set to 1. The pertinent bit in the interrupt status register is set to 1 if it is enabled by the setting of the interrupt status enable register. If 1 is written to this bit when the module is in the power shutoff state, such a request is ignored. In this case, too, if 1 is written when the POFFENB bit is 1, the pertinent bit in the power shutoff/resume error register is set to 0, and if 1 is written when the POFFENB bit is 0, the pertinent bit in the power shutoff/resume error register is set to 1.

14.2.2.3 Power Shutoff Status Register n (PWROFFSRn) (n = 3/4/5/8/9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DWNSTATE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0.
0	DWNSTATE	B’0	R	Indicates the power shutoff sequence execution status for the module. 0: The power shutoff sequence not being executed 1: The power shutoff sequence being executed

14.2.2.4 Power Resume Control Register n (PWRONCRn) (n = 3/4/5/8/9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PWRUP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	—/WB

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	PWRUP	—	—/WB	Specify the start of power-resume sequence. Writing 1 to this bit when the PONENB bit in the SYSC status register is 1 starts the power resume sequence for the module. In this case, the ERR bit in the power shutoff/resume error register n is set to 0. Writing 1 to this bit when the PONENB bit in the SYSC status register is 0 does not start the power resume sequence. In this case, the ERR bit in the power shutoff/resume error register n is set to 1. 0: Does not resume power for the module. 1: Starts the power resume sequence for the module. When the power resume sequence is started, during the execution of the power resume sequence the resume processing status is indicated in the UPSTATE bit in the power resume status register n. The PWRDWN bit in the power status register n is set to 0. Upon completion of the power resume sequence, the PWRUP bit in the power status register n is set to 1. The pertinent bit in the interrupt status register is set to 1 if it is enabled by the setting of the interrupt status enable register. If 1 is written to this bit when the module is in the power-ON state, such a request is ignored. In this case, too, if 1 is written when the PONENB bit is 1, the pertinent bit in the power shutoff/resume error register is set to 0, and if 1 is written when the PONENB bit is 0, the pertinent bit in the power shutoff/resume error register is set to 1.

14.2.2.5 Power Resume Status Register n (PWRONSRn) (n = 3/4/5/8/9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	UPSTATE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0.
0	UPSTATE	B’0	R	Indicates the power resume sequence execution status for the module. 0: The power resume sequence not being executed 1: The power resume sequence being executed

14.2.2.6 Power Shutoff/Resume Error Register n (PWRERn) (n = 3/4/5/8/9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0.
0	ERR	B’0	R	Indicates that either a power shutoff or power resume request by a preceding register write to the module was issued when such requests were not acceptable. 0: Either a preceding power shutoff or power resume request to the module was accepted. 1: Either a preceding power shutoff or power resume request to the module was not accepted.

14.2.2.7 Power Pseudo Shutoff Register n (PWRPSEUn) (n = 3/4/5/8/9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PSEUDO
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	PSEUDO	B'0	R/W	By setting this bit to perform pseudo power shutoff, power is not turn off in actual, for this domain. 0: Pseudo power shut off is not performed 1: Pseudo power shut off is performed.

14.2.3 Power Control Registers for 3D Graphics Engine

These registers control power shutoff/resume of 3D Graphics Engine. The “n” in the register name in this section means 2, and those numbers correspond to modules as follows:

3D Graphics Engine: n = 2

3D Graphics Engine have 5 power domains inside modules (*), and they are called as 3DG-A, 3DG-B, 3DG-C, 3DG-D, and 3DG-E, respectively. Each of register for 3D Graphic Engine have bits, whose name have “-A”, “-B”, “-C”, “-D”, and “-E”, and each of them corresponds to power-domains above.

3D Graphics Engine module also have power-management function inside it. When power-management inside 3D Graphics Engine is used, do not use power-control function in this module. Power control function for 3D Graphics Engine in this module can be used only when, all power domain of 3D Graphics Engine will be shut off.

Note: * The number of power-domains inside 3D Graphic engine is as follows.
RZ/G2H: 5
RZ/G2M V1.3 and RZ/G2M V3.0: 2
RZ/G2N: 2 (power-domains A and B)
RZ/G2E: 2 (power-domains A and B)
The register bits which are not supported by each product are reserved. Read value for those bits are unknown, and write value for those bits should be 0.

14.2.3.1 Power Status Register n (PWRSRn) (n = 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PWRUP-E	PWRUP-D	PWRUP-C	PWRUP-B	PWRUP-A	PWRDWN-E	PWRDWN-D	PWRDWN-C	PWRDWN-B	PWRDWN-A
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0.
9 to 5	PWRUP-E PWRUP-D PWRUP-C PWRUP-B PWRUP-A	B’0, B’0, B’0, B’0, B’0	R	Indicates the power-ON status of a given module. 0: The module is not in the power-ON state. 1: The module is in the power-ON state. Note: Bits for 3DG-C, D, and E are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown.
4 to 0	PWRDWN-E PWRDWN-D PWRDWN-C PWRDWN-B PWRDWN-A	B’1, B’1, B’1, B’1, B’1	R	Indicates the power shutoff status of a given module. 0: The module is not in the power shutoff state. 1: The module is in the power shutoff state. Note: Bits for 3DG-C, D, and E are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown.

14.2.3.2 Power Shutoff Control Register n (PWROFFCRn) (n = 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	PWRDWN-E	PWRDWN-D	PWRDWN-C	PWRDWN-B	PWRDWN-A
Initial value:	0	0	0	0	0	0	0	0	0	0	0	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	—/WB	—/WB	—/WB	—/WB	—/WB

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	PWRDWN-E PWRDWN-D PWRDWN-C PWRDWN-B PWRDWN-A	—	—/WB	Specify the start of power-shutoff sequence. Writing 1 to this bit when the POFFENB bit in the SYSC status register is 1 starts the power shutoff sequence for the module. In this case, the ERR bit in the power shutoff/resume error register n is set to 0. Writing 1 to this bit when the POFFENB bit in the SYSC status register is 0 does not start the power shutoff sequence. In this case, the ERR bit in the power shutoff/resume error register n is set to 1. 0: Does not shut off power for the module. 1: Starts the power shutoff sequence for the module. When the power shutoff sequence is started, during the execution of the power shutoff sequence the shutoff processing status is indicated in the DWNSTATE bit in the power shutoff status register n. The PWRUP bit in the power status register n is set to 0. Upon completion of the power shutoff sequence, the PWRDWN bit in the power status register n is set to 1. The pertinent bit in the interrupt status register is set to 1 if it is enabled by the setting of the interrupt status enable register. If 1 is written to this bit when the module is in the power shutoff state, such a request is ignored. In this case, too, if 1 is written when the POFFENB bit is 1, the pertinent bit in the power shutoff/resume error register is set to 0, and if 1 is written when the POFFENB bit is 0, the pertinent bit in the power shutoff/resume error register is set to 1. Note: Bits for 3DG-C, D, and E are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0.

14.2.3.3 Power Shutoff Status Register n (PWROFFSRn) (n = 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	DWNSTATE-E	DWNSTATE-D	DWNSTATE-C	DWNSTATE-B	DWNSTATE-A
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0.
4 to 0	DWNSTATE-E DWNSTATE-D DWNSTATE-C DWNSTATE-B DWNSTATE-A	B'0, B'0, B'0, B'0, B'0	R	Indicates the power shutoff sequence execution status for the module. 0: The power shutoff sequence not being executed 1: The power shutoff sequence being executed Note: Bits for 3DG-C, D, and E are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown.

14.2.3.4 Power Resume Control Register n (PWRONCRn) (n = 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	PWRUP-E	PWRUP-D	PWRUP-C	PWRUP-B	PWRUP-A
Initial value:	0	0	0	0	0	0	0	0	0	0	0	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	—/WB	—/WB	—/WB	—/WB	—/WB

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	PWRUP-E PWRUP-D PWRUP-C PWRUP-B PWRUP-A	—	—/WB	Specify the start of power-resume sequence. Writing 1 to this bit when the PONENB bit in the SYSC status register is 1 starts the power resume sequence for the module. In this case, the ERR bit in the power shutoff/resume error register n is set to 0. Writing 1 to this bit when the PONENB bit in the SYSC status register is 0 does not start the power resume sequence. In this case, the ERR bit in the power shutoff/resume error register n is set to 1. 0: Does not resume power for the module. 1: Starts the power resume sequence for the module. When the power resume sequence is started, during the execution of the power resume sequence the resume processing status is indicated in the UPSTATE bit in the power resume status register n. The PWRDWN bit in the power status register n is set to 0. Upon completion of the power resume sequence, the PWRUP bit in the power status register n is set to 1. The pertinent bit in the interrupt status register is set to 1 if it is enabled by the setting of the interrupt status enable register. If 1 is written to this bit when the module is in the power-ON state, such a request is ignored. In this case, too, if 1 is written when the PONENB bit is 1, the pertinent bit in the power shutoff/resume error register is set to 0, and if 1 is written when the PONENB bit is 0, the pertinent bit in the power shutoff/resume error register is set to 1. Note: Bits for 3DG-C, D, and E are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0.

14.2.3.5 Power Resume Status Register n (PWRONSRn) (n = 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	UPSTATE-E	UPSTATE-D	UPSTATE-C	UPSTATE-B	UPSTATE-A
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0.
4 to 0	UPSTATE-E UPSTATE-D UPSTATE-C UPSTATE-B UPSTATE-A	B'0, B'0, B'0, B'0, B'0	R	Indicates the power resume sequence execution status for the module. 0: The power resume sequence not being executed 1: The power resume sequence being executed Note: Bits for 3DG-C, D, and E are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0.

14.2.3.6 Power Shutoff/Resume Error Register n (PWRERn) (n = 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	ERR-E	ERR-D	ERR-C	ERR-B	ERR-A
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0.
4 to 0	ERR-E ERR-D ERR-C ERR-B ERR-A	B’0, B’0, B’0, B’0, B’0	R	Indicates that either a power shutoff or power resume request by a preceding register write to the module was issued when such requests were not acceptable. 0: Either a preceding power shutoff or power resume request to the module was accepted. 1: Either a preceding power shutoff or power resume request to the module was not accepted. Note: Bits for 3DG-C, D, and E are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0.

14.2.3.7 Power Pseudo Shutoff Register n (PWRPSEUn) (n = 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	PSEUDE	PSEUDD	PSEUDC	PSEUDB	PSEUDA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	PSEUDE PSEUDD PSEUDC PSEUDB PSEUDA	B’0, B’0, B’0, B’0, B’0	R/W	By setting those bits to perform pseudo power shutoff, power is not turn off in actual, for this domain. 0: Pseudo power shut off is not performed 1: Pseudo power shut off is performed. Note: Bits for 3DG-C, D, and E are valid for RZ/G2H. For other product, those bits are reserved. Read value for those bits are unknown, and write value for those bits should be 0.

14.2.4 Power Control Registers for Video Codec

These registers control power shutoff/resume of Video Codec. The “n” in the register name in this section means 10, and those numbers correspond to modules as follows:

A2VC0 and A2VC1: n = 10 Supported by RZ/G2M V1.3

A2VC1: n = 10 Supported by RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E

14.2.4.1 Power Status Register n (PWRSRn) (n = 10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	PWRUP1	PWRUP0	PWRDWN1	PWRDWN0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0.
3	PWRUP1	B’0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] Indicates the power-ON status of a given A2VC1. 0: The A2VC1 is not in the power-ON state. 1: The A2VC1 is in the power-ON state.
2	PWRUP0	B’0	R	[RZ/G2M V1.3] Indicates the power on status of a given A2VC0. 0: The A2VC0 is not in the power on state. 1: The A2VC0 is in the power on state. [RZ/G2H, RZ/G2M V3.0 and RZ/G2N] Reserved These bits are always read as 0.
1	PWRDWN1	B’1	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] Indicates the power shutoff status of a given A2VC1. 0: The A2VC1 is not in the power shutoff state. 1: The A2VC1 is in the power shutoff state.
0	PWRDWN0	B’1	R	[RZ/G2M V1.3] Indicates the power shutoff status of a given A2VC0. 0: The A2VC0 is not in the power shutoff state. 1: The A2VC0 is in the power shutoff state. [RZ/G2H, RZ/G2M V3.0 and RZ/G2N] Reserved These bits are always read as 0.

14.2.4.2 Power Shutoff Control Register n (PWROFFCRn) (n = 10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PWRDWN1	PWRDWN0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	—/WB	—/WB

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	PWRDWN1	—	—/WB	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] Specify the start of power-shutoff sequence. Writing 1 to this bit when the POFFENB bit in the SYSC status register is 1 starts the power shutoff sequence for the A2VC1. In this case, the ERR bit in the power shutoff/resume error register n is set to 0. Writing 1 to this bit when the POFFENB bit in the SYSC status register is 0 does not start the power shutoff sequence. In this case, the ERR bit in the power shutoff/resume error register n is set to 1. 0: Does not shut off power for the A2VC1. 1: Starts the power shutoff sequence for the A2VC1. When the power shutoff sequence is started, during the execution of the power shutoff sequence the shutoff processing status is indicated in the DWNSTATE bit in the power shutoff status register n. The PWRUP bit in the power status register n is set to 0. Upon completion of the power shutoff sequence, the PWRDWN bit in the power status register n is set to 1. The pertinent bit in the interrupt status register is set to 1 if it is enabled by the setting of the interrupt status enable register. If 1 is written to this bit when the module is in the power shutoff state, such a request is ignored. In this case, too, if 1 is written when the POFFENB bit is 1, the pertinent bit in the power shutoff/resume error register is set to 0, and if 1 is written when the POFFENB bit is 0, the pertinent bit in the power shutoff/resume error register is set to 1.

Bit	Bit Name	Initial Value	R/W	Description
0	PWRDWN0	—	—/WB	[RZ/G2M V1.3] Specify the start of power-shutoff sequence. Writing 1 to this bit when the POFFENB bit in the SYSC status register is 1 starts the power shutoff sequence for the A2VC0. In this case, the ERR bit in the power shutoff/resume error register n is set to 0. Writing 1 to this bit when the POFFENB bit in the SYSC status register is 0 does not start the power shutoff sequence. In this case, the ERR bit in the power shutoff/resume error register n is set to 1. 0: Does not shut off power for the A2VC0. 1: Starts the power shutoff sequence for the A2VC0. [RZ/G2H, RZ/G2M V3.0 and RZ/G2N] Reserved The write value should always be 0. When the power shutoff sequence is started, during the execution of the power shutoff sequence the shutoff processing status is indicated in the DWNSTATE bit in the power shutoff status register n. The PWRUP bit in the power status register n is set to 0. Upon completion of the power shutoff sequence, the PWRDWN bit in the power status register n is set to 1. The pertinent bit in the interrupt status register is set to 1 if it is enabled by the setting of the interrupt status enable register. If 1 is written to this bit when the module is in the power shutoff state, such a request is ignored. In this case, too, if 1 is written when the POFFENB bit is 1, the pertinent bit in the power shutoff/resume error register is set to 0, and if 1 is written when the POFFENB bit is 0, the pertinent bit in the power shutoff/resume error register is set to 1.

14.2.4.3 Power Shutoff Status Register n (PWROFFSRn) (n = 10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DWNSTATE1	DWNSTATE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0.
1	DWNSTATE1	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] Indicates the power shutoff sequence execution status for the A2VC1. 0: The power shutoff sequence not being executed 1: The power shutoff sequence being executed
0	DWNSTATE0	B'0	R	[RZ/G2M V1.3] Indicates the power shutoff sequence execution status for the A2VC0. 0: The power shutoff sequence not being executed 1: The power shutoff sequence being executed [RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E] Reserved These bits are always read as 0.

14.2.4.4 Power Resume Control Register n (PWRONCRn) (n = 10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PWRUP1	PWRUP0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	—/WB	—/WB

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	PWRUP1	—	—/WB	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] Specify the start of power-resume sequence. Writing 1 to this bit when the PONENB bit in the SYSC status register is 1 starts the power resume sequence for the A2VC1. In this case, the ERR bit in the power shutoff/resume error register n is set to 0. Writing 1 to this bit when the PONENB bit in the SYSC status register is 0 does not start the power resume sequence. In this case, the ERR bit in the power shutoff/resume error register n is set to 1. 0: Does not resume power for the A2VC1. 1: Starts the power resume sequence for the A2VC1. When the power resume sequence is started, during the execution of the power resume sequence the resume processing status is indicated in the UPSTATE bit in the power resume status register n. The PWRDWN bit in the power status register n is set to 0. Upon completion of the power resume sequence, the PWRUP bit in the power status register n is set to 1. The pertinent bit in the interrupt status register is set to 1 if it is enabled by the setting of the interrupt status enable register. If 1 is written to this bit when the module is in the power−ON state, such a request is ignored. In this case, too, if 1 is written when the PONENB bit is 1, the pertinent bit in the power shutoff/resume error register is set to 0, and if 1 is written when the PONENB bit is 0, the pertinent bit in the power shutoff/resume error register is set to 1.

Bit	Bit Name	Initial Value	R/W	Description
0	PWRUP0	—	—/WB	[RZ/G2M V1.3] Specify the start of power-resume sequence. Writing 1 to this bit when the PONENB bit in the SYSC status register is 1 starts the power resume sequence for the A2VC0. In this case, the ERR bit in the power shutoff/resume error register n is set to 0. Writing 1 to this bit when the PONENB bit in the SYSC status register is 0 does not start the power resume sequence. In this case, the ERR bit in the power shutoff/resume error register n is set to 1. 0: Does not shut off power for the A2VC0. 1: Starts the power shutoff sequence for the A2VC0. [RZ/G2H, RZ/G2M V3.0 and RZ/G2N] Reserved These bits are always read as 0. The write value should always be 0. When the power resume sequence is started, during the execution of the power resume sequence the resume processing status is indicated in the UPSTATE bit in the power resume status register n. The PWRDWN bit in the power status register n is set to 0. Upon completion of the power resume sequence, the PWRUP bit in the power status register n is set to 1. The pertinent bit in the interrupt status register is set to 1 if it is enabled by the setting of the interrupt status enable register. If 1 is written to this bit when the module is in the power on state, such a request is ignored. In this case, too, if 1 is written when the PONENB bit is 1, the pertinent bit in the power shutoff/resume error register is set to 0, and if 1 is written when the PONENB bit is 0, the pertinent bit in the power shutoff/resume error register is set to 1.

14.2.4.5 Power Resume Status Register n (PWRONSRn) (n = 10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	UPSTATE1	UPSTATE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0.
1	UPSTATE1	B'0	R	Indicates the power resume sequence execution status for the A2VC1. 0: The power resume sequence not being executed 1: The power resume sequence being executed
0	UPSTATE0	B'0	R	[RZ/G2M V1.3] Indicates the power resume sequence execution status for the A2VC0. 0: The power resume sequence not being executed 1: The power resume sequence being executed [RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E] Reserved These bits are always read as 0.

14.2.4.6 Power Shutoff/Resume Error Register n (PWRERn) (n = 10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERR1	ERR0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0.
1	ERR1	B’0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] Indicates that either a power shutoff or power resume request by a preceding register write to the A2VC1 was issued when such requests were not acceptable. 0: Either a preceding power shutoff or power resume request to the A2VC1 was accepted. 1: Either a preceding power shutoff or power resume request to the A2VC1 was not accepted.
0	ERR0	B’0	R	[RZ/G2M V1.3] Indicates that either a power shutoff or power resume request by a preceding register write to the A2VC0 was issued when such requests were not acceptable. 0: Either a preceding power shutoff or power resume request to the A2VC0 was accepted. 1: Either a preceding power shutoff or power resume request to the A2VC0 was not accepted. [RZ/G2H, RZ/G2M V3.0 and RZ/G2N] Reserved These bits are always read as 0.

14.2.4.7 Power Pseudo Shutoff Register n (PWRPSEUn) (n = 10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PSEUD1	PSEUD0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	PSEUD1	B’0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N] By setting those bits to perform pseudo power shutoff, power is not turn off in actual, for this domain. 0: Pseudo power shut off is not performed 1: Pseudo power shut off is performed.
0	PSEUD0	B’0	R/W	[RZ/G2M V1.3 and RZ/G2M V3.0] By setting those bits to perform pseudo power shutoff, power is not turn off in actual, for this domain. 0: Pseudo power shut off is not performed 1: Pseudo power shut off is performed. [RZ/G2H and RZ/G2N] Reserved These bits are always read as 0. The write value should always be 0.

14.3 Operation

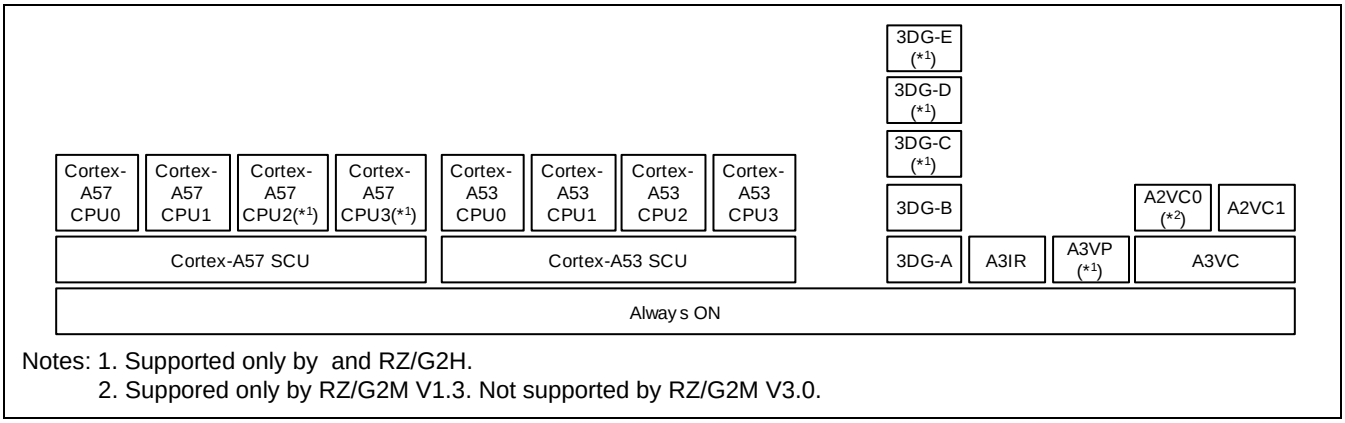
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

14.3.1 Power domain structure

Figure 14.4 to 14.6 shows power domain structure, and Table 14.4 shows detail of each domain. When one of those power domain is shutoff state, all power domains which are written above the domain in Figure 14.4 to 14.6 must be also shutoff state. For example, when Cortex-A57 SCU is shutoff state, all of Cortex-A57 CPU0 to CPU3 must be shutoff state also.

There are some products which have pseudo power shutoff domain.
(RZ/G2M V1.3 A3VC, RZ/G2E A3VC and A2VC1.)

The modules included in each power domain are listed in Table 14.4.



Notes: 1. Supported only by and RZ/G2H.
2. Suppored only by RZ/G2M V1.3. Not supported by RZ/G2M V3.0.

Figure 14.4 Power domain structure (RZ/G2H/RZ/G2M V1.3, RZ/G2M V3.0)

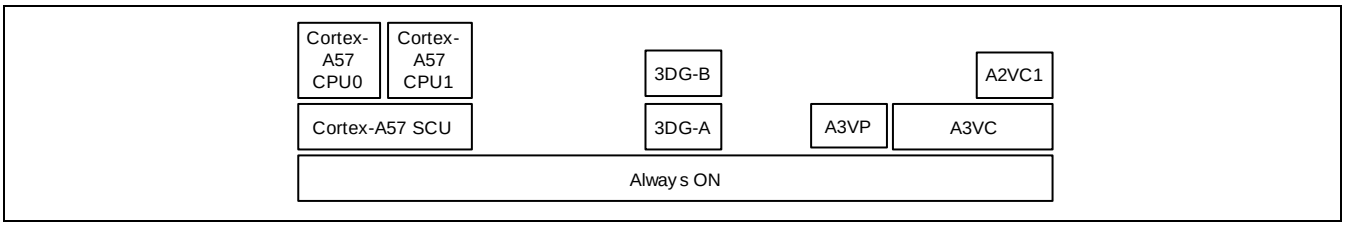


Figure 14.5 Power domain structure (RZ/G2N)

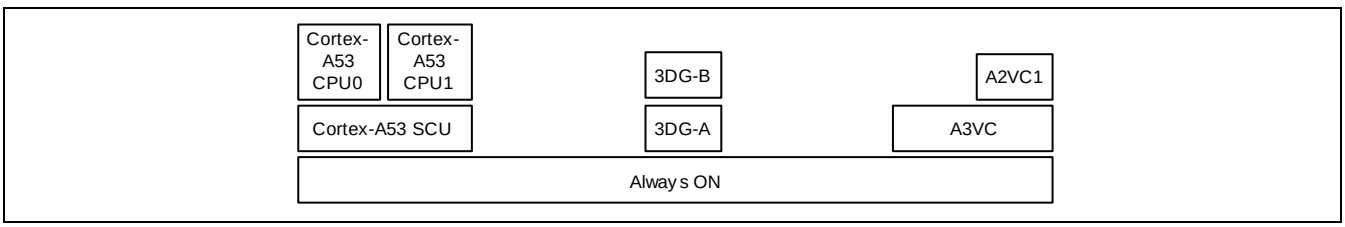


Figure 14.6 Power domain structure (RZ/G2E)

Table 14.4 Power domains.

Domain name	Modules included in domain.	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E	Remark
Cortex-A57 CPU0	AP-System Core (Cortex-A57) CPU0, including the L1 cache	√	√	√	√	—	
Cortex-A57 CPU1	AP-System Core (Cortex-A57) CPU1, including the L1 cache	√	√	√	√	—	
Cortex-A57 CPU2	AP-System Core (Cortex-A57) CPU2, including the L1 cache	√	—	—	—	—	
Cortex-A57 CPU3	AP-System Core (Cortex-A57) CPU3, including the L1 cache	√	—	—	—	—	
Cortex-A57 SCU	AP-System Core (Cortex-A57) SCU, including the L2 cache	√	√	√	√	—	When one of CPU0 to CPU3 of Cortex-A57 is power-ON state, SCU of Cortex-A57 must be power-ON state.
Cortex-A53 CPU0	AP-System Core (Cortex-A53) CPU0, including the L1 cache	√	√	√	—	√	Pseudo Power shutoff domain.
Cortex-A53 CPU1	AP-System Core (Cortex-A53) CPU1, including the L1 cache	√	√	√	—	√	
Cortex-A53 CPU2	AP-System Core (Cortex-A53) CPU2, including the L1 cache	√	√	√	—	—	
Cortex-A53 CPU3	AP-System Core (Cortex-A53) CPU3, including the L1 cache	√	√	√	—	—	
Cortex-A53 SCU	AP-System Core (Cortex-A53) SCU, including the L2 cache	√	√	√	—	√	When one of CPU0 to CPU3 of Cortex-A53 is power-ON state, SCU of Cortex-A53 must be power-ON state.
3DG-A	3D Graphics Engine A	√	√	√	√	√	3DG power-domains can be controlled by SYSC for fully stopping their behavior, or automatically controlled by 3D Graphics Engine hardware. For detail of those domains, refer to chapter of 3D Graphics Engine. If 3D Graphics engine power domains are controlled by SYSC, either all 3DG power domain are ON or all 3DG power domain are OFF is allowed.
3DG-B	3D Graphics Engine B	√	√	√	√	√	
3DG-C	3D Graphics Engine C	√	—	—	—	—	
3DG-D	3D Graphics Engine D	√	—	—	—	—	
3DG-E	3D-Graphics Engine E	√	—	—	—	—	
A3IR	IPMMU(IR) module and bus modules.	√	√	√	—	—	When one of the A3IR is power-ON state, A3IR domain must be power-ON state.
A3VP	IPMMU(VP0/VP1), VSP1, VSPBD, VSPBC, FDP1, FCPV, FCPF modules and bus modules	√	—	—	—	—	
	IPMMU(VP0), VSP1, FDP1, FCPV, FCPF, VSPB(VSPBC+VSPBD) modules and bus modules	—	—	—	√	—	

Domain name	Modules included in domain.	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E	Remark
A3VC	FCPCS, IPMMU (VC), EDC checker (VC) modules and bus modules	—	—	—	—	√ *	When one of A2VC0 or A2VC1 is power-ON state, A3VC must be power-ON state. (*)Pseudo Power shutoff domain.
	FCPCS, IPMMU(VC0/VC1), EDC(VC) modules and bus modules	√	—	—	—	—	When one of A2VC0 or A2VC1 is power-ON state, A3VC must be power-ON state
	IPMMU(VC0), EDC(VC) modules and bus modules	—	—	—	√	—	When one of A2VC0 or A2VC1 is power-ON state, A3VC must be power-ON state
	FCPCS, FCPCI, IPMMU (VC0), VSPI, FDP1, FCPV, FCPF modules and bus modules	—	√ *	—	—	—	When one of A2VC0 or A2VC1 is power-ON state, A3VC must be power-ON state. (*)Pseudo Power shutoff domain.
	IPMMU (VC) modules and VSPI, FDP1, FCPV, FCPF and bus modules	—	—	√ *	—	—	When A2VC1 is power-ON state, A3VC must be power-ON state. (*)Pseudo Power shutoff domain.
A2VC0	VCP4(VDPB) and iVDP1C modules.	—	√	—	—	—	
A2VC1	VCP4(VDPB) and VCP4(VCPLF) modules	√	—	—	—	√ *	(*)Pseudo Power shutoff domain.
	FCPCS, VCP4(VDPB), VCP4(VCPLF) modules	—	—	—	√	—	
	VCP4(VCPLF) module	—	√	—	—	—	
	VDPB, VCP4(VCPLF) and FCPCS modules	—	—	√	—	—	

14.3.2 Initial state of power domains

Table 14.5 and 14.6 shows initial states of each power domain. Initial power state of CPUs depends on the selection of boot CPU, which was specified by mode pins.

Table 14.5 Initial state of power domains (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0)

Domain name	Cortex-A57 Boot	Cortex-A53 Boot	Remark
Cortex-A57 CPU0	ON	OFF	—
Cortex-A57 CPU1/2/3	OFF	OFF	—
Cortex-A57 SCU	ON	OFF	—
Cortex-A53 CPU0	OFF	ON	—
Cortex-A53 CPU1/2/3	OFF	OFF	—
Cortex-A53 SCU	OFF	ON	—
3DG-A/B/C/D/E	OFF	OFF	—
A3IR/A3VP/A3VC/A2VC0/A2VC1	OFF	OFF	—

Table 14.6 Initial state of power domains (RZ/G2E)

Domain name	Cortex-A53 Boot	Boot	Remark
Cortex-A53 CPU0	ON	OFF	—
Cortex-A53 CPU1	OFF	OFF	—
Cortex-A53 SCU	ON	OFF	—
A3VC/A2VC1	OFF	OFF	—
3DG-A/B	OFF	OFF	—

14.3.3 Power Control of Arm CPUs

The AP system cores (Cortex-A53 and Cortex-A57) can be powered off by executing the WFI instruction. Similarly, power of Arm CPUs can be resumed either by controlling the APMU (Advanced Power Management Unit) registers or by an IRQ or FIQ interrupt.

For detail of power control by APMU registers, see section 13, Advanced Power Management Unit for AP-System Core (APMU).

(1) Power Control by WFI Instruction and Interrupts

The power shutdown by the WFI instruction is performed only when Cortex-A57/ Cortex-A53 CPUn power status control register (CA57CPUnCR, CA53CPUnCR) are in the core standby mode. In case of other setting, power shutdown sequence is not activated by the WFI instruction. See section 13, Advanced Power Management Unit for AP-System Core (APMU).

Power can be resumed by an IRQ or FIQ interrupt on the Arm core. After resuming power of Cortex-A57, Cortex-A53, CPUs by IRQ/FIQ, read the value of SYSCEERSR, SYSCEERSR 2, and SYSCEERSR3 registers. Without reading those registers after power-resuming, the shutdown sequence of related CPUs will not start.

14.3.4 Power Control of non Arm CPU modules

Power control on modules other than the Arm CPUs can be performed by SYSC registers. Following figure describes power control reference flowchart.

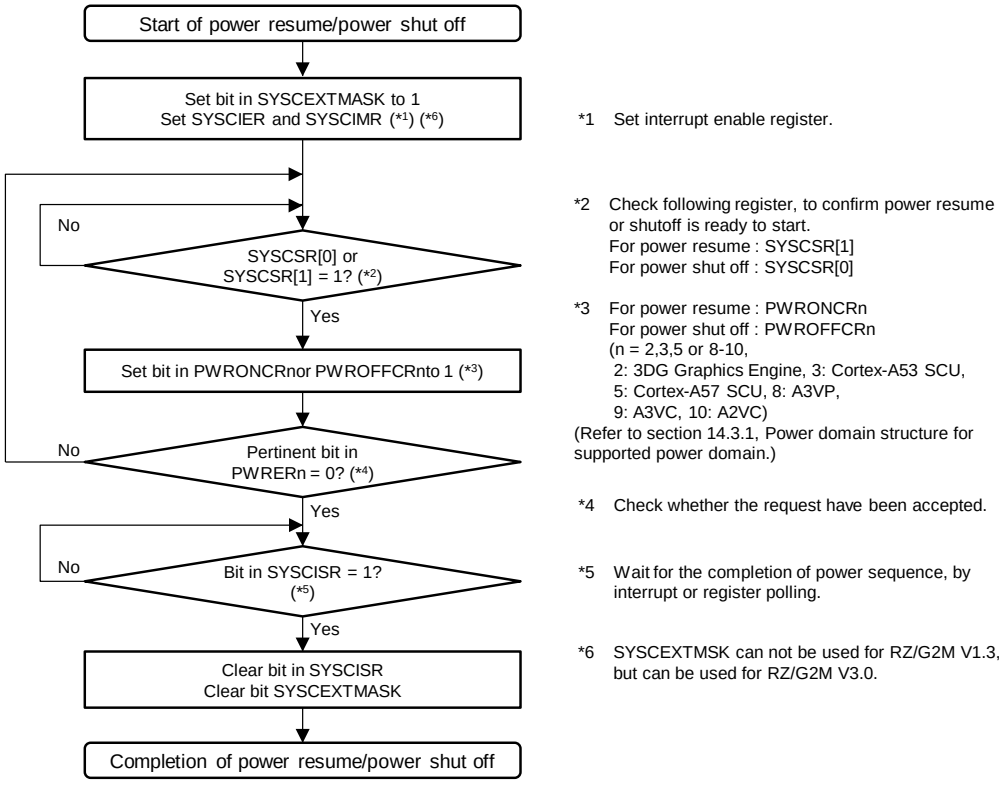


Figure 14.7 Power Resume/Shutoff Flowchart for non Arm CPU domain by SYSC Registers

14.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

1. Only one power domain is allowed to set for power shut off or power resume. Setting for more than 1 power domain at the same time is prohibited. Therefore, setting for power shut off or power resume of 3D Graphics Engine, A2VC0/1, multiple bits cannot be set but single bit must be set in turn, one by one. The order of setting those bits must follow Power domain structure (refer to 14.3.1 Power domain structure)
2. For a module for which power is shut off, register settings and memory contents are not retained. Required information should be saved before power is shut off.
3 It takes several hundreds of microseconds to shutting off and resuming power domain. Because actual time required for shutting off and resuming depends on the status of on-board power line, shutoff/resume time is not guaranteed by electrical specification.
4. Before shutting off one (or more) of the power domain of A3IR,A3VC and, A3VP, set all modules to the Module Standby state for which belong to the power domain. Refer to Figure 14.8.

   Note: Power domains for each product;

   [RZ/G2H] A3IR, A3VC, A3VP

   [RZ/G2M V1.3, RZ/G2M V3.0] A3IR, A3VC,

   [RZ/G2N] A3VC, A3VP

   [RZ/G2E] A3VC

   For the module standby capability of each module, refer to section 12, Module Standby, Software Reset.

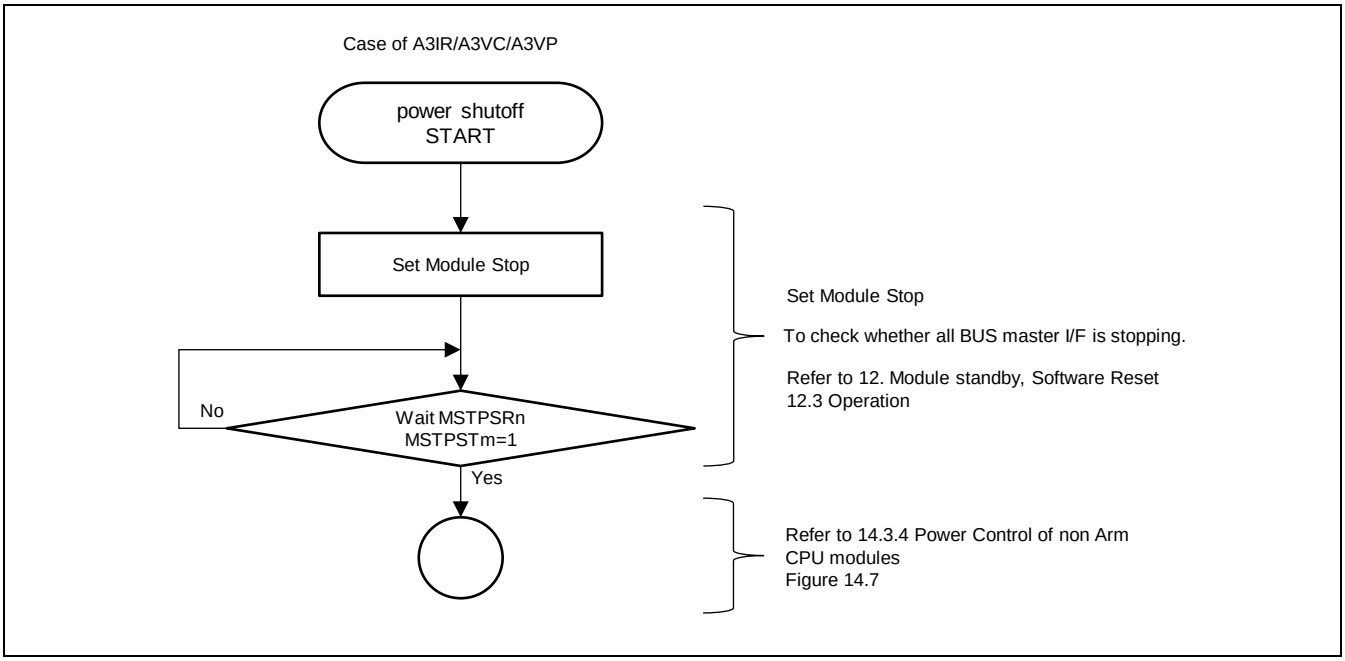


Figure 14.8 Set Module Standby for A3IR/A3VC/A3VP

6. [RZ/G2M V1.3] (not RZ/G2M V3.0) During power domains shut off or power resume sequence by SYSC register, do not use L2 shutdown mode by CMPWR on CA53CPUCMCR or CA57CPUCMCR in APMU.

15. Thermal Sensor/Chip Internal Voltage Monitor (THS/CIVM)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

15.1 Overview

This LSI provides a thermal sensor module that measures the temperature (Tj) inside the LSI. The thermal sensor module also includes a chip internal voltage monitoring module that measures the supply voltage inside the LSI.

15.1.1 Features

(1) Each of the thermal sensors measures temperature Tj with an accuracy of ± 5 °C over the range of temperatures from -40°C to 115°C.
(2) RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N provide three thermal sensor modules (THS1/CIVM1, THS2/CIVM2 and THS3/CIVM3). provide two thermal sensor modules (THS1/CIVM1 and THS2/CIVM2).
(3) This module can generate interrupts when the detected temperature Tj within the LSI rises above or falls below a specified temperature.
(4) Each of the chip internal voltage monitors in the thermal sensor module measures supply voltage inside the LSI with an accuracy of ± 60mV.
(5) RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N can monitor VDD_DVFS supply voltage. RZ/G2N can monitor VDD supply voltage.

15.1.2 Block Diagram

A block diagram of the thermal sensor modules is shown in Figure 15.1 (for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N). The thermal sensor module consists of the thermal sensors (THS), chip internal voltage monitors (CIVM) and the thermal sensor controller (TSC). THS measures Tj temperature, and CIVM measures a voltage. TSC controls THS and CIVM.

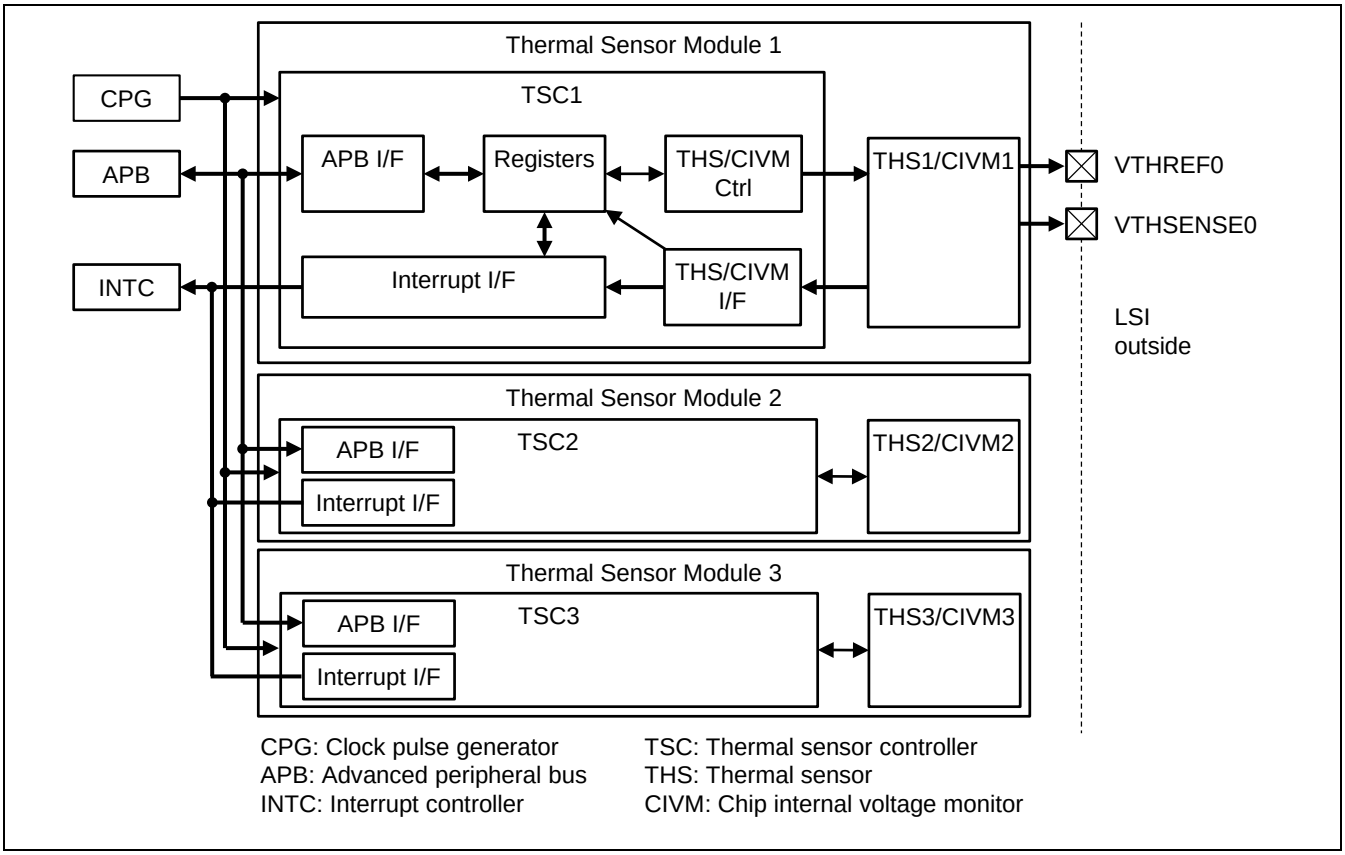


Figure 15.1 Block Diagram of Thermal Sensor Modules (for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N)

15.1.3 External Pins

Table 15.1 is a list of external pins. For the processing of these pins, refer to 15.4 Usage Note.

Table 15.1 Pin Configuration

			Second Generation RZ/G Series Products			
Pin Name	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
VTHSENSE0	Analog I/O	Outputs a voltage that 0 to 0.9V.	√	√	√	—
VTHREF0	Analog I/O	Outputs a voltage that 0 to 1.3V.	√	√	√	—

15.1.4 Register Configuration

Table 15.2 is a list of registers. The base addresses for the registers of each of the thermal sensor controller are as follows; H'E619_8000 for TSC1, H'E61A_0000 for TSC2, and H'E61A_8000 for TSC3. Any address other than those listed in the table must not be written to. Otherwise, correct operation is not guaranteed.

Table 15.2 List of Registers of the THS/CIVM

			Address					Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**TSC1**	**TSC2**	**TSC3**	**Initial Value**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interrupt Status Register	IRQSTR	R/(WC0)*1	H'E619_8004	H'E61A_0004	H'E61A_8004	H'0000_0000	32	√	√	√	—
Interrupt Mask Register	IRQMSK	R/(W)*1	H'E619_8008	H'E61A_0008	H'E61A_8008	H'0000_0000	32	√	√	√	—
Threshold Edge/Level Register	IRQCTL	R/(W)*1	H'E619_800C	H'E61A_000C	H'E61A_800C	H'0000_0000	32	√	√	√	—
Interrupt Enable Register	IRQEN	R/(W)*1	H'E619_8010	H'E61A_0010	H'E61A_8010	H'0000_0000	32	√	√	√	—
Interrupt Temperature 1 Register	IRQTEMP1	R/(W)*1	H'E619_8014	H'E61A_0014	H'E61A_8014	H'0000_0000	32	√	√	√	—
Interrupt Temperature 2 Register	IRQTEMP2	R/(W)*1	H'E619_8018	H'E61A_0018	H'E61A_8018	H'0000_0000	32	√	√	√	—
Interrupt Temperature 3 Register	IRQTEMP3	R/(W)*1	H'E619_801C	H'E61A_001C	H'E61A_801C	H'0000_0000	32	√	√	√	—
Control Register	THCTR	R/(W)*1 *2	H'E619_8020	H'E61A_0020	H'E61A_8020	Undefined value	32	√	√	√	—
Status Register	THSTR	R/(WC0)*1	H'E619_8024	H'E61A_0024	H'E61A_8024	H'0000_0000	32	√	√	√	—
Temperature Register	TEMP	R	H'E619_8028	H'E61A_0028	H'E61A_8028	Undefined value	32	√	√	√	—

Register Name	Abbreviation	R/W	Address TSC1	Address TSC2	Address TSC3	Initial Value	Access Size	Second Generation RZ/G Series Products RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Voltage Register	VOLT	R	H'E619_802C	H'E61A_002C	H'E61A_802C	H'0000_0000	32	√	√	√	—
THCODE Parameter1 Register	THCODE1	R	H'E619_8050	H'E61A_0050	H'E61A_8050	Undefined value	32	√	√	√	—
THCODE Parameter2 Register	THCODE2	R	H'E619_8054	H'E61A_0054	H'E61A_8054	Undefined value	32	√	√	√	—
THCODE Parameter3 Register	THCODE3	R	H'E619_8058	H'E61A_0058	H'E61A_8058	Undefined value	32	√	√	√	—
PTAT Parameter1 Register	PTAT1	R	H'E619_805C	—	—	Undefined value	32	√	√	√	—
PTAT Parameter2 Register	PTAT2	R	H'E619_8060	—	—	Undefined value	32	√	√	√	—
PTAT Parameter3 Register	PTAT3	R	H'E619_8064	—	—	Undefined value	32	√	√	√	—
Software Correction Parameter Register	THSCP	R	H'E619_8068	—	—	Undefined value	32	√	√	√	—

Notes: 1. several bits are read-only bits.
2. several bits can be written 0 only.

15.1.5 Connected Module

Table 15.3 is a list of the modules that are connected to this module.

Table 15.3 Connected Modules

Module Name	Connected Module Name	Connected Module Function
THS/CIVM	APB	Control to register access
	CPG	Output clock
	INTC	Control to interrupts
	Module standby	Control to stop clock
	Software reset	Execute software reset

15.2 Register Description

[Legend for register description]

Initial value:	Register value after a reset
—:	Undefined value
R/W:	Readable/writable. The written value can be read.
R:	Read-only. The write value should always be 0.
R/WC0:	Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored
R/WC1:	Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.
W:	Write-only. Reading this bit is prohibited. When the bit is reserved, the write value should always be 0.
__/W:	Write-only. The read value is undefined.

15.2.1 Interrupt Status Register (IRQSTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	TEMPD3 _STR	TEMPD2_STR	TEMPD1_STR	TEMP3_STR	TEMP2_STR	TEMP1_STR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/WC0	R/WC0	R/WC0	R/WC0	R/WC0	R/WC0

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are fixed to 0.
5	TEMPD3 _ STR	B’0	R/WC0	TEMPD3 Detection Status 0: Not detected 1: TEMP_CODE [11:0] bits detect that it falls below the temperature set in IRQTEMP3.
4	TEMPD2_ STR	B’0	R/WC0	TEMPD2 Detection Status 0: Not detected 1: TEMP_CODE [11:0] bits detect that it falls below the temperature set in IRQTEMP2.
3	TEMPD1_ STR	B’0	R/WC0	TEMPD1 Detection Status 0: Not detected 1: TEMP_CODE [11:0] bits detect that it falls below the temperature set in IRQTEMP1.
2	TEMP3_STR	B’0	R/WC0	TEMP3 Detection Status 0: Not detected 1: TEMP_CODE [11:0] bits detect that it exceeds the temperature set in IRQTEMP3.
1	TEMP2_STR	B’0	R/WC0	TEMP2 Detection Status 0: Not detected 1: TEMP_CODE [11:0] bits detect that it exceeds the temperature set in IRQTEMP2.
0	TEMP1_STR	B’0	R/WC0	TEMP1 Detection Status 0: Not detected 1: TEMP_CODE [11:0] bits detect that it exceeds the temperature set in IRQTEMP1.

15.2.2 Interrupt Mask Register (IRQMSK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	TEMPD3 _MSK	TEMPD2_MSK	TEMPD1_MSK	TEMP3_MSK	TEMP2_MSK	TEMP1_MSK
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are fixed to 0.
5	TEMPD3 _ MSK	B'0	R/W	This bit selects masking or non-masking of TEMPD3 interrupt requests. 0: Interrupts are masked. 1: The mask is cleared.
4	TEMPD2_ MSK	B'0	R/W	This bit selects masking or non-masking of TEMPD2 interrupt requests. 0: Interrupts are masked. 1: The mask is cleared.
3	TEMPD1_ MSK	B'0	R/W	This bit selects masking or non-masking of TEMPD1 interrupt requests. 0: Interrupts are masked. 1: The mask is cleared.
2	TEMP3_MSK	B'0	R/W	This bit selects masking or non-masking of TEMP3 interrupt requests. 0: Interrupts are masked. 1: The mask is cleared.
1	TEMP2_MSK	B'0	R/W	This bit selects masking or non-masking of TEMP2 interrupt requests. 0: Interrupts are masked. 1: The mask is cleared.
0	TEMP1_MSK	B'0	R/W	This bit selects masking or non-masking of TEMP1 interrupt requests. 0: Interrupts are masked. 1: The mask is cleared.

15.2.3 Threshold Edge/Level Register (IRQCTL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	TEMPD3 _EL	TEMPD2_EL	TEMPD1_EL	TEMP3_EL	TEMP2_EL	TEMP1_EL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are fixed to 0.
5	TEMPD3 _EL	B’0	R/W	Specifies the method for detection of the TEMPD3 interrupt signal input. 0: Edge detection 1: Level detection (setting prohibited)
4	TEMPD2_EL	B’0	R/W	Specifies the method for detection of the TEMPD2 interrupt signal input. 0: Edge detection 1: Level detection (setting prohibited)
3	TEMPD1_EL	B’0	R/W	Specifies the method for detection of the TEMPD1 interrupt signal input. 0: Edge detection 1: Level detection (setting prohibited)
2	TEMP3_EL	B’0	R/W	Specifies the method for detection of the TEMP3 interrupt signal input. 0: Edge detection 1: Level detection (setting prohibited)
1	TEMP2_EL	B’0	R/W	Specifies the method for detection of the TEMP2 interrupt signal input. 0: Edge detection 1: Level detection (setting prohibited)
0	TEMP1_EL	B’0	R/W	Specifies the method for detection of the TEMP1 interrupt signal input. 0: Edge detection 1: Level detection (setting prohibited)

15.2.4 Interrupt Enable Register (IRQEN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	TEMPD3 _EN	TEMPD2_EN	TEMPD1_EN	TEMP3_EN	TEMP2_EN	TEMP1_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are fixed to 0.
5	TEMPD3 _EN	B'0	R/W	This bit enables or disables TEMPD3 interrupts. 0: TEMPD3 interrupts are disabled. 1: TEMPD3 interrupts are enabled.
4	TEMPD2_EN	B'0	R/W	This bit enables or disables TEMPD2 interrupts. 0: TEMPD2 interrupts are disabled. 1: TEMPD2 interrupts are enabled.
3	TEMPD1_EN	B'0	R/W	This bit enables or disables TEMPD1 interrupts. 0: TEMPD1 interrupts are disabled. 1: TEMPD1 interrupts are enabled.
2	TEMP3_EN	B'0	R/W	This bit enables or disables TEMP3 interrupts. 0: TEMP3 interrupts are disabled. 1: TEMP3 interrupts are enabled.
1	TEMP2_EN	B'0	R/W	This bit enables or disables TEMP2 interrupts. 0: TEMP2 interrupts are disabled. 1: TEMP2 interrupts are enabled.
0	TEMP1_EN	B'0	R/W	This bit enables or disables TEMP1 interrupts. 0: TEMP1 interrupts are disabled. 1: TEMP1 interrupts are enabled.

15.2.5 Interrupt Temperature 1 Register (IRQTEMP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	IRQTEMP1[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	IRQTEMP1 [11:0]	H'000	R/W	These bits set the first threshold value of the temperature for TEMP1 and TEMPD1 interrupts. Refer to 15.3.1.1 section about the setting value of IRQTEMP1[11:0].

15.2.6 Interrupt Temperature 2 Register (IRQTEMP2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	IRQTEMP2[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	IRQTEMP2 [11:0]	H'000	R/W	These bits set the second threshold value of the temperature for TEMP2 and TEMPD2 interrupts. Refer to 15.3.1.1 section about the setting value of IRQTEMP2[11:0].

15.2.7 Interrupt Temperature 3 Register (IRQTEMP3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	IRQTEMP3[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	IRQTEMP3 [11:0]	H'000	R/W	These bits set the third threshold value of the temperature for TEMP3 and TEMPD3 interrupts. Refer to 15.3.1.1 section about the setting value of IRQTEMP3[11:0].

15.2.8 Control Register (THCTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	AOUT	SENSSEL [1:0]		—	PONM	THEN	—	—	—	—	THSST
Initial value:	0	0	0	0	0	0	0	0	0	—	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R	Reserved These bits are fixed to 0.
10	AOUT	B’0	R/W	Enabling/disabling of external output of thermal sensor 0: Enabled 1: Disabled This bit is only valid in THS1
9, 8	SENSSEL [1:0]	B’00	R/W	Select the use sensor B’00: THS, CIVM both ON B’01: THS ON only B’10: CIVM ON only B’11: THS, CIVM both ON (this setting is the same as 00)
7	—	B’0	R	Reserved This bit is fixed to 0.
6	PONM	—	R/W	Select mode signal 0: Normal mode 1: Power-on mode When using Thermal Sensor or Chip Internal Voltage monitor, Be sure to write 0.
5	THEN	B’0	R/W	Enabling/disabling of thermal sensor 0: Enabled 1: Disabled
4 to 1	—	All 0	R	Reserved These bits are fixed to 0.
0	THSST	B’0	R/W	Enabling/disabling of the A/D converter for the thermal sensor 0: Disabled 1: Enabled

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	VOLSELB[2:0]			—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	VOLSELA[2:0]			—	AOUT	SENSSEL [1:0]		—	PONM	THEN	—	—	—	—	THSST
Initial value:	0	0	0	0	0	0	0	0	0	—	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved This bit is fixed to 0.
30 to 28	VOLSELB [2:0]	All 0	R/W	Same value with VOLSELA[2:0] should be set in these bits to select monitoring voltage. B’000: VDD B’001: VDD_DVFS Other: prohibited
27 to 15	—	All 0	R	Reserved These bits are fixed to 0.
14 to 12	VOLSELA [2:0]	All 0	R/W	Same value with VOLSELB[2:0] should be set in these bits to select monitoring voltage. B’000: VDD B’001: VDD_DVFS Other: prohibited
11	—	B’0	R	Reserved This bit is fixed to 0.
10	AOUT	B’0	R/W	Enabling/disabling of external output of thermal sensor 0: Enabled 1: Disabled This bit is only valid in THS1
9, 8	SENSSEL [1:0]	B’00	R/W	Select the use sensor B’00: THS, CIVM both ON B’01: THS ON only B’10: CIVM ON only B’11: THS, CIVM both ON (this setting is the same as 00)
7	—	B’0	R	Reserved This bit is fixed to 0.
6	PONM	—	R/W	Select mode signal 0: Normal mode 1: Power-on mode When using Thermal Sensor or Chip Internal Voltage monitor, Be sure to write 0.

Bit	Bit Name	Initial Value	R/W	Description
5	THEN	B'0	R/W	Enabling/disabling of thermal sensor 0: Enabled 1: Disabled
4 to 1	—	All 0	R	Reserved These bits are fixed to 0.
0	THSST	B'0	R/W	Enabling/disabling of the A/D converter for the thermal sensor 0: Disabled 1: Enabled

15.2.9 Status Register (THSTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	THCNTOV	THFAIL1	THFAIL0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/WC0	R/WC0	R/WC0

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved These bits are fixed to 0.
2	THCNTOV	B'0	R/WC0	This bit is detected the overflow of counter. 0: Not detected 1: Counter has overflowed.
1	THFAIL1	B'0	R/WC0	This bit is set to 1 when all of the TEMP_CODE [11:0] bits are 1 0: Normal operation 1: All of the TEMP_CODE[11:0] bits are all 1
0	THFAIL0	B'0	R/WC0	This bit is set to 1 when all of the TEMP_CODE [11:0] bits are 0 0: Normal operation 1: All of the TEMP_CODE[11:0] bits are all 0

15.2.10 Temperature Register (TEMP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	TEMP_CODE[11:0]											
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	TEMP_CODE [11:0]	—	R	These bits indicate the digital value for the temperature detected by the thermal sensor. Refer to 15.3.1.2 (1) section for the conversion method from TEMP_CODE[11:0] to temperature.

15.2.11 Voltage Register (VOLT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	VOLT_CODE[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are fixed to 0.
9 to 0	VOLT_CODE [9:0]	H'000	R	These bits indicate the digital value for the voltage detected by the chip internal voltage monitor. When calculating the voltage, use its average value which read this value 5 times at a period of 500 us. Refer to 15.3.1.2 (2) section for the conversion method from VOLT_CODE[9:0] to voltage.

15.2.12 THCODE Parameter1 Register (THCODE1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	THCODE1[11:0]											
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	THCODE1 [11:0]	—	R	Parameter to be used in adjusting the characteristics

15.2.13 THCODE Parameter2 Register (THCODE2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	THCODE2[11:0]											
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	THCODE2 [11:0]	—	R	Parameter to be used in adjusting the characteristics

15.2.14 THCODE Parameter3 Register (THCODE3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	THCODE3[11:0]											
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	THCODE3 [11:0]	—	R	Parameter to be used in adjusting the characteristics

15.2.15 PTAT Parameter1 Register (PTAT1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PTAT1[11:0]											
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	PTAT1[11:0]	—	R	Parameter to be used in adjusting the characteristics

15.2.16 PTAT Parameter2 Register (PTAT2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PTAT2[11:0]											
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	PTAT2[11:0]	—	R	Parameter to be used in adjusting the characteristics

15.2.17 PTAT Parameter3 Register (PTAT3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PTAT3[11:0]											
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are fixed to 0.
11 to 0	PTAT3[11:0]	—	R	Parameter to be used in adjusting the characteristics

15.2.18 Software Correction Parameter Register (THSCP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	COR_PARA_VLD[1]	COR_PARA_VLD[0]	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are fixed to 0.
15, 14	COR_PARA_VLD[1:0]	—	R	Check the valid value of adjusting parameter. B’00, B’01, B’10: Fixed parameters B’11: Hardware parameters (Read THCODE1 to 3 and PTAT1 to 3 registers)
13 to 0	—	All 0	R	Reserved These bits are fixed to 0.

15.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Note: For the RZ/G2M V3.0, following calculation example of the RZ/G2M V1.3 is reference only and values in each equation item will be changed significantly.

15.3.1 The Initial Sequence of Thermal Sensor/Chip Internal Voltage Monitor

Figure 15.2 shows the operation flow for thermal sensor and chip internal voltage monitor.

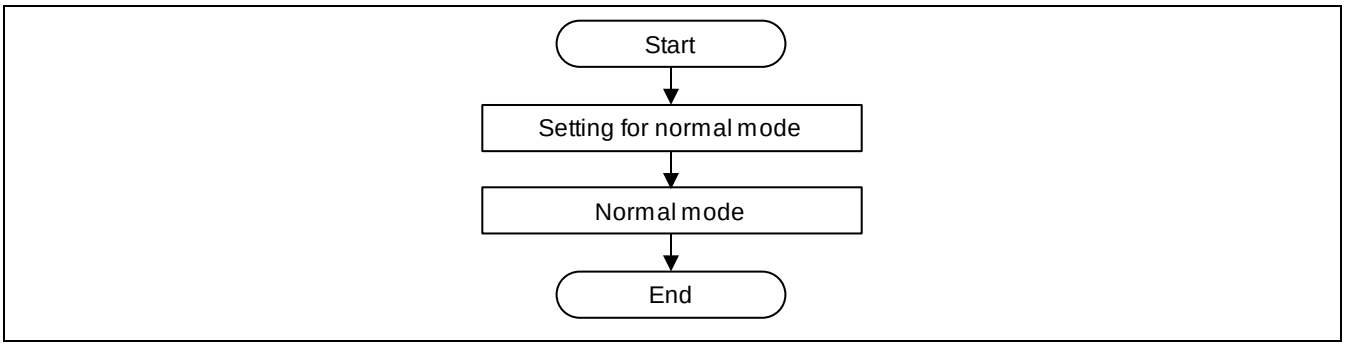


Figure 15.2 The Operation Flow for Thermal Sensor and Chip Internal Voltage Monitor

15.3.1.1 Setting of Normal Mode

Figure 15.3 shows initial sequence for normal mode of thermal sensor and chip internal voltage monitor. IRQTEMP1 to 3[11:0] calculate by using below.

First, calculate Tj_T. It is

- RZ/G2M V1.3

$$\mathrm{Tj\_T} = \frac{(\mathrm{PTAT2[11:0]} - \mathrm{PTAT3[11:0]}) \times 157}{(\mathrm{PTAT1[11:0]} - \mathrm{PTAT3[11:0]})} - 41 \approx 20 \text{ to } 40\ [^{\circ}\mathrm{C}]$$

- Except for RZ/G2M V1.3

$$\mathrm{Tj\_T} = \frac{(\mathrm{PTAT2[11:0]} - \mathrm{PTAT3[11:0]}) \times 167}{(\mathrm{PTAT1[11:0]} - \mathrm{PTAT3[11:0]})} - 41 \approx 20 \text{ to } 40\ [^{\circ}\mathrm{C}]$$

Next, calculate IRQTEMP1 to 3[11:0]. If setting temperature, STEMP, is less than Tj_T,

- RZ/G2M V1.3

$$\mathrm{IRQTEMP1\ to\ 3[11:0]} = \mathrm{THCODE3[11:0]} - \frac{(\mathrm{STEMP}+41)(\mathrm{PTAT3[11:0]} - \mathrm{PTAT1[11:0]})(\mathrm{THCODE3[11:0]} - \mathrm{THCODE2[11:0]})}{157 \times (\mathrm{PTAT3[11:0]} - \mathrm{PTAT2[11:0]})}.$$

- Except for RZ/G2M V1.3

$$\mathrm{IRQTEMP1\ to\ 3[11:0]} = \mathrm{THCODE3[11:0]} - \frac{(\mathrm{STEMP}+41)(\mathrm{PTAT3[11:0]} - \mathrm{PTAT1[11:0]})(\mathrm{THCODE3[11:0]} - \mathrm{THCODE2[11:0]})}{167 \times (\mathrm{PTAT3[11:0]} - \mathrm{PTAT2[11:0]})}.$$

If setting temperature, STEMP, is more than Tj_T,

- RZ/G2M V1.3

$$\mathrm{IRQTEMP1\ to\ 3[11:0]} = \mathrm{THCODE1[11:0]} - \frac{(\mathrm{STEMP}-116)(\mathrm{PTAT1[11:0]} - \mathrm{PTAT3[11:0]})(\mathrm{THCODE2[11:0]} - \mathrm{THCODE1[11:0]})}{157 \times (\mathrm{PTAT1[11:0]} - \mathrm{PTAT2[11:0]})}.$$

- Except for RZ/G2M V1.3

$$\mathrm{IRQTEMP1\ to\ 3[11:0]} = \mathrm{THCODE1[11:0]} - \frac{(\mathrm{STEMP}-126)(\mathrm{PTAT1[11:0]} - \mathrm{PTAT3[11:0]})(\mathrm{THCODE2[11:0]} - \mathrm{THCODE1[11:0]})}{167 \times (\mathrm{PTAT1[11:0]} - \mathrm{PTAT2[11:0]})}.$$

The following is an example of RZ/G2M V1.3.

When THCODE1[11:0] = 3397, THCODE2[11:0] = 2800, THCODE3[11:0] = 2221, PTAT1[11:0] = 2631, PTAT2[11:0] = 1509, PTAT3[11:0] = 435 and STEMP = 110[℃], calculate IRQTEMP1[11:0],

Tj_T is

$\mathrm{Tj\_T} = \frac{(1509-435)\times 157}{(2631-435)} - 41 \approx 35.8\ [℃].$

IRQTEMP1[11: 0] are

$\mathrm{IRQTEMP1}[11:0] = 3397 - \frac{(110-116)(2631-435)(2800-3397)}{157\times(2631-1509)} \approx 3352,$

because the setting temperature, STEMP (110[℃]), is more than Tj_T.

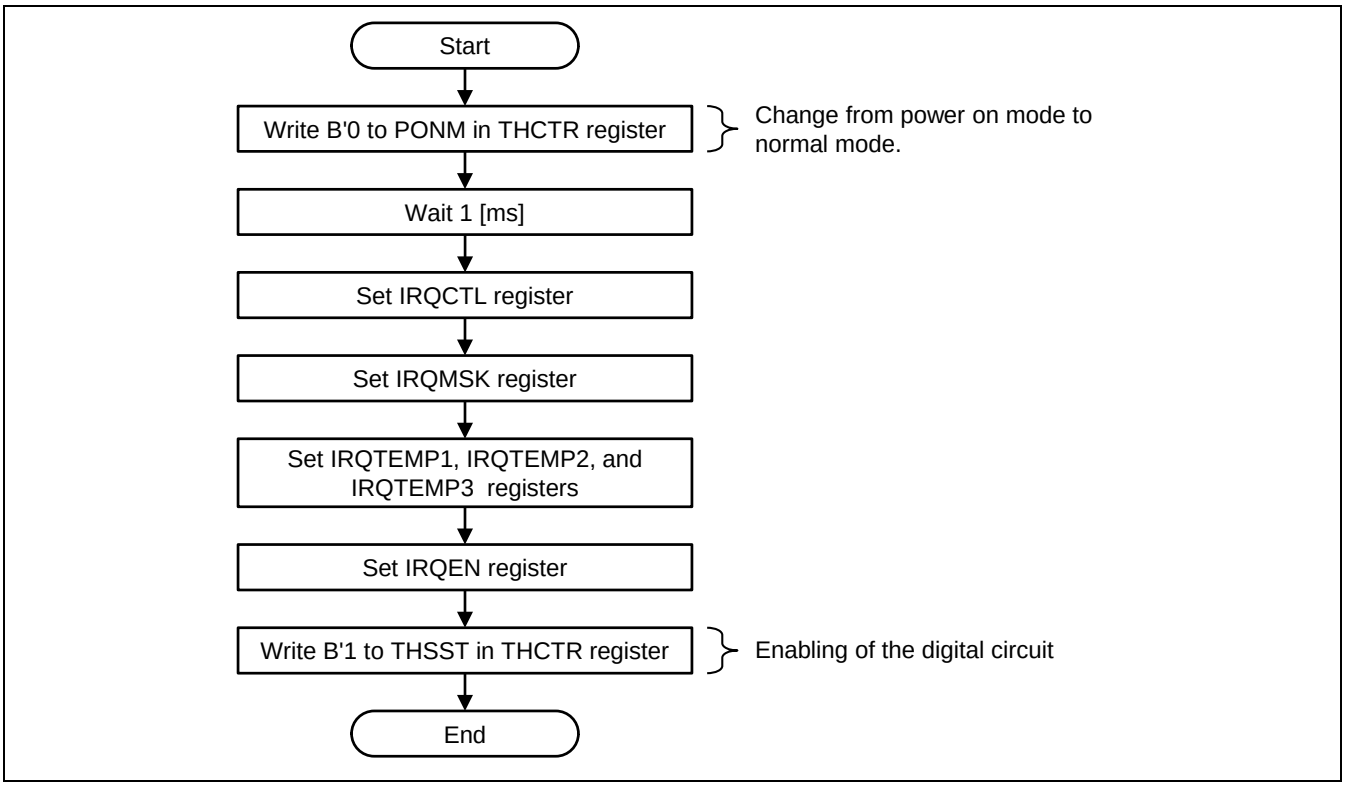


Figure 15.3 Initial Sequence for Normal Mode of Thermal Sensor and Chip Voltage Monitor

15.3.1.2 Normal Mode

Normal mode of thermal sensor module outputs the digital codes of temperature and voltage which are measured by thermal sensor module at a constant period. The conversion method from these codes to temperature and voltage are shown below.

(1) The conversion method from TEMP_CODE[11:0] to temperature

When TEMP_CODE[11:0] <THCODE2[11:0]

- RZ/G2M V1.3

$$\text{Temperature}[℃] = \frac{157\times(\text{PTAT3}[11:0]-\text{PTAT2}[11:0])(\text{THCODE3}[11:0]-\text{TEMP\_CODE}[11:0])}{(\text{PTAT3}[11:0]-\text{PTAT1}[11:0])(\text{THCODE3}[11:0]-\text{THCODE2}[11:0])} - 41$$

- Except for RZ/G2M V1.3

$$\text{Temperature}[℃] = \frac{167\times(\text{PTAT3}[11:0]-\text{PTAT2}[11:0])(\text{THCODE3}[11:0]-\text{TEMP\_CODE}[11:0])}{(\text{PTAT3}[11:0]-\text{PTAT1}[11:0])(\text{THCODE3}[11:0]-\text{THCODE2}[11:0])} - 41$$

When TEMP_CODE[11:0] ≥THCODE2[11:0]

- RZ/G2M V1.3

$$\text{Temperature}[℃] = \frac{157\times(\text{PTAT1}[11:0]-\text{PTAT2}[11:0])(\text{THCODE1}[11:0]-\text{TEMP\_CODE}[11:0])}{(\text{PTAT1}[11:0]-\text{PTAT3}[11:0])(\text{THCODE2}[11:0]-\text{THCODE1}[11:0])} + 116$$

- Except for RZ/G2M V1.3

$$\text{Temperature}[℃] = \frac{167\times(\text{PTAT1}[11:0]-\text{PTAT2}[11:0])(\text{THCODE1}[11:0]-\text{TEMP\_CODE}[11:0])}{(\text{PTAT1}[11:0]-\text{PTAT3}[11:0])(\text{THCODE2}[11:0]-\text{THCODE1}[11:0])} + 126$$

The followings are examples of RZ/G2M V1.3

First example, when THCODE1[11:0] = 3397, THCODE2[11:0] = 2800, THCODE3[11:0] = 2221, PTAT1[11:0] = 2631, PTAT2[11:0] = 1509, PTAT3[11:0] = 435 and TEMP_CODE[11:0] = 2680, the temperature, Temperature[℃], is

$$\text{Temperature}[℃] = \frac{157\times(435-1509)(2221-2680)}{(435-2631)(2221-2800)} - 41 \approx 19.9[℃]$$

because TEMP_CODE[11:0]=2680 < THCODE2[11:0]=2800.

Second example, THCODE1 to 3[11:0] and PTAT1 to 3[11:0] are same with the first example. when TEMP_CODE[11:0] = 3350, the temperature, Temperature[℃], is

$$\text{Temperature}[℃] = \frac{157\times(2631-1509)(3397-3350)}{(2631-435)(2800-3397)} + 116 \approx 109.7[℃]$$

because TEMP_CODE[11:0] = 3350 ≥ THCODE2[11:0] = 2800.

(2) The conversion method from VOLT_CODE[9:0] to voltage

VOLT_CODE[9:0] can convert to voltage[mV] by the following formula.

- RZ/G2M V1.3 (VDD_DVFS)

$$\text{Voltage}[mV] = \frac{(360)\times(\text{THCODE3}[11:0]-4\times\text{VOLT\_CODE}[9:0])}{(\text{THCODE3}[11:0]-\text{THCODE1}[11:0])} + 630 + \text{Temperature}[℃]\times 0.25$$

- RZ/G2H (VDD_DVFS),RZ/G2N(VDD_DVFS, VDD)

$$\text{Voltage}[mV] = \frac{(390)\times(\text{THCODE3}[11:0]-4\times\text{VOLT\_CODE}[9:0])}{(\text{THCODE3}[11:0]-\text{THCODE1}[11:0])} + 630 + \text{Temperature}[℃]\times 0.1$$

The following is an example of RZ/G2M V1.3

When THCODE1[11:0] = 3397, THCODE3[11:0] = 2221, VOLT_CODE[9:0] = 867 and Temperature[℃] = 19.9[℃], Voltage[mV] is

$$\text{Voltage}[mV] = \frac{(360)\times(2221-4\times867)}{(2221-3397)} + 630 + 19.9\times 0.25 \approx 1017[mV]$$

15.3.2 Interrupt

The block diagrams of interrupt are shown in Figure 15.4(for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N). The interrupts for thermal sensor module have three (Thermal Sensor ch0, Thermal Sensor ch1 and Thermal Sensor ch2). These interrupts receive from TSC1, TSC2 and TSC3. The interrupts for TSC1, TSC2 and TSC3 can detect to exceed (TEMP1, TEMP2 and TEMP3) or to fall below (TEMPD1, TEMPD2 and TEMPD3), and the interrupt signal of its module is set to 1 by is detected each of TEMP or TEMPD.
For instance, if TEMP2 of TSC2 is detected, THS2_IRQ2 is set to 1 and Thermal sensor.ch1 is set to 1.

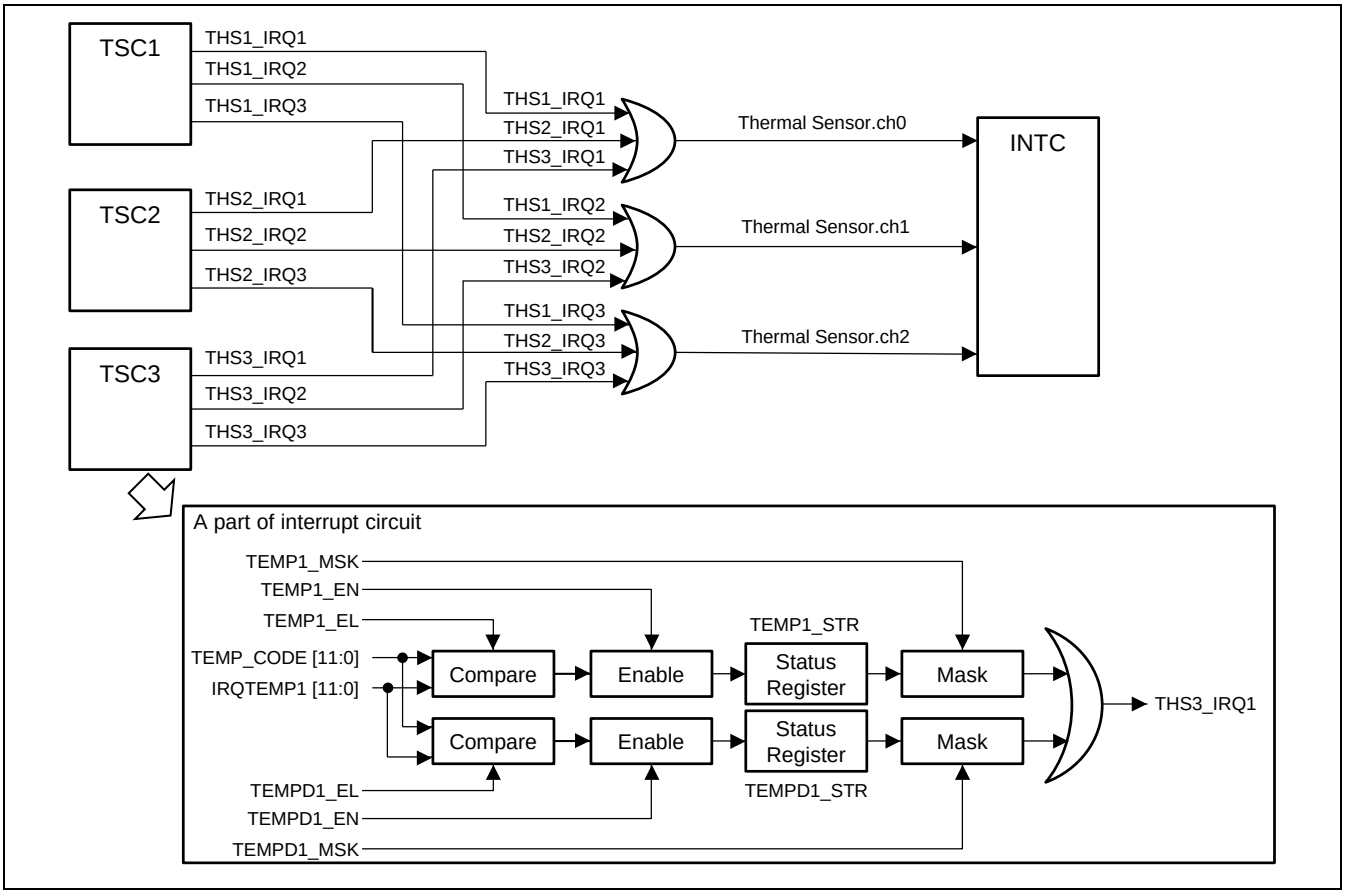


Figure 15.4 Block Diagram of Interrupt (for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N)

15.3.3 Standby Mode

This module supports module standby mode. Standby mode of TSC1, TSC2 and TSC3 are controlled together. Figure 15.5 shows module standby sequence. In the restart method, clear Module Standby register, execute a software reset and initialize in Figure 15.3. Refer to 12. Module Standby, Software Reset for the detail of setting method.

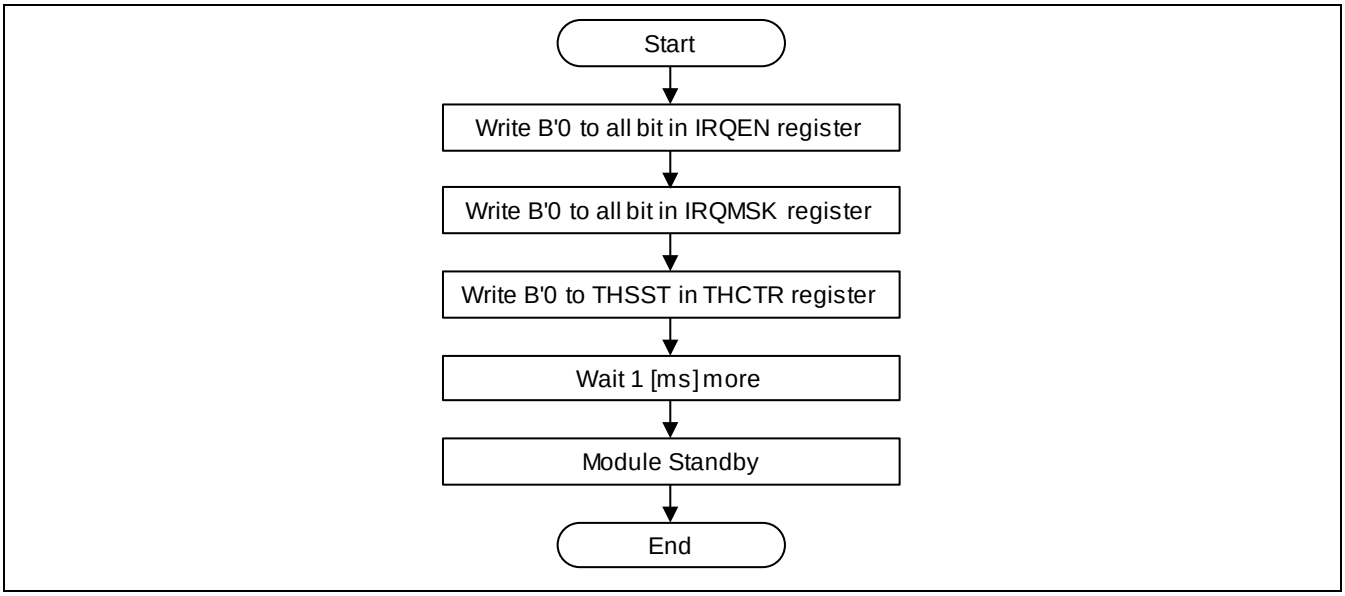


Figure 15.5 Module standby Sequence for Thermal Sensor and Chip Internal Voltage Monitor

15.3.4 Software Reset

This module supports software reset. Software reset of TSC1, TSC2 and TSC3 are controlled together. Refer to 12. Module Standby, Software Reset for the detail of setting method. Figure 15.6 shows software reset sequence. Several registers are not cleared by software reset. Table 15.4 shows behavior of register by software reset.

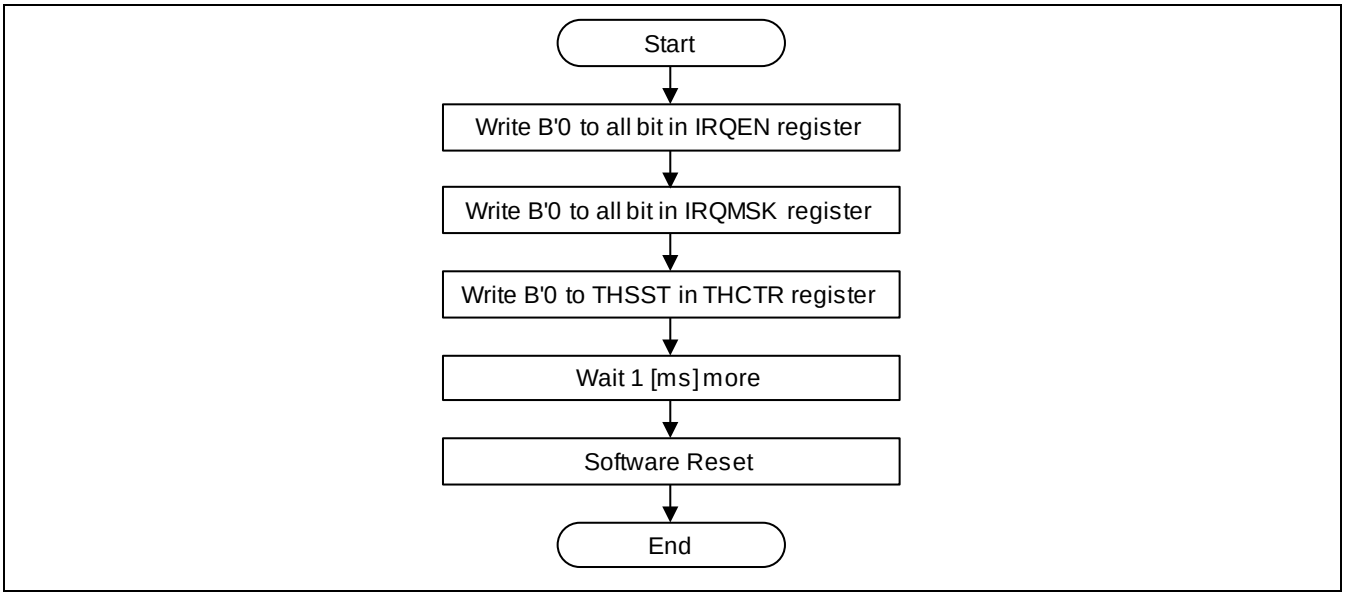


Figure 15.6 Software reset Sequence for Thermal Sensor and Chip Internal Voltage Monitor

Table 15.4 Behavior of Register by Software Reset

		Register values			Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**TSC1**	**TSC2**	**TSC3**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interrupt Status Register	IRQSTR	Clear	Clear	Clear	√	√	√	—
Interrupt Mask Register	IRQMSK	Clear	Clear	Clear	√	√	√	—
Threshold Edge/Level Register	IRQCTL	Clear	Clear	Clear	√	√	√	—
Interrupt Enable Register	IRQEN	Clear	Clear	Clear	√	√	√	—
Interrupt Temperature1 Register	IRQTEMP1	Clear	Clear	Clear	√	√	√	—
Interrupt Temperature2 Register	IRQTEMP2	Clear	Clear	Clear	√	√	√	—
Interrupt Temperature3 Register	IRQTEMP3	Clear	Clear	Clear	√	√	√	—
Control Register	THCTR	Clear	Clear	Clear	√	√	√	—
Status Register	THSTR	Hold	Hold	Hold	√	√	√	—
Temperature Register	TEMP	Clear	Clear	Clear	√	√	√	—
Voltage Register	VOLT	Clear	Clear	Clear	√	√	√	—
THCODE Parameter1 Register	THCODE1	Hold	Hold	Hold	√	√	√	—
THCODE Parameter2 Register	THCODE2	Hold	Hold	Hold	√	√	√	—
THCODE Parameter3 Register	THCODE3	Hold	Hold	Hold	√	√	√	—
PTAT Parameter1 Register	PTAT1	Hold	—	—	√	√	√	—
PTAT Parameter2 Register	PTAT2	Hold	—	—	√	√	√	—
PTAT Parameter3 Register	PTAT3	Hold	—	—	√	√	√	—
Software Correction Parameter Register	THSCP	Hold	—	—	√	√	√	—

15.3.5 Power Voltage

Table 15.5 shows the power voltage using the thermal sensor module.

Table 15.5 Power Supply Table

	Power Supply Name	Function
3.3V series	—	—
1.8V series	VDDQ18	Analog circuit power supply voltage
1.5V series	—	—
0.8V series	VDD	Logic circuit power supply voltage

15.3.6 Input/output Clock

Table 15.6 shows the clock using the thermal sensor module.

Table 15.6 Input/output Clock Table

	Clock from CPG	Clock from external pins
INPUT	CPϕ	—
OUTPUT	—	—

15.4 Usage Note

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

(1) When THEN of THCTR register set from 1 to 0, control register after 100 us.
(2) Leave external LSI pins (VTHSENSE0 and VTHREF0) open.
(3) Use digital code (TEMP register and VOLT register) when measuring Tj and chip internal voltage.
(4) When Tj exceeds 115°C, correct operation and device characteristics of this module are not guaranteed.

16. Thermal Sensor (THS)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N **RZ/G2E**

16.1 Overview

This LSI provides a thermal sensor module that measures the temperature (Tj) inside the LSI. The thermal sensor module also includes a chip internal voltage monitoring module that measures the supply voltage (VDD) inside the LSI.

16.1.1 Features

(1) The analog voltage of thermal sensor for RZ/G2E measures temperature Tj with an accuracy of ±5°C over the range from -40°C to 115°C.The digital value of thermal sensor for RZ/G2E measures temperature Tj with an accuracy of ±7.75°C over the range from -40°C to 90°C and of ±7.5°C over the range from 90°C to 115°C.

(2) Provides reference to temperature Tj as measured from outside the chip with the use of external LSI pins (VTHREF and VTHSENSE) for RZ/G2E.

(3) This module can generate interrupts when the detected temperature Tj within the LSI rises above or falls below several specified temperatures.

16.1.2 Block Diagram

A block diagram of the thermal sensor module for each product is shown in Figure 16.1 (for RZ/G2E). The thermal sensor module consists of the thermal sensors (THS), which are analog circuits for measuring temperature and voltage, respectively, and the thermal sensor controller (TSC), which control the analog circuits.

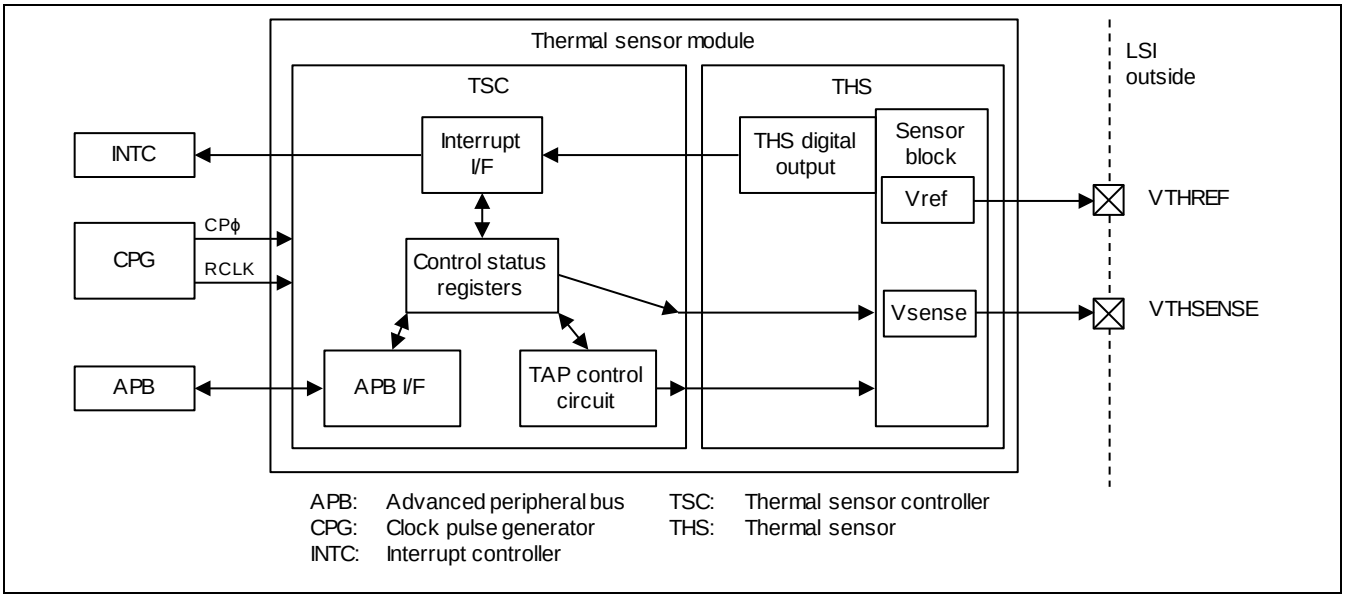


Figure 16.1 Block Diagram of Thermal Sensor Module (RZ/G2E)

The TSC module outputs two kinds of signal to the THS module, that is, signals from control registers and from the TAP control circuit. The signals from control registers are used to control the analog circuits.

The TAP control circuit automatically adjusts the measurement range required in measuring the temperature and voltage, and outputs the results to the THS module.

The THS module outputs two kinds of signal to the TSC module, that is, digital signals from the THS module, which indicate the digital values representing the temperature and voltage, respectively. These values read from the corresponding registers can be used to generate interrupts due to comparison with the specified temperatures or voltages as well as to detect the temperature and voltage within the LSI.

16.1.3 External Pins

Table 16.1 is a list of external pins.

Table 16.1 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Pin Name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Thermal sensor output voltage	VTHSENSE	Analog I/O	Outputs a voltage that depends on the temperature Tj in the LSI.	—	—	—	√
Thermal sensor output reference voltage	VTHREF	Analog I/O	Outputs a constant voltage that does not depend on the temperature Tj in the LSI.	—	—	—	√

16.1.4 Register Configuration

Table 16.2 is a list of registers. The base address is H’E619_0000. Any address other than those listed in the table must not be written to. Otherwise, correct operation is not guaranteed.

Table 16.2 List of Registers of the THS

						Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Address**	**Initial Value**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interrupt Status Register	STR	R/(WC0)*	H'E619_0000	H'0000_0000	32	—	—	—	√
Interrupt Enable Register	ENR	R/(W)*	H'E619_0004	H'0000_0000	32	—	—	—	√
Interrupt Mask Register	INT_MASK	R/W	H'E619_000C	H'000F_0F0F	32	—	—	—	√
Positive/Negative Logic Select Register	POSNEG	R/(W)*	H'E619_0120	H'0000_0001	32	—	—	—	√
THS Control Register	THSCR	R/(W)*	H'E619_012C	H'0000_0003	32	—	—	—	√
THS Status Register	THSSR	R	H'E619_0130	Undefined value	32	—	—	—	√
Interrupt Control Register	INTCTLR	R/(W)*	H'E619_0134	H'2500_0000	32	—	—	—	√

Note: * Several bits are read-only bits.

16.1.5 Connected Module

Table 16.3 is a list of the modules that are connected to this module.

Table 16.3 Connected Modules

Module Name	Connected Module Name	Connected Module Function
THS	APB	Control to register access
	CPG	Output clock
	INTC	Control to interrupts
	Module standby	Control to stop clock
	Software reset	Execute software reset

16.2 Register Description

[Legend for register description]

Initial value: Register value after a reset
—: Undefined value
R/W: Readable/writable. The written value can be read.
R: Read-only. The write value should always be 0.
R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.
R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.
W: Write-only. Reading this bit is prohibited. When the bit is reserved, the write value should always be 0.
_/W: Write-only. The read value is undefined.

16.2.1 Interrupt Status Register (STR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	Tj02ST	Tj01ST	Tj00ST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/WC0	R/WC0	R/WC0

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	These bits are fixed to 0.
2	Tj02ST	B'0	R/WC0	Tj02 Interrupt Detection Status 0: Not detected. 1: The Tj02 threshold temperature specified by CTEMP2[5:0] bits in the INTCTLR register is detected. This bit is cleared by writing 0.
1	Tj01ST	B'0	R/WC0	Tj01 Interrupt Detection Status 0: Not detected. 1: The Tj01 threshold temperature specified by CTEMP1[5:0] bits in the INTCTLR register is detected. This bit is cleared by writing 0.
0	Tj00ST	B'0	R/WC0	Tj00 Interrupt Detection Status 0: Not detected. 1: The Tj00 threshold temperature specified by CTEMP0[5:0] bits in the INTCTLR register is detected. This bit is cleared by writing 0.

16.2.2 Interrupt Enable Register (ENR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	Tj02_EN	Tj01_EN	Tj00_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	These bits are fixed to 0.
17, 16	—	All 0	R/W	The write value should always be 0.
15 to 4	—	All 0	R	These bits are fixed to 0.
3	—	B'0	R/W	The write value should always be 0.
2	Tj02_EN	B'0	R/W	Enables comparing the CTEMP2[5:0] bits in the INTCTLR register with the CTEMP[5:0] bits in the THSSR register. 0: Disable 1: Enable
1	Tj01_EN	B'0	R/W	Enables comparing the CTEMP1[5:0] bits in the INTCTLR register with the CTEMP[5:0] bits in the THSSR register. 0: Disable 1: Enable
0	Tj00_EN	B'0	R/W	Enables comparing the CTEMP0[5:0] bits in the INTCTLR register with the CTEMP[5:0] bits in the THSSR register. 0: Disable 1: Enable

16.2.3 Interrupt Mask Register (INT_MASK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	Tj02INT_MSK	Tj01INT_MSK	Tj00INT_MSK
Initial value:	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R/W	The write value should always be 0.
19 to 16	—	All 1	R/W	The write value should always be 1.
15 to 12	—	All 0	R/W	The write value should always be 0.
11 to 8	—	All 1	R/W	The write value should always be 1.
7 to 4	—	All 0	R/W	The write value should always be 0.
3	—	B'1	R/W	The write value should always be 1.
2	Tj02INT_MSK	B'1	R/W	Selects whether or not the Tj02 interrupt request is masked when Tj02ST bit in the STR register is 1. 0: Mask is cleared. 1: Masked.
1	Tj01INT_MSK	B'1	R/W	Selects whether or not the Tj01 interrupt request is masked when Tj01ST bit in the STR register is 1. 0: Mask is cleared. 1: Masked.
0	Tj00INT_MSK	B'1	R/W	Selects whether or not the Tj00 interrupt request is masked when Tj00ST bit in the STR register is 1. 0: Mask is cleared. 1: Masked.

16.2.4 Positive/Negative Logic Select Register (POSNEG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	POSNEG[2]	POSNEG[1]	POSNEG[0]
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	These bits are fixed to 0.
3	—	B'0	R/W	The write value should always be 0.
2	POSNEG[2]	B'0	R/W	Selects the edge polarity of the Tj02 interrupt input signal. 0: Detects a rising edge. (An interrupt is generated when Tj rises above a specified temperature, CTEMP2[5:0] bits in the INTCTLR register.) 1: Detects a falling edge. (An interrupt is generated when Tj falls below a specified temperature, CTEMP2[5:0] bits in the INTCTLR register.)
1	POSNEG[1]	B'0	R/W	Selects the edge polarity of the Tj01 interrupt input signal. 0: Detects a rising edge. (An interrupt is generated when Tj rises above a specified temperature, CTEMP1[5:0] bits in the INTCTLR register.) 1: Detects a falling edge. (An interrupt is generated when Tj falls below a specified temperature, CTEMP1[5:0] bits in the INTCTLR register.)
0	POSNEG[0]	B'1	R/W	Selects the edge polarity of the Tj00 interrupt input signal. 0: Detects a rising edge. (An interrupt is generated when Tj rises above a specified temperature, CTEMP0[5:0] bits in the INTCTLR register.) 1: Detects a falling edge. (An interrupt is generated when Tj falls below a specified temperature, CTEMP0[5:0] bits in the INTCTLR register.)

16.2.5 THS Control Register (THSCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CPCTL	—	—	THIDLE[1:0]		—				—			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R/W	The write value should always be 0.
29 to 17	—	All 0	R	These bits are fixed to 0.
16	—	B'0	R/W	The write value should always be 0.
15 to 13	—	All 0	R	These bits are fixed to 0.
12	CPCTL	B'0	R/W	TAP value select method 0: Setting prohibited 1: TAP value is determined automatically by hardware. When 1 is set, an offset value appropriate for measuring the current chip temperature is selected by hardware. Note: Set this bit to 1 when using the thermal sensor.
11, 10	—	All 0	R	These bits are fixed to 0.
9, 8	THIDLE[1:0]	B’00	R/W	Selects either the normal operating state or the idle state of the THS. B'00: Normal operating state B'01: Setting prohibited B'10: Normal operating state (output from VTHSENSE or VTHREF is stopped) B'11: Idle state Set this bit to B'11 (idle state) when the thermal sensor is not used.
7 to 4	—	H’0	R/W	The write value should be 0.
3 to 0	—	H’3	R/W	The write value should be the initial value.

16.2.6 THS Status Register (THSSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	—	—	—	—	—	—	—	—	0	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CTEMP[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	These bits are fixed to 0.
27 to 24	—	—	R	These bits are indefinite.
23 to 20	—	—	R	These bits are indefinite.
19	—	B'0	R	This bit is fixed to 0.
18 to 16	—	—	R	These bits are indefinite.
15 to 6	—	All 0	R	These bits are fixed to 0.
5 to 0	CTEMP[5:0]	—	R	Indicates the current temperature. Convert the value of the bits to actual temperature (°C) by the following formula. When CTEMP[5:0] is less than 24, T = CTEMP[5:0] × 5.5 – 72. When CTEMP[5:0] is equal to or greater than 24, T = CTEMP[5:0] × 5 – 60.

16.2.7 Interrupt Control Register (INTCTLR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—						—	—	CTEMP2[5:0]					
Initial value:	0	0	1	0	0	1	0	1	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CTEMP1[5:0]						—	—	CTEMP0[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	These bits are fixed to 0.
29 to 24	—	H'25	R/W	The write value should always be H'25.
23, 22	—	All 0	R	These bits are fixed to 0.
21 to 16	CTEMP2[5:0]	All 0	R/W	Indicates the temperature that causes an INTDT2 interrupt. When interrupt temperature is lower than 60°C, Specify the value calculated by "((interrupt temperature) + 72) / 5.5." When interrupt temperature is equal to or higher than 60°C, Specify the value calculated by "((interrupt temperature) + 60) / 5." The INTDT2 interrupt is generated when the CPCTL bit in THSCR is 1 and the following condition is satisfied: CTEMP2[5:0] ≥ CTEMP[5:0] (when POSNEG[2] is 1) or CTEMP2[5:0] < CTEMP[5:0] (when POSNEG[2] is 0). Here CTEMP[5:0] is the current chip temperature indicated with bits 5 to 0 in THSSR.
15, 14	—	All 0	R	These bits are fixed to 0.
13 to 8	CTEMP1[5:0]	All 0	R/W	Indicates the temperature that causes an INTDT1 interrupt. When interrupt temperature is lower than 60°C, Specify the value calculated by "((interrupt temperature) + 72) / 5.5." When interrupt temperature is equal to or higher than 60°C, Specify the value calculated by "((interrupt temperature) + 60) / 5." The INTDT1 interrupt is generated when the CPCTL bit in THSCR is 1 and the following condition is satisfied: CTEMP1[5:0] ≥ CTEMP[5:0] (when POSNEG[1] is 1) or CTEMP1[5:0] < CTEMP[5:0] (when POSNEG[1] is 0). Here CTEMP[5:0] is the current chip temperature indicated with bits 5 to 0 in THSSR.
7, 6	—	All 0	R	These bits are fixed to 0.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	CTEMP0[5:0]	All 0	R/W	Indicates the temperature that causes an INTDT0 interrupt. When interrupt temperature is lower than 60°C, Specify the value calculated by “((interrupt temperature) + 72) / 5.5.” When interrupt temperature is equal to or higher than 60°C, Specify the value calculated by “((interrupt temperature) + 60) / 5.” The INTDT0 interrupt is generated when the CPCTL bit in THSCR is 1 and the following condition is satisfied: CTEMP0[5:0] ≥ CTEMP[5:0] (when POSNEG[0] is 1) or CTEMP0[5:0] < CTEMP[5:0] (when POSNEG[0] is 0). Here CTEMP[5:0] is the current chip temperature indicated with bits 5 to 0 in THSSR.

16.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

16.3.1 Initial Sequence of Thermal Sensor

Figure 16.2 shows initial sequence of thermal sensor.

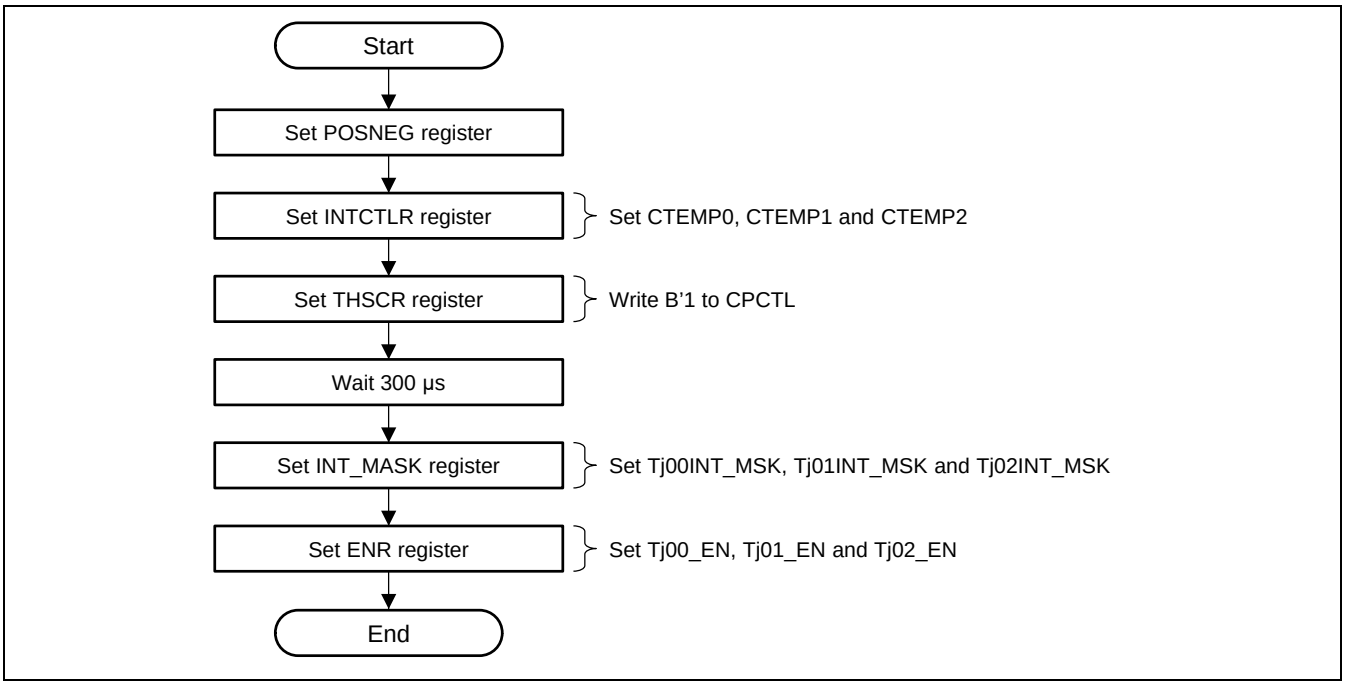


Figure 16.2 Initial Sequence of Thermal Sensor

16.3.2 Temperature Measurement Using Register (When CPCTL = 0)

Setting is prohibited.

16.3.3 Temperature Measurement Using Register (When CPCTL = 1)

When reading the temperature measurement result from a register, read the value of the CTEMP[5:0] bits in THSSR.

Do not use the value of the CTEMP[5:0] bits in THSSR immediately after a change to the offset value for the TAP control circuit because the new offset setting will not yet have been reflected in the value. When CPCTL is 1, hardware automatically updates the offset value but since software is not informed of the timing of updates, consecutively read the value of the CTEMP[5:0] bits in THSSR at an interval over 300 µs and only accept the result when the same value is read twice (since the temperature changes more gradually than the 300 µs interval, as long as a change to the offset value is not made during the interval between reading of the CTEMP[5:0] bits in THSSR, the same value will be read out.)

By setting 0 or 1 in the positive/negative logic select register (POSNEG) and specifying the temperatures that cause interrupts in the INTCTLR register, the INTDT2 to INTDT0 interrupts can be generated when the chip temperature rises above or falls below the temperatures specified in the INTCTLR register.

However, immediately after a change to the offset value for the TAP control circuit, an interrupt may be generated before completion of the temperature measurement at the changed offset value. If an interrupt is generated at such a time, read out the value of the CTEMP[5:0] bits in THSSR a second time after 300 µs, check whether or not the interrupt was valid, and if it was, proceed with interrupt processing.

16.3.4 Interrupt

Figure 16.3 shows the block diagram of interrupt. The interrupts for thermal sensor module have three (Thermal Sensor.ch0, Thermal Sensor.ch1, and Thermal Sensor.ch2.

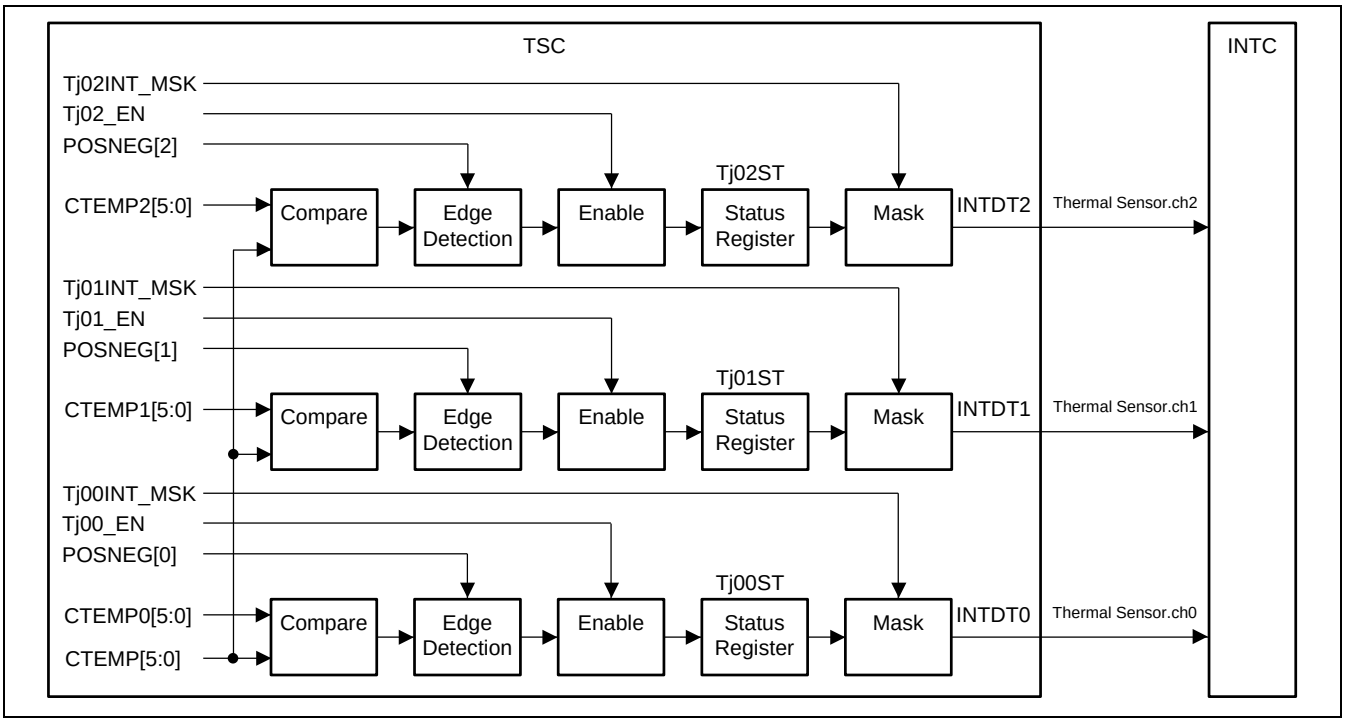


Figure 16.3 Block Diagram of Interrupt

16.3.5 Standby Mode

This module supports module standby mode. Figure 16.4 shows module standby sequence. In the restart method, clear Module Standby register, execute a software reset and initialize in Figure 16.2. Refer to 12. Module Standby, Software Reset for the detail of setting method.

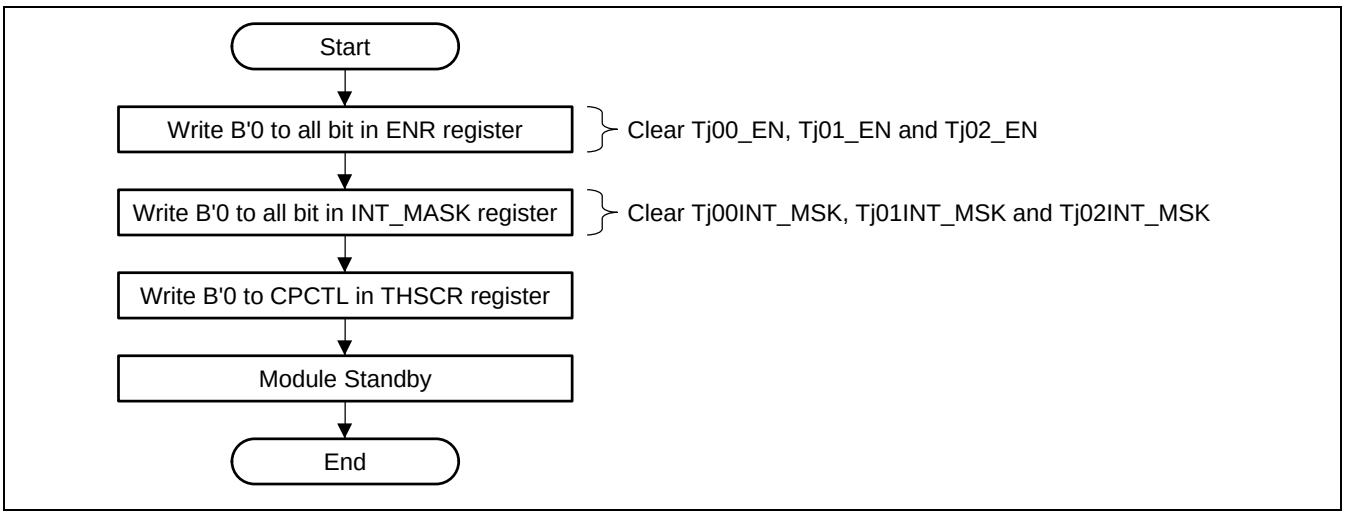


Figure 16.4 Module Standby Sequence of Thermal Sensor

16.3.6 Software Reset

This module supports software reset. Refer to 12. Module Standby, Software Reset for the detail of setting method. Figure 16.5 shows software reset sequence. Table 16.4 shows behavior of register by software reset.

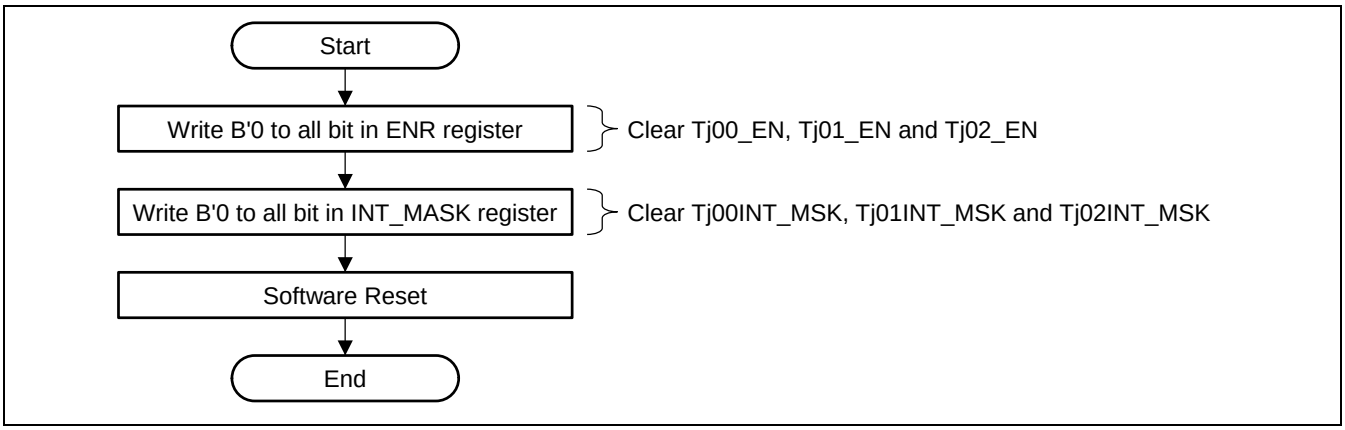


Figure 16.5 Software reset Sequence of Thermal Sensor

Table 16.4 Behavior of Register by Software Reset

			Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**Register values**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interrupt Status Register	STR	Clear	—	—	—	√
Interrupt Enable Register	ENR	Clear	—	—	—	√
Interrupt Mask Register	INT_MASK	Clear	—	—	—	√
Positive/Negative Logic Select Register	POSNEG	Clear	—	—	—	√
THS Control Register	THSCR	Clear	—	—	—	√
THS Status Register	THSSR	Clear	—	—	—	√
Interrupt Control Register	INTCTLR	Clear	—	—	—	√

16.3.7 Power Voltage

Table 16.5 shows the power voltage using the thermal sensor module.

Table 16.5 Power Supply Table

	Power Supply Name	Function
3.3V series	—	—
1.8V series	VDDQ18	Analog circuit power supply voltage
1.5V series	—	—
1.0V series	VDD	Logic circuit power supply voltage

16.3.8 Input/output Clock

Table 16.6 shows the clock using the thermal sensor module.

Table 16.6 Input/output Clock Table

	Clock from CPG	Clock from external pins
INPUT	CPϕ	—
INPUT	RCLK	—
OUTPUT	—	—

16.3.9 The Temperature Measurement Using External Pins (RZ/G2E)

For temperature measurement with the external pins, connect the external circuit to the VTHSENSE and VTHREF pins and calculate the temperature based on the output voltages on these pins.

(1) External Pins Used for Temperature Measurement

In temperature measurement with the external pins, the pins shown in Table 16.7 are used.

Table 16.7 External Pins Used for Temperature Measurement

Pin Name	Output Voltage Range [V]	Maximum Allowed Input/Output Current [µA]	Tj Accuracy
VTHSENSE	360mV (min.) to 750mV (max.)	± 3	Tj accuracy of RZ/G2E is ±5°C (-40°C to 115°C). **{(VTHREF-VTHSENSE)** specification**}** (This does not include error such as device accuracy of the referenced external connection circuit). The temperature range for detection is -40°C to 115°C. When Tj is outside the range of -40°C to 115°C, the operation and accuracy cannot be guaranteed.
VTHREF	1.18 V (min.) to 1.32 V (max.)	± 3	

(2) Referenced External Connection Circuit

Figure 16.6 shows a referenced external connection circuit for the THS used for temperature measurement with the external pins.

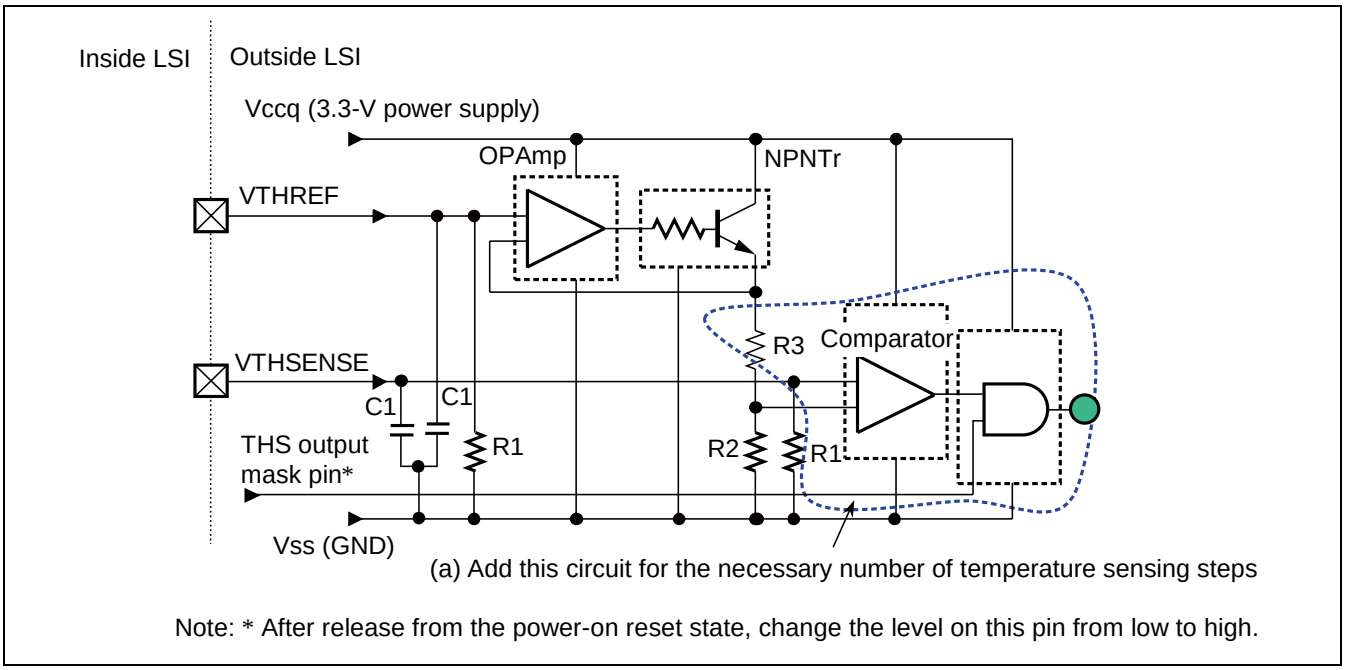


Figure 16.6 Referenced External Connection Circuit for THS

The referenced external connection circuit outputs a high level at a desired temperature. By using VTHREF, which is affected by the noise equal to the external noise that affects VTHSENSE, the external noise is canceled out, and thus the accuracy of Tj is improved.

In addition, the number of steps for digitizing a measured temperature Tj (the number of temperatures with which an actual temperature is compared) can be increased by adding the circuit part indicated with (a) in the figure.

The followings should be considered for the wiring of VTHSENSE and VTHREF.

1. For jumper wiring use a twisted pair.
2. For substrate wiring, arrange differential lines as close to each other as possible on the board.

To obtain low-to-high output at Tj = 115 °C, the constants of the circuit components are as follows:

R1 = 560 kΩ, C1 = 0.1 µF

reference value : R2 = 340Ω, R3 = 280Ω (E96) Tj@115.0°C

For R2 and R3, E96 series resistor with a tolerance of ± 0.1% is recommended. The error of this resistor will be the same value as the error produced when Tj is digitalized. A material which is little affected by the temperature is recommended for the resistor. Note that, R2 and R3 can be configured from two or more resistors.

The accuracy of R1 is not a problem since R1 is used as a pull-down resistor.

C1 is a bypass capacitor. Be sure to mount this even when the referenced external connection circuit is not to be used.

(3) Calculation Formula

Temperature Tj can be calculated from the voltages on VTHSENSE and VTHREF as follows.

Tj = (VTHREF -VTHSENSE + temperature coefficient 2) / temperature coefficient 1 [°C]

VTHSENSE, VTHREF: measured voltages [V]

Two temperature coefficients use two types.

When VTHREF-VTHSENSE value is less than 680.13mV,

Temperature coefficient 1: -1.58 [mV/ °C]

Temperature coefficient 2: -763.08 [mV].

When VTHREF-VTHSENSE value is equal to or greater than 680.13mV,

Temperature coefficient 1: -1.56 [mV/ °C]

Temperature coefficient 2: -762.03 [mV].

16.4 Usage Note

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N **RZ/G2E**

(1) When the THS is not used, THIDLE[1:0] bits in THSCR register should be set to B'11 (leave external LSI pins (VTHSENSE and VTHREF) open in RZ/G2E).

(2) The guaranteed accuracy of the outputs on the VTHSENSE and VTHREF pins is over the temperature range from -40°C to 115°C. Take measurement errors into account in designing the user system. (RZ/G2E)

Note that, when the internal registers of the TSC are used for measurement of the chip temperature, the operation of the sensor is not guaranteed outside the range of -40°C to 115°C within which operation of the logic circuit is guaranteed.

(3) When Tj exceeds 115°C, correct operation and device characteristics are not guaranteed.

Although this module provides a bit for detecting Tj = 135°C, this bit should only be used for fail-safe operation where the LSI is stopped on the verge of a thermal runaway condition (but has not yet entered that state) and the power consumption is increasing rapidly.

(4) External LSI pins (VTHSENSE and VTHREF) are intended to fail-safe. For instance, this circuit can be used as an external fail-safe circuit to stop the power supply to the LSI when thermal runaway occurs and the LSI becomes uncontrollable because of high temperature. (RZ/G2E)

17. Reset (RST)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

17.1 Overview

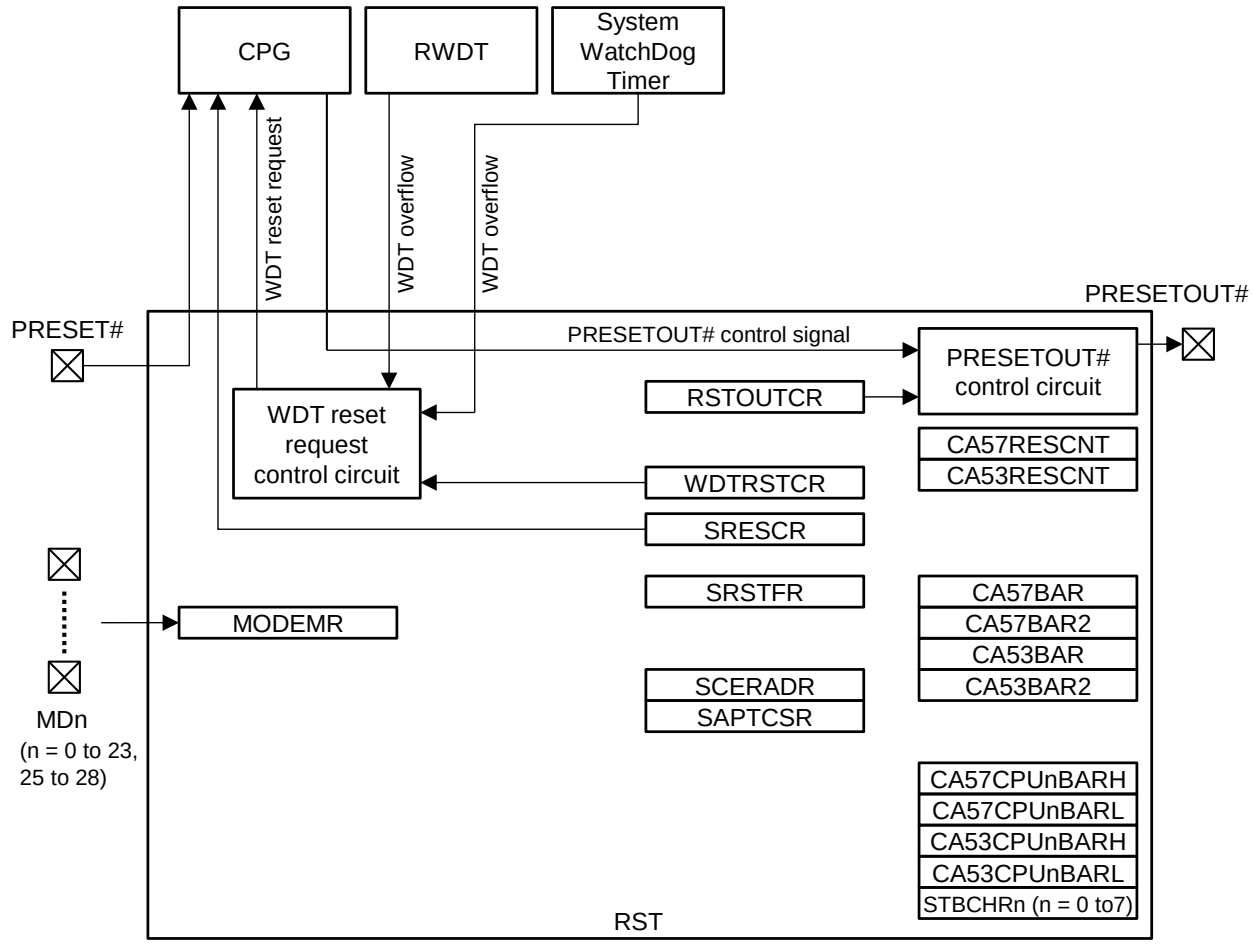
The reset (RST) consists of the bus interface block and registers related to reset control. Timing of the bus interface block is based on CPϕ.

17.1.1 Features

The following functions are implemented by RST.

- Register-based reset control for the Cortex-A57, Cortex-A53 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]
  Register-based reset control for the Cortex-A53 [RZ/G2E]
  Register-based reset control for the Cortex-A57 [RZ/G2N]
- Latching of the levels on mode pins when PRESET# is negated
- Mode monitoring register
- Boot address registers for the Cortex-A57, Cortex-A53, [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]
  Boot address registers for the Cortex-A53, [RZ/G2E]
  Boot address registers for the Cortex-A57, [RZ/G2N]
- WDT reset request control function.
- PRESETOUT control function.

17.1.2 Block Diagram



[LEGEND]
WDTRSTCR: Watchdog Timer Reset Control Register
MODEMR: Mode Monitor Register
CA57RESCNT: Cortex-A57 Reset Control Register
CA53RESCNT: Cortex-A53 Reset Control Register

RSTOUTCR: PRESETOUT# Control Register

CA53BAR: Cortex-A53 Boot Address Register
CA53BAR2: Cortex-A53 Boot Address Register 2
CA57BAR: Cortex-A57 Boot Address Register
CA57BAR2: Cortex-A57 Boot Address Register 2

STBCHRn: Standby Flag Register n (n = 0 to 7)
SRESCR: Soft Power On Reset Control Register
SRSTFR: SYS Reset Flag Register
SCPTCSR: Secure Protect Control/Status Register
SCERADR: Secure Error Address Register

CA57CPUnBARH: Cortex-A57 CPUn (n = 0 to 3 [RZ/G2H], n = 0 to 1 [RZ/G2M V1.3, RZ/G2M V3.0]) Boot Address Register for 64-bit mode H
CA57CPUnBARL: Cortex-A57 CPUn (n = 0 to 3 [RZ/G2H], n = 0 to 1 [RZ/G2M V1.3, RZ/G2M V3.0]) Boot Address Register for 64-bit mode L
CA53CPUnBARH: Cortex-A53 CPUn (n = 0 to 3) Boot Address Register for 64-bit mode H
CA53CPUnBARL: Cortex-A53 CPUn (n = 0 to 3) Boot Address Register for 64-bit mode L

Figure 17.1 Block Diagram of RST [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]

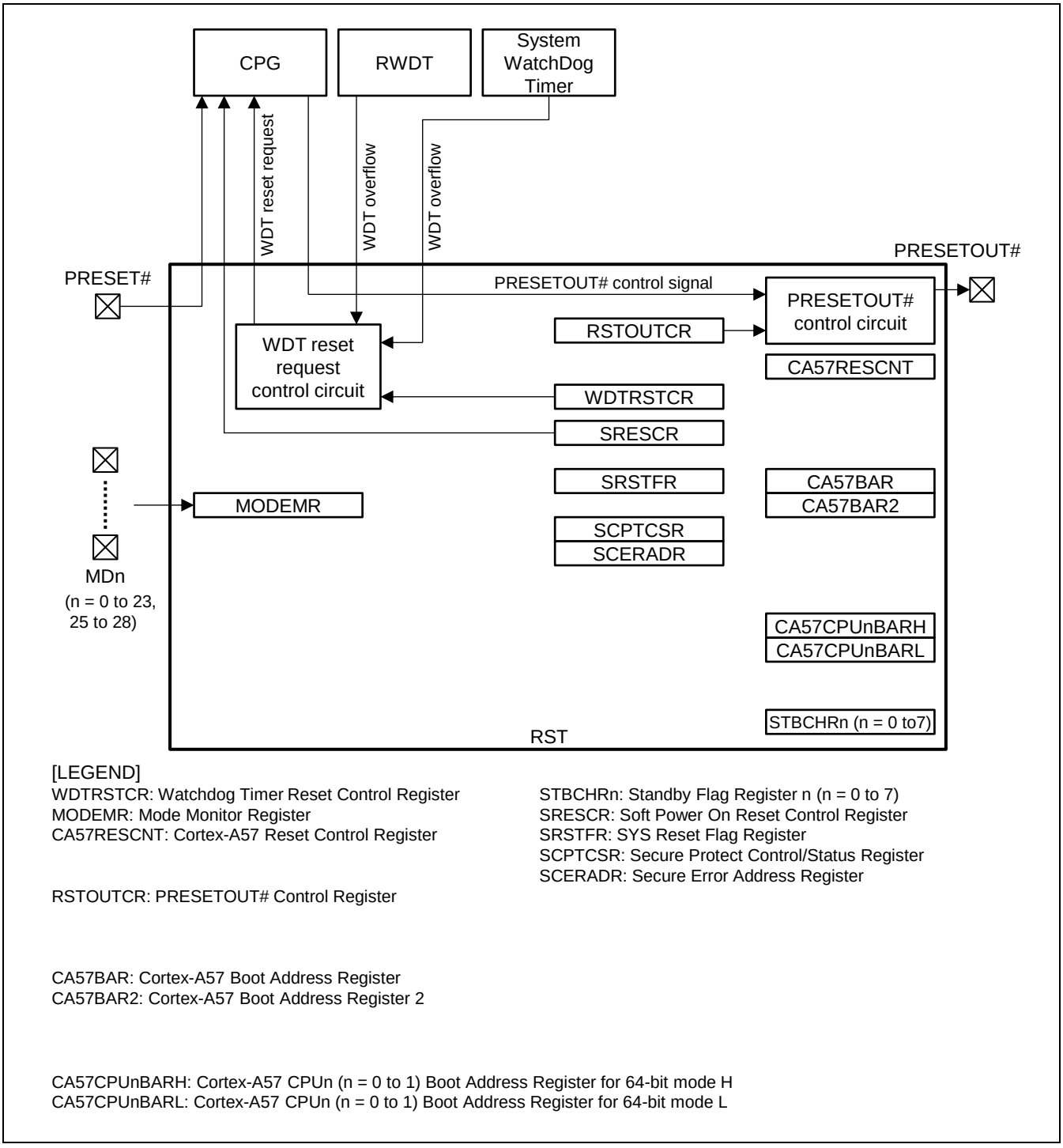
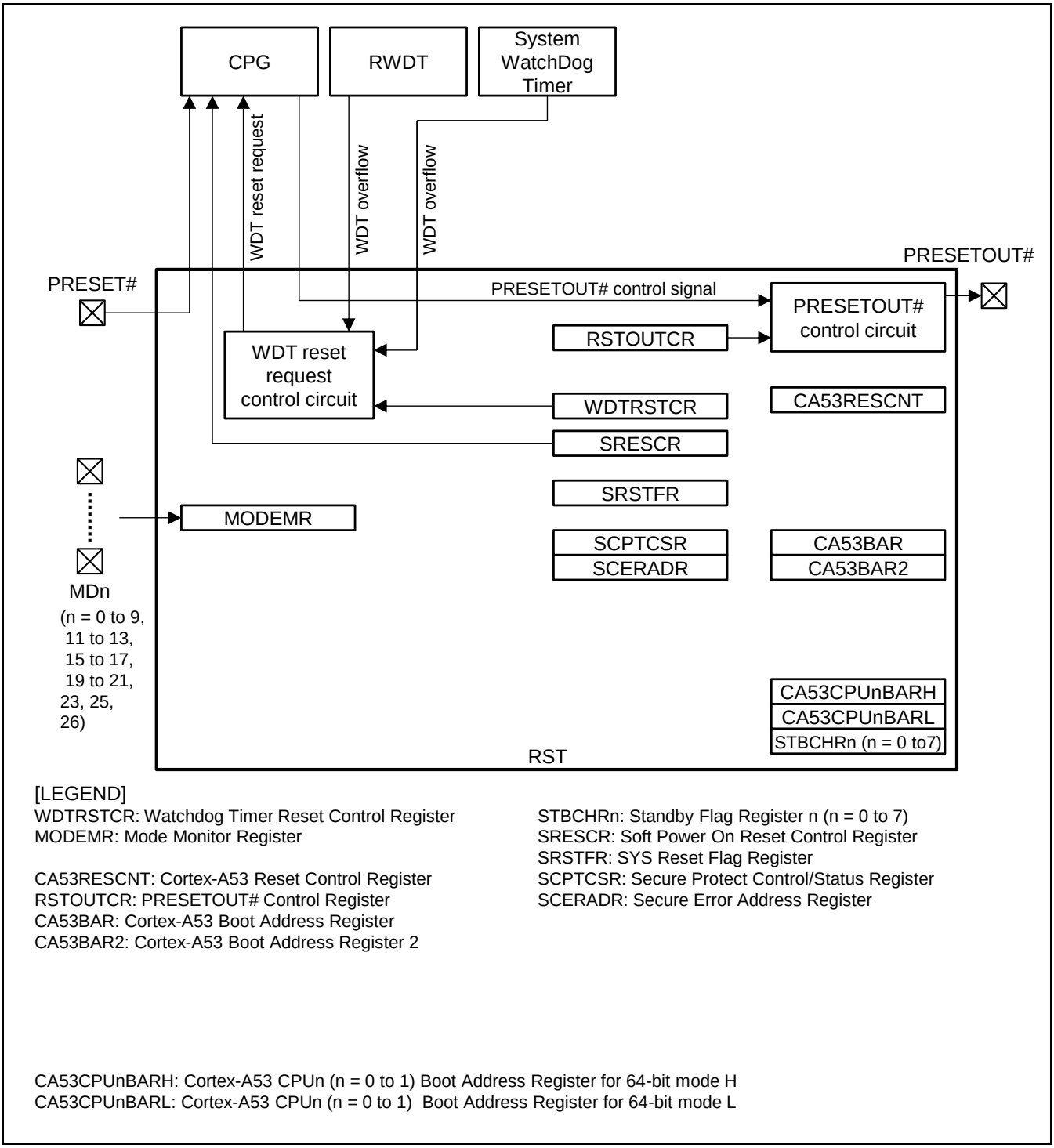


Figure 17.2 Block Diagram of RST [RZ/G2N]



[LEGEND]
WDTRSTCR: Watchdog Timer Reset Control Register
MODEMR: Mode Monitor Register

CA53RESCNT: Cortex-A53 Reset Control Register
RSTOUTCR: PRESETOUT# Control Register
CA53BAR: Cortex-A53 Boot Address Register
CA53BAR2: Cortex-A53 Boot Address Register 2

STBCHRn: Standby Flag Register n (n = 0 to 7)
SRESCR: Soft Power On Reset Control Register
SRSTFR: SYS Reset Flag Register
SCPTCSR: Secure Protect Control/Status Register
SCERADR: Secure Error Address Register

CA53CPUnBARH: Cortex-A53 CPUn (n = 0 to 1) Boot Address Register for 64-bit mode H
CA53CPUnBARL: Cortex-A53 CPUn (n = 0 to 1) Boot Address Register for 64-bit mode L

Figure 17.3 Block Diagram of RST [RZ/G2E]

17.1.3 External Pins

The following table lists the pins connected to the RST.

Table 17.1 External Pins for RST

Pin Name	Function	Direction	Remarks	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
MD0 to MD5	Mode pins Fix MD0 to L.	IN	Mode pins	√	√	√	√
MD6	Mode pin	IN	Mode pin	√	√	√	√
MD7 to MD9	Mode pins	IN	Mode pins	√	√	√	√
MD10	Mode pin	IN	Mode pin	√	√	√	—
MD11	Mode pin	IN	Mode pin	√	√	√	√
MD12	Mode pin	IN	Mode pin	√	√	√	√
MD13	Mode pin	IN	Mode pin	√	√	√	√
MD14	Mode pin	IN	Mode pin	√	√	√	—
MD15 to MD16	Mode pins Fix MD16 to H.	IN	Mode pins	√	√	√	√
MD17	Mode pin	IN	Mode pin	√	√	√	√
MD18	Mode pin	IN	Mode pin	√	√	√	—
MD19	Mode pin	IN	Mode pin	√	√	√	√
MD20	Mode pin	IN	Mode pin	√	√	√	√
MD21	Mode pin	IN	Mode pin	√	√	√	√
MD22	Mode pin	IN	Mode pin	√	√	√	—
MD23	Mode pin Fix MD23 to L.	IN	Mode pin	√	√	√	√
MD24	Mode pin	IN	Mode pin	—	—	—	—
MD25 to MD26	Mode pins Fix MD26 to L.	IN	Mode pins	√	√	√	√
MD27 to MD28	Mode pins	IN	Mode pins	√	√	√	—
MD29 to MD32	Mode pins	IN	Mode pins	—	—	—	—
MDT0, MDT1	Mode pins	IN	Mode pins	√	√	√	√
PRESET#	Power-on-reset	IN	Power-on-reset The low-level input on this pin places the LSI in the power-on-reset state.	√	√	√	√
PRESETOUT#	Indicates internal reset	OUT	Reset output	√	√	√	√

17.1.4 Register Configuration

Table 17.2 RST Register Details

Register Name	Mnemonic	R/W	Address	Initial value	Size	Access permission	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Mode Monitor Register	MODEMR	R	H'E616_0060	H'----_----	32	ALL	√	√	√	√
Cortex-A57 Reset Control Register	CA57RESCNT	R/W	H'E616_0040	H'0000_000-	32	ALL	√	√	√	—
Cortex-A53 Reset Control Register	CA53RESCNT	R/W	H'E616_0044	H'0000_000-	32	ALL	√	√	—	√
Watchdog Timer Reset Control Register	WDTRSTCR	R/W	H'E616_0054	H'0000_C003	32	ALL *1	√	√	√	√
PRESETOUT# Control Register	RSTOUTCR	R/W	H'E616_0058	H'0000_0001	32	ALL	√	√	√	√
Cortex-A53 Boot Address Register	CA53BAR	R/W	H'E616_0030	H'0000_00--	32	ALL	√	√	—	√
Cortex-A53 Boot Address Register2	CA53BAR2	R/W	H'E616_0034	H'0000_0000	32	ALL *1	√	√	—	√
Cortex-A57 Boot Address Register	CA57BAR	R/W	H'E616_0020	H'0000_00--	32	ALL	√	√	√	—
Cortex-A57 Boot Address Register2	CA57BAR2	R/W	H'E616_0024	H'0000_0000	32	ALL *1	√	√	√	—
Cortex-A57 CPU0 Boot Address Register for 64-bit mode H	CA57CPU0BARH	R/W	H'E616_00C0	H'-000_0000	32	ALL *1	√	√	√	—
Cortex-A57 CPU0 Boot Address Register for 64-bit mode L	CA57CPU0BARL	R/W	H'E616_00C4	H'----_----	32	ALL *1	√	√	√	—
Cortex-A57 CPU1 Boot Address Register for 64-bit mode H	CA57CPU1BARH	R/W	H'E616_00D0	H'-000_0000	32	ALL *1	√	√	√	—
Cortex-A57 CPU1 Boot Address Register for 64-bit mode L	CA57CPU1BARL	R/W	H'E616_00D4	H'----_----	32	ALL *1	√	√	√	—
Cortex-A57 CPU2 Boot Address Register for 64-bit mode H	CA57CPU2BARH	R/W	H'E616_00E0	H'-000_0000	32	ALL *1	√	—	—	—
Cortex-A57 CPU2 Boot Address Register for 64-bit mode L	CA57CPU2BARL	R/W	H'E616_00E4	H'----_----	32	ALL *1	√	—	—	—
Cortex-A57 CPU3 Boot Address Register for 64-bit mode H	CA57CPU3BARH	R/W	H'E616_00F0	H'-000_0000	32	ALL *1	√	—	—	—
Cortex-A57 CPU3 Boot Address Register for 64-bit mode L	CA57CPU3BARL	R/W	H'E616_00F4	H'----_----	32	ALL *1	√	—	—	—
Cortex-A53 CPU0 Boot Address Register for 64-bit mode H	CA53CPU0BARH	R/W	H'E616_0080	H'-000_0000	32	ALL *1	√	√	—	√

Register Name	Mnemonic	R/W	Address	Initial value	Size	Access permission	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Cortex-A53 CPU0 Boot Address Register for 64-bit mode L	CA53CPU0BARL	R/W	H'E616_0084	H'----_----	32	ALL *1	√	√	—	√
Cortex-A53 CPU1 Boot Address Register for 64-bit mode H	CA53CPU1BARH	R/W	H'E616_0090	H'-000_0000	32	ALL *1	√	√	—	√
Cortex-A53 CPU1 Boot Address Register for 64-bit mode L	CA53CPU1BARL	R/W	H'E616_0094	H'----_----	32	ALL *1	√	√	—	√
Cortex-A53 CPU2 Boot Address Register for 64-bit mode H	CA53CPU2BARH	R/W	H'E616_00A0	H'-000_0000	32	ALL *1	√	√	—	—
Cortex-A53 CPU2 Boot Address Register for 64-bit mode L	CA53CPU2BARL	R/W	H'E616_00A4	H'----_----	32	ALL *1	√	√	—	—
Cortex-A53 CPU3 Boot Address Register for 64-bit mode H	CA53CPU3BARH	R/W	H'E616_00B0	H'-000_0000	32	ALL *1	√	√	—	—
Cortex-A53 CPU3 Boot Address Register for 64-bit mode L	CA53CPU3BARL	R/W	H'E616_00B4	H'----_----	32	ALL *1	√	√	—	—
Standby Flag Register 0	STBCHR0	R/W	H'E616_0100	H'0000_0000	32	ALL *1	√	√	√	√
Standby Flag Register 1	STBCHR1	R/W	H'E616_0104	H'0000_0000	32	ALL *1	√	√	√	√
Standby Flag Register 2	STBCHR2	R/W	H'E616_0108	H'0000_0000	32	ALL *1	√	√	√	√
Standby Flag Register 3	STBCHR3	R/W	H'E616_010C	H'0000_0000	32	ALL *1	√	√	√	√
Standby Flag Register 4	STBCHR4	R/W	H'E616_0120	H'0000_0000	32	ALL	√	√	√	√
Standby Flag Register 5	STBCHR5	R/W	H'E616_0124	H'0000_0000	32	ALL	√	√	√	√
Standby Flag Register 6	STBCHR6	R/W	H'E616_0128	H'0000_0000	32	ALL	√	√	√	√
Standby Flag Register 7	STBCHR7	R/W	H'E616_012C	H'0000_0000	32	ALL	√	√	√	√
Soft Power On Reset Control Register	SRESCR	R/W	H'E616_0110	H'0000_0000	32	ALL *1	√	√	√	√
SYS Reset Flag Register	SRSTFR	R/W	H'E616_0118	H'0000_0000	32	ALL *1	√	√	√	√

Notes: 1. Write access is permitted only for secure CPU.

Table 17.3 Initialization condition of RST Register

Register Name	Mnemonic	Initialization condition	Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Mode Monitor Register	MODEMR	PRESET# only	√	√	√	√
Cortex-A57 Reset Control Register	CA57RESCNT	PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	—
Cortex-A53 Reset Control Register	CA53RESCNT	PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	√
Watchdog Timer Reset Control Register	WDTRSTCR	PRESET# only	√	√	√	√
PRESETOUT# Control Register	RSTOUTCR	PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	√
Cortex-A53 Boot Address Register	CA53BAR	PRESET#, WDT reset, Soft Power On Reset (SRESCR.SPRES = 1)	√	√	—	√
Cortex-A53 Boot Address Register2	CA53BAR2	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	√
Cortex-A57 Boot Address Register	CA57BAR	PRESET#, WDT reset, Soft Power On Reset (SRESCR.SPRES = 1)	√	√	√	—
Cortex-A57 Boot Address Register2	CA57BAR2	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	—
Cortex-A57 CPU0 Boot Address Register for 64-bit mode H	CA57CPU0BARH	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	—
Cortex-A57 CPU0 Boot Address Register for 64-bit mode L	CA57CPU0BARL	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	—
Cortex-A57 CPU1 Boot Address Register for 64-bit mode H	CA57CPU1BARH	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	—
Cortex-A57 CPU1 Boot Address Register for 64-bit mode L	CA57CPU1BARL	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	—
Cortex-A57 CPU2 Boot Address Register for 64-bit mode H	CA57CPU2BARH	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	—	—	—
Cortex-A57 CPU2 Boot Address Register for 64-bit mode L	CA57CPU2BARL	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	—	—	—

Register Name	Mnemonic	Initialization condition	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Cortex-A57 CPU3 Boot Address Register for 64-bit mode H	CA57CPU3BARH	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	—	—	—
Cortex-A57 CPU3 Boot Address Register for 64-bit mode L	CA57CPU3BARL	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	—	—	—
Cortex-A53 CPU0 Boot Address Register for 64-bit mode H	CA53CPU0BARH	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	√
Cortex-A53 CPU0 Boot Address Register for 64-bit mode L	CA53CPU0BARL	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	√
Cortex-A53 CPU1 Boot Address Register for 64-bit mode H	CA53CPU1BARH	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	√
Cortex-A53 CPU1 Boot Address Register for 64-bit mode L	CA53CPU1BARL	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	√
Cortex-A53 CPU2 Boot Address Register for 64-bit mode H	CA53CPU2BARH	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	—
Cortex-A53 CPU2 Boot Address Register for 64-bit mode L	CA53CPU2BARL	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	—
Cortex-A53 CPU3 Boot Address Register for 64-bit mode H	CA53CPU3BARH	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	—
Cortex-A53 CPU3 Boot Address Register for 64-bit mode L	CA53CPU3BARL	Depend on WDTRSTCR.RESBAR2S PRESET# only or PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	—	—
Standby Flag Register 0	STBCHR0	PRESET# only	√	√	√	√
Standby Flag Register 1	STBCHR1	PRESET# only	√	√	√	√
Standby Flag Register 2	STBCHR2	PRESET# only	√	√	√	√
Standby Flag Register 3	STBCHR3	PRESET# only	√	√	√	√
Standby Flag Register 4	STBCHR4	PRESET# only	√	√	√	√
Standby Flag Register 5	STBCHR5	PRESET# only	√	√	√	√

Register Name	Mnemonic	Initialization condition	Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Standby Flag Register 6	STBCHR6	PRESET# only	√	√	√	√
Standby Flag Register 7	STBCHR7	PRESET# only	√	√	√	√
Soft Power On Reset Control Register	SRESCR	PRESET# only	√	√	√	√
SYS Reset Flag Register	SRSTFR	PRESET# only	√	√	√	√
Secure Protect Control/Status Register	SCPTCSR	PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	√
Secure Error Address Register	SCERADR	PRESET#, Soft Power On Reset (WDT reset or SRESCR.SPRES = 1)	√	√	√	√

17.1.5 Connected module

Table 17.4 Connected modules

Module name	Connected module name	Function of connected module
RST	AP-System Core	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Cortex-A53/ Cortex-A57 Boot address registers Cortex-A53/ Cortex-A57 Reset Control registers
		[RZ/G2E] Cortex-A53 Boot address registers Cortex-A53 Reset Control registers
		[RZ/G2N] Cortex-A57 Boot address registers Cortex-A57 Reset Control registers
	CPG	Reset control
	RWDT	Mask RWDT reset request
	System WatchDog Timer	Mask System WatchDog Timer reset request

17.2 Register Description

Legend for Register Description

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R: Read-only.

W: Write-only. The read value is undefined.

17.2.1 Mode Monitor Register (MODEMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

MODEMR is a 32-bit read-only register, which can be accessed only in longwords.

This register is initialized only by PRESET#.

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	MDT1	MDT0	MD28	MD27	MD26	MD25	—	MD23	MD22	MD21	MD20	MD19	MD18	MD17	MD16
Initial value:	0	—	—	—	—	—	—	0	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MD15	MD14	MD13	MD12	MD11	MD10	MD9	MD8	MD7	MD6	MD5	MD4	MD3	MD2	MD1	MD0
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

[RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	MDT1	MDT0	—	—	MD26	MD25	—	MD23	—	MD21	MD20	MD19	—	MD17	MD16
Initial value:	0	—	—	0	0	—	—	0	—	0	—	—	—	0	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MD15	—	MD13	MD12	MD11	—	MD9	MD8	MD7	MD6	MD5	MD4	MD3	MD2	MD1	MD0
Initial value:	—	0	—	—	—	0	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R	Reserved When read, returns 0.
30 to 29	MDT[1:0]	Depend on mode setting	R	The value of MDT[1:0]
28	MD28	Depend on mode setting	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The value of MD28
	—	B'0	R	[RZ/G2E] Reserved When read, returns 0.
27	MD27	Depend on mode setting	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The value of MD27
	—	B'0	R	[RZ/G2E] Reserved When read, returns 0.
26 to 25	MD[26:25]	Depend on mode setting	R	The value of MD[26:25]
24	—	B'0	R	Reserved When read, returns 0.
23	MD23	Depend on mode setting	R	The value of MD23
22	MD22	Depend on mode setting	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The value of MD22
	—	B'0	R	[RZ/G2E] Reserved When read, returns 0.
21	MD21	Depend on mode setting	R	The value of MD21
20	MD20	Depend on mode setting	R	The value of MD20
19	MD19	Depend on mode setting	R	The value of MD19
18	MD18	Depend on mode setting	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The value of MD18
	—	B'0	R	[RZ/G2E] Reserved When read, returns 0.
17	MD17	Depend on mode setting	R	The value of MD17
16, 15	MD[16:15]	Depend on mode setting	R	The value of MD[16:15]

Bit	Bit Name	Initial Value	R/W	Description
14	MD14	Depend on mode setting	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The value of MD14
	—	B’0	R	[RZ/G2E] Reserved When read, returns 0.
13	MD13	Depend on mode setting	R	The value of MD13
12	MD12	Depend on mode setting	R	The value of MD12
11	MD11	Depend on mode setting	R	The value of MD11
10	MD10	Depend on mode setting	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The value of MD10
	—	B’0	R	[RZ/G2E] Reserved When read, returns 0.
9 to 7	MD[9:7]	Depend on mode setting	R	The value of MD[9:7]
6	MD6	Depend on mode setting	R	The value of MD6
5 to 0	MD[5:0]	Depend on mode setting	R	The value of MD[5:0]

17.2.2 Cortex-A57 Reset Control Register (CA57RESCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

CA57RESCNT is a 32-bit readable/writable register, which can be accessed only in longwords.

This register specifies whether the reset is issued to Cortex-A57 CPUn (n = 0 to 3) or not. The upper word of the write value should always be the code value H'A5A5. If the code value is read, it is always read as 0.

This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES=1).

[RZ/G2H]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Code value (H'A5A5)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CA57 CPU0R	CA57 CPU1R	CA57 CPU2R	CA57 CPU3R
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	*	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Note: * When MD7 = 0 and MD6 = 0, the initial value of CA57CPU0R is 0. In the other setting, the initial value of CA57CPU0R is 1.

[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Code value (H'A5A5)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CA57 CPU0R	CA57 CPU1R	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	*	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R

Note: * When MD7 = 0 and MD6 = 0, the initial value of CA57CPU0R is 0. In the other setting, the initial value of CA57CPU0R is 1.

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	H'0000	R/W	Code value (H'A5A5) When read, returns 0.
15 to 4	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
3	CA57CPU0R	*	R/W	Issue reset to Cortex-A57 CPU0 0: Dessert the reset to Cortex-A57 CPU0 1: Assert the reset to Cortex-A57 CPU0
2	CA57CPU1R	B'1	R/W	Issue reset to Cortex-A57 CPU1 0: Dessert the reset to Cortex-A57 CPU1 1: Assert the reset to Cortex-A57 CPU1

Bit	Bit Name	Initial Value	R/W	Description
1	CA57CPU2R	B'1	R/W	Issue reset to Cortex-A57 CPU2 [RZ/G2H] 0: Dessert the reset to Cortex-A57 CPU2 1: Assert the reset to Cortex-A57 CPU2
	—	B'1	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] When read, returns 1. The write value should always be 1.
0	CA57CPU3R	B'1	R/W	Issue reset to Cortex-A57 CPU3 [RZ/G2H] 0: Dessert the reset to Cortex-A57 CPU3 1: Assert the reset to Cortex-A57 CPU3
	—	B'1	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] When read, returns 1. The write value should always be 1.

Note: * When MD7 = 0 and MD6 = 0, the initial value of CA57CPU0R is 0. In the other setting, the initial value of CA57CPU0R is 1.

17.2.3 Cortex-A53 Reset Control Register (CA53RESCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

CA53RESCNT is a 32-bit readable/writable register, which can be accessed only in longwords.

This register specifies whether the reset is issued to Cortex-A53 CPUn (n = 0 to 3) or not. The upper word of the write value should always be the code value H'5A5A. If the code value is read, it is always read as 0.

This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Code value (H'5A5A)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CA53 CPU0R	CA53 CPU1R	CA53 CPU2R	CA53 CPU3R
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	*1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W*3	R/W*2	R/W*2

Notes: 1. When MD7 = 0 and MD6 = 1, the initial value of CA53CPU0R is 0. In the other setting, the initial value of CA53CPU0R is 1.
2. R/W of Bit 1 and Bit 0 depends on product model.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 : R/W
RZ/G2E: R only
3. R/W of Bit 2 depends on product model.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E: R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	H'0000	R/W	Code value (H'5A5A) When read, returns 0.
15 to 4	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
3	CA53CPU0R	*	R/W	Issue reset to Cortex-A53 CPU0[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E] 0: Dessert the reset to Cortex-A53 CPU0 1: Assert the reset to Cortex-A53 CPU0
2	CA53CPU1R	B'1	R/W	Issue reset to Cortex-A53 CPU1 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E] 0: Dessert the reset to Cortex-A53 CPU1 1: Assert the reset to Cortex-A53 CPU1
1	CA53CPU2R	B'1	R/W	Issue reset to Cortex-A53 CPU2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] 0: Dessert the reset to Cortex-A53 CPU2 1: Assert the reset to Cortex-A53 CPU2
	—	B'1	R	Reserved [RZ/G2E] When read, returns 1. The write value should always be 1.
0	CA53CPU3R	B'1	R/W	Issue reset to Cortex-A53 CPU3 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] 0: Dessert the reset to Cortex-A53 CPU3 1: Assert the reset to Cortex-A53 CPU3

Bit	Bit Name	Initial Value	R/W	Description
	—	B'1	R	Reserved [RZ/G2E] When read, returns 1. The write value should always be 1.

Note: * When MD7 = 0 and MD6 = 1, the initial value of CA53CPU0R is 0. In the other setting, the initial value of CA53CPU0R is 1.

17.2.4 Watchdog Timer Reset Control Register (WDTRSTCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

WDTRSTCR is a 32-bit readable/writable register, which can be accessed only in longwords. This register can be changed only in the secure mode. This register specifies whether the watchdog timer overflow should be masked or not as a reset trigger. The upper word of the write value should always be the code value H'A55A. If the code value is read, it is always read as 0.

This register is initialized only by PRESET#.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Code value (H'A55A)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RESBAR2S	—	—	—	—	—	—	—	—	—	—	—	—	—	SWDT_RSTMSK	RWDT_RSTMSK
Initial value:	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	H'0000	R/W	Code value (H'A55A) When read, returns 0.

Bit	Bit Name	Initial Value	R/W	Description
15	RESBAR2S	B'1	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Select BAR2 registers reset condition 0: CA57BAR2, CA53BAR2, CR7BAR2, CA57CPUnBARH, CA57CPUnBARL, CA53CPUnBARH, and CA53CPUnBARL are initialized only by PRESET#. 1: CA57BAR2, CA53BAR2, CR7BAR2, CA57CPUnBARH, CA57CPUnBARL, CA53CPUnBARH, and CA53CPUnBARL are initialized by PRESET#, WDT reset, and Soft Power On Reset (SRESCR.SPRES = 1).
				[RZ/G2E] Select BAR2 registers reset condition 0: CA53BAR2, CR7BAR2, CA53CPUnBARH, and CA53CPUnBARL are initialized only by PRESET#. 1: CA53BAR2, CR7BAR2, CA53CPUnBARH, and CA53CPUnBARL are initialized by PRESET#, WDT reset, and Soft Power On Reset (SRESCR.SPRES = 1).
				[RZ/G2N] Select BAR2 registers reset condition 0: CA57BAR2, CR7BAR2, CA57CPUnBARH, and CA57CPUnBARL are initialized only by PRESET#. 1: CA57BAR2, CR7BAR2, CA57CPUnBARH, and CA57CPUnBARL are initialized by PRESET#, WDT reset, and Soft Power On Reset (SRESCR.SPRES = 1).
14	—	B'1	R/W	Reserved When read, returns 1. The write value should always be 1.
13 to 4	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
3	—	B'0	R	Reserved When read, returns 0. The write value should always be 0.
2	—	B'0	R	Reserved When read, returns 0. The write value should always be 0.
1	SWDT_ RSTMSK	B'1	R/W	System WatchDog Timer Reset Mask This bit is used to mask the detection of System WatchDog Timer overflow. 0: Reset request 1: Not reset request
0	RWDT_ RSTMSK	B'1	R/W	RWDT Reset Mask This bit is used to mask the detection of RWDT overflow. 0: Reset request 1: Not reset request

17.2.5 PRESETOUT# Control Register (RSTOUTCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

RSTOUTCR is a 32-bit readable/writable register, which can be accessed only in longwords.

This register controls the output level of external LSI pin RESETOUT# by software.

This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1).

When this register is initialized, PRESET# is asserted.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RESOUT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	H'000_0000	R	Reserved When read, returns 0. The write value should always be 0.
3	—	B'0	R	Reserved When read, returns 0. The write value should always be 0.
2	—	B'0	R	Reserved When read, returns 0. The write value should always be 0.
1	—	B'0	R	Reserved When read, returns 0. The write value should always be 0.
0	RESOUT	B'1	R/W	PRESETOUT# control by software This bit is used to specify the output level of PRESETOUT#. 0: PRESETOUT# is asserted 1: PRESETOUT# is negated

17.2.6 Cortex-A53 Boot Address Register (CA53BAR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

CA53BAR is a 32-bit readable/writable register, which can be accessed only in longwords.

This register specifies the boot space of the System CPU (Cortex-A53).

This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES=1).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SBAR[39:24]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SBAR[23:18]						—	—	—	—	—	BAREN	—	—	BTMD[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0/1	0	0	00/01/10	
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	SBAR[39:18]	{H'0_0000, B'00}	R/W	System CPU (Cortex-A53) Boot Address When System CPU (Cortex-A53) accesses to the range of physical address from H'00_0000_0000 to H'00_0003_FFFF, the address bit in [39:18] is replaced by SBAR[39:18].
9 to 5	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
4	BAREN*2	B'0/ B'1*1	R/W	BAREN bit 0: SBAR is not valid. 1: SBAR is valid.
3, 2	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
1, 0	BTMD[1:0]	B'00/B'01/ B'10*1	R/W	Specifies the Boot area of System CPU (Cortex-A53) During Hardware Power On Reset the initial value of these bits depends upon MD4, MD3, MD2 and MD1 pin setting. 00: SBAR[39:18] is assigned to Boot address, set SBAR[17:0] to 0. B'01: Prohibited. B'10: Boots from BootROM. B'11: Prohibited.

Notes: 1. Initial value depends upon MD4, MD3, MD2 and MD1 pin setting. Refer to the Table 17.5.

2. Do not rewrite BAREN = 1 simultaneously with SBAR and BTMD. After completing the setting of SBAR and BTMD with BAREN = 0, set only BAREN = 1.
   For example: Change SBAR[39:18] from A to B, and BTMD[1:0] = B'00
   Step 1: Write SBAR [39:18] = B, BAREN = 0, BTMD[1:0] = B'00
   Step 2: Write SBAR [39:18] = B, BAREN = 1, BTMD[1:0] = B'00

Table 17.5 Initial values of BAREN, BTMD[1:0], and boot address

Mode pin setting					Initial values			
MD15	MD4	MD3	MD2	MD1	BAREN	BTMD[1:0]	Boot address	Note
0	0	0	0	0	0	B’00	H’00_0000_0000	
0	0	0	0	1	1	B’01	H’00_0800_0000	
0	0	0	1	0	1	B’10	H’00_EB10_0000	
0	0	0	1	1	1	B’10	H’00_EB10_0000	
0	0	1	0	0	1	B’10	H’00_EB10_0000	
0	0	1	0	1	1	B’10	H’00_EB10_0000	This setting is prohibited
0	0	1	1	0	1	B’10	H’00_EB10_0000	This setting is prohibited
0	0	1	1	1	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	0	0	0	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	0	0	1	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	0	1	0	1	B’01	H’00_0800_0000	
0	1	0	1	1	1	B’01	H’00_0800_0000	
0	1	1	0	0	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	1	0	1	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	1	1	0	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	1	1	1	1	B’10	H’00_EB10_0000	
1	0	0	0	0	0	B’00	H’00_0000_0000	
1	0	0	0	1	0	B’01	H’00_0000_0000	
1	0	0	1	0	0	B’10	H’00_0000_0000	
1	0	0	1	1	0	B’10	H’00_0000_0000	
1	0	1	0	0	0	B’10	H’00_0000_0000	
1	0	1	0	1	0	B’10	H’00_0000_0000	This setting is prohibited
1	0	1	1	0	0	B’10	H’00_0000_0000	This setting is prohibited
1	0	1	1	1	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	0	0	0	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	0	0	1	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	0	1	0	0	B’01	H’00_0000_0000	
1	1	0	1	1	0	B’01	H’00_0000_0000	
1	1	1	0	0	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	1	0	1	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	1	1	0	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	1	1	1	0	B’10	H’00_0000_0000	

17.2.7 Cortex-A53 Boot Address Register2 (CA53BAR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

CA53BAR2 is a 32-bit readable/writable register, which can be accessed only in longwords. This register can be changed only in the secure mode.

This register specifies the boot space of the System CPU (Cortex-A53).

This register is initialized by PRESET# when WDTRSTCR.RESBAR2S = 0. This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1) when WDTRSTCR.RESBAR2S = 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SBAR2[39:24]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SBAR2[23:18]						—	—	—	—	—	BAREN	—	—	—	VLD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	SBAR2[39:18]	{H'0_0000, B'00}	R/W	System CPU (Cortex-A53) Boot Address2 When System CPU (Cortex-A53) accesses to the range of physical address from H'00_0000_0000 to H'00_0003_FFFF, the address bit in [39:18] is replaced by SBAR2[39:18].
9 to 5	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
4	BAREN*	B'0	R/W	BAREN bit 0: SBAR2 is not valid. 1: SBAR2 is valid.
3 to 1	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
0	VLD	B'0	R/W	VALID bit When 1 is set to this bit, System CPU (Cortex-A53) starts only from the address set to SBAR2. 0: System CPU (Cortex-A53) starts from the address set to SBAR. 1: System CPU (Cortex-A53) starts from the address set to SBAR2.

Note: * Do not rewrite BAREN = 1 simultaneously with SBAR2 and VLD. After completing the setting of SBAR2 and VLD with BAREN = 0, set only BAREN = 1.

For example: Change SBAR2 [39:18] from A to B, and VLD=1

Step 1: Write SBAR2[39:18] = B, BAREN = 0, VLD = 1

Step 2: Write SBAR2[39:18] = B, BAREN = 1, VLD = 1

17.2.8 Cortex-A57 Boot Address Register (CA57BAR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

CA57BAR is a 32-bit readable/writable register, which can be accessed only in longwords.

This register specifies the boot space of the System CPU (Cortex-A57).

This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SBAR[39:24]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SBAR[23:18]						—	—	—	—	—	BAREN	—	—	BTMD[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0/1	0	0	00/01/10	
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	SBAR[39:18]	{H'0_0000, B'00}	R/W	System CPU (Cortex-A57) Boot Address When System CPU (Cortex-A57) accesses to the range of physical address from H'00_0000_0000 to H'00_0003_FFFF, the address bit in [39:18] is replaced by SBAR[39:18].
9 to 5	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
4	BAREN*2	B'0/ B'1*1	R/W	BAREN bit 0: SBAR is not valid. 1: SBAR is valid.
3, 2	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
1, 0	BTMD[1:0]	B'00/ B'01/ B'10*1	R/W	Specifies the Boot area of System CPU (Cortex-A57) During Hardware Power On Reset the initial value of these bits depends upon MD4, MD3 , MD2 and MD1 pin setting. 00: SBAR[39:18] is assigned to Boot address, set SBAR[17:0] to 0. B'01: Prohibited. B'10: Boots from BootROM. B'11: Prohibited.

Notes: 1. Initial value depends upon MD4, MD3 ,, MD2 and MD1 pin setting. Refer to the Table 17.6.

2. Do not rewrite BAREN = 1 simultaneously with SBAR and BTMD. After completing the setting of SBAR and BTMD with BAREN = 0, set only BAREN = 1.

For example: Change SBAR[39:18] from A to B, and BTMD[1:0] = B'00

Step 1: Write SBAR[39:18] = B, BAREN = 0, BTMD[1:0] = B'00

Step 2: Write SBAR[39:18] = B, BAREN = 1, BTMD[1:0] = B'00

Table 17.6 Initial values of BAREN, BTMD[1:0], and boot address

Mode pin setting					Initial values			
MD15	**MD4**	**MD3**	**MD2**	**MD1**	**BAREN**	**BTMD[1:0]**	**Boot address**	**Note**
0	0	0	0	0	0	B’00	H’00_0000_0000	
0	0	0	0	1	1	B’01	H’00_0800_0000	
0	0	0	1	0	1	B’10	H’00_EB10_0000	
0	0	0	1	1	1	B’10	H’00_EB10_0000	
0	0	1	0	0	1	B’10	H’00_EB10_0000	
0	0	1	0	1	1	B’10	H’00_EB10_0000	This setting is prohibited
0	0	1	1	0	1	B’10	H’00_EB10_0000	This setting is prohibited
0	0	1	1	1	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	0	0	0	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	0	0	1	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	0	1	0	1	B’01	H’00_0800_0000	
0	1	0	1	1	1	B’01	H’00_0800_0000	
0	1	1	0	0	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	1	0	1	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	1	1	0	1	B’10	H’00_EB10_0000	This setting is prohibited
0	1	1	1	1	1	B’10	H’00_EB10_0000	
1	0	0	0	0	0	B’00	H’00_0000_0000	
1	0	0	0	1	0	B’01	H’00_0000_0000	
1	0	0	1	0	0	B’10	H’00_0000_0000	
1	0	0	1	1	0	B’10	H’00_0000_0000	
1	0	1	0	0	0	B’10	H’00_0000_0000	
1	0	1	0	1	0	B’10	H’00_0000_0000	This setting is prohibited
1	0	1	1	0	0	B’10	H’00_0000_0000	This setting is prohibited
1	0	1	1	1	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	0	0	0	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	0	0	1	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	0	1	0	0	B’01	H’00_0000_0000	
1	1	0	1	1	0	B’01	H’00_0000_0000	
1	1	1	0	0	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	1	0	1	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	1	1	0	0	B’10	H’00_0000_0000	This setting is prohibited
1	1	1	1	1	0	B’10	H’00_0000_0000	

17.2.9 Cortex-A57 Boot Address Register2 (CA57BAR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

CA57BAR2 is a 32-bit readable/writable register, which can be accessed only in longwords. This register can be changed only in the secure mode.

This register specifies the boot space of the System CPU (Cortex-A57).

This register is initialized by PRESET# when WDTRSTCR.RESBAR2S = 0. This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1) when WDTRSTCR.RESBAR2S = 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SBAR2[39:24]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SBAR2[23:18]						—	—	—	—	—	BAREN	—	—	—	VLD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	SBAR2[39:18]	{H'0_0000, B'00}	R/W	System CPU (Cortex-A57) Boot Address2 When System CPU (Cortex-A57) accesses to the range of physical address from H'00_0000_0000 to H'00_0003_FFFF, the address bit in [39:18] is replaced by SBAR2[39:18].
9 to 5	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
4	BAREN*	B'0	R/W	BAREN bit 0: SBAR2 is not valid. 1: SBAR2 is valid.
3 to 1	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
0	VLD	B'0	R/W	VALID bit When 1 is set to this bit, System CPU (Cortex-A57) starts only from the address set to SBAR2. 0: System CPU (Cortex-A57) starts from the address set to SBAR. 1: System CPU (Cortex-A57) starts from the address set to SBAR2.

Note: * Do not rewrite BAREN = 1 simultaneously with SBAR2 and VLD. After completing the setting of SBAR2 and VLD with BAREN = 0, set only BAREN = 1.

For example: Change SBAR2[39:18] from A to B, and VLD = 1

Step 1: Write SBAR2[39:18] = B, BAREN = 0, VLD = 1

Step 2: Write SBAR2[39:18] = B, BAREN = 1, VLD = 1

17.2.10 Cortex-A57 CPUn (n = 0 to 3[RZ/G2H], n = 0 and 1[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]) Boot Address Register for 64-bit mode H (CA57CPUnBARH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

CA57CPUnBARH is a 32-bit readable/writable register, which can be accessed only in longwords. This register can be changed only in the secure mode.

This register specifies the boot space of the Cortex-A57 in 64-bit addressing mode.

This register is initialized by PRESET# when WDTRSTCR.RESBAR2S = 0. This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1) when WDTRSTCR.RESBAR2S = 1.

Note: Each RZ/G Series 2nd Generation product provides these registers as shown in Table 17.2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CA57CPUnBAR[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	—	R/W	Reserved Initial read value is undefined. The write value should always be read value.
30 to 16	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
15 to 8	—	All 0	R/W	Reserved When read returns 0. The write value should always be 0.
7 to 0	CA57CPUnBAR [39:32]	H'00	R/W	Cortex-A57 CPUn Boot Address in 64-bit mode

17.2.11 Cortex-A57 CPUn (n = 0 to 3[RZ/G2H], n = 0 and 1[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]) Boot Address Register for 64-bit mode L (CA57CPUnBARL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

CA57CPUnBARL is a 32-bit readable/writable register, which can be accessed only in longwords. This register can be changed only in the secure mode.

This register specifies the boot space of the Cortex-A57 in 64-bit addressing mode.

This register is initialized by PRESET# when WDTRSTCR.RESBAR2S = 0. This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1) when WDTRSTCR.RESBAR2S = 1.

Note: Each RZ/G Series 2nd Generation product provides these registers as shown in Table 17.2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CA57CPUnBAR[31:16]															
Initial value:	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CA57CPUnBAR[15:2]														—	—
Initial value:	*	*	*	*	*	*	*	*	*	*	*	*	*	*	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note * Refer to the Table 17.7 and Table 17.8.

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	CA57CPUnBAR[31:2]	*	R/W	Cortex-A57 CPUn Boot Address (32 to 2) in 64-bit mode
1 to 0	—	All 0	R/W	Reserved When read, returns 0. The write value should always be 0.

Note: * Refer to the Table 17.7 and Table 17.8.

Table 17.7 Initial value of CA57CPUnBARL (n = 0 to 3 [RZ/G2H], n = 0 to 1 [RZ/G2N])

Mode pin setting					Initial value of register		
MD15	MD4	MD3	MD2	MD1	CA57CPU0BARL	CA57CPUnBARL (n = 1 to 3)	Note
0	don't care				H'0000_0000	H'0000_0000	
1	0	0	0	0	H'0000_0000	H'0000_0000	
1	0	0	0	1	H'0800_0000	H'0000_0000	
1	0	0	1	0	H'EB11_2800	H'0000_0000	
1	0	0	1	1	H'EB11_2800	H'0000_0000	
1	0	1	0	0	H'EB11_2800	H'0000_0000	
1	0	1	0	1	H'EB11_2800	H'0000_0000	This setting is prohibited
1	0	1	1	0	H'EB11_2800	H'0000_0000	This setting is prohibited
1	0	1	1	1	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	0	0	0	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	0	0	1	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	0	1	0	H'0800_0000	H'0000_0000	
1	1	0	1	1	H'0800_0000	H'0000_0000	
1	1	1	0	0	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	1	0	1	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	1	1	0	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	1	1	1	H'EB11_2800	H'0000_0000	

Table 17.8 Initial value of CA57CPUnBARL (n = 0 to 1) [RZ/G2M V1.3, RZ/G2M V3.0]

Mode pin setting					Initial value of register		
MD15	MD4	MD3	MD2	MD1	CA57CPU0BARL	CA57CPUnBARL (n = 1)	Note
0	don't care				H'0000_0000	H'0000_0000	
1	0	0	0	0	H'0000_0000	H'0000_0000	
1	0	0	0	1	H'0800_0000	H'0000_0000	
1	0	0	1	0	H'EB10_C000	H'0000_0000	
1	0	0	1	1	H'EB10_C000	H'0000_0000	
1	0	1	0	0	H'EB10_C000	H'0000_0000	
1	0	1	0	1	H'EB10_C000	H'0000_0000	This setting is prohibited
1	0	1	1	0	H'EB10_C000	H'0000_0000	This setting is prohibited
1	0	1	1	1	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	0	0	0	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	0	0	1	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	0	1	0	H'0800_0000	H'0000_0000	
1	1	0	1	1	H'0800_0000	H'0000_0000	
1	1	1	0	0	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	1	0	1	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	1	1	0	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	1	1	1	H'EB10_C000	H'0000_0000	

17.2.12 Cortex-A53 CPUn (n = 0 to 3[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0], n = 0 and 1[RZ/G2E]) Boot Address Register for 64-bit mode H (CA53CPUnBARH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

CA53CPUnBARH is a 32-bit readable/writable register, which can be accessed only in longwords. This register can be changed only in the secure mode.

This register specifies the boot space of the Cortex-A53 in 64-bit addressing mode.

This register is initialized by PRESET# when WDTRSTCR.RESBAR2S = 0. This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1) when WDTRSTCR.RESBAR2S = 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CA53CPUnBAR[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	—	R/W	Reserved Initial read value is undefined. The write value should always be read value.
30 to 16	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
15 to 8	—	All 0	R/W	Reserved The write value should always be 0.
7 to 0	CA53CPUnBAR [39:32]	H'00	R/W	Cortex-A53 CPUn Boot Address in 64-bit mode

17.2.13 Cortex-A53 CPUn (n = 0 to 3[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0], n = 0 and 1[RZ/G2E]) Boot Address Register for 64-bit mode L (CA53CPUnBARL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

CA53CPUnBARL is a 32-bit readable/writable register, which can be accessed only in longwords. This register can be changed only in the secure mode.

This register specifies the boot space of the Cortex-A53 in 64-bit addressing mode.

This register is initialized by PRESET# when WDTRSTCR.RESBAR2S = 0. This register is initialized by PRESET# and Soft Power On Reset (WDT reset or SRESCR.SPRES = 1) when WDTRSTCR.RESBAR2S = 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CA53CPUnBAR[31:16]															
Initial value:	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CA53CPUnBAR[15:2]														—	—
Initial value:	*	*	*	*	*	*	*	*	*	*	*	*	*	*	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Note: * Refer to the Table 17.9. Initial value of CA53CPUnBARLn (n = 0 to 3 [RZ/G2H], n = 0 and 1[RZ/G2E])
Refer to the Table 17.10. Initial value of CA53CPUnBARLn (n = 0 to 3 [RZ/G2M V1.3, RZ/G2M V3.0])

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	CA53CPUnBAR [31:2]	*	R/W	Cortex-A53 CPUn Boot Address in 64-bit mode
1 to 0	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.

Note: * Refer to the Table 17.9 and Table 17.10.

Table 17.9 Initial value of CA53CPUnBARL (n = 0 to 3 [RZ/G2H], n = 0 to 1 [RZ/G2E])

Mode pin setting					Initial value of register		
MD15	MD4	MD3	MD2	MD1	CA53CPU0BARL	CA53CPUnBARL (n = 1 to 3)	Note
0	don't care				H'0000_0000	H'0000_0000	
1	0	0	0	0	H'0000_0000	H'0000_0000	
1	0	0	0	1	H'0800_0000	H'0000_0000	
1	0	0	1	0	H'EB11_2800	H'0000_0000	
1	0	0	1	1	H'EB11_2800	H'0000_0000	
1	0	1	0	0	H'EB11_2800	H'0000_0000	
1	0	1	0	1	H'EB11_2800	H'0000_0000	This setting is prohibited
1	0	1	1	0	H'EB11_2800	H'0000_0000	This setting is prohibited
1	0	1	1	1	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	0	0	0	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	0	0	1	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	0	1	0	H'0800_0000	H'0000_0000	
1	1	0	1	1	H'0800_0000	H'0000_0000	
1	1	1	0	0	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	1	0	1	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	1	1	0	H'EB11_2800	H'0000_0000	This setting is prohibited
1	1	1	1	1	H'EB11_2800	H'0000_0000	

Table 17.10 Initial value of CA53CPUnBARL (n = 0 to 3 [RZ/G2M V1.3, RZ/G2M V3.0])

Mode pin setting					Initial value of register		
MD15	MD4	MD3	MD2	MD1	CA53CPU0BARL	CA53CPUnBARL (n = 1 to 3)	Note
0	don't care				H'0000_0000	H'0000_0000	
1	0	0	0	0	H'0000_0000	H'0000_0000	
1	0	0	0	1	H'0800_0000	H'0000_0000	
1	0	0	1	0	H'EB10_C000	H'0000_0000	
1	0	0	1	1	H'EB10_C000	H'0000_0000	
1	0	1	0	0	H'EB10_C000	H'0000_0000	
1	0	1	0	1	H'EB10_C000	H'0000_0000	This setting is prohibited
1	0	1	1	0	H'EB10_C000	H'0000_0000	This setting is prohibited
1	0	1	1	1	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	0	0	0	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	0	0	1	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	0	1	0	H'0800_0000	H'0000_0000	
1	1	0	1	1	H'0800_0000	H'0000_0000	
1	1	1	0	0	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	1	0	1	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	1	1	0	H'EB10_C000	H'0000_0000	This setting is prohibited
1	1	1	1	1	H'EB10_C000	H'0000_0000	

17.2.14 Standby Flag Register n (STBCHRn) (n = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

STBCHRn are 32-bit readable/writable registers. STBCHR0 to 3 can be changed only in the secure mode. STBCHR4 to 7 can be changed even if in the non-secure mode (no access protection). These registers are defined purely for software purpose. Setting these registers doesn't influence the LSI operation. As these bits are initialized only by PRESET#, the programmer can use this register at their convenience.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	STBn[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	STBn[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	STBn[31:0]	H'0000_0000	R/W	defined purely for software purpose

17.2.15 Soft Power On Reset Control Register (SRESCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SRESCR is a 32bit readable/writable register. This register can be changed only in the secure mode. This register is initialized only by PRESET#. The upper word of the write value should always be the code value H'5AA5. If the code value is read, it is always read as 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Code value (H'5AA5)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SPRES	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	H'0000	R/W	Code value (H'5AA5) When read, returns 0.
15	SPRES	B'0	R/W	Soft Power On Reset Soft Power On Reset is asserted. This bit is initialized on Power On Reset. 0: Ignored 1: Soft Power On Reset is asserted. Note: Soft Power On Reset is asserted when 1 is written to this bit. When Power On Reset process is completed, this bit gets cleared (The range of initialization is same with Soft Power On Reset by WDT)
14 to 0	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.

17.2.16 SYS Reset Flag Register (SRSTFR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SRSTFR is a 32bit readable/writable register. This register can be changed only in the secure mode. Write access is performed only to clear the flag bits. Access this register from System Core (Cortex-A57 or Cortex-A53 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0], Cortex-A53 [RZ/G2E], Cortex-A57 [RZ/G2N]). This register sets the reset flags when Soft Power On Reset (Power On Reset other than PRESET#) is detected. By reading this register at the time of reboot etc., it is known that which kind of reset was detected.
This register is initialized only by PRESET#.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	RCPRES	RCSWDT	RCRWDT	RPF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R(/W)*	R(/W)*	R(/W)*	R(/W)*

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved When read, returns 0. The write value should always be 0.
3	RCPRES	B'0	R(/W)*	Soft Power On Reset Factor Bit 0: SRESCR.SPRES is not Soft Power On Reset factor. 1: SRESCR.SPRES is Soft Power On Reset factor.
2	RCSWDT	B'0	R(/W)*	Soft Power On Reset Factor Bit 0: System-WDT is not Soft Power On Reset factor. 1: System-WDT is Soft Power On Reset factor.
1	RCRWDT	B'0	R(/W)*	Soft Power On Reset Factor Bit 0: RWDT is not Soft Power On Reset factor. 1: RWDT is Soft Power On Reset factor.
0	RPF	B'0	R(/W)*	Soft Power On Reset detection bit 0: Soft Power On Reset is not detected. 1: Soft Power On Reset is detected.

Note: * Write 0 to clear the flags.

17.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

17.3.1 Power-On Reset by PRESET# Pin

For the power-on oscillation settling time (tOSC), see section 73, Electrical Characteristics.

After the state on the PRESET# pin input is changed from a low level to high level, the internal reset state continues until the flash ROM reset time (longer than 50 µs), the flash ROM holding time (longer than 5 µs) and the reset holding time elapse.

(1) Sequence for Turning on the Power

When the power is turned on, ensure that a low level is input to the PRESET# pin. A low level input is also needed on the TRST# pin.

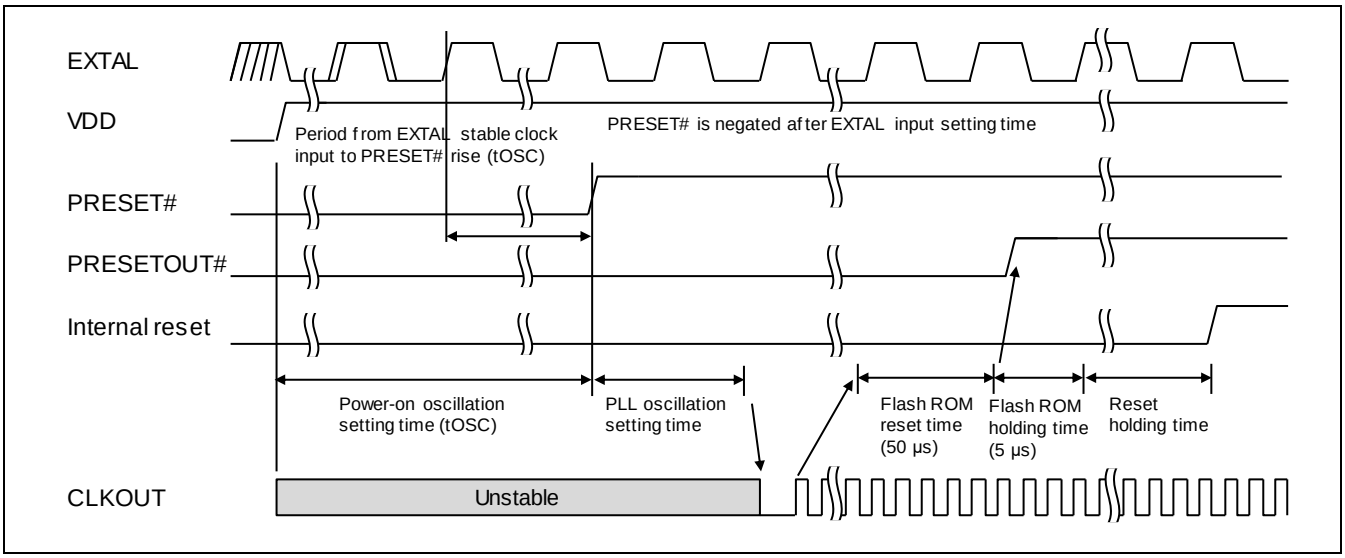


Figure 17.4 Free-Running Mode (MD0 = L)

17.3.2 WDT reset

- WDT resets can be issued by the RWDT and System WDT modules.
- WDTRSTCR controls the permission or prohibition of WDT resets.
- The reset (RST) module is not initialized by a WDT reset.

18. Interrupt Controller (INTC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

18.1 Overview

This module handles system domain interrupt events.

18.1.1 Features

- INTC-AP handles system domain interrupt events, refer to section 19

18.1.2 Block Diagram

Figure 18.1 shows block diagram of connection between INTC and related modules. INTC module consists of synchronization.

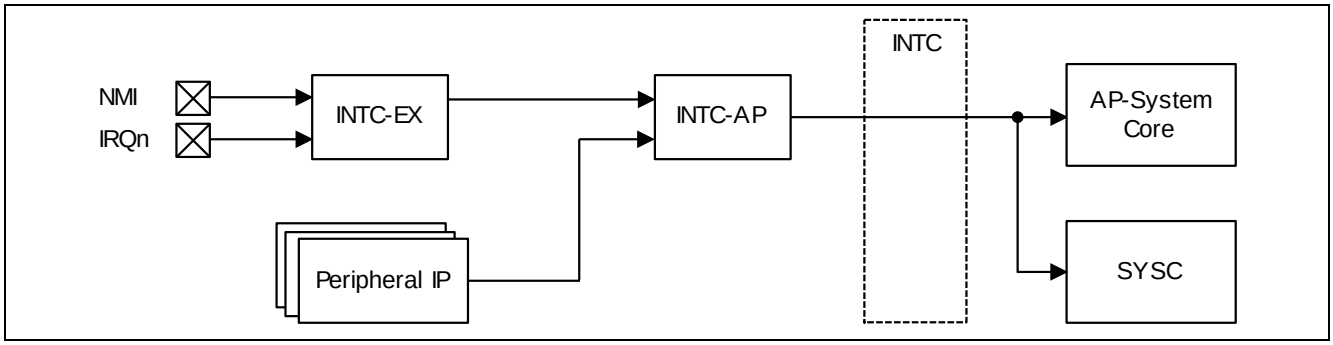


Figure 18.1 Block diagram of connection between INTC and related modules

18.1.3 External Pins

Refer to section 20.

18.1.4 Connected Module

Table 18.1 Connected Module

Module name	Connected module name	Function of connected module
INTC	AP-System Core	Application CPU core block
	INTC-EX	Provide interrupt from external device
	SYSC	Control the power supply to CPUs

19. Interrupt Controller (INTC-AP)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

19.1 Overview

This module handles system domain interrupt events. This module is integrated Arm CoreLink GIC-400(r0p0) which is compliant Arm GICv2.

19.1.1 Features

- Interrupt controller for AP-System core
- 32 programmable priority levels
- Arm-IRQ interrupt generation
- INTC-AP handles peripheral interrupt

19.1.2 Block Diagram

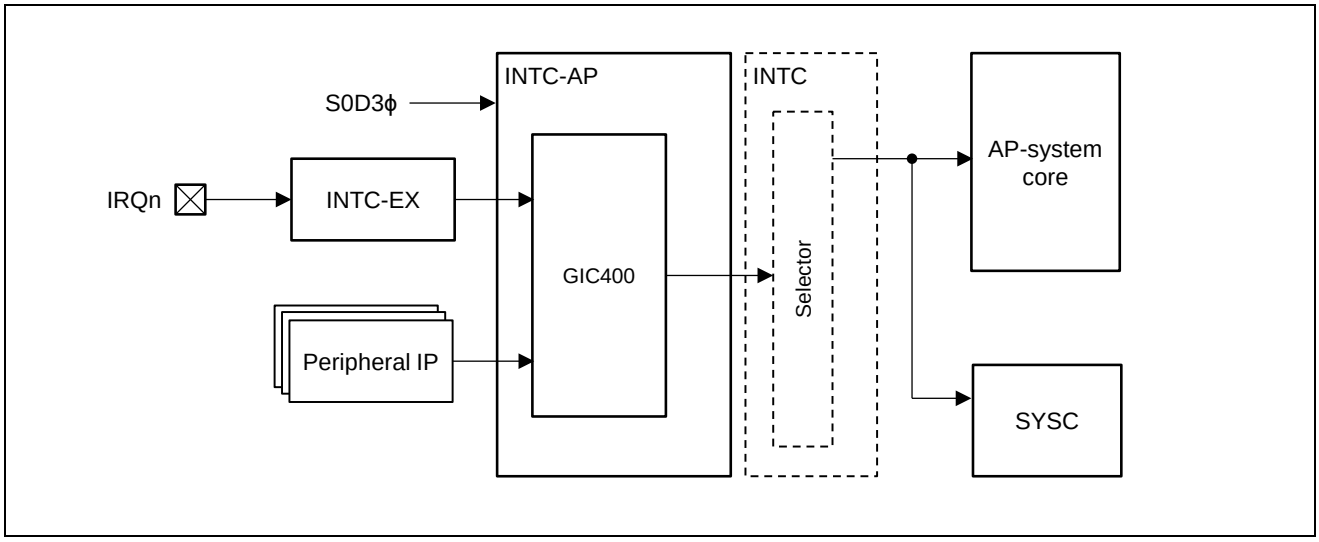


Figure 19.1 Block diagram of INTC-AP

19.1.3 External Pins

Refer to section 20.

19.1.4 Register Configuration

Refer to Arm Cortex-A57/Cortex-A53 Technical Reference Manual and Arm CoreLink GIC-400(r0p0) Generic Interrupt Controller Technical Reference Manual.

19.1.5 Connected Module

Table 19.1 Connected Module

Module name	Connected module name	Function of connected module
INTC-AP	AP-System Core	Application CPU core block
	INTC-EX	Provide interrupt from external device
	SYSC	Control the power supply to CPUs

19.2 Register Description

This section describes the registers of INTC-AP. If you want more detail information, refer to Arm Cortex-A57/Cortex-A53 Technical Reference Manual and Arm CoreLink GIC-400(r0p0) Generic Interrupt Controller Technical Reference Manual.

Table 19.2 Register Description

		Second Generation RZ/G Series Products			
GIC-400(r0p0) functional block	**Address range**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
INTC-AP Distributor	H'F101_0000 – H'F101_0FFF	√	√	√	√
INTC-AP CPU Interfaces	H'F102_0000 – H'F102_0FFF*1 H'F103_0000 – H'F103_0FFF*2	√	√	√	√
INTC-AP Virtual Interface control block, for the processor that is performing the access	H'F104_0000 – H'F104_0FFF	√	√	√	√
INTC-AP Virtual interface control block, for the processor selected by address bits[11:9]	H'F105_0000 – H'F105_01FF Alias for Processor 0 H'F105_0200 – H'F105_03FF Alias for Processor 1 … H'F105_0E00 – H'F105_0FFF Alias for Processor 7	√	√	√	√
INTC-AP Virtual CPU interfaces	H'F106_0000 – H'F106_0FFF H'F107_0000 – H'F107\0FFF	√	√	√	√

Notes: CPU Interface register base address is H'F102 0000.
1. Offset H'0000 to H'0FFF are assigned.
2. Offset H'1000 to H'1FFF are assigned.

19.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

INTC-AP is based on Arm Generic Interrupt Controller. For more information, see Arm Generic Interrupt Controller Architecture Specification and section 7, AP-System Core.

19.3.1 INTC-AP Register Configuration and Function Description

480 SPI interrupts are integrated into Interrupt ID [511:32].

The INTC-AP supports 8 CPU cores which are mapped as shown below.

Table 19.3 Port mapping for INTC-AP

	RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
CPU0 interface	AP-System core (Cortex-A57) CPU0	AP-System core (Cortex-A57) CPU0	AP-System core (Cortex-A57) CPU0	AP-System core (Cortex-A53) CPU0
CPU1 interface	AP-System core (Cortex-A57) CPU1	AP-System core (Cortex-A57) CPU1	AP-System core (Cortex-A57) CPU1	AP-System core (Cortex-A53) CPU1
CPU2 interface	AP-System core (Cortex-A57) CPU2	Reserved	Reserved	Reserved
CPU3 interface	AP-System core (Cortex-A57) CPU3	Reserved	Reserved	Reserved
CPU4 interface	AP-System core (Cortex-A53) CPU0	AP-System core (Cortex-A53) CPU0	Reserved	Reserved
CPU5 interface	AP-System core (Cortex-A53) CPU1	AP-System core (Cortex-A53) CPU1	Reserved	Reserved
CPU6 interface	AP-System core (Cortex-A53) CPU2	AP-System core (Cortex-A53) CPU2	Reserved	Reserved
CPU7 interface	AP-System core (Cortex-A53) CPU3	AP-System core (Cortex-A53) CPU3	Reserved	Reserved

For more information of these registers, see Arm Cortex-A57/Cortex-A53 Technical Reference Manual and Arm CoreLink GIC-400(r0p0) Generic Interrupt Controller Technical Reference Manual.

19.3.2 Interrupts Mapping

Table 19.4 shows the AP-system core interrupt controller (INTC-AP) interrupt mapping.

Note: SGI is Software Generated Interrupt, PPI is Private Peripheral Interrupt and SPI is Shared Peripheral Interrupt. All SPI interrupts should be level-sensitive configuration. If you want more detail information, refer to Arm Cortex-A57/Cortex-A53 Technical Reference Manual and Arm CoreLink GIC-400(r0p0) Generic Interrupt Controller Technical Reference Manual.

Table 19.4 INTC-AP Interrupt Mapping

		Source			
Interrupt ID	SGI, PPI or SPI No	RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	SGI 0	SGI ID0	SGI ID0	SGI ID0	SGI ID0
1	SGI 1	SGI ID1	SGI ID1	SGI ID1	SGI ID1
2	SGI 2	SGI ID2	SGI ID2	SGI ID2	SGI ID2
3	SGI 3	SGI ID3	SGI ID3	SGI ID3	SGI ID3
4	SGI 4	SGI ID4	SGI ID4	SGI ID4	SGI ID4
5	SGI 5	SGI ID5	SGI ID5	SGI ID5	SGI ID5
6	SGI 6	SGI ID6	SGI ID6	SGI ID6	SGI ID6
7	SGI 7	SGI ID7	SGI ID7	SGI ID7	SGI ID7
8	SGI 8	SGI ID8	SGI ID8	SGI ID8	SGI ID8
9	SGI 9	SGI ID9	SGI ID9	SGI ID9	SGI ID9
10	SGI 10	SGI ID10	SGI ID10	SGI ID10	SGI ID10
11	SGI 11	SGI ID11	SGI ID11	SGI ID11	SGI ID11
12	SGI 12	SGI ID12	SGI ID12	SGI ID12	SGI ID12
13	SGI 13	SGI ID13	SGI ID13	SGI ID13	SGI ID13
14	SGI 14	SGI ID14	SGI ID14	SGI ID14	SGI ID14
15	SGI 15	SGI ID15	SGI ID15	SGI ID15	SGI ID15
16	PPI 0	Reserved	Reserved	Reserved	Reserved
…	…	…	…	…	…
24	PPI 8	Reserved	Reserved	Reserved	Reserved
25	PPI 9	Virtual maintenance interrupt	Virtual maintenance interrupt	Virtual maintenance interrupt	Virtual maintenance interrupt
26	PPI 10	Hypervisor timer	Hypervisor timer	Hypervisor timer	Hypervisor timer
27	PPI 11	Virtual timer	Virtual timer	Virtual timer	Virtual timer
28	PPI 12	Legacy FIQ signal	Legacy FIQ signal	Legacy FIQ signal	Legacy FIQ signal
29	PPI 13	Secure physical timer	Secure physical timer	Secure physical timer	Secure physical timer
30	PPI 14	Non-secure physical timer	Non-secure physical timer	Non-secure physical timer	Non-secure physical timer
31	PPI 15	Reserved	Reserved	Reserved	Reserved
32	SPI 0	IRQ0	IRQ0	IRQ0	IRQ0
33	SPI 1	IRQ1	IRQ1	IRQ1	IRQ1
34	SPI 2	IRQ2	IRQ2	IRQ2	IRQ2
35	SPI 3	IRQ3	IRQ3	IRQ3	IRQ3
36	SPI 4	GPIO.ch0	GPIO.ch0	GPIO.ch0	GPIO.ch0
37	SPI 5	GPIO.ch1	GPIO.ch1	GPIO.ch1	GPIO.ch1
38	SPI 6	GPIO.ch2	GPIO.ch2	GPIO.ch2	GPIO.ch2

Interrupt ID	SGI, PPI or SPI No	Source RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
39	SPI 7	GPIO.ch3	GPIO.ch3	GPIO.ch3	GPIO.ch3
40	SPI 8	GPIO.ch4	GPIO.ch4	GPIO.ch4	GPIO.ch4
41	SPI 9	GPIO.ch5	GPIO.ch5	GPIO.ch5	GPIO.ch5
42	SPI 10	GPIO.ch6	GPIO.ch6	GPIO.ch6	GPIO.ch6
43	SPI 11	GPIO.ch7	GPIO.ch7	GPIO.ch7	Reserved
44	SPI 12	Reserved	Reserved	Reserved	Reserved
45	SPI 13	Reserved	Reserved	Reserved	Reserved
46	SPI 14	Reserved	Reserved	Reserved	Reserved
47	SPI 15	Reserved	Reserved	Reserved	Reserved
48	SPI 16	SCIF.ch4	SCIF.ch4	SCIF.ch4	SCIF.ch4
49	SPI 17	SCIF.ch5	SCIF.ch5	SCIF.ch5	SCIF.ch5
50	SPI 18	IRQ4	IRQ4	IRQ4	IRQ4
51	SPI 19	I2C.ch4	I2C.ch4	I2C.ch4	I2C.ch4
52	SPI 20	I2C.ch5	I2C.ch5	I2C.ch5	I2C.ch5
53	SPI 21	I2C.ch6	I2C.ch6	I2C.ch6	I2C.ch6
54	SPI 22	Reserved	Reserved	Reserved	Reserved
55	SPI 23	SCIF.ch3	SCIF.ch3	SCIF.ch3	SCIF.ch3
56	SPI 24	Reserved	Reserved	Reserved	Reserved
57	SPI 25	Reserved	Reserved	Reserved	Reserved
58	SPI 26	Reserved	Reserved	Reserved	Reserved
59	SPI 27	Reserved	Reserved	Reserved	Reserved
60	SPI 28	Reserved	Reserved	Reserved	Reserved
61	SPI 29	CAN-FD channel	CAN-FD channel	CAN-FD channel	CAN-FD channel
62	SPI 30	CAN-FD global	CAN-FD global	CAN-FD global	CAN-FD global
63	SPI 31	Reserved	Reserved	Reserved	Reserved
64	SPI 32	Reserved	Reserved	Reserved	Reserved
65	SPI 33	Reserved	Reserved	Reserved	Reserved
66	SPI 34	Reserved	Reserved	Reserved	Reserved
67	SPI 35	Reserved	Reserved	Reserved	Reserved
68	SPI 36	Reserved	Reserved	Reserved	I2C.ch7
69	SPI 37	EHCI/OHCI OTG.ch3	Reserved	Reserved	Reserved
70	SPI 38	RPC-IF	RPC-IF	RPC-IF	RPC-IF
71	SPI 39	EthernetAVB-IF.ch0	EthernetAVB-IF.ch0	EthernetAVB-IF.ch0	EthernetAVB-IF.ch0
72	SPI 40	EthernetAVB-IF.ch1	EthernetAVB-IF.ch1	EthernetAVB-IF.ch1	EthernetAVB-IF.ch1
73	SPI 41	EthernetAVB-IF.ch2	EthernetAVB-IF.ch2	EthernetAVB-IF.ch2	EthernetAVB-IF.ch2
74	SPI 42	EthernetAVB-IF.ch3	EthernetAVB-IF.ch3	EthernetAVB-IF.ch3	EthernetAVB-IF.ch3
75	SPI 43	EthernetAVB-IF.ch4	EthernetAVB-IF.ch4	EthernetAVB-IF.ch4	EthernetAVB-IF.ch4
76	SPI 44	EthernetAVB-IF.ch5	EthernetAVB-IF.ch5	EthernetAVB-IF.ch5	EthernetAVB-IF.ch5
77	SPI 45	EthernetAVB-IF.ch6	EthernetAVB-IF.ch6	EthernetAVB-IF.ch6	EthernetAVB-IF.ch6
78	SPI 46	EthernetAVB-IF.ch7	EthernetAVB-IF.ch7	EthernetAVB-IF.ch7	EthernetAVB-IF.ch7
79	SPI 47	EthernetAVB-IF.ch8	EthernetAVB-IF.ch8	EthernetAVB-IF.ch8	EthernetAVB-IF.ch8
80	SPI 48	EthernetAVB-IF.ch9	EthernetAVB-IF.ch9	EthernetAVB-IF.ch9	EthernetAVB-IF.ch9

Interrupt ID	SGI, PPI or SPI No	Source RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
81	SPI 49	EthernetAVB-IF.ch10	EthernetAVB-IF.ch10	EthernetAVB-IF.ch10	EthernetAVB-IF.ch10
82	SPI 50	EthernetAVB-IF.ch11	EthernetAVB-IF.ch11	EthernetAVB-IF.ch11	EthernetAVB-IF.ch11
83	SPI 51	EthernetAVB-IF.ch12	EthernetAVB-IF.ch12	EthernetAVB-IF.ch12	EthernetAVB-IF.ch12
84	SPI 52	EthernetAVB-IF.ch13	EthernetAVB-IF.ch13	EthernetAVB-IF.ch13	EthernetAVB-IF.ch13
85	SPI 53	EthernetAVB-IF.ch14	EthernetAVB-IF.ch14	EthernetAVB-IF.ch14	EthernetAVB-IF.ch14
86	SPI 54	EthernetAVB-IF.ch15	EthernetAVB-IF.ch15	EthernetAVB-IF.ch15	EthernetAVB-IF.ch15
87	SPI 55	EthernetAVB-IF.ch16	EthernetAVB-IF.ch16	EthernetAVB-IF.ch16	EthernetAVB-IF.ch16
88	SPI 56	EthernetAVB-IF.ch17	EthernetAVB-IF.ch17	EthernetAVB-IF.ch17	EthernetAVB-IF.ch17
89	SPI 57	EthernetAVB-IF.ch18	EthernetAVB-IF.ch18	EthernetAVB-IF.ch18	EthernetAVB-IF.ch18
90	SPI 58	EthernetAVB-IF.ch19	EthernetAVB-IF.ch19	EthernetAVB-IF.ch19	EthernetAVB-IF.ch19
91	SPI 59	EthernetAVB-IF.ch20	EthernetAVB-IF.ch20	EthernetAVB-IF.ch20	EthernetAVB-IF.ch20
92	SPI 60	EthernetAVB-IF.ch21	EthernetAVB-IF.ch21	EthernetAVB-IF.ch21	EthernetAVB-IF.ch21
93	SPI 61	EthernetAVB-IF.ch22	EthernetAVB-IF.ch22	EthernetAVB-IF.ch22	EthernetAVB-IF.ch22
94	SPI 62	EthernetAVB-IF.ch23	EthernetAVB-IF.ch23	EthernetAVB-IF.ch23	EthernetAVB-IF.ch23
95	SPI 63	EthernetAVB-IF.ch24	EthernetAVB-IF.ch24	EthernetAVB-IF.ch24	EthernetAVB-IF.ch24
96	SPI 64	Reserved	Reserved	Reserved	Reserved
97	SPI 65	Reserved	Reserved	Reserved	Reserved
98	SPI 66	Reserved	Reserved	Reserved	Reserved
99	SPI 67	Thermal Sensor.ch0	Thermal Sensor.ch0	Thermal Sensor.ch0	Thermal Sensor.ch0
100	SPI 68	Thermal Sensor.ch1	Thermal Sensor.ch1	Thermal Sensor.ch1	Thermal Sensor.ch1
101	SPI 69	Thermal Sensor.ch2	Thermal Sensor.ch2	Thermal Sensor.ch2	Thermal Sensor.ch2
102	SPI 70	Reserved	Reserved	Reserved	Reserved
103	SPI 71	Reserved	Reserved	Reserved	Reserved
104	SPI 72	AP-System Core. Cortex-A57 core0 pmu	AP-System Core. Cortex-A57 core0 pmu	AP-System Core. Cortex-A57 core0 pmu	Reserved
105	SPI 73	AP-System Core. Cortex-A57 core1 pmu	AP-System Core. Cortex-A57 core1 pmu	AP-System Core. Cortex-A57 core1 pmu	Reserved
106	SPI 74	AP-System Core. Cortex-A57 core2 pmu	Reserved	Reserved	Reserved
107	SPI 75	AP-System Core. Cortex-A57 core3 pmu	Reserved	Reserved	Reserved
108	SPI 76	AP-System Core. Cortex-A57 core0 cti	AP-System Core. Cortex-A57 core0 cti	AP-System Core. Cortex-A57 core0 cti	Reserved
109	SPI 77	AP-System Core. Cortex-A57 core1 cti	AP-System Core. Cortex-A57 core1 cti	AP-System Core. Cortex-A57 core1 cti	Reserved
110	SPI 78	AP-System Core. Cortex-A57 core2 cti	Reserved	Reserved	Reserved
111	SPI 79	AP-System Core. Cortex-A57 core3 cti	Reserved	Reserved	Reserved
112	SPI 80	AP-System Core. Cortex-A57 core0 comm	AP-System Core. Cortex-A57 core0 comm	AP-System Core. Cortex-A57 core0 comm	Reserved
113	SPI 81	AP-System Core. Cortex-A57 core1 comm	AP-System Core. Cortex-A57 core1 comm	AP-System Core. Cortex-A57 core1 comm	Reserved
114	SPI 82	AP-System Core. Cortex-A57 core2 comm	Reserved	Reserved	Reserved

Interrupt ID	SGI, PPI or SPI No	Source			
		RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
115	SPI 83	AP-System Core. Cortex-A57 core3 comm	Reserved	Reserved	Reserved
116	SPI 84	AP-System Core. Cortex-A53 core0 pmu	AP-System Core. Cortex-A53 core0 pmu	Reserved	AP-System Core. Cortex-A53 core0 pmu
117	SPI 85	AP-System Core. Cortex-A53 core1 pmu	AP-System Core. Cortex-A53 core1 pmu	Reserved	AP-System Core. Cortex-A53 core1 pmu
118	SPI 86	AP-System Core. Cortex-A53 core2 pmu	AP-System Core. Cortex-A53 core2 pmu	Reserved	Reserved
119	SPI 87	AP-System Core. Cortex-A53 core3 pmu	AP-System Core. Cortex-A53 core3 pmu	Reserved	Reserved
120	SPI 88	AP-System Core. Cortex-A53 core0 cti	AP-System Core. Cortex-A53 core0 cti	Reserved	AP-System Core. Cortex-A53 core0 cti
121	SPI 89	AP-System Core. Cortex-A53 core1 cti	AP-System Core. Cortex-A53 core1 cti	Reserved	AP-System Core. Cortex-A53 core1 cti
122	SPI 90	AP-System Core. Cortex-A53 core2 cti	AP-System Core. Cortex-A53 core2 cti	Reserved	Reserved
123	SPI 91	AP-System Core. Cortex-A53 core3 cti	AP-System Core. Cortex-A53 core3 cti	Reserved	Reserved
124	SPI 92	AP-System Core. Cortex-A53 core0 comm	AP-System Core. Cortex-A53 core0 comm	Reserved	AP-System Core. Cortex-A53 core0 comm
125	SPI 93	AP-System Core. Cortex-A53 core1 comm	AP-System Core. Cortex-A53 core1 comm	Reserved	AP-System Core. Cortex-A53 core1 comm
126	SPI 94	AP-System Core. Cortex-A53 core2 comm	AP-System Core. Cortex-A53 core2 comm	Reserved	Reserved
127	SPI 95	AP-System Core. Cortex-A53 core3 comm	AP-System Core. Cortex-A53 core3 comm	Reserved	Reserved
128	SPI 96	LBSC	LBSC	LBSC	LBSC
129	SPI 97	Reserved	Reserved	Reserved	Reserved
130	SPI 98	Reserved	Reserved	Reserved	Reserved
131	SPI 99	Reserved	Reserved	Reserved	Reserved
132	SPI 100	Reserved	NAND Flash Controller	NAND Flash Controller	NAND Flash Controller
133	SPI 101	USB3.0 Host Controller. ch0 bc	USB3.0 Host Controller. ch0 bc	USB3.0 Host Controller. ch0 bc	USB3.0 Host Controller. ch0 bc
134	SPI 102	USB3.0 Host Controller. ch0 host	USB3.0 Host Controller. ch0 host	USB3.0 Host Controller. ch0 host	USB3.0 Host Controller. ch0 host
135	SPI 103	USB3.0 Host Controller. ch0 otg	USB3.0 Host Controller. ch0 otg	USB3.0 Host Controller. ch0 otg	USB3.0 Host Controller. ch0 otg
136	SPI 104	USB3.0 Host Controller. ch0 peri	USB3.0 Host Controller. ch0 peri	USB3.0 Host Controller. ch0 peri	USB3.0 Host Controller. ch0 peri
137	SPI 105	Serial-ATA Gen3	Reserved	Serial-ATA Gen3	Reserved
138	SPI 106	AP-System Core.CCI	AP-System Core.CCI	Reserved	Reserved
139	SPI 107	EHCI/OHCI OTG.ch0	EHCI/OHCI OTG.ch0	EHCI/OHCI OTG.ch0	EHCI/OHCI OTG.ch0
140	SPI 108	EHCI HOST0	EHCI HOST0	EHCI HOST0	EHCI HOST0
141	SPI 109	USB-DMAC. ch0	USB-DMAC. ch0	USB-DMAC. ch0	USB-DMAC. ch0
142	SPI 110	USB-DMAC. ch1	USB-DMAC. ch1	USB-DMAC. ch1	USB-DMAC. ch1
143	SPI 111	USB.DDM	USB.DDM	USB.DDM	USB.DDM

Interrupt ID	SGI, PPI or SPI No	Source RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
144	SPI 112	EHCI. HOST1	EHCI. HOST1	EHCI. HOST1	Reserved
145	SPI 113	Reserved	Reserved	Reserved	Reserved
146	SPI 114	Reserved	Reserved	Reserved	Reserved
147	SPI 115	Reserved	Reserved	Reserved	Reserved
148	SPI 116	PCIE.ch0	PCIE.ch0	PCIE.ch0	PCIE.ch0
149	SPI 117	PCIE.ch0 dma	PCIE.ch0 dma	PCIE.ch0 dma	PCIE.ch0 dma
150	SPI 118	PCIE.ch0 err	PCIE.ch0 err	PCIE.ch0 err	PCIE.ch0 err
151	SPI 119	3DGE	3DGE	3DGE	3DGE
152	SPI 120	CMT1.ch0	CMT1.ch0	CMT1.ch0	CMT1.ch0
153	SPI 121	CMT1.ch1	CMT1.ch1	CMT1.ch1	CMT1.ch1
154	SPI 122	CMT1.ch2	CMT1.ch2	CMT1.ch2	CMT1.ch2
155	SPI 123	CMT1.ch3	CMT1.ch3	CMT1.ch3	CMT1.ch3
156	SPI 124	CMT1.ch4	CMT1.ch4	CMT1.ch4	CMT1.ch4
157	SPI 125	CMT1.ch5	CMT1.ch5	CMT1.ch5	CMT1.ch5
158	SPI 126	CMT1.ch6	CMT1.ch6	CMT1.ch6	CMT1.ch6
159	SPI 127	CMT1.ch7	CMT1.ch7	CMT1.ch7	CMT1.ch7
160	SPI 128	TMU.TUNI3	TMU.TUNI3	TMU.TUNI3	TMU.TUNI3
161	SPI 129	TMU.TUNI4	TMU.TUNI4	TMU.TUNI4	TMU.TUNI4
162	SPI 130	TMU.TUNI5	TMU.TUNI5	TMU.TUNI5	TMU.TUNI5
163	SPI 131	TMU.TUNI9	TMU.TUNI9	TMU.TUNI9	TMU.TUNI9
164	SPI 132	TMU.TUNI10	TMU.TUNI10	TMU.TUNI10	TMU.TUNI10
165	SPI 133	TMU.TUNI11	TMU.TUNI11	TMU.TUNI11	TMU.TUNI11
166	SPI 134	System timer	System timer	System timer	System timer
167	SPI 135	TPU	TPU	TPU	TPU
168	SPI 136	TMU.TUNI0	TMU.TUNI0	TMU.TUNI 0	TMU.TUNI 0
169	SPI 137	TMU.TUNI1	TMU.TUNI1	TMU.TUNI1	TMU.TUNI1
170	SPI 138	TMU.TUNI2	TMU.TUNI2	TMU.TUNI2	TMU.TUNI2
171	SPI 139	System up-time clock	System up-time clock	System up-time clock	System up-time clock
172	SPI 140	RCLK Watchdog Timer	RCLK Watchdog Timer	RCLK Watchdog Timer	RCLK Watchdog Timer
173	SPI 141	System Watchdog Timer	System Watchdog Timer	System Watchdog Timer	System Watchdog Timer
174	SPI 142	CMT0.ch0	CMT0.ch0	CMT0.ch0	CMT0.ch0
175	SPI 143	CMT0.ch1	CMT0.ch1	CMT0.ch1	CMT0.ch1
176	SPI 144	HSCIF.ch2	HSCIF.ch2	HSCIF.ch2	HSCIF.ch2
177	SPI 145	HSCIF.ch3	HSCIF.ch3	HSCIF.ch3	HSCIF.ch3
178	SPI 146	HSCIF.ch4	HSCIF.ch4	HSCIF.ch4	HSCIF.ch4
179	SPI 147	TMU.TICP15	TMU.TICP15	TMU.TICP15	TMU.TICP15
180	SPI 148	PCIE.ch1	PCIE.ch1	PCIE.ch1	Reserved
181	SPI 149	PCIE.ch1 dma	PCIE.ch1 dma	PCIE.ch1 dma	Reserved
182	SPI 150	PCIE.ch1 err	PCIE.ch1 err	PCIE.ch1 err	Reserved
183	SPI 151	Reserved	Reserved	Reserved	Reserved
184	SPI 152	SCIF.ch0	SCIF.ch0	SCIF.ch0	SCIF.ch0

Interrupt ID	SGI, PPI or SPI No	Source			
		RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
185	SPI 153	SCIF.ch1	SCIF.ch1	SCIF.ch1	SCIF.ch1
186	SPI 154	HSCIF.ch0	HSCIF.ch0	HSCIF.ch0	HSCIF.ch0
187	SPI 155	HSCIF.ch1	HSCIF.ch1	HSCIF.ch1	HSCIF.ch1
188	SPI 156	MSIOF.ch0	MSIOF.ch0	MSIOF.ch0	MSIOF.ch0
189	SPI 157	MSIOF.ch1	MSIOF.ch1	MSIOF.ch1	MSIOF.ch1
190	SPI 158	MSIOF.ch2	MSIOF.ch2	MSIOF.ch2	MSIOF.ch2
191	SPI 159	MSIOF.ch3	MSIOF.ch3	MSIOF.ch3	MSIOF.ch3
192	SPI 160	Reserved	Reserved	Reserved	Reserved
193	SPI 161	IRQ5	IRQ5	IRQ5	IRQ5
194	SPI 162	Reserved	Reserved	Reserved	Reserved
195	SPI 163	Reserved	Reserved	Reserved	Reserved
196	SPI 164	SCIF.ch2	SCIF.ch2	SCIF.ch2	SCIF.ch2
197	SPI 165	SDHI.ch0	SDHI.ch0	SDHI.ch0	SDHI.ch0
198	SPI 166	SDHI.ch1	SDHI.ch1	SDHI.ch1	SDHI.ch1
199	SPI 167	SDHI.ch2	SDHI.ch2	SDHI.ch2	Reserved
200	SPI 168	SDHI.ch3	SDHI.ch3	SDHI.ch3	SDHI.ch3
201	SPI 169	Reserved	Reserved	Reserved	Reserved
202	SPI 170	Reserved	Reserved	Reserved	Reserved
203	SPI 171	VIN.ch7	VIN.ch7	VIN.ch7	Reserved
204	SPI 172	Reserved	Reserved	Reserved	Reserved
205	SPI 173	IIC for PMIC	IIC for PMIC	IIC for PMIC	IIC for PMIC
206	SPI 174	VIN.ch4	VIN.ch4	VIN.ch4	VIN.ch4
207	SPI 175	VIN.ch5	VIN.ch5	VIN.ch5	VIN.ch5
208	SPI 176	VIN.ch6	VIN.ch6	VIN.ch6	Reserved
209	SPI 177	Reserved	Reserved	Reserved	Reserved
210	SPI 178	Reserved	Reserved	Reserved	Reserved
211	SPI 179	Reserved	Reserved	Reserved	Reserved
212	SPI 180	Reserved	Reserved	Reserved	Reserved
213	SPI 181	Reserved	Reserved	Reserved	Reserved
214	SPI 182	Reserved	Reserved	Reserved	Reserved
215	SPI 183	Reserved	Reserved	Reserved	Reserved
216	SPI 184	CSI2.ch0	CSI2.ch0	CSI2.ch0	Reserved
217	SPI 185	Reserved	Reserved	Reserved	Reserved
218	SPI 186	CAN.ch0	CAN.ch0	CAN.ch0	CAN.ch0
219	SPI 187	CAN.ch1	CAN.ch1	CAN.ch1	CAN.ch1
220	SPI 188	VIN.ch0	VIN.ch0	VIN.ch0	Reserved
221	SPI 189	VIN.ch1	VIN.ch1	VIN.ch1	Reserved
222	SPI 190	VIN.ch2	VIN.ch2	VIN.ch2	Reserved
223	SPI 191	VIN.ch3	VIN.ch3	VIN.ch3	Reserved
224	SPI 192	Reserved	Reserved	Reserved	Reserved
225	SPI 193	Reserved	Reserved	Reserved	Reserved
226	SPI 194	Reserved	Reserved	Reserved	Reserved

Interrupt ID	SGI, PPI or SPI No	Source RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
227	SPI 195	Reserved	Reserved	Reserved	Reserved
228	SPI 196	IPMMU	IPMMU	IPMMU	IPMMU
229	SPI 197	IPMMU sec	IPMMU sec	IPMMU sec	IPMMU sec
230	SPI 198	Reserved	Reserved	Reserved	Reserved
231	SPI 199	SYS-DMAC0 err	SYS-DMAC0 err	SYS-DMAC0 err	SYS-DMAC0 err
232	SPI 200	SYS-DMAC0.ch0	SYS-DMAC0.ch0	SYS-DMAC0.ch0	SYS-DMAC0.ch0
233	SPI 201	SYS-DMAC0.ch1	SYS-DMAC0.ch1	SYS-DMAC0.ch1	SYS-DMAC0.ch1
234	SPI 202	SYS-DMAC0.ch2	SYS-DMAC0.ch2	SYS-DMAC0.ch2	SYS-DMAC0.ch2
235	SPI 203	SYS-DMAC0.ch3	SYS-DMAC0.ch3	SYS-DMAC0.ch3	SYS-DMAC0.ch3
236	SPI 204	SYS-DMAC0.ch4	SYS-DMAC0.ch4	SYS-DMAC0.ch4	SYS-DMAC0.ch4
237	SPI 205	SYS-DMAC0.ch5	SYS-DMAC0.ch5	SYS-DMAC0.ch5	SYS-DMAC0.ch5
238	SPI 206	SYS-DMAC0.ch6	SYS-DMAC0.ch6	SYS-DMAC0.ch6	SYS-DMAC0.ch6
239	SPI 207	SYS-DMAC0.ch7	SYS-DMAC0.ch7	SYS-DMAC0.ch7	SYS-DMAC0.ch7
240	SPI 208	SYS-DMAC0.ch8	SYS-DMAC0.ch8	SYS-DMAC0.ch8	SYS-DMAC0.ch8
241	SPI 209	SYS-DMAC0.ch9	SYS-DMAC0.ch9	SYS-DMAC0.ch9	SYS-DMAC0.ch9
242	SPI 210	SYS-DMAC0. ch10	SYS-DMAC0. ch10	SYS-DMAC0. ch10	SYS-DMAC0.ch10
243	SPI 211	SYS-DMAC0. ch11	SYS-DMAC0. ch11	SYS-DMAC0. ch11	SYS-DMAC0. ch11
244	SPI 212	SYS-DMAC0. ch12	SYS-DMAC0. ch12	SYS-DMAC0. ch12	SYS-DMAC0. ch12
245	SPI 213	SYS-DMAC0. ch13	SYS-DMAC0. ch13	SYS-DMAC0. ch13	SYS-DMAC0. ch13
246	SPI 214	SYS-DMAC0. ch14	SYS-DMAC0. ch14	SYS-DMAC0. ch14	SYS-DMAC0. ch14
247	SPI 215	SYS-DMAC0. ch15	SYS-DMAC0. ch15	SYS-DMAC0. ch15	SYS-DMAC0. ch15
248	SPI 216	SYS-DMAC1.ch0	SYS-DMAC1.ch0	SYS-DMAC1.ch0	SYS-DMAC1.ch0
249	SPI 217	SYS-DMAC1.ch1	SYS-DMAC1.ch1	SYS-DMAC1.ch1	SYS-DMAC1.ch1
250	SPI 218	SYS-DMAC1.ch2	SYS-DMAC1.ch2	SYS-DMAC1.ch2	SYS-DMAC1.ch2
251	SPI 219	SYS-DMAC1.ch3	SYS-DMAC1.ch3	SYS-DMAC1.ch3	SYS-DMAC1.ch3
252	SPI 220	SYS-DMAC1 err	SYS-DMAC1 err	SYS-DMAC1 err	SYS-DMAC1 err
253	SPI 221	Reserved	Reserved	Reserved	Reserved
254	SPI 222	Reserved	Reserved	Reserved	Reserved
255	SPI 223	iVDP1C. cmint	iVDP1C. cmint	iVDP1C. cmint	iVDP1C. cmint
256	SPI 224	Reserved	Reserved	Reserved	Reserved
257	SPI 225	Reserved	Reserved	Reserved	Reserved
258	SPI 226	Reserved	Reserved	Reserved	Reserved
259	SPI 227	Reserved	Reserved	Reserved	Reserved
260	SPI 228	Reserved	Reserved	Reserved	Reserved
261	SPI 229	Reserved	Reserved	Reserved	Reserved
262	SPI 230	Reserved	Reserved	Reserved	Reserved
263	SPI 231	Reserved	Reserved	Reserved	Reserved

Interrupt ID	SGI, PPI or SPI No	Source			
		RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
264	SPI 232	Reserved	Reserved	Reserved	Reserved
265	SPI 233	Reserved	Reserved	Reserved	Reserved
266	SPI 234	CPG.ch2	CPG.ch2	CPG.ch2	CPG.ch2
267	SPI 235	Reserved	Reserved	Reserved	Reserved
268	SPI 236	Reserved	Reserved	Reserved	Reserved
269	SPI 237	Reserved	Reserved	Reserved	Reserved
270	SPI 238	Reserved	Reserved	Reserved	Reserved
271	SPI 239	Reserved	Reserved	Reserved	Reserved
272	SPI 240	VCP4.vdpb. vint	VCP4.vdpb. vint	VCP4.vdpb. vint	VCP4.vdpb. vint
273	SPI 241	VCP4.vdpb. cint	VCP4.vdpb. cint	VCP4.vdpb. cint	VCP4.vdpb. cint
274	SPI 242	Reserved	Reserved	Reserved	Reserved
275	SPI 243	Reserved	Reserved	Reserved	Reserved
276	SPI 244	CPG.ch0	CPG.ch0	CPG.ch0	CPG.ch0
277	SPI 245	CPG.ch1	CPG.ch1	CPG.ch1	CPG.ch1
278	SPI 246	CSI2.ch2	CSI2.ch2	CSI2.ch2	CSI2.ch2
279	SPI 247	Reserved	Reserved	Reserved	Reserved
280	SPI 248	GPIO.ch0A	GPIO.ch0A	GPIO.ch0A	GPIO.ch0A
281	SPI 249	GPIO.ch1A	GPIO.ch1A	GPIO.ch1A	GPIO.ch1A
282	SPI 250	GPIO.ch2A	GPIO.ch2A	GPIO.ch2A	GPIO.ch2A
283	SPI 251	GPIO.ch3A	GPIO.ch3A	GPIO.ch3A	GPIO.ch3A
284	SPI 252	GPIO.ch4A	GPIO.ch4A	GPIO.ch4A	GPIO.ch4A
285	SPI 253	GPIO.ch5A	GPIO.ch5A	GPIO.ch5A	GPIO.ch5A
286	SPI 254	GPIO.ch6A	GPIO.ch6A	GPIO.ch6A	GPIO.ch6A
287	SPI 255	GPIO.ch7A	GPIO.ch7A	GPIO.ch7A	Reserved
288	SPI 256	DU.ch0	DU.ch0	DU.ch0	DU.ch0
289	SPI 257	Reserved	Reserved	Reserved	Reserved
290	SPI 258	Reserved	Reserved	Reserved	Reserved
291	SPI 259	Reserved	Reserved	Reserved	Reserved
292	SPI 260	VCP4.vcplf. vint	VCP4.vcplf. vint	VCP4.vcplf. vint	VCP4.vcplf. vint
293	SPI 261	VCP4.vcplf. cint	VCP4.vcplf. cint	VCP4.vcplf. cint	VCP4.vcplf. cint
294	SPI 262	FDP1.ch0	FDP1.ch0	FDP1.ch0	FDP1.ch0
295	SPI 263	FDP1.ch1	Reserved	Reserved	Reserved
296	SPI 264	Reserved	Reserved	Reserved	Reserved
297	SPI 265	Reserved	Reserved	Reserved	Reserved
298	SPI 266	VSP2.vspbd	VSP2.vspbd	VSP2.vspbd	VSP2.vspbd
299	SPI 267	Reserved	Reserved	Reserved	Reserved
300	SPI 268	DU.ch1	DU.ch1	DU.ch1	DU.ch1
301	SPI 269	Reserved	DU.ch2	Reserved	Reserved
302	SPI 270	DU.ch3	Reserved	DU.ch3	Reserved

Interrupt ID	SGI, PPI or SPI No	Source RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
303	SPI 271	Reserved	Reserved	Reserved	Reserved
304	SPI 272	Reserved	Reserved	Reserved	Reserved
305	SPI 273	Reserved	Reserved	Reserved	Reserved
306	SPI 274	Reserved	Reserved	Reserved	Reserved
307	SPI 275	Reserved	Reserved	Reserved	Reserved
308	SPI 276	Reserved	Reserved	Reserved	Reserved
309	SPI 277	Reserved	Reserved	Reserved	Reserved
310	SPI 278	Reserved	Reserved	Reserved	Reserved
311	SPI 279	Reserved	Reserved	Reserved	Reserved
312	SPI 280	Reserved	Reserved	Reserved	Reserved
313	SPI 281	Reserved	Reserved	Reserved	Reserved
314	SPI 282	Reserved	Reserved	Reserved	Reserved
315	SPI 283	Reserved	Reserved	Reserved	Reserved
316	SPI 284	Reserved	Reserved	Reserved	Reserved
317	SPI 285	Reserved	Reserved	Reserved	Reserved
318	SPI 286	I2C.ch2	I2C.ch2	I2C.ch2	I2C.ch2
319	SPI 287	I2C.ch0	I2C.ch0	I2C.ch0	I2C.ch0
320	SPI 288	I2C.ch1	I2C.ch1	I2C.ch1	I2C.ch1
321	SPI 289	Reserved	Reserved	Reserved	Reserved
322	SPI 290	I2C.ch3	I2C.ch3	I2C.ch3	I2C.ch3
323	SPI 291	Reserved	Reserved	Reserved	Reserved
324	SPI 292	Reserved	Reserved	Reserved	Reserved
325	SPI 293	Reserved	Reserved	Reserved	Reserved
326	SPI 294	Reserved	Reserved	Reserved	Reserved
327	SPI 295	Reserved	Reserved	Reserved	Reserved
328	SPI 296	Reserved	Reserved	Reserved	Reserved
329	SPI 297	System Controller	System Controller	System Controller	System Controller
330	SPI 298	Reserved	Reserved	Reserved	Reserved
331	SPI 299	Reserved	Reserved	Reserved	Reserved
332	SPI 300	Reserved	Reserved	Reserved	Reserved
333	SPI 301	Reserved	Reserved	Reserved	Reserved
334	SPI 302	Reserved	Reserved	Reserved	Reserved
335	SPI 303	TMU.TUNI6	TMU.TUNI6	TMU.TUNI6	TMU.TUNI6
336	SPI 304	TMU.TUNI7	TMU.TUNI7	TMU.TUNI7	TMU.TUNI7
337	SPI 305	TMU.TUNI8	TMU.TUNI8	TMU.TUNI8	TMU.TUNI8
338	SPI 306	TMU.TICP18	TMU.TICP18	TMU.TICP18	TMU.TICP18
339	SPI 307	Reserved	Reserved	Reserved	Reserved
340	SPI 308	SYS-DMAC1.ch4	SYS-DMAC1.ch4	SYS-DMAC1.ch4	SYS-DMAC1.ch4
341	SPI 309	SYS-DMAC1.ch5	SYS-DMAC1.ch5	SYS-DMAC1.ch5	SYS-DMAC1.ch5
342	SPI 310	SYS-DMAC1.ch6	SYS-DMAC1.ch6	SYS-DMAC1.ch6	SYS-DMAC1.ch6
343	SPI 311	SYS-DMAC1.ch7	SYS-DMAC1.ch7	SYS-DMAC1.ch7	SYS-DMAC1.ch7
344	SPI 312	SYS-DMAC1.ch8	SYS-DMAC1.ch8	SYS-DMAC1.ch8	SYS-DMAC1.ch8

Interrupt ID	SGI, PPI or SPI No	Source			
		RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
345	SPI 313	SYS-DMAC1.ch9	SYS-DMAC1.ch9	SYS-DMAC1.ch9	SYS-DMAC1.ch9
346	SPI 314	SYS-DMAC1. ch10	SYS-DMAC1. ch10	SYS-DMAC1. ch10	SYS-DMAC1. ch10
347	SPI 315	SYS-DMAC1. ch11	SYS-DMAC1. ch11	SYS-DMAC1. ch11	SYS-DMAC1. ch11
348	SPI 316	SYS-DMAC1. ch12	SYS-DMAC1. ch12	SYS-DMAC1. ch12	SYS-DMAC1. ch12
349	SPI 317	SYS-DMAC1. ch13	SYS-DMAC1. ch13	SYS-DMAC1. ch13	SYS-DMAC1. ch13
350	SPI 318	SYS-DMAC1. ch14	SYS-DMAC1. ch14	SYS-DMAC1. ch14	SYS-DMAC1. ch14
351	SPI 319	SYS-DMAC1. ch15	SYS-DMAC1. ch15	SYS-DMAC1. ch15	SYS-DMAC1. ch15
352	SPI 320	Audio-DMAC0.ch0	Audio-DMAC0.ch0	Audio-DMAC0.ch0	Audio-DMAC0.ch0
353	SPI 321	Audio-DMAC0.ch1	Audio-DMAC0.ch1	Audio-DMAC0.ch1	Audio-DMAC0.ch1
354	SPI 322	Audio-DMAC0.ch2	Audio-DMAC0.ch2	Audio-DMAC0.ch2	Audio-DMAC0.ch2
355	SPI 323	Audio-DMAC0.ch3	Audio-DMAC0.ch3	Audio-DMAC0.ch3	Audio-DMAC0.ch3
356	SPI 324	Audio-DMAC0.ch4	Audio-DMAC0.ch4	Audio-DMAC0.ch4	Audio-DMAC0.ch4
357	SPI 325	Audio-DMAC0.ch5	Audio-DMAC0.ch5	Audio-DMAC0.ch5	Audio-DMAC0.ch5
358	SPI 326	Audio-DMAC0.ch6	Audio-DMAC0.ch6	Audio-DMAC0.ch6	Audio-DMAC0.ch6
359	SPI 327	Audio-DMAC0.ch7	Audio-DMAC0.ch7	Audio-DMAC0.ch7	Audio-DMAC0.ch7
360	SPI 328	Audio-DMAC0.ch8	Audio-DMAC0.ch8	Audio-DMAC0.ch8	Audio-DMAC0.ch8
361	SPI 329	Audio-DMAC0.ch9	Audio-DMAC0.ch9	Audio-DMAC0.ch9	Audio-DMAC0.ch9
362	SPI 330	Audio-DMAC0. ch10	Audio-DMAC0. ch10	Audio-DMAC0. ch10	Audio-DMAC0. ch10
363	SPI 331	Audio-DMAC0. ch11	Audio-DMAC0. ch11	Audio-DMAC0. ch11	Audio-DMAC0. ch11
364	SPI 332	Audio-DMAC0. ch12	Audio-DMAC0. ch12	Audio-DMAC0. ch12	Audio-DMAC0. ch12
365	SPI 333	Audio-DMAC0. ch13	Audio-DMAC0. ch13	Audio-DMAC0. ch13	Audio-DMAC0. ch13
366	SPI 334	Audio-DMAC0. ch14	Audio-DMAC0. ch14	Audio-DMAC0. ch14	Audio-DMAC0. ch14
367	SPI 335	Audio-DMAC0. ch15	Audio-DMAC0. ch15	Audio-DMAC0. ch15	Audio-DMAC0. ch15
368	SPI 336	Audio-DMAC1.ch0	Audio-DMAC1.ch0	Audio-DMAC1.ch0	Reserved
369	SPI 337	Audio-DMAC1.ch1	Audio-DMAC1.ch1	Audio-DMAC1.ch1	Reserved
370	SPI 338	Audio-DMAC1.ch2	Audio-DMAC1.ch2	Audio-DMAC1.ch2	Reserved
371	SPI 339	Audio-DMAC1.ch3	Audio-DMAC1.ch3	Audio-DMAC1.ch3	Reserved
372	SPI 340	Audio-DMAC1.ch4	Audio-DMAC1.ch4	Audio-DMAC1.ch4	Reserved
373	SPI 341	Audio-DMAC1.ch5	Audio-DMAC1.ch5	Audio-DMAC1.ch5	Reserved
374	SPI 342	Audio-DMAC1.ch6	Audio-DMAC1.ch6	Audio-DMAC1.ch6	Reserved
375	SPI 343	Audio-DMAC1.ch7	Audio-DMAC1.ch7	Audio-DMAC1.ch7	Reserved
376	SPI 344	Audio-DMAC1.ch8	Audio-DMAC1.ch8	Audio-DMAC1.ch8	Reserved
377	SPI 345	Audio-DMAC1.ch9	Audio-DMAC1.ch9	Audio-DMAC1.ch9	Reserved

Interrupt ID	SGI, PPI or SPI No	Source			
		RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
378	SPI 346	Audio-DMAC1. ch10	Audio-DMAC1. ch10	Audio-DMAC1. ch10	Reserved
379	SPI 347	Audio-DMAC1. ch11	Audio-DMAC1. ch11	Audio-DMAC1. ch11	Reserved
380	SPI 348	Audio-DMAC1. ch12	Audio-DMAC1. ch12	Audio-DMAC1. ch12	Reserved
381	SPI 349	Audio-DMAC1. ch13	Audio-DMAC1. ch13	Audio-DMAC1. ch13	Reserved
382	SPI 350	Audio-DMAC0 err	Audio-DMAC0 err	Audio-DMAC0 err	Audio-DMAC0 err
383	SPI 351	Audio-DMAC1 err	Audio-DMAC1 err	Audio-DMAC1 err	Reserved
384	SPI 352	SCU.ch0	SCU.ch0	SCU.ch0	SCU.ch0
385	SPI 353	SCU.ch1	SCU.ch1	SCU.ch1	SCU.ch1
386	SPI 354	SCU.ch2	SCU.ch2	SCU.ch2	SCU.ch2
387	SPI 355	SCU.ch3	SCU.ch3	SCU.ch3	SCU.ch3
388	SPI 356	SCU.ch4	SCU.ch4	SCU.ch4	SCU.ch4
389	SPI 357	SCU.ch5	SCU.ch5	SCU.ch5	SCU.ch5
390	SPI 358	SCU.ch6	SCU.ch6	SCU.ch6	SCU.ch6
391	SPI 359	SCU.ch7	SCU.ch7	SCU.ch7	SCU.ch7
392	SPI 360	SCU.ch8	SCU.ch8	SCU.ch8	SCU.ch8
393	SPI 361	SCU.ch9	SCU.ch9	SCU.ch9	SCU.ch9
394	SPI 362	Reserved	Reserved	Reserved	Reserved
395	SPI 363	Reserved	Reserved	Reserved	Reserved
396	SPI 364	Reserved	Reserved	Reserved	Reserved
397	SPI 365	Reserved	Reserved	Reserved	Reserved
398	SPI 366	Reserved	Reserved	Reserved	Reserved
399	SPI 367	Reserved	Reserved	Reserved	Reserved
400	SPI 368	Reserved	Reserved	Reserved	Reserved
401	SPI 369	Reserved	Reserved	Reserved	Reserved
402	SPI 370	SSI.ch0	SSI.ch0	SSI.ch0	SSI.ch0
403	SPI 371	SSI.ch1	SSI.ch1	SSI.ch1	SSI.ch1
404	SPI 372	SSI.ch2	SSI.ch2	SSI.ch2	SSI.ch2
405	SPI 373	SSI.ch3	SSI.ch3	SSI.ch3	SSI.ch3
406	SPI 374	SSI.ch4	SSI.ch4	SSI.ch4	SSI.ch4
407	SPI 375	SSI.ch5	SSI.ch5	SSI.ch5	SSI.ch5
408	SPI 376	SSI.ch6	SSI.ch6	SSI.ch6	SSI.ch6
409	SPI 377	SSI.ch7	SSI.ch7	SSI.ch7	SSI.ch7
410	SPI 378	SSI.ch8	SSI.ch8	SSI.ch8	SSI.ch8
411	SPI 379	SSI.ch9	SSI.ch9	SSI.ch9	SSI.ch9
412	SPI 380	iVDP1C vint	iVDP1C vint	iVDP1C vint	iVDP1C vint
413	SPI 381	iVDP1C cint	iVDP1C cint	iVDP1C cint	iVDP1C cint
414	SPI 382	Audio-DMAC1. ch14	Audio-DMAC1. ch14	Audio-DMAC1. ch14	Reserved
415	SPI 383	Audio-DMAC1. ch15	Audio-DMAC1. ch15	Audio-DMAC1. ch15	Reserved

Interrupt ID	SGI, PPI or SPI No	Source RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
416	SPI 384	Reserved	Reserved	Reserved	Reserved
417	SPI 385	Reserved	Reserved	Reserved	Reserved
418	SPI 386	Reserved	Reserved	Reserved	Reserved
419	SPI 387	Reserved	Reserved	Reserved	Reserved
420	SPI 388	Reserved	Reserved	Reserved	Reserved
421	SPI 389	HDMI0 master	HDMI0 master	HDMI0 master	Reserved
422	SPI 390	Reserved	Reserved	Reserved	Reserved
423	SPI 391	HDMI0 esm	HDMI0 esm	HDMI0 esm	Reserved
424	SPI 392	HDMI0 rng	HDMI0 rng	HDMI0 rng	Reserved
425	SPI 393	Reserved	Reserved	Reserved	Reserved
426	SPI 394	Reserved	Reserved	Reserved	Reserved
427	SPI 395	Reserved	Reserved	Reserved	Reserved
428	SPI 396	Reserved	Reserved	Reserved	Reserved
429	SPI 397	SYS-DMAC2. ch15	SYS-DMAC2. ch15	SYS-DMAC2. ch15	SYS-DMAC2. ch15
430	SPI 398	CMT2.ch0	CMT2.ch0	CMT2.ch0	CMT2.ch0
431	SPI 399	CMT2.ch1	CMT2.ch1	CMT2.ch1	CMT2.ch1
432	SPI 400	CMT2.ch2	CMT2.ch2	CMT2.ch2	CMT2.ch2
433	SPI 401	CMT2.ch3	CMT2.ch3	CMT2.ch3	CMT2.ch3
434	SPI 402	CMT2.ch4	CMT2.ch4	CMT2.ch4	CMT2.ch4
435	SPI 403	CMT2.ch5	CMT2.ch5	CMT2.ch5	CMT2.ch5
436	SPI 404	CMT2.ch6	CMT2.ch6	CMT2.ch6	CMT2.ch6
437	SPI 405	CMT2.ch7	CMT2.ch7	CMT2.ch7	CMT2.ch7
438	SPI 406	TMU.TUNI12	TMU.TUNI12	TMU.TUNI12	TMU.TUNI12
439	SPI 407	TMU.TUNI13	TMU.TUNI13	TMU.TUNI13	TMU.TUNI13
440	SPI 408	TMU.TUNI14	TMU.TUNI14	TMU.TUNI14	TMU.TUNI14
441	SPI 409	Reserved	Reserved	Reserved	Reserved
442	SPI 410	Reserved	Reserved	Reserved	Reserved
443	SPI 411	Reserved	Reserved	Reserved	Reserved
444	SPI 412	Reserved	Reserved	Reserved	Reserved
445	SPI 413	Reserved	Reserved	Reserved	Reserved
446	SPI 414	Reserved	Reserved	Reserved	Reserved
447	SPI 415	Reserved	Reserved	Reserved	Reserved
448	SPI 416	SYS-DMAC2 err	SYS-DMAC2 err	SYS-DMAC2 err	SYS-DMAC2 err
449	SPI 417	SYS-DMAC2.ch0	SYS-DMAC2.ch0	SYS-DMAC2.ch0	SYS-DMAC2.ch0
450	SPI 418	SYS-DMAC2.ch1	SYS-DMAC2.ch1	SYS-DMAC2.ch1	SYS-DMAC2.ch1
451	SPI 419	SYS-DMAC2.ch2	SYS-DMAC2.ch2	SYS-DMAC2.ch2	SYS-DMAC2.ch2
452	SPI 420	SYS-DMAC2.ch3	SYS-DMAC2.ch3	SYS-DMAC2.ch3	SYS-DMAC2.ch3
453	SPI 421	SYS-DMAC2.ch4	SYS-DMAC2.ch4	SYS-DMAC2.ch4	SYS-DMAC2.ch4
454	SPI 422	SYS-DMAC2.ch5	SYS-DMAC2.ch5	SYS-DMAC2.ch5	SYS-DMAC2.ch5
455	SPI 423	SYS-DMAC2.ch6	SYS-DMAC2.ch6	SYS-DMAC2.ch6	SYS-DMAC2.ch6
456	SPI 424	SYS-DMAC2.ch7	SYS-DMAC2.ch7	SYS-DMAC2.ch7	SYS-DMAC2.ch7

Interrupt ID	SGI, PPI or SPI No	Source			
		RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
457	SPI 425	SYS-DMAC2.ch8	SYS-DMAC2.ch8	SYS-DMAC2.ch8	SYS-DMAC2.ch8
458	SPI 426	SYS-DMAC2.ch9	SYS-DMAC2.ch9	SYS-DMAC2.ch9	SYS-DMAC2.ch9
459	SPI 427	SYS-DMAC2. ch10	SYS-DMAC2. ch10	SYS-DMAC2. ch10	SYS-DMAC2. ch10
460	SPI 428	SYS-DMAC2. ch11	SYS-DMAC2. ch11	SYS-DMAC2. ch11	SYS-DMAC2. ch11
461	SPI 429	SYS-DMAC2. ch12	SYS-DMAC2. ch12	SYS-DMAC2. ch12	SYS-DMAC2. ch12
462	SPI 430	SYS-DMAC2. ch13	SYS-DMAC2. ch13	SYS-DMAC2. ch13	SYS-DMAC2. ch13
463	SPI 431	SYS-DMAC2. ch14	SYS-DMAC2. ch14	SYS-DMAC2. ch14	SYS-DMAC2. ch14
464	SPI 432	Reserved	Reserved	Reserved	Reserved
465	SPI 433	Reserved	Reserved	Reserved	Reserved
466	SPI 434	Reserved	Reserved	Reserved	Reserved
467	SPI 435	Reserved	Reserved	Reserved	Reserved
468	SPI 436	Reserved	Reserved	Reserved	Reserved
469	SPI 437	Reserved	Reserved	Reserved	Reserved
470	SPI 438	Reserved	Reserved	Reserved	Reserved
471	SPI 439	Reserved	Reserved	Reserved	Reserved
472	SPI 440	Reserved	Reserved	Reserved	Reserved
473	SPI 441	Reserved	Reserved	Reserved	Reserved
474	SPI 442	Reserved	Reserved	Reserved	Reserved
475	SPI 443	Reserved	Reserved	Reserved	Reserved
476	SPI 444	VSP2.vspi. ch0	VSP2.vspi. ch0	VSP2.vspi. ch0	VSP2.vspi. ch0
477	SPI 445	VSP2.vspi. ch1	Reserved	Reserved	Reserved
478	SPI 446	Reserved	Reserved	Reserved	Reserved
479	SPI 447	Reserved	Reserved	Reserved	Reserved
480	SPI 448	Reserved	Reserved	Reserved	Reserved
481	SPI 449	Reserved	Reserved	Reserved	Reserved
482	SPI 450	Reserved	Reserved	Reserved	Reserved
483	SPI 451	Reserved	Reserved	Reserved	Reserved
484	SPI 452	Reserved	Reserved	Reserved	Reserved
485	SPI 453	Reserved	Reserved	Reserved	Reserved
486	SPI 454	Reserved	Reserved	Reserved	Reserved
487	SPI 455	Reserved	Reserved	Reserved	Reserved
488	SPI 456	Reserved	Reserved	Reserved	Reserved
489	SPI 457	Reserved	Reserved	Reserved	Reserved
490	SPI 458	Reserved	Reserved	Reserved	Reserved
491	SPI 459	Reserved	Reserved	Reserved	Reserved
492	SPI 460	Reserved	Reserved	Reserved	Reserved
493	SPI 461	Reserved	Reserved	Reserved	Reserved

Interrupt ID	SGI, PPI or SPI No	Source			
		RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
494	SPI 462	Reserved	Reserved	Reserved	Reserved
495	SPI 463	Reserved	Reserved	Reserved	Reserved
496	SPI 464	Reserved	Reserved	Reserved	Reserved
497	SPI 465	VSP2.vspbc	Reserved	Reserved	Reserved
498	SPI 466	VSP2.vspd. ch0	VSP2.vspd. ch0	VSP2.vspd. ch0	VSP2.vspd. ch0
499	SPI 467	VSP2.vspd. ch1	VSP2.vspd. ch1	VSP2.vspd. ch1	VSP2.vspd. ch1
500	SPI 468	Reserved	VSP2.vspd. ch2	Reserved	Reserved
501	SPI 469	Reserved	Reserved	Reserved	Reserved
502	SPI 470	CMT3.ch0	CMT3.ch0	CMT3.ch0	CMT3.ch0
503	SPI 471	CMT3.ch1	CMT3.ch1	CMT3.ch1	CMT3.ch1
504	SPI 472	CMT3.ch2	CMT3.ch2	CMT3.ch2	CMT3.ch2
505	SPI 473	CMT3.ch3	CMT3.ch3	CMT3.ch3	CMT3.ch3
506	SPI 474	CMT3.ch4	CMT3.ch4	CMT3.ch4	CMT3.ch4
507	SPI 475	CMT3.ch5	CMT3.ch5	CMT3.ch5	CMT3.ch5
508	SPI 476	CMT3.ch6	CMT3.ch6	CMT3.ch6	CMT3.ch6
509	SPI 477	CMT3.ch7	CMT3.ch7	CMT3.ch7	CMT3.ch7
510	SPI 478	Reserved	Reserved	Reserved	Reserved
511	SPI 479	Reserved	Reserved	Reserved	Reserved

20. Interrupt Controller (INTC-EX)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

20.1 Overview

The INTC-EX is a common sub-module of interrupt controllers. This sub-module provides interrupt from external device and inter-domain communication.

20.1.1 Features

- Common module to handle the external NMI/IRQ inputs
- Edge-triggered on rising, falling or both
- Level-sensitive on high or low values
- IRQ signal debouncing, noise reduction and chattering

20.1.2 Block Diagram

Figure 20.1 and Figure 20.2 are block diagrams of INTC-EX.

The event detector block detects external IRQn, and supports noise reduction and edge detection.

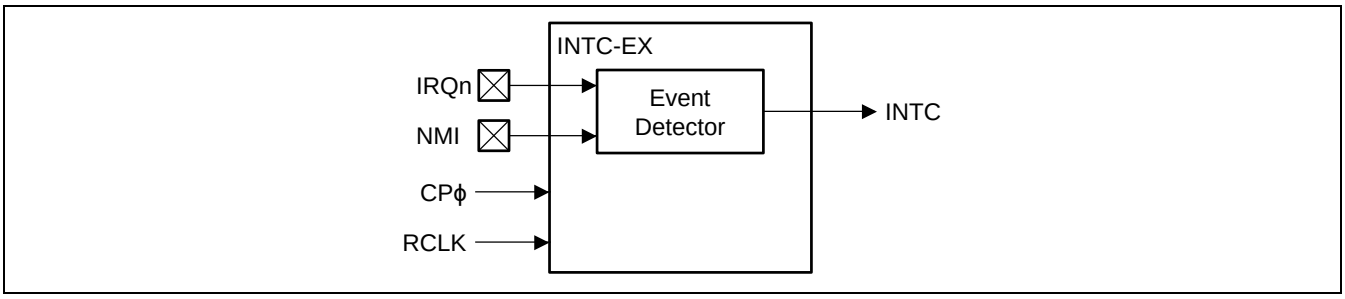


Figure 20.1 INTC-EX Block Diagram

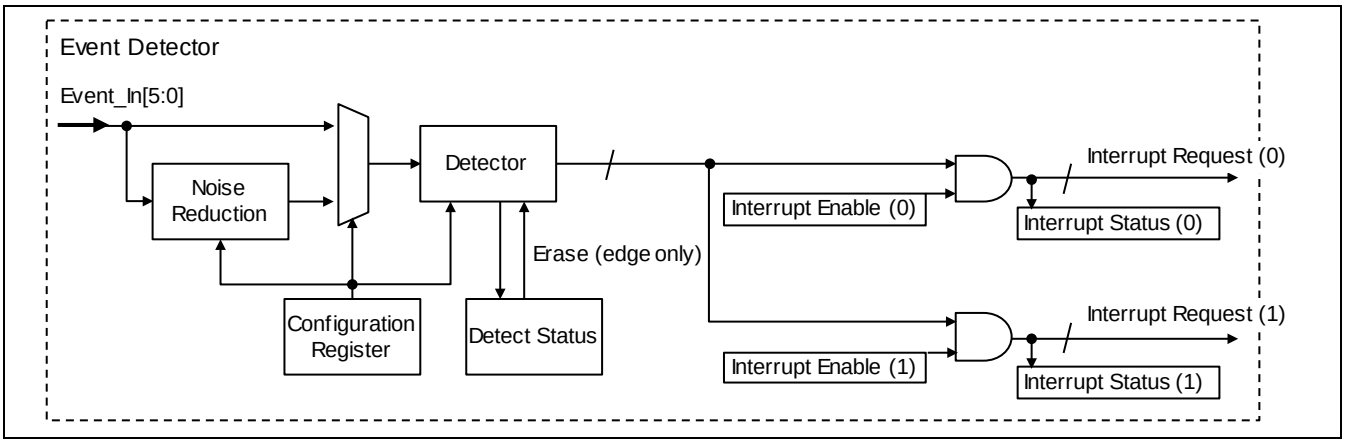


Figure 20.2 INTC-EX Event Detector

20.1.3 External Pins

Table 20.1 shows the INTC-EX pin configuration.

Table 20.1 Pin Configuration

				Second Generation RZ/G Series Products			
Pin Name	**Function**	**I/O**	**Description**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
IRQn (n = 0 to 5)	External interrupt input pins	Input	Input of IRQn interrupt request signals from external device. All IRQ signals are always active.	√	√	√	√
NMI	External non maskable Interrupt input pins	Input	Input of NMI interrupt request signal from external device.	√	√	√	√

20.1.4 Register Configuration

Table 20.2 shows the base address of each block and Table 20.3 to Table 20.5 show register configuration.

Table 20.2 INTC-EX Base Address

Module Name	Base Address
INTC-EX	H'E61C_0000
INTC-EX event detector block	H'E61C_0000
NMI event detector block	H'E61C_0400
NMI mask lock block	H'E61C_0A00

Table 20.3 INTC-EX Event Detector Register Configuration

						Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Address Offset**	**Initial value**	**Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interrupt request status register 0	INTREQ_STS0	R	H'000	H'0000_0000	32	√	√	√	√
Interrupt enable status register 0	INTEN_STS0	R/WC1	H'004	H'0000_0000	32	√	√	√	√
Interrupt enable set register 0	INTEN_SET0	W	H'008	—	32	√	√	√	√
IRQn detect status register	DETECT_STATUS	R/WC1	H'100	H'0000_0000	32	√	√	√	√
IRQn signal level monitor register	MONITOR	R	H'104	—	32	√	√	√	√
IRQn high level detect status register	HLVL_STS	R	H'108	H'0000_0000	32	√	√	√	√
IRQn low level detect status register	LLVL_STS	R	H'10C	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	R/W	Address Offset	Initial value	Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
IRQn sync rising edge detect status register	S_R_EDGE_STS	R	H'110	H'0000_0000	32	√	√	√	√
IRQn sync falling edge detect status register	S_F_EDGE_STS	R	H'114	H'0000_0000	32	√	√	√	√
IRQn async rising edge detect status register	A_R_EDGE_STS	R	H'118	H'0000_0000	32	√	√	√	√
IRQn async falling edge detect status register	A_F_EDGE_STS	R	H'11C	H'0000_0000	32	√	√	√	√
IRQn chattering reduction status register	CHTEN_STS	R	H'120	H'0000_0000	32	√	√	√	√
IRQ0 configuration register	CONFIG_0	R/W	H'180	H'0000_0000	32	√	√	√	√
IRQ1 configuration register	CONFIG_1	R/W	H'184	H'0000_0000	32	√	√	√	√
IRQ2 configuration register	CONFIG_2	R/W	H'188	H'0000_0000	32	√	√	√	√
IRQ3 configuration register	CONFIG_3	R/W	H'18C	H'0000_0000	32	√	√	√	√
IRQ4 configuration register	CONFIG_4	R/W	H'190	H'0000_0000	32	√	√	√	√
IRQ5 configuration register	CONFIG_5	R/W	H'194	H'0000_0000	32	√	√	√	√

Table 20.4 NMI Event Detector Register Configuration

Register Name	Abbreviation	R/W	Address Offset	Initial value	Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
NMI request status register 0	NMIREQ_STS0	R	H'000	H'0000_0000	32	√	√	√	√
NMI enable status register 0	NMIEN_STS0	R/WC1	H'004	H'0000_0000	32	√	√	√	√
NMI enable set register 0	NMIEN_SET0	W	H'008	—	32	√	√	√	√
NMI detect status register	DETECT_STATUS_NMI	R/WC1	H'100	H'0000_0000	32	√	√	√	√
NMI signal level monitor register	MONITOR_NMI	R	H'104	—	32	√	√	√	√
NMI high level detect status register	HLVL_STS_NMI	R	H'108	H'0000_0000	32	√	√	√	√
NMI low level detect status register	LLVL_STS_NMI	R	H'10C	H'0000_0000	32	√	√	√	√
NMI sync rising edge detect status register	S_R_EDGE_STS_NMI	R	H'110	H'0000_0000	32	√	√	√	√
NMI sync falling edge detect status register	S_F_EDGE_STS_NMI	R	H'114	H'0000_0000	32	√	√	√	√
NMI async rising edge detect status register	A_R_EDGE_STS_NMI	R	H'118	H'0000_0000	32	√	√	√	√
NMI async falling edge detect status register	A_F_EDGE_STS_NMI	R	H'11C	H'0000_0000	32	√	√	√	√
NMI chattering reduction status register	CHTEN_STS_NMI	R	H'120	H'0000_0000	32	√	√	√	√
NMI debounce setting register	DEB_SET_NMI	R/W	H'140	H'0000_0000	32	√	√	√	√
NMI configuration 0 register	CONFIG0_NMI	R/W	H'180	H'0000_0000	32	√	√	√	√
NMI configuration 1 register	CONFIG1_NMI	R/W	H'184	H'0000_0000	32	√	√	√	√
NMI configuration 2 register	CONFIG2_NMI	R/W	H'188	H'0000_0000	32	√	√	√	√
NMI configuration 3 register	CONFIG3_NMI	R/W	H'18C	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	R/W	Address Offset	Initial value	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
NMI configuration 4 register	CONFIG4_NMI	R/W	H'190	H'0000_0000	32	√	√	√	√
NMI configuration 5 register	CONFIG5_NMI	R/W	H'194	H'0000_0000	32	√	√	√	√
NMI configuration 6 register	CONFIG6_NMI	R/W	H'198	H'0000_0000	32	√	√	√	√
NMI configuration 7 register	CONFIG7_NMI	R/W	H'19C	H'0000_0000	32	√	√	√	√

Table 20.5 NMI Lock Register Configuration

Register Name	Abbreviation	R/W	Address Offset	Initial value	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
NMI mask lock set register	NMI_LCK	R/W*	H'000	H'0000_0000	32	√	√	√	√
NMI lock code register	NMI_LCKCODE	R/W*	H'004	H'0000_0000	32	√	√	√	√
NMI debug control enable register	NMI_DBG	R/W	H'008	H'0000_0000	32	√	√	√	√
NMI debug code register	NMI_DBGCODE	R/W	H'00C	H'0000_0000	32	√	√	√	√

Note: * It cannot update register value during lock.

20.1.5 Connected Module

Table 20.6 Connected modules

Module name	Connected module name	Function of connected module
INTC-EX	INTC-AP	Interrupt controller for AP-System Core

20.2 Register Description

20.2.1 Interrupt Request Status Register0 (INTREQ_STS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register shows interrupt request status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	INTREQ					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	INTREQ[5:0]	H'00	R	Interrupt Status 0: Interrupt not generation 1: Interrupt generation

20.2.2 Interrupt Enable Status Register0 (INTEN_STS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register shows interrupt enable status and clear interrupt enable.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	INTEN					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	INTEN[5:0]	H'00	R/WC1	Interrupt Enable Read 0: Interrupt generation is disabled Read 1: Interrupt generation is enabled Write 0: No functional effect Write 1: Interrupt enable clear

20.2.3 Interrupt Enable Set Register0 (INTEN_SET0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register set interrupt enable.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	INTENS					
Initial value:	0	0	0	0	0	0	0	0	0	0	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	INTENS[5:0]	—	W	Interrupt Enable Set Write 0: No functional effect Write 1: Interrupt enable set

20.2.4 IRQn Detect Status Register (DETECT_STATUS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register shows IRQn event detection status and provides the function to clear edge-triggered event. The status bit is cleared by writing 1 to the corresponding bit in edge-triggered mode. Writing 0 to this register bits does not affect to the register value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	IRQnDET					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	IRQnDET [5:0]	H'00	R/WC1	IRQn Event Detection Status Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.

Note: n = 5

20.2.5 IRQn Signal Level Monitor Register (MONITOR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides external signal monitor.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	IRQnMON					
Initial value:	0	0	0	0	0	0	0	0	0	0	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	IRQnMON [5:0]	—	R	IRQn External Signal Level Monitor This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: IRQn is low level 1: IRQn is high level

Note: n = 5

20.2.6 IRQn High Level Detect Status Register (HLVL_STS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	IRQnHSTS					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	IRQnHSTS[5:0]	H'00	R	IRQn High Level Interrupt Status 0: IRQn high level interrupt request not occurred 1: IRQn high level interrupt request occurred

Note: n = 5

20.2.7 IRQn Low Level Detect Status Register (LLVL_STS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	IRQnLSTS					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	IRQnLSTS[5:0]	H'00	R	IRQn Low Level Interrupt Status 0: IRQn low level interrupt request not occurred 1: IRQn low level interrupt request occurred

Note: n = 5

20.2.8 IRQn Sync Rising Edge Detect Status Register (S_R_EDGE_STS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	IRQnSRSTS					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	IRQnSRSTS [5:0]	H'00	R	IRQn Synchronous Rise Edge Interrupt Status 0: IRQn rise edge interrupt request not occurred 1: IRQn rise edge interrupt request occurred

Note: n = 5

20.2.9 IRQn Sync Falling Edge Detect Status Register (S_F_EDGE_STS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	IRQnSFSTS					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	IRQnSFSTS [5:0]	H'00	R	IRQn Synchronous Fall Edge Interrupt Status 0: IRQn fall edge interrupt request not occurred 1: IRQn fall edge interrupt request occurred

Note: n = 5

20.2.10 IRQn Async Rising Edge Detect Status Register (A_R_EDGE_STS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	IRQnARSTS					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	IRQnARSTS [5:0]	H'00	R	IRQn Asynchronous Rise Edge Interrupt Status 0: IRQn rise edge interrupt request not occurred 1: IRQn rise edge interrupt request occurred

Note: n = 5

20.2.11 IRQn Async Falling Edge Detect Status Register (A_F_EDGE_STS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	IRQnAFSTS					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	IRQnAFSTS [5:0]	H'00	R	IRQn Asynchronous Fall Edge Interrupt Status 0: IRQn fall edge interrupt request not occurred 1: IRQn fall edge interrupt request occurred

Note: n = 5

20.2.12 IRQn Chattering Reduction Status Register (CHTEN_STS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register shows chattering reduction enable status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CHTEN					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	CHTEN[5:0]	H'00	R	Chattering Reduction Enable Status 0: Chattering reduction disabled 1: Chattering reduction enabled

Note: After you set CHTEN.CONFIG_n bit, these bits show its status.
However, 3 cycles @ RCLK (32 kHz) is necessary to reflect the set value.

20.2.13 IRQn Configuration Register (CONFIG_n)

Note: n = 0 to 5

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides detection mode and chattering reduction setting.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CHTEN	—	—	—	—	—	—	—	STS1		STS2					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	SS					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	CHTEN	B'0	R/W	Chattering Reduction Enable 0: Chattering reduction disabled 1: Chattering reduction enabled
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23, 22	STS1	B’00	R/W	IRQn Scan Timing These bits provide chattering reduction timing. B’00: 1 ms B’01: 2 ms B’10: 4 ms B’11: 8 ms
21 to 16	STS2	H’00	R/W	IRQn Chattering Reduction Period The chattering reduction period is defined by STS1 × STS2. H'00: No reduction H'01 to H'3F: STS1 × STS2 Notes: 1. These bits should not be set to H'00 when chattering reduction enable. 2. Check chattering reduction is disabled completely with corresponding bit of chattering reduction status register (CHTEN_STS) when this bit change.
15 to 6	—	All 0	R	Reserved These bits are always read as 0. The writing value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	SS	H'00	R/W	Sense Selection B'00_0000: Disable event detection B'00_0001: Enable low level sensitive B'00_0010: Enable high level sensitive B'00_0100: Enable synchronous falling edge triggered B'00_1000: Enable synchronous rising edge triggered B'00_1100: Enable synchronous both edge triggered B'01_0000: Enable asynchronous falling edge triggered B'10_0000: Enable asynchronous rising edge triggered B'11_0000: Enable asynchronous both edge triggered Others : setting prohibit Note: The Asynchronous edge triggered can use only as follow conditions. + Chattering reduction not use. The synchronous edge triggered can use always.

20.2.14 NMI Request Status Register 0 (NMIREQ_STS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register shows external NMI request status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	C7STS	C6STS	C5STS	C4STS	C3STS	C2STS	C1STS	C0STS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	C7STS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI Status for CPU7 interface (INTC-AP) 0: not during NMI service 1: during NMI service
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
6	C6STS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI Status for CPU6 interface (INTC-AP) 0: not during NMI service 1: during NMI service
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
5	C5STS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI Status for CPU5 interface (INTC-AP) 0: not during NMI service 1: during NMI service
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
4	C4STS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI Status for CPU4 interface (INTC-AP) 0: not during NMI service 1: during NMI service
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3	C3STS	B'0	R	[RZ/G2H] NMI Status for CPU3 interface (INTC-AP) 0: not during NMI service 1: during NMI service
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
2	C2STS	B'0	R	[RZ/G2H] NMI Status for CPU2 interface (INTC-AP) 0: not during NMI service 1: during NMI service
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
1	C1STS	B'0	R	NMI Status for CPU1 interface (INTC-AP) 0: not during NMI service 1: during NMI service
0	C0STS	B'0	R	NMI Status for CPU0 interface (INTC-AP) 0: not during NMI service 1: during NMI service

20.2.15 NMI Enable Status Register 0 (NMIEN_STS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register shows NMI interrupt enable status and clears NMI interrupt enable.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	C7IEN	C6IEN	C5IEN	C4IEN	C3IEN	C2IEN	C1IEN	C0IEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	C7IEN	B'0	R/WC1	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Interrupt Enable for CPU7 interface (INTC-AP) Read 0: NMI interrupt generation is disabled Read 1: NMI interrupt generation is enabled Write 0: No functional effect Write 1: NMI interrupt enable clear
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
6	C6IEN	B'0	R/WC1	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Interrupt Enable for CPU6 interface (INTC-AP) Read 0: NMI interrupt generation is disabled Read 1: NMI interrupt generation is enabled Write 0: No functional effect Write 1: NMI interrupt enable clear
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
5	C5IEN	B'0	R/WC1	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Interrupt Enable for CPU5 interface (INTC-AP) Read 0: NMI interrupt generation is disabled Read 1: NMI interrupt generation is enabled Write 0: No functional effect Write 1: NMI interrupt enable clear
				[RZ/G2N] Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4	C4IEN	B'0	R/WC1	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Interrupt Enable for CPU4 interface (INTC-AP) Read 0: NMI interrupt generation is disabled Read 1: NMI interrupt generation is enabled Write 0: No functional effect Write 1: NMI interrupt enable clear
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
3	C3IEN	B'0	R/WC1	[RZ/G2H] Interrupt Enable for CPU3 interface (INTC-AP) Read 0: NMI interrupt generation is disabled Read 1: NMI interrupt generation is enabled Write 0: No functional effect Write 1: NMI interrupt enable clear
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
2	C2IEN	B'0	R/WC1	[RZ/G2H] Interrupt Enable for CPU2 interface (INTC-AP) Read 0: NMI interrupt generation is disabled Read 1: NMI interrupt generation is enabled Write 0: No functional effect Write 1: NMI interrupt enable clear
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
1	C1IEN	B'0	R/WC1	Interrupt Enable for CPU1 interface (INTC-AP) Read 0: NMI interrupt generation is disabled Read 1: NMI interrupt generation is enabled Write 0: No functional effect Write 1: NMI interrupt enable clear
0	C0IEN	B'0	R/WC1	Interrupt Enable for CPU0 interface (INTC-AP) Read 0: NMI interrupt generation is disabled Read 1: NMI interrupt generation is enabled Write 0: No functional effect Write 1: NMI interrupt enable clear

20.2.16 NMI Enable Set Register 0 (NMIEN_SET0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register enables the NMI interrupt to each CPU.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	C7SET	C6SET	C5SET	C4SET	C3SET	C2SET	C1SET	C0SET
Initial value:	0	0	0	0	0	0	0	0	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	C7SET	—	W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Interrupt Enable Set for CPU7 interface (INTC-AP) Write 0: No functional effect Write 1: Interrupt enable set
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
6	C6SET	—	W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Interrupt Enable Set for CPU6 interface (INTC-AP) Write 0: No functional effect Write 1: Interrupt enable set
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
5	C5SET	—	W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Interrupt Enable Set for CPU5 interface (INTC-AP) Write 0: No functional effect Write 1: Interrupt enable set
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
4	C4SET	—	W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Interrupt Enable Set for CPU4 interface (INTC-AP) Write 0: No functional effect Write 1: Interrupt enable set
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3	C3SET	—	W	[RZ/G2H] Interrupt Enable Set for CPU3 interface (INTC-AP) Write 0: No functional effect Write 1: Interrupt enable set
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
2	C2SET	—	W	[RZ/G2H] Interrupt Enable Set for CPU2 interface (INTC-AP) Write 0: No functional effect Write 1: Interrupt enable set
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
1	C1SET	—	W	Interrupt Enable Set for CPU1 interface (INTC-AP) Write 0: No functional effect Write 1: Interrupt enable set
0	C0SET	—	W	Interrupt Enable Set for CPU0 interface (INTC-AP) Write 0: No functional effect Write 1: Interrupt enable set

20.2.17 NMI Detect Status Register (DETECT_STATUS_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register shows NMIn event detection status and provides the function to clear edge-triggered event. The status bit is cleared by writing 1 to the corresponding bit in edge-triggered mode. Writing 0 to this register bits does not affect to the register value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NMI7DET	NMI6DET	NMI5DET	NMI4DET	NMI3DET	NMI2DET	NMI1DET	NMI0DET
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	NMI7DET	B'0	R/WC1	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI7 Event Detection Status for CPU7 interface (INTC-AP) Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
6	NMI6DET	B'0	R/WC1	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI6 Event Detection Status for CPU6 interface (INTC-AP) Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.

Bit	Bit Name	Initial Value	R/W	Description
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
5	NMI5DET	B'0	R/WC1	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI5 Event Detection Status for CPU5 interface (INTC-AP) Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
4	NMI4DET	B'0	R/WC1	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI4 Event Detection Status for CPU4 interface (INTC-AP) Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
3	NMI3DET	B'0	R/WC1	[RZ/G2H] NMI3 Event Detection Status for CPU3 interface (INTC-AP) Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
2	NMI2DET	B'0	R/WC1	[RZ/G2H] NMI2 Event Detection Status for CPU2 interface (INTC-AP) Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
1	NMI1DET	B'0	R/WC1	NMI1 Event Detection Status for CPU1 interface (INTC-AP) Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.
0	NMI0DET	B'0	R/WC1	NMI0 Event Detection Status for CPU0 interface (INTC-AP) Edge-triggered mode: Read 0: No interrupt request occurred Read 1: Interrupt request occurred Write 0: No functional effect Write 1: Cleared detection. Level-sensitive mode: Read 0: No interrupt request occurred. Read 1: Interrupt request occurred Write 0: No functional effect. Write 1: No functional effect.

20.2.18 NMI Signal Level Monitor Register (MONITOR_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides external signal monitor.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NMI7 MON	NMI6 MON	NMI5 MON	NMI4 MON	NMI3 MON	NMI2 MON	NMI1 MON	NMI0 MON
Initial value:	0	0	0	0	0	0	0	0	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	NMI7MON	—	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI7 External Signal Level Monitor for CPU7 interface (INTC-AP) This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: NMI7 is low level 1: NMI7 is high level
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
6	NMI6MON	—	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI6 External Signal Level Monitor for CPU6 interface (INTC-AP) This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: NMI6 is low level 1: NMI6 is high level
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
5	NMI5MON	—	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI5 External Signal Level Monitor for CPU5 interface (INTC-AP) This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: NMI5 is low level 1: NMI5 is high level

Bit	Bit Name	Initial Value	R/W	Description
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
4	NMI4MON	—	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI4 External Signal Level Monitor for CPU4 interface (INTC-AP) This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: NMI4 is low level 1: NMI4 is high level
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
3	NMI3MON	—	R	[RZ/G2H] NMI3 External Signal Level Monitor for CPU3 interface (INTC-AP) This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: NMI3 is low level 1: NMI3 is high level
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.
2	NMI2MON	—	R	[RZ/G2H] NMI2 External Signal Level Monitor for CPU2 interface (INTC-AP) This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: NMI2 is low level 1: NMI2 is high level
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
1	NMI1MON	—	R	NMI1 External Signal Level Monitor for CPU1 interface (INTC-AP) This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: NMI1 is low level 1: NMI1 is high level
0	NMI0MON	—	R	NMI0 External Signal Level Monitor for CPU0 interface (INTC-AP) This function show input value when signal is enabled by corresponding configuration register SS bits. So, initial value depends on input value. 0: NMI0 is low level 1: NMI0 is high level

20.2.19 NMI High Level Detect Status Register (HLVL_STS_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NMI7H STS	NMI6H STS	NMI5H STS	NMI4H STS	NMI3H STS	NMI2H STS	NMI1H STS	NMI0H STS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The writing value should always be 0.
7	NMI7HSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI7 High Level Interrupt Status for CPU7 interface (INTC-AP) 0: NMI7 high level interrupt request not occurred 1: NMI7 high level interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
6	NMI6HSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI6 High Level Interrupt Status for CPU6 interface (INTC-AP) 0: NMI6 high level interrupt request not occurred 1: NMI6 high level interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	NMI5HSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI5 High Level Interrupt Status for CPU5 interface (INTC-AP) 0: NMI5 high level interrupt request not occurred 1: NMI5 high level interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
4	NMI4HSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI4 High Level Interrupt Status for CPU4 interface (INTC-AP) 0: NMI4 high level interrupt request not occurred 1: NMI4 high level interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
3	NMI3HSTS	B'0	R	[RZ/G2H] NMI3 High Level Interrupt Status for CPU3 interface (INTC-AP) 0: NMI3 high level interrupt request not occurred 1: NMI3 high level interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
2	NMI2HSTS	B'0	R	[RZ/G2H] NMI2 High Level Interrupt Status for CPU2 interface (INTC-AP) 0: NMI2 high level interrupt request not occurred 1: NMI2 high level interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
1	NMI1HSTS	B'0	R	NMI1 High Level Interrupt Status for CPU1 interface (INTC-AP) 0: NMI1 high level interrupt request not occurred 1: NMI1 high level interrupt request occurred
0	NMI0HSTS	B'0	R	NMI0 High Level Interrupt Status for CPU0 interface (INTC-AP) 0: NMI0 high level interrupt request not occurred 1: NMI0 high level interrupt request occurred

20.2.20 NMI Low Level Detect Status Register (LLVL_STS_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NMI7L STS	NMI6L STS	NMI5L STS	NMI4L STS	NMI3L STS	NMI2L STS	NMI1L STS	NMI0L STS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The writing value should always be 0.
7	NMI7LSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI7 Low Level Interrupt Status for CPU7 interface (INTC-AP) 0: NMI7 low level interrupt request not occurred 1: NMI7 low level interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
6	NMI6LSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI6 Low Level Interrupt Status for CPU6 interface (INTC-AP) 0: NMI6 low level interrupt request not occurred 1: NMI6 low level interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	NMI5LSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI5 Low Level Interrupt Status for CPU5 interface (INTC-AP) 0: NMI5 low level interrupt request not occurred 1: NMI5 low level interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
4	NMI4LSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI4 Low Level Interrupt Status for CPU4 interface (INTC-AP) 0: NMI4 low level interrupt request not occurred 1: NMI4 low level interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
3	NMI3LSTS	B'0	R	[RZ/G2H] NMI3 Low Level Interrupt Status for CPU3 interface (INTC-AP) 0: NMI3 low level interrupt request not occurred 1: NMI3 low level interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
2	NMI2LSTS	B'0	R	[RZ/G2H] NMI2 Low Level Interrupt Status for CPU2 interface (INTC-AP) 0: NMI2 low level interrupt request not occurred 1: NMI2 low level interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
1	NMI1LSTS	B'0	R	NMI1 Low Level Interrupt Status for CPU1 interface (INTC-AP) 0: NMI1 low level interrupt request not occurred 1: NMI1 low level interrupt request occurred
0	NMI0LSTS	B'0	R	NMI0 Low Level Interrupt Status for CPU0 interface (INTC-AP) 0: NMI0 low level interrupt request not occurred 1: NMI0 low level interrupt request occurred

20.2.21 NMI Sync Rising Edge Detect Status Register (S_R_EDGE_STS_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NMI7S RSTS	NMI6S RSTS	NMI5S RSTS	NMI4S RSTS	NMI3S RSTS	NMI2S RSTS	NMI1S RSTS	NMI0S RSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The writing value should always be 0.
7	NMI7SRSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI7 Synchronous Rise Edge Interrupt Status for CPU7 interface (INTC-AP) 0: NMI7 rise edge interrupt request not occurred 1: NMI7 rise edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
6	NMI6SRSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI6 Synchronous Rise Edge Interrupt Status for CPU6 interface (INTC-AP) 0: NMI6 rise edge interrupt request not occurred 1: NMI6 rise edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	NMI5SRSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI5 Synchronous Rise Edge Interrupt Status for CPU5 interface (INTC-AP) 0: NMI5 rise edge interrupt request not occurred 1: NMI5 rise edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
4	NMI4SRSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI4 Synchronous Rise Edge Interrupt Status for CPU4 interface (INTC-AP) 0: NMI4 rise edge interrupt request not occurred 1: NMI4 rise edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
3	NMI3SRSTS	B'0	R	[RZ/G2H] NMI3 Synchronous Rise Edge Interrupt Status for CPU3 interface (INTC-AP) 0: NMI3 rise edge interrupt request not occurred 1: NMI3 rise edge interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
2	NMI2SRSTS	B'0	R	[RZ/G2H] NMI2 Synchronous Rise Edge Interrupt Status for CPU2 interface (INTC-AP) 0: NMI2 rise edge interrupt request not occurred 1: NMI2 rise edge interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
1	NMI1SRSTS	B'0	R	NMI1 Synchronous Rise Edge Interrupt Status for CPU1 interface (INTC-AP) 0: NMI1 rise edge interrupt request not occurred 1: NMI1 rise edge interrupt request occurred
0	NMI0SRSTS	B'0	R	NMI0 Synchronous Rise Edge Interrupt Status for CPU0 interface (INTC-AP) 0: NMI0 rise edge interrupt request not occurred 1: NMI0 rise edge interrupt request occurred

20.2.22 NMI Sync Falling Edge Detect Status Register (S_F_EDGE_STS_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NMI7S FSTS	NMI6S FSTS	NMI5S FSTS	NMI4S FSTS	NMI3S FSTS	NMI2S FSTS	NMI1S FSTS	NMI0S FSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The writing value should always be 0.
7	NMI7SFSTS	B’0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI7 Synchronous Fall Edge Interrupt Status for CPU7 interface (INTC-AP) 0: NMI7 fall edge interrupt request not occurred 1: NMI7 fall edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
6	NMI6SFSTS	B’0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI6 Synchronous Fall Edge Interrupt Status for CPU6 interface (INTC-AP) 0: NMI6 fall edge interrupt request not occurred 1: NMI6 fall edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	NMI5SFSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI5 Synchronous Fall Edge Interrupt Status for CPU5 interface (INTC-AP) 0: NMI5 fall edge interrupt request not occurred 1: NMI5 fall edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
4	NMI4SFSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI4 Synchronous Fall Edge Interrupt Status for CPU4 interface (INTC-AP) 0: NMI4 fall edge interrupt request not occurred 1: NMI4 fall edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
3	NMI3SFSTS	B'0	R	[RZ/G2H] NMI3 Synchronous Fall Edge Interrupt Status for CPU3 interface (INTC-AP) 0: NMI3 fall edge interrupt request not occurred 1: NMI3 fall edge interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
2	NMI2SFSTS	B'0	R	[RZ/G2H] NMI2 Synchronous Fall Edge Interrupt Status for CPU2 interface (INTC-AP) 0: NMI2 fall edge interrupt request not occurred 1: NMI2 fall edge interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
1	NMI1SFSTS	B'0	R	NMI1 Synchronous Fall Edge Interrupt Status for CPU1 interface (INTC-AP) 0: NMI1 fall edge interrupt request not occurred 1: NMI1 fall edge interrupt request occurred
0	NMI0SFSTS	B'0	R	NMI0 Synchronous Fall Edge Interrupt Status for CPU0 interface (INTC-AP) 0: NMI0 fall edge interrupt request not occurred 1: NMI0 fall edge interrupt request occurred

20.2.23 NMI Async Rising Edge Detect Status Register (A_R_EDGE_STS_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NMI7A RSTS	NMI6A RSTS	NMI5A RSTS	NMI4A RSTS	NMI3A RSTS	NMI2A RSTS	NMI1A RSTS	NMI0A RSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The writing value should always be 0.
7	NMI7ARSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI7 Asynchronous Rise Edge Interrupt Status for CPU7 interface (INTC-AP) 0: NMI7 rise edge interrupt request not occurred 1: NMI7 rise edge interrupt request occurred [RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
6	NMI6ARSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI6 Asynchronous Rise Edge Interrupt Status for CPU6 interface (INTC-AP) 0: NMI6 rise edge interrupt request not occurred 1: NMI6 rise edge interrupt request occurred [RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	NMI5ARSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI5 Asynchronous Rise Edge Interrupt Status for CPU5 interface (INTC-AP) 0: NMI5 rise edge interrupt request not occurred 1: NMI5 rise edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
4	NMI4ARSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI4 Asynchronous Rise Edge Interrupt Status for CPU4 interface (INTC-AP) 0: NMI4 rise edge interrupt request not occurred 1: NMI4 rise edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
3	NMI3ARSTS	B'0	R	[RZ/G2H] NMI3 Asynchronous Rise Edge Interrupt Status for CPU3 interface (INTC-AP) 0: NMI3 rise edge interrupt request not occurred 1: NMI3 rise edge interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
2	NMI2ARSTS	B'0	R	[RZ/G2H] NMI2 Asynchronous Rise Edge Interrupt Status for CPU2 interface (INTC-AP) 0: NMI2 rise edge interrupt request not occurred 1: NMI2 rise edge interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
1	NMI1ARSTS	B'0	R	NMI1 Asynchronous Rise Edge Interrupt Status for CPU1 interface (INTC-AP) 0: NMI1 rise edge interrupt request not occurred 1: NMI1 rise edge interrupt request occurred
0	NMI0ARSTS	B'0	R	NMI0 Asynchronous Rise Edge Interrupt Status for CPU0 interface (INTC-AP) 0: NMI0 rise edge interrupt request not occurred 1: NMI0 rise edge interrupt request occurred

20.2.24 NMI Async Falling Edge Detect Status Register (A_F_EDGE_STS_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides interrupt detail detect status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NMI7A FSTS	NMI6A FSTS	NMI5A FSTS	NMI4A FSTS	NMI3A FSTS	NMI2A FSTS	NMI1A FSTS	NMI0A FSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The writing value should always be 0.
7	NMI7AFSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI7 Asynchronous Fall Edge Interrupt Status for CPU7 interface (INTC-AP) 0: NMI7 fall edge interrupt request not occurred 1: NMI7 fall edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
6	NMI6AFSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI6 Asynchronous Fall Edge Interrupt Status for CPU6 interface (INTC-AP) 0: NMI6 fall edge interrupt request not occurred 1: NMI6 fall edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	NMI5AFSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI5 Asynchronous Fall Edge Interrupt Status for CPU5 interface (INTC-AP) 0: NMI5 fall edge interrupt request not occurred 1: NMI5 fall edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
4	NMI4AFSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] NMI4 Asynchronous Fall Edge Interrupt Status for CPU4 interface (INTC-AP) 0: NMI4 fall edge interrupt request not occurred 1: NMI4 fall edge interrupt request occurred
				[RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
3	NMI3AFSTS	B'0	R	[RZ/G2H] NMI3 Asynchronous Fall Edge Interrupt Status for CPU3 interface (INTC-AP) 0: NMI3 fall edge interrupt request not occurred 1: NMI3 fall edge interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
2	NMI2AFSTS	B'0	R	[RZ/G2H] NMI2 Asynchronous Fall Edge Interrupt Status for CPU2 interface (INTC-AP) 0: NMI2 fall edge interrupt request not occurred 1: NMI2 fall edge interrupt request occurred
				[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] Reserved These bits are always read as 0. The writing value should always be 0.
1	NMI1AFSTS	B'0	R	NMI1 Asynchronous Fall Edge Interrupt Status for CPU1 interface (INTC-AP) 0: NMI1 fall edge interrupt request not occurred 1: NMI1 fall edge interrupt request occurred
0	NMI0AFSTS	B'0	R	NMI0 Asynchronous Fall Edge Interrupt Status for CPU0 interface (INTC-AP) 0: NMI0 fall edge interrupt request not occurred 1: NMI0 fall edge interrupt request occurred

20.2.25 NMI Chattering Reduction Status Register (CHTEN_STS_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register shows chattering reduction enable status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CHTEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	CHTEN	B’0	R	Chattering Reduction Enable Status 0: Chattering reduction disabled 1: Chattering reduction enabled

Note: After you set CHTEN.DEB_SET_NMI bit, this bit shows its status.
However, 3 cycles @ RCLK (32 kHz) is necessary to reflect the set value.

20.2.26 NMI Debounce Setting Register (DEB_SET_NMI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides chattering reduction setting.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CHTEN	—	—	—	—	—	—	—	STS1		STS2					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	CHTEN	B’0	R/W	Chattering Reduction Enable 0: Chattering reduction disabled 1: Chattering reduction enabled
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23, 22	STS1	B’00	R/W	NMI Scan Timing These bits provide chattering reduction timing. B’00: 1 ms B’01: 2 ms B’10: 4 ms B’11: 8 ms
21 to 16	STS2	H’00	R/W	NMI Chattering Reduction Period The chattering reduction period is defined by STS1 × STS2. H'00: No reduction H'01 to H'3F: STS1 × STS2 Note 1. These bits should not be set H'00 when chattering reduction enable. 2. Check chattering reduction is disabled completely with bit of chattering reduction status register (CHTEN_STS) when this bit change.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The writing value should always be 0.

20.2.27 NMI Configuration n Register (CONFIGn_NMI)

Note: n = 0 CPU0 interface (INTC-AP)
n = 1 CPU1 interface (INTC-AP)
n = 2 CPU2 interface (INTC-AP)
n = 3 CPU3 interface (INTC-AP)
n = 4 CPU4 interface (INTC-AP)
n = 5 CPU5 interface (INTC-AP)
n = 6 CPU6 interface (INTC-AP)
n = 7 CPU7 interface (INTC-AP)
For the CPUn interface, see section 19.INTC-AP Register Configuration and Function Description.

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides detection mode and noise reduction setting.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

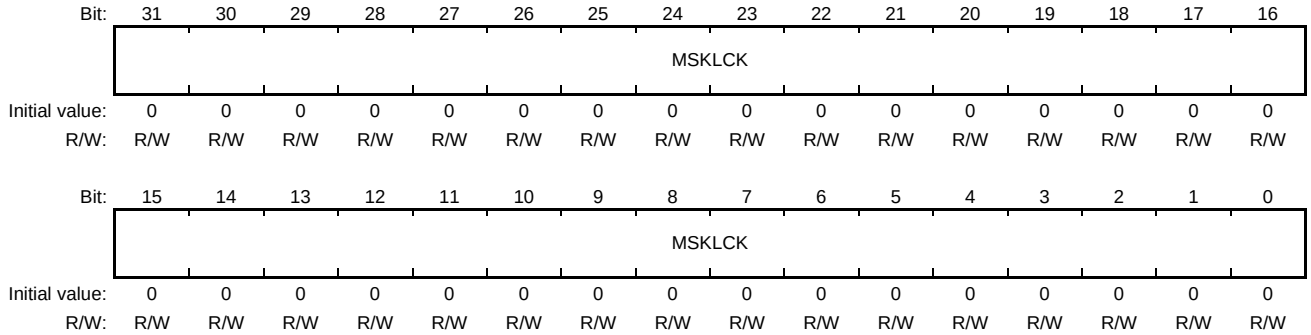
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	SS					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	SS	H'00	R/W	Sense Selection B'00_0000: Disable event detection B'00_0001: Enable low level sensitive B'00_0010: Enable high level sensitive B'00_0100: Enable synchronous falling edge triggered B'00_1000: Enable synchronous rising edge triggered B'00_1100: Enable synchronous both edge triggered B'01_0000: Enable asynchronous falling edge triggered B'10_0000: Enable asynchronous rising edge triggered B'11_0000: Enable asynchronous both edge triggered Others: setting prohibit Note: The Asynchronous edge triggered can be used only following conditions. - Chattering reduction not be used. - Only low level sensitive can be used for Arm.

20.2.28 NMI Mask Lock Set Register (NMI_LCK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides NMI mask locking feature. When set the same value as NMI_LCKCODE, then NMI cannot be masked by software (always accept NMI interrupt).

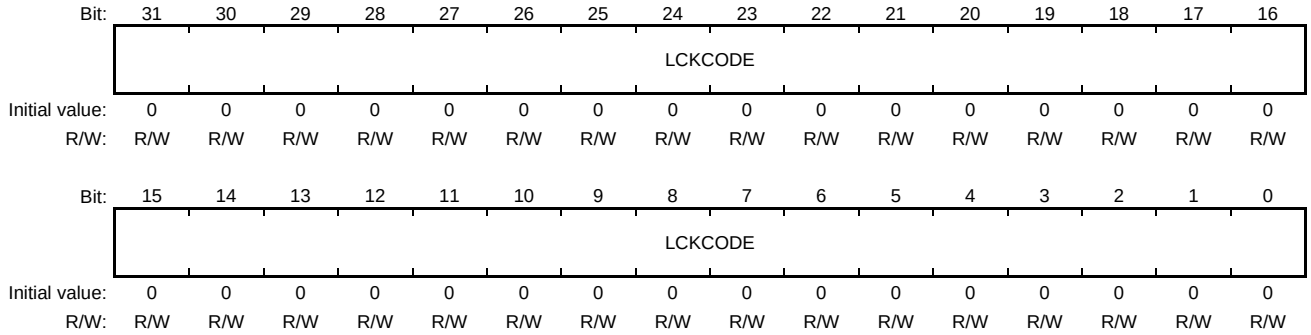


Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MSKLCK	All 0	R/W	Lock code setting

20.2.29 NMI Lock Code Register (NMI_LCKCODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register sets the value for lock code of NMI mask.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	LCKCODE	H'0000_0000	R/W	NMI mask lock code setting

20.2.30 NMI Debug Control Enable Register (NMI_DBG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register enables the debug feature for NMI mask lock.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DBGEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved
0	DBGEN	B'0	R/W	Enable debug for NMI mask lock feature

20.2.31 NMI Debug Code Register (NMI_DBGCODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register sets value for debug code of NMI mask lock. When set the following value, then unlock this mask feature.

DBGCODE[31:0] = ~(NMI_LCKCODE.LCKCODE[31:0] (bit reversed))

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DBGCODE															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DBGCODE															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DBGCODE	H'0000_0000	R/W	NMI mask lock debug code setting

20.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

20.3.1 NMI Mask Lock Feature

NMI can be masked by setting NMI Mask Lock Set Register. If you set the lock code to NMI lock code register and set the same lock code to NMI lock set register, then NMI cannot be masked by software (locked NMI mask). If you want to unlock NMI mask, you need to set DBGEN bit of NMI debug control register and set the unlock code to the NMI debug code register.

20.3.2 Procedure of NMI Mask Lock

- Lock feature

1. Write the lock code to NMI lock code register
   ex) Write32 (INTC-EX_BASE + H'0A04), H'00A_CCE55
2. Write the lock code to NMI mask lock set register
   ex) Write32 (INTC-EX_BASE + H'0A00), H'00AC_CE55
3. Write access to NMI lock code register and NMI mask lock set register
   — Check whether these registers cannot be updated

- Unlock feature

1. Set enable bit to NMI debug control register
   ex) Write32 (INTC-EX_BASE + H'0A08), H'0000_0001
2. Write unlock code to NMI debug code register
   ex) Write32 (INTC-EX_BASE + H'0A0C), H'558C_CAFF
3. Write access to NMI lock code register and NMI mask lock register
   — Check whether these registers can be updated

21. AXI-bus

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

21.1 Overview

AXI-bus is the On-Chip interconnect bus based on the AMBA® Advanced extensible Interface (AXI) Protocol Specification. AXI-bus has the hierarchical structure and there are the following domains.

- 3DGE (3D-Graphic) domain AXI
- VP (Video Processor) domain AXI (RZ/G2H, RZ/G2N, RZ/G2E)
- VC (Video Codec) domain AXI
- VIO (Video IO) domain AXI
- Peripheral (PeriE/PeriW) domain AXI
- Audio domain AXI
- HC (High Communication) domain AXI
- CPU domain AXI
- Main Memory domain AXI
- Slave Access Bus

21.1.1 Features

- Bus protocol: AXI3 with QoS Control
- Frequency: 266MHz/400MHz/533MHz
- Bus width: 64bits/128bits/256bits/512bits
- Quality-of-Service (QoS)
- Cache snoop function for CPU (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0)
- Provide flexible SDRAM address mapping. Linear mapping allocates a continuous address space to every single memory controller. Split mapping provides an interleaved address space to four memory controllers at 4KB granularity.
- Decompression of visual near lossless compressed image
- Access protection for secure regions
- Low Power function

21.1.2 Block Diagram

Figure 21.1 to Figure 21.4 are block diagrams of the AXI-bus.

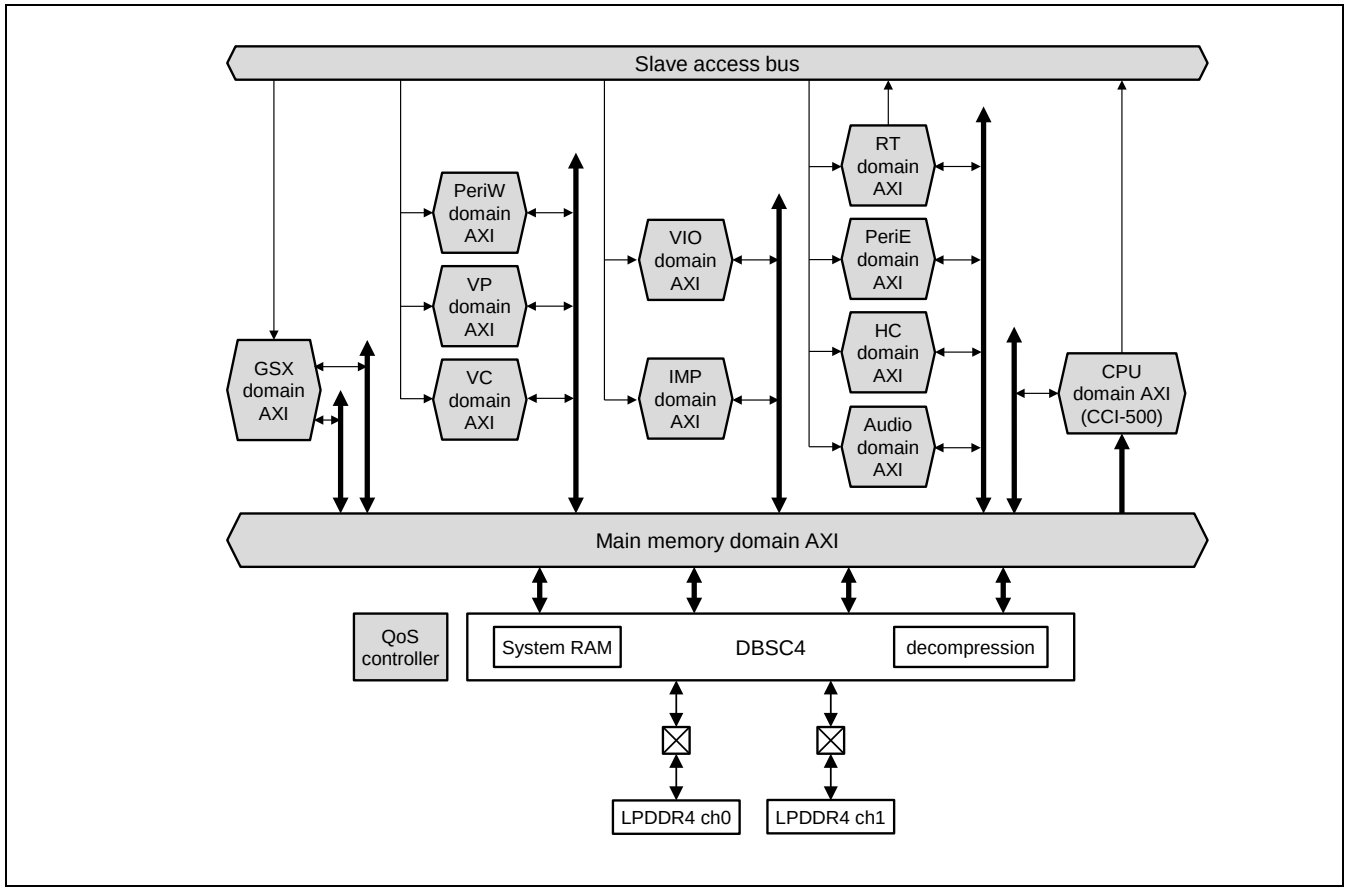


Figure 21.1 Block diagram of AXI-bus [RZ/G2H]

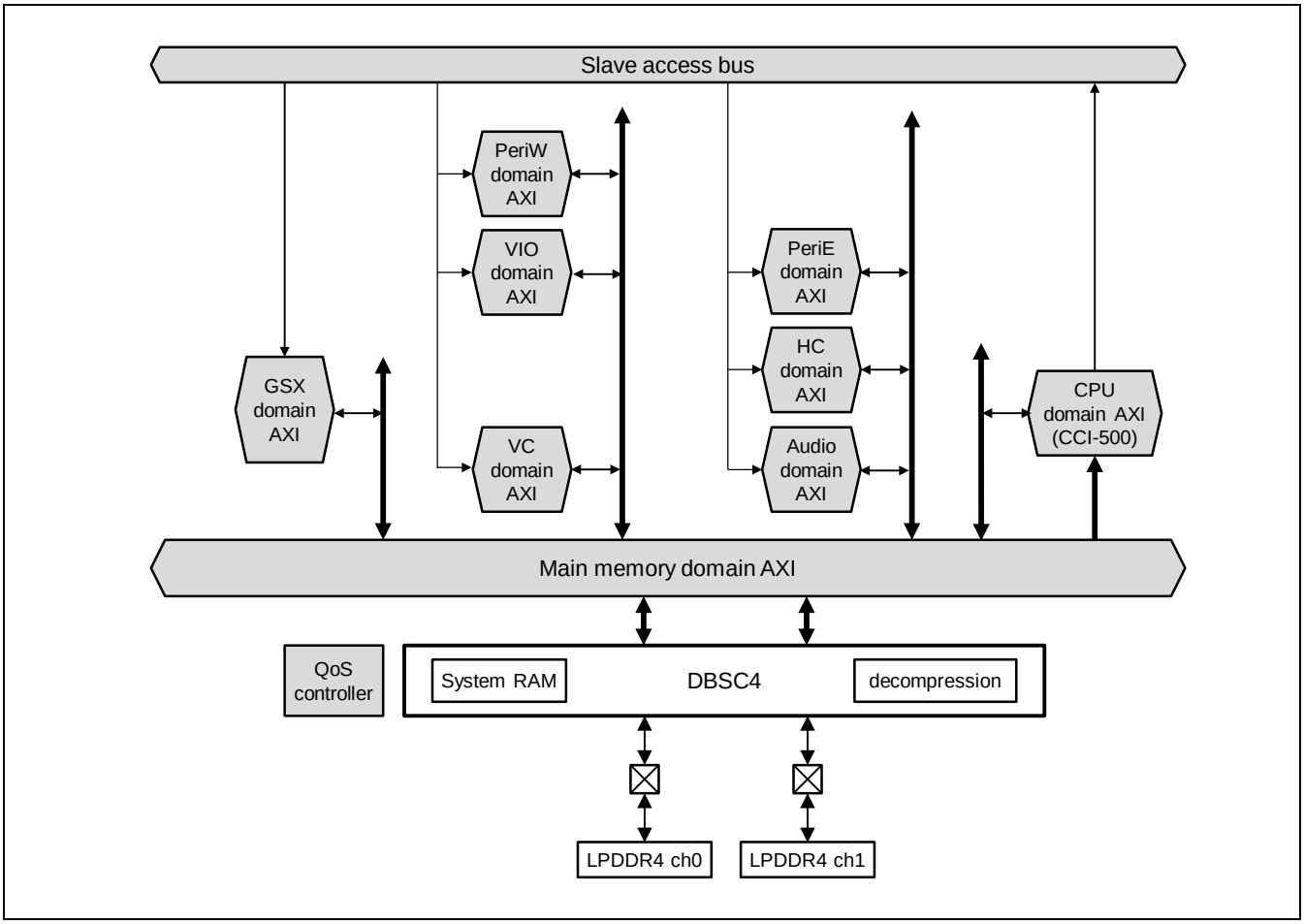


Figure 21.2 Block diagram of AXI-bus [RZ/G2M V1.3, RZ/G2M V3.0]

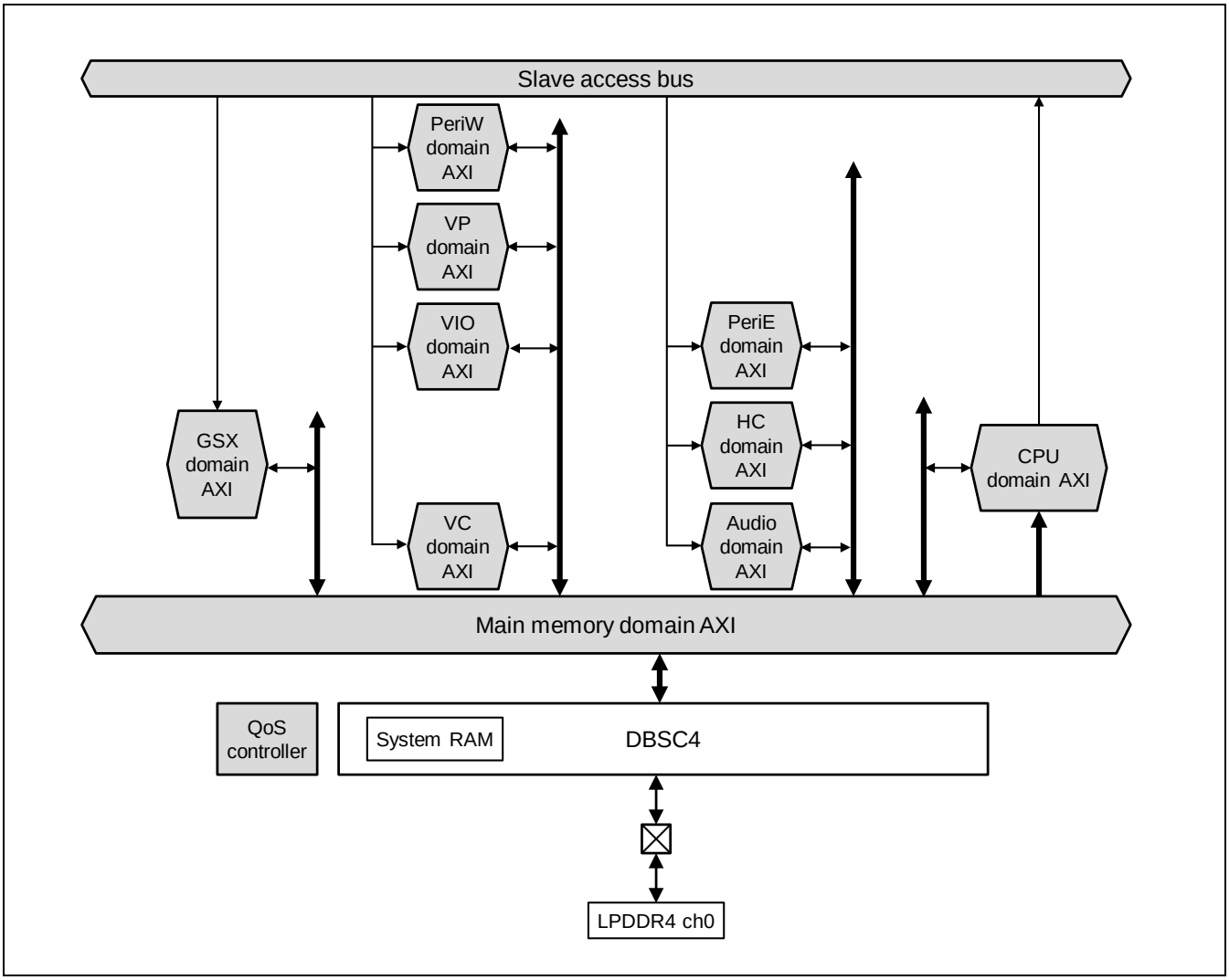


Figure 21.3 Block diagram of AXI-bus [RZ/G2N]

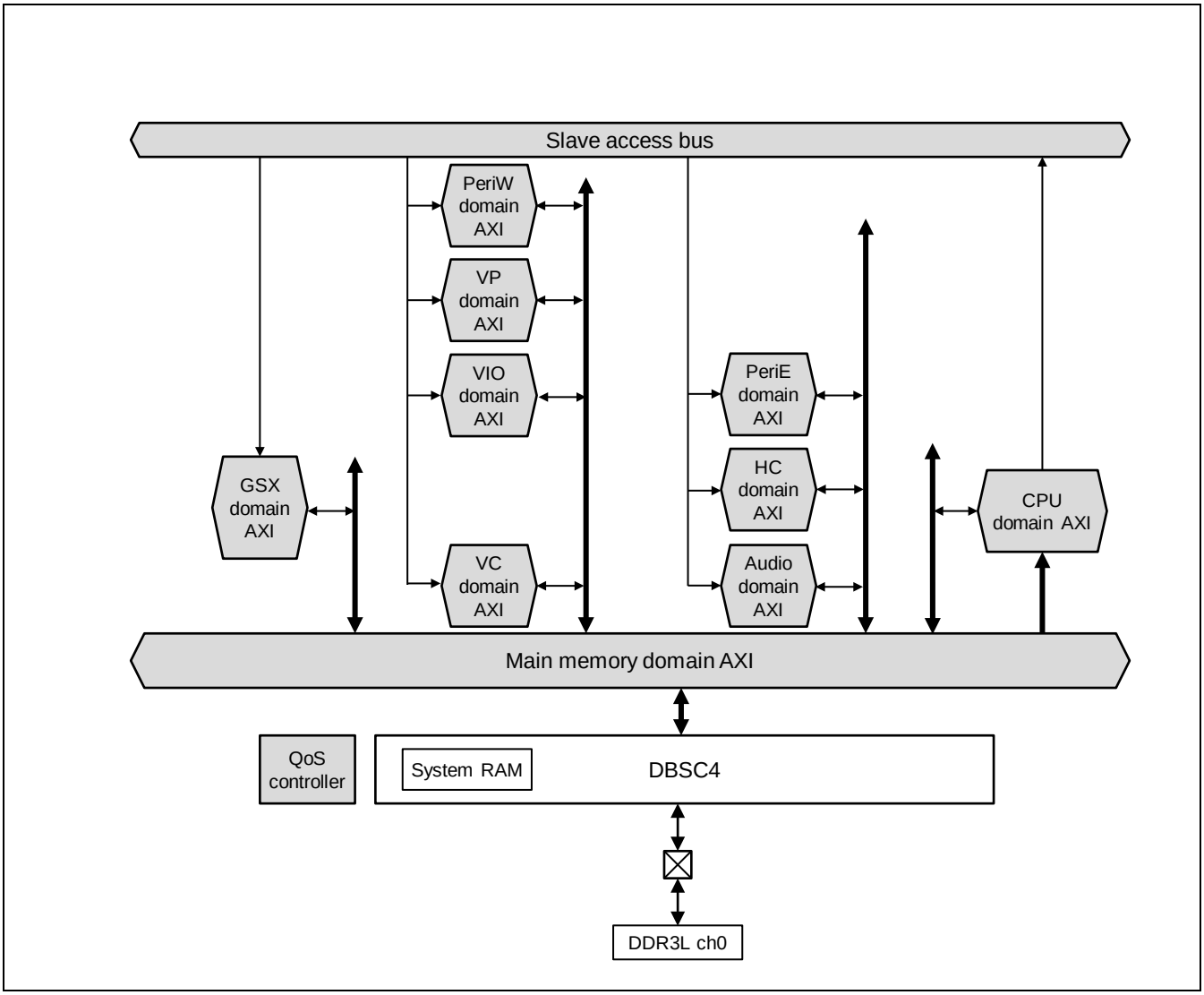


Figure 21.4 Block diagram of AXI-bus [RZ/G2E]

21.1.3 External Pins

No external pins are supported.

21.1.4 Register Configuration

Table 21.1 Register Configurations

Name	Abbreviation	R/W	Address	Initial value	Size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Address Split Control Register0	ADSPLCR0	R/W	H'E678_4008	H'0000_0000	32	√	√	√	—	—
Address Split Control Register1	ADSPLCR1	R/W	H'E678_400C	H'0000_0000	32	√	√	√	—	—
Address Split Control Register2	ADSPLCR2	R/W	H'E678_4010	H'0000_0000	32	√	√	√	√	—
Address Split Control Register3	ADSPLCR3	R/W	H'E678_4014	H'0000_0000	32	√	√	√	—	—
Decompression Area Configuration Register An (n = 0-15)	DCMPAREACRAn	R/W	H'E678_4100 + 0x8*n	H'0000_0000	32	√	√	√	√	√
Decompression Area Configuration Register Bn (n = 0-15)	DCMPAREACRBn	R/W	H'E678_4104 + 0x8*n	H'0000_0000	32	√	√	√	√	√
Decompression Shadow Area Configuration Register	DCMPSHDWCR	R/W	H'E678_4280	H'0000_0000	32	√	√	√	√	√
Main Memory AXI Control Register	MMCR	R/W	H'E678_4300	H'0000_0000	32	√	√	√	√	√
DRAM Protected Area Division Register n (n = 0-14)	DPTDIVCRn	R/W	H'E678_4400 + 0x4*n	H'0000_0000	32	√	√	√	√	√
DRAM Protected Area Setting Register n (n = 0-15)	DPTCRn	R/W	H'E678_4440 + 0x4*n	H'0000_0000	32	√	√	√	√	√
System RAM Protected Area Division Register n (n = 0-14)	SPTDIVCRn	R/W	H'E678_4500 + 0x4*n	H'0000_0000	32	√	√	√	√	√
System RAM Protected Area Setting Register n (n = 0-15)	SPTCRn	R/W	H'E678_4540 + 0x4*n	H'0000_0000	32	√	√	√	√	√
TR3 Control Register	TR3CR	R/W	H'E67D_100C	H'0000_0000	32	√	√	√	—	—
TR4 Control Register	TR4CR	R/W	H'E67D_1014	H'0000_0000	32	√	—	—	—	—
HC domain Secure Error Upper Address Register	SECADDRU_HC	R	H'E658_0514	—	32	√	√	√	√	√
HC domain Secure Error Lower Address Register	SECADDRL_HC	R	H'E658_0518	—	32	√	√	√	√	√
HC domain Secure Error Register	SECERR_HC	R/W	H'E658_051C	H'0000_0000	32	√	√	√	√	√
PeriW domain Secure Error Upper Address Register DM	SECADDRU_ PWDM	R	H'E66F_0504	—	32	√	√	√	√	√

Name	Abbreviation	R/W	Address	Initial value	Size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
PeriW domain Secure Error Lower Address Register DM	SECADDRL_PWDM	R	H'E66F_0508	—	32	√	√	√	√	√
PeriW domain Secure Error Register DM0	SECERR_PWDM0	R/W	H'E66F_050C	H'0000_0000	32	√	√	√	√	√
PeriW domain Secure Error Upper Address Register 0	SECADDRU_PW0	R	H'E675_0084	—	32	√	√	√	—	—
			H'E675_0610			—	—	—	—	—
			H'E675_0514			—	—	—	√	√
PeriW domain Secure Error Lower Address Register 0	SECADDRL_PW0	R	H'E675_0080	—	32	√	√	√	—	—
			H'E675_0614			—	—	—	—	—
			H'E675_0518			—	—	—	√	√
PeriW domain Secure Error Register 00	SECERR_PW00	R/W	H'E675_0088	H'0000_0000	32	√	√	√	—	—
			H'E675_0600			—	—	—	—	—
			H'E675_0500			—	—	—	√	√
PeriW domain Secure Error Register 01	SECERR_PW01	R/W	H'E675_0604	H'0000_0000	32	—	—	—	—	—
			H'E675_0504			—	—	—	√	√
PeriW domain Secure Error Register 02	SECERR_PW02	R/W	H'E675_0608	H'0000_0000	32	—	—	—	—	—
			H'E675_0508			—	—	—	√	√
PeriW domain Secure Error Register 03	SECERR_PW03	R/W	H'E675_050C	H'0000_0000	32	—	—	—	√	√
PeriW domain Secure Error Upper Address Register 1	SECADDRU_PW1	R	H'E675_0614	—	32	√	√	√	—	—
PeriW domain Secure Error Lower Address Register 1	SECADDRL_PW1	R	H'E675_0514	—	32	√	√	√	—	—
PeriW domain Secure Error Register 10	SECERR_PW10	R/W	H'E675_0714	H'0000_0000	32	√	√	√	—	—
PeriW domain Secure Error Upper Address Register 2	SECADDRU_PW2	R	H'E675_061C	—	32	√	√	√	—	—
PeriW domain Secure Error Lower Address Register 2	SECADDRL_PW2	R	H'E675_051C	—	32	√	√	√	—	—
PeriW domain Secure Error Register 20	SECERR_PW20	R/W	H'E675_071C	H'0000_0000	32	√	√	√	—	—
PeriW domain Secure Error Upper Address Register 3	SECADDRU_PW3	R	H'E675_0624	—	32	√	√	√	—	—
PeriW domain Secure Error Lower Address Register 3	SECADDRL_PW3	R	H'E675_0524	—	32	√	√	√	—	—
PeriW domain Secure Error Register 30	SECERR_PW30	R/W	H'E675_0724	H'0000_0000	32	√	√	√	—	—
PeriE domain Secure Error Upper Address Register DM	SECADDRU_PEDM	R	H'E778_0504	—	32	√	√	√	√	√

Name	Abbreviation	R/W	Address	Initial value	Size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
PeriE domain Secure Error Lower Address Register DM	SECADDRL_ PEDM	R	H'E778_0508	—	32	√	√	√	√	√
PeriE domain Secure Error Register DM0	SECERR_PEDM0	R/W	H'E778_050C	H'0000_0000	32	√	√	√	√	√
PeriE domain Secure Error Upper Address Register 0	SECADDRU_PE0	R	H'E775_00AC	—	32	√	√	√	√	√
PeriE domain Secure Error Lower Address Register 0	SECADDRL_PE0	R	H'E775_00A8	—	32	√	√	√	√	√
PeriE domain Secure Error Register 00	SECERR_PE00	R/W	H'E775_00B0	H'0000_0000	32	√	√	√	√	√
PeriE domain Secure Error Register 01	SECERR_PE01	R/W	H'E775_00D4	H'0000_0000	32	—	—	—	√	√
PeriE domain Secure Error Register 02	SECERR_PE02	R/W	H'E775_00DC	H'0000_0000	32	—	—	—	√	√
PeriE domain Secure Error Register 03	SECERR_PE03	R/W	H'E775_00E4	H'0000_0000	32	—	—	—	√	√
PeriE domain Secure Error Register 04	SECERR_PE04	R/W	H'E775_00EC	H'0000_0000	32	—	—	—	√	√
PeriE domain Secure Error Upper Address Register 1	SECADDRU_PE1	R	H'E775_0608	—	32	√	√	√	—	—
PeriE domain Secure Error Lower Address Register 1	SECADDRL_PE1	R	H'E775_0508	—	32	√	√	√	—	—
PeriE domain Secure Error Register 10	SECERR_PE10	R/W	H'E775_0708	H'0000_0000	32	√	√	√	—	—
PeriE domain Secure Error Upper Address Register 2	SECADDRU_PE2	R	H'E775_0610	—	32	√	√	√	—	—
PeriE domain Secure Error Lower Address Register 2	SECADDRL_PE2	R	H'E775_0510	—	32	√	√	√	—	—
PeriE domain Secure Error Register 20	SECERR_PE20	R/W	H'E775_0710	H'0000_0000	32	√	√	√	—	—
PeriE domain Secure Error Upper Address Register 3	SECADDRU_PE3	R	H'E775_0618	—	32	√	√	√	—	—
PeriE domain Secure Error Lower Address Register 3	SECADDRL_PE3	R	H'E775_0518	—	32	√	√	√	—	—
PeriE domain Secure Error Register 30	SECERR_PE30	R/W	H'E775_0718	H'0000_0000	32	√	√	√	—	—
PeriE domain Secure Error Upper Address Register 4	SECADDRU_PE4	R	H'E775_0620	—	32	√	√	√	—	—
PeriE domain Secure Error Lower Address Register 4	SECADDRL_PE4	R	H'E775_0520	—	32	√	√	√	—	—
PeriE domain Secure Error Register 40	SECERR_PE40	R/W	H'E775_0720	H'0000_0000	32	√	√	√	—	—

Name	Abbreviation	R/W	Address	Initial value	Size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
MP domain Secure Error Upper Address Register	SECADDRU_MP	R	H'EC60_0134	—	32	√	√	√	√	√
MP domain Secure Error Lower Address Register	SECADDRL_MP	R	H'EC60_0138	—	32	√	√	√	√	√
MP domain Secure Error Register 0	SECERR_MP0	R/W	H'EC60_0120	H'0000_0000	32	√	√	√	√	√
MP domain Secure Error Register 1	SECERR_MP1	R/W	H'EC60_0124	H'0000_0000	32	√	√	√	√	√
MP domain Secure Error Register 2	SECERR_MP2	R/W	H'EC60_0128	H'0000_0000	32	√	√	√	√	√
MP domain Secure Error Upper Address Register DM	SECADDRU_ MPDM	R	H'EC61_0504	—	32	√	√	√	√	√
MP domain Secure Error Lower Address Register DM	SECADDRL_ MPDM	R	H'EC61_0508	—	32	√	√	√	√	√
MP domain Secure Error Register DM0	SECERR_MPDM0	R/W	H'EC61_050C	H'0000_0000	32	√	√	√	√	√
MP domain Secure Error Register DM1	SECERR_MPDM1	R/W	H'EC61_0510	H'0000_0000	32	√	√	√	√	√
MP domain Secure Error Register DM2	SECERR_MPDM2	R/W	H'EC61_0514	H'0000_0000	32	√	√	√	√	√
GSX domain Secure Error Upper Address Register	SECADDRU_GSX	R	H'FD81_0514	—	32	√	√	√	√	√
GSX domain Secure Error Lower Address Register	SECADDRL_GSX	R	H'FD81_0518	—	32	√	√	√	√	√
GSX domain Secure Error Register 0	SECERR_GSX0	R/W	H'FD81_051C	H'0000_0000	32	√	√	√	√	√
Main Memory domain Secure Error Upper Address Register	SECADDRU_MM	R	H'E67C_0118	—	32	√	√	√	√	√
Main Memory domain Secure Error Lower Address Register	SECADDRL_MM	R	H'E67C_011C	—	32	√	√	√	√	√
Main Memory domain Secure Error Register 0	SECERR_MM0	R/W	H'E67C_0100	H'0000_0000	32	√	√	√	√	√
VC domain Secure Error Upper Address Register	SECADDRU_VC	R	H'FE68_5008	—	32	√	√	√	√	√
VC domain Secure Error Lower Address Register	SECADDRL_VC	R	H'FE68_500C	—	32	√	√	√	√	√
VC domain Secure Error Register 0	SECERR_VC0	R/W	H'FE68_5000	H'0000_0000	32	√	√	√	√	√
VI domain Secure Error Upper Address Register	SECADDRU_VI	R	H'FEBF_500C	—	32	√	√	√	√	√

Name	Abbreviation	R/W	Address	Initial value	Size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
VI domain Secure Error Lower Address Register	SECADDRL_VI	R	H'FEBF_5010	—	32	√	√	√	√	√
VI domain Secure Error Register 0	SECERR_VI0	R/W	H'FEBF_5000	H'0000_0000	32	√	√	√	√	√
VI domain Secure Error Register 1	SECERR_VI1	R/W	H'FEBF_5004	H'0000_0000	32	√	√	√	√	√
VP domain Secure Error Upper Address Register	SECADDRU_VP	R	H'FE9D_5008	—	32	√	—	—	√	√
VP domain Secure Error Lower Address Register	SECADDRL_VP	R	H'FE9D_500C	—	32	√	—	—	√	√
VP domain Secure Error Register 0	SECERR_VP0	R/W	H'FE9D_5000	H'0000_0000	32	√	—	—	√	√
Slave Access Bus Secure Error Upper Address Register	SECADDRU_SLV	R	H'FF81_0608	—	32	√	√	√	√	√
Slave Access Bus Secure Error Lower Address Register	SECADDRL_SLV	R	H'FF81_0508	—	32	√	√	√	√	√
Slave Access Bus Secure Error Register 0	SECERR_SLV0	R/W	H'FF81_0708	H'0000_0000	32	√	√	√	√	√
QOSCTRL SL INIT Register	QOSCTRL_SL_ INIT	R/W	H'E67E_8000	H'0307_00FA	32	√	√	√	√	√
QOSCTRL REF ARS Register	QOSCTRL_REF_ ARS	R/W	H'E67E_8004	H'0064_0000	32	√	√	√	√	√
QOSCTRL REF ENBL Register	QOSCTRL_REF_ ENBL	R/W	H'E67E_8044	H'0000_0000	32	√	√	√	√	√
QOSCTRL STATQC Register	QOSCTRL_ STATQC	R/W	H'E67E_8008	H'0000_0000	32	√	√	√	√	√
QOSCTRL MEMBANK Register	QOSCTRL_ MEMBANK	R/W	H'E67E_800C	H'0000_0000	32	√	√	√	√	√
QOSCTRL RAS Register	QOSCTRL_RAS	R/W	H'E67F_0000	H'0000_0020	32	√	√	√	√	√
QOSCTRL DANT Register	QOSCTRL_DANT	R/W	H'E67F_0038	H'0020_1008	32	√	√	√	√	√
QOSCTRL DANN LOW Register	QOSCTRL_DANN _LOW	R/W	H'E67F_0030	H'0402_0201	32	√	√	√	√	√
QOSCTRL DANN HIGH Register	QOSCTRL_DANN _HIGH	R/W	H'E67F_0034	H'0402_0201	32	√	√	√	√	√
QOSCTRL EMS LOW Register	QOSCTRL_EMS_ LOW	R/W	H'E67F_0040	H'0000_0000	32	√	√	√	√	√
QOSCTRL EMS HIGH Register	QOSCTRL_EMS_ HIGH	R/W	H'E67F_0044	H'0000_0000	32	√	√	√	√	√
QOSCTRL EARLYR Register	QOSCTRL_ EARLYR	R/W	H'E67F_0060	H'0000_0000	32	√	—	—	√	√
QOSCTRL RACNT0 Register	QOSCTRL_ RACNT0	R/W	H'E67F _0080	H'0000_0000	32	√	√	√	√	√

Name	Abbreviation	R/W	Address	Initial value	Size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
QOSCTRL INSFC Register	QOSCTRL_ INSFC	R/W	H'E67F_0050	H'0000_0000	32	√	√	√	√	√
QOSCTRL RAEN Register	QOSCTRL_RAEN	R/W	H'E67F_0018	H'0000_0000	32	√	√	√	√	√
QOSCTRL STATGEN0 Register	QOSCTRL_ STATGEN0	R/W	H'E67F_0088	H'0000_0000	32	√	—	√	—	—
QOSWT WTEN Register	QOSWT_WTEN	R/W	H'E67E_8030	H'0000_0000	32	√	√	√	√	—
QOSWT WTREF Register	QOSWT_WTREF	R/W	H'E67E_8034	H'0000_0000	32	√	√	√	√	√
QOSWT WTSET0 Register	QOSWT_ WTSET0	R/W	H'E67E_8038	H'0000_0000	32	√	√	√	√	√
QOSWT WTSET1 Register	QOSWT_ WTSET1	R/W	H'E67E_803C	H'0000_0000	32	√	√	√	√	√
QOSBW FIX QOS BANK0 Register	QOSBW_FIX_ QOS_BANK0	R/W	H'E67E_0000 ~ H'E67E_0FFF	—	64	√	√	√	√	√
QOSBW FIX QOS BANK1 Register	QOSBW_FIX_ QOS_BANK1	R/W	H'E67E_1000 ~ H'E67E_1FFF	—	64	√	√	√	√	√
QOSBW BE QOS BANK0 Register	QOSBW_BE_ QOS_BANK0	R/W	H'E67E_2000 ~ H'E67E_2FFF	—	64	√	√	√	√	√
QOSBW BE QOS BANK1 Register	QOSBW_BE_ QOS_BANK1	R/W	H'E67E_3000 ~ H'E67E_3FFF	—	64	√	√	√	√	√
CPU Domain Activate Register 0	CPU_ACT0	R/W	0xF130_0800	H'0000_0000	32	√	√	√	√	√
CPU Domain Activate Register 1	CPU_ACT1	R/W	0xF134_0800	H'0000_0000	32	√	√	√	√	√
CPU Domain Activate Register 2	CPU_ACT2	R/W	0xF138_0800	H'0000_0000	32	√	√	√	—	—
CPU Domain Activate Register 3	CPU_ACT3	R/W	0xF13C_0800	H'0000_0000	32	√	√	√	—	—
Main Memory Secure Error Status Registe	MMSECERRST	R/WC 1	H'E678_4600	H'0000_0000	32	√	√	√	√	√
Main Memory Secure Error Address Register0	MMSECERRADD R0	R	H'E678 4614	H'0000_0000	32	√	√	√	√	√
Main Memory Secure Error Address Register1	MMSECERRADD R1	R	H'E678 461C	H'0000_0000	32	√	√	√	√	√

21.2 Register Description

21.2.1 Address Split Control Register0 (ADSPLCR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ADRMODE	—	—	—	—	—	—	—	SPLITSEL[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	AREA[4:0]					—	—	—	SWP[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ADRMODE	B’0	R/W	Select address mapping mode 0: default mode(Gen2) 1: Gen1 mode Set 0 on this bit.
30 to 24	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	SPLITSEL	H’00	R/W	Specify the areas in 4ch split mode translated through SWP. Each bit of SPLITSEL represents the number of area (0-7) Set below value on these bits: H’00
15 to 13	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	AREA	H’00	R/W	Indicate the address bit which divides DBSC address space into 8 areas. Set below value on these bits: RZ/G2H: H'1C RZ/G2M V1.3: H’00 RZ/G2M V3.0: H’00
7 to 5	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	SWP	H’00	R/W	Indicate the address bit to interleave DBSCs in 4ch split mode. Set below value on these bits: RZ/G2H: H’00 RZ/G2M V1.3: H’00 RZ/G2M V3.0: H’00

21.2.2 Address Split Control Register1 (ADSPLCR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SPLITSEL[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	AREA[4:0]					—	—	—	SWP[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	SPLITSEL	H'00	R/W	Specify the areas in 2ch split mode translated through SWP. Each bit of SPLITSEL represents the number of area (0-7) Set H'FF on these bits.
15 to 13	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	AREA	H'00	R/W	Indicate the address bit which divides DBSC address space into 8 areas. Set H'1C on these bits.
7 to 5	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	SWP	H'00	R/W	Indicate the address bit to interleave DBSCs in 2ch split mode. Set H'0C on these bits.

21.2.3 Address Split Control Register2 (ADSPLCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	B13EOREN	B13EORSEL			B12EOREN	B12EORSEL		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	B15SWPSEL			—	B14SWPSEL			—	B13SWPSEL			—	B12SWPSEL		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
23	B13EOREN	B’0	R/W	Address bit13 EOR Enable 0: Disable 1: Enable Set 0 on this bit.
22 to 20	B13EORSEL	B’000	R/W	Specify the EOR address bit to bit13 B’000: bit15 B’001: bit16 B’010: bit17 Others: Reserved Set B'000 on these bits.
19	B12EOREN	B’0	R/W	Address bit12 EOR Enable 0: Disable 1: Enable Set 0 on this bit.
18 to 16	B12EORSEL	B’000	R/W	Specify the EOR address bit to bit12 B’000: bit15 B’001: bit16 B’010: bit17 Others: Reserved Set B'000 on these bits.
15	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
14 to 12	B15SWPSEL	B’000	R/W	Specify the swap address bit to bit15 B’000: bit15 B’001: bit12 B’010: bit13 B’011: bit14 B’100: bit15 B’101: bit16 B’110: bit17 Set below value on these bits: RZ/G2N: B'000 Others: B’001
11	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
10 to 8	B14SWPSEL	B’000	R/W	Specify the swap address bit to bit14 B’000: bit14 B’001: bit12 B’010: bit13 B’011: bit14 B’100: bit15 B’101: bit16 B’110: bit17 Set B'000 on these bits.
7	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
6 to 4	B13SWPSEL	B’000	R/W	Specify the swap address bit to bit13 B’000: bit13 B’001: bit12 B’010: bit13 B’011: bit14 B’100: bit15 B’101: bit16 B’110: bit17 Set B’000 on these bits.
3	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	B12SWPSEL	B’000	R/W	Specify the swap address bit to bit12 B’000: bit12 B’001: bit12 B’010: bit13 B’011: bit14 B’100: bit15 B’101: bit16 B’110: bit17 Set below value on these bits: RZ/G2N: B'000 Others: B’100

21.2.4 Address Split Control Register3 (ADSPLCR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SPLITSEL[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	AREA[4:0]					—	—	—	SWP[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	SPLITSEL	H'00	R/W	Specify the areas in Extra split mode translated through SWP. Each bit of SPLITSEL represents the number of area (0-7) Set H'00 on these bits
15 to 13	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	AREA	H'00	R/W	Indicate the address bit which divides DBSC address space into 8 areas. Set H'00 on these bits.
7 to 5	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	SWP	H'00	R/W	Indicate the address bit to interleave DBSCs in Extra split mode. Set H'00 on these bits.

21.2.5 Decompression Area Configuration Register An (n = 0-15) (DCMPAREACRAn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EN	FMT		—	—	—	—	—	—	—	—	—	—	—	SADDR[37:36]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SADDR[35:20]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	EN	B’0	R/W	Decompression Enable for this Area 0: Disable 1: Enable
30, 29	FMT	B’00	R/W	Specify the Decompression Format in this Area B’00: YUV planar B’01: YUV422 Interleave B’10: ARGB8888 B’11: Reserved
28 to 18	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
17 to 0	SADDR	H’0_0000	R/W	Start Address[37:20] Target area is equal to or more than Start Address. These bits specified bits 37 to 20 of target area start address value. Bits 19 to 0 of target address are not considered on this function.

21.2.6 Decompression Area Configuration Register Bn (n = 0-15) (DCMPAREACRBn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EADDR[37:36]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EADDR[35:20]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
17 to 0	EADDR	H'0_0000	R/W	End Address[37:20] Target area is less than End Address. These bits specified bits 37 to 20 of target area end address value. Bits 19 to 0 of target address are not considered on this function.

21.2.7 Decompression Shadow Area Configuration Register (DCMPSHDWCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	AREA3EN	—	—	—	—	—	AREA3FMT		AREA2EN	—	—	—	—	—	AREA2FMT	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AREA1EN	—	—	—	—	—	AREA1FMT		AREA0EN	—	—	—	—	—	AREA0FMT	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	AREA3EN	B'0	R/W	Shadow Area3 Decompression Enable 0: Disable 1: Enable
30 to 26	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
25, 24	AREA3FMT	B'00	R/W	Specify the Shadow Area3 Decompression Format B'00: YUV planar B'01: YUV422 Interleave B'10: ARGB8888 B'11: Reserved
23	AREA2EN	B'0	R/W	Shadow Area2 Decompression Enable 0: Disable 1: Enable
22 to 18	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
17, 16	AREA2FMT	B'00	R/W	Specify the Shadow Area2 Decompression Format B'00: YUV planar B'01: YUV422 Interleave B'10: ARGB8888 B'11: Reserved
15	AREA1EN	B'0	R/W	Shadow Area1 Decompression Enable 0: Disable 1: Enable
14 to 10	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
9 to 8	AREA1FMT	B'00	R/W	Specify the Shadow Area1 Decompression Format B'00: YUV planar B'01: YUV422 Interleave B'10: ARGB8888 B'11: Reserved
7	AREA0EN	B'0	R/W	Shadow Area0 Decompression Enable 0: Disable 1: Enable
6 to 2	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	AREA0FMT	B'00	R/W	Specify the Shadow Area0 Decompression Format B'00: YUV planar B'01: YUV422 Interleave B'10: ARGB8888 B'11: Reserved

21.2.8 Main Memory AXI Control Register (MMCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CTRL31	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CTRL16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CTRL3	—	—	CTRL0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	CTRL31	B’0	R/W	Bus Control 31 Set 0 on this bit.
30 to 17	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
16	CTRL16	B’0	R/W	Bus Control 16 Set below value on this bit: RZ/G2H: 1 Others: 0
15 to 4	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
3	CTRL3	B’0	R/W	Bus Control 3 Set below value on this bit: RZ/G2H: 1 Others: 0
2, 1	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
0	CTRL0	B’0	R/W	Bus Control 0 Set below value on this bit: RZ/G2M V1.3/RZ/G2M V3.0: 1 Others: 0

21.2.9 DRAM Protected Area Division Register n (n = 0-14) (DPTDIVCRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	SECG0REGWP	SECG1REGWP	SECG2REGWP	SECG3REGWP	—	—	DIVADDR[37:16]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DIVADDR[37:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
27	SECG0REGWP	B'0	R/W	Secure Group0 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
26	SECG1REGWP	B'0	R/W	Secure Group1 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
25	SECG2REGWP	B'0	R/W	Secure Group2 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
24	SECG3REGWP	B'0	R/W	Secure Group3 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
23, 22	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
21 to 0	DIVADDR	H'00_0000	R/W	Protection area division physical address [37:16]

21.2.10 DRAM Protected Area Setting Register n (n = 0-15) (DPTCRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	SECG0REGWP	SECG1REGWP	SECG2REGWP	SECG3REGWP	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

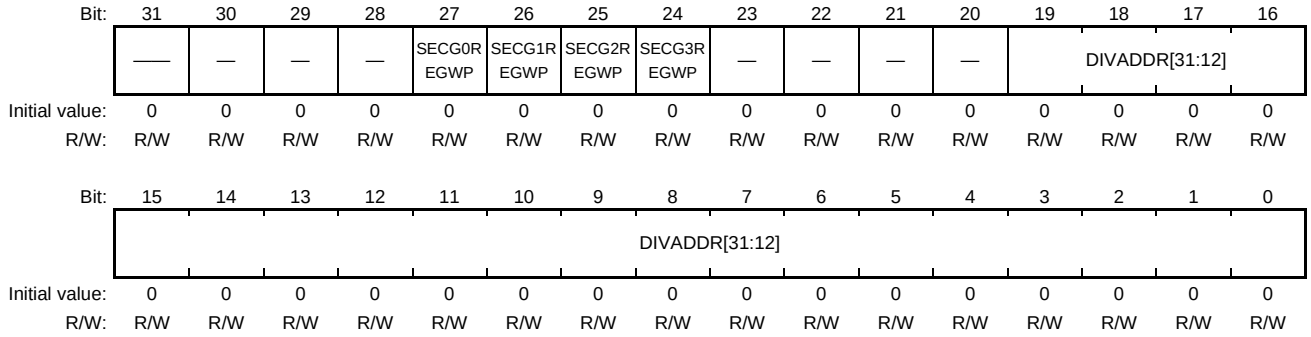
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SECG0RP	SECG1RP	SECG2RP	SECG3RP	—	—	—	—	SECG0WP	SECG1WP	SECG2WP	SECG3WP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
27	SECG0REGWP	B'0	R/W	Secure Group0 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
26	SECG1REGWP	B'0	R/W	Secure Group1 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
25	SECG2REGWP	B'0	R/W	Secure Group2 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
24	SECG3REGWP	B'0	R/W	Secure Group3 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
23 to 12	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
11	SECG0RP	B'0	R/W	Secure Group0 Read Privilege Setting 0: Has the privilege to read the relevant DRAM area 1: Does not have the privilege to read the relevant DRAM area Secure Master is not restricted by this setting.
10	SECG1RP	B'0	R/W	Secure Group1 Read Privilege Setting 0: Has the privilege to read the relevant DRAM area 1: Does not have the privilege to read the relevant DRAM area Secure Master is not restricted by this setting.

Bit	Bit Name	Initial Value	R/W	Description
9	SECG2RP	B'0	R/W	Secure Group2 Read Privilege Setting 0: Has the privilege to read the relevant DRAM area 1: Does not have the privilege to read the relevant DRAM area Secure Master is not restricted by this setting.
8	SECG3RP	B'0	R/W	Secure Group3 Read Privilege Setting 0: Has the privilege to read the relevant DRAM area 1: Does not have the privilege to read the relevant DRAM area Secure Master is not restricted by this setting.
7 to 4	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
3	SECG0WP	B'0	R/W	Secure Group0 Write Privilege Setting 0: Has the privilege to write the relevant DRAM area 1: Does not have the privilege to write the relevant DRAM area Secure Master is not restricted by this setting.
2	SECG1WP	B'0	R/W	Secure Group1 Write Privilege Setting 0: Has the privilege to write the relevant DRAM area 1: Does not have the privilege to write the relevant DRAM area Secure Master is not restricted by this setting.
1	SECG2WP	B'0	R/W	Secure Group2 Write Privilege Setting 0: Has the privilege to write the relevant DRAM area 1: Does not have the privilege to write the relevant DRAM area Secure Master is not restricted by this setting.
0	SECG3WP	B'0	R/W	Secure Group3 Write Privilege Setting 0: Has the privilege to write the relevant DRAM area 1: Does not have the privilege to write the relevant DRAM area Secure Master is not restricted by this setting.

21.2.11 System RAM Protected Area Division Register n (n = 0-14) (SPTDIVCRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
27	SECG0REGWP	B'0	R/W	Secure Group0 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
26	SECG1REGWP	B'0	R/W	Secure Group1 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
25	SECG2REGWP	B'0	R/W	Secure Group2 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
24	SECG3REGWP	B'0	R/W	Secure Group3 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
23 to 20	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
19 to 0	DIVADDR	All 0	R/W	Protection area division physical address [31:12]

21.2.12 System RAM Protected Area Setting Register n (n = 0-15) (SPTCRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	SECG0REGWP	SECG1REGWP	SECG2REGWP	SECG3REGWP	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SECG0RP	SECG1RP	SECG2RP	SECG3RP	—	—	—	—	SECG0WP	SECG1WP	SECG2WP	SECG3WP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
27	SECG0REGWP	B'0	R/W	Secure Group0 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
26	SECG1REGWP	B'0	R/W	Secure Group1 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
25	SECG2REGWP	B'0	R/W	Secure Group2 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
24	SECG3REGWP	B'0	R/W	Secure Group3 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
23 to 12	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
11	SECG0RP	B'0	R/W	Secure Group0 Read Privilege Setting 0: Has the privilege to read the relevant System RAM area 1: Does not have the privilege to read the relevant System RAM area Secure Master is not restricted by this setting.
10	SECG1RP	B'0	R/W	Secure Group1 Read Privilege Setting 0: Has the privilege to read the relevant System RAM area 1: Does not have the privilege to read the relevant System RAM area Secure Master is not restricted by this setting.

Bit	Bit Name	Initial Value	R/W	Description
9	SECG2RP	B'0	R/W	Secure Group2 Read Privilege Setting 0: Has the privilege to read the relevant System RAM area 1: Does not have the privilege to read the relevant System RAM area Secure Master is not restricted by this setting.
8	SECG3RP	B'0	R/W	Secure Group3 Read Privilege Setting 0: Has the privilege to read the relevant System RAM area 1: Does not have the privilege to read the relevant System RAM area Secure Master is not restricted by this setting.
7 to 4	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
3	SECG0WP	B'0	R/W	Secure Group0 Write Privilege Setting 0: Has the privilege to write the relevant System RAM area 1: Does not have the privilege to write the relevant System RAM area Secure Master is not restricted by this setting.
2	SECG1WP	B'0	R/W	Secure Group1 Write Privilege Setting 0: Has the privilege to write the relevant System RAM area 1: Does not have the privilege to write the relevant System RAM area Secure Master is not restricted by this setting.
1	SECG2WP	B'0	R/W	Secure Group2 Write Privilege Setting 0: Has the privilege to write the relevant System RAM area 1: Does not have the privilege to write the relevant System RAM area Secure Master is not restricted by this setting.
0	SECG3WP	B'0	R/W	Secure Group3 Write Privilege Setting 0: Has the privilege to write the relevant System RAM area 1: Does not have the privilege to write the relevant System RAM area Secure Master is not restricted by this setting.

21.2.13 TR3 Control Register (TR3CR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TRCTRL16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
16	TRCTRL16	B'0	R/W	TR Control 16 Set below value on this bit: RZ/G2H: 1 Others: 0
15 to 0	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.

21.2.14 TR4 Control Register (TR4CR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TRCTRL16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
16	TRCTRL16	B'0	R/W	TR Control 16 Set below value on this bit: RZ/G2H: 1 Others: 0
15 to 0	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.

21.2.15 Secure Error Register Upper Address Register (SECADDRU_X)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

X indicates each domain related to this register. Refer to Table 21.1 for X.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SECADDRU[31:16]															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SECADDRU[15:0]															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

This register is security use only. Keep initial value.

21.2.16 Secure Error Register Lower Address Register (SECADDRL_X)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

X indicates each domain related to this register. Refer to Table 21.1 for X.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SECADDRL[31:16]															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SECADDRL[15:0]															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

This register is security use only. Keep initial value.

21.2.17 Secure Error Register (SECERR_X)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

X indicates each domain related to this register. Refer to Table 21.1 for X.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SECERR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SECERR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

This register is security use only. Keep initial value.

21.2.18 QOSCTRL SL INIT Register (QOSCTRL_SL_INIT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: There are unsupported products depending on its refresh interval period;
1.89 usec: RZ/G2E is not supported.
7.80 usec: RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N are not supported.
In this case, sslotclk field is always read as 0 and the write value should always be 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	refsslot				—	—	—	—	slotsslot			
Initial value:	0	0	0	0	0	0	1	1	0	0	0	0	0	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	sslotclk								
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	0	1	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
27 to 24	refsslot	H'3	R/W	refsslot Setting. Set 0x3 on these bits. A value other than above must not be set to these bits. These bits are used when refresh_mode bit of QOSCTRL_STATQC is 0.
23 to 20	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
19 to 16	slotsslot	H'7	R/W	slotsslot Setting. Set 0x5 on these bits. A value other than above must not be set to these bits.
15 to 9	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
8 to 0	sslotclk	H'0FA	R/W	sslotclk Setting. Set below values depending on DDR refresh interval period. 1.89 usec refresh interval: H'07D 3.78 usec refresh interval: H'0FB [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] H'0AE [RZ/G2E] 7.80 usec refresh interval: H'15D [RZ/G2E]

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.19 QOSCTRL REF ARS Register (QOSCTRL_REF_ARS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: There are unsupported products depending on its refresh interval period;
1.89 usec: RZ/G2E is not supported.
7.80 usec: RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N are not supported.
In this case, arbstopcycle field value is always read as 0 and the write value should always be 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	arbstopcycle								
Initial value:	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	arbstopcycle	H'064	R/W	arbstopcycle Setting. Set below values depending on DDR refresh interval period. 1.89 usec refresh interval: H'078 3.78 usec refresh interval: H'0F6 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 3.90 usec: refresh interval: H'102 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] H'0A9 [RZ/G2E] 7.80 usec: refresh interval: H'158 [RZ/G2E]
15 to 0	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.20 QOSCTRL REF ENBL Register (QOSCTRL_REF_ENBL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	refssloten															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	refssloten	H'0000	R/W	refssloten Setting. Set H'0000 on these bits. These bits are used when refresh_mode bit of QOSCTRL_STATQC is 1. A value other than above must not be set to these bits.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.21 QOSCTRL STATQC Register (QOSCTRL_STATQC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	refresh_mode	—	—	—	—	—	—	—	statqen
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
8	refresh_mode	B'0	R/W	refresh_mode setting. Set 0x0 on this bit. This bit must be set with statqen bit.
7 to 1	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
0	statqen	B'0	R/W	QOS control Enable 0: Disable 1: Enable.

21.2.22 QOSCTRL MEMBANK Register (QOSCTRL_MEMBANK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	exe_membank	—	—	—	—	—	—	—	membank
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
8	exe_membank	B'0	R/W	Current using bank of QOSBW Status. 0: using QOSBW_FIX_QOS_BANK0 and QOSBW_BE_QOS_BANK0 1: using QOSBW_FIX_QOS_BANK1 and QOSBW_BE_QOS_BANK1
7 to 1	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
0	membank	B'0	R/W	Bank of QOSBW_FIX_QOS_BANK0, QOSBW_FIX_QOS_BANK1, QOSBW_BE_QOS_BANK0 and QOSBW_BE_QOS_BANK1 registers to control QOS Setting.* 0: use QOSBW_FIX_QOS_BANK0 and QOSBW_BE_QOS_BANK0 1: use QOSBW_FIX_QOS_BANK1 and QOSBW_BE_QOS_BANK1

Notes: * Bit [8](exe_membank) specifies "Current Bank" of QOSBW_FIX QOS_BANK and QOSBW_BE_QOS_BANK. Shifting QOSBW_FIX QOS_BANK and QOSBW_BE_QOS_BANK, write opposite value of read value of Bit [8](exe_membank) to Bit [0](membank). Subsequently, set equivalent QOSBW_FIX QOS_BANK and QOSBW_BE_QOS_BANK.
(ex. Bit [8] = 1'b0; write 1'b1 to Bit [0] and set QOSBW_FIX QOS_BANK1 and QOSBW_BE_QOS_BANK1, vice versa.)
Do not write any value other than mentioned above.
This register can be written regardless of statqen bit value of QOSCTRL_STATQC register.

21.2.23 QOSCTRL RAS Register (QOSCTRL_RAS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	EnumInit							
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	EnumInit	H’20	R/W	EnumInit Setting. Set below value on each product: RZ/G2H: H’44 RZ/G2M V1.3, RZ/G2M V3.0: H’44 RZ/G2N: H'28 RZ/G2E: H'20 Notice: Above value for , RZ/G2H and RZ/G2M V1.3 and RZ/G2M V3.0 are based on below condition. - Number of DRAM CH: RZ/G2H: 32bits × 2CH RZ/G2M V1.3, RZ/G2M V3.0: 32bits × 2CH - Split Mapping: All area is set as split mapping. For other configuration case, please contact Renesas.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.24 QOSCTRL DANT Register (QOSCTRL_DANT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	DAccNodeThreshold2						
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

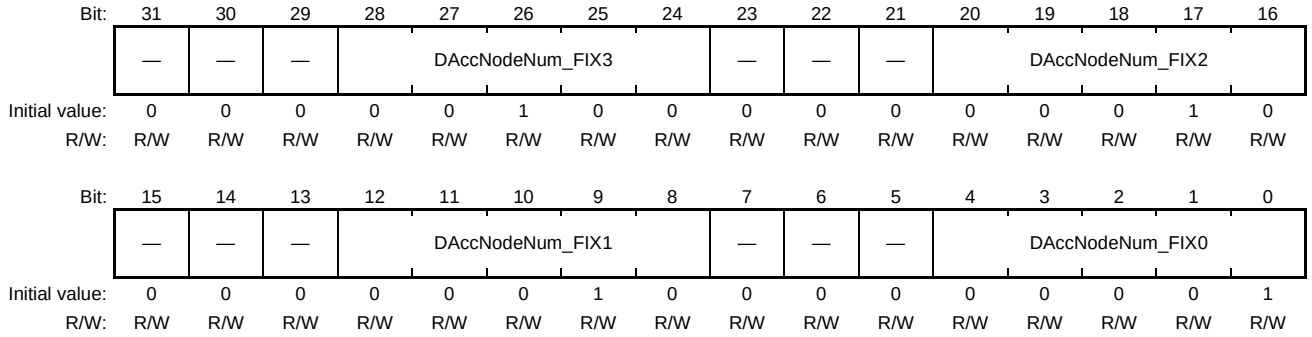
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	DAccNodeThreshold1							—	DAccNodeThreshold0						
Initial value:	0	0	0	1	0	0	0	0	0	0	0	0	1	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
22 to 16	DAccNodeThreshold2	H’20	R/W	DAccNodeThreshold2 Setting. Set below value on these bits: RZ/G2H, RZ/G2M Ver1.3, RZ/G2M Ver.3.0: H’20 Others: H’10 A value other than above must not be set to these bits.
15	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
14 to 8	DAccNodeThreshold1	H’10	R/W	DAccNodeThreshold1 Setting. Set below value on these bits. RZ/G2H, RZ/G2M Ver1.3, RZ/G2M Ver.3.0: H’10 Others: H’08 A value other than above must not be set to these bits.
7	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
6 to 0	DAccNodeThreshold0	H’08	R/W	DAccNodeThreshold0 Setting. Set below value on these bits. RZ/G2H, RZ/G2M Ver1.3, RZ/G2M Ver.3.0: H’0A Others: H’04 A value other than above must not be set to these bits.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.25 QOSCTRL DANN LOW Register (QOSCTRL_DANN_LOW)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
28 to 24	DAccNodeNum_FIX3	H'04	R/W	DAccNodeNum_FIX3 Setting. Set H'02 on these bits. These bits setting range is 0, 1, 2, 4, 8 or 16.
23 to 21	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	DAccNodeNum_FIX2	H'02	R/W	DAccNodeNum_FIX2 Setting. Set H'02 on these bits. These bits setting range is 0, 1, 2, 4, 8 or 16.
15 to 13	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	DAccNodeNum_FIX1	H'02	R/W	DAccNodeNum_FIX1 Setting. Set H'02 on these bits. These bits setting range is 0, 1, 2, 4, 8 or 16.
7 to 5	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	DAccNodeNum_FIX0	H'01	R/W	DAccNodeNum_FIX0 Setting. Set H'01 on these bits. These bits setting range is 0, 1, 2, 4, 8 or 16.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.26 QOSCTRL DANN HIGH Register (QOSCTRL_DANN_HIGH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	DAccNodeNum_BE3					—	—	—	DAccNodeNum_BE2				
Initial value:	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	DAccNodeNum_BE1					—	—	—	DAccNodeNum_BE0				
Initial value:	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
28 to 24	DAccNodeNum_BE3	H’04	R/W	DAccNodeNum_BE3 Setting. Set H'04 on these bits. These bits setting range is 0, 1, 2, 3, 4, 5, 8, 9 or 16.
23 to 21	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	DAccNodeNum_BE2	H’02	R/W	DAccNodeNum_BE2 Setting. Set below value on these bits: Other than RZ/G2N: H’04 RZ/G2N: H'02 These bits setting range is 0, 1, 2, 3, 4, 5, 8, 9 or 16.
15 to 13	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	DAccNodeNum_BE1	H’02	R/W	DAccNodeNum_BE1 Setting. Set below value on these bits: RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E: H'2 RZ/G2N: H'00 These bits setting range is 0, 1, 2, 3, 4, 5, 8, 9 or 16.
7 to 5	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	DAccNodeNum_BE0	H’01	R/W	DAccNodeNum_BE0 Setting. Set H'00 on these bits. These bits setting range is 0, 1, 2, 3, 4, 5, 8, 9 or 16.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.27 QOSCTRL EMS LOW Register (QOSCTRL_EMS_LOW)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	emaxschedule7			—	emaxschedule6			—	emaxschedule5			—	emaxschedule4		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	emaxschedule3			—	emaxschedule2			—	emaxschedule1			—	emaxschedule0		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
30 to 28	emaxschedule7	B’000	R/W	emaxschedule7 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
27	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
26 to 24	emaxschedule6	B’000	R/W	emaxschedule6 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
23	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
22 to 20	emaxschedule5	B’000	R/W	emaxschedule5 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
19	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
18 to 16	emaxschedule4	B’000	R/W	emaxschedule4 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
15	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
14 to 12	emaxschedule3	B’000	R/W	emaxschedule3 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
11	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
10 to 8	emaxschedule2	B’000	R/W	emaxschedule2 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
7	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
6 to 4	emaxschedule1	B’000	R/W	emaxschedule1 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
3	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	emaxschedule0	B’000	R/W	emaxschedule0 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.28 QOSCTRL EMS HIGH Register (QOSCTRL_EMS_HIGH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	emaxschedule15			—	emaxschedule14			—	emaxschedule13			—	emaxschedule12		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	emaxschedule11			—	emaxschedule10			—	emaxschedule9			—	emaxschedule8		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
30 to 28	emaxschedule15	B’000	R/W	emaxschedule15 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
27	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
26 to 24	emaxschedule14	B’000	R/W	emaxschedule14 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
23	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
22 to 20	emaxschedule13	B’000	R/W	emaxschedule13 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
19	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
18 to 16	emaxschedule12	B’000	R/W	emaxschedule12 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
15	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
14 to 12	emaxschedule11	B’000	R/W	emaxschedule11 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
11	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
10 to 8	emaxschedule10	B’000	R/W	emaxschedule10 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.

Bit	Bit Name	Initial Value	R/W	Description
7	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
6 to 4	emaxschedule9	B’000	R/W	emaxschedule9 Setting. Set B’000 on these bits. The range of these bits is B’000 to B’100.
3	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	emaxschedule8	B’000	R/W	emaxschedule8 Setting. Set B’000 on these bits The range of these bits is B’000 to B’100.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.29 QOSCTRL EARLYR Register (QOSCTRL_EARLYR)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√	√

[RZ/G2H]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	early return mode
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

[RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	early_return mode	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

[RZ/G2H]

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
0	early_return_ mode	B’0	R/W	early_return_mode Setting. Set 0 on this bit.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

[RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	early_return_ mode	B’00	R/W	early_return_mode Setting. Set below value on these bits: RZ/G2N: B’01 Others: B'00

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.30 QOSCTRL RACNT0 Register (QOSCTRL_RACNT0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	gpu_ticket mode		—	—	—	—	be_ticket_mask _cycle		ticket_mask cycle	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	swapin inform disable	beticket mask disable
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
25, 24	gpu_ticket_mode	B'00	R/W	[RZ/G2M V1.3, RZ/G2M V3.0] gpu_ticket_mode Setting. Set B'10 on these bits. A value other than above must not be set to these bits. [Other Product] Reserved These bits are always read as 0. The write value should always be 0.
23 to 20	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
19, 18	be_ticket_mask_cycle	B'00	R/W	[RZ/G2N, RZ/G2E] be_ticket_mask_cycle Setting. Set B'00 on these bits. A value other than above must not be set to these bits. [Other Product] Reserved These bits are always read as 0. The write value should always be 0.
17, 16	ticket_mask_cycle	B'00	R/W	ticket_mask_cycle Setting. Set B'01 on these bits. A value other than above must not be set to these bits.
15 to 2	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
1	swapin_inform_disable	B'0	R/W	swapin_inform_disable Setting. Set 1 on this bit. A value other than above must not be set to this bit.

Bit	Bit Name	Initial Value	R/W	Description
0	beticket_mask_disable	B'0	R/W	beticket_mask_disable Setting. Set B'1 on this bit. A value other than above must not be set to this bit.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.31 QOSCTRL INSFC Register (QOSCTRL_INSFC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	insfclear_sslot															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	insfclear_en
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	insfclear_sslot	H'0000	R/W	insfclear_sslot Setting. Set H'0633 on these bits. A value other than above must not be set to these bits.
15 to 1	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
0	insfclear_en	B'0	R/W	insfclear_en Enable. Set 1 on this bit. A value other than above must not be set to this bit.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.32 QOSCTRL RAEN Register (QOSCTRL_RAEN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RAlloc Enable
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
0	RAllocEnable	B'0	R/W	RAllocEnable Enable. This bit must be set 1 before QOSCTRL_STATQC setting..

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.33 QOSCTRL STATGEN0 Register (QOSCTRL_STATGEN0)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	gpu ticket mode
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
0	gpu_ticket_mode	B’0	R/W	gpu_ticket_mode Setting Set 1 on this bit. A value other than above must not be set to this bit.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.34 QOSWT WTEN Register (QOSWT_WTEN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

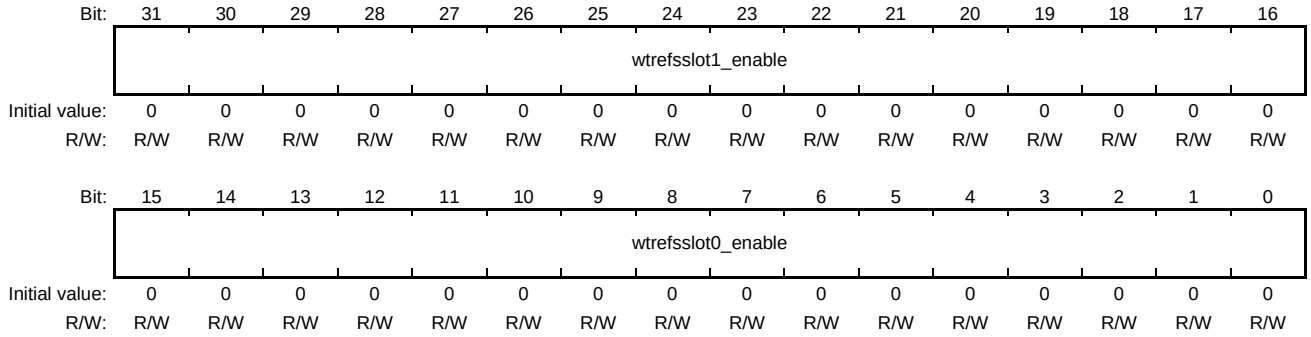
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	wtbank_en
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
0	wtbank_en	B'0	R/W	wtbank_en Enable. Using the Write DQ training, set this bit "1" after setting PMSTREN bit of DBDFIPMSTRCNF "1", and WTMODE of DBDFIPMSTRCNF "B'01". 0: Disable 1: Enable

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.35 QOSWT WTREF Register (QOSWT_WTREF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

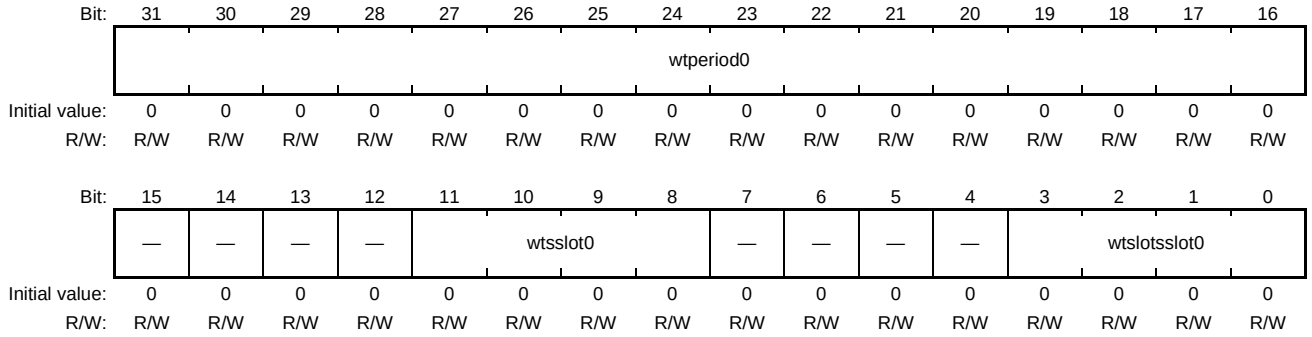


Bit	Bit Name	Initial Value	R/W	Description
31 to 16	wtrefsslot1_enable	H'0000	R/W	wtrefsslot1_enable Setting. Set below value on these bits: RZ/G2E: H'0000 Others: H'0001 A value other than above must not be set to these bits.
15 to 0	wtrefsslot0_enable	H'0000	R/W	wtrefsslot0_enable Setting. Set below value on these bits: RZ/G2E: H'0000 Others: H'0001 A value other than above must not be set to these bits.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.36 QOSWT WTSET0 Register (QOSWT_WTSET0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

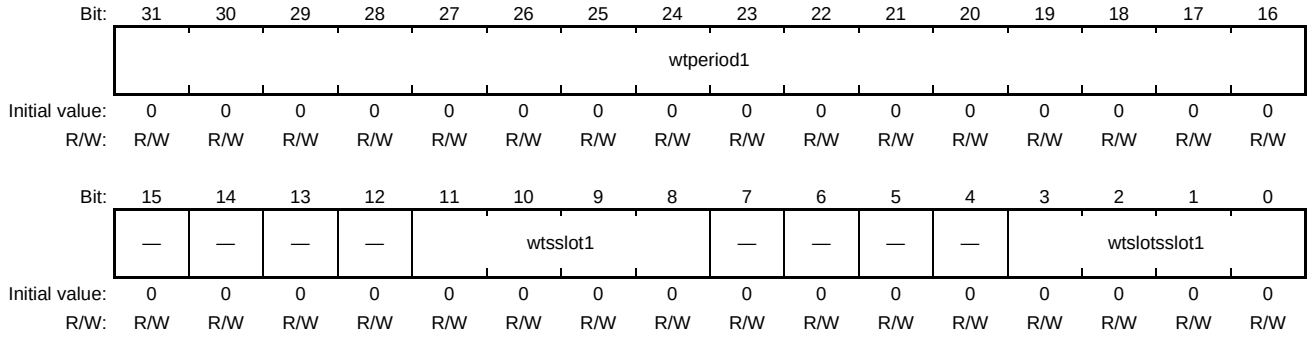


Bit	Bit Name	Initial Value	R/W	Description
31 to 16	wtperiod0	H'0000	R/W	wtperiod0 Setting. Set below value on these bits: RZ/G2E: H'0000 Others: 1.89 usec refresh interval: H'2955 3.78 usec refresh interval: H'14AA A value other than above must not be set to these bits.
15 to 12	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	wtsslot0	H'0	R/W	wtsslot0 Setting. Set below value on these bits: RZ/G2E: H'0 Others: H'4 A value other than above must not be set to these bits.
7 to 4	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	wtslotsslot0	H'0	R/W	wtslotsslot0 Setting. Set below value on these bits: RZ/G2E: H'0 Others: H'B A value other than above must not be set to these bits.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.37 QOSWT WTSET1 Register (QOSWT_WTSET1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	wtperiod1	H'0000	R/W	wtperiod1 Setting. Set below value on these bits: RZ/G2E: H'0000 Others: 1.89 usec refresh interval: H'2955 3.78 usec refresh interval: H'14AA A value other than above must not be set to these bits.
15 to 12	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	wtsslot1	H'0	R/W	wtsslot1 Setting. Set below value on these bits: RZ/G2E: H'0 Others: H'4 A value other than above must not be set to these bits.
7 to 4	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	wtslotsslot1	H'0	R/W	wtslotsslot1 Setting. Set below value on these bits: RZ/G2E: H'0 Others: H'B A value other than above must not be set to these bits.

Note: This register must be written during statqen bit of QOSCTRL_STATQC register is 0.

21.2.38 QOSBW FIX QOS BANK0 Register n (QOSBW_FIX_QOS_BANK0)

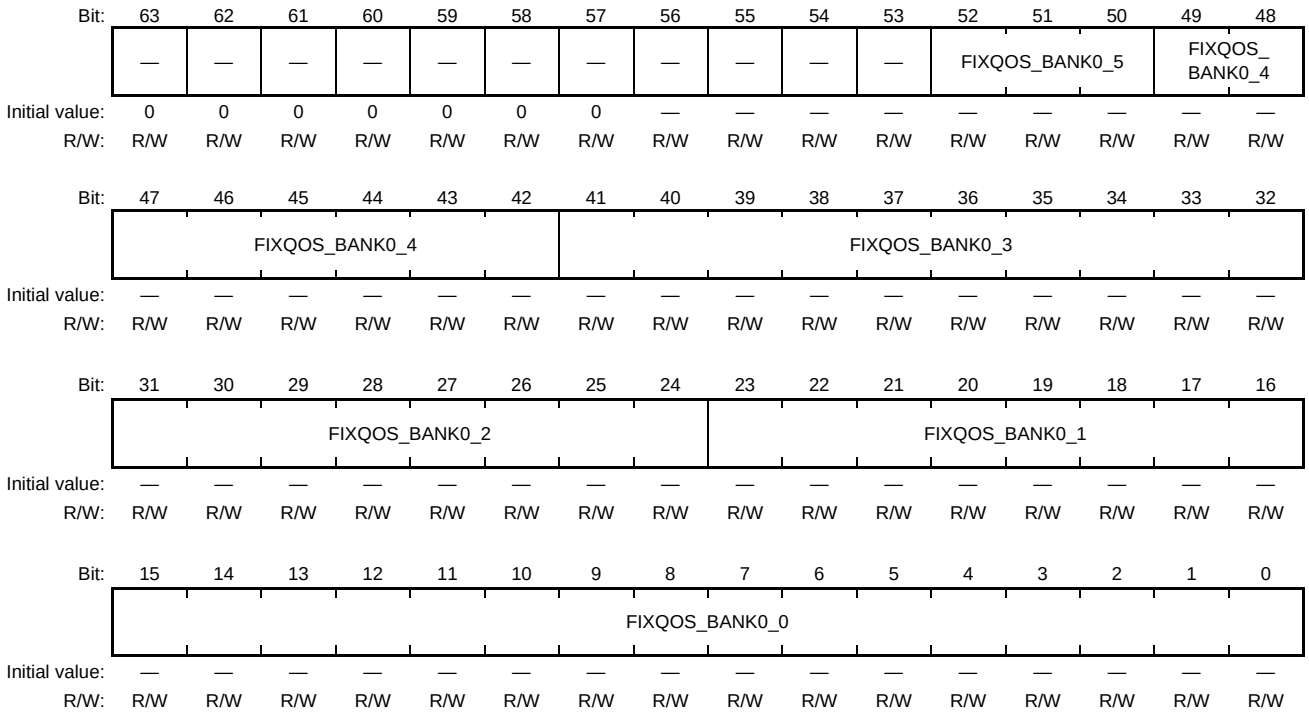
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H] n: 0 to 365, Address range: H'E67E_0000 to H'E67E_0B68

[RZ/G2M V1.3, RZ/G2M V3.0] n: 0 to 362, Address range: H'E67E_0000 to H'E67E_0B50

[RZ/G2N] n: 0 to 370, Address range: H'E67E_0000 to H'E67E_0B90

[RZ/G2E] n: 0 to 255, Address range: H'E67E_0000 to H'E67E_07F8



Bit	Bit Name	Initial Value	R/W	Description
63 to 57	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
56 to 53	—	—	R/W	Reserved The write value should always be 0.
52 to 50	FIXQOS_BANK0_5	—	R/W	FIXQOS_BANK0_5 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits. Setting value must be 0, 3, 4 or 5.
49 to 42	FIXQOS_BANK0_4	—	R/W	FIXQOS_BANK0_4 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
41 to 32	FIXQOS_BANK0_3	—	R/W	FIXQOS_BANK0_3 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	FIXQOS_BANK0_2	—	R/W	FIXQOS_BANK0_2 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
23 to 16	FIXQOS_BANK0_1	—	R/W	FIXQOS_BANK0_1 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
15 to 0	FIXQOS_BANK0_0	—	R/W	FIXQOS_BANK0_0 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.

Notes: This register must be accessed by 8byte access.
This register must be written during statqen bit of QOSCTRL_STATQC register is 0 or exe_membank of QOSCTRL_MEMBANK is 1.
Refer to the Table 21.2 for setting values of QOSBW_FIX_QOS_BANK0 registers.

Table 21.2 Setting values of QOSBW_FIX_QOS_BANK0 registers (1/2)

Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'E67E_0000 to H'E67E_0350	*1	*1	*1	*1
H'E67E_0358 to H'E67E_0368	*1	H'0000_ 0000_ 0000_ 0000	*1	*1
H'E67E_0370 to H'E67E_0390	H'0000_ 0000_ 0000_ 0000	H'0000_ 0000_ 0000_ 0000	*1	*1
H'E67E_0830	H'0010_ 0404_ 0000_ C010	H'0010_ 0404_ 0000_ C010	H'0010_ 0432_ 0000_ C010	—
H'E67E_0838	H'0010_ 0807_ 0000_ C010	H'0010_ 0404_ 0000_ C010	H'0010_ 0432_ 0000_ C010	—
H'E67E_0840	H'0014_ 1007_ 0000_ FFF0	H'0014_ 1409_ 0000_ FFF0	H'0014_ 0C5D_ 0000_ FFF0	—
H'E67E_0858	H'0014_ 100D_ 0000_ C010	H'0014_ 0C0A_ 0000_ C010	H'0014_ 0C94_ 0000_ C010	—
H'E67E_0860	H'0014_ 100D_ 0000_ C010	H'0014_ 0C0A_ 0000_ C010	H'0014_ 0C94_ 0000_ C010	—
H'E67E_0878	H'0000_ 0000_ 0000_ 0000	H'0010_ 0403_ 0000_ C010	H'0000_ 0000_ 0000_ 0000	—
H'E67E_0888	H'0104_ 1007_ 0000_ FF00	H'0014_ 1409_ 0000_ FFF0	H'0014_ 041F_ 0000_ FFF0	—
H'E67E_0890	H'0000_ 0000_ 0000_ 0000	H'0014_ 0807_ 0000_ C010	H'0000_ 0000_ 0000_ 0000	—
H'E67E_0A60	H'000C_ 0802_ 0000_ FFF0	H'000C_ 0802_ 0000_ FFF0	H'000C_ 0815_ 0000_ FFF0	—

Table 21.2 Setting values of QOSBW_FIX_QOS_BANK0 registers (2/2)

Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'E67E_0A68	H'0014_ 0801_ 0000_ FFF0	H'0014_ 0801_ 0000_ FFF0	H'0014_ 0802_ 0000_ FFF0	—
H'E67E_0A70	H'0014_ 0401_ 0000_ FFF0	H'0014_ 0401_ 0000_ FFF0	H'0014_ 0401_ 0000_ FFF0	—
H'E67E_0A78	H'000C_ 0401_ 0000_ FFF0	H'000C_ 0401_ 0000_ FFF0	H'000C_ 0409_ 0000_ FFF0	—
H'E67E_0A90	H'0014_ 0801_ 0000_ FFF0	H'0014_ 0801_ 0000_ FFF0	H'0014_ 0802_ 0000_ FFF0	—
H'E67E_0A98	H'0014_ 0401_ 0000_ FFF0	H'0014_ 0401_ 0000_ FFF0	H'0014_ 0401_ 0000_ FFF0	—
Other Address	H'0000_ 0000_ 0000_ 0000	H'0000_ 0000_ 0000_ 0000	H'0000_ 0000_ 0000_ 0000	H'0000_ 0000_ 0000_ 0000

Notes: — : Not supported

*1: Set values generated by a tool released from Renesas

21.2.39 QOSBW FIX QOS BANK1 Register n (QOSBW_FIX_QOS_BANK1)

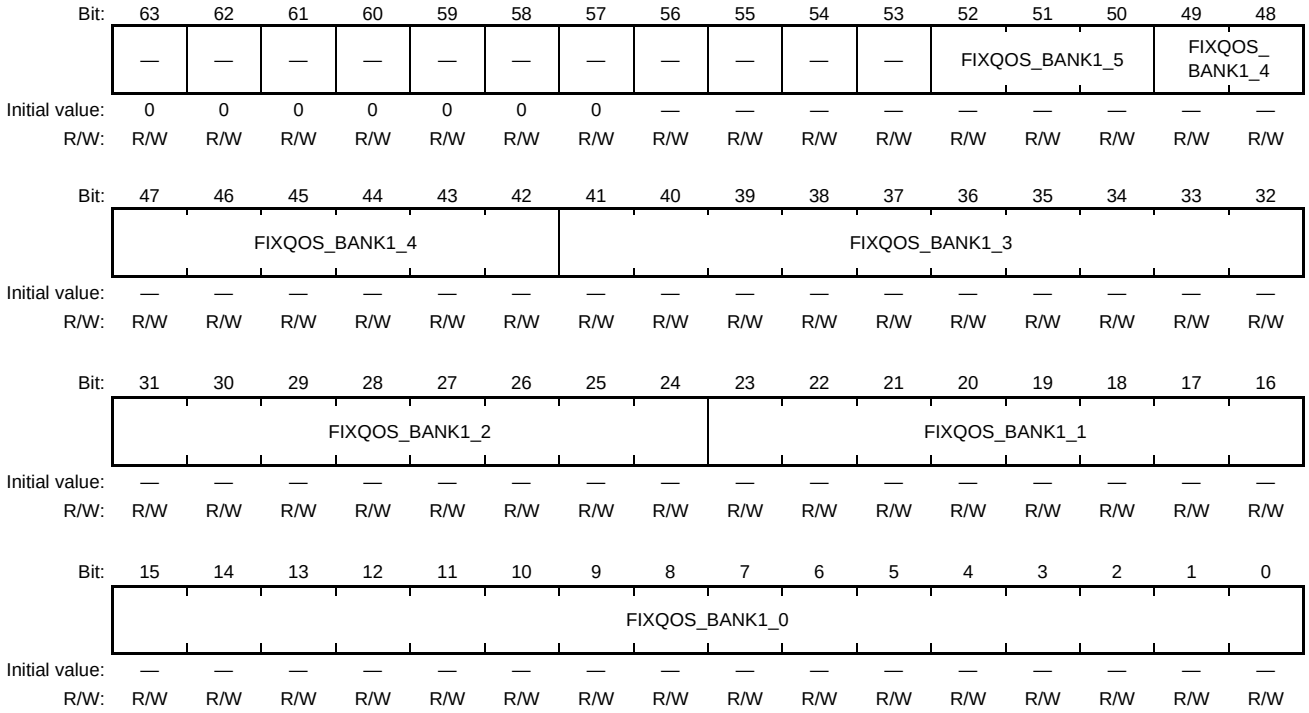
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H] n: 0 to 365, Address range: H'E67E_1000 to H'E67E_1B68

[RZ/G2M V1.3, RZ/G2M V3.0] n: 0 to 362, Address range: H'E67E_1000 to H'E67E_1B50

[RZ/G2N] n: 0 to 370, Address range: H'E67E_1000 to H'E67E_1B90

[RZ/G2E] n: 0 to 255, Address range: H'E67E_1000 to H'E67E_17F8



Bit	Bit Name	Initial Value	R/W	Description
63 to 57	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
56 to 53	—	—	R/W	Reserved The write value should always be 0.
52 to 50	FIXQOS_BANK1_5	—	R/W	FIXQOS_BANK1_5 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits. Setting value must be 0, 3, 4 or 5.
49 to 42	FIXQOS_BANK1_4	—	R/W	FIXQOS_BANK1_4 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
41 to 32	FIXQOS_BANK1_3	—	R/W	FIXQOS_BANK1_3 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	FIXQOS_BANK1_2	—	R/W	FIXQOS_BANK1_2 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
23 to 16	FIXQOS_BANK1_1	—	R/W	FIXQOS_BANK1_1 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
15 to 0	FIXQOS_BANK1_0	—	R/W	FIXQOS_BANK1_0 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.

Notes: This register must be accessed by 8byte access.
This register must be written during statqen bit of QOSCTRL_STATQC register is 0 or exe_membank of QOSCTRL_MEMBANK is 0.
Refer to the Table 21.3 for setting values of QOSBW_FIX_QOS_BANK1 registers.

Table 21.3 Setting values of QOSBW_FIX_QOS_BANK1 registers (1/2)

Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'E67E_1000 to H'E67E_1350	*1	*1	*1	*1
H'E67E_1358 to H'E67E_1368	*1	H'0000_ 0000_ 0000_ 0000	*1	*1
H'E67E_1370 to H'E67E_1390	H'0000_ 0000_ 0000_ 0000	H'0000_ 0000_ 0000_ 0000	*1	*1
H'E67E_1830	H'0010_ 0404_ 0000_ C010	H'0010_ 0404_ 0000_ C010	H'0010_ 0432_ 0000_ C010	—
H'E67E_1838	H'0010_ 0807_ 0000_ C010	H'0010_ 0404_ 0000_ C010	H'0010_ 0432_ 0000_ C010	—
H'E67E_1840	H'0014_ 1007_ 0000_ FFF0	H'0014_ 1409_ 0000_ FFF0	H'0014_ 0C5D_ 0000_ FFF0	—
H'E67E_1858	H'0014_ 100D_ 0000_ C010	H'0014_ 0C0A_ 0000_ C010	H'0014_ 0C94_ 0000_ C010	—
H'E67E_1860	H'0014_ 100D_ 0000_ C010	H'0014_ 0C0A_ 0000_ C010	H'0014_ 0C94_ 0000_ C010	—
H'E67E_1878	H'0000_ 0000_ 0000_ 0000	H'0010_ 0403_ 0000_ C010	H'0000_ 0000_ 0000_ 0000	—
H'E67E_1888	H'0104_ 1007_ 0000_ FF00	H'0014_ 1409_ 0000_ FFF0	H'0014_ 041F_ 0000_ FFF0	—
H'E67E_1890	H'0000_ 0000_ 0000_ 0000	H'0014_ 0807_ 0000_ C010	H'0000_ 0000_ 0000_ 0000	—
H'E67E_1A60	H'000C_ 0802_ 0000_ FFF0	H'000C_ 0802_ 0000_ FFF0	H'000C_ 0815_ 0000_ FFF0	—

Table 21.3 Setting values of QOSBW_FIX_QOS_BANK1 registers (2/2)

Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'E67E_1A68	H'0014_ 0801_ 0000_ FFF0	H'0014_ 0801_ 0000_ FFF0	H'0014_ 0802_ 0000_ FFF0	—
H'E67E_1A70	H'0014_ 0401_ 0000_ FFF0	H'0014_ 0401_ 0000_ FFF0	H'0014_ 0401_ 0000_ FFF0	—
H'E67E_1A78	H'000C_ 0401_ 0000_ FFF0	H'000C_ 0401_ 0000_ FFF0	H'000C_ 0409_ 0000_ FFF0	—
H'E67E_1A90	H'0014_ 0801_ 0000_ FFF0	H'0014_ 0801_ 0000_ FFF0	H'0014_ 0802_ 0000_ FFF0	—
H'E67E_1A98	H'0014_ 0401_ 0000_ FFF0	H'0014_ 0401_ 0000_ FFF0	H'0014_ 0401_ 0000_ FFF0	—
Other Address	H'0000_ 0000_ 0000_ 0000	H'0000_ 0000_ 0000_ 0000	H'0000_ 0000_ 0000_ 0000	H'0000_ 0000_ 0000_ 0000

Notes: — : Not supported

*1: Set values generated by a tool released from Renesas

21.2.40 QOSBW BE QOS BANK0 Register n

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H] n: 0 to 365, Address range: H'E67E_2000 to H'E67E_2B68

[RZ/G2M V1.3, RZ/G2M V3.0] n: 0 to 362, Address range: H'E67E_2000 to H'E67E_2B50

[RZ/G2N] n: 0 to 370, Address range: H'E67E_2000 to H'E67E_2B90

[RZ/G2E] n: 0 to 255, Address range: H'E67E_2000 to H'E67E_27F8

Bit:	63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48
	—	—	—	—	—	—	—	—	—	—	BEQOS_ BANK0_5		BEQOS_BANK0_4			
Initial value:	0	0	0	0	0	0	0	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
	—	—	—	—	BEQOS_BANK0_3								BEQOS_BANK0_2			
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BEQOS_BANK0_2												BEQOS_BANK0_1			
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BEQOS_BANK0_1						BEQOS_BANK0_0									
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
63 to 57	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
56 to 54	—	—	R/W	Reserved The write value should always be 0.
53, 52	BEQOS_BANK0_5	—	R/W	BEQOS_BANK0_5 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits. The range of these bits if B'00 to B'10.
51 to 48	BEQOS_BANK0_4	—	R/W	BEQOS_BANK0_4 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
47 to 44	—	—	R/W	Reserved The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
43 to 36	BEQOS_BANK0_3	—	R/W	BEQOS_BANK0_3 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
35 to 20	BEQOS_BANK0_2	—	R/W	BEQOS_BANK0_2 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
19 to 10	BEQOS_BANK0_1	—	R/W	BEQOS_BANK0_1 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
9 to 0	BEQOS_BANK0_0	—	R/W	BEQOS_BANK0_0 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.

Notes: This register must be accessed by 8byte access.
This register must be written during statqen bit of QOSCTRL_STATQC register is 0 or exe_membank of QOSCTRL_MEMBANK is 1.
Refer to the Table 21.4 for setting values of QOSBW BE QOS BANK0 registers.

Table 21.4 Setting values of QOSBW_BE_QOS_BANK0 registers

Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'E67E_2000 to H'E67E_2350	*1	*1	*1	*1
H'E67E_2358 to H'E67E_2368	*1	H'0000_0000_0000_0000	*1	*1
H'E67E_2370 to H'E67E_2390	H'0000_0000_0000_0000	H'0000_0000_0000_0000	*1	*1
Other Address	H'0000_0000_0000_0000	H'0000_0000_0000_0000	H'0000_0000_0000_0000	H'0000_0000_0000_0000

Notes: *1: Set values generated by a tool released from Renesas

21.2.41 QOSBW BE QOS BANK1 Register n

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H] n: 0 to 365, Address range: H'E67E_3000 to H'E67E_3B68

[RZ/G2M V1.3, RZ/G2M V3.0] n: 0 to 362, Address range: H'E67E_3000 to H'E67E_3B50

[RZ/G2N] n: 0 to 370, Address range: H'E67E_3000 to H'E67E_3B90

[RZ/G2E] n: 0 to 255, Address range: H'E67E_3000 to H'E67E_37F8

Bit:	63	62	61	60	59	58	57	56	55	54	53	52	51	50	49	48
	—	—	—	—	—	—	—	—	—	—	BEQOS_ BANK1_5		BEQOS_BANK1_4			
Initial value:	0	0	0	0	0	0	0	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32
	—	—	—	—	BEQOS_BANK1_3								BEQOS_BANK1_2			
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BEQOS_BANK1_2												BEQOS_BANK1_1			
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BEQOS_BANK1_1						BEQOS_BANK1_0									
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
63 to 57	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
56 to 54	—	—	R/W	Reserved The write value should always be 0.
53, 52	BEQOS_BANK1_5	—	R/W	BEQOS_BANK1_5 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits. The range of these bits is B'00 to B'10.
51 to 48	BEQOS_BANK1_4	—	R/W	BEQOS_BANK1_4 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
47 to 44	—	—	R/W	Reserved The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
43 to 36	BEQOS_BANK1_3	—	R/W	BEQOS_BANK1_3 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
35 to 20	BEQOS_BANK1_2	—	R/W	BEQOS_BANK1_2 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
19 to 10	BEQOS_BANK1_1	—	R/W	BEQOS_BANK1_1 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.
9 to 0	BEQOS_BANK1_0	—	R/W	BEQOS_BANK1_0 Setting. These bits should be a value generated by a tool released from Renesas. A value other than above must not be set to these bits.

Notes: This register must be accessed by 8byte access.
This register must be written during statqen bit of QOSCTRL_STATQC register is 0 or exe_membank of QOSCTRL_MEMBANK is 0.
Refer to the Table 21.5 for setting values of QOSBW BE QOS BANK1 registers.

Table 21.5 Setting values of QOSBW_BE_QOS_BANK1 registers

Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'E67E_3000 to H'E67E_3350	*1	*1	*1	*1
H'E67E_3358 to H'E67E_3368	*1	H'0000_0000_0000_0000	*1	*1
H'E67E_3370 to H'E67E_3390	H'0000_0000_0000_0000	H'0000_0000_0000_0000	*1	*1
Other Address	H'0000_0000_0000_0000	H'0000_0000_0000_0000	H'0000_0000_0000_0000	H'0000_0000_0000_0000

Notes: *1: Set values generated by a tool released from Renesas

21.2.42 CPU Domain Active Register n (CPU_ACTn) (n: 0 to 3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CPU_ACT2 and 3 are not supported by RZ/G2N and RZ/G2E

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	ACT_CYCLE			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0
3 to 0	ACT_CYCLE	H'0	R/W	Request signal extension Set H'3 on these bits. Notice: This register can not be accessed from other Master which is belonging to non-CPU domain on RZ/G2H.

21.2.43 Main Memory Secure Error Status Register (MMSECERRST)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	SECG0REGWP	SECG1REGWP	SECG2REGWP	SECG3REGWP	—	—	—	—	—	—	LOCK1	LOCK0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W1C	R/W1C

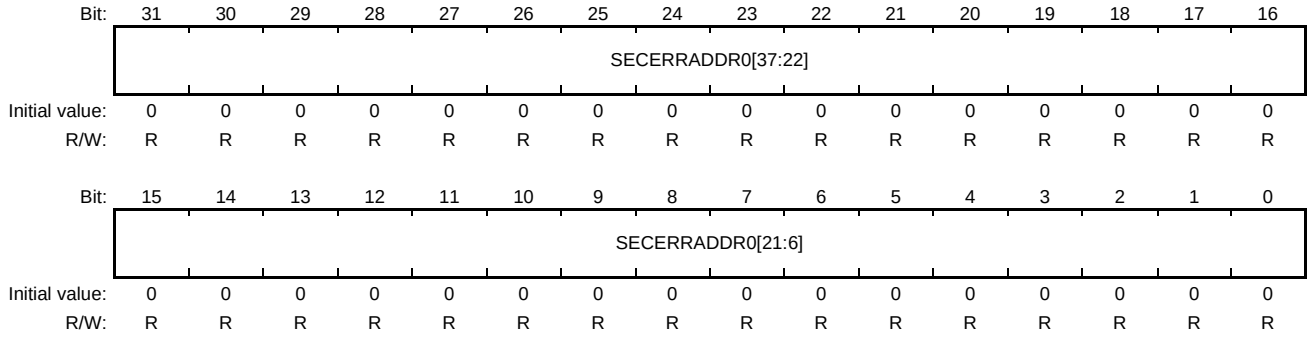
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	SECERR6_R	SECERR6_W	SECERR5_R	SECERR5_W	SECERR4_R	SECERR4_W	SECERR3_R	SECERR3_W	SECERR2_R	SECERR2_W	SECERR1_R	SECERR1_W	SECERR0_R	SECERR0_W
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C	R/W1C

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0
27	SECG0REGWP	B'0	R/W	Secure Group0 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
26	SECG1REGWP	B'0	R/W	Secure Group1 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
25	SECG2REGWP	B'0	R/W	Secure Group2 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
24	SECG3REGWP	B'0	R/W	Secure Group3 Write Privilege Setting for this register 0: Has the privilege to write to this register 1: Does not have the privilege write to this register Secure Master is not restricted by this setting.
23 to 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0
17	LOCK1	B'0	R/W1C	Secure error status and information for main memory AXI I/F1-6 is locked
16	LOCK0	B'0	R/W1C	Secure error status and information for main memory AXI I/F0 is locked
15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	SECERR6_R	B'0	R/W1C	Secure Error detect of main memory AXI I/F6 read access for DRAM/System RAM

Bit	Bit Name	Initial Value	R/W	Description
12	SECERR6_W	B'0	R/W1C	Secure Error detect of main memory AXI I/F6 write access for DRAM/System RAM
11	SECERR5_R	B'0	R/W1C	Secure Error detect of main memory AXI I/F5 read access for DRAM/System RAM
10	SECERR5_W	B'0	R/W1C	Secure Error detect of main memory AXI I/F5 write access for DRAM/System RAM
9	SECERR4_R	B'0	R/W1C	Secure Error detect of main memory AXI I/F4 read access for DRAM/System RAM
8	SECERR4_W	B'0	R/W1C	Secure Error detect of main memory AXI I/F4 write access for DRAM/System RAM
7	SECERR3_R	B'0	R/W1C	Secure Error detect of main memory AXI I/F3 read access for DRAM/System RAM
6	SECERR3_W	B'0	R/W1C	Secure Error detect of main memory AXI I/F3 write access for DRAM/System RAM
5	SECERR2_R	B'0	R/W1C	Secure Error detect of main memory AXI I/F2 read access for DRAM/System RAM
4	SECERR2_W	B'0	R/W1C	Secure Error detect of main memory AXI I/F2 write access for DRAM/System RAM
3	SECERR1_R	B'0	R/W1C	Secure Error detect of main memory AXI I/F1 read access for DRAM/System RAM
2	SECERR1_W	B'0	R/W1C	Secure Error detect of main memory AXI I/F1 write access for DRAM/System RAM
1	SECERR0_R	B'0	R/W1C	Secure Error detect of main memory AXI I/F0 read access for DRAM/System RAM
0	SECERR0_W	B'0	R/W1C	Secure Error detect of main memory AXI I/F0 write access for DRAM/System RAM

21.2.44 Main Memory Secure Error Address Register0 (MMSECERRADDR0)

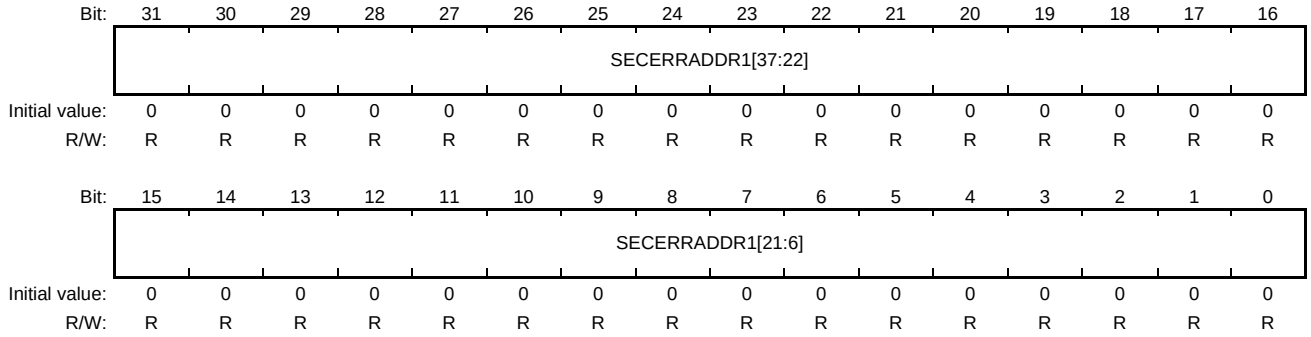
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SECERRADDR0	H'0000_0000	R	Secure error address [37:6] of main memory AXI I/F0 Write 1 to MMSECERRST.LOCK0 for clear

21.2.45 Main Memory Secure Error Address Register1 (MMSECERRADDR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SECERRADDR1	H'0000_0000	R	Secure error address [37:6] of main memory AXI I/F1-6 Write 1 to MMSECERRST.LOCK1 for clear

21.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

21.3.1 DRAM Split/Linear Address mapping

The AXI-bus provides the mixed address space interleaved address mapping (Split mapping) and no-interleaved address mapping (Linear mapping) on memory controllers through **ADSPLCRn** register. The split mapping mode enhances DRAM access efficiency and bandwidth via parallel access to memory controllers. In this mode, allocated to each DBSC channel at the specified granularity. The linear mapping mode allocate a contiguous space to each memory controller. It can be divided into 8 areas. And also, Linear or Split mapping can be chosen in each area. Figure 21.5 and Figure 21.6 shown Split/Linear Address mapping.

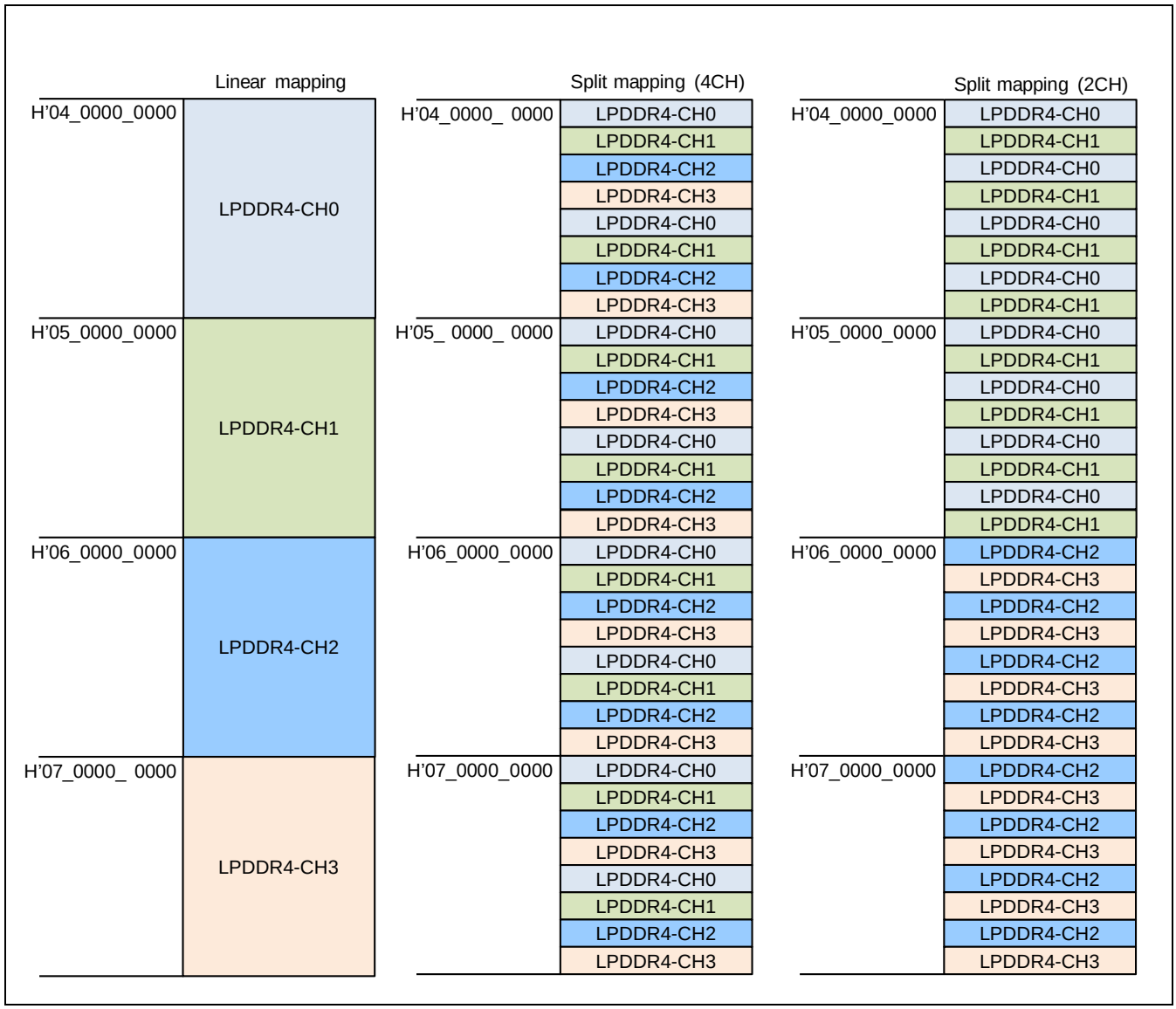


Figure 21.5 Concept of Split/Linear Address mapping [RZ/G2H]

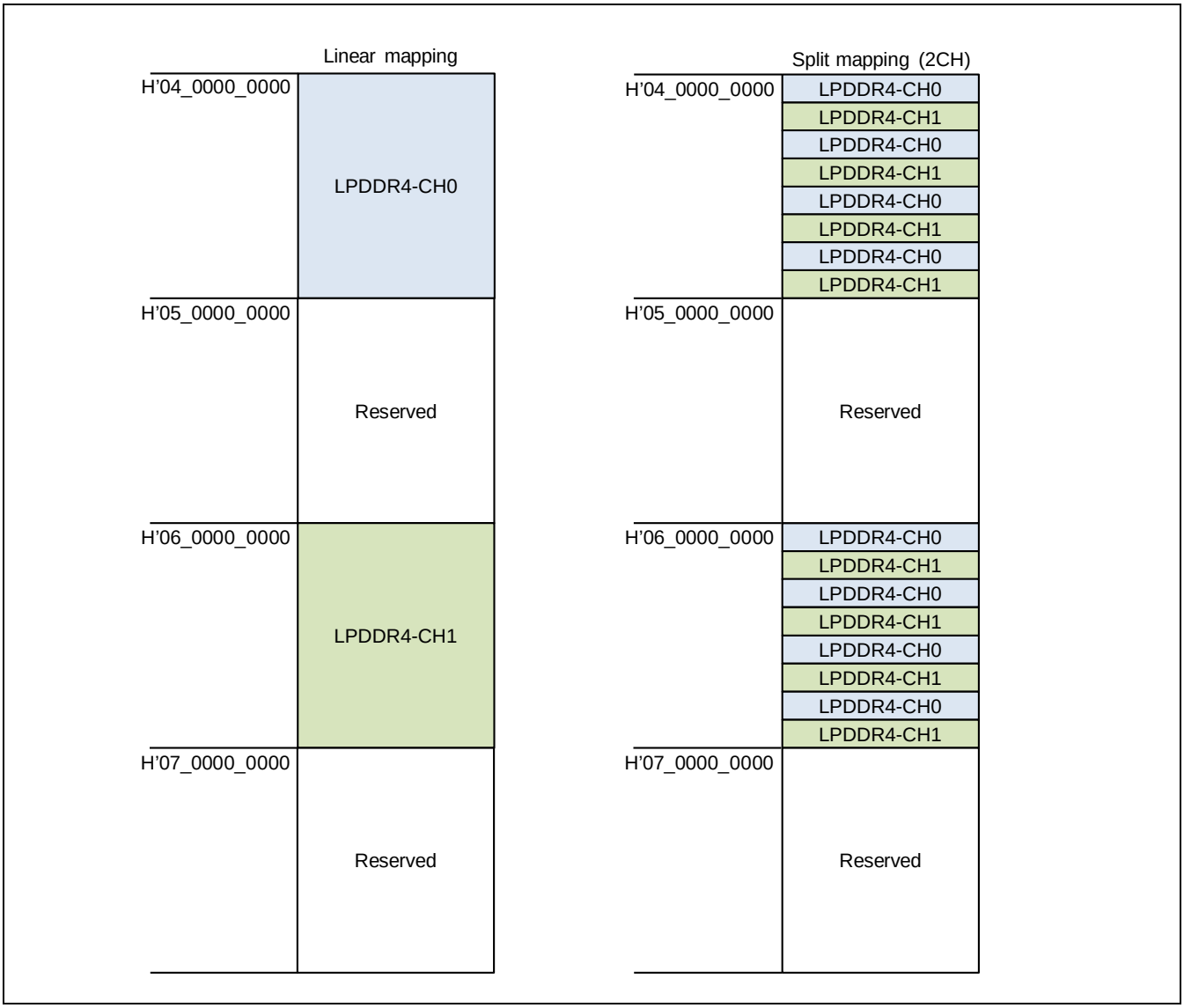


Figure 21.6 Concept of Split/Linear Address mapping [RZ/G2M V1.3, RZ/G2M V3.0]

21.3.2 Decompression of visual near lossless compressed image

AXI-bus supports decompression of visual near lossless compressed image. IPs can read compressed data by accessing to setting area through **DCMPAREACRAn/DCMPAREACRBn** or **DCMPSHDWCR** register.

21.3.3 QoS arbitration

AXI-bus has the QoS arbitration to guarantee latency and bandwidth. A concept of the time shared control which is being called time division slot allocation is introduced. The arbitration can be controlled by assigning bandwidth of each IP to time slot.

21.3.4 Access protection for secure/safety regions

21.3.4.1 Memory Protection

Main Memory domain AXI-bus has memory protected area function. This function as shown in Figure 21.7 is that DRAM or System RAM area can be divided into 16 areas and each area and each area can be set access privilege to 4 secure groups.

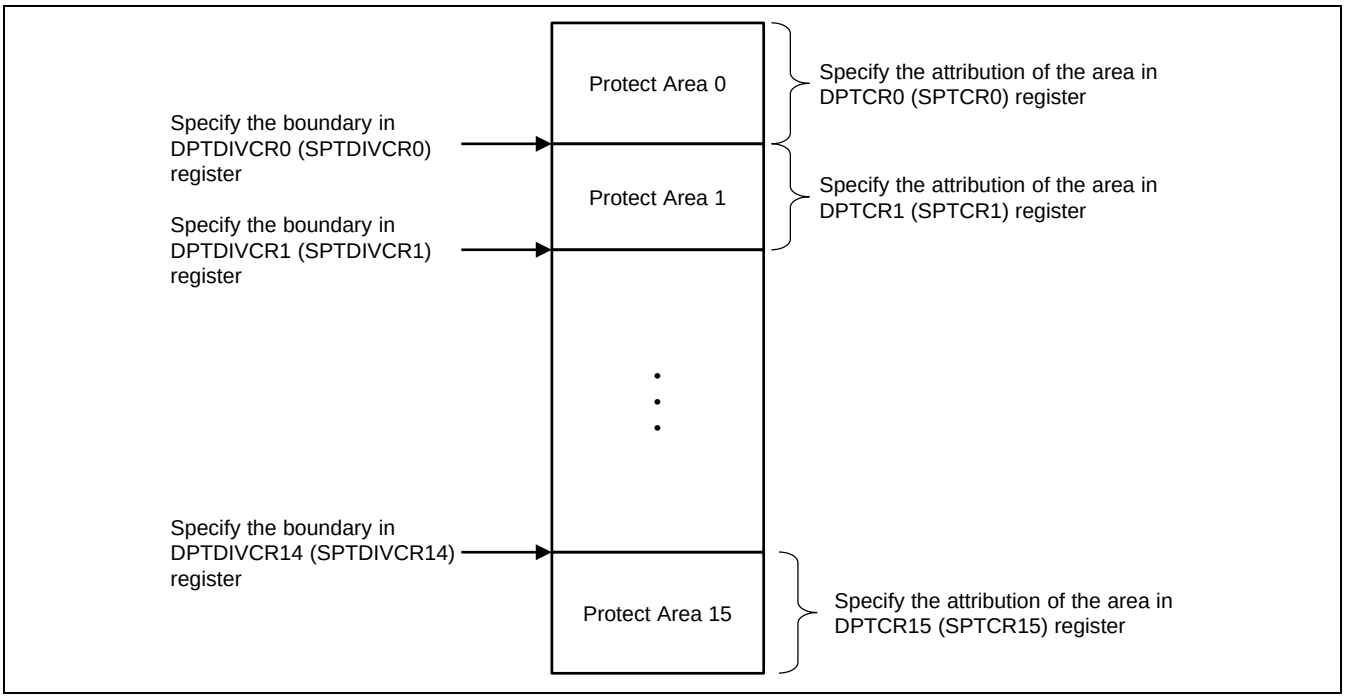


Figure 21.7 Memory Protected Area Function Concept

21.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

21.4.1 Change of the initial value of the register

The initial value of the following private register should be changed before using the LSI.
Write H'0000_000A to the address field H'E67F_0048 with 32-bit access.
Note: The initial value of this address field is H'0080_000A.

22. IPMMU

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

22.1 Overview

The IPMMU is a Memory Management Unit (MMU) which provides address translation and access protection functionalities to processing units and interconnect networks.

22.1.1 Features

IPMMU includes the following main features.

- MMU architecture compatible with Armv8 VMSAv8-64 and VMSAv8-32 including the Large Physical Address Extension (LPAE), the Security Extensions and the Multiprocessing Extensions. IPMMU supports eight sets of TLBs and these can be managed independently.
- PMB* address translation functionality. IPMMU supports sixteen domains.
- Caching recently used page table entries in translation look-aside buffer (TLB)
- Performance monitoring for Armv8 VMSAv8-64 and VMSAv8-32 LPAE
- DVM messages are not supported.

For more information about Armv8 VMSA, see Arm Architecture Reference Manual Armv8, for Armv8-A architecture profile.

In VMSAv8-64, supported memory translation granule size is 4KB and 64KB. 16KB granule size is not supported in IPMMU. And 8bit ASID size is only supported. (not support 16bit size)

In VMSAv8-32, 40bit IPA can be handled by IPMMU.

Note: * PMB (Privileged space Mapping Buffer) is the register specified address translation mechanism. It supports up to sixteen translation tables and four types of tables (16 MB, 64 MB, 128 MB and 521 MB) can be set.

22.1.2 Block Diagram

Figure 22.1 shows the IPMMU block diagram. When a master (a processing unit or an interconnect) issues a transaction, a micro-TLB connected to the master sends a virtual address to the IPMMU cache which is connected to the same bus domain. If the virtual address is not cached in the IPMMU cache, the IPMMU performs a page table walk to the main IPMMU which is located at the main memory bus domain through an interconnect and returns a physical address to the micro-TLB.

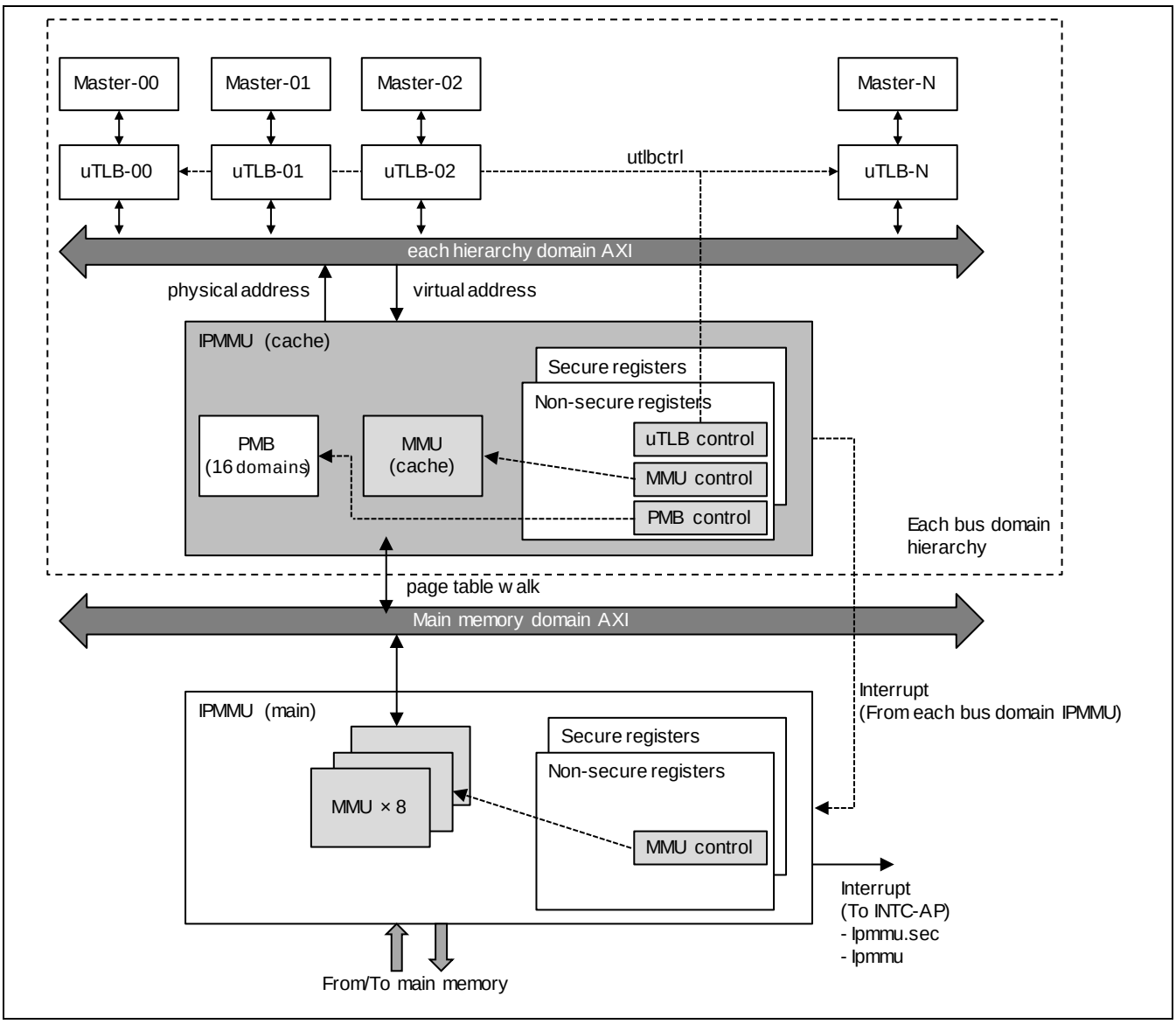


Figure 22.1 IPMMU System Integration

22.1.3 External Pins

There are no external pins in this module.

22.1.4 Register Configuration

Table 22.1 shows the register address map of IPMMU. These registers are 32-bit access registers. When modifying reserved bits or read-only bits, write 0 to the bits.

Table 22.1 Register Configurations

						Second Generation RZ/G Series Products				
Register Name	**Abbreviation**	**R/W**	**Offset Address**	**Initial Value**	**Size**	**RZ/G2H**	**RZ/G2M V1.3**	**RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
MMU Control Register n (n = 0 to 7)	IMCTRn*1	R/W	H'0000 + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Translation Table Base Control Register n	IMTTBCRn*1	R/W	H'0008 + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Translation Table Lower Base Register 0n	IMTTLBR0n*1	R/W	H'0010 + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Translation Table Upper Base Register 0n	IMTTUBR0n*1	R/W	H'0014 + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Translation Table Lower Base Register 1n	IMTTLBR1n*1	R/W	H'0018 + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Translation Table Upper Base Register 1n	IMTTUBR1n*1	R/W	H'001C + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Error Status Register n	IMSTRn*1	R/W	H'0020 + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Memory Attribute Indirection Register 0n	IMMAIR0n*1	R/W	H'0028 + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Memory Attribute Indirection Register 1n	IMMAIR1n*1	R/W	H'002C + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Error Lower Address Register n	IMELARn*1	R	H'0030 + H'40 × n	H'0000_0000	32	√	√	√	√	√
MMU Error Upper Address Register n	IMEUARn*1	R	H'0034 + H'40 × n	H'0000_0000	32	√	√	√	√	√
PMB Control Register	IMPCTR*1	R/W	H'0200	H'0000_0000	32	√	√	√	√	√
PMB Status Register	IMPSTR*1	R/W	H'0208	H'0000_0000	32	√	√	√	√	√
PMB Error Address Register	IMPEAR*1	R	H'020C	H'0000_0000	32	√	√	√	√	√
PMB Address Array n (n = 0 to 15)	IMPMBAn*1	R/W	H'0280 to H'02BC	H'0000_0000	32	√	√	√	√	√
PMB Data Array n	IMPMBDn*1	R/W	H'02C0 to H'02FC	H'0000_0000	32	√	√	√	√	√
uTLB Control Register n (n = 0 to 31)	IMUCTRn*1	R/W	H'0300 + H'10 × n	H'0000_0000	32	√	√	√	√	√

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Size	Second Generation RZ/G Series Products				
						RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
uTLB Control Register n (n = 32 to 47)	IMUCTRn*1	R/W	H'0600 + H'10 × (n - 32)	H'0000_0000	32	√	√	√	√	√
uTLB ASID Register n (n = 0 to 31)	IMUASIDn*1	R/W	H'0308 + H'10 × n	H'0000_0000	32	√	√	√	√	√
uTLB ASID Register n (n = 32 to 47)	IMUASIDn*1	R/W	H'0608 + H'10 × (n - 32)	H'0000_0000	32	√	√	√	√	√
MMU System Control Register	IMSCTLR*3	R/W	H'0500	H'0000_0000	32	—	√	—	—	—
MMU System Control Register	IMSCTLR*3	R/W	H'0500	—	32	√	—	√	√	√
MMU Auxiliary Control Register	IMSAUXCTLR*3	R/W	H'0504	H'0000_0000	32	√	√	√	√	√
MMU Interrupt Status Register	IMSSTR	R	H'0540	H'0000_0000	32	√	√	√	√	√
MMU Performance Monitor Control Register	IMPFMCTR*4	R/W	H'0580	H'0000_0000	32	√	√	√	√	√
MMU Performance Monitor Total Translation Counter	IMPFMTOTAL*4	R	H'0590	H'0000_0000	32	√	√	√	√	√
MMU Performance Monitor Hit Counter	IMPFMHIT*4	R	H'0594	H'0000_0000	32	√	√	√	√	√
MMU Performance Monitor L3 Miss Counter	IMPFML3MISS	R	H'0598	H'0000_0000	32	√	√	√	√	√
MMU Performance Monitor L2 Miss Counter	IMPFML2MISS	R	H'059C	H'0000_0000	32	√	√	√	√	√
MMU Performance Monitor Miss Counter	IMPFMMISS	R	H'0598	H'0000_0000	32	√	—	√	√	√
Address alias of Non-secure registers *2	—	R/W	H'0800 to H'0FFC	H'0000_0000	32	√	√	√	√	√

Notes: 1. These registers are composed of the registers banked for security. This provides a separate secure and non-secure copies of the registers.
2. Non-secure registers (H'0800 to H'0FFC) can be accessed through this address space in Secure mode. In Non-secure mode, this address space is always read as 0.
3. These registers can be accessed by secure mode only.
4. IMPFMCTR, IMPFMTOTAL, IMPFMHIT, IMPFMMISS are not supported in IPMMU-cache of RZ/G2M V1.3, RZ/G2M V3.0.

Table 22.2 shows the each IPMMU base address and the power domain which belong to. This table also shows which IPMMU is supported to each RZ/G product. Basically, each IPMMU is connected to the each BUS modules. But the number of IPMMU is different between each RZ/G product. Except the IPMMU in Always-On domain, power-up sequence is required before initialization of IPMMU. About the power domain and the procedure for power-up sequence of the corresponding power domain, see the specification of SYSC.

Table 22.2 IPMMU Base Address and Power domain

MMU	Power Domain	Base Address	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
IPMMU-VI0	Always-On	H'FEBD_0000	√	√	√	√	√
IPMMU-VI1	Always-On	H'FEBE_0000	√	—	—	—	—
IPMMU-VP0	A3VP	H'FE99_0000	√	—	—	√	—
	Always-On		—	—	—	—	√
IPMMU-VP1	A3VP	H'FE98_0000	√	—	—	—	—
IPMMU-VC0	A3VC	H'FE6B_0000	√	√	√	√	√
	Always-On		—	—	—	—	—
IPMMU-VC1	A3VC	H'FE6F_0000	√	—	—	—	—
IPMMU-PV0	Always-On	H'FD80_0000	√	√	√	√	√
IPMMU-PV1	Always-On	H'FD95_0000	√	√	√	—	—
IPMMU-PV2	Always-On	H'FD96_0000	√	—	—	—	—
IPMMU-PV3	Always-On	H'FD97_0000	√	—	—	—	—
IPMMU-IR	A3IR	H'FF8B_0000	√	√	√	—	—
IPMMU-HC	Always-On	H'E657_0000	√	√	√	√	√
IPMMU-MP	Always-On	H'EC67_0000	√	√	√	√	√
IPMMU-DS0	Always-On	H'E674_0000	√	√	√	√	√
IPMMU-DS1	Always-On	H'E774_0000	√	√	√	√	√
IPMMU-MM	Always-On	H'E67B_0000	√	√	√	√	√

Note: √: Supported, —: Not Supported

Table 22.3 shows the register state in each processing mode.

Table 22.3 Register State in Each Processing Mode

Register Abbreviation	Reset*1	Initial value	Second Generation RZ/G Series Products				
			RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
IMCTRn	Initialized	H'0000_0000	√	√	√	√	√
IMTTBCRn	Initialized	H'0000_0000	√	√	√	√	√
IMTTLBR0n	Initialized	H'0000_0000	√	√	√	√	√
IMTTUBR0n	Initialized	H'0000_0000	√	√	√	√	√
IMTTLBR1n	Initialized	H'0000_0000	√	√	√	√	√
IMTTUBR1n	Initialized	H'0000_0000	√	√	√	√	√
IMSTRn	Initialized	H'0000_0000	√	√	√	√	√
IMMAIR0n	Initialized	H'0000_0000	√	√	√	√	√
IMMAIR1n	Initialized	H'0000_0000	√	√	√	√	√
IMELARn	Initialized	H'0000_0000	√	√	√	√	√
IMEUARn	Initialized	H'0000_0000	√	√	√	√	√
IMPCTR	Initialized	H'0000_0000	√	√	√	√	√
IMPSTR	Initialized	H'0000_0000	√	√	√	√	√
IMPEAR	Initialized	H'0000_0000	√	√	√	√	√
IMPMBA00 to 15	Initialized	H'0000_0000	√	√	√	√	√
IMPMBD00 to 15	Initialized	H'0000_0000	√	√	√	√	√
IMUCTRn	Initialized	H'0000_0000	√	√	√	√	√
IMUASIDn	Initialized	H'0000_0000	√	√	√	√	√
IMSCTLR	Initialized	H'0000_0000	—	√	—	—	—
IMSCTLR	Initialized	—	√	—	√	√	√
IMSAUXCTLR	Initialized	H'0000_0000	√	√	√	√	√
IMSSTR	Initialized	H'0000_0000	√	√	√	√	√
IMPFMCTR*2	Initialized	H'0000_0000	√	√	√	√	√
IMPFMTOTAL*2	Initialized	H'0000_0000	√	√	√	√	√
IMPFMHIT*2	Initialized	H'0000_0000	√	√	√	√	√
IMPFML3MISS	Initialized	H'0000_0000	√	√	√	√	√
IMPFML2MISS	Initialized	H'0000_0000	√	√	√	√	√
IMPFMMISS*2	Initialized	H'0000_0000	√	—	√	√	√

Notes: 1. Refer to section 17, RESET (RST).
2. IMPFMCTR, IMPFMTOTAL, IMPFMHIT, IMPFMMISS are not supported in IPMMU-cache of RZ/G2M V1.3, RZ/G2M V3.0.

As described in Figure 22.1, IPMMU is composed of two parts. IPMMU in each bus domain hierarchy is caching pre-decoded address translation information. And also managed the microTLB and support PMB function. On the other hand, IPMMU in main memory bus domain is managed MMU function only. Table 22.4 shows the registers which each IPMMU supports.

Table 22.4 Supported Registers

Register Abbreviation	IPMMU(cache)	IPMMU(main)
IMCTRn	√	√
IMTTBCRn	—	√
IMTTLBR0n	—	√
IMTTUBR0n	—	√
IMTTLBR1n	—	√
IMTTUBR1n	—	√
IMSTRn	—	√
IMMAIR0n	—	√
IMMAIR1n	—	√
IMELARn	—	√
IMEUARn	—	√
IMPCTR	√	—
IMPSTR	√	—
IMPEAR	√	—
IMPMBA00 to 15	√	—
IMPMBD00 to 15	√	—
IMUCTRn	√	—
IMUASIDn	√	—
IMSCTLR	√	√
IMSAUXCTLR	—	√
IMSSTR	—	√
IMPFMCTR*	√	√
IMPFMTOTAL*	√	√
IMPFMHIT*	√	√
IMPFML3MISS	—	√
IMPFML2MISS	—	√
IMPFMMISS*	√	—

Note: √: Supported, —: Not Supported
IPMMU (cache): IPMMU-VPn, VIn, VCn, PVn, MP, IR, HC, DSn
IPMMU (main): IPMMU-MM

Note: * IMPFMCTR, IMPFMTOTAL, IMPFMHIT, IMPFMMISS are not supported in IPMMU-cache of RZ/G2M V1.3, RZ/G2M V3.0.

22.1.5 Connected Module

Table 22.5 shows the connected modules to IPMMU. As for the feature of the connected modules, refer to the chapter of each modules.

Table 22.5 Connected Modules

Module Name	Connected Module Name	Connected Module Function
IPMMU	AXI-BUS	Bus
	SYSC	Clock Supply
	RST	Module Reset
	INTC-AP	Interrupt handling

22.2 Register Description

22.2.1 MMU Control Register n (IMCTRn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

This register controls the behavior of the MMU.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	VA64	—	—	—	—	—	—	—	—	—	—	—	TRE	AFE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	RTSEL[2:0]			TREN	INTEN	FLUSH	MMUEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	VA64*	B'0	R/W	AArch64 support 1: VMSAv8-64 mode 0: VMSAv8-32 mode This register can be set IPMMU-MM only
28 to 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17	TRE*	B'0	R/W	TEX Remap Enable This field is used when EAE is 0. 0: TEX remap disabled. 1: TEX remap enabled. This register can be set IPMMU-MM only
16	AFE*	B'0	R/W	Access Flag Enable 0: Behave as if AF bit is always set to 1. 1: Enable software management of the Access Flag. This register can be set IPMMU-MM only
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6 to 4	RTSEL[2:0]*	B'000	R/W	Retranslation Table Select When TREN is 1, RTSEL indicates the table number to retranslate. This register can be set IPMMU-MM only
3	TREN*	B'0	R/W	MMU Retranslation Enable 0: Output PA as a physical address. 1: Output PA as an intermediate physical address to retranslate through 40-bit TLB. This register can be set IPMMU-MM only

Bit	Bit Name	Initial Value	R/W	Description
2	INTEN	B'0	R/W	Interrupt Enable 0: Don't assert an interrupt when an error occurs. 1: Assert an interrupt when an error occurs.
1	FLUSH	B'0	R/W	TLB Invalidate This bit is automatically cleared to 0. So read value is always 0. 1: Invalidate all TLB entries instantaneously.
0	MMUEN	B'0	R/W	MMU Enable. If 0 is set, IPMMU and micro-TLBs which are belong to this IPMMU are disabled. 0: MMU disabled 1: MMU enabled

Note: * These fields are implemented in IPMMU-MM only

22.2.2 MMU Translation Table Base Control Register n (IMTTBCRn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

This register controls the attribute of TLB managed by each MMU.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EAE	PMB/ BYPEN	SH1[1:0]		ORGN1[1:0]		IRGN1[1:0]		PGSZ	SCSZ	TSZ1[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	SH0[1:0]		ORGN0[1:0]		IRGN0[1:0]		SL[1:0]		TSZ0[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	EAE*1	B’0	R/W	Extended Address Enable 0: Enable the 32-bit translation system with the Armv8 Short-descriptor translation table format or PMB address translation. 1: Enable the 40-bit translation System with the Armv8 Long-descriptor translation table format.
30	PMB/ BYPEN	B’0	R/W	[EAE = 0] PMB Enable 0: Disable PMB address translation. 1: Enable PMB address translation in the virtual address range from H’8000_0000 to H’BFFF_FFFF. This field is used when EAE is 0. [EAE = 1] Bypass stage 1 translation 0: Not bypass stage 1 translation when stage 2 translation is performed (default) 1: Bypass stage 1 translation when only stage 2 translation is performed. The meaning of this field is different in case that EAE bit is set. For details, see 22.3.3 Address Space (4) stage 2 translation.
29, 28	SH1[1:0]*4	B’00	R/W	Share ability attributes for the memory associated with the translation table walks using TTBR1n. B’00: Non-shareable B’01: Reserved B’10: Outer shareable B’11: Inner shareable
27, 26	ORGN1[1:0] *4	B’00	R/W	Outer Cache ability attributes for the memory associated with the translation table walks using TTBR1n. B’00: Normal memory, Outer Non-cacheable B’01: Normal memory, Outer Write-Back Write-Allocate Cacheable B’10: Normal memory, Outer Write-Through Cacheable B’11: Normal memory, Outer Write-Back no Write-Allocate Cacheable

Bit	Bit Name	Initial Value	R/W	Description
25, 24	IRGN1[1:0] *4	B’00	R/W	Inner Cache ability attributes for the memory associated with the translation table walks using TTBR1n. B’00: Normal memory, Inner Non-cacheable B’01: Normal memory, Inner Write-Back Write-Allocate Cacheable B’10: Normal memory, Inner Write-Through Cacheable B’11: Normal memory, Inner Write-Back no Write-Allocate Cacheable
23	PGSZ	B’0	R/W	[VMSAv8-32, EAE = 0] 2nd level Page Size Select 1: Support large page size (64KB page) 0: Support small page size (4KB page) [VMSAv8-64] 3rd level Page Size Select 1: 64KB page granule 0: 4KB page granule (default)
22	SCSZ	B'0	R/W	[VMSAv8-32, EAE = 0] 1st level page size select 1: Support super section size (16MB) 0: Support section size (1MB)
21 to 16	TSZ1[5:0]*3	B’00_0000	R/W	[VMSAv8-64] - TSZ1[5:0] is used for the size offset of the TTBR0n addressed region, encoded as a 6-bit unsigned number, giving the size of the region as 2^(64-TSZ1). [VMSAv8-32, stage 1 translation]: - TSZ1[5:3] is reserved. This bit is always read as 0. The write value should always be 0. - TSZ1[2:0] is used for the size offset of the TTBR0n addressed region, encoded as a 3-bit unsigned number, giving the size of the region as 2^(32-TSZ1). [VMSAv8-32, stage 2 translation]: - TSZ1[5:0] is reserved. This bit is always read as 0. The write value should always be 0.
15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13, 12	SH0[1:0] *4	B’00	R/W	Share ability attributes for the memory associated with the translation table walks using TTBR0n. B’00: Non-shareable B’01: Reserved B’10: Outer shareable B’11: Inner shareable
11, 10	ORGN0[1:0] *4	B’00	R/W	Outer Cache ability attributes for the memory associated with the translation table walks using TTBR0n. B’00: Normal memory, Outer Non-cacheable B’01: Normal memory, Outer Write-Back Write-Allocate Cacheable B’10: Normal memory, Outer Write-Through Cacheable B’11: Normal memory, Outer Write-Back no Write-Allocate Cacheable

Bit	Bit Name	Initial Value	R/W	Description
9, 8	IRGN0[1:0] *4	B’00	R/W	Inner Cache ability attributes for the memory associated with the translation table walks using TTBR0n. B’00: Normal memory, Inner Non-cacheable B’01: Normal memory, Inner Write-Back Write-Allocate Cacheable B’10: Normal memory, Inner Write-Through Cacheable B’11: Normal memory, Inner Write-Back no Write-Allocate Cacheable
7, 6	SL[1:0]*2	B’00	R/W	Starting level for translation table walks. [VMSAv8-32] SL[1]: 1: Start at first level 0: Start at second level. [VMSAv8-64, PGSZ = 0] SL[1:0] B’00: Start at second level B’01: Start at first level [VMSAv8-64, PGSZ = 1] SL[1:0] B’00: Start at third level B’01: Start at second level
5 to 0	TSZ0[5:0]	B’00_0000	R/W	[VMSAv8-64]. - TSZ0[5:0] is used for the size offset of the TTBR0n addressed region, encoded as a 6-bit unsigned number, giving the size of the region as 2^(64-TSZ0). [VMSAv8-32, stage 1 translation]: - TSZ0[5:3] is reserved. This bit is always read as 0. The write value should always be 0. - TSZ0[2:0] is used for the size offset of the TTBR0n addressed region, encoded as a 3-bit unsigned number, giving the size of the region as 2^(32-TSZ0). [VMSAv8-32, stage 2 translation]: - TSZ0[5:4] is reserved. This bit is always read as 0. The write value should always be 0. - TSZ0[3:0] is used for the size offset of the TTBR0n addressed region, encoded as a 4-bit signed number, giving the size of the region as 2^(32-TSZ0).

Notes: 1. Even if IMCTRn.VA64 bit is set, this field need to be set in case of using long descriptor format.
2. About Start Level, refer to “22.5.3.4 Start Level for Page Table Walk”.
3. If TSZ1 = 24 is set, all page table walk request will be issued via TTBR1.This setting is prohibited. From the hardware point of view, each IP (except ARM-CPU) can be treated the VA up to 40-bit. In case that TSZ0 and TSZ1 are set to "24" at the same time, IPMMU cannot recognize which TTBR is used for page table walk.
4. Changing the initial value of these fields has no effect to the system because cache snoop transaction for page table walk request is not supported in RZ/G Series, 2nd Generation. Not configuring to these fields are recommended.

22.2.3 MMU Translation Table Upper Base Register 0/1n (IMTTUBR0/1n)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

This register indicates the base address of the TLB managed by each MMU.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TTBR[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	TTBR[39:32]	H'00	R/W	Bits [39:32] of translation table base address This field is used when EAE is 1.

22.2.4 MMU Translation Table Lower Base Register 0/1n (IMTTLBR0/1n)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

This register indicates the base address of the TLB managed by each MMU.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TTBR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TTBR[15:12]				—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	TTBR[31:12]	H'0_0000	R/W	Bits [31:12] of translation table base address
11 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

22.2.5 MMU Memory Attribute Indirection Register 0n (IMMAIR0n)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

When using the Long-descriptor translation format, this register works as MAIR0, Memory Attribute Indirection Register in Armv8 VMSAv8-64 and VMSAv8-32. When using the Short-descriptor translation format, this register works as PRRR, Primary Region Remap Register in Armv8 VMSAv8-32.

(Long-descriptor translation format)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ATTR3[7:0]								ATTR2[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ATTR1[7:0]								ATTR0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	ATTR3[7:0]	H'00	R/W	The memory attribute encoding for an AttrIndx[2:0] entry.
23 to 16	ATTR2[7:0]	H'00	R/W	
15 to 8	ATTR1[7:0]	H'00	R/W	
7 to 0	ATTR0[7:0]	H'00	R/W	

(Short-descriptor translation format)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	NOS7-0								—	—	—	—	NS1	NS0	DS1	DS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TRn[1:0](n = 7 to 0)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	NOS7-0	H'00	R/W	Outer Shareable property mapping for memory attributes n. 0: Memory region is outer shareable. 1: Memory region is inner shareable.
23 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
19	NS1	B'0	R/W	Mapping of S = 1 attribute for Normal memory. 0: Region is not shareable. 1: Region is shareable.
18	NS0	B'0	R/W	Mapping of S = 0 attribute for Normal memory. 0: Region is not shareable. 1: Region is shareable.
17	DS1	B'0	R/W	Mapping of S = 1 attribute for Device memory. 0: Region is not shareable. 1: Region is shareable.
16	DS0	B'0	R/W	Mapping of S = 0 attribute for Device memory. 0: Region is not shareable. 1: Region is shareable.
15 to 0	TRn[1:0] (n = 7 to 0)	B'00	R/W	Primary TEX mapping for memory attributes n. n is the value of TEX[0], C and B bits. B'00: Strongly-ordered B'01: Device B'10: Normal memory B'11: Reserved

22.2.6 MMU Memory Attribute Indirection Register 1n (IMMAIR1n)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

When using the Long-descriptor translation format, this register works as MAIR1, Memory Attribute Indirection Register in Armv8 VMSAv8-64 and VMSAv8-32. When using the Short-descriptor translation format, this register works as NMRR, Normal Memory Remap Register in Armv8 VMSAv8-32.

(Long-descriptor translation format)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ATTR7[7:0]								ATTR6[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ATTR5[7:0]								ATTR4[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	ATTR7[7:0]	H'00	R/W	The memory attribute encoding for an AttrIndx[2:0] entry.
23 to 16	ATTR6[7:0]	H'00	R/W	
15 to 8	ATTR5[7:0]	H'00	R/W	
7 to 0	ATTR4[7:0]	H'00	R/W	

(Short-descriptor translation format)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ORn[1:0](n = 7 to 0)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IRn[1:0](n = 7 to 0)															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	ORn[1:0] (n = 7 to 0)	B'00	R/W	Outer Cacheable property mapping for memory attributes n. B'00: Region is non-cacheable. B'01: Region is write-back, write-allocate. B'10: Region is write-through, no write-allocate. B'11: Region is write-back, no write-allocate.

Bit	Bit Name	Initial Value	R/W	Description
15 to 0	IRn[1:0] (n = 7 to 0)	B'00	R/W	Inner Cacheable property mapping for memory attributes n. B'00: Region is non-cacheable. B'01: Region is write-back, write-allocate. B'10: Region is write-through, no write-allocate. B'11: Region is write-back, no write-allocate.

22.2.7 MMU Error Status Register n (IMSTRn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

This register indicates the error status of during address translation. About more detail information, refer to section 22.3.8.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	ERRLVL[1:0]		—	ERRCODE[2:0]			—	—	—	MHIT	—	ABORT	PF	TF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13, 12	ERRLVL [1:0]	B’00	R	indicate which level of page table walk caused the error. B’00: Level1 page table walk B’01: Level2 page table walk B’10: Level3 page table walk
11	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
10 to 8	ERRCODE [2:0]	B’000	R	Indicate error type. ERRCODE is set only during page table walk. B’001: Translation Fault B’100: Access Flag Fault / Permission Fault B’101: Secure Access Fault Others: reserved
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	MHIT	B’0	R/W	TLB Conflict Fault Indicate that multiple TLB hits occurred.
3	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
2	ABORT	B’0	R/W	This bit is set to 1 when the IPMMU received an error response during a page table walk.
1	PF	B’0	R/W	Permission Fault This bit is set to 1 when an access right violation occurred.
0	TF	B’0	R/W	Translation Fault This bit is set to 1 when a translation fault occurred during a page table walk.

22.2.8 MMU Error Lower Address Register n (IMELARn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

This register indicates the address which an address translation error occurred.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EAR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EAR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EAR[31:0]	All 0	R	The faulting virtual address is set when an address translation error occurred.

22.2.9 MMU Error Upper Address Register n (IMEUARn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 7

This register indicates the address which an address translation error occurred.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	EAR[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	EAR[39:32]	H'00	R	The faulting virtual address is set when an address translation error occurred.

22.2.10 PMB Control Register (IMPCTR)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

This register controls the behavior of the PMB function.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	TTSEL[2:0]			TTEN	INTEN	—	PMBEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6 to 4	TTSEL[2:0]	B’000	R/W	Translation Table Select Indicates the table number (MMU0 - MMU7). This field is used when IMPCTR.TTEN = 1.
3	TTEN	B’0	R/W	TLB Translation Enable 0: Output PPN as a physical address. 1: Output PPN as an intermediate physical address to retranslate through 40-bit TLB. PPN[39:32] is not used in retranslation.
2	INTEN	B’0	R/W	Interrupt Enable 0: Don’t assert an interrupt when an error occurred. 1: Assert an interrupt when an error occurred.
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
0	PMBEN	B’0	R/W	PMB Enable 0: PMB disabled 1: PMB enabled

22.2.11 PMB Address Array n (IMPMBAn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 15

This register is used for setting the virtual page number.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VPN[31:24]								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	V	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	VPN[31:24]	H'00	R/W	Virtual Page Number For 16-Mbyte page, VPN[31:24] is used. For 64-Mbyte page, VPN[31:26] is used. For 128-Mbyte page, VPN[31:27] is used. For 512-Mbyte page, VPN[31:29] is used.
23 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	V	B'0	R/W	Enable this page translation.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

22.2.12 PMB Data Array n (IMPMBDn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 15

This register is used for setting the physical page number and the memory size which PMB managed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PPN[31:24]								PPN[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	V	SZ[1]	—	—	SZ[0]	C	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	PPN[31:24]	H'00	R/W	Physical Page Number For 16-Mbyte page, PPN[31:24] is used. For 64-Mbyte page, PPN[31:26] is used. For 128-Mbyte page, PPN[31:27] is used. For 512-Mbyte page, PPN[31:29] is used.
23 to 16	PPN[39:32]	H'00	R/W	Upper Physical Page Number
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	V	B'0	R/W	Enable this page translation.
7	SZ[1]	B'0	R/W	This bit and SZ[0] (bit 4) specify the page size. SZ[1:0] = 00: 16-Mbyte page 01: 64-Mbyte page 10: 128-Mbyte page 11: 512-Mbyte page
6, 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	SZ[0]	B'0	R/W	Page Size See the description of SZ[1] (bit 7).
3	C	B'0	R/W	Cache bit When this bit is set, the request after address translation can be treated as "cacheable" request.
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

22.2.13 PMB Status Register (IMPSTR)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

This register indicates the error status of the address translation by PMB.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	MHIT	—	—	—	TF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	MHIT	B'0	R/W	Multiple hit Indicate that multiple PMB hits occurred.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	TF	B'0	R/W	Translation Fault This bit is set to 1 when a translation fault occurred during a PMB translation.

22.2.14 PMB Error Address Register (IMPEAR)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

This register indicates the address which an address translation error occurred.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EAR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EAR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EAR[31:0]	H'0000_0000	R	The faulting virtual address is set when an address translation error occurred.

22.2.15 uTLB Control Register n (IMUCTRn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 47

This register controls the behavior of each uTLB.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FIXADDEN	—	—	—	—	—	—	—	FIXADD[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TTSEL[3:0]				—	—	FLUSH	MMUEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	FIXADDEN	B’0	R/W	Fix the upper 8 bits of physical address Always output the upper 8 bits of physical address as FIXADD[39:32]. This bit must be used only when IMTTBCRn.EAE is 0. 0: Disable FIXADD[39:32] 1: Enable FIXADD[39:32] IMUCTRn.FIXADD[39:32] cannot be used with stage 2 translation as part of stage 1 translation to form upper 8 bits of IPA.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	FIXADD [39:32]	All 0	R/W	When FIXADDEN is 1, the upper 8bit of physical address is FIXADD[39:32]. This bit must be used only when IMTTBCRn.EAE is 0.
15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 4	TTSEL[3:0]	B’0000	R/W	Translation Table B’0000 to B’0111: MMU0 to MMU7 B’1000: PMB B’1001 to B’1111: Reserved
3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	FLUSH	B’0	R/W	micro-TLB Invalidate Invalidate all entries in the micro-TLB. This bit is automatically cleared to 0. So read value is always 0. 1: Invalidate all entries instantaneously.
0	MMUEN	B’0	R/W	Address Translation Enable 0: Disable address translation 1: Enable address translation

22.2.16 uTLB ASID Register n (IMUASIDn)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Note: n = 0 to 47

This register is used for setting ASID of each uTLB.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ASID1[7:0]								ASID0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 8	ASID1[7:0]	H'00	R/W	ASID1 This field indicates the ASID which the micro-TLB uses in the stage 2 translation.
7 to 0	ASID0[7:0]	H'00	R/W	ASID0 This field indicates the ASID which the micro-TLB uses in the stage 1 translation.

Note: ASID is not supported in RZ/G2. See “22.5.3.6 Treatments of ASID feature”.

22.2.17 MMU System Control Register (IMSCTLR)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

This register controls the behavior of IPMMU function.

[RZ/G2M V1.3]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	diswprot	nsaccen	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	diswprot	B’0	R/W	Read and Write protection of MMU System Control Register and MMU auxiliary Control register 1: Enable read and write access permission 0: Disable read and write access permission, read value is all 0 (default)
30	nsaccen	B’0	R/W	Non-secure access enable for MMU System Control Register and MMU auxiliary Control register 1: Enable non-secure access 0: Disable non-secure access (default)
29 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0

[RZ/G2H, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	diswprot	nsaccen	dismmu	use_secgrp	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	—	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	diswprot	B’0	R/W	Read and Write protection of MMU System Control Register and MMU auxiliary Control register 1: Enable read and write access permission 0: Disable read and write access permission, read value is all 0 (default)
30	nsaccen	B’0	R/W	Non-secure access enable for MMU System Control Register and MMU auxiliary Control register 1: Enable non-secure access 0: Disable non-secure access (default)
29	dismmu	B’0	R/W	Disable IPMMU cache 1: Disable IPMMU cache 0: Enable IPMMU cache This bit can be set except IPMMU-MM
28	use_secgrp	—	R/W	Use security group to judge Secure/Non-secure access 1: Group 3 or 2 access is judged as Secure access 0: Only secure access is judged as Secure access
27 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0

22.2.18 MMU Auxiliary Control Register (IMSAUXCTLR)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

This register controls the behavior of IPMMU function. This register is supported main IPMMU (IPMMU-MM) only.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	nhint40	nmerge 40	—	—	—	—	—	—	—	nmerge 32
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	s2pte	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0
25	nhint40	B'0	R/W	Disable the "hint" field in long descriptor format 0: Enable the hint field (default) 1: Disable the hint field Hint feature is only applied for 16 adjacent translation table entries.
24	nmerge40*	B'0	R/W	Disable merge for the adjacent TLB entry in long descriptor format 0: Enable merge for the adjacent TLB entry (default) 1: Disable merge for the adjacent TLB entry
23 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0
16	nmerge32*	B'0	R/W	Disable merge for the adjacent TLB entry in short descriptor format 0: Enable merge for the adjacent TLB entry (default) 1: Disable merge for the adjacent TLB entry
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0
3	s2pte	B'0	R/W	Support stage 2 translation table format 0: Use stage 1 translation table format when stage 2 translation enabled (default) 1: Use stage 2 translation table format when stage 2 translation enabled
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0

Note: * In case that the successive two 4KB page has the same MMU attribute like shareability, nG, IPMMU can be merged these two pages and can be treated them as one 8KB page. This is our special setting for optimizing the page table walk. RZ/G2M V1.3 supports this function but RZ/G2M V3.0 does not.

22.2.19 MMU Interrupt Status Register (IMSSTR)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

This register indicates the interrupt status from each IPMMU. This register can be read in non-secure mode only. In secure mode, refer to the IMSTRn.and IMPSTRn in the IPMMU where secure master is managed.

[RZ/G2H]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	MM	VP1	VP0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VI1	VI0	VC1	VC0	—	—	PV3	PV2	PV1	PV0	—	MP	IR	HC	DS1	DS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 19	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
18	MM	B'0	R	Interrupt status of IPMMU-MM
17	VP1	B'0	R	Interrupt status of IPMMU-VP1
16	VP0	B'0	R	Interrupt status of IPMMU-VP0
15	VI1	B'0	R	Interrupt status of IPMMU-VI1
14	VI0	B'0	R	Interrupt status of IPMMU-VI0
13	VC1	B'0	R	Interrupt status of IPMMU-VC1
12	VC0	B'0	R	Interrupt status of IPMMU-VC0
11	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.
10	—	B'0	R	Reserved
9	PV3	B'0	R	Interrupt status of IPMMU-PV3
8	PV2	B'0	R	Interrupt status of IPMMU-PV2
7	PV1	B'0	R	Interrupt status of IPMMU-PV1
6	PV0	B'0	R	Interrupt status of IPMMU-PV0
5	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	MP	B'0	R	Interrupt status of IPMMU-MP
3	IR	B'0	R	Interrupt status of IPMMU-IR
2	HC	B'0	R	Interrupt status of IPMMU-HC
1	DS1	B'0	R	Interrupt status of IPMMU-DS1.
0	DS0	B'0	R	Interrupt status of IPMMU-DS0 0: Interrupt is not accepted 1: Interrupt is accepted.

[RZ/G2M V1.3, RZ/G2M V3.0]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	MM	VI0	VC0	—	PV1	PV0	MP	IR	HC	DS1	DS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10	MM	B’0	R	Interrupt status of IPMMU-MM
9	VI0	B’0	R	Interrupt status of IPMMU-VI0
8	VC0	B’0	R	Interrupt status of IPMMU-VC0
7	—	B’0	R	Reserved
6	PV1	B’0	R	Interrupt status of IPMMU-PV1
5	PV0	B’0	R	Interrupt status of IPMMU-PV0
4	MP	B’0	R	Interrupt status of IPMMU-MP
3	IR	B’0	R	Interrupt status of IPMMU-IR
2	HC	B’0	R	Interrupt status of IPMMU-HC
1	DS1	B’0	R	Interrupt status of IPMMU-DS1.
0	DS0	B’0	R	Interrupt status of IPMMU-DS0 0: Interrupt is not accepted 1: Interrupt is accepted.

[RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	MM	—	VP0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	VI0	—	VC0	—	—	—	—	—	PV0	—	MP	—	HC	DS1	DS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 19	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
18	MM	B’0	R	Interrupt status of IPMMU-MM
17	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	VP0	B’0	R	Interrupt status of IPMMU-VP0
15	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
14	VI0	B’0	R	Interrupt status of IPMMU-VI0
13	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	VC0	B’0	R	Interrupt status of IPMMU-VC0
11	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
10	—	B’0	R	Reserved
9 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6	PV0	B’0	R	Interrupt status of IPMMU-PV0
5	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	MP	B’0	R	Interrupt status of IPMMU-MP
3	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	HC	B’0	R	Interrupt status of IPMMU-HC
1	DS1	B’0	R	Interrupt status of IPMMU-DS1.
0	DS0	B’0	R	Interrupt status of IPMMU-DS0 0: Interrupt is not accepted 1: Interrupt is accepted.

[RZ/G2N]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	MM	—	VP0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	VI0	—	VC0	—	—	—	—	—	PV0	—	MP	—	HC	DS1	DS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 19	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
18	MM	B’0	R	Interrupt status of IPMMU-MM
17	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	VP0	B’0	R	Interrupt status of IPMMU-VP0
15	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
14	VI0	B’0	R	Interrupt status of IPMMU-VI0
13	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	VC0	B’0	R	Interrupt status of IPMMU-VC0
11	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
10	—	B’0	R	Reserved
9 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6	PV0	B’0	R	Interrupt status of IPMMU-PV0
5	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	MP	B’0	R	Interrupt status of IPMMU-MP
3	—	B’0	R	Reserved
2	HC	B’0	R	Interrupt status of IPMMU-HC
1	DS1	B’0	R	Interrupt status of IPMMU-DS1.
0	DS0	B’0	R	Interrupt status of IPMMU-DS0 0: Interrupt is not accepted 1: Interrupt is accepted.

22.2.20 MMU Performance Monitor Control Register (IMPFMCTR)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

[RZ/G2M V1.3, RZ/G2M V3.0]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	MD[1:0]		—	—	—	—	—	—	—	—	—	—	RST	EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13, 12	MD[1:0]	B’00	R/W	Monitor Mode B’00: Monitor all 40-bit MMUs B’01: Monitor all 32-bit MMUs B’10: Setting prohibited B’11: Setting prohibited
11 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	RST	B’0	R/W	Reset all status and counter values. This bit is valid when EN = 1.
0	EN	B’0	R/W	Performance Monitor Enable 0: Stop to count 1: Start to count All counters stop when TOTAL bits get full.

Note: This register is not supported in IPMMU-cache of RZ/G2M V1.3, RZ/G2M V3.0.

[RZ/G2H, RZ/G2N, RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	MD[1:0]		—	SEL[2:0]			—	—	—	—	—	—	RST	EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13, 12	MD[1:0]	B’00	R/W	Monitor Mode B’00: Monitor all 40-bit MMUs B’01: Monitor all 32-bit MMUs B’10: Setting prohibited B’11: Setting prohibited
11	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
10 to 8	SEL[2:0]	B’000	R/W	When MD is B'11, SEL indicates the MMU table number to be monitored.
7 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	RST	B’0	R/W	Reset all status and counter values. This bit is valid when EN = 1.
0	EN	B’0	R/W	Performance Monitor Enable 0: Stop to count 1: Start to count All counters stop when TOTAL bits get full.

22.2.21 MMU Performance Monitor Total Translation Counter (IMPFMTOTAL)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	TOTAL[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TOTAL[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	TOTAL[23:0]	H'00_0000	R	The total number of translation requests

Note: This register is not supported in IPMMU-cache of RZ/G2M V1.3, RZ/G2M V3.0.

22.2.22 MMU Performance Monitor Hit Counter (IMPFMHIT)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	HIT[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	HIT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	HIT[23:0]	H'00_0000	R	The total number of TLB hit requests = L3 TLB hit

Note: This register is not supported in IPMMU-cache of RZ/G2M V1.3, RZ/G2M V3.0.

22.2.23 MMU Performance Monitor L3 Miss Counter (IMPFML3MISS)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	L3MISS[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	L3MISS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	L3MISS [23:0]	H'00_0000	R	The total number of L3 miss requests (not including L2 miss and L1 miss) = L2 TLB hit

22.2.24 MMU Performance Monitor L2 Miss Counter (IMPFML2MISS)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	L2MISS[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	L2MISS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	L2MISS [23:0]	H'00_0000	R	The total number of L2 miss requests (not including L1 miss) = Page Table Walk

22.2.25 MMU Performance Monitor Miss Counter (IMPFMMISS)

RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	MISS[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MISS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	MISS [23:0]	H'00_0000	R	The total number of miss requests

Note: This register is not supported in IPMMU-cache of RZ/G2M V1.3, RZ/G2M V3.0.

22.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

22.3.1 Address Translation Sequence in micro-TLBs

Each micro-TLB has independent entries and can translate from a virtual address to a physical address without sending translation requests to the IPMMU if the virtual address is cached in the micro-TLB.

When a translation error occurred in address translation, the micro-TLB blocks subsequent transactions until a valid page entry is registered. Set IMUCTRn.FLUSH = 1 after the entry registration.

Figure 22.2 shows the micro-TLB address translation sequence.

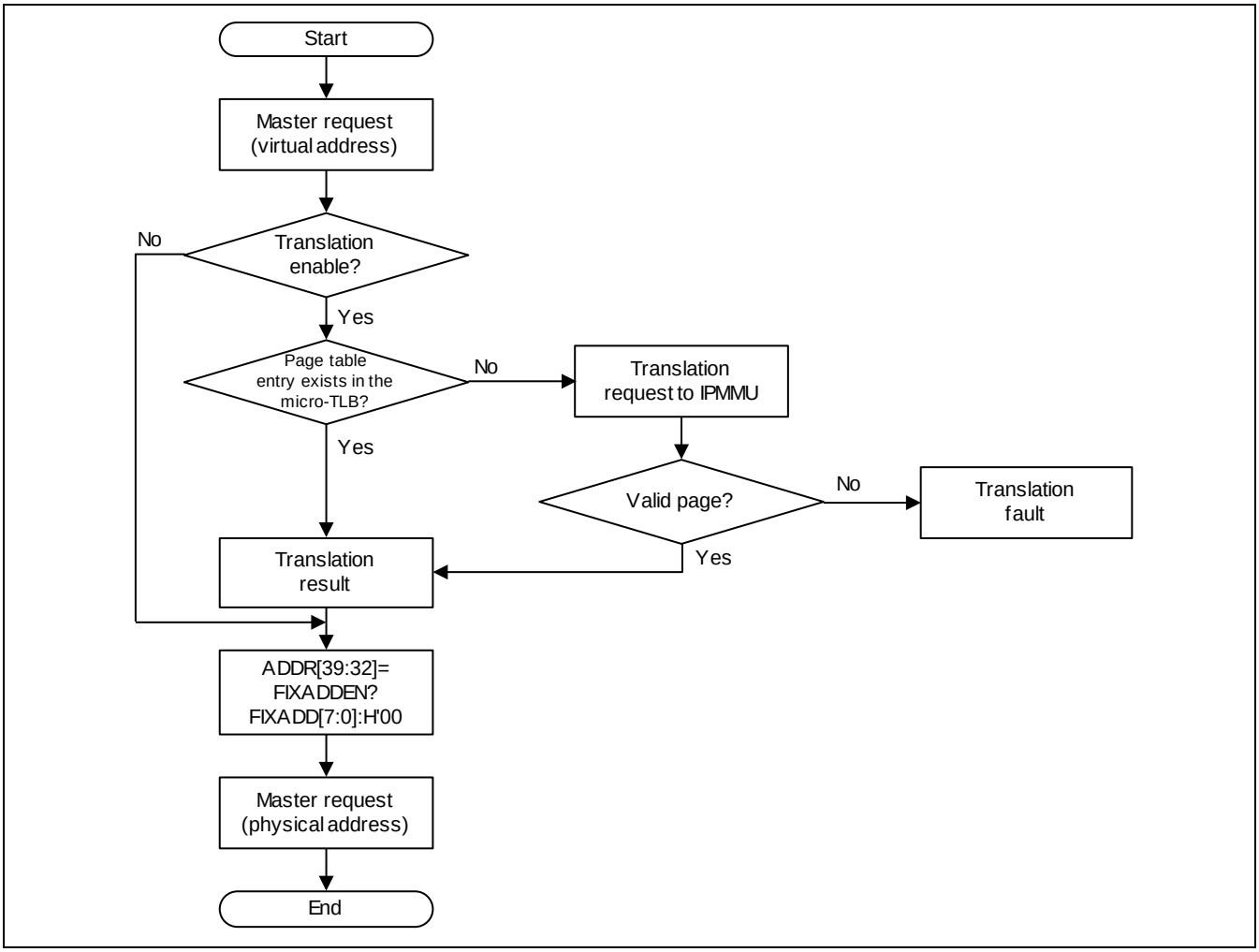


Figure 22.2 micro-TLB Address Translation Sequence

22.3.2 Address Translation Sequence in the IPMMU

(1) MMU Address Translation

The IPMMU has independent eight non-secure page tables and eight secure page tables which support two page table formats, the Short-descriptor format and the Long-descriptor format. When the IPMMU receives an address translation request from a micro-TLB, the IPMMU starts address translation sequence based on the page table specified by IMUCTRn.TTSEL. In case that the micro-TLB is enabled and MMU is selected in IMUCTRn.TTSEL, then the corresponding IMCTRn.MMUEN also need to be set. In case that IMCTRn.MMUEN is disabled, the corresponding micro-TLB must not be enabled.

Figure 22.3 shows the MMU address translation sequence.

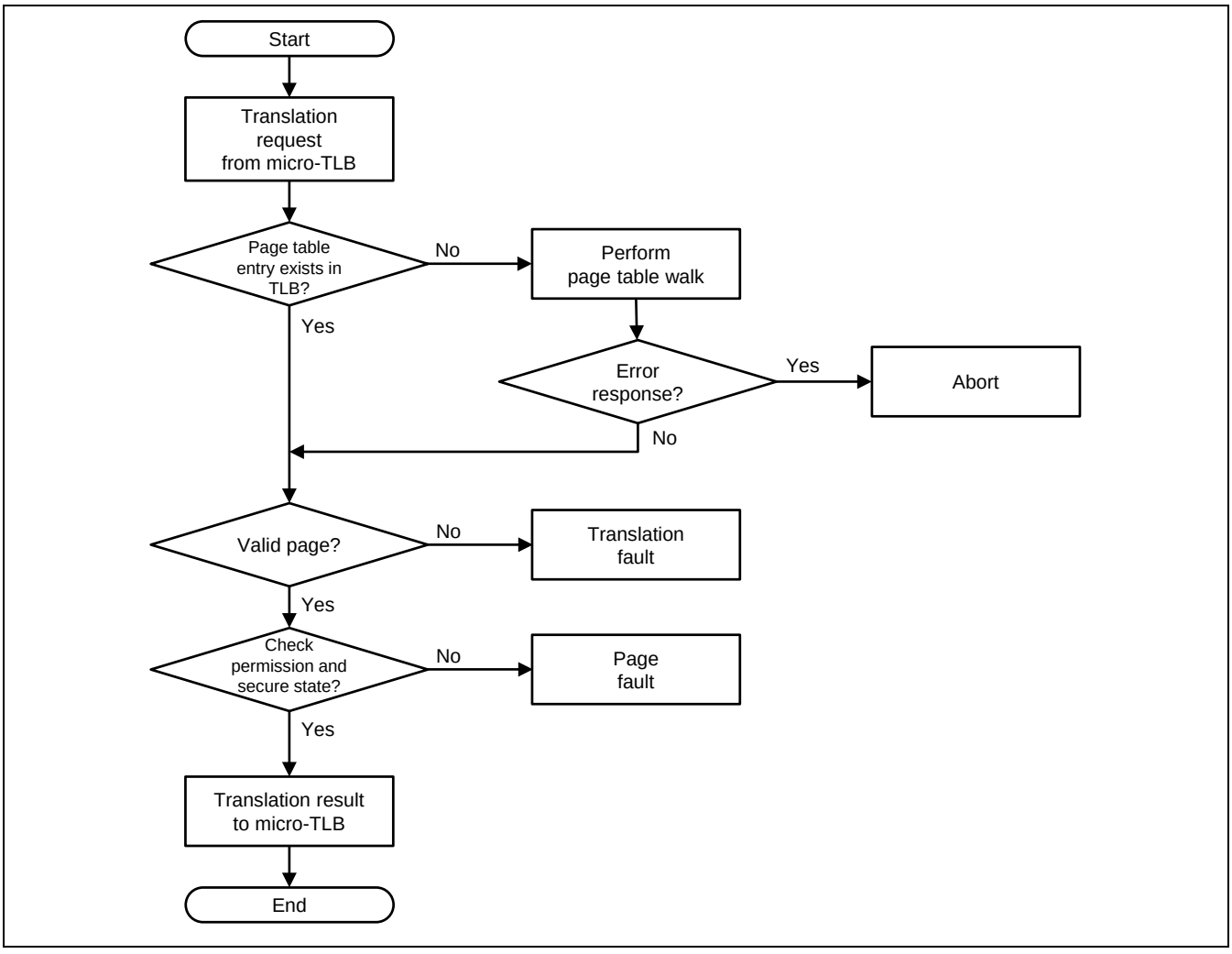


Figure 22.3 MMU Address Translation Sequence

(2) PMB Address Translation

PMB address translation is performed in two ways. When PMB address translation is chosen in IMUCTRn.TTSEL, all virtual addresses are translated by PMB. When PMB address translation is performed in a part of MMU translation (IMTTBCRn.PMB = 1), virtual addresses within H'8000_0000 to H'BFFF_FFFF are translated to physical addresses by PMB. In case that the micro-TLB is enabled and PMB is selected in IMUCTRn.TTSEL, then the corresponding IMPCTR.PMBEN also need to be set. In case that IMPCTR.PMBEN is disabled, the corresponding micro-TLB must not be enabled.

Figure 22.4 shows the PMB translation flow.

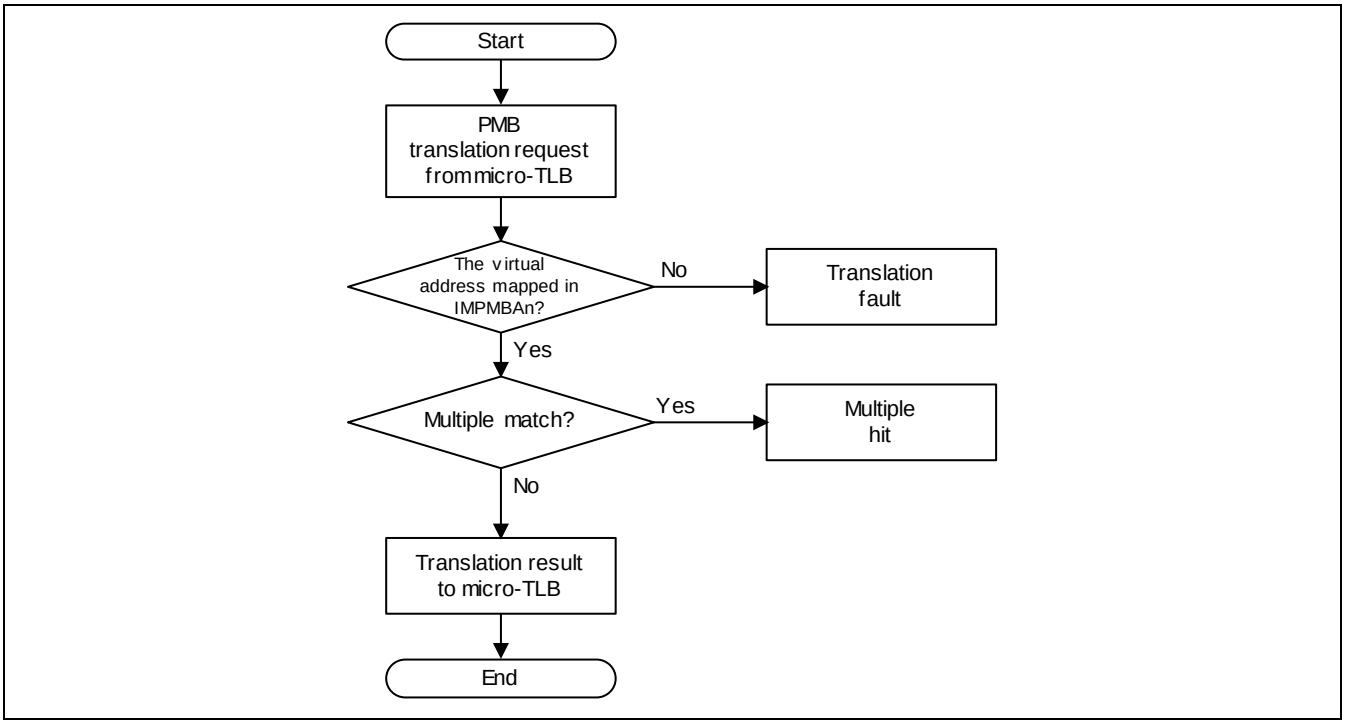


Figure 22.4 PMB Translation Flow

22.3.3 Address Space

(1) Short-descriptor

In the short-descriptor format, 32-bit virtual address space is translated to 32-bit physical address space managed by TTBR0/1. When IMTTBCRn.PMB = 1, translation address space is compatible with our previous products. In this mode, a virtual address within H'8000_0000 to H'BFFF_FFFF is translated by PMB and a virtual address within H'C000_0000 to H'FFFF_FFFF is mapped to a physical address of the same value.

Figure 22.5 shows the Short-descriptor address space.

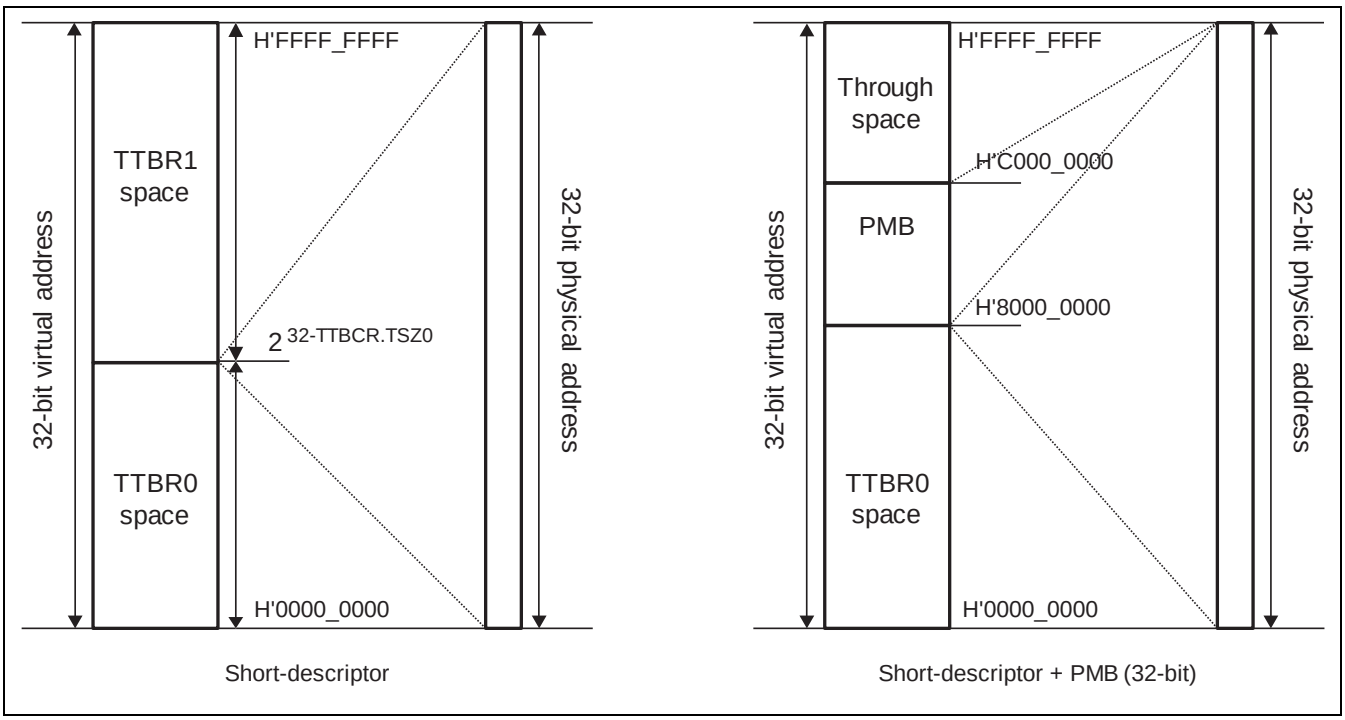


Figure 22.5 Short-descriptor Address Space

(2) Long-descriptor

In the long-descriptor format, 32-bit and 40-bit virtual address space is translated to 40-bit physical address space managed by TTBR0/1. The IPMMU supports the Secure PL1 and PL0 stage 1 translation and the Non-secure PL1 and PL0 stage 1 translation.

Figure 22.6 and Figure 22.7 shows the Long-descriptor address space for VMSAv8-32 and VMSAv8-64.

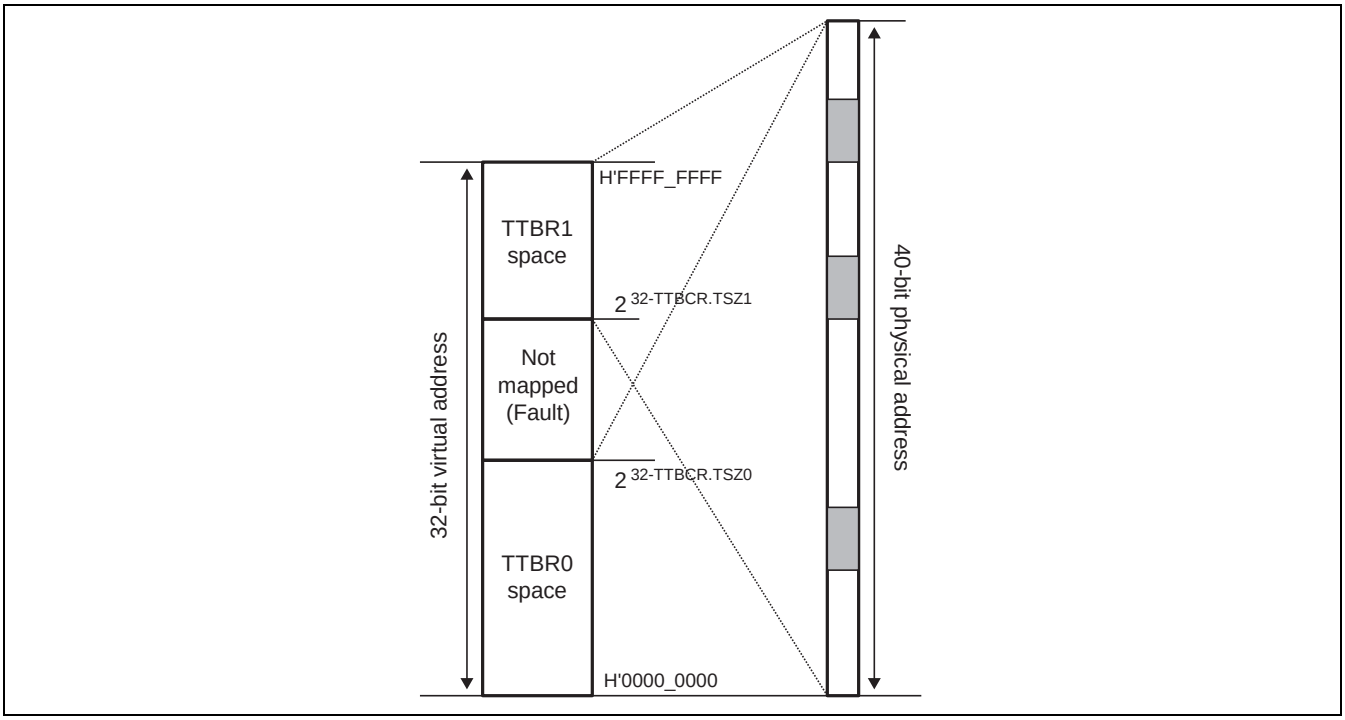


Figure 22.6 Long-descriptor Address Space (VMSAv8-32)

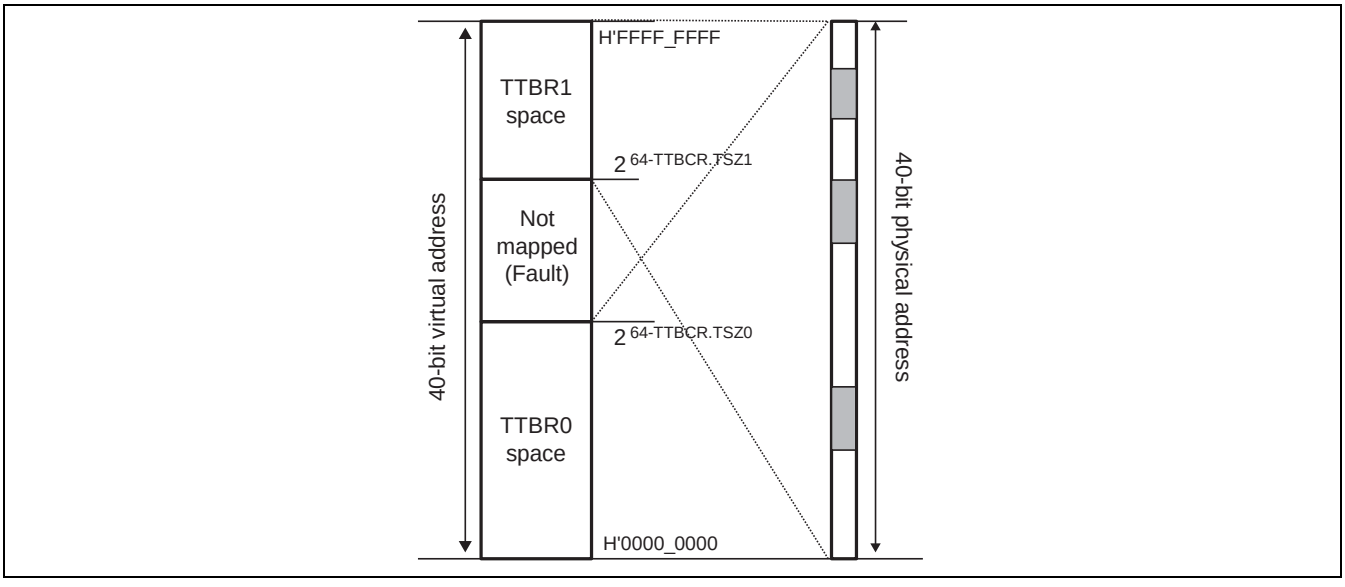


Figure 22.7 Long-descriptor Address Space (VMSAv8-64)

(3) PMB

The IPMMU supports the PMB address translation system. Figure 22.8 shows the PMB address space.

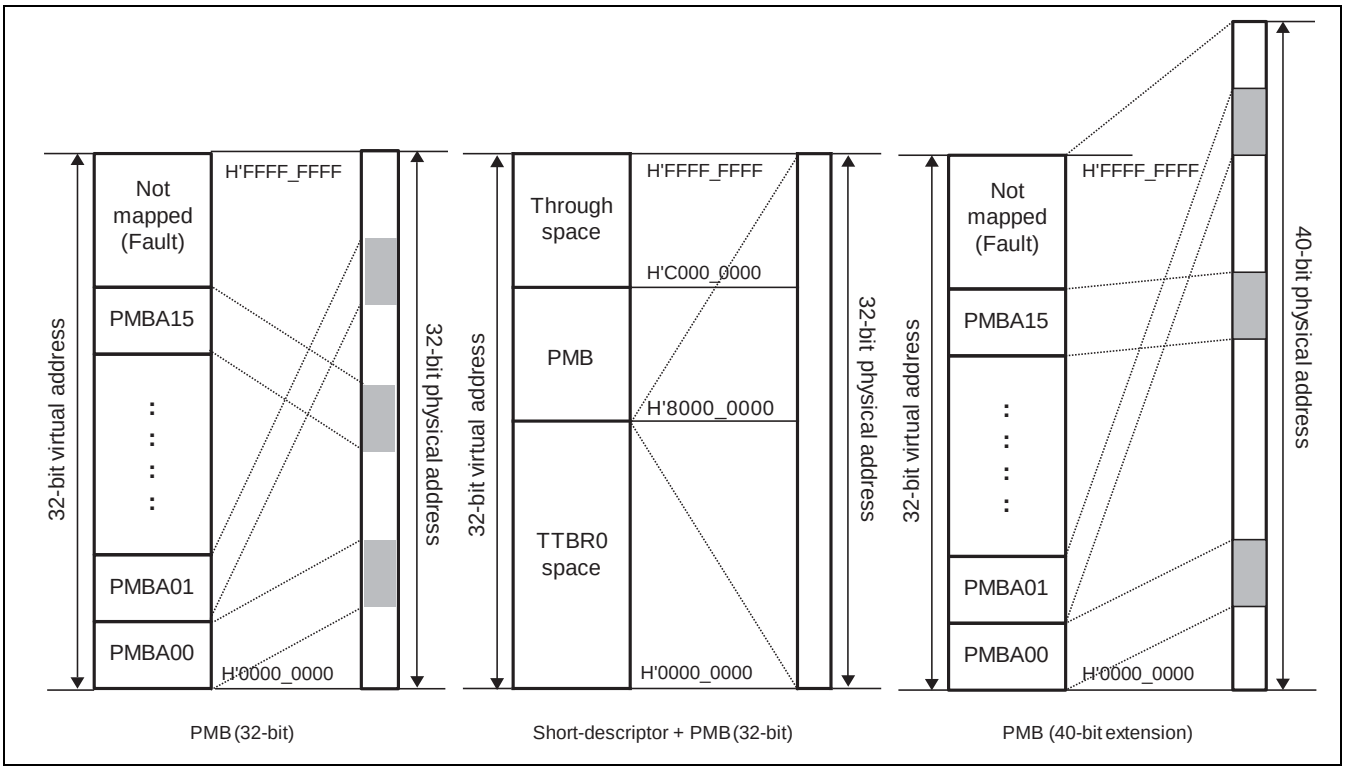


Figure 22.8 PMB Address Space

(4) Stage 2 Translation [Except RZ/G2M V1.3, RZ/G2M V3.0]

The IPMMU supports stage 2 translation. At the stage 1, 32-bit address space is translated to 32-bit or 40-bit intermediate physical address (IPA) space. At the stage 2, 32-bit or 40-bit IPA space is translated to 40-bit physical address space. In order to enable the stage 2 translation, set 1 to IMCTRn.TREN and set its stage 2 page table to IMCTRn.RTSEL. In default, IPMMU use stage 1 translation table format even if performing stage 2 translation. In default, IPMMU use stage 1 translation table format even if performing stage 2 translation. In case of using stage 2 translation table format in stage 2 translation, set 1 to IMSAUXCTLR.S2PTE. In some hypervisor system, only address translation from IPA to PA is supported by stage 2 translation. By setting 1 to IMTTBCRn.BYPEN, IPMMU doesn't perform stage 1 address translation and start stage 2 address translation.*

Note: * IMSAUXCTLR.S2PTE and IMTTBCRn.BYPEN are supported by RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E.

Figure 22.9 shows the stage 2 translation address space.

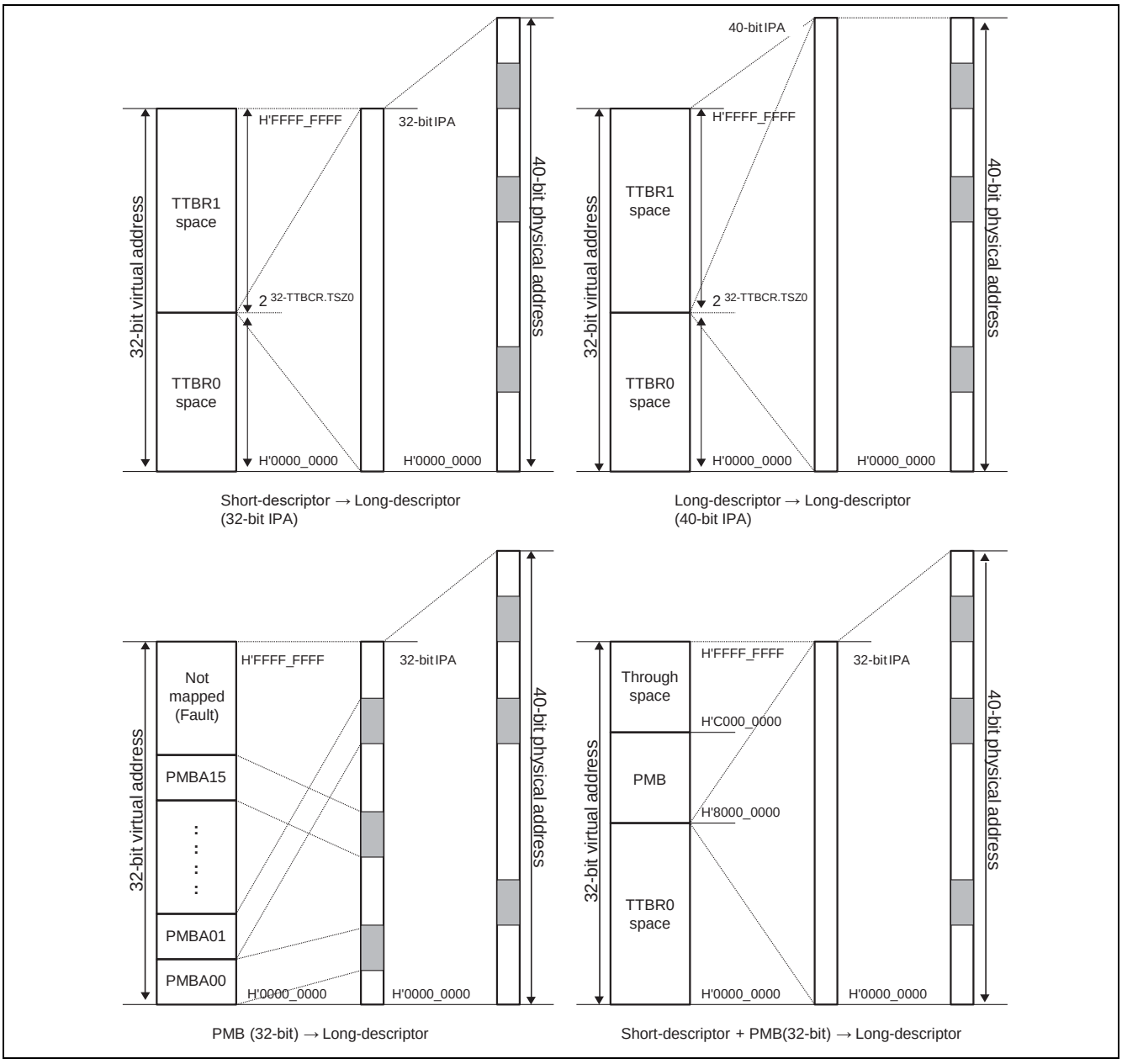


Figure 22.9 Stage 2 Translation Address Space

22.3.4 Initialization Sequence

This section describes the initialization sequence of the IPMMU.

(1) Module Stop

The IPMMU doesn't support module stop control. The IPMMU can be used whenever a master requires address translation through the IPMMU. When a master doesn't require address translation, the corresponding IMUCTRn MMUEN must be disabled.

(2) micro-TLB

Before a master access, the corresponding micro-TLB registers which includes the translation mode and ASIDs must be configured.

Figure 22.10 and Figure 22.11 shows the example of the procedure for using MMU and PMB function.

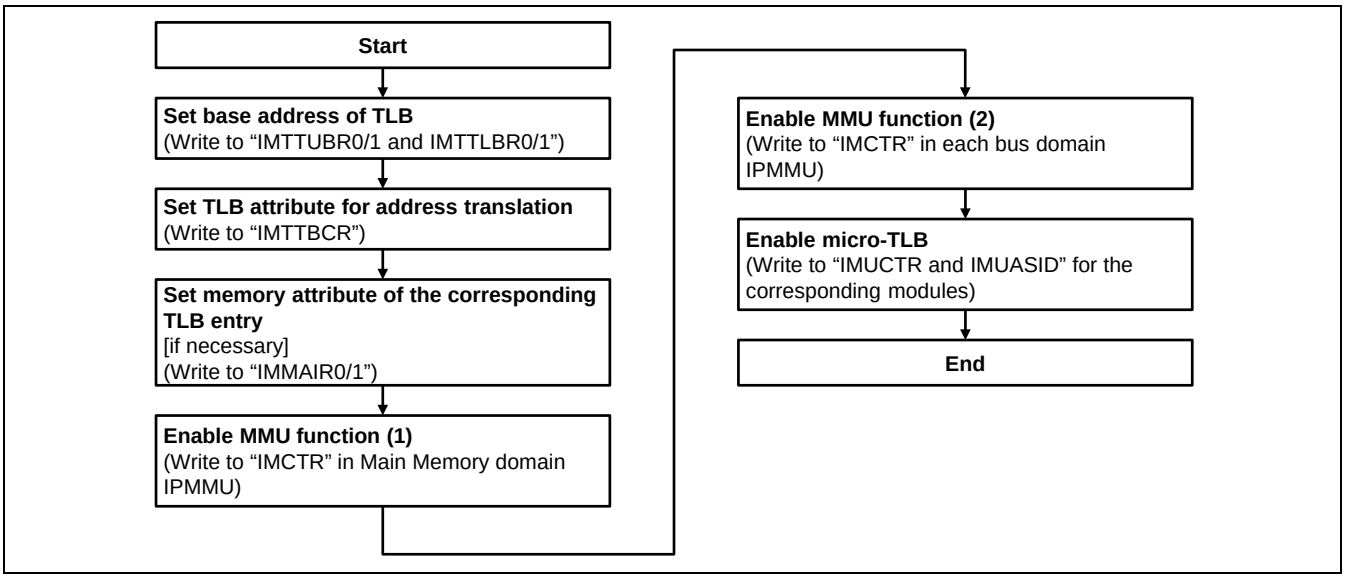


Figure 22.10 initialization sequence for using MMU function

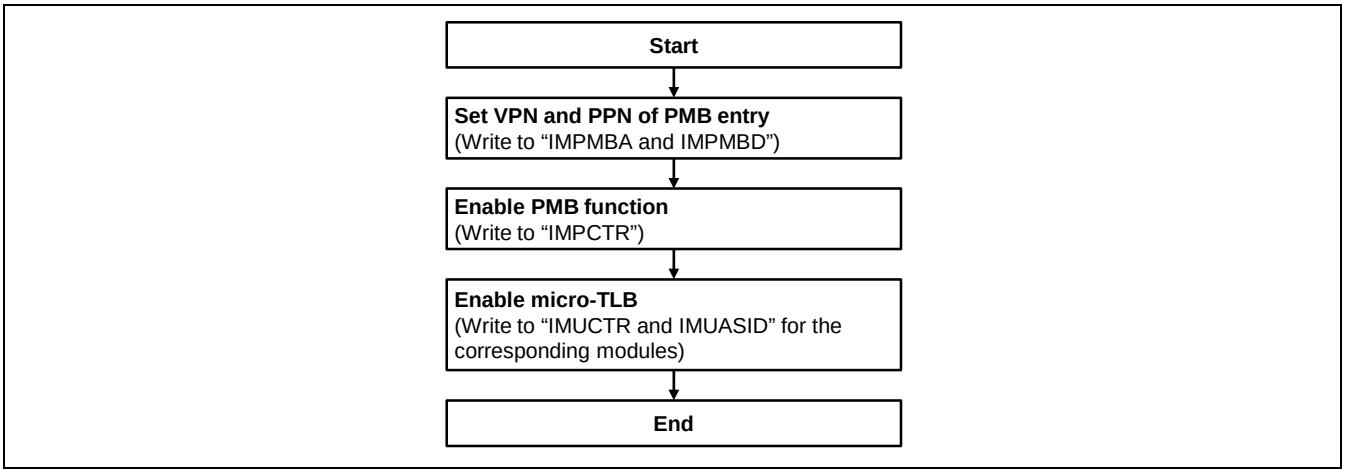


Figure 22.11 initialization sequence for using PMB function

22.3.5 TLB Maintenance

Some TLB maintenances between an IPMMU and the connected micro-TLBs are performed automatically by hardware. In case that the flush operation is performed via IMCTRn (IMCTRn FLUSH = 1), all the microTLB which is related to the same MMU tables are applied the TLB flush and clear the all TLB entry in microTLB.

Table 22.6 TLB Maintenance

Category	Software operation	TLB maintenance in IPMMU	TLB maintenance in micro-TLB
MMU Page Table	First entry registration	Not required	Not required
	Entry update	Invalidate the target TLB (IMCTRn.FLUSH = 1)	Automatically invalidated
	Entry release	Invalidate the target TLB (IMCTRn.FLUSH = 1)	Automatically invalidated
ASID	ASID update	Automatically invalidated	Automatically invalidated
MMU registers	MMU register values update	Invalidate the target TLB (IMCTRn.FLUSH = 1)	Automatically invalidated
PMB	PMB entry registration	Not required	Not required
	PMB entry update	Not required	Invalidate the target micro-TLB
	PMB entry release	Not required	Invalidate the target micro-TLB

IPMMU-main cannot issue the flush operation to each IPMMU-cache and microTLB. In case of replace the MMU table, the flush operation of both IPMMU-main and IPMMU-cache via IMCTRn(IMCTRn.FLUSH = 1) is required. TLB invalidation is instantaneous so software doesn't need to check IMUCTRn.FLUSH or IMCTRn.FLUSH whether TLB invalidation is completed. Figure 22.12 shows the example of the procedure for updating TLB entry

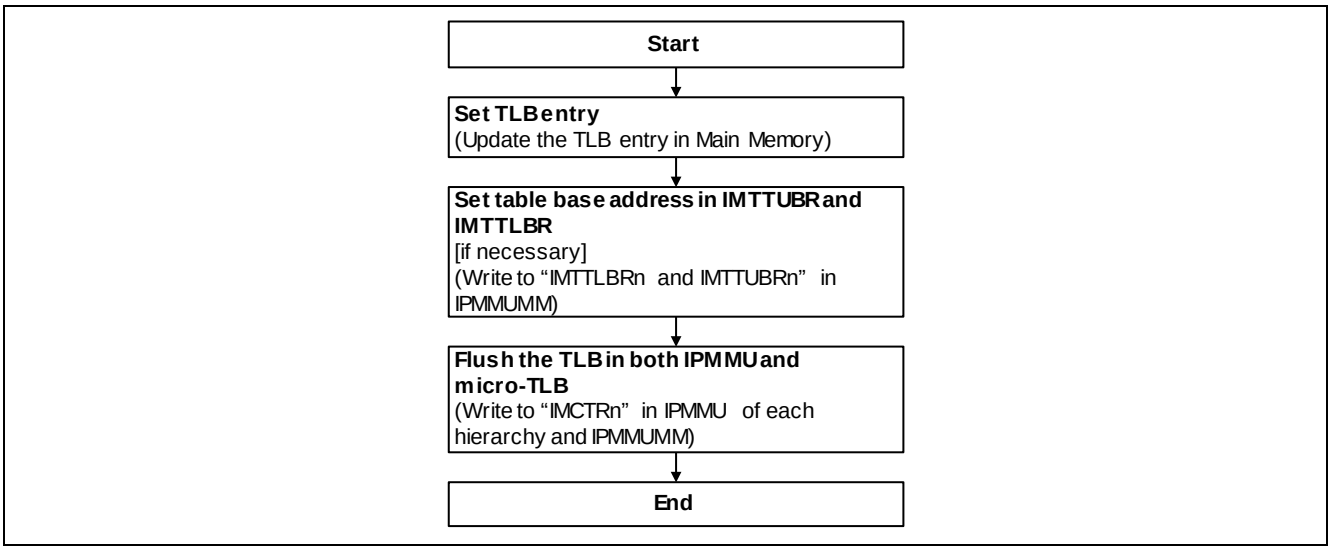


Figure 22.12 update sequence of TLB entry

22.3.6 Security Support

The IPMMU supports the security function based on Armv8 and additional extensions.

(1) Banked Registers

The IPMMU has two copies of a register at the same address. They are banked with secure and non-secure. A Non-secure access can read and write only non-secure registers and a secure access can read and write secure registers. A secure access can also read and write non-secure registers through the alias address space to non-secure registers (from H'0800 to H'0FFC).

(2) Secure-Group

Besides Secure access, IPMMUs support another secure access. The IPMMU which belongs to either secure group2 or secure group3 is treated as a secure, and performs its page table walk in secure mode. Table 22.7 shows the supported secure mode of IPMMU.

Table 22.7 Supported Secure Mode

IPMMU	Secure	Secure group control	RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
IPMMU-VI0	√	√	√	√	√	√
IPMMU-VI1	√	√	√	—	—	—
IPMMU-VP0	√	√	√	—	√	√
IPMMU-VP1	√	√	√	—	—	—
IPMMU-VC0	√	√	√	√	√	√
IPMMU-VC1	√	√	√	—	—	—
IPMMU-PV0	√	√	√	√	√	√
IPMMU-PV1	√	√	√	√	—	—
IPMMU-PV2	√	√	√	—	—	—
IPMMU-PV3	√	√	√	—	—	—
IPMMU-IR	√	√	√	√	√	—
IPMMU-HC	√	√	√	√	√	√
IPMMU-MP	√	√	√	√	√	√
IPMMU-DS0	√	√	√	√	√	√
IPMMU-DS1	√	√	√	√	√	√
IPMMU-MM	√	√	√	√	√	√

Note: √: Supported, —: Not Supported

(3) Address Translation

When a Secure/Accelerator master sends a translation request to an IPMMU through a micro-TLB, Secure MMU registers are referred to perform its page table walk. The Secure page table walk can read secure page table entries (NS = 0). In the case of a Non-secure translation request, Non-secure MMU registers are referred and the access to secure page table entries is ignored.

22.3.7 OS-ID support

IPMMU-PV0/1/2/3 and IPMMU-VC0/1 [RZ/G2H, RZ/G2M V3.0] support the OS-ID which is used for specifying the operating system. In order to use this feature, the microTLB which corresponds to the OS-ID need to be used. Table 22.8 shows the micro-TLB assignment for each OS-ID.

Table 22.8 micro-TLB assignment for OS-ID support.

OS-ID	Micro-TLB assignment
ID 0	uTLB0, uTLB8, uTLB16 and uTLB24
ID 1	uTLB1, uTLB9, uTLB17 and uTLB25
ID 2	uTLB2, uTLB10, uTLB18 and uTLB26
ID 3	uTLB3, uTLB11, uTLB19 and uTLB27
ID 4	uTLB4, uTLB12, uTLB20 and uTLB28
ID 5	uTLB5, uTLB13, uTLB21 and uTLB29
ID 6	uTLB6, uTLB14, uTLB22 and uTLB30
ID 7	uTLB7, uTLB15, uTLB23 and uTLB31

22.3.8 Error Handling

(1) IPMMU Interrupt Requests

Table 22.9 shows the error events which can cause interrupts. They are all errors which IPMMU supports. The errors are set in IMSTRn registers.

Table 22.9 IPMMU Error Events

Category	Error	Description
Long-descriptor Short-descriptor	Translation Fault	A virtual address was not mapped in the region defined by TTBR0 and TTBR1.*
		A descriptor was neither Table nor Block format
	Page Fault	AP (access permissions) / AF (access flag) bit mismatch occurred.
		NS bit mismatch occurred. Non-secure master read a Secure page table entry.
	Abort	The IPMMU got an error response from an Interconnect during a page table walk.
	Multiple Hit (MHIT)	Multiple TLB hits occurred.
PMB	Translation Fault	A virtual address was not mapped in IMPMBAn.
	Multiple Hit (MHIT)	Multiple PMB hits occurred.

Note: * This factor is only for long-descriptor.

(2) Error Handling Flow

When the micro-TLB cannot translate its virtual address because of some IPMMU errors, the micro-TLB stops to issue the following transactions. When the IPMMU detects an error, IMCTRn.FLUSH must be set after the IMSTRn register is cleared and page table entries are updated. After the TLB invalidation, the micro-TLB resumes to issue transactions.

Figure 22.13 shows the error handling flow.

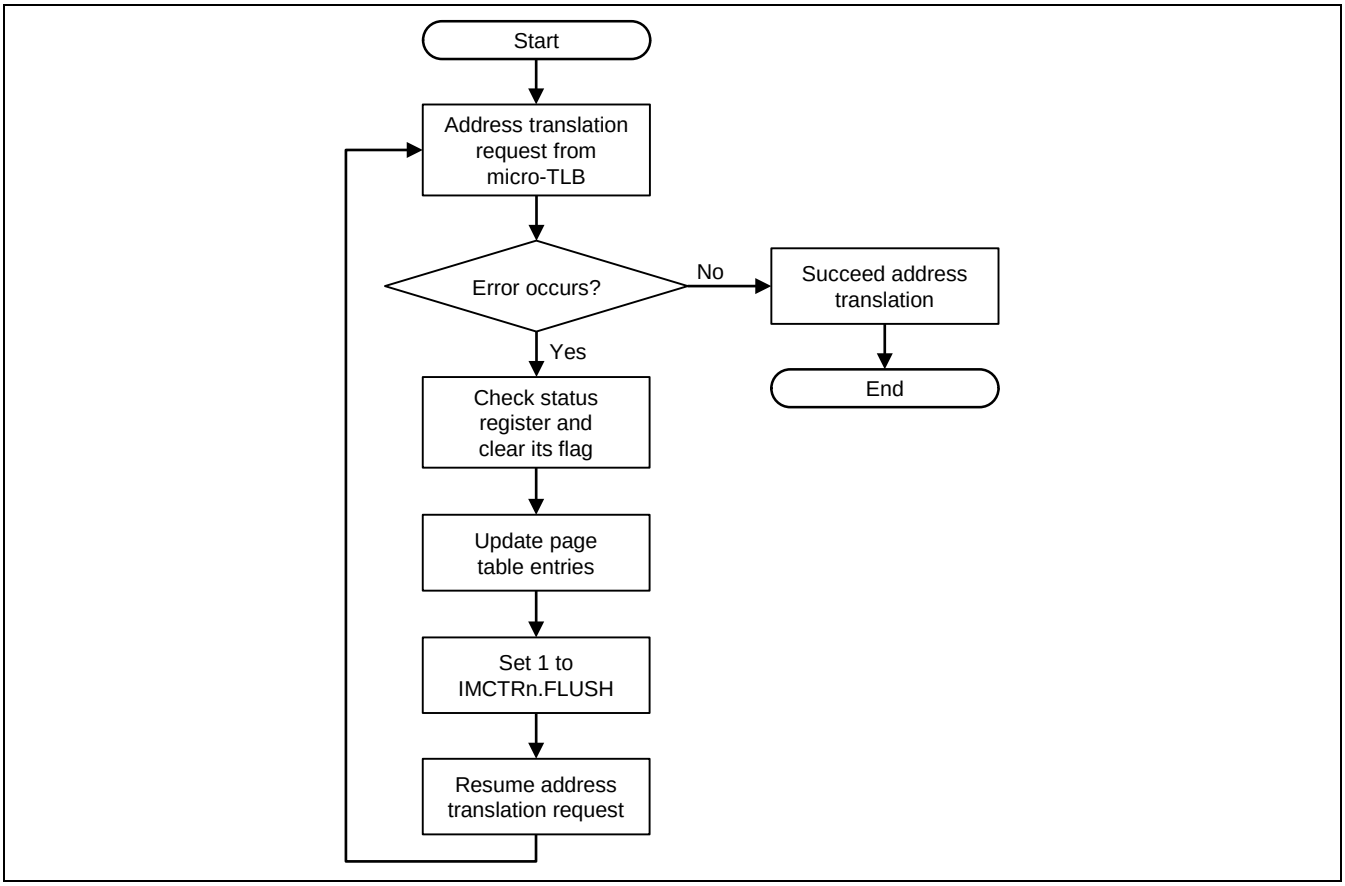


Figure 22.13 Error Handling Flow

22.3.9 Performance monitor

In order to check the number of the page hit or miss, performance monitor is helpful for this purpose. When you use performance monitor, set the IMPFMCTR.MD[1:0] bits. After that set 1 to IMPFMCTR.EN bit. After you set 1 to IMPFMCTR.EN, IMPFMTOTAL, IMPFMHIT, IMPFML3MISS and IMPFML2MISS registers start counting.

22.4 micro-TLB Assignment

The assignment of micro-TLB varies with the RZ/G series products. Refer to the following sections.

22.4.1 micro-TLB Assignment

Table 22.10 micro-TLB Assignment in IPMMUVI0

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	VIN ch0-3	VIN ch0-3	VIN ch0-3	VIN ch0-3	—
01	—	VIN ch4-7	VIN ch4-7	VIN ch4-7	VIN ch4-5
02	—	—	—	—	—
03	—	—	—	—	—
04	—	—	—	—	—
05	—	FCPVB ch0	FCPVB ch0	—	—
06	—	—	—	—	—
07	—	—	—	—	—
08	FCPVD ch0	FCPVD ch0	FCPVD ch0	FCPVD ch0	FCPVD ch0
09	FCPVD ch1	FCPVD ch1	FCPVD ch1	FCPVD ch1	FCPVD ch1
10	—	FCPVD ch2	FCPVD ch2	—	—
11	—	FCPVD ch3	FCPVD ch3	—	—
12	—	HDMI ch0	HDMI ch0	HDMI ch0	—
13	—	—	—	—	—
14	—	—	—	—	—
16	—	—	—	—	—
33	—	—	—	—	—

Table 22.11 micro-TLB Assignment in IPMMUVI1

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	—	—	—	—	—
01	VIN ch4-7	—	—	—	—
08	—	—	—	—	—
09	—	—	—	—	—
10	—	FCPVD ch2	—	—	—
12	HDMI ch0	—	—	—	—
13	—	—	—	—	—

Table 22.12 micro-TLB Assignment in IPMMUVP0

	Master Module				
micro-TLB	[RZ/G2H]	[RZ/G2M V1.3]	[RZ/G2M V3.0]	[RZ/G2N]	[RZ/G2E]
00	FCPF ch0	—	—	FCPF ch0	FCPF ch0
01	—	—	—	—	—
05	FCPVB ch0	—	—	FCPVB ch0	FCPVB ch0
07	—	—	—	—	—
08	FCPVI ch0	—	—	FCPVI ch0	FCPVI ch0
09	—	—	—	—	—

Table 22.13 micro-TLB Assignment in IPMMUVP1

	Master Module				
micro-TLB	[RZ/G2H]	[RZ/G2M V1.3]	[RZ/G2M V3.0]	[RZ/G2N]	[RZ/G2E]
00	—	—	—	—	—
01	FCPF ch1	—	—	—	—
05	—	—	—	—	—
07	FCPVB ch1	—	—	—	—
08		—	—	—	—
09	FCPVI ch1	—	—	—	—

Table 22.14 micro-TLB Assignment in IPMMUVC0

	Master Module				
micro-TLB	[RZ/G2H]	[RZ/G2M V1.3]	[RZ/G2M V3.0]	[RZ/G2N]	[RZ/G2E]
00	—	—	—	—	—
01	—	—	FCPCS (OS-ID = 0)	—	—
02	—	—	—	—	—
03	—	—	—	—	—
04	—	FCPCI ch0	—	—	—
05	—	—	FCPCS (OS-ID = 4)	—	—
06	—	—	—	—	—
07	—	—	—	—	—
08	FCPCS (OS-ID = 0)	FCPCS	FCPCS (OS-ID = 0)	FCPCS (OS-ID = 0)	FCPCS (OS-ID = 0)
12	FCPCS (OS-ID = 4)	—	FCPCS (OS-ID = 4)	FCPCS (OS-ID = 4)	FCPCS (OS-ID = 4)
16	—	FCPF ch0	FCPF ch0	—	—
19	—	FCPVI ch0	FCPVI ch0	—	—

Table 22.15 micro-TLB Assignment in IPMMUVC1

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	—	—	—	—	—
01	—	—	—	—	—
04	—	—	—	—	—
05	—	—	—	—	—
08	FCPCS (OS-ID = 0)	—	—	—	—
12	FCPCS (OS-ID = 4)	—	—	—	—

Table 22.16 micro-TLB Assignment in IPMMUPV0

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	3DGE Master I/F 0 (OS-ID = 0)	3DGE Master I/F 0 (OS-ID = 0)	3DGE Master I/F 0 (OS-ID = 0)	3DGE Master I/F 0 (OS-ID = 0)	3DGE Master I/F 0 (OS-ID = 0)
01	3DGE Master I/F 0 (OS-ID = 1)	3DGE Master I/F 0 (OS-ID = 1)	3DGE Master I/F 0 (OS-ID = 1)	3DGE Master I/F 0 (OS-ID = 1)	3DGE Master I/F 0 (OS-ID = 1)
02	3DGE Master I/F 0 (OS-ID = 2)	3DGE Master I/F 0 (OS-ID = 2)	3DGE Master I/F 0 (OS-ID = 2)	3DGE Master I/F 0 (OS-ID = 2)	3DGE Master I/F 0 (OS-ID = 2)
03	3DGE Master I/F 0 (OS-ID = 3)	3DGE Master I/F 0 (OS-ID = 3)	3DGE Master I/F 0 (OS-ID = 3)	3DGE Master I/F 0 (OS-ID = 3)	3DGE Master I/F 0 (OS-ID = 3)
04	3DGE Master I/F 0 (OS-ID = 4)	3DGE Master I/F 0 (OS-ID = 4)	3DGE Master I/F 0 (OS-ID = 4)	3DGE Master I/F 0 (OS-ID = 4)	3DGE Master I/F 0 (OS-ID = 4)
05	3DGE Master I/F 0 (OS-ID = 5)	3DGE Master I/F 0 (OS-ID = 5)	3DGE Master I/F 0 (OS-ID = 5)	3DGE Master I/F 0 (OS-ID = 5)	3DGE Master I/F 0 (OS-ID = 5)
06	3DGE Master I/F 0 (OS-ID = 6)	3DGE Master I/F 0 (OS-ID = 6)	3DGE Master I/F 0 (OS-ID = 6)	3DGE Master I/F 0 (OS-ID = 6)	3DGE Master I/F 0 (OS-ID = 6)
07	3DGE Master I/F 0 (OS-ID = 7)	3DGE Master I/F 0 (OS-ID = 7)	3DGE Master I/F 0 (OS-ID = 7)	3DGE Master I/F 0 (OS-ID = 7)	3DGE Master I/F 0 (OS-ID = 7)

Table 22.17 micro-TLB Assignment in IPMMUPV1

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	3DGE Master I/F 1 (OS-ID = 0)	3DGE Master I/F 1 (OS-ID = 0)	3DGE Master I/F 1 (OS-ID = 0)	—	—
01	3DGE Master I/F 1 (OS-ID = 1)	3DGE Master I/F 1 (OS-ID = 1)	3DGE Master I/F 1 (OS-ID = 1)	—	—
02	3DGE Master I/F 1 (OS-ID = 2)	3DGE Master I/F 1 (OS-ID = 2)	3DGE Master I/F 1 (OS-ID = 2)	—	—
03	3DGE Master I/F 1 (OS-ID = 3)	3DGE Master I/F 1 (OS-ID = 3)	3DGE Master I/F 1 (OS-ID = 3)	—	—
04	3DGE Master I/F 1 (OS-ID = 4)	3DGE Master I/F 1 (OS-ID = 4)	3DGE Master I/F 1 (OS-ID = 4)	—	—
05	3DGE Master I/F 1 (OS-ID = 5)	3DGE Master I/F 1 (OS-ID = 5)	3DGE Master I/F 1 (OS-ID = 5)	—	—
06	3DGE Master I/F 1 (OS-ID = 6)	3DGE Master I/F 1 (OS-ID = 6)	3DGE Master I/F 1 (OS-ID = 6)	—	—
07	3DGE Master I/F 1 (OS-ID = 7)	3DGE Master I/F 1 (OS-ID = 7)	3DGE Master I/F 1 (OS-ID = 7)	—	—

Table 22.18 micro-TLB Assignment in IPMMUPV2

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	3DGE Master I/F 2 (OS-ID = 0)	—	—	—	—
01	3DGE Master I/F 2 (OS-ID = 1)	—	—	—	—
02	3DGE Master I/F 2 (OS-ID = 2)	—	—	—	—
03	3DGE Master I/F 2 (OS-ID = 3)	—	—	—	—
04	3DGE Master I/F 2 (OS-ID = 4)	—	—	—	—
05	3DGE Master I/F 2 (OS-ID = 5)	—	—	—	—
06	3DGE Master I/F 2 (OS-ID = 6)	—	—	—	—
07	3DGE Master I/F 2 (OS-ID = 7)	—	—	—	—

Table 22.19 micro-TLB Assignment in IPMMUPV3

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	3DGE Master I/F 3 (OS-ID = 0)	—	—	—	—
01	3DGE Master I/F 3 (OS-ID = 1)	—	—	—	—
02	3DGE Master I/F 3 (OS-ID = 2)	—	—	—	—
03	3DGE Master I/F 3 (OS-ID = 3)	—	—	—	—
04	3DGE Master I/F 3 (OS-ID = 4)	—	—	—	—
05	3DGE Master I/F 3 (OS-ID = 5)	—	—	—	—
06	3DGE Master I/F 3 (OS-ID = 6)	—	—	—	—
07	3DGE Master I/F 3 (OS-ID = 7)	—	—	—	—

Table 22.20 micro-TLB Assignment in IPMMUHC

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	PCIE ch0	PCIE ch0	PCIE ch0	PCIE ch0	PCIE ch0
01	PCIE ch1	PCIE ch1	PCIE ch1	PCIE ch1	—
02	Serial-ATA Gen2*	—	—	Serial-ATA Gen2*	—
04	USB2.0 Host ch0	USB2.0 Host ch0	USB2.0 Host ch0	USB2.0 Host ch0	USB2.0 Host ch0
05	USB2.0 Host ch1	USB2.0 Host ch1	USB2.0 Host ch1	USB2.0 Host ch1	—
06	—	—	—	—	—
07	—	—	—	—	—
08	USB-DMAC DDM	USB-DMAC DDM	USB-DMAC DDM	USB-DMAC DDM	USB-DMAC DDM
09	USB-DMAC ch0	USB-DMAC ch0	USB-DMAC ch0	USB-DMAC ch0	USB-DMAC ch0
10	USB-DMAC ch1	USB-DMAC ch1	USB-DMAC ch1	USB-DMAC ch1	USB-DMAC ch1
12	USB3.0 Host Controller /Host ch0	USB3.0 Host Controller /Host ch0	USB3.0 Host Controller /Host ch0	USB3.0 Host Controller /Host ch0	USB3.0 Host Controller /Host ch0
13	USB3.0 Host Controller /Peripheral ch0	USB3.0 Host Controller /Peripheral ch0	USB3.0 Host Controller /Peripheral ch0	USB3.0 Host Controller /Peripheral ch0	USB3.0 Host Controller /Peripheral ch0
14	—	—	—	—	—
15	—	—	—	—	—

Note: * Serial-ATA Generation 2

Table 22.21 micro-TLB Assignment in IPMMUMP

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	Audio-DMAC ch0	Audio-DMAC ch0	Audio-DMAC ch0	Audio-DMAC ch0	Audio-DMAC ch0
01	Audio-DMAC ch1	Audio-DMAC ch1	Audio-DMAC ch1	Audio-DMAC ch1	Audio-DMAC ch1
02	Audio-DMAC ch2	Audio-DMAC ch2	Audio-DMAC ch2	Audio-DMAC ch2	Audio-DMAC ch2
03	Audio-DMAC ch3	Audio-DMAC ch3	Audio-DMAC ch3	Audio-DMAC ch3	Audio-DMAC ch3
04	Audio-DMAC ch4	Audio-DMAC ch4	Audio-DMAC ch4	Audio-DMAC ch4	Audio-DMAC ch4
05	Audio-DMAC ch5	Audio-DMAC ch5	Audio-DMAC ch5	Audio-DMAC ch5	Audio-DMAC ch5
06	Audio-DMAC ch6	Audio-DMAC ch6	Audio-DMAC ch6	Audio-DMAC ch6	Audio-DMAC ch6
07	Audio-DMAC ch7	Audio-DMAC ch7	Audio-DMAC ch7	Audio-DMAC ch7	Audio-DMAC ch7
08	Audio-DMAC ch8	Audio-DMAC ch8	Audio-DMAC ch8	Audio-DMAC ch8	Audio-DMAC ch8
09	Audio-DMAC ch9	Audio-DMAC ch9	Audio-DMAC ch9	Audio-DMAC ch9	Audio-DMAC ch9
10	Audio-DMAC ch10	Audio-DMAC ch10	Audio-DMAC ch10	Audio-DMAC ch10	Audio-DMAC ch10
11	Audio-DMAC ch11	Audio-DMAC ch11	Audio-DMAC ch11	Audio-DMAC ch11	Audio-DMAC ch11
12	Audio-DMAC ch12	Audio-DMAC ch12	Audio-DMAC ch12	Audio-DMAC ch12	Audio-DMAC ch12
13	Audio-DMAC ch13	Audio-DMAC ch13	Audio-DMAC ch13	Audio-DMAC ch13	Audio-DMAC ch13
14	Audio-DMAC ch14	Audio-DMAC ch14	Audio-DMAC ch14	Audio-DMAC ch14	Audio-DMAC ch14
15	Audio-DMAC ch15	Audio-DMAC ch15	Audio-DMAC ch15	Audio-DMAC ch15	Audio-DMAC ch15
16	Audio-DMAC ch16	Audio-DMAC ch16	Audio-DMAC ch16	Audio-DMAC ch16	—
17	Audio-DMAC ch17	Audio-DMAC ch17	Audio-DMAC ch17	Audio-DMAC ch17	—
18	Audio-DMAC ch18	Audio-DMAC ch18	Audio-DMAC ch18	Audio-DMAC ch18	—
19	Audio-DMAC ch19	Audio-DMAC ch19	Audio-DMAC ch19	Audio-DMAC ch19	—
20	Audio-DMAC ch20	Audio-DMAC ch20	Audio-DMAC ch20	Audio-DMAC ch20	—
21	Audio-DMAC ch21	Audio-DMAC ch21	Audio-DMAC ch21	Audio-DMAC ch21	—
22	Audio-DMAC ch22	Audio-DMAC ch22	Audio-DMAC ch22	Audio-DMAC ch22	—
23	Audio-DMAC ch23	Audio-DMAC ch23	Audio-DMAC ch23	Audio-DMAC ch23	—
24	Audio-DMAC ch24	Audio-DMAC ch24	Audio-DMAC ch24	Audio-DMAC ch24	—
25	Audio-DMAC ch25	Audio-DMAC ch25	Audio-DMAC ch25	Audio-DMAC ch25	—
26	Audio-DMAC ch26	Audio-DMAC ch26	Audio-DMAC ch26	Audio-DMAC ch26	—
27	Audio-DMAC ch27	Audio-DMAC ch27	Audio-DMAC ch27	Audio-DMAC ch27	—
28	Audio-DMAC ch28	Audio-DMAC ch28	Audio-DMAC ch28	Audio-DMAC ch28	—
29	Audio-DMAC ch29	Audio-DMAC ch29	Audio-DMAC ch29	Audio-DMAC ch29	—
30	Audio-DMAC ch30	Audio-DMAC ch30	Audio-DMAC ch30	Audio-DMAC ch30	—
31	Audio-DMAC ch31	Audio-DMAC ch31	Audio-DMAC ch31	Audio-DMAC ch31	—

Table 22.22 micro-TLB Assignment in IPMMUDS0

	Master Module				
micro-TLB	**[RZ/G2H]**	**[RZ/G2M V1.3]**	**[RZ/G2M V3.0]**	**[RZ/G2N]**	**[RZ/G2E]**
00	SYS-DMAC ch0	SYS-DMAC ch0	SYS-DMAC ch0	SYS-DMAC ch0	SYS-DMAC ch0
01	SYS-DMAC ch1	SYS-DMAC ch1	SYS-DMAC ch1	SYS-DMAC ch1	SYS-DMAC ch1
02	SYS-DMAC ch2	SYS-DMAC ch2	SYS-DMAC ch2	SYS-DMAC ch2	SYS-DMAC ch2
03	SYS-DMAC ch3	SYS-DMAC ch3	SYS-DMAC ch3	SYS-DMAC ch3	SYS-DMAC ch3
04	SYS-DMAC ch4	SYS-DMAC ch4	SYS-DMAC ch4	SYS-DMAC ch4	SYS-DMAC ch4
05	SYS-DMAC ch5	SYS-DMAC ch5	SYS-DMAC ch5	SYS-DMAC ch5	SYS-DMAC ch5
06	SYS-DMAC ch6	SYS-DMAC ch6	SYS-DMAC ch6	SYS-DMAC ch6	SYS-DMAC ch6
07	SYS-DMAC ch7	SYS-DMAC ch7	SYS-DMAC ch7	SYS-DMAC ch7	SYS-DMAC ch7
08	SYS-DMAC ch8	SYS-DMAC ch8	SYS-DMAC ch8	SYS-DMAC ch8	SYS-DMAC ch8
09	SYS-DMAC ch9	SYS-DMAC ch9	SYS-DMAC ch9	SYS-DMAC ch9	SYS-DMAC ch9
10	SYS-DMAC ch10	SYS-DMAC ch10	SYS-DMAC ch10	SYS-DMAC ch10	SYS-DMAC ch10
11	SYS-DMAC ch11	SYS-DMAC ch11	SYS-DMAC ch11	SYS-DMAC ch11	SYS-DMAC ch11
12	SYS-DMAC ch12	SYS-DMAC ch12	SYS-DMAC ch12	SYS-DMAC ch12	SYS-DMAC ch12
13	SYS-DMAC ch13	SYS-DMAC ch13	SYS-DMAC ch13	SYS-DMAC ch13	SYS-DMAC ch13
14	SYS-DMAC ch14	SYS-DMAC ch14	SYS-DMAC ch14	SYS-DMAC ch14	SYS-DMAC ch14
15	SYS-DMAC ch15	SYS-DMAC ch15	SYS-DMAC ch15	SYS-DMAC ch15	SYS-DMAC ch15
16	Ethernet AVB	Ethernet AVB	Ethernet AVB	Ethernet AVB	Ethernet AVB
17	—	—	—	—	—
18	TDDMAC	TDDMAC	TDDMAC	TDDMAC	—
19	—	—	—	—	—
20	—	—	—	—	—
21	—	—	—	—	—
22	—	—	—	—	—
23	—	—	—	—	—

Table 22.23 micro-TLB Assignment in IPMMUDS1

	Master Module				
micro-TLB	[RZ/G2H]	[RZ/G2M V1.3]	[RZ/G2M V3.0]	[RZ/G2N]	[RZ/G2E]
00	SYS-DMAC ch16	SYS-DMAC ch16	SYS-DMAC ch16	SYS-DMAC ch16	SYS-DMAC ch16
01	SYS-DMAC ch17	SYS-DMAC ch17	SYS-DMAC ch17	SYS-DMAC ch17	SYS-DMAC ch17
02	SYS-DMAC ch18	SYS-DMAC ch18	SYS-DMAC ch18	SYS-DMAC ch18	SYS-DMAC ch18
03	SYS-DMAC ch19	SYS-DMAC ch19	SYS-DMAC ch19	SYS-DMAC ch19	SYS-DMAC ch19
04	SYS-DMAC ch20	SYS-DMAC ch20	SYS-DMAC ch20	SYS-DMAC ch20	SYS-DMAC ch20
05	SYS-DMAC ch21	SYS-DMAC ch21	SYS-DMAC ch21	SYS-DMAC ch21	SYS-DMAC ch21
06	SYS-DMAC ch22	SYS-DMAC ch22	SYS-DMAC ch22	SYS-DMAC ch22	SYS-DMAC ch22
07	SYS-DMAC ch23	SYS-DMAC ch23	SYS-DMAC ch23	SYS-DMAC ch23	SYS-DMAC ch23
08	SYS-DMAC ch24	SYS-DMAC ch24	SYS-DMAC ch24	SYS-DMAC ch24	SYS-DMAC ch24
09	SYS-DMAC ch25	SYS-DMAC ch25	SYS-DMAC ch25	SYS-DMAC ch25	SYS-DMAC ch25
10	SYS-DMAC ch26	SYS-DMAC ch26	SYS-DMAC ch26	SYS-DMAC ch26	SYS-DMAC ch26
11	SYS-DMAC ch27	SYS-DMAC ch27	SYS-DMAC ch27	SYS-DMAC ch27	SYS-DMAC ch27
12	SYS-DMAC ch28	SYS-DMAC ch28	SYS-DMAC ch28	SYS-DMAC ch28	SYS-DMAC ch28
13	SYS-DMAC ch29	SYS-DMAC ch29	SYS-DMAC ch29	SYS-DMAC ch29	SYS-DMAC ch29
14	SYS-DMAC ch30	SYS-DMAC ch30	SYS-DMAC ch30	SYS-DMAC ch30	SYS-DMAC ch30
15	SYS-DMAC ch31	SYS-DMAC ch31	SYS-DMAC ch31	SYS-DMAC ch31	SYS-DMAC ch31
16	SYS-DMAC ch32	SYS-DMAC ch32	SYS-DMAC ch32	SYS-DMAC ch32	SYS-DMAC ch32
17	SYS-DMAC ch33	SYS-DMAC ch33	SYS-DMAC ch33	SYS-DMAC ch33	SYS-DMAC ch33
18	SYS-DMAC ch34	SYS-DMAC ch34	SYS-DMAC ch34	SYS-DMAC ch34	SYS-DMAC ch34
19	SYS-DMAC ch35	SYS-DMAC ch35	SYS-DMAC ch35	SYS-DMAC ch35	SYS-DMAC ch35
20	SYS-DMAC ch36	SYS-DMAC ch36	SYS-DMAC ch36	SYS-DMAC ch36	SYS-DMAC ch36
21	SYS-DMAC ch37	SYS-DMAC ch37	SYS-DMAC ch37	SYS-DMAC ch37	SYS-DMAC ch37
22	SYS-DMAC ch38	SYS-DMAC ch38	SYS-DMAC ch38	SYS-DMAC ch38	SYS-DMAC ch38
23	SYS-DMAC ch39	SYS-DMAC ch39	SYS-DMAC ch39	SYS-DMAC ch39	SYS-DMAC ch39
24	SYS-DMAC ch40	SYS-DMAC ch40	SYS-DMAC ch40	SYS-DMAC ch40	SYS-DMAC ch40
25	SYS-DMAC ch41	SYS-DMAC ch41	SYS-DMAC ch41	SYS-DMAC ch41	SYS-DMAC ch41
26	SYS-DMAC ch42	SYS-DMAC ch42	SYS-DMAC ch42	SYS-DMAC ch42	SYS-DMAC ch42
27	SYS-DMAC ch43	SYS-DMAC ch43	SYS-DMAC ch43	SYS-DMAC ch43	SYS-DMAC ch43
28	SYS-DMAC ch44	SYS-DMAC ch44	SYS-DMAC ch44	SYS-DMAC ch44	SYS-DMAC ch44
29	SYS-DMAC ch45	SYS-DMAC ch45	SYS-DMAC ch45	SYS-DMAC ch45	SYS-DMAC ch45
30	SYS-DMAC ch46	SYS-DMAC ch46	SYS-DMAC ch46	SYS-DMAC ch46	SYS-DMAC ch46
31	SYS-DMAC ch47	SYS-DMAC ch47	SYS-DMAC ch47	SYS-DMAC ch47	SYS-DMAC ch47
32	SDHI ch0	SDHI ch0	SDHI ch0	SDHI ch0	SDHI ch0
33	SDHI ch1	SDHI ch1	SDHI ch1	SDHI ch1	SDHI ch1
34	SDHI ch2 (MMC-IF ch0)	SDHI ch2 (MMC-IF ch0)	SDHI ch2 (MMC-IF ch0)	SDHI ch2 (MMC-IF ch0)	—
35	SDHI ch3 (MMC-IF ch1)	SDHI ch3 (MMC-IF ch1)	SDHI ch3 (MMC-IF ch1)	SDHI ch3 (MMC-IF ch1)	SDHI ch3 (MMC-IF ch1)
36	—	—	—	—	—
37	—	—	—	—	—
38	—	R-NANDC	R-NANDC	R-NANDC	R-NANDC

22.5 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

22.5.1 IPMMU naming

Table 22.24 shows the correspondence between each IPMMU and each bus domain.

Table 22.24 IPMMU naming

IPMMU	Bus Domain	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
IPMMU-VI0	VIO (Video IO) domain AXI	√	√	√	√	√
IPMMU-VI1	VIO (Video IO) domain AXI	√	—	—	—	—
IPMMU-VP0	VP (Video Processor) domain AXI	√	—	—	√	√
IPMMU-VP1	VP (Video Processor) domain AXI	√	—	—	—	—
IPMMU-VC0	VC (Video Codec) domain AXI	√	√	√	√	√
IPMMU-VC1	VC (Video Codec) domain AXI	√	—	—	—	—
IPMMU-PV0	3DG (3D-Graphics) domain AXI	√	√	√	√	√
IPMMU-PV1	3DG (3D-Graphics) domain AXI	√	√	√	—	—
IPMMU-PV2	3DG (3D-Graphics) domain AXI	√	—	—	—	—
IPMMU-PV3	3DG (3D-Graphics) domain AXI	√	—	—	—	—
IPMMU-IR	IMP domain AXI	√	√	√	√	—
IPMMU-HC	HC (High Communication) domain AXI	√	√	√	√	√
IPMMU-MP	Audio domain AXI	√	√	√	√	√
IPMMU-DS0	Peripheral domain AXI	√	√	√	√	√
IPMMU-DS1	Peripheral domain AXI	√	√	√	√	√
IPMMU-MM	Main Memory domain AXI	√	√	√	√	√

22.5.2 IPMMU configuration

22.5.2.1 IPMMU configuration for FCPCS [RZ/G2H, RZ/G2M V3.0]

In case that the VDPB, VCPLF and iVDP1C use the address translation function of IPMMU, uTLB8 and uTLB12 of both IPMMU-VC0 and IPMMU-VC1 need to be set. Because the request from each master IP is split to the two master ports at FCPCS. Each master port is connected to the each IPMMU. (IPMMU-VC0 and IPMMU-VC1). Figure 22.14 shows the connection of FCPCS and each IPMMU. When the MMU configuration is changed, TLB flush operation is required to IPMMU-VC0 and IPMMU-VC1 as well as each uTLB of both IPMMUs.

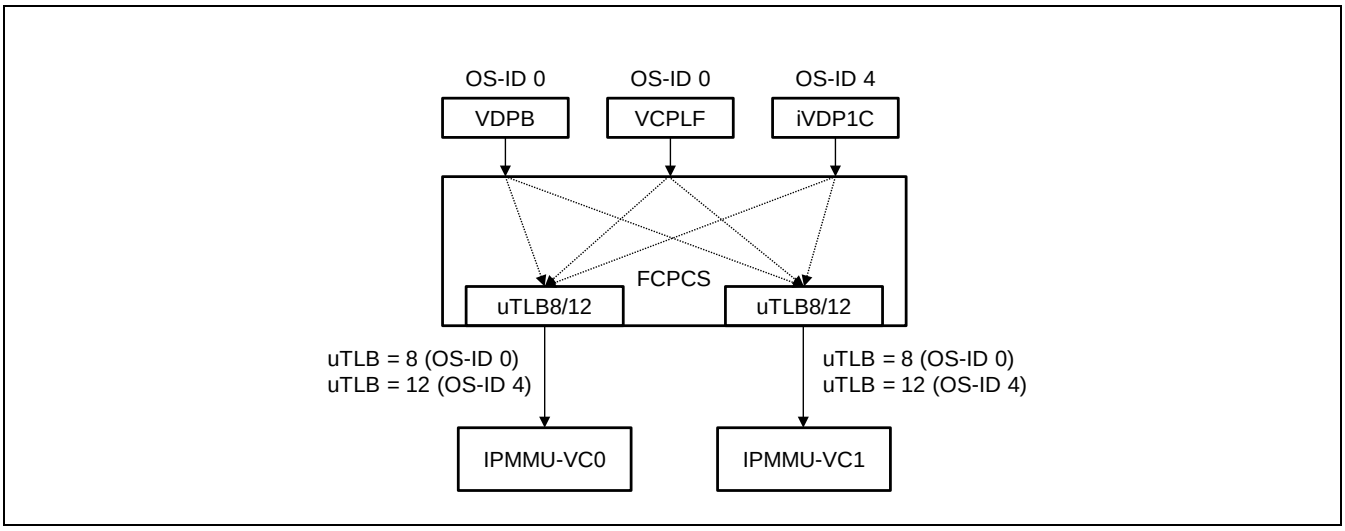


Figure 22.14 connection of FCPCS and IPMMU

For RZ/G2M V3.0, uTLB1, uTLB5, uTLB8, and uTLB12 of IPMMU-VC0 need to be set. Each mater port is connected to the IPMMU-VC0. Figure 22.15 shows the connection of FCPCS and IPMMU.

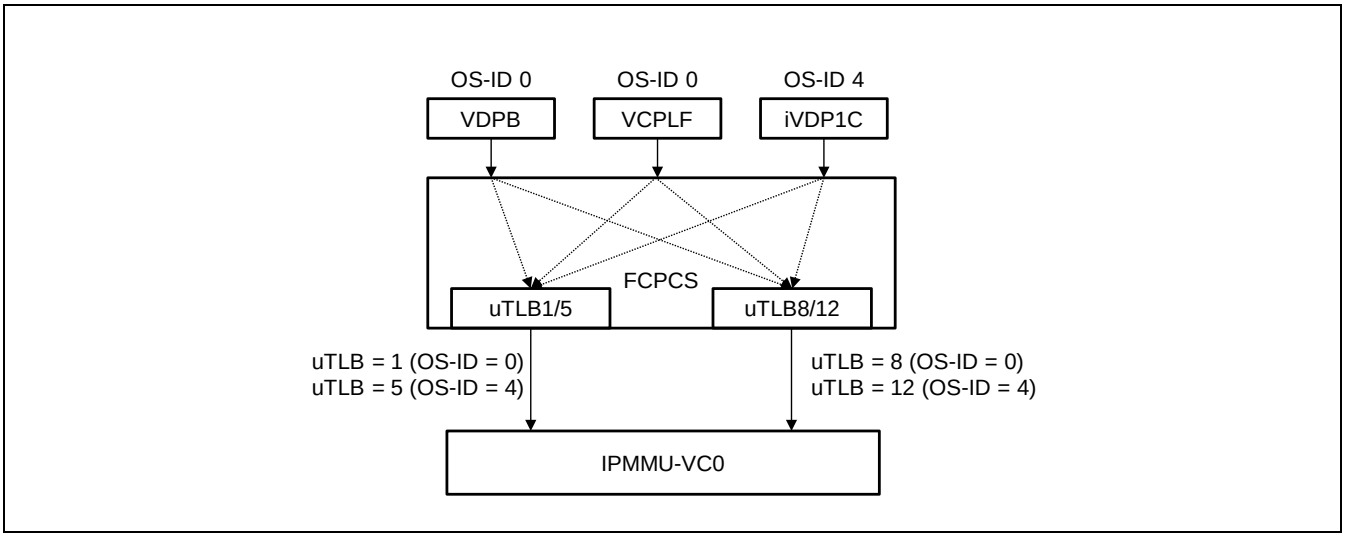


Figure 22.15 connection of FCPCS and IPMMU

22.5.2.2 IPMMU configuration for 3DG [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]

In case that the 3DG engine use the address translation function of IPMMU, uTLB corresponding to OS-ID of IPMMU-PVn (n = 0, 1, 2, 3 [RZ/G2H], n = 0, 1 [RZ/G2M V1.3, RZ/G2M V3.0]) need to be set as well. Figure 22.16 and Figure 22.17 show the connection of 3DG engine and each IPMMU. When the MMU configuration is changed, TLB flush operation is required to IPMMU-PVn as well as each uTLB of both IPMMUs.

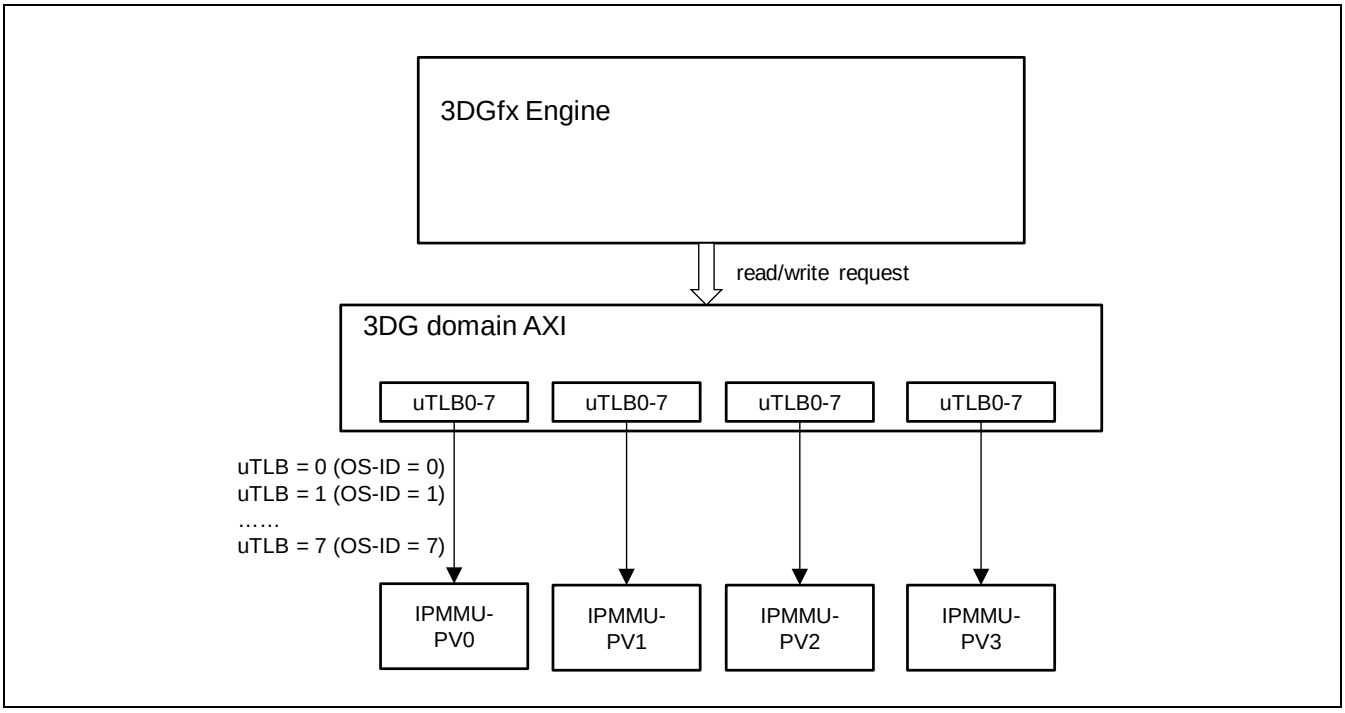


Figure 22.16 connection of 3DG engine and IPMMU (RZ/G2H)

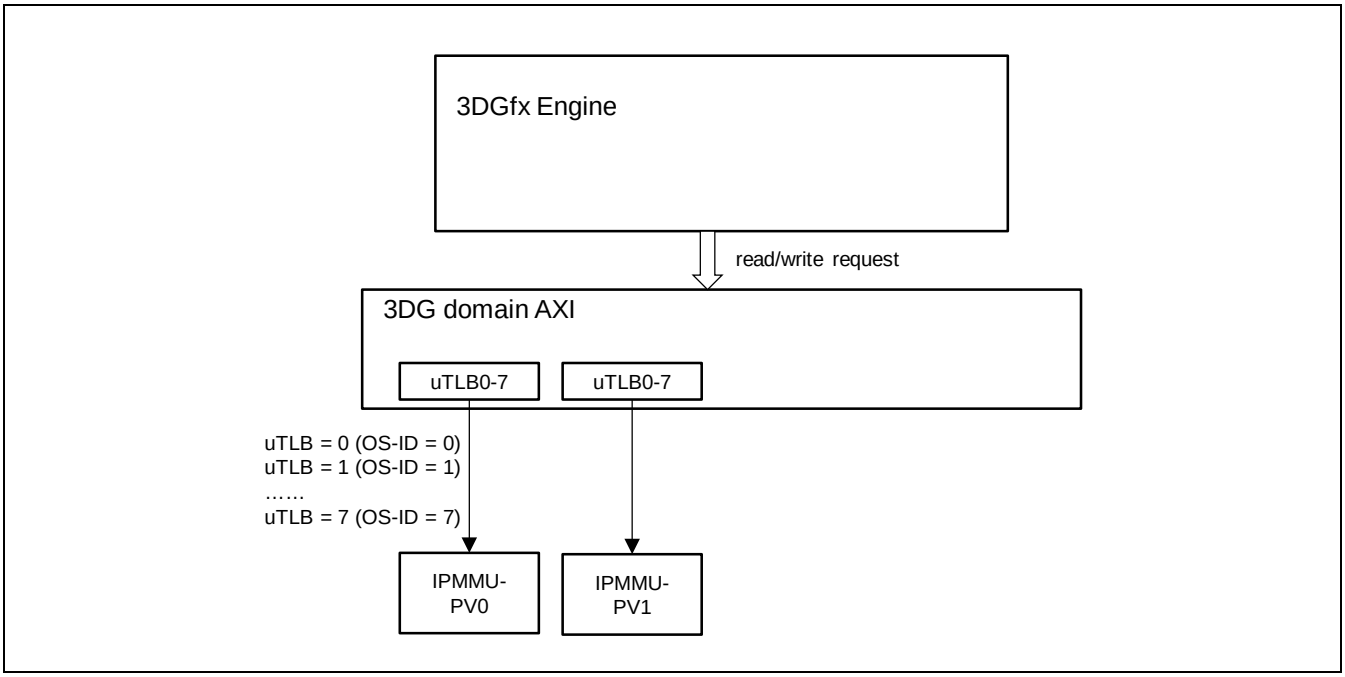


Figure 22.17 connection of 3DG engine and IPMMU (RZ/G2M V1.3, RZ/G2M V3.0)

22.5.3 Restrictions for IPMMU

22.5.3.1 Page size and Section size usage in VMSAv8-32

IPMMU cannot handle both 4KB page and 64KB page at the same MMU context in VMSAv8-32. In case of using the 64KB page, IMTTBCRn.PGSZ = 1 is required. Also 1MB section and 16MB super-section cannot be handled. In case of using 16MB section, IMTTBCRn.SCSZ = 1 is required.

22.5.3.2 4KB page usage in VMSAv8-64

Four level translation is not supported in IPMMU. In case of using 4KB page granule, we should set "0x1" to "SL" field. (start from 1st level) and use concatenated translation table. Architecturally, this table optimization is supported in stage 2 translation, but IPMMU is supported this mode in stage 1 translation as well in order to reduce the number of page table walk. In table lookup, MSB of input address (IA[39]) is used for the page table entry selection for upper or lower table.

22.5.3.3 Error Handling in VMSAv8-64

Architecturally, Address Size Fault is described in VMSAv8-64. But this fault is not able to handle in IPMMU. On the other hand, the NS bit in a Non-secure translation table descriptor need to be set in IPMMU although it is ignored in VMSAv8-64. In order to avoid “Secure Access Fault”, set “NS bit” in a Non-secure translation table descriptor.

22.5.3.4 Start Level for Page Table Walk

Start Level for page table walk need to be set under below condition. Refer to Table 22.25.

Table 22.25 Start Level for Page Table Walk

IMCTRn.VA64 = 1 IMTTBCRn.PGSZ = 0 (use 4KB page granule)		
Look Up	stage 1 Translation	stage 2 Translation
Level 0 *	No support	No Support
Level 1	base address[39:x]: Input Address[y:30] if IMTTBCRn SL[1:0] = 2'b01 x = (37 – TSZn (n = 0, 1)) [24* <=TSZn <= 33] y = x + 26 Other values go to Level 2	base address[39:x]: Input Address[y:30] if IMTTBCRn SL[1:0] = 2'b01 x = (37 – TSZn (n = 0, 1)) [24* <=TSZn <= 33] y = x + 26 Other values go to Level 2
Level 2	base address [39:x], Input Address[y:21] if IMTTBCRn SL[1:0] = 2'b00 x = (46 -TSZn (n = 0,1)) [30 <= TSZn <= 39] y = x + 17 Other values x = (46 – TSZn (n = 0, 1)) [34 <=TSZn <= 39] y = x + 17	base address[39:x]: Input Address[y:21] if IMTTBCRn.SL[1:0] = 2'b00 x = (46 – TSZn (n = 0,1)) [30 <=TSZn <= 39] y = x + 17 Other values No support
IMCTRn.VA64 = 1 IMTTBCRn.PGSZ = 1 (use 64KB page granule)		
Level 1	No Support	No Support
Level 2	base address [39:x], Input Address[y:29] if IMTTBCRn SL[1:0] = 2'b01 x = (38 – TSZn (n = 0, 1)) [24 <= TSZn <= 34] y = x + 25 Other values go to Level 3	base address [39:x], Input Address[y:29] if IMTTBCRn SL[1:0] = 2'b01 x = (38 – TSZn (n = 0, 1)) [24 <= TSZn <= 34] y = x + 25 Other values go to Level 3
Level 3	base address [39:x], Input Address [y:16] if IMTTBCRn.SL[1:0] = 2'b00 x = (51 – TSZn (n = 0, 1)) [31 <=TSZn <= 39] y = x + 12 Other values x = (51 – TSZn (n = 0, 1)) [35 <=TSZn <= 39] y = x + 12	base address [39:x], Input Address [y:16] if IMTTBCRn.SL[1:0] = 2'b00 x = (51 – TSZn (n = 0, 1)) [31 <= TSZn <= 39] y = x + 12 Other values x = (51 – TSZn (n = 0, 1)) [35 <= TSZn <= 39] y = x + 12
IMCTRn.VA64 = 0		
Level 1	base address[39:x]: Input Address[y:30] if IMTTBCRn SL[1] = 1'b1 x = (5 – TSZn (n = 0, 1)) [0 <=TSZn <= 1] y = x + 26 Other values go to Level 2	base address[39:x]: Input Address[y:30] if IMTTBCRn.SL[1] = 1'b1 x = (5 – TSZ0) [–2 <= TSZ0 <= 1] y = x + 26 Other values x = (5 – TSZ0) [–8 <= TSZ0 <= –3] y = x + 26
Level 2	base address[39:x]: Input Address[y:21] if IMTTBCRn.SL[1] = 1'b0 x = (14 – TSZn (n = 0, 1)) [2 <= TSZn <= 7] y = x + 17 Other values No support	base address[39:x]: Input Address[y:21] if IMTTBCRn.SL[1] = 1'b0 x = (14 – TSZ0) [–2 <= TSZ0 <= 7] y = x + 17 Other values No support

Note: * Not support level 0 page table walk. Refer to 22.5.3.2 4KB page usage in VMSAv8-64.

22.5.3.5 Virtual address space range

In case of using MMU, Virtual address space range cannot be configured less than or equal 128MB. In case of supporting this address range, set virtual address space range to 256MB by setting TSZ0/TSZ1 and unnecessary area is not mapped by MMU.

22.5.3.6 Treatments of ASID feature

In RZ/G2, IPMMU is not supported ASID feature. Software should not set the value except “0” in IMUASID register.

22.5.3.7 Disabling the address translation by IPMMU

Even if a master IP is disabling the address translation by IPMMU, IMUCTRn.TTSEL[2:0] needs to be set unused MMU context number. It means that only seven MMU context can be used for the address translation by IPMMU in this case.

22.5.3.8 Restriction for DMAC transfer [RZ/G2M V1.3 only]

SYS-DMAC cannot support read interleaving feature. In order to avoid this occurrence, it is required to apply the following restriction in case that SYS-DMAC need to access address space exceeding 32-bit.

1. Don’t set the transfer size exceeding 16 bytes in case of using IPMMU
2. Use 1GB page in order to avoid TLB miss.
3. Don’t use IPMMU. Use extended address function which is implemented in SYS-DMAC.

22.5.3.9 Restriction for OS-ID support [RZ/G2M V1.3 only]

In order to perform address translation for 3DG Engine by IPMMU normally, context switching by OS-ID cannot be used. It is required to set the same MMU context number to each uTLB for 3DG Engine.

22.5.3.10 Restriction for TLB location [RZ/G2M V1.3 only]

TLB for address translation by IPMMU cannot be located at System-RAM. It is required to put TLB in the main memory.

22.5.3.11 Restriction for TLB flush operation [RZ/G2M V1.3 only]

In order to perform address translation by IPMMU normally, it is limited to replace the MMU context dynamically so as not to perform TLB flush operation. Use 1GB page to avoid this occurrence.

22.5.3.12 Restriction for IPMMU cache [RZ/G2M V1.3, RZ/G2N, RZ/G2E]

In order to perform address translation by IPMMU normally, it is limited not to use IPMMU cache. In RZ/G2N and RZ/G2E, it is required to disable IPMMU cache by setting “IMSCTLR.dismmu” to 1. In RZ/G2M V1.3, IPMMU cache is always disabled by hardware. IPMMU cache cannot be used.

22.5.3.13 Restriction for PMB

In order to perform address translation by IPMMU normally, it is limited not to use PMB mode in secure mode. Use PMB mode only in non-secure mode.

22.5.3.14 Restriction for PMB with Stage 2 Translation [RZ/G2M V1.3 only]

In order to perform address translation by IPMMU normally, it is limited not to use PMB mode with Stage 2 Translation. Use MMU mode only in Stage 2 Translation.

23. Direct Memory Access Controller for System (SYS-DMAC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

This LSI includes a direct memory access controller for system (SYS-DMAC). The SYS-DMAC can be used in place of the CPU to handle high-speed data transfer to and from an external memory, the on-chip memory, memory-mapped external devices, or on-chip peripheral modules.

23.1 Overview

23.1.1 Features

- Up to 48 channels are available.
- 1-T byte physical address space
- Transfer data length: Byte, word (2 bytes), longword (4 bytes), 8 bytes, 16 bytes, 32 bytes, and 64 bytes
- Maximum number of transfer times: 16,777,215
- Address mode: Dual address mode
- Transfer requests:

  Requests from on-chip peripheral modules or auto requests can be selected. The following modules can issue on-chip peripheral module requests.

  IIC-PMIC, TPU0, HSCIF0/1/2/3/4, MSIOF0/1/2/3, SCIF0/1/2/3/4/5, CANFD, I2C0/1/2/3/4/5/6.

  Note: The availability of these modules and channels depends on the product. Refer to Table 23.5 for available modules in each product.
- Selectable bus modes:

  Normal speed mode or slow mode can be selected for each channel.
- Either fixed priority or round-robin arbitration can be selected for use in arbitration among the transfer channels.
- Interrupt request:

  The SYS-DMAC can be set up to generate an interrupt request for the CPU upon completion of transfer under the control of one stage of the descriptor memory, at the end of the data transfer, in response to an MMU error, and in response to an address error.

- Descriptor memory function:

  Up to 128 sets of the settings for the source address register, destination address register, and transfer count register are available (if use of the descriptor memory is only enabled for one channel) for use in setting up consecutive DMA transfers (the memory can hold register values for up to 256 stages of transfer when the external memory is selected). An infinite repeat mode is also available.

Figure 23.1 shows the block diagram of the SYS-DMAC.

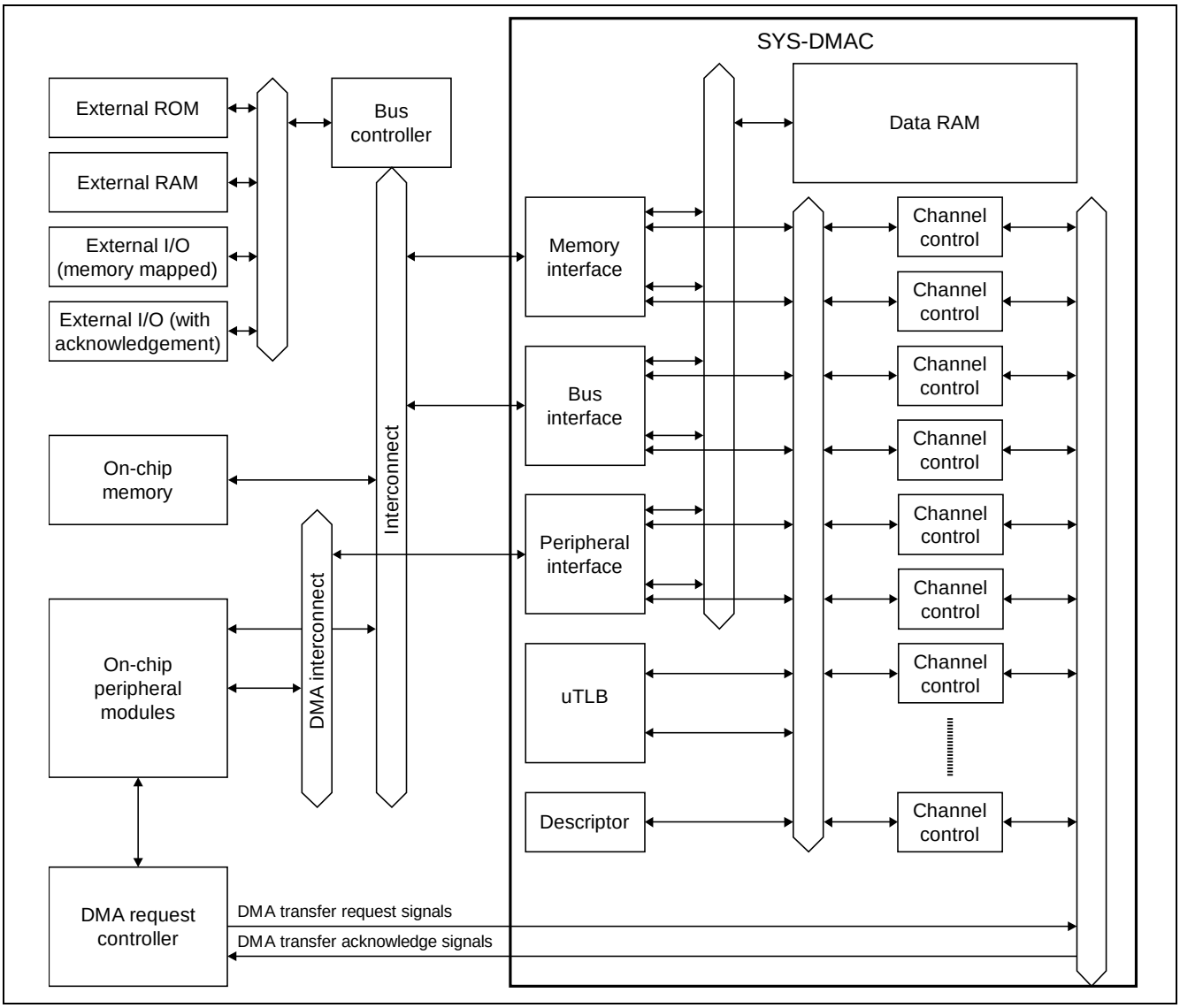


Figure 23.1 Block Diagram of the SYS-DMAC

23.1.2 External Pins

There are no external pins relevant to the SYS-DMAC.

23.1.3 Register Configuration

Table 23.1 lists the registers of the SYS-DMAC. Table 23.2 shows the register states of the SYS-DMAC in each operating mode.

Each product of the Second Generation RZ/G series has the same configuration of registers for the SYS-DMAC.

Table 23.1 Register Configuration of the SYS-DMAC

					Second Generation RZ/G Series Products			
Name	Abbreviation	R/W	Address	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA interrupt status register (for channels 0 to 15)	DMAISTA_0	R	H'E670_0020	32	√	√	√	√
DMA secure control register (for channels 0 to 15)	DMASEC_0	R/W	H'E670_0030	32	√	√	√	√
DMA operation register (for channels 0 to 15)	DMAOR_0	R/W	H'E670_0060	16	√	√	√	√
DMA channel clear register (for channels 0 to 15)	DMACHCLR_0	W	H'E670_0080	32	√	√	√	√
DPRAM secure control register (for channels 0 to 15)	DMADPSEC_0	R/W	H'E670_00A0	32	√	√	√	√
DMA source address register_0	DMASAR_0	R/W	H'E670_8000 H'E670_8020*	32	√	√	√	√
DMA destination address register_0	DMADAR_0	R/W	H'E670_8004 H'E670_8024*	32	√	√	√	√
DMA transfer count register_0	DMATCR_0	R/W	H'E670_8008	32	√	√	√	√
DMA transfer size register_0	DMATSR_0	R/W	H'E670_8028*	32	√	√	√	√
DMA channel control register_0	DMACHCR_0	R/W	H'E670_800C H'E670_802C*	32	√	√	√	√
DMA transfer count register B_0	DMATCRB_0	R/W	H'E670_8018	32	√	√	√	√
DMA transfer size register B_0	DMATSRB_0	R/W	H'E670_8038*	32	√	√	√	√
DMA channel control register B_0	DMACHCRB_0	R/W	H'E670_801C	32	√	√	√	√
DMA extended resource selector_0	DMARS_0	R/W	H'E670_8040	16	√	√	√	√
DMA buffer control register_0	DMABUFCR_0	R/W	H'E670_8048	32	√	√	√	√
DMA descriptor base address register_0	DMADPBASE_0	R/W	H'E670_8050	32	√	√	√	√
DMA descriptor control register_0	DMADPCR_0	R/W	H'E670_8054	32	√	√	√	√
DMA fixed source address register_0	DMAFIXSAR_0	R/W	H'E670_8010	32	√	√	√	√
DMA fixed destination address register_0	DMAFIXDAR_0	R/W	H'E670_8014	32	√	√	√	√
DMA fixed descriptor base address register_0	DMAFIXDP BASE_0	R/W	H'E670_8060	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA source address register_1	DMASAR_1	R/W	H'E670_8080 H'E670_80A0*	32	√	√	√	√
DMA destination address register_1	DMADAR_1	R/W	H'E670_8084 H'E670_80A4*	32	√	√	√	√
DMA transfer count register_1	DMATCR_1	R/W	H'E670_8088	32	√	√	√	√
DMA transfer size register_1	DMATSR_1	R/W	H'E670_80A8*	32	√	√	√	√
DMA channel control register_1	DMACHCR_1	R/W	H'E670_808C H'E670_80AC*	32	√	√	√	√
DMA transfer count register B_1	DMATCRB_1	R/W	H'E670_8098	32	√	√	√	√
DMA transfer size register B_1	DMATSRB_1	R/W	H'E670_80B8*	32	√	√	√	√
DMA channel control register B_1	DMACHCRB_1	R/W	H'E670_809C	32	√	√	√	√
DMA extended resource selector_1	DMARS_1	R/W	H'E670_80C0	16	√	√	√	√
DMA buffer control register_1	DMABUFCR_1	R/W	H'E670_80C8	32	√	√	√	√
DMA descriptor base address register_1	DMADPBASE_1	R/W	H'E670_80D0	32	√	√	√	√
DMA descriptor control register_1	DMADPCR_1	R/W	H'E670_80D4	32	√	√	√	√
DMA fixed descriptor base address register_1	DMAFIXDPBASE_1	R/W	H'E670_80E0	32	√	√	√	√
DMA fixed source address register_1	DMAFIXSAR_1	R/W	H'E670_8090	32	√	√	√	√
DMA fixed destination address register_1	DMAFIXDAR_1	R/W	H'E670_8094	32	√	√	√	√
DMA source address register_2	DMASAR_2	R/W	H'E670_8100 H'E670_8120*	32	√	√	√	√
DMA destination address register_2	DMADAR_2	R/W	H'E670_8104 H'E670_8124*	32	√	√	√	√
DMA transfer count register_2	DMATCR_2	R/W	H'E670_8108	32	√	√	√	√
DMA transfer size register_2	DMATSR_2	R/W	H'E670_8128*	32	√	√	√	√
DMA channel control register_2	DMACHCR_2	R/W	H'E670_810C H'E670_812C*	32	√	√	√	√
DMA transfer count register B_2	DMATCRB_2	R/W	H'E670_8118	32	√	√	√	√
DMA transfer size register B_2	DMATSRB_2	R/W	H'E670_8138*	32	√	√	√	√
DMA channel control register B_2	DMACHCRB_2	R/W	H'E670_811C	32	√	√	√	√
DMA extended resource selector_2	DMARS_2	R/W	H'E670_8140	16	√	√	√	√
DMA buffer control register_2	DMABUFCR_2	R/W	H'E670_8148	32	√	√	√	√
DMA descriptor base address register_2	DMADPBASE_2	R/W	H'E670_8150	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA descriptor control register_2	DMADPCR_2	R/W	H'E670_8154	32	√	√	√	√
DMA fixed source address register_2	DMAFIXSAR_2	R/W	H'E670_8110	32	√	√	√	√
DMA fixed destination address register_2	DMAFIXDAR_2	R/W	H'E670_8114	32	√	√	√	√
DMA fixed descriptor base address register_2	DMAFIXDPBASE_2	R/W	H'E670_8160	32	√	√	√	√
DMA source address register_3	DMASAR_3	R/W	H'E670_8180 H'E670_81A0*	32	√	√	√	√
DMA destination address register_3	DMADAR_3	R/W	H'E670_8184 H'E670_81A4*	32	√	√	√	√
DMA transfer count register_3	DMATCR_3	R/W	H'E670_8188	32	√	√	√	√
DMA transfer size register_3	DMATSR_3	R/W	H'E670_81A8*	32	√	√	√	√
DMA channel control register_3	DMACHCR_3	R/W	H'E670_818C H'E670_81AC*	32	√	√	√	√
DMA transfer count register B_3	DMATCRB_3	R/W	H'E670_8198	32	√	√	√	√
DMA transfer size register B_3	DMATSRB_3	R/W	H'E670_81B8*	32	√	√	√	√
DMA channel control register B_3	DMACHCRB_3	R/W	H'E670_819C	32	√	√	√	√
DMA extended resource selector_3	DMARS_3	R/W	H'E670_81C0	16	√	√	√	√
DMA buffer control register_3	DMABUFCR_3	R/W	H'E670_81C8	32	√	√	√	√
DMA descriptor base address register_3	DMADPBASE_3	R/W	H'E670_81D0	32	√	√	√	√
DMA descriptor control register_3	DMADPCR_3	R/W	H'E670_81D4	32	√	√	√	√
DMA fixed source address register_3	DMAFIXSAR_3	R/W	H'E670_8190	32	√	√	√	√
DMA fixed destination address register_3	DMAFIXDAR_3	R/W	H'E670_8194	32	√	√	√	√
DMA fixed descriptor base address register_3	DMAFIXDPBASE_3	R/W	H'E670_81E0	32	√	√	√	√
DMA source address register_4	DMASAR_4	R/W	H'E670_8200 H'E670_8220*	32	√	√	√	√
DMA destination address register_4	DMADAR_4	R/W	H'E670_8204 H'E670_8224*	32	√	√	√	√
DMA transfer count register_4	DMATCR_4	R/W	H'E670_8208	32	√	√	√	√
DMA transfer size register_4	DMATSR_4	R/W	H'E670_8228*	32	√	√	√	√
DMA channel control register_4	DMACHCR_4	R/W	H'E670_820C H'E670_822C*	32	√	√	√	√
DMA transfer count register B_4	DMATCRB_4	R/W	H'E670_8218	32	√	√	√	√
DMA transfer size register B_4	DMATSRB_4	R/W	H'E670_8238*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel control register B_4	DMACHCRB_4	R/W	H'E670_821C	32	√	√	√	√
DMA extended resource selector_4	DMARS_4	R/W	H'E670_8240	16	√	√	√	√
DMA buffer control register_4	DMABUFCR_4	R/W	H'E670_8248	32	√	√	√	√
DMA descriptor base address register_4	DMADPBASE_4	R/W	H'E670_8250	32	√	√	√	√
DMA descriptor control register_4	DMADPCR_4	R/W	H'E670_8254	32	√	√	√	√
DMA fixed source address register_4	DMAFIXSAR_4	R/W	H'E670_8210	32	√	√	√	√
DMA fixed destination address register_4	DMAFIXDAR_4	R/W	H'E670_8214	32	√	√	√	√
DMA fixed descriptor base address register_4	DMAFIXDPBASE_4	R/W	H'E670_8260	32	√	√	√	√
DMA source address register_5	DMASAR_5	R/W	H'E670_8280 H'E670_82A0*	32	√	√	√	√
DMA destination address register_5	DMADAR_5	R/W	H'E670_8284 H'E670_82A4*	32	√	√	√	√
DMA transfer count register_5	DMATCR_5	R/W	H'E670_8288	32	√	√	√	√
DMA transfer size register_5	DMATSR_5	R/W	H'E670_82A8*	32	√	√	√	√
DMA channel control register_5	DMACHCR_5	R/W	H'E670_828C H'E670_82AC*	32	√	√	√	√
DMA transfer count register B_5	DMATCRB_5	R/W	H'E670_8298	32	√	√	√	√
DMA transfer size register B_5	DMATSRB_5	R/W	H'E670_82B8*	32	√	√	√	√
DMA channel control register B_5	DMACHCRB_5	R/W	H'E670_829C	32	√	√	√	√
DMA extended resource selector_5	DMARS_5	R/W	H'E670_82C0	16	√	√	√	√
DMA buffer control register_5	DMABUFCR_5	R/W	H'E670_82C8	32	√	√	√	√
DMA descriptor base address register_5	DMADPBASE_5	R/W	H'E670_82D0	32	√	√	√	√
DMA descriptor control register_5	DMADPCR_5	R/W	H'E670_82D4	32	√	√	√	√
DMA fixed source address register_5	DMAFIXSAR_5	R/W	H'E670_8290	32	√	√	√	√
DMA fixed destination address register_5	DMAFIXDAR_5	R/W	H'E670_8294	32	√	√	√	√
DMA fixed descriptor base address register_5	DMAFIXDPBASE_5	R/W	H'E670_82E0	32	√	√	√	√
DMA source address register_6	DMASAR_6	R/W	H'E670_8300 H'E670_8320*	32	√	√	√	√
DMA destination address register_6	DMADAR_6	R/W	H'E670_8304 H'E670_8324*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA transfer count register_6	DMATCR_6	R/W	H'E670_8308	32	√	√	√	√
DMA transfer size register_6	DMATSR_6	R/W	H'E670_8328*	32	√	√	√	√
DMA channel control register_6	DMACHCR_6	R/W	H'E670_830C H'E670_832C*	32	√	√	√	√
DMA transfer count register B_6	DMATCRB_6	R/W	H'E670_8318	32	√	√	√	√
DMA transfer size register B_6	DMATSRB_6	R/W	H'E670_8338*	32	√	√	√	√
DMA channel control register B_6	DMACHCRB_6	R/W	H'E670_831C	32	√	√	√	√
DMA extended resource selector_6	DMARS_6	R/W	H'E670_8340	16	√	√	√	√
DMA buffer control register_6	DMABUFCR_6	R/W	H'E670_8348	32	√	√	√	√
DMA descriptor base address register_6	DMADPBASE_6	R/W	H'E670_8350	32	√	√	√	√
DMA descriptor control register_6	DMADPCR_6	R/W	H'E670_8354	32	√	√	√	√
DMA fixed source address register_6	DMAFIXSAR_6	R/W	H'E670_8310	32	√	√	√	√
DMA fixed destination address register_6	DMAFIXDAR_6	R/W	H'E670_8314	32	√	√	√	√
DMA fixed descriptor base address register_6	DMAFIXDPBASE_6	R/W	H'E670_8360	32	√	√	√	√
DMA source address register_7	DMASAR_7	R/W	H'E670_8380 H'E670_83A0*	32	√	√	√	√
DMA destination address register_7	DMADAR_7	R/W	H'E670_8384 H'E670_83A4*	32	√	√	√	√
DMA transfer count register_7	DMATCR_7	R/W	H'E670_8388	32	√	√	√	√
DMA transfer size register_7	DMATSR_7	R/W	H'E670_83A8*	32	√	√	√	√
DMA channel control register_7	DMACHCR_7	R/W	H'E670_838C H'E670_83AC*	32	√	√	√	√
DMA transfer count register B_7	DMATCRB_7	R/W	H'E670_8398	32	√	√	√	√
DMA transfer size register B_7	DMATSRB_7	R/W	H'E670_83B8*	32	√	√	√	√
DMA channel control register B_7	DMACHCRB_7	R/W	H'E670_839C	32	√	√	√	√
DMA extended resource selector_7	DMARS_7	R/W	H'E670_83C0	16	√	√	√	√
DMA buffer control register_7	DMABUFCR_7	R/W	H'E670_83C8	32	√	√	√	√
DMA descriptor base address register_7	DMADPBASE_7	R/W	H'E670_83D0	32	√	√	√	√
DMA descriptor control register_7	DMADPCR_7	R/W	H'E670_83D4	32	√	√	√	√
DMA fixed source address register_7	DMAFIXSAR_7	R/W	H'E670_8390	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed destination address register_7	DMAFIXDAR_7	R/W	H'E670_8394	32	√	√	√	√
DMA fixed descriptor base address register_7	DMAFIXDPBASE_7	R/W	H'E670_83E0	32	√	√	√	√
DMA source address register_8	DMASAR_8	R/W	H'E670_8400 H'E670_8420*	32	√	√	√	√
DMA destination address register_8	DMADAR_8	R/W	H'E670_8404 H'E670_8424*	32	√	√	√	√
DMA transfer count register_8	DMATCR_8	R/W	H'E670_8408	32	√	√	√	√
DMA transfer size register_8	DMATSR_8	R/W	H'E670_8428*	32	√	√	√	√
DMA channel control register_8	DMACHCR_8	R/W	H'E670_840C H'E670_842C*	32	√	√	√	√
DMA transfer count register B_8	DMATCRB_8	R/W	H'E670_8418	32	√	√	√	√
DMA transfer size register B_8	DMATSRB_8	R/W	H'E670_8438*	32	√	√	√	√
DMA channel control register B_8	DMACHCRB_8	R/W	H'E670_841C	32	√	√	√	√
DMA extended resource selector_8	DMARS_8	R/W	H'E670_8440	16	√	√	√	√
DMA buffer control register_8	DMABUFCR_8	R/W	H'E670_8448	32	√	√	√	√
DMA descriptor base address register_8	DMADPBASE_8	R/W	H'E670_8450	32	√	√	√	√
DMA descriptor control register_8	DMADPCR_8	R/W	H'E670_8454	32	√	√	√	√
DMA fixed source address register_8	DMAFIXSAR_8	R/W	H'E670_8410	32	√	√	√	√
DMA fixed destination address register_8	DMAFIXDAR_8	R/W	H'E670_8414	32	√	√	√	√
DMA fixed descriptor base address register_8	DMAFIXDPBASE_8	R/W	H'E670_8460	32	√	√	√	√
DMA source address register_9	DMASAR_9	R/W	H'E670_8480 H'E670_84A0*	32	√	√	√	√
DMA destination address register_9	DMADAR_9	R/W	H'E670_8484 H'E670_84A4*	32	√	√	√	√
DMA transfer count register_9	DMATCR_9	R/W	H'E670_8488	32	√	√	√	√
DMA transfer size register_9	DMATSR_9	R/W	H'E670_84A8*	32	√	√	√	√
DMA channel control register_9	DMACHCR_9	R/W	H'E670_848C H'E670_84AC*	32	√	√	√	√
DMA transfer count register B_9	DMATCRB_9	R/W	H'E670_8498	32	√	√	√	√
DMA transfer size register B_9	DMATSRB_9	R/W	H'E670_84B8*	32	√	√	√	√
DMA channel control register B_9	DMACHCRB_9	R/W	H'E670_849C	32	√	√	√	√
DMA extended resource selector_9	DMARS_9	R/W	H'E670_84C0	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA buffer control register_9	DMABUFCR_9	R/W	H'E670_84C8	32	√	√	√	√
DMA descriptor base address register_9	DMADPBASE_9	R/W	H'E670_84D0	32	√	√	√	√
DMA descriptor control register_9	DMADPCR_9	R/W	H'E670_84D4	32	√	√	√	√
DMA fixed source address register_9	DMAFIXSAR_9	R/W	H'E670_8490	32	√	√	√	√
DMA fixed destination address register_9	DMAFIXDAR_9	R/W	H'E670_8494	32	√	√	√	√
DMA fixed descriptor base address register_9	DMAFIXDPBASE_9	R/W	H'E670_84E0	32	√	√	√	√
DMA source address register_10	DMASAR_10	R/W	H'E670_8500 H'E670_8520*	32	√	√	√	√
DMA destination address register_10	DMADAR_10	R/W	H'E670_8504 H'E670_8524*	32	√	√	√	√
DMA transfer count register_10	DMATCR_10	R/W	H'E670_8508	32	√	√	√	√
DMA transfer size register_10	DMATSR_10	R/W	H'E670_8528*	32	√	√	√	√
DMA channel control register_10	DMACHCR_10	R/W	H'E670_850C H'E670_852C*	32	√	√	√	√
DMA transfer count register B_10	DMATCRB_10	R/W	H'E670_8518	32	√	√	√	√
DMA transfer size register B_10	DMATSRB_10	R/W	H'E670_8538*	32	√	√	√	√
DMA channel control register B_10	DMACHCRB_10	R/W	H'E670_851C	32	√	√	√	√
DMA extended resource selector_10	DMARS_10	R/W	H'E670_8540	16	√	√	√	√
DMA buffer control register_10	DMABUFCR_10	R/W	H'E670_8548	32	√	√	√	√
DMA descriptor base address register_10	DMADPBASE_10	R/W	H'E670_8550	32	√	√	√	√
DMA descriptor control register_10	DMADPCR_10	R/W	H'E670_8554	32	√	√	√	√
DMA fixed source address register_10	DMAFIXSAR_10	R/W	H'E670_8510	32	√	√	√	√
DMA fixed destination address register_10	DMAFIXDAR_10	R/W	H'E670_8514	32	√	√	√	√
DMA fixed descriptor base address register_10	DMAFIXDPBASE_10	R/W	H'E670_8560	32	√	√	√	√
DMA source address register_11	DMASAR_11	R/W	H'E670_8580 H'E670_85A0*	32	√	√	√	√
DMA destination address register_11	DMADAR_11	R/W	H'E670_8584 H'E670_85A4*	32	√	√	√	√
DMA transfer count register_11	DMATCR_11	R/W	H'E670_8588	32	√	√	√	√
DMA transfer size register_11	DMATSR_11	R/W	H'E670_85A8*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel control register_11	DMACHCR_11	R/W	H'E670_858C H'E670_85AC*	32	√	√	√	√
DMA transfer count register B_11	DMATCRB_11	R/W	H'E670_8598	32	√	√	√	√
DMA transfer size register B_11	DMATSRB_11	R/W	H'E670_85B8*	32	√	√	√	√
DMA channel control register B_11	DMACHCRB_11	R/W	H'E670_859C	32	√	√	√	√
DMA extended resource selector_11	DMARS_11	R/W	H'E670_85C0	16	√	√	√	√
DMA buffer control register_11	DMABUFCR_11	R/W	H'E670_85C8	32	√	√	√	√
DMA descriptor base address register_11	DMADPBASE_11	R/W	H'E670_85D0	32	√	√	√	√
DMA descriptor control register_11	DMADPCR_11	R/W	H'E670_85D4	32	√	√	√	√
DMA fixed source address register_11	DMAFIXSAR_11	R/W	H'E670_8590	32	√	√	√	√
DMA fixed destination address register_11	DMAFIXDAR_11	R/W	H'E670_8594	32	√	√	√	√
DMA fixed descriptor base address register_11	DMAFIXDPBASE_11	R/W	H'E670_85E0	32	√	√	√	√
DMA source address register_12	DMASAR_12	R/W	H'E670_8600 H'E670_8620*	32	√	√	√	√
DMA destination address register_12	DMADAR_12	R/W	H'E670_8604 H'E670_8624*	32	√	√	√	√
DMA transfer count register_12	DMATCR_12	R/W	H'E670_8608	32	√	√	√	√
DMA transfer size register_12	DMATSR_12	R/W	H'E670_8628*	32	√	√	√	√
DMA channel control register_12	DMACHCR_12	R/W	H'E670_860C H'E670_862C*	32	√	√	√	√
DMA transfer count register B_12	DMATCRB_12	R/W	H'E670_8618	32	√	√	√	√
DMA transfer size register B_12	DMATSRB_12	R/W	H'E670_8638*	32	√	√	√	√
DMA channel control register B_12	DMACHCRB_12	R/W	H'E670_861C	32	√	√	√	√
DMA extended resource selector_12	DMARS_12	R/W	H'E670_8640	16	√	√	√	√
DMA buffer control register_12	DMABUFCR_12	R/W	H'E670_8648	32	√	√	√	√
DMA descriptor base address register_12	DMADPBASE_12	R/W	H'E670_8650	32	√	√	√	√
DMA descriptor control register_12	DMADPCR_12	R/W	H'E670_8654	32	√	√	√	√
DMA fixed source address register_12	DMAFIXSAR_12	R/W	H'E670_8610	32	√	√	√	√
DMA fixed destination address register_12	DMAFIXDAR_12	R/W	H'E670_8614	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_12	DMAFIXDPBASE_12	R/W	H'E670_8660	32	√	√	√	√
DMA source address register_13	DMASAR_13	R/W	H'E670_8680 H'E670_86A0*	32	√	√	√	√
DMA destination address register_13	DMADAR_13	R/W	H'E670_8684 H'E670_86A4*	32	√	√	√	√
DMA transfer count register_13	DMATCR_13	R/W	H'E670_8688	32	√	√	√	√
DMA transfer size register_13	DMATSR_13	R/W	H'E670_86A8*	32	√	√	√	√
DMA channel control register_13	DMACHCR_13	R/W	H'E670_868C H'E670_86AC*	32	√	√	√	√
DMA transfer count register B_13	DMATCRB_13	R/W	H'E670_8698	32	√	√	√	√
DMA transfer size register B_13	DMATSRB_13	R/W	H'E670_86B8*	32	√	√	√	√
DMA channel control register B_13	DMACHCRB_13	R/W	H'E670_869C	32	√	√	√	√
DMA extended resource selector_13	DMARS_13	R/W	H'E670_86C0	16	√	√	√	√
DMA buffer control register_13	DMABUFCR_13	R/W	H'E670_86C8	32	√	√	√	√
DMA descriptor base address register_13	DMADPBASE_13	R/W	H'E670_86D0	32	√	√	√	√
DMA descriptor control register_13	DMADPCR_13	R/W	H'E670_86D4	32	√	√	√	√
DMA fixed source address register_13	DMAFIXSAR_13	R/W	H'E670_8690	32	√	√	√	√
DMA fixed destination address register_13	DMAFIXDAR_13	R/W	H'E670_8694	32	√	√	√	√
DMA fixed descriptor base address register_13	DMAFIXDPBASE_13	R/W	H'E670_86E0	32	√	√	√	√
DMA source address register_14	DMASAR_14	R/W	H'E670_8700 H'E670_8720*	32	√	√	√	√
DMA destination address register_14	DMADAR_14	R/W	H'E670_8704 H'E670_8724*	32	√	√	√	√
DMA transfer count register_14	DMATCR_14	R/W	H'E670_8708	32	√	√	√	√
DMA transfer size register_14	DMATSR_14	R/W	H'E670_8728*	32	√	√	√	√
DMA channel control register_14	DMACHCR_14	R/W	H'E670_870C H'E670_872C*	32	√	√	√	√
DMA transfer count register B_14	DMATCRB_14	R/W	H'E670_8718	32	√	√	√	√
DMA transfer size register B_14	DMATSRB_14	R/W	H'E670_8738*	32	√	√	√	√
DMA channel control register B_14	DMACHCRB_14	R/W	H'E670_871C	32	√	√	√	√
DMA extended resource selector_14	DMARS_14	R/W	H'E670_8740	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA buffer control register_14	DMABUFCR_14	R/W	H'E670_8748	32	√	√	√	√
DMA descriptor base address register_14	DMADPBASE_14	R/W	H'E670_8750	32	√	√	√	√
DMA descriptor control register_14	DMADPCR_14	R/W	H'E670_8754	32	√	√	√	√
DMA fixed source address register_14	DMAFIXSAR_14	R/W	H'E670_8710	32	√	√	√	√
DMA fixed destination address register_14	DMAFIXDAR_14	R/W	H'E670_8714	32	√	√	√	√
DMA fixed descriptor base address register_14	DMAFIXDPBASE_14	R/W	H'E670_8760	32	√	√	√	√
DMA source address register_15	DMASAR_15	R/W	H'E670_8780 H'E670_87A0*	32	√	√	√	√
DMA destination address register_15	DMADAR_15	R/W	H'E670_8784 H'E670_87A4*	32	√	√	√	√
DMA transfer count register_15	DMATCR_15	R/W	H'E670_8788	32	√	√	√	√
DMA transfer size register_15	DMATSR_15	R/W	H'E670_87A8*	32	√	√	√	√
DMA channel control register_15	DMACHCR_15	R/W	H'E670_878C H'E670_87AC*	32	√	√	√	√
DMA transfer count register B_15	DMATCRB_15	R/W	H'E670_8798	32	√	√	√	√
DMA transfer size register B_15	DMATSRB_15	R/W	H'E670_87B8*	32	√	√	√	√
DMA channel control register B_15	DMACHCRB_15	R/W	H'E670_879C	32	√	√	√	√
DMA extended resource selector_15	DMARS_15	R/W	H'E670_87C0	16	√	√	√	√
DMA buffer control register_15	DMABUFCR_15	R/W	H'E670_87C8	32	√	√	√	√
DMA descriptor base address register_15	DMADPBASE_15	R/W	H'E670_87D0	32	√	√	√	√
DMA descriptor control register_15	DMADPCR_15	R/W	H'E670_87D4	32	√	√	√	√
DMA fixed source address register_15	DMAFIXSAR_15	R/W	H'E670_8790	32	√	√	√	√
DMA fixed destination address register_15	DMAFIXDAR_15	R/W	H'E670_8794	32	√	√	√	√
DMA fixed descriptor base address register_15	DMAFIXDPBASE_15	R/W	H'E670_87E0	32	√	√	√	√
Descriptor memory (for channels 0 to 15)	DescriptorMEM	R/W	H'E670_A000 to H'E670_A7FC	32	√	√	√	√
Secure function Secure Status register (for channels 0 to 15)	DMASES_0	R/W	H'E670_00C0	32	√	√	√	√
Secure function Slave Error Address register (for channels 0 to 15)	DMASEA_0	R	H'E670_00C4	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Secure function Error Master ID register (for channels 0 to 15)	DMAEMID_0	R/W	H'E670_00C8	32	√	√	√	√
DMA interrupt status register (for channels 16 to 31)	DMAISTA_1	R	H'E730_0020	32	√	√	√	√
DMA secure control register (for channels 16 to 31)	DMASEC_1	R/W	H'E730_0030	32	√	√	√	√
DMA operation register (for channels 16 to 31)	DMAOR_1	R/W	H'E730_0060	16	√	√	√	√
DMA channel clear register (for channels 16 to 31)	DMACHCLR_1	W	H'E730_0080	32	√	√	√	√
DPRAM secure control register (for channels 16 to 31)	DMADPSEC_1	R/W	H'E730_00A0	32	√	√	√	√
DMA source address register_16	DMASAR_16	R/W	H'E730_8000 H'E730_8020*	32	√	√	√	√
DMA destination address register_16	DMADAR_16	R/W	H'E730_8004 H'E730_8024*	32	√	√	√	√
DMA transfer count register_16	DMATCR_16	R/W	H'E730_8008	32	√	√	√	√
DMA transfer size register_16	DMATSR_16	R/W	H'E730_8028*	32	√	√	√	√
DMA channel control register_16	DMACHCR_16	R/W	H'E730_800C H'E730_802C*	32	√	√	√	√
DMA transfer count register B_16	DMATCRB_16	R/W	H'E730_8018	32	√	√	√	√
DMA transfer size register B_16	DMATSRB_16	R/W	H'E730_8038	32	√	√	√	√
DMA channel control register B_16	DMACHCRB_16	R/W	H'E730_801C	32	√	√	√	√
DMA extended resource selector_16	DMARS_16	R/W	H'E730_8040	16	√	√	√	√
DMA buffer control register_16	DMABUFCR_16	R/W	H'E730_8048	32	√	√	√	√
DMA descriptor base address register_16	DMADPBASE_16	R/W	H'E730_8050	32	√	√	√	√
DMA descriptor control register_16	DMADPCR_16	R/W	H'E730_8054	32	√	√	√	√
DMA fixed source address register_16	DMAFIXSAR_16	R/W	H'E730_8010	32	√	√	√	√
DMA fixed destination address register_16	DMAFIXDAR_16	R/W	H'E730_8014	32	√	√	√	√
DMA fixed descriptor base address register_16	DMAFIXDPBASE_16	R/W	H'E730_8060	32	√	√	√	√
DMA source address register_17	DMASAR_17	R/W	H'E730_8080 H'E730_80A0*	32	√	√	√	√
DMA destination address register_17	DMADAR_17	R/W	H'E730_8084 H'E730_80A4*	32	√	√	√	√
DMA transfer count register_17	DMATCR_17	R/W	H'E730_8088	32	√	√	√	√
DMA transfer size register_17	DMATSR_17	R/W	H'E730_80A8*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel control register_17	DMACHCR_17	R/W	H'E730_808C H'E73080AC*	32	√	√	√	√
DMA transfer count register B_17	DMATCRB_17	R/W	H'E730_8098	32	√	√	√	√
DMA transfer size register B_17	DMATSRB_17	R/W	H'E730_80B8*	32	√	√	√	√
DMA channel control register B_17	DMACHCRB_17	R/W	H'E730_809C	32	√	√	√	√
DMA extended resource selector_17	DMARS_17	R/W	H'E730_80C0	16	√	√	√	√
DMA buffer control register_17	DMABUFCR_17	R/W	H'E730_80C8	32	√	√	√	√
DMA descriptor base address register_17	DMADPBASE_17	R/W	H'E730_80D0	32	√	√	√	√
DMA descriptor control register_17	DMADPCR_17	R/W	H'E730_80D4	32	√	√	√	√
DMA fixed descriptor base address register_17	DMAFIXDPBASE_17	R/W	H'E730_80E0	32	√	√	√	√
DMA fixed source address register_17	DMAFIXSAR_17	R/W	H'E730_8090	32	√	√	√	√
DMA fixed destination address register_17	DMAFIXDAR_17	R/W	H'E730_8094	32	√	√	√	√
DMA source address register_18	DMASAR_18	R/W	H'E730_8100 H'E730_8120*	32	√	√	√	√
DMA destination address register_18	DMADAR_18	R/W	H'E730_8104 H'E730_8124*	32	√	√	√	√
DMA transfer count register_18	DMATCR_18	R/W	H'E730_8108	32	√	√	√	√
DMA transfer size register_18	DMATSR_18	R/W	H'E730_8128*	32	√	√	√	√
DMA channel control register_18	DMACHCR_18	R/W	H'E730_810C H'E730_812C*	32	√	√	√	√
DMA transfer count register B_18	DMATCRB_18	R/W	H'E730_8118	32	√	√	√	√
DMA transfer size register B_18	DMATSRB_18	R/W	H'E730_8138*	32	√	√	√	√
DMA channel control register B_18	DMACHCRB_18	R/W	H'E730_811C	32	√	√	√	√
DMA extended resource selector_18	DMARS_18	R/W	H'E730_8140	16	√	√	√	√
DMA buffer control register_18	DMABUFCR_18	R/W	H'E730_8148	32	√	√	√	√
DMA descriptor base address register_18	DMADPBASE_18	R/W	H'E730_8150	32	√	√	√	√
DMA descriptor control register_18	DMADPCR_18	R/W	H'E730_8154	32	√	√	√	√
DMA fixed source address register_18	DMAFIXSAR_18	R/W	H'E730_8110	32	√	√	√	√
DMA fixed destination address register_18	DMAFIXDAR_18	R/W	H'E730_8114	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_18	DMAFIXDPBASE_18	R/W	H'E730_8160	32	√	√	√	√
DMA source address register_19	DMASAR_19	R/W	H'E730_8180 H'E730_81A0*	32	√	√	√	√
DMA destination address register_19	DMADAR_19	R/W	H'E730_8184 H'E730_81A4*	32	√	√	√	√
DMA transfer count register_19	DMATCR_19	R/W	H'E730_8188	32	√	√	√	√
DMA transfer size register_19	DMATSR_19	R/W	H'E730_81A8*	32	√	√	√	√
DMA channel control register_19	DMACHCR_19	R/W	H'E730_818C H'E730_81AC*	32	√	√	√	√
DMA transfer count register B_19	DMATCRB_19	R/W	H'E730_8198	32	√	√	√	√
DMA transfer size register B_19	DMATSRB_19	R/W	H'E730_81B8*	32	√	√	√	√
DMA channel control register B_19	DMACHCRB_19	R/W	H'E730_819C	32	√	√	√	√
DMA extended resource selector_19	DMARS_19	R/W	H'E730_81C0	16	√	√	√	√
DMA buffer control register_19	DMABUFCR_19	R/W	H'E730_81C8	32	√	√	√	√
DMA descriptor base address register_19	DMADPBASE_19	R/W	H'E730_81D0	32	√	√	√	√
DMA descriptor control register_19	DMADPCR_19	R/W	H'E730_81D4	32	√	√	√	√
DMA fixed source address register_19	DMAFIXSAR_19	R/W	H'E730_8190	32	√	√	√	√
DMA fixed destination address register_19	DMAFIXDAR_19	R/W	H'E730_8194	32	√	√	√	√
DMA fixed descriptor base address register_19	DMAFIXDPBASE_19	R/W	H'E730_81E0	32	√	√	√	√
DMA source address register_20	DMASAR_20	R/W	H'E730_8200 H'E730_8220*	32	√	√	√	√
DMA destination address register_20	DMADAR_20	R/W	H'E730_8204 H'E730_8224*	32	√	√	√	√
DMA transfer count register_20	DMATCR_20	R/W	H'E730_8208	32	√	√	√	√
DMA transfer size register_20	DMATSR_20	R/W	H'E730_8228*	32	√	√	√	√
DMA channel control register_20	DMACHCR_20	R/W	H'E730_820C H'E730_822C*	32	√	√	√	√
DMA transfer count register B_20	DMATCRB_20	R/W	H'E730_8218	32	√	√	√	√
DMA transfer size register B_20	DMATSRB_20	R/W	H'E730_8238*	32	√	√	√	√
DMA channel control register B_20	DMACHCRB_20	R/W	H'E730_821C	32	√	√	√	√
DMA extended resource selector_20	DMARS_20	R/W	H'E730_8240	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA buffer control register_20	DMABUFCR_20	R/W	H'E730_8248	32	√	√	√	√
DMA descriptor base address register_20	DMADPBASE_20	R/W	H'E730_8250	32	√	√	√	√
DMA descriptor control register_20	DMADPCR_20	R/W	H'E730_8254	32	√	√	√	√
DMA fixed source address register_20	DMAFIXSAR_20	R/W	H'E730_8210	32	√	√	√	√
DMA fixed destination address register_20	DMAFIXDAR_20	R/W	H'E730_8214	32	√	√	√	√
DMA fixed descriptor base address register_20	DMAFIXDPBASE_20	R/W	H'E730_8260	32	√	√	√	√
DMA source address register_21	DMASAR_21	R/W	H'E730_8280 H'E730_82A0*	32	√	√	√	√
DMA destination address register_21	DMADAR_21	R/W	H'E730_8284 H'E730_82A4*	32	√	√	√	√
DMA transfer count register_21	DMATCR_21	R/W	H'E730_8288	32	√	√	√	√
DMA transfer size register_21	DMATSR_21	R/W	H'E730_82A8*	32	√	√	√	√
DMA channel control register_21	DMACHCR_21	R/W	H'E730_828C H'E730_82AC*	32	√	√	√	√
DMA transfer count register B_21	DMATCRB_21	R/W	H'E730_8298	32	√	√	√	√
DMA transfer size register B_21	DMATSRB_21	R/W	H'E730_82B8*	32	√	√	√	√
DMA channel control register B_21	DMACHCRB_21	R/W	H'E730_829C	32	√	√	√	√
DMA extended resource selector_21	DMARS_21	R/W	H'E730_82C0	16	√	√	√	√
DMA buffer control register_21	DMABUFCR_21	R/W	H'E730_82C8	32	√	√	√	√
DMA descriptor base address register_21	DMADPBASE_21	R/W	H'E730_82D0	32	√	√	√	√
DMA descriptor control register_21	DMADPCR_21	R/W	H'E730_82D4	32	√	√	√	√
DMA fixed source address register_21	DMAFIXSAR_21	R/W	H'E730_8290	32	√	√	√	√
DMA fixed destination address register_21	DMAFIXDAR_21	R/W	H'E730_8294	32	√	√	√	√
DMA fixed descriptor base address register_21	DMAFIXDPBASE_21	R/W	H'E730_82E0	32	√	√	√	√
DMA source address register_22	DMASAR_22	R/W	H'E730_8300 H'E730_8320*	32	√	√	√	√
DMA destination address register_22	DMADAR_22	R/W	H'E730_8304 H'E730_8324*	32	√	√	√	√
DMA transfer count register_22	DMATCR_22	R/W	H'E730_8308	32	√	√	√	√
DMA transfer size register_22	DMATSR_22	R/W	H'E730_8328*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel control register_22	DMACHCR_22	R/W	H'E730_830C H'E730_832C*	32	√	√	√	√
DMA transfer count register B_22	DMATCRB_22	R/W	H'E730_8318	32	√	√	√	√
DMA transfer size register B_22	DMATSRB_22	R/W	H'E730_8338*	32	√	√	√	√
DMA channel control register B_22	DMACHCRB_22	R/W	H'E730_831C	32	√	√	√	√
DMA extended resource selector_22	DMARS_22	R/W	H'E730_8340	16	√	√	√	√
DMA buffer control register_22	DMABUFCR_22	R/W	H'E730_8348	32	√	√	√	√
DMA descriptor base address register_22	DMADPBASE_22	R/W	H'E730_8350	32	√	√	√	√
DMA descriptor control register_22	DMADPCR_22	R/W	H'E730_8354	32	√	√	√	√
DMA fixed source address register_22	DMAFIXSAR_22	R/W	H'E730_8310	32	√	√	√	√
DMA fixed destination address register_22	DMAFIXDAR_22	R/W	H'E730_8314	32	√	√	√	√
DMA fixed descriptor base address register_22	DMAFIXDPBASE_22	R/W	H'E730_8360	32	√	√	√	√
DMA source address register_23	DMASAR_23	R/W	H'E730_8380 H'E730_83A0*	32	√	√	√	√
DMA destination address register_23	DMADAR_23	R/W	H'E730_8384 H'E730_83A4*	32	√	√	√	√
DMA transfer count register_23	DMATCR_23	R/W	H'E730_8388	32	√	√	√	√
DMA transfer size register_23	DMATSR_23	R/W	H'E730_83A8*	32	√	√	√	√
DMA channel control register_23	DMACHCR_23	R/W	H'E730_838C H'E730_83AC*	32	√	√	√	√
DMA transfer count register B_23	DMATCRB_23	R/W	H'E730_8398	32	√	√	√	√
DMA transfer size register B_23	DMATSRB_23	R/W	H'E730_83B8*	32	√	√	√	√
DMA channel control register B_23	DMACHCRB_23	R/W	H'E730_839C	32	√	√	√	√
DMA extended resource selector_23	DMARS_23	R/W	H'E730_83C0	16	√	√	√	√
DMA buffer control register_23	DMABUFCR_23	R/W	H'E730_83C8	32	√	√	√	√
DMA descriptor base address register_23	DMADPBASE_23	R/W	H'E730_83D0	32	√	√	√	√
DMA descriptor control register_23	DMADPCR_23	R/W	H'E730_83D4	32	√	√	√	√
DMA fixed source address register_23	DMAFIXSAR_23	R/W	H'E730_8390	32	√	√	√	√
DMA fixed destination address register_23	DMAFIXDAR_23	R/W	H'E730_8394	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_23	DMAFIXDPBASE_23	R/W	H'E730_83E0	32	√	√	√	√
DMA source address register_24	DMASAR_24	R/W	H'E730_8400 H'E730_8420*	32	√	√	√	√
DMA destination address register_24	DMADAR_24	R/W	H'E730_8404 H'E730_8424*	32	√	√	√	√
DMA transfer count register_24	DMATCR_24	R/W	H'E730_8408	32	√	√	√	√
DMA transfer size register_24	DMATSR_24	R/W	H'E730_8428*	32	√	√	√	√
DMA channel control register_24	DMACHCR_24	R/W	H'E730_840C H'E730_842C*	32	√	√	√	√
DMA transfer count register B_24	DMATCRB_24	R/W	H'E730_8418	32	√	√	√	√
DMA transfer size register B_24	DMATSRB_24	R/W	H'E730_8438*	32	√	√	√	√
DMA channel control register B_24	DMACHCRB_24	R/W	H'E730_841C	32	√	√	√	√
DMA extended resource selector_24	DMARS_24	R/W	H'E730_8440	16	√	√	√	√
DMA buffer control register_24	DMABUFCR_24	R/W	H'E730_8448	32	√	√	√	√
DMA descriptor base address register_24	DMADPBASE_24	R/W	H'E730_8450	32	√	√	√	√
DMA descriptor control register_24	DMADPCR_24	R/W	H'E730_8454	32	√	√	√	√
DMA fixed source address register_24	DMAFIXSAR_24	R/W	H'E730_8410	32	√	√	√	√
DMA fixed destination address register_24	DMAFIXDAR_24	R/W	H'E730_8414	32	√	√	√	√
DMA fixed descriptor base address register_24	DMAFIXDPBASE_24	R/W	H'E730_8460	32	√	√	√	√
DMA source address register_25	DMASAR_25	R/W	H'E730_8480 H'E730_84A0*	32	√	√	√	√
DMA destination address register_25	DMADAR_25	R/W	H'E730_8484 H'E730_84A4*	32	√	√	√	√
DMA transfer count register_25	DMATCR_25	R/W	H'E730_8488	32	√	√	√	√
DMA transfer size register_25	DMATSR_25	R/W	H'E730_84A8*	32	√	√	√	√
DMA channel control register_25	DMACHCR_25	R/W	H'E730_848C H'E730_84AC*	32	√	√	√	√
DMA transfer count register B_25	DMATCRB_25	R/W	H'E730_8498	32	√	√	√	√
DMA transfer size register B_25	DMATSRB_25	R/W	H'E730_84B8*	32	√	√	√	√
DMA channel control register B_25	DMACHCRB_25	R/W	H'E730_849C	32	√	√	√	√
DMA extended resource selector_25	DMARS_25	R/W	H'E730_84C0	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA buffer control register_25	DMABUFCR_25	R/W	H'E730_84C8	32	√	√	√	√
DMA descriptor base address register_25	DMADPBASE_25	R/W	H'E730_84D0	32	√	√	√	√
DMA descriptor control register_25	DMADPCR_25	R/W	H'E730_84D4	32	√	√	√	√
DMA fixed source address register_25	DMAFIXSAR_25	R/W	H'E730_8490	32	√	√	√	√
DMA fixed destination address register_25	DMAFIXDAR_25	R/W	H'E730_8494	32	√	√	√	√
DMA fixed descriptor base address register_25	DMAFIXDPBASE_25	R/W	H'E730_84E0	32	√	√	√	√
DMA source address register_26	DMASAR_26	R/W	H'E730_8500 H'E730_8520*	32	√	√	√	√
DMA destination address register_26	DMADAR_26	R/W	H'E730_8504 H'E730_8524*	32	√	√	√	√
DMA transfer count register_26	DMATCR_26	R/W	H'E730_8508	32	√	√	√	√
DMA transfer size register_26	DMATSR_26	R/W	H'E730_8528*	32	√	√	√	√
DMA channel control register_26	DMACHCR_26	R/W	H'E730_850C H'E730_852C*	32	√	√	√	√
DMA transfer count register B_26	DMATCRB_26	R/W	H'E730_8518	32	√	√	√	√
DMA transfer size register B_26	DMATSRB_26	R/W	H'E730_8538*	32	√	√	√	√
DMA channel control register B_26	DMACHCRB_26	R/W	H'E730_851C	32	√	√	√	√
DMA extended resource selector_26	DMARS_26	R/W	H'E730_8540	16	√	√	√	√
DMA buffer control register_26	DMABUFCR_26	R/W	H'E730_8548	32	√	√	√	√
DMA descriptor base address register_26	DMADPBASE_26	R/W	H'E730_8550	32	√	√	√	√
DMA descriptor control register_26	DMADPCR_26	R/W	H'E730_8554	32	√	√	√	√
DMA fixed source address register_26	DMAFIXSAR_26	R/W	H'E730_8510	32	√	√	√	√
DMA fixed destination address register_26	DMAFIXDAR_26	R/W	H'E730_8514	32	√	√	√	√
DMA fixed descriptor base address register_26	DMAFIXDPBASE_26	R/W	H'E730_8560	32	√	√	√	√
DMA source address register_27	DMASAR_27	R/W	H'E730_8580 H'E730_85A0*	32	√	√	√	√
DMA destination address register_27	DMADAR_27	R/W	H'E730_8584 H'E730_85A4*	32	√	√	√	√
DMA transfer count register_27	DMATCR_27	R/W	H'E730_8588	32	√	√	√	√
DMA transfer size register_27	DMATSR_27	R/W	H'E730_85A8*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel control register_27	DMACHCR_27	R/W	H'E730_858C H'E730_85AC*	32	√	√	√	√
DMA transfer count register B_27	DMATCRB_27	R/W	H'E730_8598	32	√	√	√	√
DMA transfer size register B_27	DMATSRB_27	R/W	H'E730_85B8*	32	√	√	√	√
DMA channel control register B_27	DMACHCRB_27	R/W	H'E730_859C	32	√	√	√	√
DMA extended resource selector_27	DMARS_27	R/W	H'E730_85C0	16	√	√	√	√
DMA buffer control register_27	DMABUFCR_27	R/W	H'E730_85C8	32	√	√	√	√
DMA descriptor base address register_27	DMADPBASE_27	R/W	H'E730_85D0	32	√	√	√	√
DMA descriptor control register_27	DMADPCR_27	R/W	H'E730_85D4	32	√	√	√	√
DMA fixed source address register_27	DMAFIXSAR_27	R/W	H'E730_8590	32	√	√	√	√
DMA fixed destination address register_27	DMAFIXDAR_27	R/W	H'E730_8594	32	√	√	√	√
DMA fixed descriptor base address register_27	DMAFIXDPBASE_27	R/W	H'E730_85E0	32	√	√	√	√
DMA source address register_28	DMASAR_28	R/W	H'E730_8600 H'E730_8620*	32	√	√	√	√
DMA destination address register_28	DMADAR_28	R/W	H'E730_8604 H'E730_8624*	32	√	√	√	√
DMA transfer count register_28	DMATCR_28	R/W	H'E730_8608	32	√	√	√	√
DMA transfer size register_28	DMATSR_28	R/W	H'E730_8628*	32	√	√	√	√
DMA channel control register_28	DMACHCR_28	R/W	H'E730_860C H'E730_862C*	32	√	√	√	√
DMA transfer count register B_28	DMATCRB_28	R/W	H'E730_8618	32	√	√	√	√
DMA transfer size register B_28	DMATSRB_28	R/W	H'E730_8638*	32	√	√	√	√
DMA channel control register B_28	DMACHCRB_28	R/W	H'E730_861C	32	√	√	√	√
DMA extended resource selector_28	DMARS_28	R/W	H'E730_8640	16	√	√	√	√
DMA buffer control register_28	DMABUFCR_28	R/W	H'E730_8648	32	√	√	√	√
DMA descriptor base address register_28	DMADPBASE_28	R/W	H'E730_8650	32	√	√	√	√
DMA descriptor control register_28	DMADPCR_28	R/W	H'E730_8654	32	√	√	√	√
DMA fixed source address register_28	DMAFIXSAR_28	R/W	H'E730_8610	32	√	√	√	√
DMA fixed destination address register_28	DMAFIXDAR_28	R/W	H'E730_8614	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_28	DMAFIXDPBASE_28	R/W	H'E730_8660	32	√	√	√	√
DMA source address register_29	DMASAR_29	R/W	H'E730_8680 H'E730_86A0*	32	√	√	√	√
DMA destination address register_29	DMADAR_29	R/W	H'E730_8684 H'E730_86A4*	32	√	√	√	√
DMA transfer count register_29	DMATCR_29	R/W	H'E730_8688	32	√	√	√	√
DMA transfer size register_29	DMATSR_29	R/W	H'E730_86A8*	32	√	√	√	√
DMA channel control register_29	DMACHCR_29	R/W	H'E730_868C H'E730_86AC*	32	√	√	√	√
DMA transfer count register B_29	DMATCRB_29	R/W	H'E730_8698	32	√	√	√	√
DMA transfer size register B_29	DMATSRB_29	R/W	H'E730_86B8*	32	√	√	√	√
DMA channel control register B_29	DMACHCRB_29	R/W	H'E730_869C	32	√	√	√	√
DMA extended resource selector_29	DMARS_29	R/W	H'E730_86C0	16	√	√	√	√
DMA buffer control register_29	DMABUFCR_29	R/W	H'E730_86C8	32	√	√	√	√
DMA descriptor base address register_29	DMADPBASE_29	R/W	H'E730_86D0	32	√	√	√	√
DMA descriptor control register_29	DMADPCR_29	R/W	H'E730_86D4	32	√	√	√	√
DMA fixed source address register_29	DMAFIXSAR_29	R/W	H'E730_8690	32	√	√	√	√
DMA fixed destination address register_29	DMAFIXDAR_29	R/W	H'E730_8694	32	√	√	√	√
DMA fixed descriptor base address register_29	DMAFIXDPBASE_29	R/W	H'E730_86E0	32	√	√	√	√
DMA source address register_30	DMASAR_30	R/W	H'E730_8700 H'E730_8720*	32	√	√	√	√
DMA destination address register_30	DMADAR_30	R/W	H'E730_8704 H'E730_8724*	32	√	√	√	√
DMA transfer count register_30	DMATCR_30	R/W	H'E730_8708	32	√	√	√	√
DMA transfer size register_30	DMATSR_30	R/W	H'E730_8728*	32	√	√	√	√
DMA channel control register_30	DMACHCR_30	R/W	H'E730_870C H'E730_872C*	32	√	√	√	√
DMA transfer count register B_30	DMATCRB_30	R/W	H'E730_8718	32	√	√	√	√
DMA transfer size register B_30	DMATSRB_30	R/W	H'E730_8738*	32	√	√	√	√
DMA channel control register B_30	DMACHCRB_30	R/W	H'E730_871C	32	√	√	√	√
DMA extended resource selector_30	DMARS_30	R/W	H'E730_8740	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA buffer control register_30	DMABUFCR_30	R/W	H'E730_8748	32	√	√	√	√
DMA descriptor base address register_30	DMADPBASE_30	R/W	H'E730_8750	32	√	√	√	√
DMA descriptor control register_30	DMADPCR_30	R/W	H'E730_8754	32	√	√	√	√
DMA fixed source address register_30	DMAFIXSAR_30	R/W	H'E730_8710	32	√	√	√	√
DMA fixed destination address register_30	DMAFIXDAR_30	R/W	H'E730_8714	32	√	√	√	√
DMA fixed descriptor base address register_30	DMAFIXDPBASE_30	R/W	H'E730_8760	32	√	√	√	√
DMA source address register_31	DMASAR_31	R/W	H'E730_8780 H'E730_87A0*	32	√	√	√	√
DMA destination address register_31	DMADAR_31	R/W	H'E730_8784 H'E730_87A4*	32	√	√	√	√
DMA transfer count register_31	DMATCR_31	R/W	H'E730_8788	32	√	√	√	√
DMA transfer size register_31	DMATSR_31	R/W	H'E730_87A8*	32	√	√	√	√
DMA channel control register_31	DMACHCR_31	R/W	H'E730_878C H'E730_87AC*	32	√	√	√	√
DMA transfer count register B_31	DMATCRB_31	R/W	H'E730_8798	32	√	√	√	√
DMA transfer size register B_31	DMATSRB_31	R/W	H'E730_87B8*	32	√	√	√	√
DMA channel control register B_31	DMACHCRB_31	R/W	H'E730_879C	32	√	√	√	√
DMA extended resource selector_31	DMARS_31	R/W	H'E730_87C0	16	√	√	√	√
DMA buffer control register_31	DMABUFCR_31	R/W	H'E730_87C8	32	√	√	√	√
DMA descriptor base address register_31	DMADPBASE_31	R/W	H'E730_87D0	32	√	√	√	√
DMA descriptor control register_31	DMADPCR_31	R/W	H'E730_87D4	32	√	√	√	√
DMA fixed source address register_31	DMAFIXSAR_31	R/W	H'E730_8790	32	√	√	√	√
DMA fixed destination address register_31	DMAFIXDAR_31	R/W	H'E730_8794	32	√	√	√	√
DMA fixed descriptor base address register_31	DMAFIXDPBASE_31	R/W	H'E730_87E0	32	√	√	√	√
Descriptor memory (for channels 16 to 31)	DescriptorMEM	R/W	H'E730 A000 to H'E730 A7FC	32	√	√	√	√
Secure function Secure Status register (for channels 16 to 31)	DMASES_1	R/W	H' E730_00C0	32	√	√	√	√
Secure function Slave Error Address register (for channels 16 to 31)	DMASEA_1	R	H' E730_00C4	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Secure function Error Master ID register (for channels 16 to 31)	DMAEMID_1	R/W	H' E730_00C8	32	√	√	√	√
DMA interrupt status register (for channels 32 to 47)	DMAISTA_2	R	H'E731_0020	32	√	√	√	√
DMA secure control register (for channels 32 to 47)	DMASEC_2	R/W	H'E731_0030	32	√	√	√	√
DMA operation register (for channels 32 to 47)	DMAOR_2	R/W	H'E731_0060	16	√	√	√	√
DMA channel clear register (for channels 32 to 47)	DMACHCLR_2	W	H'E731_0080	32	√	√	√	√
DPRAM secure control register (for channels 32 to 47)	DMADPSEC_2	R/W	H'E731_00A0	32	√	√	√	√
DMA source address register_32	DMASAR_32	R/W	H'E731_8000 H'E731_8020*	32	√	√	√	√
DMA destination address register_32	DMADAR_32	R/W	H'E731_8004 H'E731_8024*	32	√	√	√	√
DMA transfer count register_32	DMATCR_32	R/W	H'E731_8008	32	√	√	√	√
DMA transfer size register_32	DMATSR_32	R/W	H'E731_8028*	32	√	√	√	√
DMA channel control register_32	DMACHCR_32	R/W	H'E731_800C H'E731_802C*	32	√	√	√	√
DMA transfer count register B_32	DMATCRB_32	R/W	H'E731_8018	32	√	√	√	√
DMA transfer size register B_32	DMATSRB_32	R/W	H'E731_8038*	32	√	√	√	√
DMA channel control register B_32	DMACHCRB_32	R/W	H'E731_801C	32	√	√	√	√
DMA extended resource selector_32	DMARS_32	R/W	H'E731_8040	16	√	√	√	√
DMA buffer control register_32	DMABUFCR_32	R/W	H'E731_8048	32	√	√	√	√
DMA descriptor base address register_32	DMADPBASE_32	R/W	H'E731_8050	32	√	√	√	√
DMA descriptor control register_32	DMADPCR_32	R/W	H'E731_8054	32	√	√	√	√
DMA fixed source address register_32	DMAFIXSAR_32	R/W	H'E731_8010	32	√	√	√	√
DMA fixed destination address register_32	DMAFIXDAR_32	R/W	H'E731_8014	32	√	√	√	√
DMA fixed descriptor base address register_32	DMAFIXDPBASE_32	R/W	H'E731_8060	32	√	√	√	√
DMA source address register_33	DMASAR_33	R/W	H'E731_8080 H'E731_80A0*	32	√	√	√	√
DMA destination address register_33	DMADAR_33	R/W	H'E731_8084 H'E731_80A4*	32	√	√	√	√
DMA transfer count register_33	DMATCR_33	R/W	H'E731_8088	32	√	√	√	√
DMA transfer size register_33	DMATSR_33	R/W	H'E731_80A8*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel control register_33	DMACHCR_33	R/W	H'E731_808C H'E731_80AC*	32	√	√	√	√
DMA transfer count register B_33	DMATCRB_33	R/W	H'E731_8098	32	√	√	√	√
DMA transfer size register B_33	DMATSRB_33	R/W	H'E731_80B8*	32	√	√	√	√
DMA channel control register B_33	DMACHCRB_33	R/W	H'E731_809C	32	√	√	√	√
DMA extended resource selector_33	DMARS_33	R/W	H'E731_80C0	16	√	√	√	√
DMA buffer control register_33	DMABUFCR_33	R/W	H'E731_80C8	32	√	√	√	√
DMA descriptor base address register_33	DMADPBASE_33	R/W	H'E731_80D0	32	√	√	√	√
DMA descriptor control register_33	DMADPCR_33	R/W	H'E731_80D4	32	√	√	√	√
DMA fixed descriptor base address register_33	DMAFIXDPBASE_33	R/W	H'E731_80E0	32	√	√	√	√
DMA fixed source address register_33	DMAFIXSAR_33	R/W	H'E731_8090	32	√	√	√	√
DMA fixed destination address register_33	DMAFIXDAR_33	R/W	H'E731_8094	32	√	√	√	√
DMA source address register_34	DMASAR_34	R/W	H'E731_8100 H'E731_8120*	32	√	√	√	√
DMA destination address register_34	DMADAR_34	R/W	H'E731_8104 H'E731_8124*	32	√	√	√	√
DMA transfer count register_34	DMATCR_34	R/W	H'E731_8108	32	√	√	√	√
DMA transfer size register_34	DMATSR_34	R/W	H'E731_8128*	32	√	√	√	√
DMA channel control register_34	DMACHCR_34	R/W	H'E731_810C H'E731_812C*	32	√	√	√	√
DMA transfer count register B_34	DMATCRB_34	R/W	H'E731_8118	32	√	√	√	√
DMA transfer size register B_34	DMATSRB_34	R/W	H'E731_8138*	32	√	√	√	√
DMA channel control register B_34	DMACHCRB_34	R/W	H'E731_811C	32	√	√	√	√
DMA extended resource selector_34	DMARS_34	R/W	H'E731_8140	16	√	√	√	√
DMA buffer control register_34	DMABUFCR_34	R/W	H'E731_8148	32	√	√	√	√
DMA descriptor base address register_34	DMADPBASE_34	R/W	H'E731_8150	32	√	√	√	√
DMA descriptor control register_34	DMADPCR_34	R/W	H'E731_8154	32	√	√	√	√
DMA fixed source address register_34	DMAFIXSAR_34	R/W	H'E731_8110	32	√	√	√	√
DMA fixed destination address register_34	DMAFIXDAR_34	R/W	H'E731_8114	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_34	DMAFIXDPBASE_34	R/W	H'E731_8160	32	√	√	√	√
DMA source address register_35	DMASAR_35	R/W	H'E731_8180 H'E731_81A0*	32	√	√	√	√
DMA destination address register_35	DMADAR_35	R/W	H'E731_8184 H'E731_81A4*	32	√	√	√	√
DMA transfer count register_35	DMATCR_35	R/W	H'E731_8188	32	√	√	√	√
DMA transfer size register_35	DMATSR_35	R/W	H'E731_81A8*	32	√	√	√	√
DMA channel control register_35	DMACHCR_35	R/W	H'E731_818C H'E731_81AC*	32	√	√	√	√
DMA transfer count register B_35	DMATCRB_35	R/W	H'E731_8198	32	√	√	√	√
DMA transfer size register B_35	DMATSRB_35	R/W	H'E731_81B8*	32	√	√	√	√
DMA channel control register B_35	DMACHCRB_35	R/W	H'E731_819C	32	√	√	√	√
DMA extended resource selector_35	DMARS_35	R/W	H'E731_81C0	16	√	√	√	√
DMA buffer control register_35	DMABUFCR_35	R/W	H'E731_81C8	32	√	√	√	√
DMA descriptor base address register_35	DMADPBASE_35	R/W	H'E731_81D0	32	√	√	√	√
DMA descriptor control register_35	DMADPCR_35	R/W	H'E731_81D4	32	√	√	√	√
DMA fixed source address register_35	DMAFIXSAR_35	R/W	H'E731_8190	32	√	√	√	√
DMA fixed destination address register_35	DMAFIXDAR_35	R/W	H'E731_8194	32	√	√	√	√
DMA fixed descriptor base address register_35	DMAFIXDPBASE_35	R/W	H'E731_81E0	32	√	√	√	√
DMA source address register_36	DMASAR_36	R/W	H'E731_8200 H'E731_8220*	32	√	√	√	√
DMA destination address register_36	DMADAR_36	R/W	H'E731_8204 H'E731_8224*	32	√	√	√	√
DMA transfer count register_36	DMATCR_36	R/W	H'E731_8208	32	√	√	√	√
DMA transfer size register_36	DMATSR_36	R/W	H'E731_8228*	32	√	√	√	√
DMA channel control register_36	DMACHCR_36	R/W	H'E731_820C H'E731_822C*	32	√	√	√	√
DMA transfer count register B_36	DMATCRB_36	R/W	H'E731_8218	32	√	√	√	√
DMA transfer size register B_36	DMATSRB_36	R/W	H'E731_8238*	32	√	√	√	√
DMA channel control register B_36	DMACHCRB_36	R/W	H'E731_821C	32	√	√	√	√
DMA extended resource selector_36	DMARS_36	R/W	H'E731_8240	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA buffer control register_36	DMABUFCR_36	R/W	H'E731_8248	32	√	√	√	√
DMA descriptor base address register_36	DMADPBASE_36	R/W	H'E731_8250	32	√	√	√	√
DMA descriptor control register_36	DMADPCR_36	R/W	H'E731_8254	32	√	√	√	√
DMA fixed source address register_36	DMAFIXSAR_36	R/W	H'E731_8210	32	√	√	√	√
DMA fixed destination address register_36	DMAFIXDAR_36	R/W	H'E731_8214	32	√	√	√	√
DMA fixed descriptor base address register_36	DMAFIXDPBASE_36	R/W	H'E731_8260	32	√	√	√	√
DMA source address register_37	DMASAR_37	R/W	H'E731_8280 H'E731_82A0*	32	√	√	√	√
DMA destination address register_37	DMADAR_37	R/W	H'E731_8284 H'E731_82A4*	32	√	√	√	√
DMA transfer count register_37	DMATCR_37	R/W	H'E731_8288	32	√	√	√	√
DMA transfer size register_37	DMATSR_37	R/W	H'E731_82A8*	32	√	√	√	√
DMA channel control register_37	DMACHCR_37	R/W	H'E731_828C H'E731_82AC*	32	√	√	√	√
DMA transfer count register B_37	DMATCRB_37	R/W	H'E731_8298	32	√	√	√	√
DMA transfer size register B_37	DMATSRB_37	R/W	H'E731_82B8*	32	√	√	√	√
DMA channel control register B_37	DMACHCRB_37	R/W	H'E731_829C	32	√	√	√	√
DMA extended resource selector_37	DMARS_37	R/W	H'E731_82C0	16	√	√	√	√
DMA buffer control register_37	DMABUFCR_37	R/W	H'E731_82C8	32	√	√	√	√
DMA descriptor base address register_37	DMADPBASE_37	R/W	H'E731_82D0	32	√	√	√	√
DMA descriptor control register_37	DMADPCR_37	R/W	H'E731_82D4	32	√	√	√	√
DMA fixed source address register_37	DMAFIXSAR_37	R/W	H'E731_8290	32	√	√	√	√
DMA fixed destination address register_37	DMAFIXDAR_37	R/W	H'E731_8294	32	√	√	√	√
DMA fixed descriptor base address register_37	DMAFIXDPBASE_37	R/W	H'E731_82E0	32	√	√	√	√
DMA source address register_38	DMASAR_38	R/W	H'E731_8300 H'E731_8320*	32	√	√	√	√
DMA destination address register_38	DMADAR_38	R/W	H'E731_8304 H'E731_8324*	32	√	√	√	√
DMA transfer count register_38	DMATCR_38	R/W	H'E731_8308	32	√	√	√	√
DMA transfer size register_38	DMATSR_38	R/W	H'E731_8328*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel control register_38	DMACHCR_38	R/W	H'E731_830C H'E731_832C*	32	√	√	√	√
DMA transfer count register B_38	DMATCRB_38	R/W	H'E731_8318	32	√	√	√	√
DMA transfer size register B_38	DMATSRB_38	R/W	H'E731_8338*	32	√	√	√	√
DMA channel control register B_38	DMACHCRB_38	R/W	H'E731_831C	32	√	√	√	√
DMA extended resource selector_38	DMARS_38	R/W	H'E731_8340	16	√	√	√	√
DMA buffer control register_38	DMABUFCR_38	R/W	H'E731_8348	32	√	√	√	√
DMA descriptor base address register_38	DMADPBASE_38	R/W	H'E731_8350	32	√	√	√	√
DMA descriptor control register_38	DMADPCR_38	R/W	H'E731_8354	32	√	√	√	√
DMA fixed source address register_38	DMAFIXSAR_38	R/W	H'E731_8310	32	√	√	√	√
DMA fixed destination address register_38	DMAFIXDAR_38	R/W	H'E731_8314	32	√	√	√	√
DMA fixed descriptor base address register_38	DMAFIXDPBASE_38	R/W	H'E731_8360	32	√	√	√	√
DMA source address register_39	DMASAR_39	R/W	H'E731_8380 H'E731_83A0*	32	√	√	√	√
DMA destination address register_39	DMADAR_39	R/W	H'E731_8384 H'E731_83A4*	32	√	√	√	√
DMA transfer count register_39	DMATCR_39	R/W	H'E731_8388	32	√	√	√	√
DMA transfer size register_39	DMATSR_39	R/W	H'E731_83A8*	32	√	√	√	√
DMA channel control register_39	DMACHCR_39	R/W	H'E731_838C H'E731_83AC*	32	√	√	√	√
DMA transfer count register B_39	DMATCRB_39	R/W	H'E731_8398	32	√	√	√	√
DMA transfer size register B_39	DMATSRB_39	R/W	H'E731_83B8*	32	√	√	√	√
DMA channel control register B_39	DMACHCRB_39	R/W	H'E731_839C	32	√	√	√	√
DMA extended resource selector_39	DMARS_39	R/W	H'E731_83C0	16	√	√	√	√
DMA buffer control register_39	DMABUFCR_39	R/W	H'E731_83C8	32	√	√	√	√
DMA descriptor base address register_39	DMADPBASE_39	R/W	H'E731_83D0	32	√	√	√	√
DMA descriptor control register_39	DMADPCR_39	R/W	H'E731_83D4	32	√	√	√	√
DMA fixed source address register_39	DMAFIXSAR_39	R/W	H'E731_8390	32	√	√	√	√
DMA fixed destination address register_39	DMAFIXDAR_39	R/W	H'E731_8394	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_39	DMAFIXDPBASE_39	R/W	H'E731_83E0	32	√	√	√	√
DMA source address register_40	DMASAR_40	R/W	H'E731_8400 H'E731_8420*	32	√	√	√	√
DMA destination address register_40	DMADAR_40	R/W	H'E731_8404 H'E731_8424*	32	√	√	√	√
DMA transfer count register_40	DMATCR_40	R/W	H'E731_8408	32	√	√	√	√
DMA transfer size register_40	DMATSR_40	R/W	H'E731_8428*	32	√	√	√	√
DMA channel control register_40	DMACHCR_40	R/W	H'E731_840C H'E731_842C*	32	√	√	√	√
DMA transfer count register B_40	DMATCRB_40	R/W	H'E731_8418	32	√	√	√	√
DMA transfer size register B_40	DMATSRB_40	R/W	H'E731_8438*	32	√	√	√	√
DMA channel control register B_40	DMACHCRB_40	R/W	H'E731_841C	32	√	√	√	√
DMA extended resource selector_40	DMARS_40	R/W	H'E731_8440	16	√	√	√	√
DMA buffer control register_40	DMABUFCR_40	R/W	H'E731_8448	32	√	√	√	√
DMA descriptor base address register_40	DMADPBASE_40	R/W	H'E731_8450	32	√	√	√	√
DMA descriptor control register_40	DMADPCR_40	R/W	H'E731_8454	32	√	√	√	√
DMA fixed source address register_40	DMAFIXSAR_40	R/W	H'E731_8410	32	√	√	√	√
DMA fixed destination address register_40	DMAFIXDAR_40	R/W	H'E731_8414	32	√	√	√	√
DMA fixed descriptor base address register_40	DMAFIXDPBASE_40	R/W	H'E731_8460	32	√	√	√	√
DMA source address register_41	DMASAR_41	R/W	H'E731_8480 H'E731_84A0*	32	√	√	√	√
DMA destination address register_41	DMADAR_41	R/W	H'E731_8484 H'E731_84A4*	32	√	√	√	√
DMA transfer count register_41	DMATCR_41	R/W	H'E731_8488	32	√	√	√	√
DMA transfer size register_41	DMATSR_41	R/W	H'E731_84A8*	32	√	√	√	√
DMA channel control register_41	DMACHCR_41	R/W	H'E731_848C H'E731_84AC*	32	√	√	√	√
DMA transfer count register B_41	DMATCRB_41	R/W	H'E731_8498	32	√	√	√	√
DMA transfer size register B_41	DMATSRB_41	R/W	H'E731_84B8*	32	√	√	√	√
DMA channel control register B_41	DMACHCRB_41	R/W	H'E731_849C	32	√	√	√	√
DMA extended resource selector_41	DMARS_41	R/W	H'E731_84C0	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA buffer control register_41	DMABUFCR_41	R/W	H'E731_84C8	32	√	√	√	√
DMA descriptor base address register_41	DMADPBASE_41	R/W	H'E731_84D0	32	√	√	√	√
DMA descriptor control register_41	DMADPCR_41	R/W	H'E731_84D4	32	√	√	√	√
DMA fixed source address register_41	DMAFIXSAR_41	R/W	H'E731_8490	32	√	√	√	√
DMA fixed destination address register_41	DMAFIXDAR_41	R/W	H'E731_8494	32	√	√	√	√
DMA fixed descriptor base address register_41	DMAFIXDPBASE_41	R/W	H'E731_84E0	32	√	√	√	√
DMA source address register_42	DMASAR_42	R/W	H'E731_8500 H'E731_8520*	32	√	√	√	√
DMA destination address register_42	DMADAR_42	R/W	H'E731_8504 H'E731_8524*	32	√	√	√	√
DMA transfer count register_42	DMATCR_42	R/W	H'E731_8508	32	√	√	√	√
DMA transfer size register_42	DMATSR_42	R/W	H'E731_8528*	32	√	√	√	√
DMA channel control register_42	DMACHCR_42	R/W	H'E731_850C H'E731_852C*	32	√	√	√	√
DMA transfer count register B_42	DMATCRB_42	R/W	H'E731_8518	32	√	√	√	√
DMA transfer size register B_42	DMATSRB_42	R/W	H'E731_8538*	32	√	√	√	√
DMA channel control register B_42	DMACHCRB_42	R/W	H'E731_851C	32	√	√	√	√
DMA extended resource selector_42	DMARS_42	R/W	H'E731_8540	16	√	√	√	√
DMA buffer control register_42	DMABUFCR_42	R/W	H'E731_8548	32	√	√	√	√
DMA descriptor base address register_42	DMADPBASE_42	R/W	H'E731_8550	32	√	√	√	√
DMA descriptor control register_42	DMADPCR_42	R/W	H'E731_8554	32	√	√	√	√
DMA fixed source address register_42	DMAFIXSAR_42	R/W	H'E731_8510	32	√	√	√	√
DMA fixed destination address register_42	DMAFIXDAR_42	R/W	H'E731_8514	32	√	√	√	√
DMA fixed descriptor base address register_42	DMAFIXDPBASE_42	R/W	H'E731_8560	32	√	√	√	√
DMA source address register_43	DMASAR_43	R/W	H'E731_8580 H'E731_85A0*	32	√	√	√	√
DMA destination address register_43	DMADAR_43	R/W	H'E731_8584 H'E731_85A4*	32	√	√	√	√
DMA transfer count register_43	DMATCR_43	R/W	H'E731_8588	32	√	√	√	√
DMA transfer size register_43	DMATSR_43	R/W	H'E731_85A8*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel control register_43	DMACHCR_43	R/W	H'E731_858C H'E731_85AC*	32	√	√	√	√
DMA transfer count register B_43	DMATCRB_43	R/W	H'E731_8598	32	√	√	√	√
DMA transfer size register B_43	DMATSRB_43	R/W	H'E731_85B8*	32	√	√	√	√
DMA channel control register B_43	DMACHCRB_43	R/W	H'E731_859C	32	√	√	√	√
DMA extended resource selector_43	DMARS_43	R/W	H'E731_85C0	16	√	√	√	√
DMA buffer control register_43	DMABUFCR_43	R/W	H'E731_85C8	32	√	√	√	√
DMA descriptor base address register_43	DMADPBASE_43	R/W	H'E731_85D0	32	√	√	√	√
DMA descriptor control register_43	DMADPCR_43	R/W	H'E731_85D4	32	√	√	√	√
DMA fixed source address register_43	DMAFIXSAR_43	R/W	H'E731_8590	32	√	√	√	√
DMA fixed destination address register_43	DMAFIXDAR_43	R/W	H'E731_8594	32	√	√	√	√
DMA fixed descriptor base address register_43	DMAFIXDPBASE_43	R/W	H'E731_85E0	32	√	√	√	√
DMA source address register_44	DMASAR_44	R/W	H'E731_8600 H'E731_8620*	32	√	√	√	√
DMA destination address register_44	DMADAR_44	R/W	H'E731_8604 H'E731_8624*	32	√	√	√	√
DMA transfer count register_44	DMATCR_44	R/W	H'E731_8608	32	√	√	√	√
DMA transfer size register_44	DMATSR_44	R/W	H'E731_8628*	32	√	√	√	√
DMA channel control register_44	DMACHCR_44	R/W	H'E731_860C H'E731_862C*	32	√	√	√	√
DMA transfer count register B_44	DMATCRB_44	R/W	H'E731_8618	32	√	√	√	√
DMA transfer size register B_44	DMATSRB_44	R/W	H'E731_8638*	32	√	√	√	√
DMA channel control register B_44	DMACHCRB_44	R/W	H'E731_861C	32	√	√	√	√
DMA extended resource selector_44	DMARS_44	R/W	H'E731_8640	16	√	√	√	√
DMA buffer control register_44	DMABUFCR_44	R/W	H'E731_8648	32	√	√	√	√
DMA descriptor base address register_44	DMADPBASE_44	R/W	H'E731_8650	32	√	√	√	√
DMA descriptor control register_44	DMADPCR_44	R/W	H'E731_8654	32	√	√	√	√
DMA fixed source address register_44	DMAFIXSAR_44	R/W	H'E731_8610	32	√	√	√	√
DMA fixed destination address register_44	DMAFIXDAR_44	R/W	H'E731_8614	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_44	DMAFIXDPBASE_44	R/W	H'E731_8660	32	√	√	√	√
DMA source address register_45	DMASAR_45	R/W	H'E731_8680 H'E731_86A0*	32	√	√	√	√
DMA destination address register_45	DMADAR_45	R/W	H'E731_8684 H'E731_86A4*	32	√	√	√	√
DMA transfer count register_45	DMATCR_45	R/W	H'E731_8688	32	√	√	√	√
DMA transfer size register_45	DMATSR_45	R/W	H'E731_86A8*	32	√	√	√	√
DMA channel control register_45	DMACHCR_45	R/W	H'E731_868C H'E731_86AC*	32	√	√	√	√
DMA transfer count register B_45	DMATCRB_45	R/W	H'E731_8698	32	√	√	√	√
DMA transfer size register B_45	DMATSRB_45	R/W	H'E731_86B8*	32	√	√	√	√
DMA channel control register B_45	DMACHCRB_45	R/W	H'E731_869C	32	√	√	√	√
DMA extended resource selector_45	DMARS_45	R/W	H'E731_86C0	16	√	√	√	√
DMA buffer control register_45	DMABUFCR_45	R/W	H'E731_86C8	32	√	√	√	√
DMA descriptor base address register_45	DMADPBASE_45	R/W	H'E731_86D0	32	√	√	√	√
DMA descriptor control register_45	DMADPCR_45	R/W	H'E731_86D4	32	√	√	√	√
DMA fixed source address register_45	DMAFIXSAR_45	R/W	H'E731_8690	32	√	√	√	√
DMA fixed destination address register_45	DMAFIXDAR_45	R/W	H'E731_8694	32	√	√	√	√
DMA fixed descriptor base address register_45	DMAFIXDPBASE_45	R/W	H'E731_86E0	32	√	√	√	√
DMA source address register_46	DMASAR_46	R/W	H'E731_8700 H'E731_8720*	32	√	√	√	√
DMA destination address register_46	DMADAR_46	R/W	H'E731_8704 H'E731_8724*	32	√	√	√	√
DMA transfer count register_46	DMATCR_46	R/W	H'E731_8708	32	√	√	√	√
DMA transfer size register_46	DMATSR_46	R/W	H'E731_8728*	32	√	√	√	√
DMA channel control register_46	DMACHCR_46	R/W	H'E731_870C H'E731_872C*	32	√	√	√	√
DMA transfer count register B_46	DMATCRB_46	R/W	H'E731_8718	32	√	√	√	√
DMA transfer size register B_46	DMATSRB_46	R/W	H'E731_8738*	32	√	√	√	√
DMA channel control register B_46	DMACHCRB_46	R/W	H'E731_871C	32	√	√	√	√
DMA extended resource selector_46	DMARS_46	R/W	H'E731_8740	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA buffer control register_46	DMABUFCR_46	R/W	H'E731_8748	32	√	√	√	√
DMA descriptor base address register_46	DMADPBASE_46	R/W	H'E731_8750	32	√	√	√	√
DMA descriptor control register_46	DMADPCR_46	R/W	H'E731_8754	32	√	√	√	√
DMA fixed source address register_46	DMAFIXSAR_46	R/W	H'E731_8710	32	√	√	√	√
DMA fixed destination address register_46	DMAFIXDAR_46	R/W	H'E731_8714	32	√	√	√	√
DMA fixed descriptor base address register_46	DMAFIXDPBASE_46	R/W	H'E731_8760	32	√	√	√	√
DMA source address register_47	DMASAR_47	R/W	H'E731_8780 H'E731_87A0*	32	√	√	√	√
DMA destination address register_47	DMADAR_47	R/W	H'E731_8784 H'E731_87A4*	32	√	√	√	√
DMA transfer count register_47	DMATCR_47	R/W	H'E731_8788	32	√	√	√	√
DMA transfer size register_47	DMATSR_47	R/W	H'E731_87A8*	32	√	√	√	√
DMA channel control register_47	DMACHCR_47	R/W	H'E731_878C H'E731_87AC*	32	√	√	√	√
DMA transfer count register B_47	DMATCRB_47	R/W	H'E731_8798	32	√	√	√	√
DMA transfer size register B_47	DMATSRB_47	R/W	H'E731_87B8*	32	√	√	√	√
DMA channel control register B_47	DMACHCRB_47	R/W	H'E731_879C	32	√	√	√	√
DMA extended resource selector_47	DMARS_47	R/W	H'E731_87C0	16	√	√	√	√
DMA buffer control register_47	DMABUFCR_47	R/W	H'E731_87C8	32	√	√	√	√
DMA descriptor base address register_47	DMADPBASE_47	R/W	H'E731_87D0	32	√	√	√	√
DMA descriptor control register_47	DMADPCR_47	R/W	H'E731_87D4	32	√	√	√	√
DMA fixed source address register_47	DMAFIXSAR_47	R/W	H'E731_8790	32	√	√	√	√
DMA fixed destination address register_47	DMAFIXDAR_47	R/W	H'E731_8794	32	√	√	√	√
DMA fixed descriptor base address register_47	DMAFIXDPBASE_47	R/W	H'E731_87E0	32	√	√	√	√
Descriptor memory (for channels 32 to 47)	DescriptorMEM	R/W	H'E731 A000 to H'E731 A7FC	32	√	√	√	√
Secure function Secure Status register (for channels 32 to 47)	DMASES_2	R/W	H'E731_00C0	32	√	√	√	√
Secure function Slave Error Address register (for channels 32 to 47)	DMASEA_2	R	H'E731_00C4	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Secure function Error Master ID register (for channels 32 to 47)	DMAEMID_2	R/W	H' E731_00C8	32	√	√	√	√

Notes: The base address of registers for the channels of SYS-DMAC0 (0 to 15) is H'E670_0000.
The base address of registers for the channels of SYS-DMAC1 (16 to 31) is H'E730_0000.
The base address of registers for the channels of SYS-DMAC2 (32 to 47) is H'E731_0000.
* This address is used in total size transmission (see section 23.3.6, Total Size Transmission).

Table 23.2 States of SYS-DMAC Registers in each Operating Mode

Abbreviation	Power-On Reset	Module Standby
DMAISTA_0/DMAISTA_1/DMAISTA_2	Initialized	Retained
DMASEC_0/DMASEC_1/DMASEC_2	Initialized	Retained
DMAOR_0/DMAOR_1/DMAOR_2	Initialized	Retained
DMACHCLR_0/DMACHCLR_1/DMACHCLR_2	Initialized	Retained
DMADPSEC_0/DMADPSEC_1/DMADPSEC_2	Initialized	Retained
DMASAR_0 to DMASAR_47	Initialized	Retained
DMADAR_0 to DMADAR_47	Initialized	Retained
DMATCR_0 to DMATCR_47	Initialized	Retained
DMATSR_0 to DMATSR_47	Initialized	Retained
DMACHCR_0 to DMACHCR_47	Initialized	Retained
DMATCRB_0 to DMATCRB_47	Initialized	Retained
DMATSRB_0 to DMATSRB_47	Initialized	Retained
DMACHCRB_0 to DMACHCRB_47	Initialized	Retained
DMABUFCR_0 to DMABUFCR_47	Initialized	Retained
DMARS_0 to DMARS_47	Initialized	Retained
DMADPBASE_0 to DMADPBASE_47	Initialized	Retained
DMADPCR_0 to DMADPCR_47	Initialized	Retained
DMAFIXSAR_0 to DMAFIXSAR_47	Initialized	Retained
DMAFIXDAR_0 to DMAFIXDAR_47	Initialized	Retained
DMAFIXDPBASE_0 to DMAFIXDPBASE_47	Initialized	Retained
DMASES_0 to DMASES_2	Initialized	Retained
DMASEA_0 to DMASEA_2	Initialized	Retained
DMAEMID_0 to DMAEMID_2	Initialized	Retained
DescriptorMEM	Undefined	Retained

23.1.4 Connected Module

Table 23.3 shows the connected modules to SYS-DMAC. As for the feature of the connected modules, refer to the chapter of each module.

Table 23.3 Connected Modules

Module name	Connected module name	Function of connected module
SYS-DMAC	CPG	Output clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-SYS	Control to interrupt

23.2 Register Description

23.2.1 DMA Interrupt Status Register for channels 0 to 15 (DMAISTA_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAISTA_0 is a 32-bit readable register that indicates the states of the interrupt signals for each of the lower-numbered channels.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	I15	I14	I13	I12	I11	I10	I9	I8	I7	I6	I5	I4	I3	I2	I1	I0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	I15	B'0	R	Interrupt State in Channel 15 0: An interrupt is not present. 1: An interrupt is present.
14	I14	B'0	R	Interrupt State in Channel 14 0: An interrupt is not present. 1: An interrupt is present.
13	I13	B'0	R	Interrupt State in Channel 13 0: An interrupt is not present. 1: An interrupt is present.
12	I12	B'0	R	Interrupt State in Channel 12 0: An interrupt is not present. 1: An interrupt is present.
11	I11	B'0	R	Interrupt State in Channel 11 0: An interrupt is not present. 1: An interrupt is present.
10	I10	B'0	R	Interrupt State in Channel 10 0: An interrupt is not present. 1: An interrupt is present.
9	I9	B'0	R	Interrupt State in Channel 9 0: An interrupt is not present. 1: An interrupt is present.
8	I8	B'0	R	Interrupt State in Channel 8 0: An interrupt is not present. 1: An interrupt is present.

Bit	Bit Name	Initial Value	R/W	Descriptions
7	I7	B'0	R	Interrupt State in Channel 7 0: An interrupt is not present. 1: An interrupt is present.
6	I6	B'0	R	Interrupt State in Channel 6 0: An interrupt is not present. 1: An interrupt is present.
5	I5	B'0	R	Interrupt State in Channel 5 0: An interrupt is not present. 1: An interrupt is present.
4	I4	B'0	R	Interrupt State in Channel 4 0: An interrupt is not present. 1: An interrupt is present.
3	I3	B'0	R	Interrupt State in Channel 3 0: An interrupt is not present. 1: An interrupt is present.
2	I2	B'0	R	Interrupt State in Channel 2 0: An interrupt is not present. 1: An interrupt is present.
1	I1	B'0	R	Interrupt State in Channel 1 0: An interrupt is not present. 1: An interrupt is present.
0	I0	B'0	R	Interrupt State in Channel 0 0: An interrupt is not present. 1: An interrupt is present.

23.2.2 DMA Interrupt Status Register for channels 16 to 31 (DMAISTA_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAISTA_1 is a 32-bit readable register that indicates the states of the interrupt signals for each of the higher-numbered channels.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	I31	I30	I29	I28	I27	I26	I25	I24	I23	I22	I21	I20	I19	I18	I17	I16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	I31	B'0	R	Interrupt State in Channel 31 0: An interrupt is not present. 1: An interrupt is present.
14	I30	B'0	R	Interrupt State in Channel 30 0: An interrupt is not present. 1: An interrupt is present.
13	I29	B'0	R	Interrupt State in Channel 29 0: An interrupt is not present. 1: An interrupt is present.
12	I28	B'0	R	Interrupt State in Channel 28 0: An interrupt is not present. 1: An interrupt is present.
11	I27	B'0	R	Interrupt State in Channel 27 0: An interrupt is not present. 1: An interrupt is present.
10	I26	B'0	R	Interrupt State in Channel 26 0: An interrupt is not present. 1: An interrupt is present.
9	I25	B'0	R	Interrupt State in Channel 25 0: An interrupt is not present. 1: An interrupt is present.
8	I24	B'0	R	Interrupt State in Channel 24 0: An interrupt is not present. 1: An interrupt is present.
7	I23	B'0	R	Interrupt State in Channel 23 0: An interrupt is not present. 1: An interrupt is present.

Bit	Bit Name	Initial Value	R/W	Descriptions
6	I22	B'0	R	Interrupt State in Channel 22 0: An interrupt is not present. 1: An interrupt is present.
5	I21	B'0	R	Interrupt State in Channel 21 0: An interrupt is not present. 1: An interrupt is present.
4	I20	B'0	R	Interrupt State in Channel 20 0: An interrupt is not present. 1: An interrupt is present.
3	I19	B'0	R	Interrupt State in Channel 19 0: An interrupt is not present. 1: An interrupt is present.
2	I18	B'0	R	Interrupt State in Channel 18 0: An interrupt is not present. 1: An interrupt is present.
1	I17	B'0	R	Interrupt State in Channel 17 0: An interrupt is not present. 1: An interrupt is present.
0	I16	B'0	R	Interrupt State in Channel 16 0: An interrupt is not present. 1: An interrupt is present.

23.2.3 DMA Interrupt Status Register for channels 32 to 47 (DMAISTA_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAISTA_2 is a 32-bit readable register that indicates the states of the interrupt signals for each of the higher-numbered channels.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	I47	I46	I45	I44	I43	I42	I41	I40	I39	I38	I37	I36	I35	I34	I33	I32
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	I47	B'0	R	Interrupt State in Channel 47 0: An interrupt is not present. 1: An interrupt is present.
14	I46	B'0	R	Interrupt State in Channel 46 0: An interrupt is not present. 1: An interrupt is present.
13	I45	B'0	R	Interrupt State in Channel 45 0: An interrupt is not present. 1: An interrupt is present.
12	I44	B'0	R	Interrupt State in Channel 44 0: An interrupt is not present. 1: An interrupt is present.
11	I43	B'0	R	Interrupt State in Channel 43 0: An interrupt is not present. 1: An interrupt is present.
10	I42	B'0	R	Interrupt State in Channel 42 0: An interrupt is not present. 1: An interrupt is present.
9	I41	B'0	R	Interrupt State in Channel 41 0: An interrupt is not present. 1: An interrupt is present.
8	I40	B'0	R	Interrupt State in Channel 40 0: An interrupt is not present. 1: An interrupt is present.
7	I39	B'0	R	Interrupt State in Channel 39 0: An interrupt is not present. 1: An interrupt is present.

Bit	Bit Name	Initial Value	R/W	Descriptions
6	I38	B'0	R	Interrupt State in Channel 38 0: An interrupt is not present. 1: An interrupt is present.
5	I37	B'0	R	Interrupt State in Channel 37 0: An interrupt is not present. 1: An interrupt is present.
4	I36	B'0	R	Interrupt State in Channel 36 0: An interrupt is not present. 1: An interrupt is present.
3	I35	B'0	R	Interrupt State in Channel 35 0: An interrupt is not present. 1: An interrupt is present.
2	I34	B'0	R	Interrupt State in Channel 34 0: An interrupt is not present. 1: An interrupt is present.
1	I33	B'0	R	Interrupt State in Channel 33 0: An interrupt is not present. 1: An interrupt is present.
0	I32	B'0	R	Interrupt State in Channel 32 0: An interrupt is not present. 1: An interrupt is present.

23.2.4 DMA Secure Control Register for channels 0 to 15 (DMASEC_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEC_0 is a 32-bit readable/writable register that controls the security attribute of each of the lower-numbered channels. Only the initiator in the secure mode can change the setting of this register.

Only secure access is allowed to register of channels with the secure mode setting. The following registers are protected by the secure mode.

DMASAR_0, DMADAR_0, DMATCR_0, DMATSR_0, DMACHCR_0, DMATCRB_0, DMATSRB_0, DMACHCRB_0, DMARS_0, DMABUFCR_0, DMADPBASE_0, DMADPCR_0, DMAFIXSAR_0, DMAFIXDAR_0, and DMAFIXDPBASE_0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	S15	S14	S13	S12	S11	S10	S9	S8	S7	S6	S5	S4	S3	S2	S1	S0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	S15	B'0	R/W	Secure Mode Setting for Channel 15 0: Non-secure mode 1: Secure mode
14	S14	B'0	R/W	Secure Mode Setting for Channel 14 0: Non-secure mode 1: Secure mode
13	S13	B'0	R/W	Secure Mode Setting for Channel 13 0: Non-secure mode 1: Secure mode
12	S12	B'0	R/W	Secure Mode Setting for Channel 12 0: Non-secure mode 1: Secure mode
11	S11	B'0	R/W	Secure Mode Setting for Channel 11 0: Non-secure mode 1: Secure mode
10	S10	B'0	R/W	Secure Mode Setting for Channel 10 0: Non-secure mode 1: Secure mode
9	S9	B'0	R/W	Secure Mode Setting for Channel 9 0: Non-secure mode 1: Secure mode

Bit	Bit Name	Initial Value	R/W	Descriptions
8	S8	B'0	R/W	Secure Mode Setting for Channel 8 0: Non-secure mode 1: Secure mode
7	S7	B'0	R/W	Secure Mode Setting for Channel 7 0: Non-secure mode 1: Secure mode
6	S6	B'0	R/W	Secure Mode Setting for Channel 6 0: Non-secure mode 1: Secure mode
5	S5	B'0	R/W	Secure Mode Setting for Channel 5 0: Non-secure mode 1: Secure mode
4	S4	B'0	R/W	Secure Mode Setting for Channel 4 0: Non-secure mode 1: Secure mode
3	S3	B'0	R/W	Secure Mode Setting for Channel 3 0: Non-secure mode 1: Secure mode
2	S2	B'0	R/W	Secure Mode Setting for Channel 2 0: Non-secure mode 1: Secure mode
1	S1	B'0	R/W	Secure Mode Setting for Channel 1 0: Non-secure mode 1: Secure mode
0	S0	B'0	R/W	Secure Mode Setting for Channel 0 0: Non-secure mode 1: Secure mode

23.2.5 DMA Secure Control Register for channels 16 to 31 (DMASEC_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEC_1 is a 32-bit readable/writable register that controls the security attribute of each of the higher-numbered channels. Only the initiator in the secure mode can change the setting of this register.

Only secure access is allowed to register of channels with the secure mode setting. The following registers are protected by the secure mode.

DMASAR_1, DMADAR_1, DMATCR_1, DMATSR_1, DMACHCR_1, DMATCRB_1, DMATSRB_1, DMACHCRB_1, DMARS_1, DMABUFCR_1, DMADPBASE_1, DMADPCR_1, DMAFIXSAR_1, DMAFIXDAR_1, and DMAFIXDPBASE_1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	S31	S30	S29	S28	S27	S26	S25	S24	S23	S22	S21	S20	S19	S18	S17	S16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	S31	B'0	R/W	Secure Mode Setting for Channel 31 0: Non-secure mode 1: Secure mode
14	S30	B'0	R/W	Secure Mode Setting for Channel 30 0: Non-secure mode 1: Secure mode
13	S29	B'0	R/W	Secure Mode Setting for Channel 29 0: Non-secure mode 1: Secure mode
12	S28	B'0	R/W	Secure Mode Setting for Channel 28 0: Non-secure mode 1: Secure mode
11	S27	B'0	R/W	Secure Mode Setting for Channel 27 0: Non-secure mode 1: Secure mode
10	S26	B'0	R/W	Secure Mode Setting for Channel 26 0: Non-secure mode 1: Secure mode
9	S25	B'0	R/W	Secure Mode Setting for Channel 25 0: Non-secure mode 1: Secure mode

Bit	Bit Name	Initial Value	R/W	Descriptions
8	S24	B'0	R/W	Secure Mode Setting for Channel 24 0: Non-secure mode 1: Secure mode
7	S23	B'0	R/W	Secure Mode Setting for Channel 23 0: Non-secure mode 1: Secure mode
6	S22	B'0	R/W	Secure Mode Setting for Channel 22 0: Non-secure mode 1: Secure mode
5	S21	B'0	R/W	Secure Mode Setting for Channel 21 0: Non-secure mode 1: Secure mode
4	S20	B'0	R/W	Secure Mode Setting for Channel 20 0: Non-secure mode 1: Secure mode
3	S19	B'0	R/W	Secure Mode Setting for Channel 19 0: Non-secure mode 1: Secure mode
2	S18	B'0	R/W	Secure Mode Setting for Channel 18 0: Non-secure mode 1: Secure mode
1	S17	B'0	R/W	Secure Mode Setting for Channel 17 0: Non-secure mode 1: Secure mode
0	S16	B'0	R/W	Secure Mode Setting for Channel 16 0: Non-secure mode 1: Secure mode

23.2.6 DMA Secure Control Register for channels 32 to 47 (DMASEC_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEC_2 is a 32-bit readable/writable register that controls the security attribute of each of the higher-numbered channels. Only the initiator in the secure mode can change the setting of this register.

Only secure access is allowed to register of channels with the secure mode setting. The following registers are protected by the secure mode.

DMASAR_2, DMADAR_2, DMATCR_2, DMATSR_2, DMACHCR_2, DMATCRB_2, DMATSRB_2, DMACHCRB_2, DMARS_2, DMABUFCR_2, DMADPBASE_2, DMADPCR_2, DMAFIXSAR_2, DMAFIXDAR_2, and DMAFIXDPBASE_2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	S47	S46	S45	S44	S43	S42	S41	S40	S39	S38	S37	S36	S35	S34	S33	S32
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	S47	B'0	R/W	Secure Mode Setting for Channel 47 0: Non-secure mode 1: Secure mode
14	S46	B'0	R/W	Secure Mode Setting for Channel 46 0: Non-secure mode 1: Secure mode
13	S45	B'0	R/W	Secure Mode Setting for Channel 45 0: Non-secure mode 1: Secure mode
12	S44	B'0	R/W	Secure Mode Setting for Channel 44 0: Non-secure mode 1: Secure mode
11	S43	B'0	R/W	Secure Mode Setting for Channel 43 0: Non-secure mode 1: Secure mode
10	S42	B'0	R/W	Secure Mode Setting for Channel 42 0: Non-secure mode 1: Secure mode
9	S41	B'0	R/W	Secure Mode Setting for Channel 41 0: Non-secure mode 1: Secure mode

Bit	Bit Name	Initial Value	R/W	Descriptions
8	S40	B'0	R/W	Secure Mode Setting for Channel 40 0: Non-secure mode 1: Secure mode
7	S39	B'0	R/W	Secure Mode Setting for Channel 39 0: Non-secure mode 1: Secure mode
6	S38	B'0	R/W	Secure Mode Setting for Channel 38 0: Non-secure mode 1: Secure mode
5	S37	B'0	R/W	Secure Mode Setting for Channel 37 0: Non-secure mode 1: Secure mode
4	S36	B'0	R/W	Secure Mode Setting for Channel 36 0: Non-secure mode 1: Secure mode
3	S35	B'0	R/W	Secure Mode Setting for Channel 35 0: Non-secure mode 1: Secure mode
2	S34	B'0	R/W	Secure Mode Setting for Channel 34 0: Non-secure mode 1: Secure mode
1	S33	B'0	R/W	Secure Mode Setting for Channel 33 0: Non-secure mode 1: Secure mode
0	S32	B'0	R/W	Secure Mode Setting for Channel 32 0: Non-secure mode 1: Secure mode

23.2.7 DMA Operation Register for channels 0 to 15 (DMAOR_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAOR_0 is a 16-bit readable/writable register that enables DMA transfer on all lower-numbered channels and specifies the method used to determine the priority levels for all lower-numbered DMA channels. This register also indicates address errors.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PR[1:0]		—	—	—	—	—	AE	—	DME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R/(W)*	R	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	PR[1:0]	B'00	R/W	Priority Mode Select the method for setting the order of priority of channels when transfer requests for multiple channels arrive simultaneously. B'00: Fixed CH0 > CH1 > ... > CH14 > CH15 B'11: Round-robin priority Other than above: Setting prohibited
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	AE	B'0	R/(W)*	Address Error Flag Indicates that an address error interrupt occurred during DMA transfer. This bit is set under the following conditions: The value set in DMASAR_0 or DMADAR_0 does not fall on a boundary corresponding to the transfer size. The source or destination for transfer is in an invalid space. The source or destination for transfer is in module stop mode. If this bit is set, DMA transfer through the channel is not possible even if the DE bit is set to 1. To clear the AE bit, write 0 to the AE bit after reading 1 from it or clear the CAE bit for each channel for which it is set. Clearing the AE bit clears the channel address error bits for all channels. 0: A SYS-DMAC address error interrupt is not present. [Clearing condition] (*) Writing CAE = 0 after reading CAE = 1 1: A SYS-DMAC address error interrupt being generated during DMA transfer.
1	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
0	DME	B'0	R/W	DMA Master Enable Enables or disables DMA transfer on all channels. If the DME bit and the DE bit in DMACHCR_0 are both set to 1, DMA transfer is enabled. At this time all AE bits in DMAOR_0 must have the value 0. For DMA transfer on a channel to then proceed, the TE bit in DMACHCR_0 for the channel must also have the value 0. Clearing this bit during transfer aborts transfer on all channels. 0: Disables DMA transfers on all channels 1: Enables DMA transfers on all channels

23.2.8 DMA Operation Register for channels 16 to 31 (DMAOR_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAOR_1 is a 16-bit readable/writable register that enables DMA transfer on all higher-numbered channels and specifies the method used to determine the priority levels for all higher-numbered DMA channels. This register also indicates address errors.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PR[1:0]		—	—	—	—	—	AE	—	DME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R/(W)*	R	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	PR[1:0]	B’00	R/W	Priority Mode Select the method for setting the order of priority of channels when transfer requests for multiple channels arrive simultaneously. B’00: Fixed CH16 > CH17 > ... > CH30 > CH31 B’11: Round-robin priority Other than above: Setting prohibited
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	AE	B’0	R/(W)*	Address Error Flag Indicates that an address error interrupt occurred during DMA transfer. This bit is set under the following conditions: The value set in DMASAR_1 or DMADAR_1 does not fall on a boundary corresponding to the transfer size. The source or destination for transfer is in an invalid space. The source or destination for transfer is in module stop mode. If this bit is set, DMA transfer through the channel is not possible even if the DE bit is set to 1. To clear the AE bit, write 0 to the AE bit after reading 1 from it or clear the CAE bit for each channel for which it is set. Clearing the AE bit clears the channel address error bits for all channels. 0: A SYS-DMAC address error interrupt is not present. [Clearing condition] (*) Writing CAE = 0 after reading CAE = 1 1: A SYS-DMAC address error interrupt being generated during DMA transfer.
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
0	DME	B'0	R/W	DMA Master Enable Enables or disables DMA transfer on all channels. If the DME bit and the DE bit in DMACHCR_1 are both set to 1, DMA transfer is enabled. At this time all AE bits in DMAOR_1 must have the value 0. For DMA transfer on a channel to then proceed, the TE bit in DMACHCR_1 for the channel must also have the value 0. Clearing this bit during transfer aborts transfer on all channels. 0: Disables DMA transfers on all channels 1: Enables DMA transfers on all channels

23.2.9 DMA Operation Register for channels 32 to 47 (DMAOR_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAOR_2 is a 16-bit readable/writable register that enables DMA transfer on all higher-numbered channels and specifies the method used to determine the priority levels for all higher-numbered DMA channels. This register also indicates address errors.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PR[1:0]		—	—	—	—	—	AE	—	DME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R/(W)*	R	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	PR[1:0]	B’00	R/W	Priority Mode Select the method for setting the order of priority of channels when transfer requests for multiple channels arrive simultaneously. B’00: Fixed CH32 > CH33 > ... > CH46 > CH47 B’11: Round-robin priority Other than above: Setting prohibited
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	AE	B’0	R/(W)*	Address Error Flag Indicates that an address error interrupt occurred during DMA transfer. This bit is set under the following conditions: The value set in DMASAR_2 or DMADAR_2 does not fall on a boundary corresponding to the transfer size. The source or destination for transfer is in an invalid space. The source or destination for transfer is in module stop mode. If this bit is set, DMA transfer through the channel is not possible even if the DE bit is set to 1. To clear the AE bit, write 0 to the AE bit after reading 1 from it or clear the CAE bit for each channel for which it is set. Clearing the AE bit clears the channel address error bits for all channels. 0: A SYS-DMAC address error interrupt is not present. [Clearing condition] (*) Writing CAE = 0 after reading CAE = 1 1: A SYS-DMAC address error interrupt being generated during DMA transfer.
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
0	DME	B'0	R/W	DMA Master Enable Enables or disables DMA transfer on all channels. If the DME bit and the DE bit in DMACHCR_2 are both set to 1, DMA transfer is enabled. At this time all AE bits in DMAOR_2 must have the value 0. For DMA transfer on a channel to then proceed, the TE bit in DMACHCR_2 for the channel must also have the value 0. Clearing this bit during transfer aborts transfer on all channels. 0: Disables DMA transfers on all channels 1: Enables DMA transfers on all channels

23.2.10 DMA Channel Clear Register for channels 0 to 15 (DMACHCLR_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMACHCLR_0 is a 32-bit writable register that initializes each of the lower-numbered channels.

When a bit of this register is set, the state of the corresponding channel is completely initialized.
This includes initialization of the following registers.

DMASAR_0, DMADAR_0, DMATCR_0, DMATSR_0, DMACHCR_0, DMATCRB_0, DMATSRB_0, DMACHCRB_0, DMARS_0, DMABUFCR_0, DMADPBASE_0, DMADPCR_0, DMAFIXSAR_0, DMAFIXDAR_0, and DMAFIXDPBASE_0

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CLR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	CLR[15:0]	H'0000	W	Writing to a bit leads to clearing of all registers for the corresponding channel. CLR[0] 0: Ignored 1: All registers for channel 0 are cleared. CLR[1] 0: Ignored 1: All registers for channel 1 are cleared. CLR[2] 0: Ignored 1: All registers for channel 2 are cleared. ... CLR[15] 0: Ignored 1: All registers for channel 15 are cleared. When writing to this register, confirm that the DE bit is set to 0.

23.2.11 DMA Channel Clear Register for channels 16 to 31 (DMACHCLR_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMACHCLR_1 is a 32-bit writable register that initializes each of the higher-numbered channels.

When a bit of this register is set, the state of the corresponding channel is completely initialized.
This includes initialization of the following registers.

DMASAR_1, DMADAR_1, DMATCR_1, DMATSR_1, DMACHCR_1, DMATCRB_1, DMATSRB_1, DMACHCRB_1, DMARS_1, DMABUFCR_1, DMADPBASE_1, DMADPCR_1, DMAFIXSAR_1, DMAFIXDAR_1, and DMAFIXDPBASE_1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CLR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	CLR[31:16]	H'0000	W	Writing to a bit leads to clearing of all registers for the corresponding channel. CLR[16] 0: Ignored 1: All registers for channel 16 are cleared. CLR[17] 0: Ignored 1: All registers for channel 17 are cleared. ... CLR[31] 0: Ignored 1: All registers for channel 31 are cleared. When writing to this register, confirm that the DE bit is set to 0.

23.2.12 DMA Channel Clear Register for channels 32 to 47 (DMACHCLR_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMACHCLR_2 is a 32-bit writable register that initializes each of the higher-numbered channels.

When a bit of this register is set, the state of the corresponding channel is completely initialized.
This includes initialization of the following registers.

DMASAR_2, DMADAR_2, DMATCR_2, DMATSR_2, DMACHCR_2, DMATCRB_2, DMATSRB_2, DMACHCRB_2, DMARS_2, DMABUFCR_2, DMADPBASE_2, DMADPCR_2, DMAFIXSAR_2, DMAFIXDAR_2, and DMAFIXDPBASE_2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CLR[47:32]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	CLR[47:32]	H'0000	W	Writing to a bit leads to clearing of all registers for the corresponding channel. CLR[32] 0: Ignored 1: All registers for channel 32 are cleared. CLR[33] 0: Ignored 1: All registers for channel 33 are cleared. ... CLR[47] 0: Ignored 1: All registers for channel 47 are cleared. When writing to this register, confirm that the DE bit is set to 0.

23.2.13 DPRAM Secure Control Register for channels 0 to 15 (DMADPSEC_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMADPSEC_0 is a 32-bit readable/writable register that controls the security attribute of the descriptor memory. Only the initiator in the secure mode can change the setting of this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SEC	—	—	—	—	—	—	SA[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SM[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	SEC	B'0	R/W	Security Attribute Setting for Descriptor Memory Specifies the security attribute of the address space used for the descriptor memory. 0: Non-secure 1: Secure
30 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	SA[8:0]	H'000	R/W	Security Attribute Setting for Base Address of Descriptor Memory Specify the base address of the descriptor memory to be assigned the security attribute. H'000: H'A000 H'001: H'A004 ... H'1FF: H'A7FC
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8 to 0	SM[8:0]	H'000	R/W	Security Attribute Setting for Base Address Mask of Descriptor Memory Specify the security attribute base address mask of the descriptor memory. The range of memory to be assigned the security attribute is specified by this register. See Figure 23.4.

23.2.14 DPRAM Secure Control Register for channels 16 to 31 (DMADPSEC_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMADPSEC_1 is a 32-bit readable/writable register that controls the security attribute of the descriptor memory. Only the initiator in the secure mode can change the setting of this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SEC	—	—	—	—	—	—	SA[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SM[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	SEC	B'0	R/W	Security Attribute Setting for Descriptor Memory Specifies the security attribute of the address space used for the descriptor memory. 0: Non-secure 1: Secure
30 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	SA[8:0]	H'000	R/W	Security Attribute Setting for Base Address of Descriptor Memory Specify the base address of the descriptor memory to be assigned the security attribute. H'000: H'A000 H'001: H'A004 ... H'1FF: H'A7FC
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8 to 0	SM[8:0]	H'000	R/W	Security Attribute Setting for Base Address Mask of Descriptor Memory Specify the security attribute base address mask of the descriptor memory. The range of memory to be assigned the security attribute is specified by this register. See Figure 23.4.

23.2.15 DPRAM Secure Control Register for channels 32 to 47 (DMADPSEC_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMADPSEC_2 is a 32-bit readable/writable register that controls the security attribute of the descriptor memory. Only the initiator in the secure mode can change the setting of this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SEC	—	—	—	—	—	—	SA[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SM[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	SEC	B'0	R/W	Security Attribute Setting for Descriptor Memory Specifies the security attribute of the address space used for the descriptor memory. 0: Non-secure 1: Secure
30 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	SA[8:0]	H'000	R/W	Security Attribute Setting for Base Address of Descriptor Memory Specify the base address of the descriptor memory to be assigned the security attribute. H'000: H'A000 H'001: H'A004 ... H'1FF: H'A7FC
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8 to 0	SM[8:0]	H'000	R/W	Security Attribute Setting for Base Address Mask of Descriptor Memory Specify the security attribute base address mask of the descriptor memory. The range of memory to be assigned the security attribute is specified by this register. See Figure 23.4.

23.2.16 DMA Source Address Registers 0 to 47 (DMASAR_0 to DMASAR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASAR is a 32-bit readable/writable register that specifies the source address of a DMA transfer. While a DMA transfer is in progress, this register indicates the next source address.

When the address mode is incremental, sources in memory only have byte boundaries. For details, refer to Table 23.4.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SAR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SAR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

23.2.17 DMA Destination Address Registers 0 to 47 (DMADAR_0 to DMADAR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMADAR is 32-bit readable/writable register that specify the destination address of a DMA transfer. While a DMA transfer is in progress, this register indicates the next destination address.

When the address mode is incremental, destinations in memory only have byte boundaries. For details, refer to Table 23.4.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DAR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DAR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Table 23.4 SAR/DAR Address Restriction

Resource Selection	Address Mode	Restriction
Auto request	Incremental	No restriction (byte boundaries)
	Others	Boundary corresponding to the DMA transfer size
On-chip peripheral module request Transmission/DAR, Reception/SAR	All	Boundary corresponding to the DMA transfer size
On-chip peripheral module request Transmission/SAR, Reception/DAR	Incremental	No restriction (byte boundaries)
	Others	Boundary corresponding to the DMA transfer size

23.2.18 DMA Transfer Count Registers 0 to 47 (DMATCR_0 to DMATCR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMATCR is a 32-bit readable/writable register that specifies the number of rounds of DMA transfer. The number of rounds of DMA transfer is 1 when the setting is H'0000_0001, 16,777,215 when the setting is H'00FF_FFFF (the maximum). During a DMA transfer, this register indicates the remaining number of rounds of transfer.

The SYS-DMAC includes independent data buffers for reading and writing. Therefore, the read transfer counter and write transfer counter have different values. This register indicates the counter value used in reading.

The eight higher-order bits of DMATCR are always read as 0, and the write value should always be 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	TCR[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

23.2.19 DMA Transfer Count Registers B_0 to 47 (DMATCRB_0 to DMATCRB_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMATCRB is a 32-bit readable/writable register that specifies the number of rounds of DMA transfer. The number of rounds of DMA transfer is 1 when the setting is H'0000_0001, 16,777,215 when the setting is H'00FF_FFFF (the maximum). During a DMA transfer, this register indicates the remaining number of rounds of transfer.

The SYS-DMAC includes independent data buffers for reading and writing. Therefore, the read transfer counter and write transfer counter have different values. This register indicates the counter value used in writing.

The eight higher-order bits of DMATCRB are always read as 0, and the write value should always be 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	TCR[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

23.2.20 DMA Transfer Size Registers 0 to 47 (DMATSR_0 to DMATSR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMATSR is a 32-bit readable/writable register that specifies a total amount of memory to be transferred. The total size of DMA transfer is 1 byte when the setting is H'0000_0001, 4,294,967295 bytes when the setting is H'FFFF_FFFF, and 4,294,967,296 bytes (the maximum) when the setting is H'0000_0000. During a DMA transfer, this register indicates the remaining amount of memory to be transferred. This register is used in total size transmission.

The SYS-DMAC includes independent data buffers for reading and writing. Therefore, reading and writing will have different transfer sizes. This register indicates the value of the read transfer size.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

23.2.21 DMA Transfer Size Registers B_0 to 47 (DMATSRB_0 to DMATSRB_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMATSRB is a 32-bit readable/writable register that specifies a total amount of memory to be transferred. The total size of DMA transfer is 1 byte when the setting is H'0000_0001, 4,294,967295 bytes when the setting is H'FFFF_FFFF, and 4,294,967,296 bytes (the maximum) when the setting is H'0000_0000. During a DMA transfer, this register indicates the remaining amount of memory to be transferred. This register is used in total size transmission.

The SYS-DMAC includes independent data buffers for reading and writing. Therefore, reading and writing will have different transfer sizes. This register indicates the value of the write transfer size.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

23.2.22 DMA Channel Control Registers 0 to 47 (DMACHCR_0 to DMACHCR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMACHCR is a 32-bit readable/writable register that controls the DMA transfer mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CAE	CAIE	DPM[1:0]		RPT[2:0]			—	—	DPB	TS[3:2]		DSE	DSIE	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/(W)*	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/(W)*	R/W	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DM[1:0]		SM[1:0]		RS[3:0]				—	—	—	TS[1:0]		IE	TE	DE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/(W)*	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31	CAE	B'0	R/(W)*	Channel Address Error Flag Indicates that an address error interrupt occurred during DMA transfer. This bit is set under the following conditions: The value set in DMASAR or DMADAR does not fall on a boundary corresponding to the transfer size. The source or destination for transfer is in an invalid space. The source or destination for transfer is in module stop mode. If this bit is set, DMA transfer through the channel is not possible even if the DE bit is set to 1. To clear the CAE bit, write 0 to the CAE bit after reading 1 from it or clear the AE bit in DMAOR. (When the AE bit in DMAOR is cleared, CAE bit in all channels are cleared.) 0: A SYS-DMAC address error interrupt is not present. [Clearing condition] Writing CAE = 0 after reading CAE = 1 1: A SYS-DMAC address error interrupt being generated during DMA transfer.
30	CAIE	B'0	R/W	Channel Address Error Interrupt Enable Enables or disables the generation of interrupt requests for the CPU when address errors occur. When the CAIE bit is set to 1, if the CAE bit is also set, an interrupt (DEI 0 to 47) from the corresponding channel will be generated for the CPU in response to address errors. Note: An address error interrupt (DADERR) is also asserted simultaneously. See section 19, Interrupt Controller (INTC-AP) for more details. 0: Interrupt requests are disabled. 1: Interrupt requests are enabled.

Bit	Bit Name	Initial Value	R/W	Descriptions
29, 28	DPM[1:0]	B'00	R/W	Operating Mode of Descriptor Memory Enable or disable the descriptor memory and specify its operating mode. B'00: Disabled (normal use) B'01: Enabled (normal mode) B'10: Enabled (repeat mode) B'11: Enabled (read-out interrupt mode, infinite repeat mode)
27 to 25	RPT[2:0]	B'000	R/W	Descriptor Setting Update Specify the parameters to be updated from the descriptor memory. RPT[2]: Enables or disables updating of the source address register RPT[1]: Enables or disables updating of the destination address register RPT[0]: Enables or disables updating of the transfer count register 0: Disabled 1: Enabled
24, 23	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22	DPB	B'0	R/W	Descriptor Start Specifies configuration to be loaded when transfer under control of the descriptor memory begins. This bit is cleared after the descriptor memory is read. 0: Processing starts with the values in DMASAR, DMADAR, and DMATCR. 1: Processing starts after the first set of descriptors is read out.
21, 20	TS[3:2]	B'00	R/W	DMA Transfer Size In combination with TS[1:0], these bits specify the DMA transfer size. When the transfer source or transfer destination is a register of an on-chip peripheral module for which a transfer size is specified, be sure to select the specified transfer size. For the transfer source or destination address specified by DMASAR or DMADAR, an appropriate boundary address should be set according to the transfer data size. TS[3:2] + TS[1:0] ("+" here indicates concatenation, not addition) B'0000: Transfer is in byte units. B'0001: Transfer is in word (2-byte) units. B'0010: Transfer is in longword (4-byte) units. B'0011: Transfer is in 16-byte units. B'0100: Transfer is in 32-byte units. B'0101: Transfer is in 64-byte units. B'0111: Transfer is in 8-byte units. Other than above: Setting prohibited
19	DSE	B'0	R/(W)*	Descriptor Stage End (*) When the DSIE bit is set to 1 and the descriptor memory is enabled, the DSE bit is set to 1 on completion of the DMA transfer. This bit is not set when the DPM bit is set to 0 (descriptors are disabled). To clear the DSE bit, start by reading it as 1, and then write 0 to the bit. 0: DMA transfer is still running or has been aborted. 1: Transfer under the control of one stage of the descriptor memory has been completed.

Bit	Bit Name	Initial Value	R/W	Descriptions
18	DSIE	B’0	R/W	Descriptor Stage End Interrupt Enable Specifies whether an interrupt request is generated for the CPU on completion of transfer under the control of one stage of the descriptor memory. When this bit is set to 1, an interrupt (DEI) is generated for the CPU whenever the DSE is set to 1. 0: Interrupt requests are disabled. 1: Interrupt requests are enabled.
17, 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15, 14	DM[1:0]	B’00	R/W	Destination Address Mode Specify whether the DMA destination address is incremented, fixed, or decremented. The unit of transfer (transfer size) determines the size of the increment. B’00: Destination address is fixed. B’01: Destination addresses are incremented. + 1 when transfer is in byte units. + 2 when transfer is in word units. + 4 when transfer is in longword units. + 8 when transfer is in 8-byte units. + 16 when transfer is in 16-byte units. + 32 when transfer is in 32-byte units. + 64 when transfer is in 64-byte units. B’10: Destination addresses are decremented. – 1 when transfer is in byte units. – 2 when transfer is in word units. – 4 when transfer is in longword units. Setting prohibited when transfer is in 8-, 16-, 32-, or 64-byte units. B’11: Setting Prohibited
13, 12	SM[1:0]	B’00	R/W	Source Address Mode Specify whether the DMA source address is incremented, fixed, or decremented. The unit of transfer (transfer size) determines the size of the increment. 00: Source address is fixed. B’01: Source addresses are incremented. + 1 when transfer is in byte units. + 2 when transfer is in word units. + 4 when transfer is in longword units. + 8 when transfer is in 8-byte units. + 16 when transfer is in 16-byte units. + 32 when transfer is in 32-byte units. + 64 when transfer is in 64-byte units. B’10: Source addresses are decremented. – 1 when transfer is in byte units. – 2 when transfer is in word units. – 4 when transfer is in longword units. Setting prohibited when transfer is in 8-, 16-, 32-, or 64-byte units. B’11: Setting Prohibited
11 to 8	RS[3:0]	B’0000	R/W	Resource Selection Specify the source of transfer requests. Only change the transfer request source while the DMA enable bit (DE) is set to 0. B’0100: Auto request B’1000: Source is selected by the DMA extended resource selector. Other than above: Settings prohibited

Bit	Bit Name	Initial Value	R/W	Descriptions
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4, 3	TS[1:0]	B'00	R/W	DMA Transfer Size See the description of TS[3:2] (bits 21 and 20).
2	IE	B'0	R/W	Interrupt Enable Specifies whether or not an interrupt request is generated for the CPU on completion of DMA transfer. When this bit is set to 1, an interrupt request (DEI) for the CPU is generated whenever the TE bit is set to 1. 0: Interrupt request is disabled. 1: Interrupt request is enabled.
1	TE	B'0	R/(W) *	Transfer End Flag When the descriptor memory is not in use, the TE bit is set to 1 when DMATCR becomes 0 on completion of the DMA transfer. When the descriptor memory is in use, the TE bit is set to 1 on completion of all transfers set up in the descriptor memory. The TE bit is not set to 1 in the following cases. • DMA transfer ends due to a DMA address error before DMATCR becomes 0. • DMA transfer is aborted by clearing the DE and DME bits in DMAOR. To clear the TE bit, start by reading it as 1, and then write 0 to it. When the TE bit is set to 1, transfer is not possible even if the DE bit is set to 1. 0: DMA transfer is in progress or was aborted [Clearing condition] Writing of 0 after reading of 1 1: DMA transfer ended on the specified count (TCR = 0)
0	DE	B'0	R/W	DMA Enable Enables or disables DMA transfer. In the auto request mode, a DMA transfer is started by setting the DE and DME bits in DMAOR to 1. At this time, the setting of both the AE and TE bits in DMAOR must be 0. In a peripheral module request, a DMA transfer starts if the transfer request is generated by the selected device or on-chip peripheral module after setting the DE and DME bits to 1. In this case too, the settings of both the TE and AE bits must be 0. Clearing the DE bit to 0 aborts all DMA transfer. Note: Ensure that the setting of the DE bit is actually 0 after clearing it. 0: DMA transfer is disabled. 1: DMA transfer is enabled.

Note: * Writing 0 is possible to clear the flag.

23.2.23 DMA Channel Control Register B_0 to 47 (DMACHCRB_0 to DMACHCRB_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMACHCRB is a 32-bit readable/writable register that controls the DMA transfer mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DCNT[7:0]								DPTR[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DRST	—	—	—	—	—	—	DTS	SLM[3:0]				PRI[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 24	DCNT[7:0]	H'00	R/W	Number of Stages of Descriptor Memory Specify the number of stages of the descriptor memory as DCNT + 1. When the descriptor memory is enabled, a transfer end (TE) interrupt is only generated for the CPU on completion of transfer under control of the specified number of stages.
23 to 16	DPTR[7:0]	H'00	R	Descriptor Pointer This bit indicates the pointer to the next descriptor to be read. It is cleared to 0 when the last descriptor of the number of stages specified by DCNT[7:0] is read. It is also cleared to 0 when 1 is written to DRST.
15	DRST	B’0	W	Descriptor Reset Resets the descriptor pointer. Before the descriptor memory is used, the pointer must be reset by writing 1 to this bit. This bit is always read as 0.
14 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	DTS	B’0	R/W	Total Size Transmission under Descriptor Control This bit is only effective when total size transmission is selected. 0: The TCR fields of the descriptors are used as transfer count settings. 1: The TCR fields of the descriptors are used as total size settings.
7 to 4	SLM[3:0]	B’0000	R/W	DMA Transfer Low-Speed Mode Specify the number of cycles of AXI-bus clock (266.66 MHz) for the DMA transfer. One round of DMA transfer is executed in the number of cycles of the clock specified by this bit. B’0000: Normal mode B’1000: On round in 256 cycles of the clock. B’1001: On round in 512 cycles of the clock. B’1010: On round in 1024 cycles of the clock. : B’1111: On round in 32768 cycles of the clock. Other than above: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Descriptions
3 to 0	PRI[3:0]	B'0000	R/W	Channel Request Priority Setting These bits should be written by 0.

23.2.24 DMA Buffer Control Registers 0 to 47 (DMABUFCR_0 to DMABUFCR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMABUFCR is a 32-bit readable/writable register that controls the upper limit on buffer size in and burst unit for the SDRAM.

Use this register when the upper limit on buffering requires control.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	MBU[8:0]								
Initial value:	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ULB[9:0]									
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

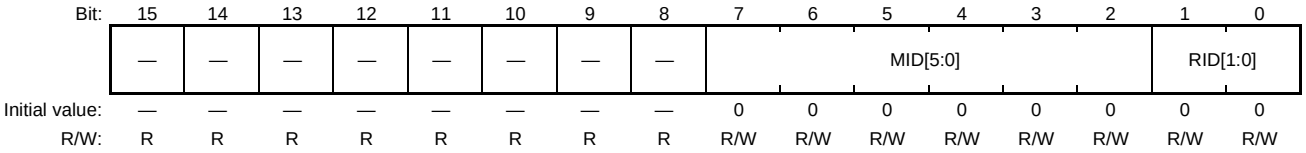
Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	MBU[8:0]	H'080	R/W	Maximum Burst Unit for SDRAM This register is only effective for SDRAM access, and everything other than that is under control of the transfer size (unit). Settings bigger than ULB are prohibited. Power-of-two settings are recommended. Maximum value is 256 (bytes).
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	ULB[9:0]	H'100	R/W	Upper Limit on Buffer Size This register controls the upper limit value for buffering. Power-of-two settings are recommended. Maximum value is 512 (bytes).

23.2.25 DMA Extended Resource Selectors 0 to 47 (DMARS_0 to DMARS_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMARS is a 16-bit readable/writable register that specifies the on-chip peripheral module to be the source of the DMA transfer request for the given channel. DMARS_0 specifies the source for channel 0, DMARS_1 specifies the source for channel 1 and so on.

When bits MID and RID are set to a value other than the values listed in Table 23.5, the operation of this LSI is not guaranteed. Transfer requests from the source selected in DMARS are only valid when the resource selection bits (RS[3:0]) in DMACHCR have been set to B'1000. Otherwise, even if DMARS has been set, requests from the corresponding transfer request source are not accepted.

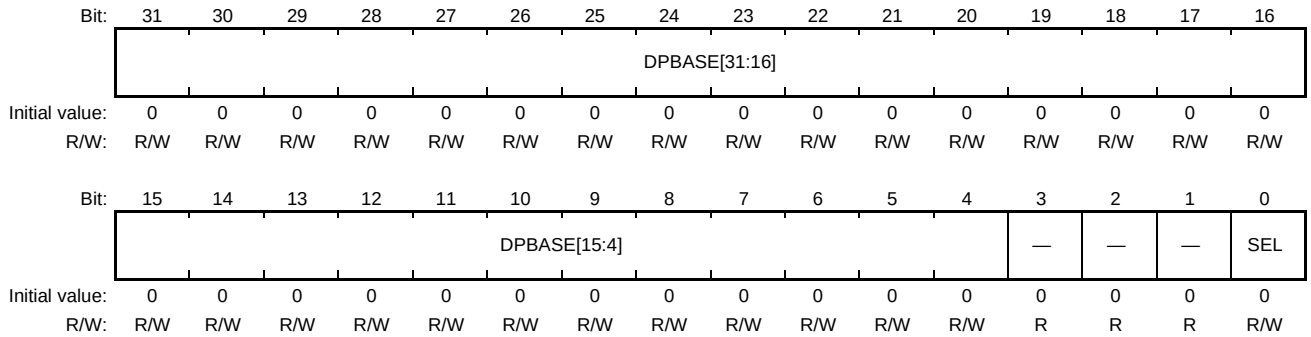


Bit	Bit Name	Initial Value	R/W	Descriptions
15 to 8	—	—	R	Reserved These bits are always read as an undefined value. The write value should always be 0.
7 to 2	MID[5:0]	B'00_0000	R/W	DMA Request Source Adoption MID[5] to MID[0] (MID) See Table 23.5.
1, 0	RID[1:0]	B'00	R/W	DMA Request Source Adoption RID[1] and RID[0] (RID) See Table 23.5.

23.2.26 DMA Descriptor Base Address Registers 0 to 47 (DMADPBASE_0 to DMADPBASE_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMADPBASE specifies the base address of the descriptor memory. The address range of the descriptor memory is specified by setting this register.



Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 4	DPBASE[31:4]	H'000_0000	R/W	Base Address of Descriptor Memory Place each stage of the descriptor memory on a 16-byte boundary. Setting example: When Built-in memory is used, [SYS-DMAC0]: H'E67_0A00 to H'E67_0A7F [SYS-DMAC1]: H'E73_0A00 to H'E73_0A7F [SYS-DMAC2]: H'E73_1A00 to H'E73_1A7F When External memory is used, Other memory area on a 16-byte boundary
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SEL	B'0	R/W	Descriptor Memory Selection Selects the memory to be used as descriptor memory. The transfer control registers can be updated at high speed by using the built-in descriptor memory. 0: Setting Prohibited. 1: Built-in memory or External memory is used.

23.2.27 DMA Descriptor Control Registers 0 to 47 (DMADPCR_0 to DMADPCR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMADPCR is a 32-bit readable/writable register that controls the timing with which interrupts are output in read-out interrupt mode (descriptor mode 3).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DIPT[7:0]								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 24	DIPT[7:0]	H'00	R/W	Descriptor Read-out Interrupt Pointer The number of stages for which descriptor read-out interrupts are generated in descriptor mode 3. DIPT + 1 specifies the number of descriptor stages.
23 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

23.2.28 DMA Fixed Source Address Registers 0 to 47 (DMAFIXSAR_0 to DMAFIXSAR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAFIXSAR is a 32-bit readable/writable register that specifies the most significant 8 bits of the 40-bit source address for a DMA transfer.

This register is not incremented by carrying when DMASAR overflows. And when uTLB function is effective, this register is invalid.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SAR[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

23.2.29 DMA Fixed Destination Address Registers 0 to 47 (DMAFIXDAR_0 to DMAFIXDAR_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAFIXDAR is a 32-bit readable/writable register that specifies the most significant 8 bits of the 40-bit destination address for a DMA transfer.

This register is not incremented by carrying when DMADAR overflows. And when uTLB function is effective, this register is invalid.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DAR[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

23.2.30 DMA Fixed Descriptor Base Address Registers 0 to 47 (DMAFIXDPBASE_0 to DMAFIXDPBASE_47)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAFIXDPBASE is a 32-bit readable/writable register that specifies the most significant 8 bits of the 40-bit descriptor base address for a DMA transfer. And when uTLB function is effective, this register is invalid.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DPBASE[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

23.2.31 Descriptor Memory (DescriptorMEM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

See section 23.3.4, Descriptor Memory.

23.2.32 Secure Function Secure Status Register for channel 0 to 15 (DMASES_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASES_0 is a 32-bit readable/writable register that contain error status of Secure function of channel 0 to 15.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Error_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	Error_0	B'0	R/W*	Error status of channel 15 to 0 Read: 0: No Error detected. 1: Error detected. Write*: 0: No operation 1: Clear DMASES_0, DMAEMID_0, DMASEA_0 register.

23.2.33 Secure Function Secure Status Register for channel 16 to 31 (DMASES_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASES_1 is a 32-bit readable/writable register that contain error status of Secure function of channel 16 to 31.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Error_1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	Error_1	B'0	R/W*	Error status of channel 31 to 16 Read: 0: No Error detected. 1: Error detected. Write*: 0: No operation 1: Clear DMASES_1, DMAEMID_1, DMASEA_1 register.

23.2.34 Secure Function Secure Status Register for channel 32 to 47 (DMASES_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASES_2 is a 32-bit readable/writable register that contain error status of Secure function of channel 32 to 47.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Error_2
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	Error_2	B'0	R/W*	Error status of channel 47 to 32 Read: 0: No Error detected. 1: Error detected. Write*: 0: No operation 1: Clear DMASES_2, DMAEMID_2, DMASEA_2 register.

23.2.35 Secure Function Slave Error Address Register for channel 0 to 15 (DMASEA_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEA_0 is a 32-bit readable register that contain first error address when access to channel 0 to 15 was denied.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EA[31:0]	H'0000_0000	R	First error address when access to channel 0 to 15 was denied.

23.2.36 Secure Function Slave Error Address Register for channel 16 to 31 (DMASEA_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEA_1 is a 32-bit readable register that contain first error address when access to channel 16 to 31 was denied.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

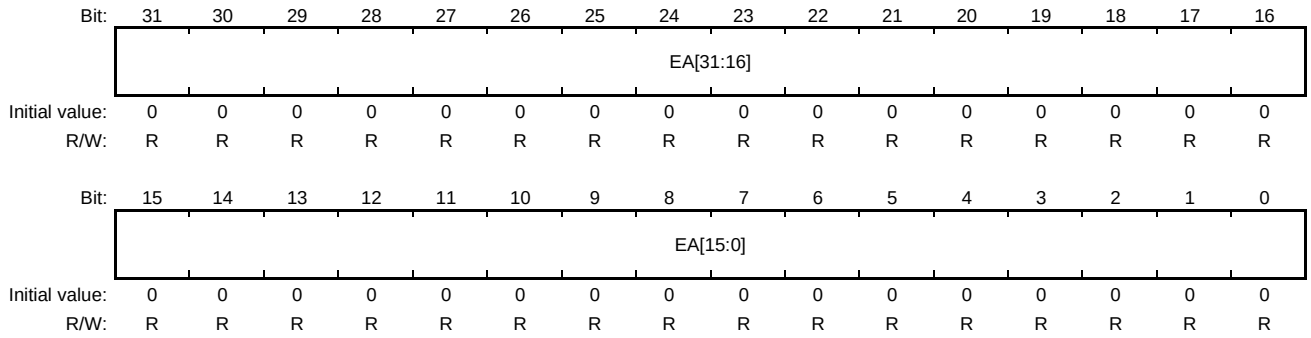
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EA[31:0]	H'0000_0000	R	First error address when access to channel 16 to 31 was denied.

23.2.37 Secure Function Slave Error Address Register for channel 32 to 47 (DMASEA_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEA_2 is a 32-bit readable register that contain first error address when access to channel 32 to 47 was denied.

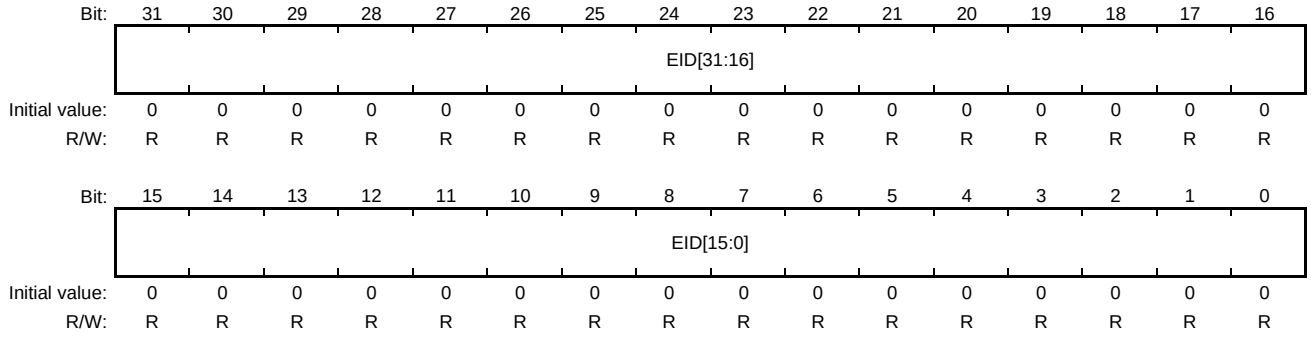


Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EA[31:0]	H'0000_0000	R	First error address when access to channel 32 to 47 was denied.

23.2.38 Secure Function Error Master ID Register for channel 0 to 15 (DMAEMID_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAEMID_0 is a 32-bit readable register that contain first error ID when access to channel 0 to 15 was denied.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EID[31:0]	H'0000_0000	R	First error ID when access to channel 0 to 15 was denied.

23.2.39 Secure Function Error Master ID Register for channel 16 to 31 (DMAEMID_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAEMID_1 is a 32-bit readable register that contain first error ID when access to channel 16 to 31 was denied.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EID[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EID[31:0]	H'0000_0000	R	First error ID when access to channel 16 to 31 was denied.

23.2.40 Secure Function Error Master ID Register for channel 32 to 47 (DMAEMID_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAEMID_2 is a 32-bit readable register that contain first error ID when access to channel 32 to 47 was denied.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EID[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EID[31:0]	H'0000_0000	R	First error ID when access to channel 32 to 47 was denied.

23.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

When there is a DMA transfer request, the DMAC starts the transfer according to the predetermined channel priority; when the transfer end conditions are satisfied, it ends the transfer. Transfers can be requested in two modes: auto request and on-chip peripheral module request. The bus mode can be selected from normal speed mode and slow speed mode).

23.3.1 DMA Transfer Requests

Most commonly, DMA transfer requests are generated by either the source or destination for transfer, but they can also be generated by on-chip peripheral modules that are neither the source nor the destination. Transfers can be requested in two modes: auto request, and on-chip peripheral module request. The request mode is selected for each channel by DMARS.

(1) Auto-Request Mode

When there is no transfer request signal from an external source, as in a memory-to-memory transfer or a transfer between memory and an on-chip peripheral module unable to request a transfer, auto-request mode allows the SYS-DMAC to automatically generate a transfer request signal internally. When the DE bit in DMACHCR and the DME bit in DMAOR are set to 1 for the target channel, the transfer begins so long as the CAE bit in DMACHCR is 0.

(2) On-Chip Peripheral Module Request Mode

This mode is in case of DMACHCR.RS=1000.

In this mode, a transfer is performed at the transfer request signal of an on-chip peripheral module. The source (on-chip peripheral module) of the DMA transfer request is specified by DMARS.

When this mode is selected, if the DMA transfer is enabled (DE = 1, DME = 1, TE = 0, CAE = 0), a transfer is performed upon the input of a transfer request signal.

When a transmit data empty transfer request of the peripheral is set as the transfer request, the transfer destination must be the peripheral transmit data register. Likewise, when receive data full transfer request of the peripheral is set as the transfer request, the transfer source must be the peripheral receive data register. These conditions also apply to the other on-chip peripheral modules.

The number of the receive FIFO triggers can be set as a transfer request depending on an on-chip peripheral module. Data needs to be read after the DMA transfer is ended, because data may be left in the receive FIFO when the receive FIFO trigger condition is not satisfied.

Table 23.5 Selecting On-Chip Peripheral Module Request Modes

Channels Support	DMARS MID + RID	DMA Transfer Request Source	DMA Transfer Request Signal	Source	Destination	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0 to 15	H'10	IIC-PMIC Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'11	IIC-PMIC Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'17	TPU0 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'30	HSCIF0 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'31	HSCIF0 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'32	HSCIF1 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'33	HSCIF1 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'34	HSCIF2 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'35	HSCIF2 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'36	HSCIF3 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'37	HSCIF3 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'38	HSCIF4 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'39	HSCIF4 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'40	MSIOF0 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'41	MSIOF0 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'42	MSIOF1 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'43	MSIOF1 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'44	MSIOF2 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'45	MSIOF2 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'46	MSIOF3 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'47	MSIOF3 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'50	SCIF0 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'51	SCIF0 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'52	SCIF1 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'53	SCIF1 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'12	SCIF2 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'13	SCIF2 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'56	SCIF3 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'57	SCIF3 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'58	SCIF4 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'59	SCIF4 Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'5A	SCIF5 Reception	Receive request	Data register	Arbitrary	—	—	—	√
0 to 15	H'5B	SCIF5 Transmission	Transmit request	Arbitrary	Data register	—	—	—	√
16 to 47	H'5A	SCIF5 Reception	Receive request	Data register	Arbitrary	√	√	√	—
16 to 47	H'5B	SCIF5 Transmission	Transmit request	Arbitrary	Data register	√	√	√	—
0 to 15	H'70	CANFD_RF0 Reception	Receive request	Data register	Arbitrary	√	√	√	√

Channels Support	DMARS MID + RID	DMA Transfer Request Source	DMA Transfer Request Signal	Source	Destination	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0 to 15	H'72	CANFD_RF1 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'74	CANFD_RF2 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'76	CANFD_RF3 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'78	CANFD_RF4 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'7A	CANFD_RF5 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'7C	CANFD_RF6 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'7E	CANFD_RF7 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'80	CANFD_CF0 Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'82	CANFD_CF1 Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'90	I2C0(Master) Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'91	I2C0(Master) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'92	I2C1(Master) Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'93	I2C1(Master) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'94	I2C2(Master) Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'95	I2C2(Master) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'96	I2C3(Master) Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'97	I2C3(Master) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'98	I2C4(Master) Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'99	I2C4(Master) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'9A	I2C5(Master) Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'9B	I2C5(Master) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'9C	I2C6(Master) Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'9D	I2C6(Master) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√

Channels Supported	DMARS MID + RID	DMA Transfer Request Source	DMA Transfer Request Signal	Source	Destination	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
16 to 47	H'A0	I2C0(Slave) Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'A1	I2C0(Slave) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'A2	I2C1(Slave) Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'A3	I2C1(Slave) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
16 to 47	H'A4	I2C2(Slave) Reception	Receive request	Data register	Arbitrary	√	√	√	√
16 to 47	H'A5	I2C2(Slave) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'A6	I2C3(Slave) Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'A7	I2C3(Slave) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'A8	I2C4(Slave) Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'A9	I2C4(Slave) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'AA	I2C5(Slave) Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'AB	I2C5(Slave) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√
0 to 15	H'AC	I2C6(Slave) Reception	Receive request	Data register	Arbitrary	√	√	√	√
0 to 15	H'AD	I2C6(Slave) Transmission	Transmit request	Arbitrary	Data register	√	√	√	√

Table 23.6 Data Length of DMA Transfer for Each of the On-Chip Peripheral Modules

								Second Generation RZ/G Series Products			
Module*	**1 Byte**	**2 Bytes**	**4 Bytes**	**8 Bytes**	**16 Bytes**	**32 Bytes**	**64 Bytes**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
IIC-PMIC	√							√	√	√	√
TPU0		√						√	√	√	√
HSCIF0/1/2/3/4	√							√	√	√	√
MSIOF0/1/2/3			√					√	√	√	√
SCIF0/1/2/3/4/5	√							√	√	√	√
CANFD						√		√	√	√	√
I2C0/1/2/3/4/5/6	√							√	√	√	√

Note: * For the availability of module channels of each product, refer to Table 23.5.

23.3.2 Channel Priority

When the SYS-DMAC receives simultaneous transfer requests on two or more channels, it transfers data according to a predetermined priority. Two modes (fixed mode and round-robin mode) are selected by the PR[1:0] bits in DMAOR.

Fixed Mode

In this mode, the priority levels among the channels remain fixed.

CH0 > CH1 > ... > CH14 > CH15, CH16 > CH17 > ... > C30 > C31, C32 > C 33 > ... > CH46 > CH47

Round-Robin Mode

In round-robin mode, each time data of one transfer unit (byte, word, longword, 8-byte, or 16-byte units) is transferred on one channel, the priority is rotated. The channel on which the transfer was just finished rotates to the bottom of the priority. The priority of round-robin mode is CH0 > CH1 > ... > CH14 > CH15, CH16 > CH17 > ... > C30 > C31, C32 > C33 > ... > CH46 > CH47 immediately after reset.

23.3.3 Slow Speed Mode

In the slow-speed mode, a single round of DMA transfer is performed every time the number of clock cycles specified by the SLM bits in DMACHCRB elapse. This mode can be selected per DMA channel. Transfer on other channels can proceed after each round of transfer for a channel in the slow-speed mode is completed.

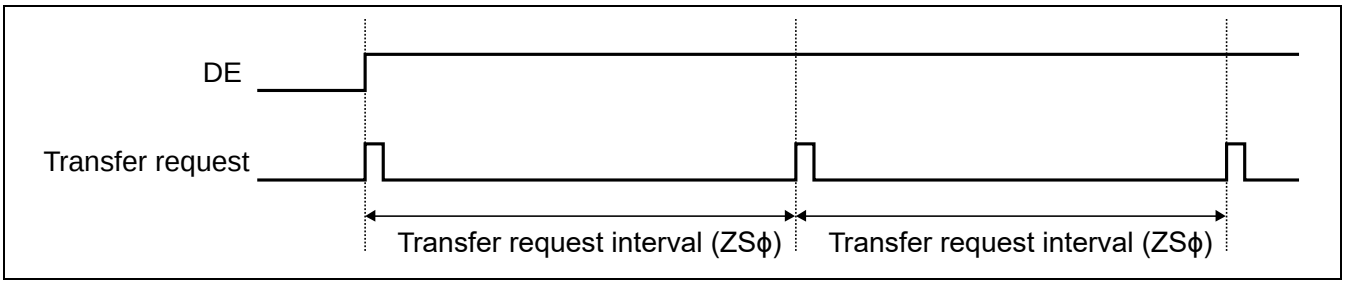


Figure 23.2 Slow Speed Mode

23.3.4 Descriptor Memory

The descriptor memory function is selected by setting the DPM[1:0] bits in DMACHCR to B'01, B'10, or B'11. When DMATCR is set to 0 and the DMA transfer is completed, the next set of settings is read, and if only a single channel is enabled, the contents defined by up to 128 stages of descriptor memory can be consecutively transferred when the built-in descriptor memory is used. External memory can also be used as the descriptor memory. In that case, the contents defined by up to 256 stages of descriptor memory can be transferred.

The following initial settings are required to use the descriptor memory.

- Set the base address of the descriptor memory for the DMA transfer in DMADPBASE.
- Set the DRST bit in DMACHCRB to reset the descriptor memory.
- Set the number of stages of the descriptor memory in the DCNT bits of DMACHCRB.

The descriptor memory is shared between all channels. Ensure that the areas of descriptor memory for use by each of the channels do not overlap.

It is necessary to arrange each stage of the descriptor memory on a 16-byte boundary.

There are two methods to activate the descriptor memory as follows.

- Specify the first DMA transfer settings in DMASAR, DMADAR, and DMATCR, and specify the subsequent settings in the descriptor memory. Then, set the DPB bit in DMACHCR to 0 to activate the descriptor memory. In this case, after completion of the transfer specified in DMASAR, DMADAR, and DMATCR, transfer continues after new settings are read from the descriptor memory. Note, however, that when the operating mode of the descriptor memory is set to the repeat mode, the values specified in DMASAR, DMADAR, and DMATCR are not read, and the transfer starts and is repeated from the head of the descriptor memory.
- Write the DMA transfer settings to the descriptor memory, and write 1 to the DPB bit in DMACHCR to activate the descriptor memory. In this case, the DMA transfer starts from the first settings in the descriptor memory.

There are three operating modes of the descriptor memory, which can be selected by setting the DPM bits in DMACHCR.

For details on these operating modes, see the descriptions of each operating mode in this section.

(1) Configuration of Descriptor Memory

Figure 23.3 shows the configuration of the built-in descriptor memory.

The capacity of the built-in descriptor memory is 16 bytes per stage × 128 stages.

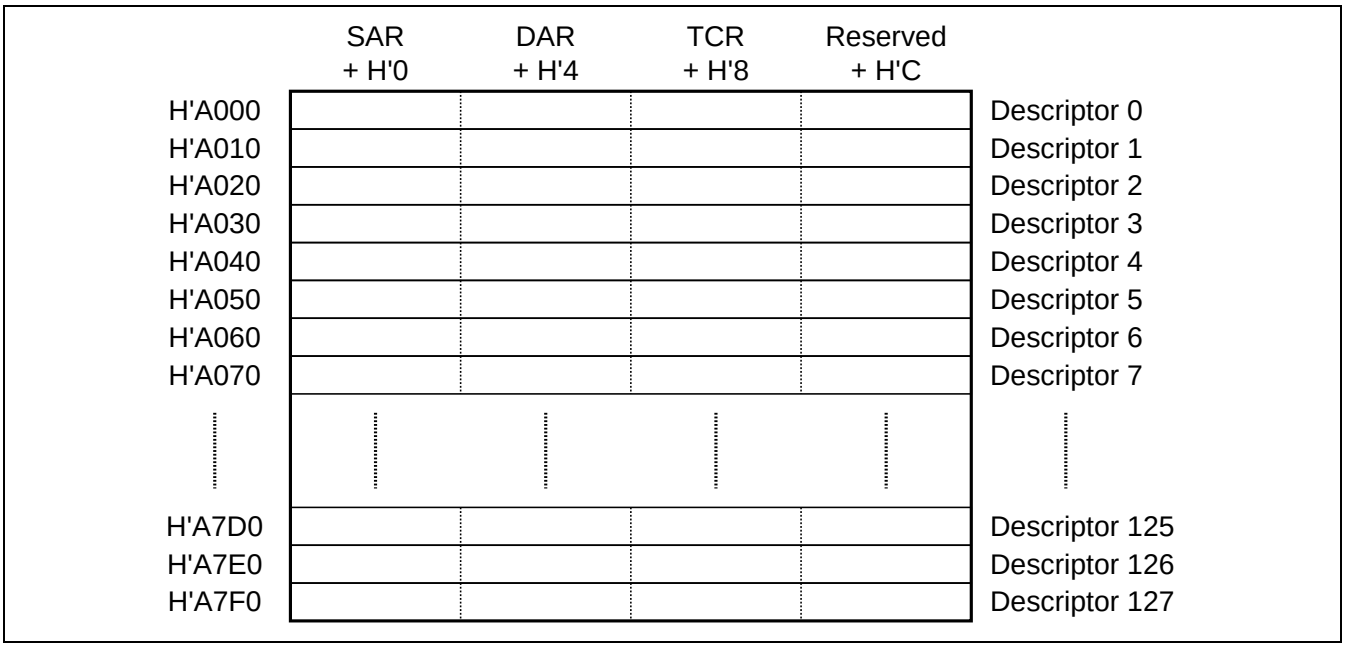


Figure 23.3 Configuration of Built-in Descriptor Memory

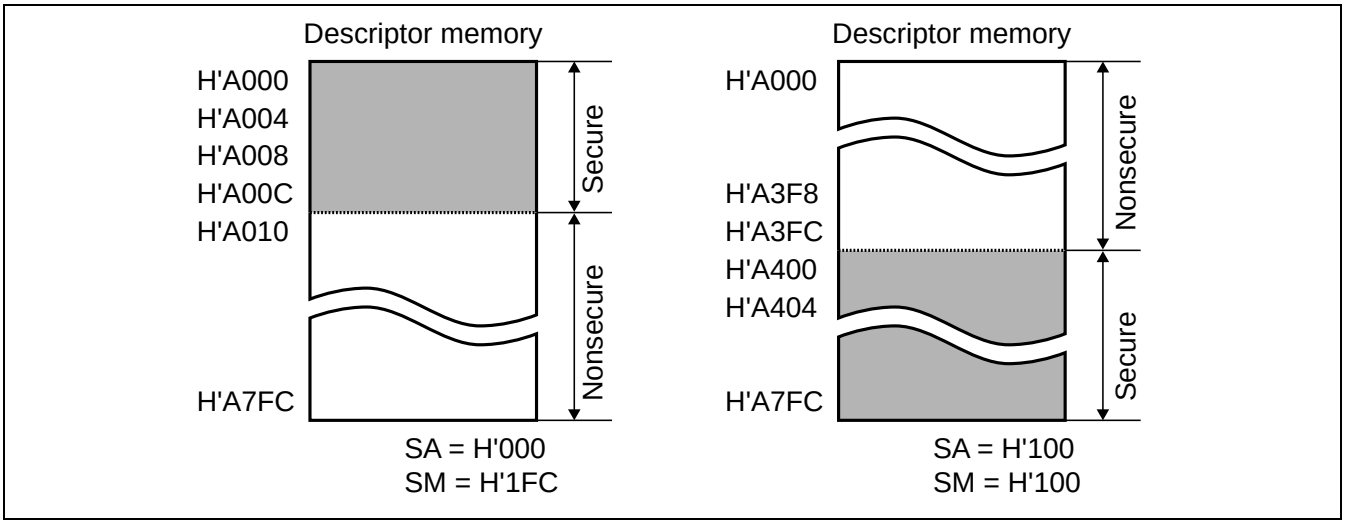


Figure 23.4 Example of DMADPSEC Setting

(2) Flow of Updating from Descriptor Memory

The RPT bits in DMACHCR can be used to specify which registers are to be updated from the descriptor memory.

The DPTR bits in DMACHCRB are incremented when updating from the descriptor memory is completed. If the DPTR value matches the DCNT value, the DPTR value is reset to 0.

This flow is automatically processed by hardware.

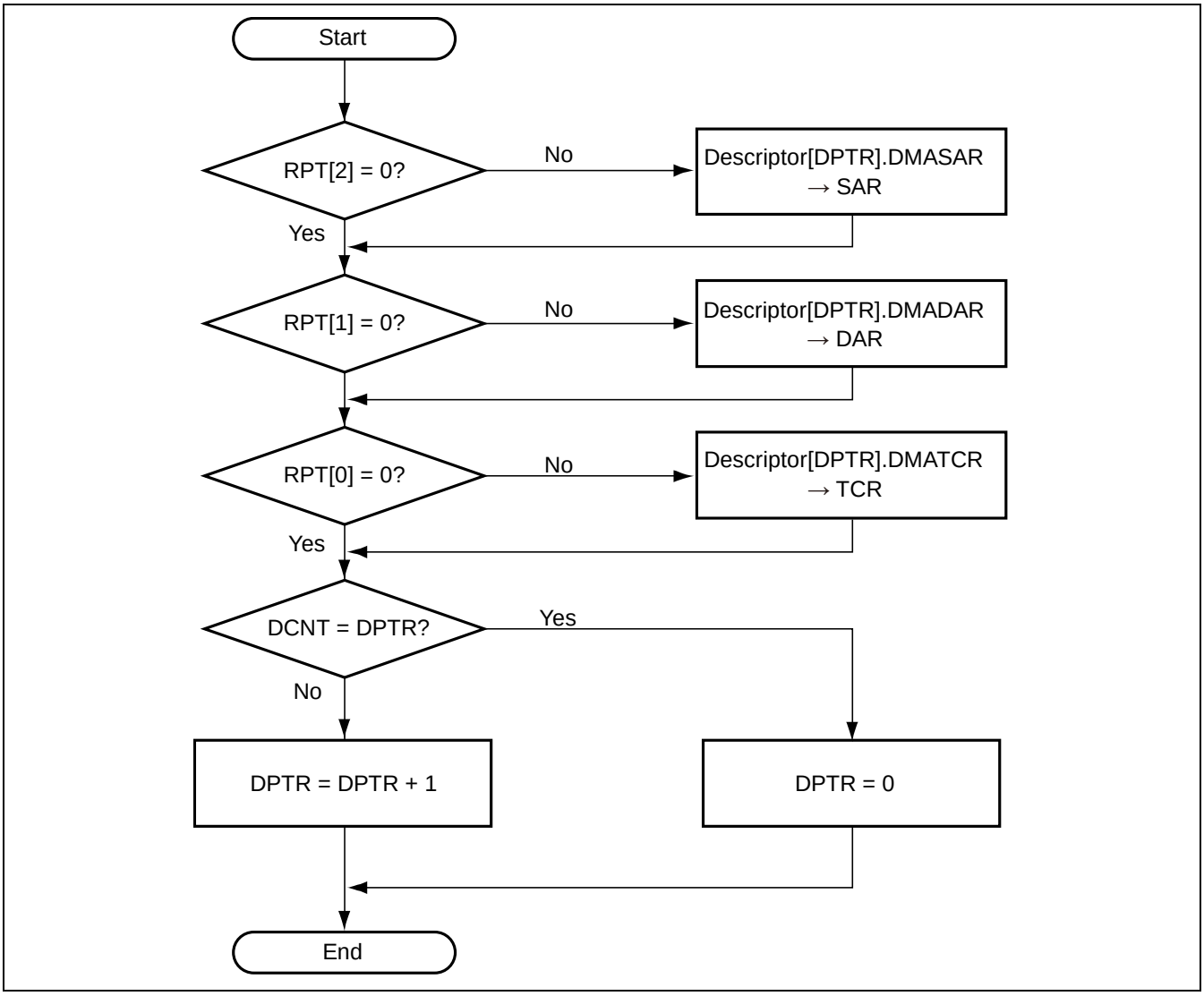


Figure 23.5 Flow of Updating from Descriptor Memory

(3) Operating Mode 1 of Descriptor Memory

Set the DPM bits in DMACHCR to B'01 to select operating mode 1 (normal mode). This mode allows consecutive transfer under control of the descriptor memory.

In this mode, the DMA transfer is complete when the TE bit in DMACHCR is set to 1 after transfer under control of the number of stages of the descriptor memory specified in the DCNT bits in DMACHCRB.

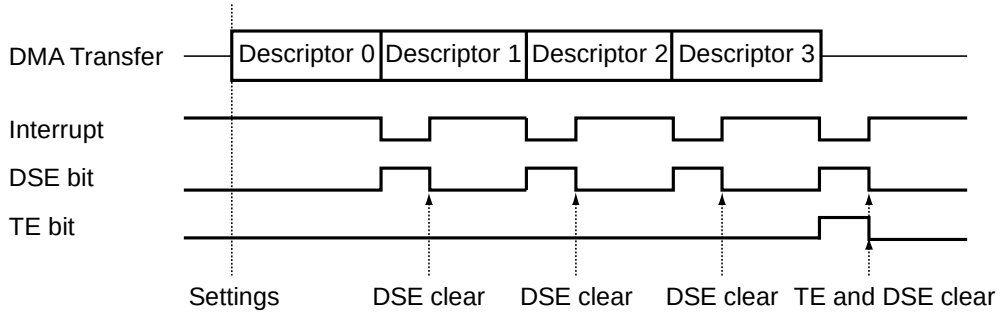
When the DSIE bit in DMACHCR is set to 1, a DSE interrupt is generated every time transfer under the control of one stage of descriptor memory is complete. If a first DSE interrupt has not been processed when a further DSE interrupt is generated, the contents of the next stage of the descriptor memory are not read and the DMA transfer is aborted. Clearing the DSE bit only causes clearing of the first interrupt and reading of the next stage of the descriptor memory.

Figure 23.6 is an example of transfer when operating mode 1 is selected and the TE and DSE bits are set to 1.

Figure 23.7 is an example of transfer when there is a delay in processing of the DSE interrupt when operating mode 1 is selected and the TE and DSE bits are set to 1.

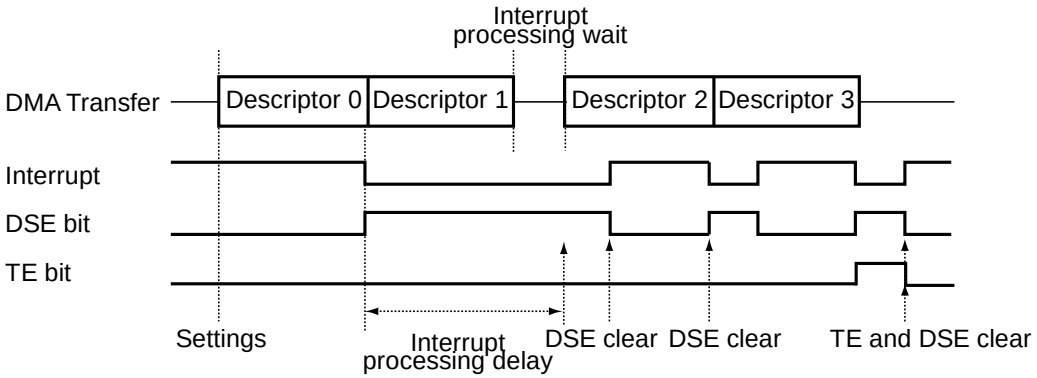
Figure 23.8 is an example of transfer when operating mode 1 is selected and the TE bit is set to 1.

In each example, there are four descriptor stages.



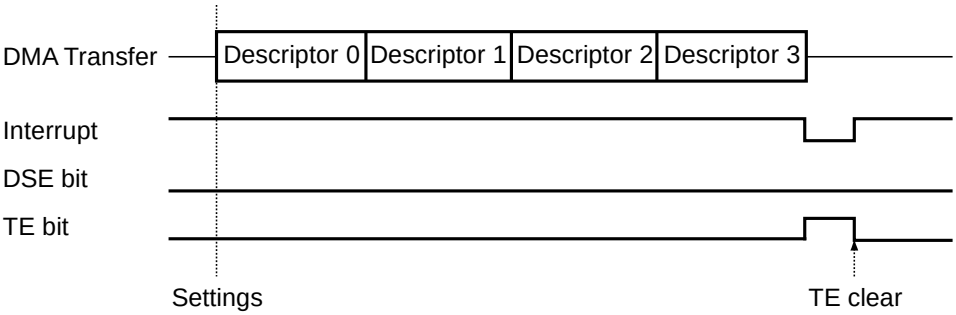
Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'01, DPB = B'1, DSIE = B'1, IE = B'1), DMACHCRB (DRST = B'1).

Figure 23.6 Operating Mode 1 (Example 1)



Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'01, DPB = B'1, DSIE = B'1, IE = B'1), DMACHCRB (DRST = B'1).

Figure 23.7 Operating Mode 1 (Example 2)



Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'01, DPB = B'1, DSIE = B'0, IE = B'1), DMACHCRB (DRST = B'1).

Figure 23.8 Operating Mode 1 (Example 3)

(4) Operating Mode 2 of Descriptor Memory

Set the DPM bits in DMACHCR to B'10 to select operating mode 2 (repeat mode). This mode allows consecutive transfer under control of the descriptor memory.

In this mode, after transfer under control of the number of stages of descriptor memory specified in the DCNT bits in DMACHCRB, the TE bit in DMACHCR is set to 1. This operation is then repeated from the head of the descriptor memory.

When the DSIE bit in DMACHCR is set to 1, a DSE interrupt is generated every time transfer under the control of one stage of descriptor memory is complete. If a first DSE interrupt has not been processed when a further DSE interrupt is generated, the contents of the next stage of the descriptor memory are not read and the DMA transfer is aborted. Clearing the DSE bit only causes clearing of the first interrupt and reading of the next stage of the descriptor memory.

When the DSIE bit in DMACHCR is set to 0, after transfer under control of all stages of the descriptor memory is complete, the TE bit in DMACHCR is set to 1 and a TE interrupt is generated. If a TE interrupt has not been processed when a further DSE interrupt is generated, the contents of the next stage of the descriptor memory are not read and the DMA transfer is aborted. Clearing the TE bit only causes clearing of the first interrupt and reading of the next stage of the descriptor memory.

To end operation in mode 2, change the mode to mode 1 by using the TE interrupt processing. When the mode is changed to mode 1, the DMA transfer is completed when the next TE interrupt is generated.

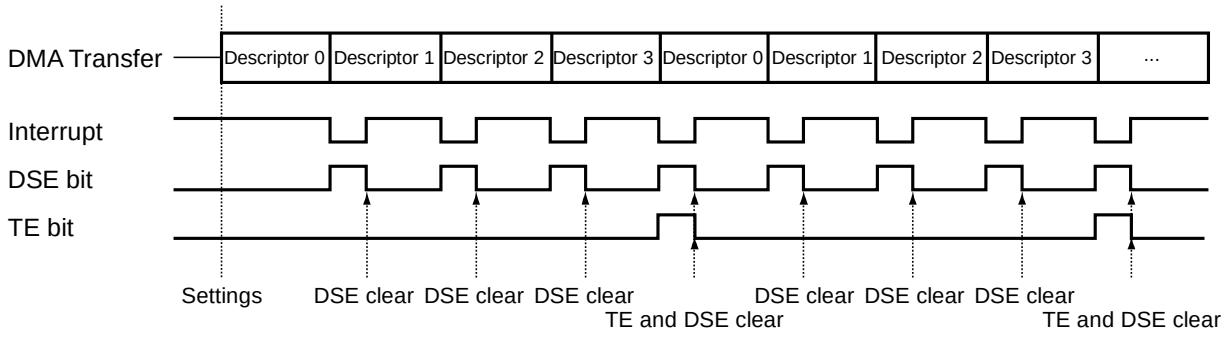
Figure 23.9 is an example of transfer when operating mode 2 is selected and the TE and DSE bits are set to 1.

Figure 23.10 is an example of transfer when there is a delay in processing of the DSE interrupt when operating mode 2 is selected and the TE and DSE bits are set to 1.

Figure 23.11 is an example of transfer when operating mode 2 is selected and the TE bit is set to 1.

Figure 23.12 is an example of transfer when there is a delay in processing of the DSE interrupt when operating mode 2 is selected and the TE is set to 1.

In each example, there are four descriptor stages.

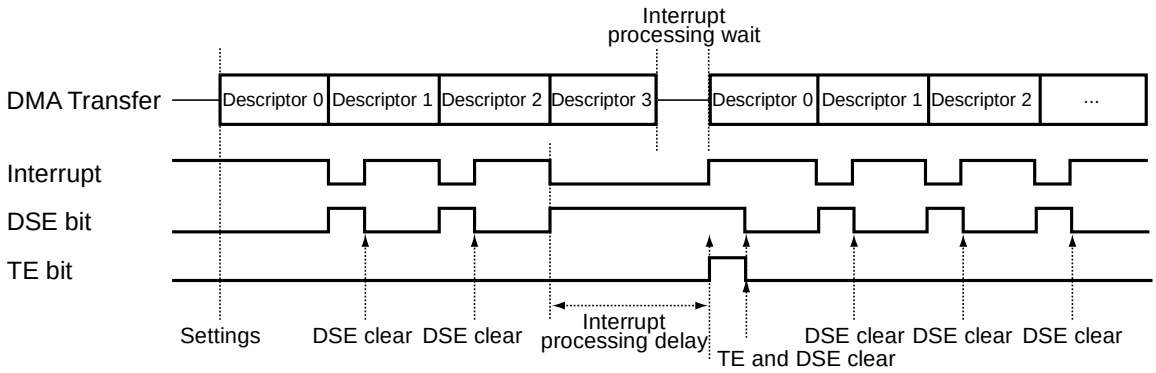


Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.

2. Set the DMACHCRB register (DCNT = 3).

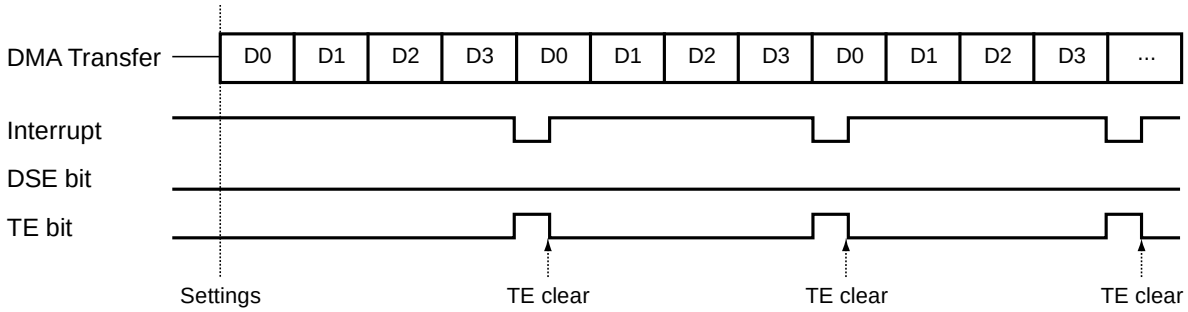
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'1, IE = B'1), DMACHCRB (DRST = B'1).

Figure 23.9 Operating Mode 2 (Example 1)



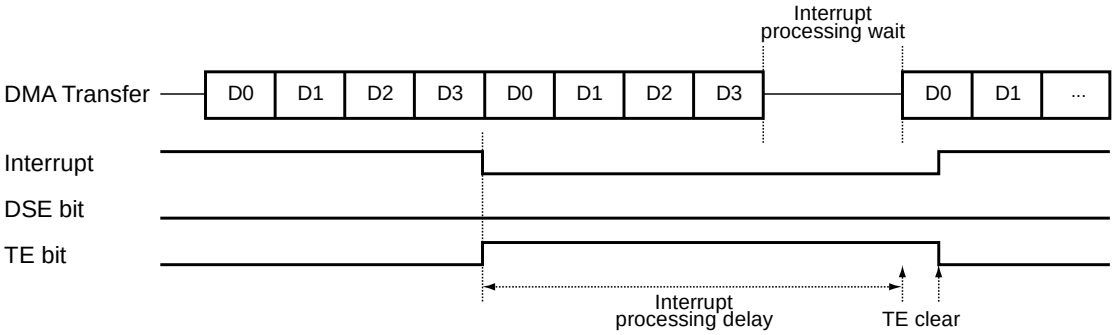
Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'1, IE = B'1), DMACHCRB (DRST = B'1).

Figure 23.10 Operating Mode 2 (Example 2)



Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'0, IE = B'1), DMACHCRB (DRST = B'1).

Figure 23.11 Operating Mode 2 (Example 3)



Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'0, IE = B'1), DMACHCRB (DRST = B'1).

Figure 23.12 Operating Mode 2 (Example 4)

(5) Operating Mode 3 of Descriptor Memory

Set the DPM bits in DMACHCR to B'11 to select operating mode 3 (infinite repeat mode). This mode allows consecutive transfer under control of the descriptor memory.

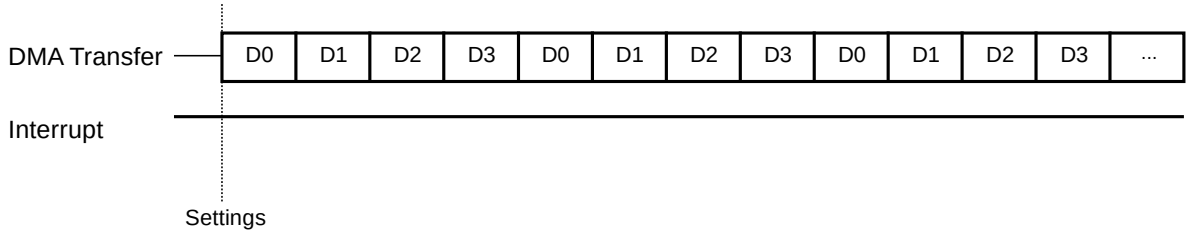
In this mode, after transfer under control of the number of stages of descriptor memory specified in the DCNT bits in DMACHCRB, the TE bit in DMACHCR is set to 1. This operation is then repeated from the head of the descriptor memory.

When the DSIE bit in DMACHCR is set to 1, a DSE interrupt is generated every time transfer under the control of one stage of descriptor memory is complete. Even if a first DSE interrupt has not been processed when a further DSE interrupt is generated, the DMA transfer is not aborted. Regardless of the number of DSE interrupts that have been generated, the TE bit can be cleared by writing to it once. Similarly, even if a first TE interrupt has not been processed when a further TE interrupt is generated, the DMA transfer is not aborted. Regardless of the number of TE interrupts that have been generated, the TE bit can be cleared by writing to it once.

Figure 23.13 is an example of transfer when infinite repeat mode is selected.

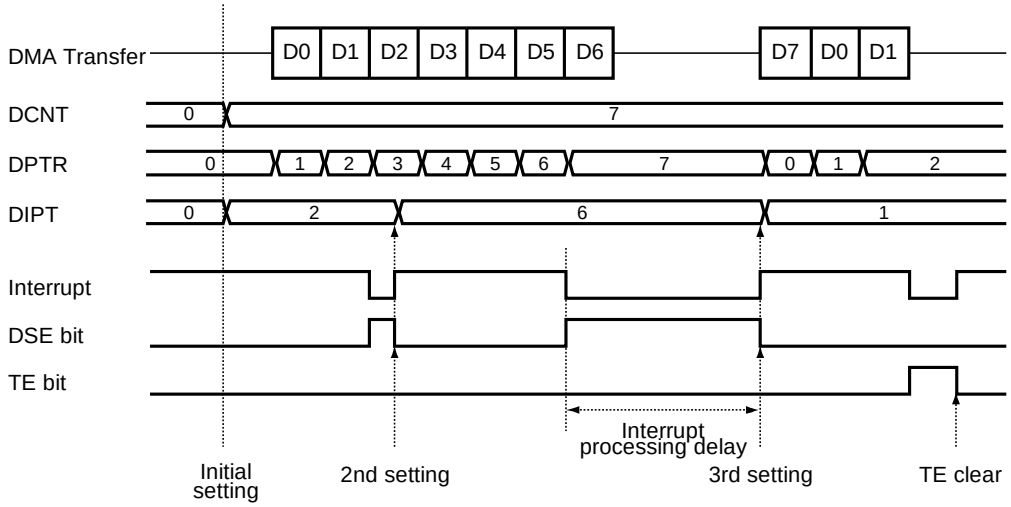
Figure 23.14 is an example of transfer when read-out interrupt mode is selected.

In each example, there are four descriptor stages.



Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'11, DPB = B'1, DSIE = B'0, IE = B'0), DMACHCRB (DRST = B'1).

Figure 23.13 Operating Mode 3 (Infinite Repeat Mode)



Initial setting:
1. Set the DMACHCRB register (DCNT = 7).
2. The descriptor has three setting (DMASAR, DMADAR, DMATCR) stages.
3. Set the DMADPCR register (DIPT = 2).
4. Set the DMACHCR register (DPM = B'11, DPB = B'1, DSIE = B'1, IE = B'0), DMACHCRB (DRST = B'1)

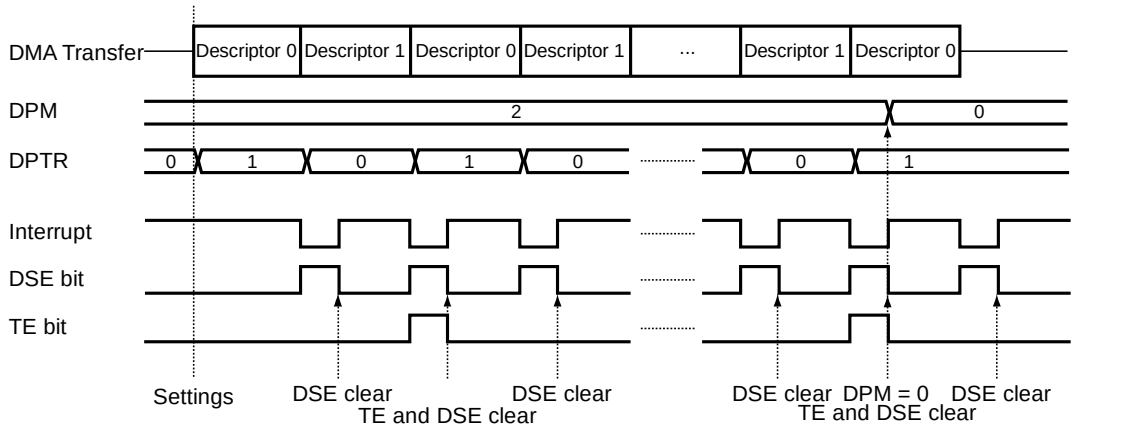
2nd setting:
1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMADPCR register (DIPT = 6).
   (3 stages + 4 stages -1) mod 8 = 6
3. Clear DSE.

3rd setting: (Transfer end)
1. The descriptor has three setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMADPCR register (DIPT =1).
   (3 stages + 4 stages + 3 stages -1) mod 8 = 1
3. Clear the DSE bit and set the DMACHCR register (DPM = B'11, DPB = B'0, DSIE = B'0, IE = B'1).

Figure 23.14 Operating Mode 3 (Read-Out Interrupt Mode)

(6) Using the Descriptor Memory for Double Buffering

To use the descriptor memory for double buffering, set the number of stages of descriptor memory to 2, set the buffer configuration to the descriptor memory, and activate the memory in operating mode 2. The DSE interrupt is used in double buffering. To end the use of double buffering, disable the descriptor operating mode, which stops the transfer on completion of the transfer currently in progress.



Settings: 1. The descriptor has two setting (buffer A, buffer B) stages.
2. Set the DMACHCRB register (DCNT = 1).
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'1, IE = B'0), DMACHCRB (DRST = B'1).

Figure 23.15 Using the Descriptor Memory for Double Buffering

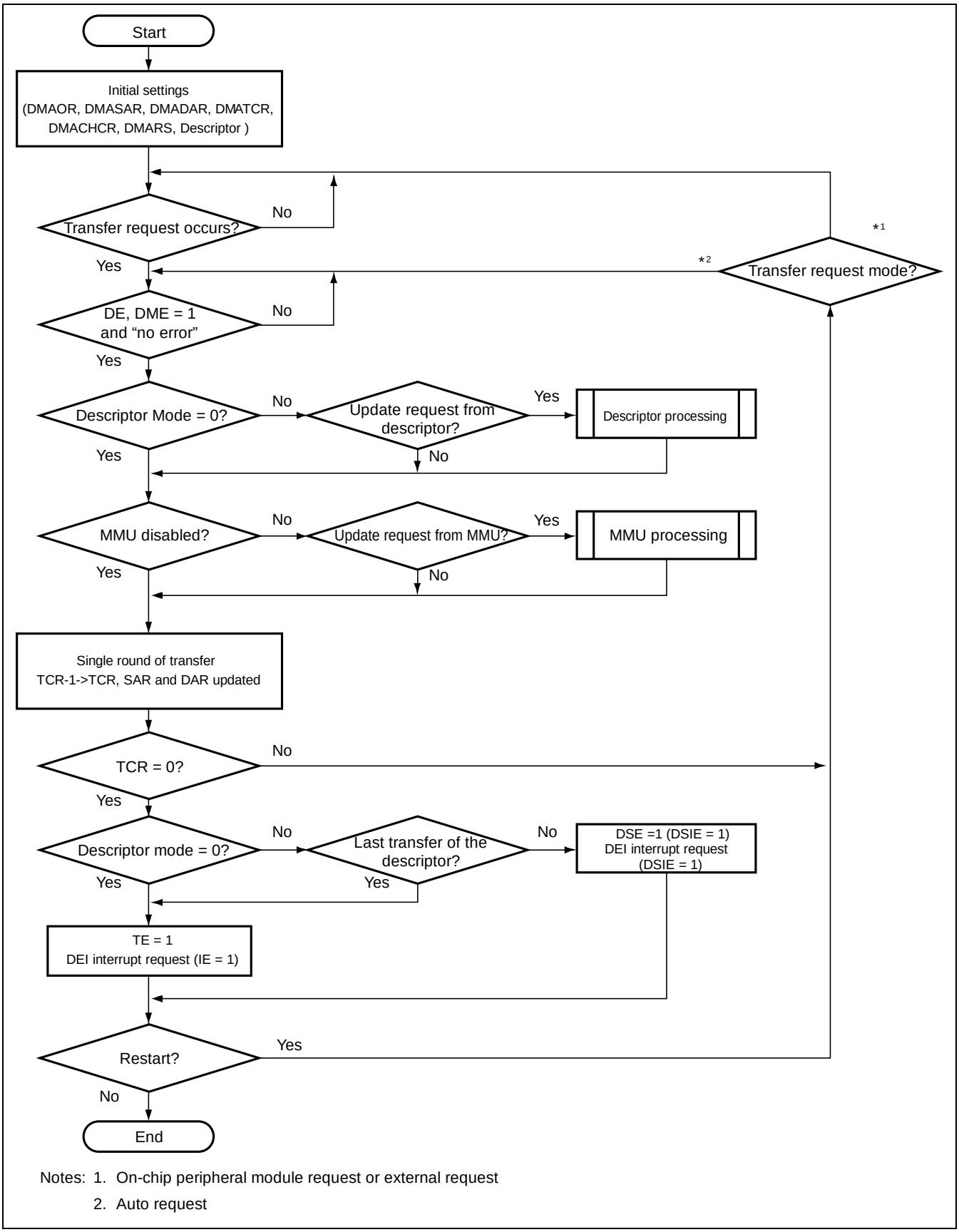
23.3.5 Transmission Flow

Set the transfer conditions as required in the following registers:

DMA source address register (DMASAR), DMA destination address register (DMADAR), DMA transfer count register (DMATCR), DMA Channel control register (DMACHCR), DMA operation register (DMAOR) and DMA extended resource selector (DMARS)

The DMAC then transmits data in the following order.

- A transfer request is generated and the controller checks whether the transfer is allowed (DE = 1, DME = 1, TE = 0, DSE = 0, CAE = 0). When a channel is in the auto request mode, the transfer starts automatically.
- The controller checks whether updating from the descriptor memory is required.
- Updating from the descriptor memory proceeds when the DPB bit in DMACHCR is set to 1 or the descriptor memory is enabled, if DMATCR is set to 0.
- For updating by using the descriptor memory, see section 23.3.4, Descriptor Memory.
- Check whether address translation by the IPMMU is required.
- Address translation by the IPMMU proceeds if the address exceeds the effective size for address translation when the DE bit in DMACHCR is enabled and updating of transfer settings from the descriptor memory is executed.
- Each time a transfer request is generated, the amount of data for a single round of transfer (specified by the TS[3:0] bits) is transmitted. The value in DMATCR is decremented by 1 every time the DMA transfer is completed.
- When the specified number of rounds of transfer are completed (the value in DMATCR is set to 0), the transfer ends normally. A TE interrupt is generated for the CPU upon the end of the transfer if the IE bit in DMACHCR is set to 1. If the descriptor memory is enabled, the processing differs with the mode of the descriptor memory. For more details, see section 23.3.4, Descriptor Memory.
- Transfer is aborted when the DMAC encounters an address error. Transfer is also aborted when the DE bit in DMACHCR or the DME bit in DMAOR is set to 0.



Notes: 1. On-chip peripheral module request or external request
2. Auto request

Figure 23.16 Transmission Flow

23.3.6 Total Size Transmission

The amount of data for total size transmission can be set in DMATSR (in bytes), and this setting is effective regardless of the size specified in the TS bits in DMACHCR. Thereby, the desired size can be transmitted in a single round of DMA transfer.

To use this function, make the settings for total size transmission in DMASAR, DMADAR, DMATSR, DMATSRB and DMACHCR.

Total size is set in the TCR (TSR) field of descriptors and 1 is set in DMACHCRB.DTS when total size transmission and descriptors are in use.

23.3.7 Rate access control

In the rate access control mode, the performance of DMA transfer will decrease depending on value of the rate access counter which is set up by CNT bits in WRADM_CONTROL register or RRADM_CONTROL register. When to be enable rate access bit which is set up to 1 by EN bit in WRADM_CONTROL register or RRADM_CONTROL register, the rate access counter starts to count. Whenever value of CNT bits matches with value of counter register, then enable control bit will be toggled after 3 clock cycles.

Period of time of a transaction in the rate access control is calculated as following:

Period of time of a transaction = (CNT + 1) * 2 + 3 (clock cycle)

23.4 Secure function

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

23.4.1 Secure function

Security of each channel of SYS-DMAC is protected by DMASEC_* register. Refer description of DMA Secure Control Register for each channel.

In case a channel is in secure mode, when Non-secure CPU access to that channel, the access must be denied, then DMAC do these actions:

(1) Issue error status and store into DMASES_* register.

(2) Log error ID of the first access into DMAEMID_* register.

(3) Log error address of the first access into DMASEA_* register.

23.5 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Pay attention to the following notes when using the SYS-DMAC.

(1) DMA Transfer for Peripheral Modules

When executing DMA transfer for an on-chip peripheral module, set addresses on the appropriate boundary (in terms of the amount of data for each round of transfer) for the transfer source and destination addresses. Otherwise, an address error may occur.
SYS-DMAC channels 0-15 and channels 16-47 are assigned to be used by different Peripheral IPs. Regarding access to CRC module, SYS-DMAC channels 0-15 cannot access CRC module. On the other hand, SYS-DMAC channel 16-47 can access CRC module.

(2) Module Stop

While the SYS-DMAC is operating, the module stop register (MSTPCR2) should not be set to stop the SYS-DMAC. If the SYS-DMAC is stopped in this way, results of the transfer that was in progress cannot be guaranteed.

(3) Address Error

When a DMA address error is generated, reset the registers of the channel on which the error has occurred and then start transfer anew.

(4) Aborting DMA Transfer

To abort a DMA transfer, disable the interrupt signal and set the DE bit in the DMA channel control register (DMACHCR) to 0 to disable the DMA transfer. If the TE and DSE bits are set when DMA transfer is aborted, these bits should be initialized. There is a possibility that TE and DSE will not be set with synchronized timing after transmission, so it's necessary to recognize the following three possibilities and take measures accordingly.

1. The DSE and TE bits are set to 1 before initialization of DMACHCR, but after the interrupt was disabled.
   The TE and DSE bits are initialized within the DMA transfer initialization sequence.
2. The DSE and TE bits are set to1 and the controller fails to abort the transfer, after the interrupt was disabled.
   When the DE bit has become 0 after DMA transfer initialization, check the TE and DSE bits. If the TE or DSE bit is 1, go through the DMA transfer initialization process.
3. The TE and DSE bits are not cleared to 0 but the transfer is aborted, after the interrupt is disabled.
   The TE or DSE bits are not set because data for transfer still remain after transfer is aborted.

Note: Initialization of DMA transfer during execution of the last transfer leads to a delay in setting of the TE and DSE bits, so include a dummy read.

Figure 23.17 shows an example of processing to abort DMA transfer.

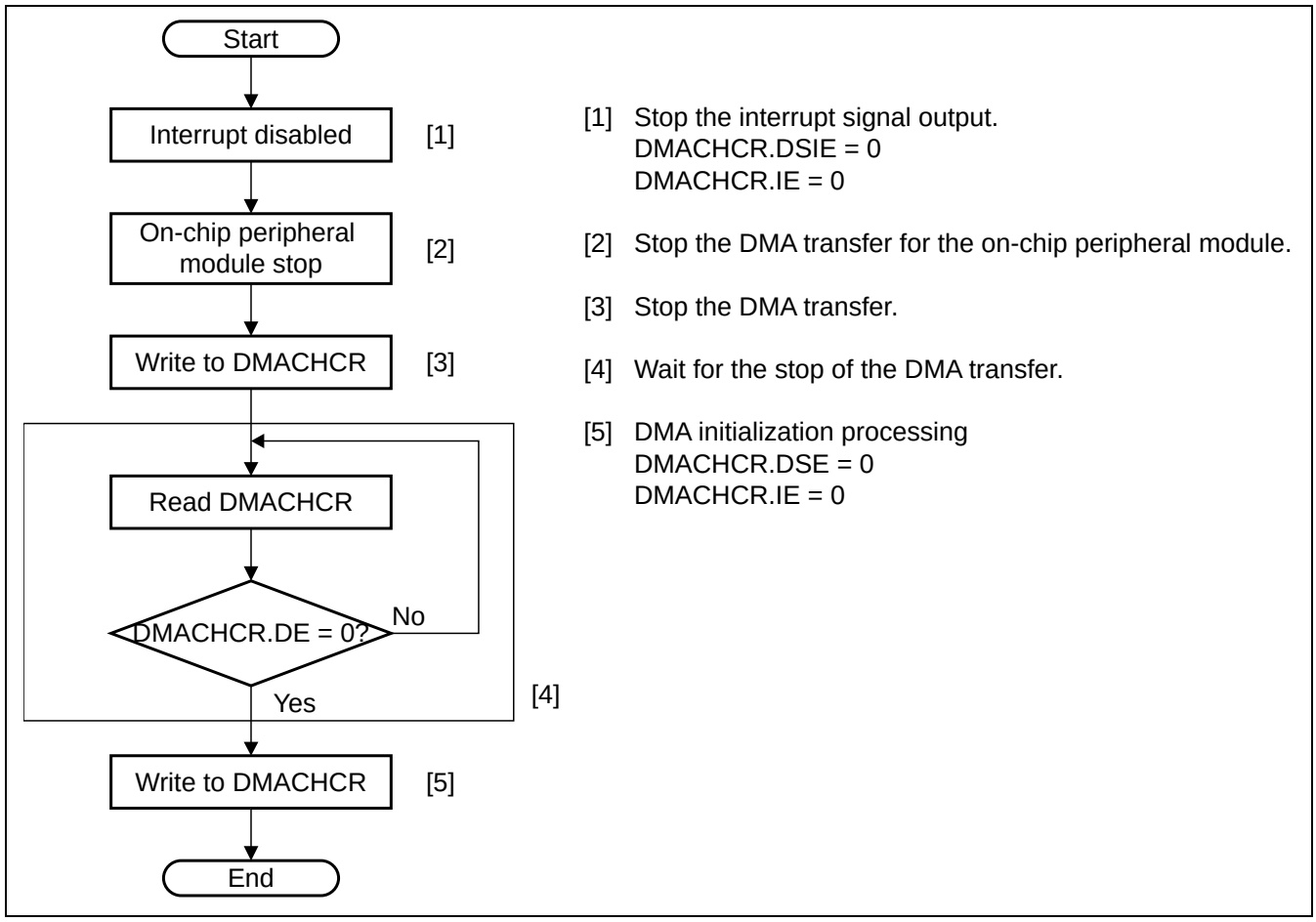


Figure 23.17 Example of Processing to Abort DMA Transfer

24. Booting

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

24.1 Overview

This product allows selection of a master boot processor through the MD7 and MD6 pins. When Cortex-A53, Cortex-A57 is selected as a master boot processor, setting the MD[4:1] pins enables on-chip ROM boot, external ROM boot or XIP(eXecute In Place) mode boot. This module is provided for all RZ/G Series 2nd Generation products.

24.1.1 Features

- Either Cortex-A53, Cortex-A57 can be selected as a master boot processor through the MD7 and MD6 pins. Selection of a master boot processor is described in Table 24.2 Mode Pin Configuration (2).
- The following boot devices are supported through MD[4:1] pins. Selection of a boot device is described in Table 24.1 Mode Pin Configuration (1). Check supported boot device for each product.
  - External ROM (Area 0, local bus)
  - HyperFlash ROM (Max. 320Mbps per pin) and Serial Flash ROM
  - eMMC
  - USB download
  - SCIF as serial downloader
- The boot sequence of HyperFlash, Serial Flash ROM and eMMC using DMA.

  Cortex-A53, Cortex-A57 master boot processor executes the instructions in on-chip ROM. Data including Boot ROM parameters, address information and data size information of IPL* are transferred from the Serial/HyperFlash ROM and eMMC to System RAM (on-chip RAM). Then the amount of data specified by data size information is transferred to the on-chip RAM. After the transfer, the processor jumps to the address specified by address information of IPL.
- XIP (eXecute In Place) mode of Hyper Flash and Serial Flash boot is supported.
- The initial execution state of Cortex-A57 and Cortex-A53 can be selected through MD15 pin.

Note: * IPL: Initial Program Loader. IPL can be selected by Boot ROM parameter except for eMMC boot.

24.1.2 External Pins

24.1.2.1 MD Pins

Boot device, master boot processor and AArch32/64 can be selected through MD pins.

Table 24.1 Mode Pin Configuration (1)

Name	Pin Name	I/O	Function
Mode pin	MD4 to MD1	Input	Select a boot device.

MD[4:1]	Description	RZ/G Series 2nd Generation: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
B'0000	External ROM boot (area 0)	√	√	√	√
B'0001	Reserved	—	—	—	—
B'0010	HyperFlash ROM boot at 160MHz using DMA	√	√	√	—
B'0010	HyperFlash ROM boot at 150MHz using DMA	—	—	—	√
B'0011	HyperFlash ROM boot at 80MHz using DMA	√	√	√	√
B'0100	Serial Flash ROM boot at single read 40MHz using DMA	√	√	√	√
B'0101	Reserved	—	—	—	—
B'0110	Reserved	—	—	—	—
B'0111	Reserved	—	—	—	—
B'1000	Reserved	—	—	—	—
B'1001	Reserved	—	—	—	—
B'1010	HyperFlash ROM at 160MHz(320Mbps) using XIP mode	√	√	√	—
B'1010	HyperFlash ROM at 150MHz(300Mbps) using XIP mode	—	—	—	√
B'1011	HyperFlash ROM at 80MHz using XIP mode	√	√	√	√
B'1100	Reserved	√	√	√	√
B'1101	eMMC boot at 50MHz x8 bus widths using DMA	√	√	√	√
B'1110	USB download mode	√	—	√	√
B'1111	SCIF download mode	√	√	√	√

Table 24.2 Mode Pin Configuration (2)

Name	Pin Name	I/O	Function
Mode Pin	MD5	Input	Reserved

		RZ/G Series 2nd Generation			
MD5	Description	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	Setting prohibited.	√	√	√	√
1	Normal boot	√	√	√	√

Mode pin	MD7 and MD6	Input	Select a master boot processor.

			RZ/G Series 2nd Generation			
MD7	MD6	Description	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	0	Booted through CPU0 in Cortex-A57.	√	√	√	—
0	1	Booted through CPU0 in Cortex-A53.	√	√	—	√
1	0	Reserved	—	—	—	—
1	0	Reserved	—	—	—	—
1	1	Reserved	—	—	—	—

Mode pin	MD15	Input	Select the initial Armv8 execution state of Cortex-A57 and Cortex-A53

		RZ/G Series 2nd Generation			
MD15	Description	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	AArch32	√	√	√	√
1	AArch64	√	√	√	√

24.1.2.2 HyperFlash Boot Pins

Table 24.3 HyperFlash Pin Configuration

				RZ/G Series 2nd Generation			
Name	**Pin Name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Serial clock	QSPI0_SPCLK	Output	Differential clock output+	√	√	√	√
Serial clock	QSPI1_SPCLK	Output	Differential clock output-	√	√	√	√
Chip select	QSPI0_SSL	Output	Chip select signal.	√	√	√	√
Data0	QSPI0_MOSI_IO0	I/O	Data 0	√	√	√	√
Data1	QSPI0_MISO_IO1	I/O	Data 1	√	√	√	√
Data2	QSPI0_IO2	I/O	Data 2	√	√	√	√
Data3	QSPI0_IO3	I/O	Data 3	√	√	√	√
Data4	QSPI1_MOSI_IO0	I/O	Data 4	√	√	√	√
Data5	QSPI1_MISO_IO1	I/O	Data 5	√	√	√	√
Data6	QSPI1_IO2	I/O	Data 6	√	√	√	√
Data7	QSPI1_IO3	I/O	Data 7	√	√	√	√
RDS	QSPI1_SSL	Input	Read write data strobe	√	√	√	√
Flash Reset	RPC_RESET#	Output	Reset signal output	√	√	√	√

24.1.2.3 Serial Flash Boot Pins

Table 24.4 Serial Flash pin Configuration

				RZ/G Series 2nd Generation			
Name	**Pin Name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Serial clock	QSPI0_SPCLK	Output	Clock output.	√	√	√	√
Chip select	QSPI0_SSL	Output	Chip select signal	√	√	√	√
Transmit data	QSPI0_MOSI_IO0	Output	Outputs transmit data	√	√	√	√
Receive data	QSPI0_MISO_IO1	Input	Inputs receive data	√	√	√	√
Flash Reset	RPC_RESET#	Output	Reset signal output	√	√	√	—

24.1.2.4 SCIF and HSCIF Download Mode Pins

Table 24.5 SCIF2_A Pin Configuration

				RZ/G Series 2nd Generation			
Name	**Pin Name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Transmit data	TX2_A	Output	Transmit data output	√	√	√	√
Receive data	RX2_A	Input	Receive data input	√	√	√	√

24.1.2.5 eMMC Boot Pins

Table 24.6 MMC1(SDHI3) pin Configuration

				RZ/G Series 2nd Generation			
Name	**Pin Name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Clock	SD3_CLK	Output	MMC clock	√	√	√	√
Command/response	SD3_CMD	I/O	Command/response	√	√	√	√
Data0	SD3_DAT0	I/O	Data [bit 0]	√	√	√	√
Data1	SD3_DAT1	I/O	Data [bit 1]	√	√	√	√
Data2	SD3_DAT2	I/O	Data [bit 2]	√	√	√	√
Data3	SD3_DAT3	I/O	Data [bit 3]	√	√	√	√
Data4	SD3_DAT4	I/O	Data [bit 4]	√	√	√	√
Data5	SD3_DAT5	I/O	Data [bit 5]	√	√	√	√
Data6	SD3_DAT6	I/O	Data [bit 6]	√	√	√	√
Data7	SD3_DAT7	I/O	Data [bit 7]	√	√	√	√

24.1.2.6 USB Download Mode Pins

				RZ/G Series 2nd Generation			
Name	**Pin Name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
USB D+ data	DP0	I/O	D+ Input/output of the on-chip transceiver. Connect this pin to the D+ pin of the USB bus.	√	—	√	√
USB D- data	DM0	I/O	D- Input/output of the on-chip transceiver. Connect this pin to the D- pin of the USB bus.	√	—	√	√
USB VBUS	VBUS0	I	Connect to USB VBUS with external 30kΩ±1% series resistor.	√	—	√	√

24.1.3 Connected Module

Module name	Connected module name	Function of connected module
Booting	AP-System Core	Boot processor
	RESET	Boot address control
	System RAM	The destination of IPL transfer
	PFC	Pin function
	RPC-IF	HyperFlash/Serial Flash IF
	SCIF	SCIF download mode
	SYS- DMAC	DMA using in Boot ROM code
	SD Card/MMC Interfaces	eMMC Alternative Boot operation
	USB High-Speed Module (HS-USB)	USB download mode

24.2 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

24.2.1 Boot Operation Overview

The boot address of the master boot processor is controlled by RESET module. It depends on boot device selection through MD[4:1] pins and AArch64/32 selection through MD15 pin.

If external ROM or XIP mode boot is selected, the processor can directly fetch from the target device. If the boot device except for external ROM and XIP mode is selected, the processor boots from on-chip Boot ROM and executes the boot sequence described “HyperFlash/Serial Flash ROM using DMA Boot sequence” and “eMMC using DMA boot sequence” section. 5KB or 3KB data are transferred from the target boot device to System RAM. Then IPL is transferred to System RAM. Then the processor jumps to the specified address.

If MD[4:1] reserved setting is selected, error message can be outputted via SCIF.

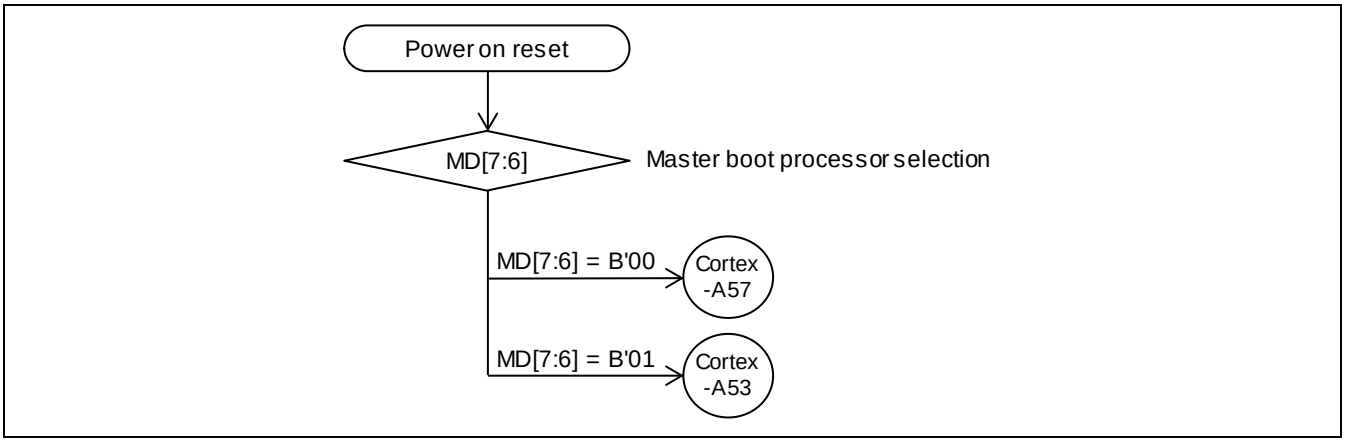


Figure 24.1 Master Boot processor selection

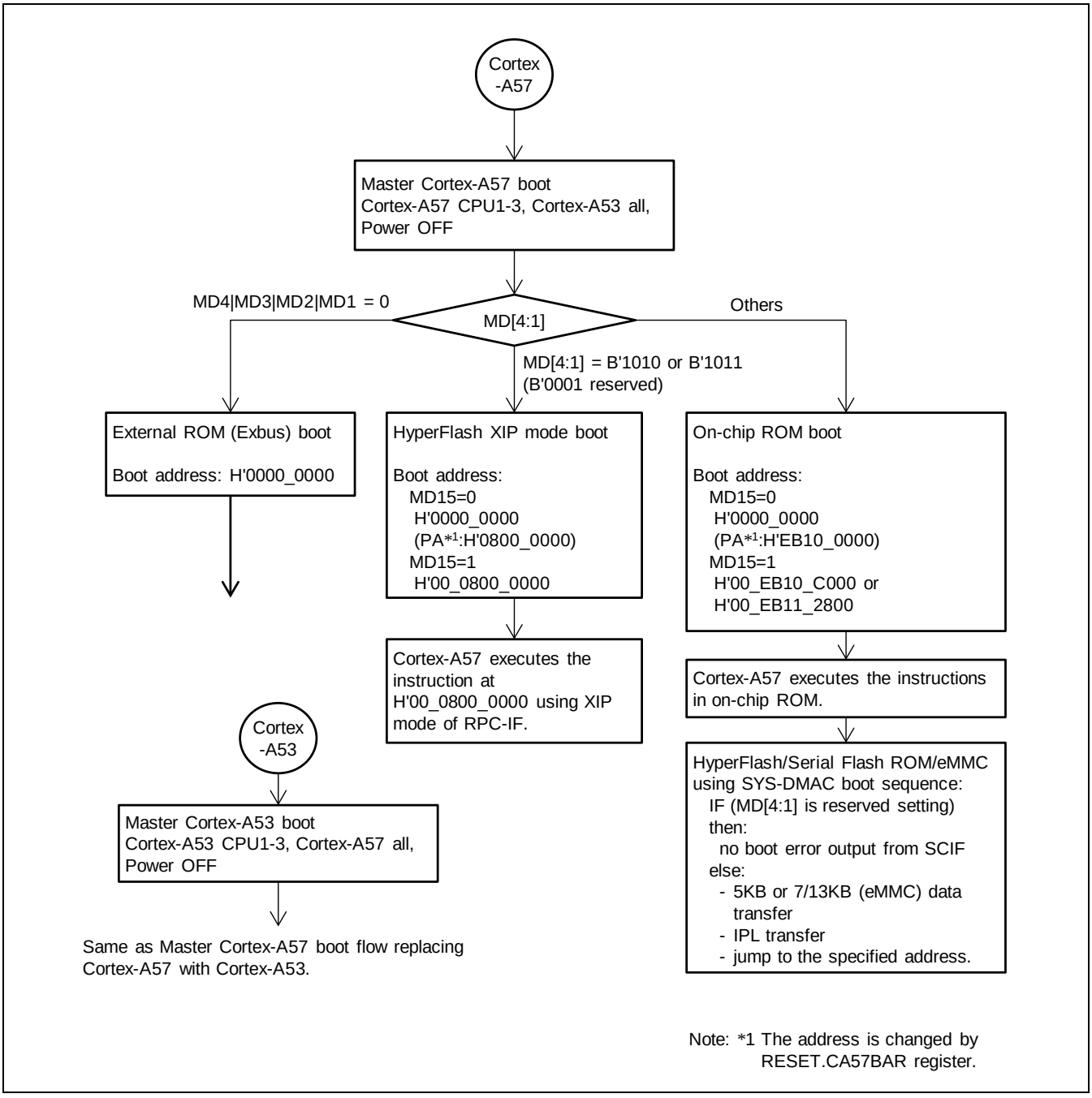


Figure 24.2 Cortex-A57, Cortex-A53, boot operation overview

24.2.2 Boot Address Control

Boot address is controlled by RESET module. If Cortex-A57 at AArch64 boot is selected through MD15 and MD[7:6] pins, RESET.CA57CPU0BARH/L register function is used to specify the boot address. If Cortex-A57 at AArch32 and on-chip ROM boot is selected, RESET.CA57BAR register function is used to specify the boot address. Cortex-A53's boot address is the same as replacing Cortex-A57 with Cortex-A53.

24.2.3 Boot Parameters

1) Boot ROM parameters (External Flash ROM Address H'0000_0000)

Boot ROM parameters are 4bytes and it should be on the top address of serial flash. It controls boot flow.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0[1]	0[1]	0
R/W:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	IPLAB SELR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	—	Reserved
0	IPLABSELR	B’0	R/W	IPL A/B-Side Select bit. 0: IPL A-Side is loaded. 1: IPL B-Side is loaded. eMMC boot do not support this function.

24.2.4 Hyper/Serial ROM Using DMA Boot Sequence

1. The master boot processor jumps to H'EB10_0000 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E AArch32) or H'00_EB10_C000(RZ/G2M V1.3, RZ/G2M V3.0 AArch64) or H'00_EB11_2800 (RZ/G2H, RZ/G2N, RZ/G2E AArch64). The processor executes the instructions in Boot ROM and 5KB data are transferred from Serial Flash, HyperFlash to System RAM using SYS-DMAC channel 0.
2. These 5KB data contain Boot parameters, address information and data size information of IPL-A and IPL-B. Either IPL-A or IPL-B can be selected by Boot ROM parameters.
3. The amount of data specified by data size information is transferred to System RAM. After the transfer, the master processor jumps to the address specified by address information of IPL.

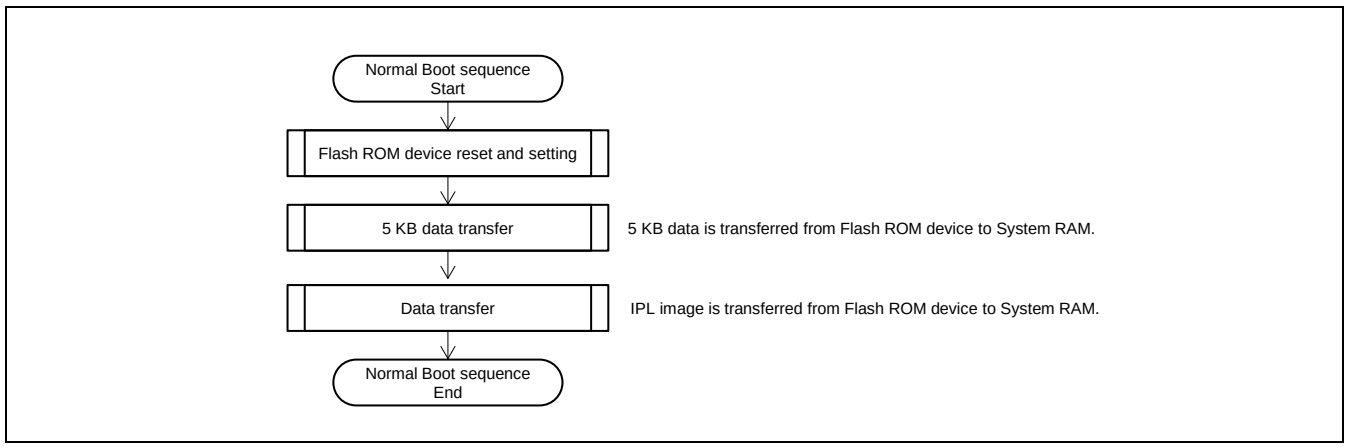


Figure 24.3 Hyper/Serial Flash using SYS-DMA boot sequence

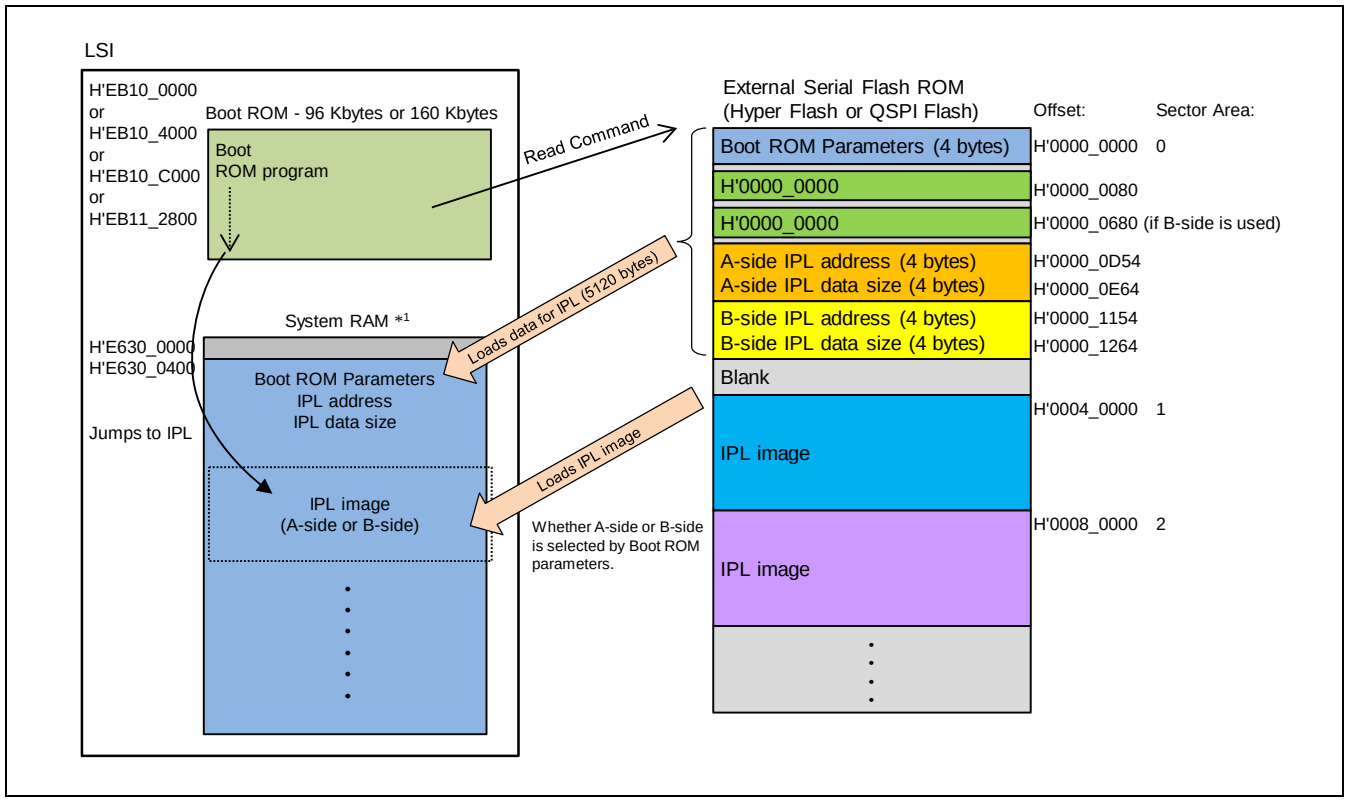


Figure 24.4 IPL transfer and Program image

24.2.5 eMMC Using DMA Boot Sequence

1. The master boot processor jumps to H'EB10_0000 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E AArch32) or H'00_EB10_C000(RZ/G2M V1.3, RZ/G2M V3.0 AArch64) or H’00_EB11_2800 (RZ/G2H, RZ/G2N, RZ/G2E AArch64). The processor executes the instructions in Boot ROM and 3KB data are transferred from eMMC to System RAM using MMC’s DMA with 512-Byte transfer size.
2. These 3KB data contain Boot parameters, address information and data size information of IPL.
3. The amount of data specified by data size information is transferred to System RAM. After the transfer, the master processor jumps to the address specified by address information of IPL.

If boot operation from partition 1 fails, switching from boot partition 1 to partition 2 (dual boot mode) is performed.

Note: eMMC device must meet the following conditions.

- eMMC device that conforms to JEDEC eMMC standard 4.4 or higher
- Set the EXT_CSD register byte179, PARTITION_CONFIG bit[6] = H’0(No boot acknowledge sent).
- Set the EXT_CSD register byte179, PARTITION_CONFIG bit[5:3] = H’1 (Boot Area partition1).
- Set the EXT_CSD register byte177, BOOT_BUS_CONDITIONS bit[4:3] = H’1(50MHz SDR).
- Set the EXT_CSD register byte177, BOOT_BUS_CONDITIONS bit[1:0] = H’2(x8 bus widths).
- eMMC device’s IO voltage should be 1.8V.
- Place the boot data in eMMC boot area Partition 1 and 2 if dual boot mode is used.

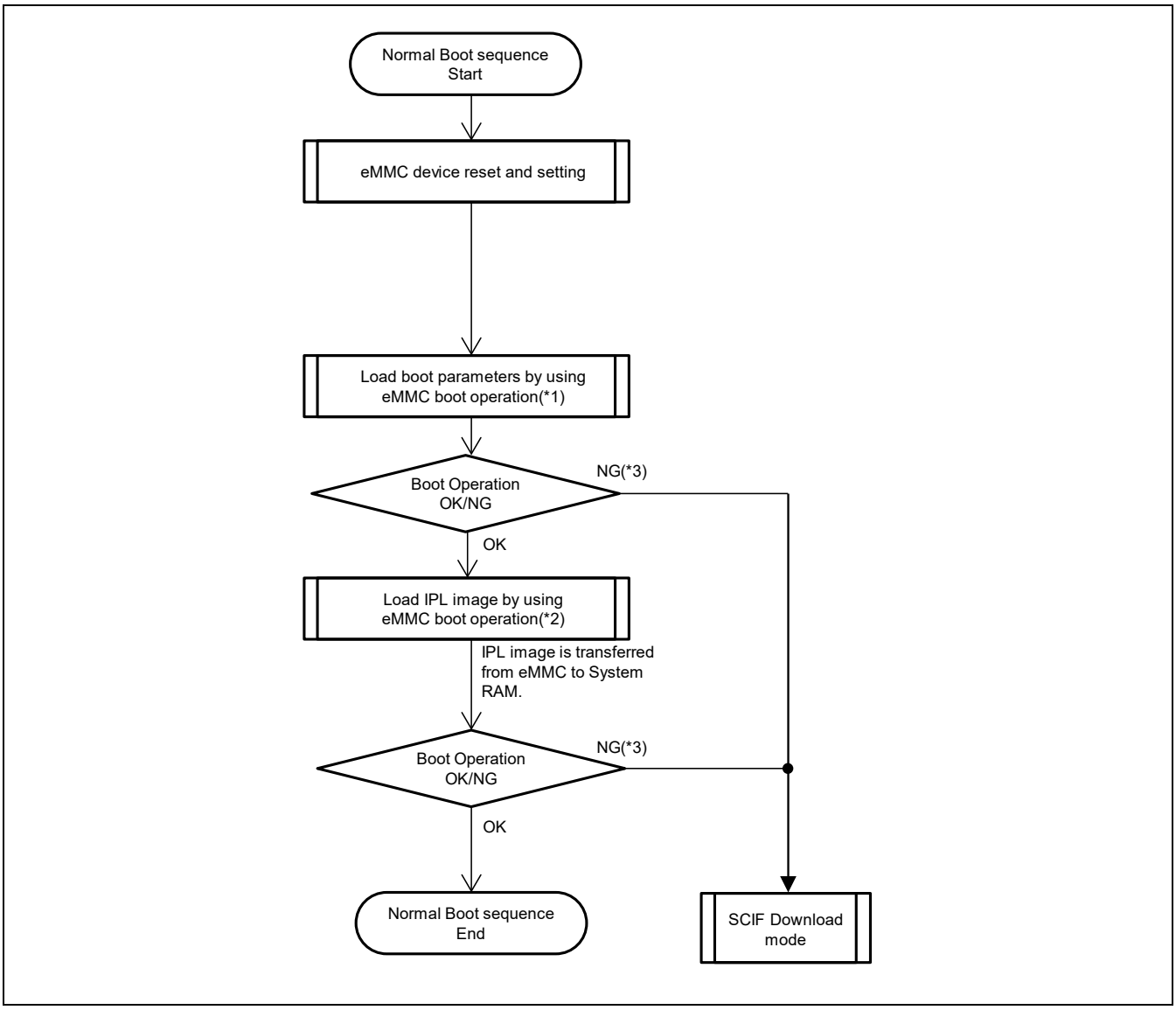


Figure 24.5 eMMC using DMA boot sequence

(*1) CMD0 is issued three times to transfer boot parameters, with argument + H'F0F0_F0F0, + H'FFFF_FFFA, + H'0000_0000.

(*2) As with (*[1]), CMD0 is also used during IPL image transfer.

(*3) If there is a parameter error in eMMC Boot, an error message will be output and SCIF Download mode will start. Below is an example of error message.

```
Transfer Error!
0x00000000 0x0009A17A 0x00000008 0x00000019
SCIF Download mode (w/o verification)
(C) Renesas Electronics Corp.
-- Load Program to System RAM ---------- please send !
```

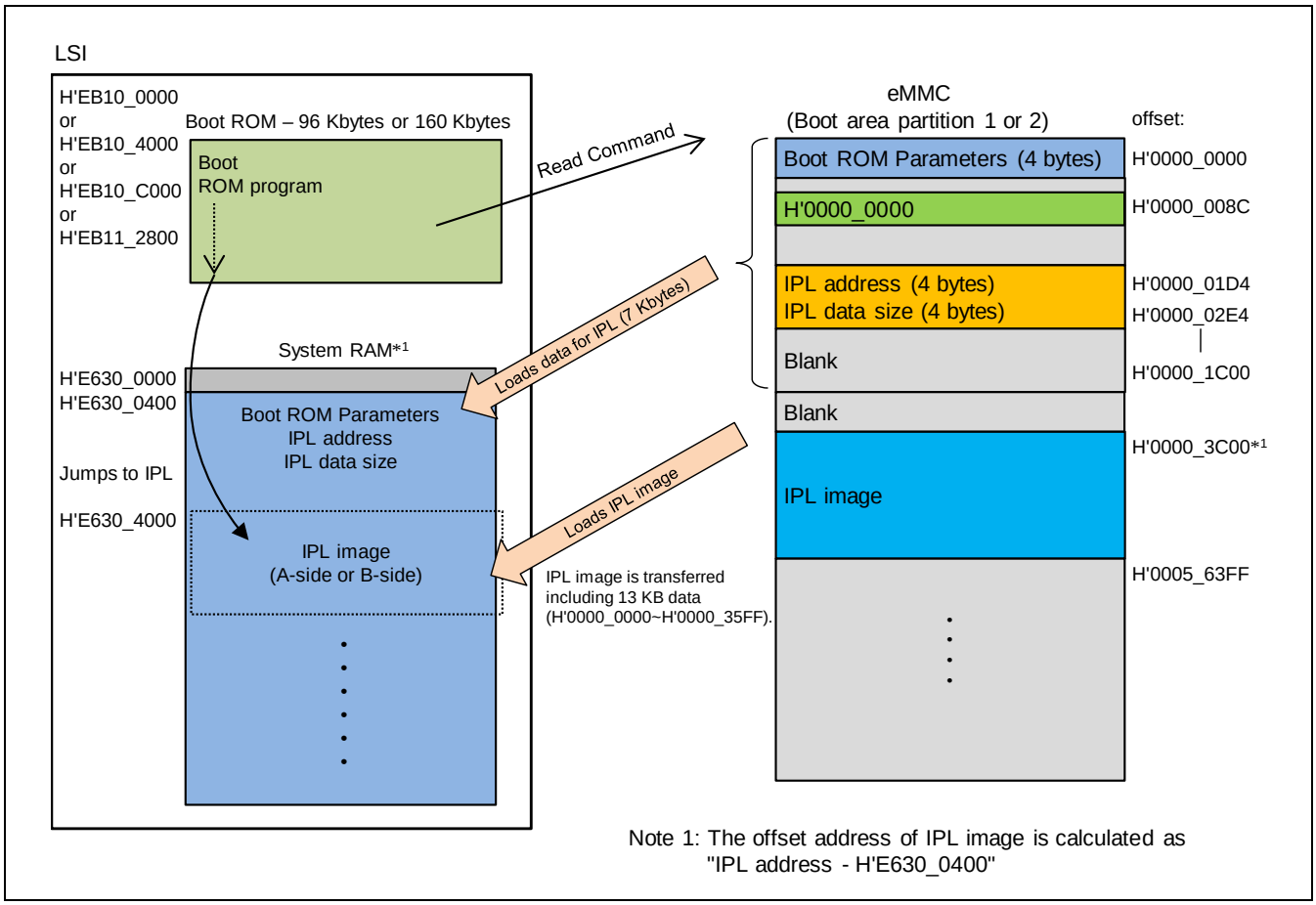


Figure 24.6 IPL transfer and Program image(eMMC)

24.2.6 SCIF Download Mode

SCIF download mode uses SCIF2_A serial ports. Data from Host PC is transferred to System RAM The transfer specification is below.

- Baud rate: 115200bps
- Data length: 8bit
- Parity: none
- Stop bit: 1bit
- Flow control]: none
- Data format: Motorola S-record

The download sequence and data format are below.

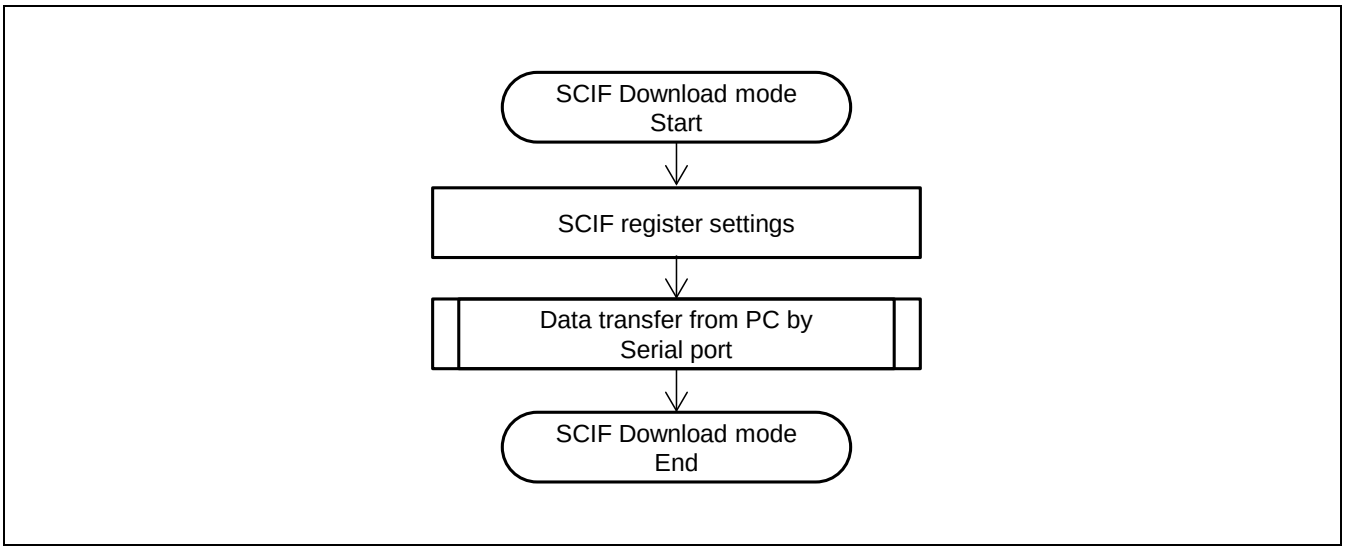


Figure 24.7 SCIF download mode sequence

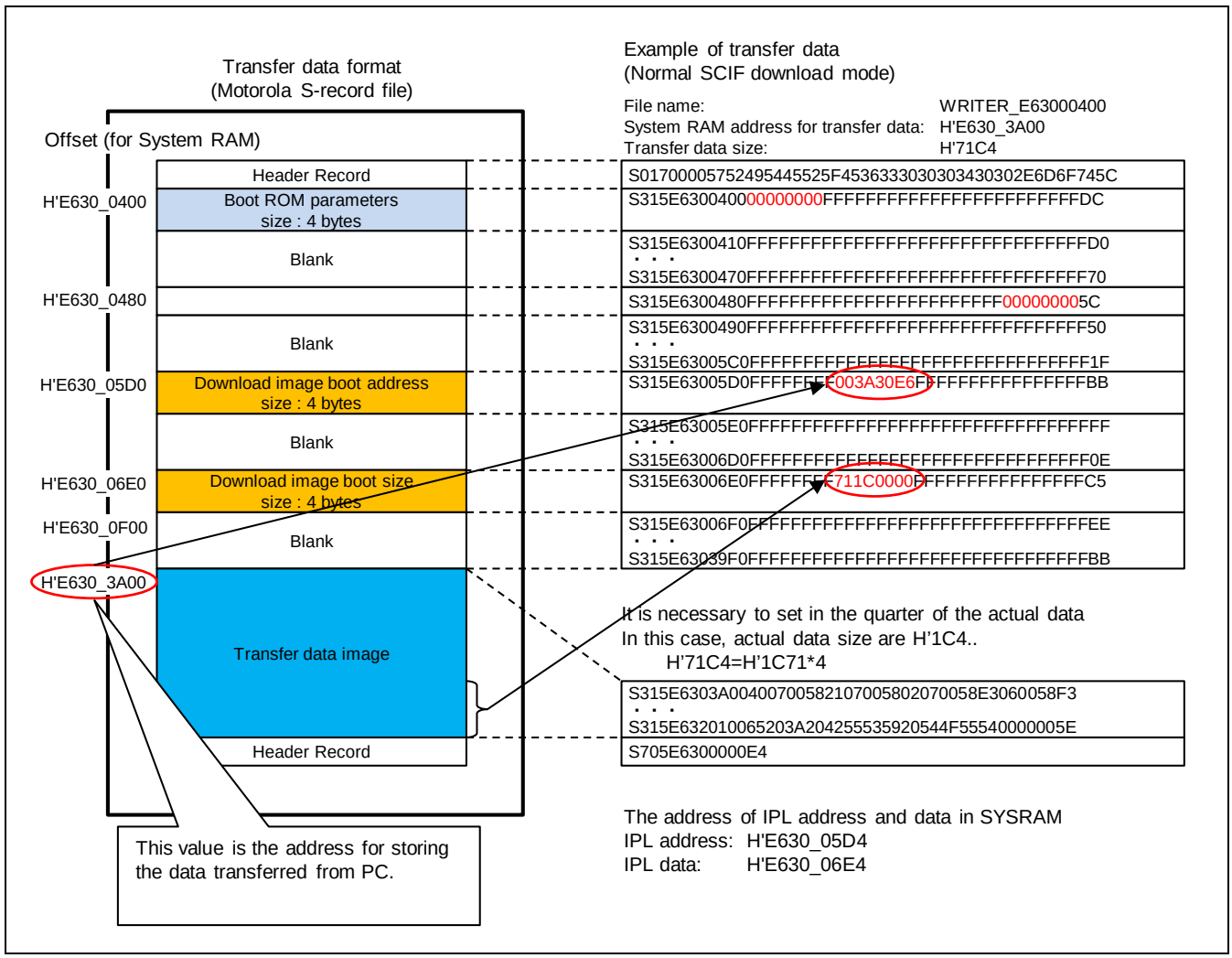


Figure 24.8 SCIF data format for transfer data

24.2.7 USB download mode

USB download mode uses the USB Hight-Speed port, to transfer the data from Host PC to System RAM. The transfer data format is the same as SCIF download mode's. The transfer specification is below.

- Baud rate: up to USB 2.0 High Speed
- Data format: Motorola S-record
- USB Vendor ID: H'045B
- Product ID: RZ/G2N H'248, RZ/G2E H'024D
- Device Class: Communication Device Class (Abstract Control Model)

24.2.8 Boot ROM

The capacity is 96 Kbytes (RZ/G2M V1.3, RZ/G2M V3.0) or 160 Kbytes (RZ/G2H, RZ/G2N, RZ/G2E). AArch32, AArch64 codes are included.

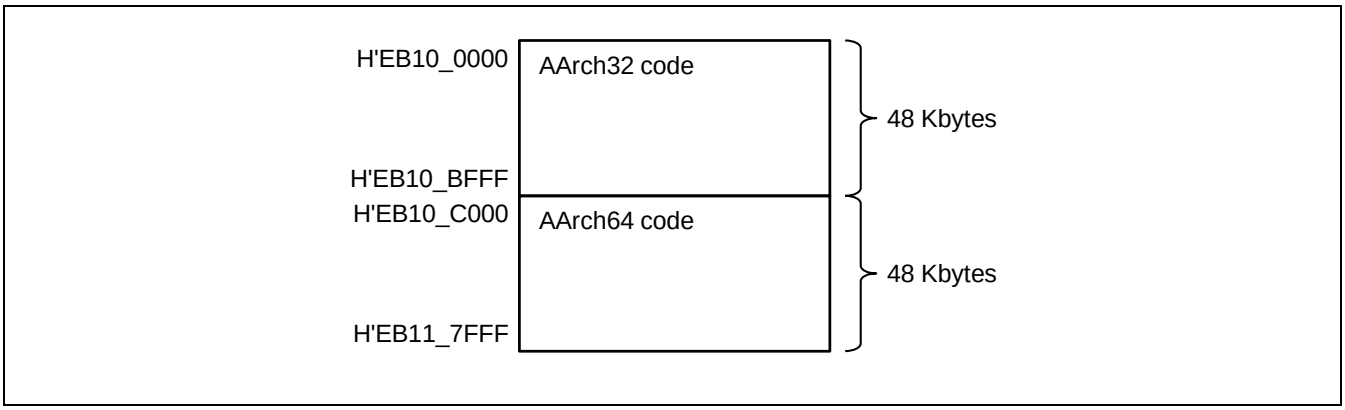


Figure 24.9 Boot ROM memory map (RZ/G2M V1.3, RZ/G2M V3.0)

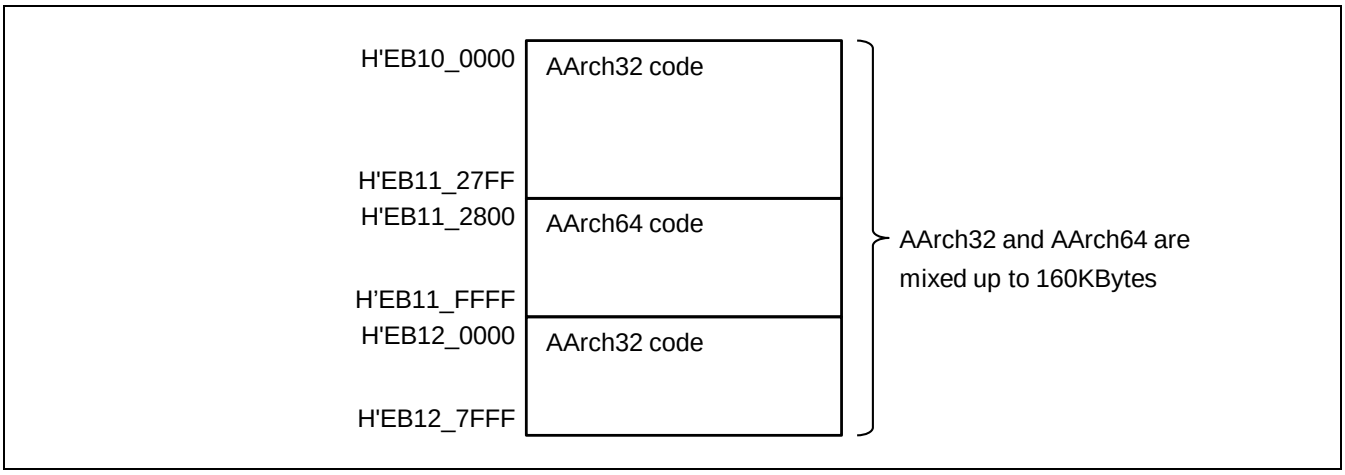


Figure 24.10 Boot ROM memory map (RZ/G2H, RZ/G2N, RZ/G2E)

24.3 Usage Note

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

24.3.1 IPL Address and Data Size Limitation

The IPL end address can be calculated by IPL address and data size. It should be lower than the address below.

RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: H'E635_67FF

RZ/G2E: H'E635_7FFF

The IPL address of HyperFlash and Serial Flash ROM boot requires 64-byte alignment. And the IPL address of eMMC boot requires 512-byte alignment.

24.3.2 Cleanup

Before jumping to the IPL, Boot ROM program cleans hardware registers used for loading the IPL and the master boot processor, as listed below.

AArch32 Cortex-A57/Cortex-A53

— Disable I-cache.

AArch64 Cortex-A57/Cortex-A53

— SYS-DMAC registers are set to hardware initial value.
— Disables Stack Alignment check. Disables Alignment fault checking. Disable I-cache.

Note

— The PFC setting is not cleared after jumping to the IPL.
— The settings of RPC-IF module for the transfer is automatically set by MD pin settings. Therefore, registers of RPC-IF module are not cleaned in Boot ROM.
— In the case of eMMC boot, initialize the SDHI interface registers.
— IRQ and FIQ are disabled.

24.3.3 Pull-up/down settings

Boot ROM code supports booting from single channel serial flash and does NOT support booting from dual channel serial Flash. Dual channel serial Flash boot can be selected by setting the BSZ bits of CMNCR register in RPC to B’01 after IPL loading.

MD[4:1]	Descriptions	QSPI0_IO2/QSPI0_IO3	QSPI1_SPCLK	QSPI1_IO0/QSPI1_IO1/ QSPI1_IO2/QSPI1_IO3
B’0100	Serial Flash 40MHz	Pull-up	Pull-down	Pull-up

24.3.4 Dual channel Serial Flash(Dual QSPI) boot

Boot ROM code supports booting from single channel serial flash and does NOT support booting from dual channel serial Flash. Dual channel serial Flash boot can be selected by setting the BSZ bits of CMNCR register in RPC to B’01 after IPL loading.

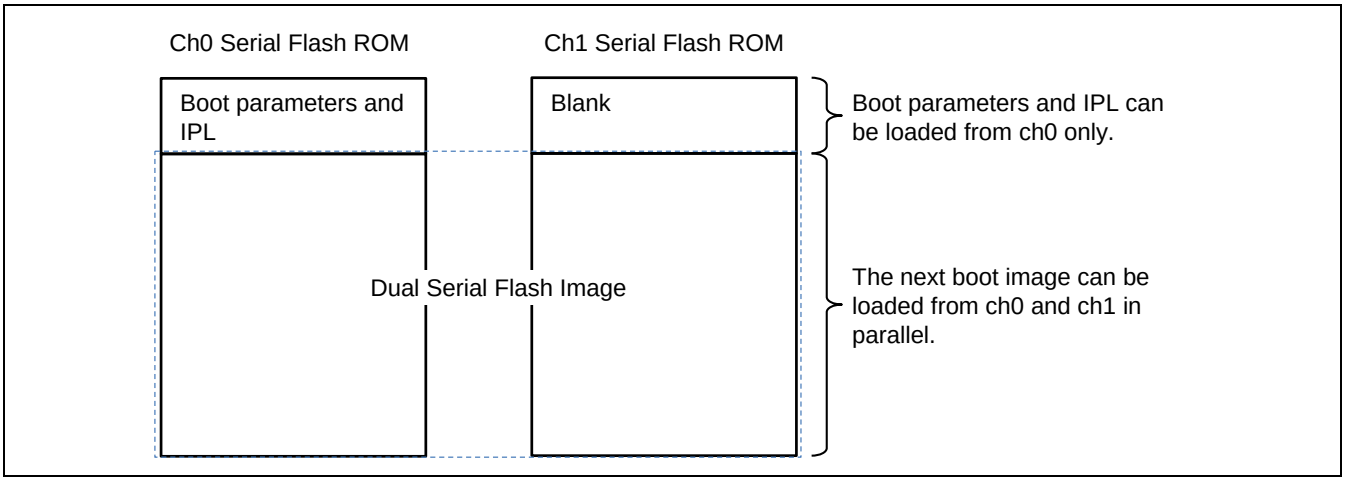


Figure 24.11 Flash image of dual channel Serial Flash booting

25. External Bus Controller for EX-Bus (LBSC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

25.1 Overview

The LBSC performs bus arbitration and necessary interface conversion for the accesses from the CPU (AXI bus) and outputs them to the external buses. Further, for external bus access, various settings can be specified in the LBSC control registers for the selection of a connection interface type for each area on the external bus or for the adjustment of number of setup/hold cycles on addresses and chip select signals with respect to read/write enable signals. Thus, the LBSC configuration allows diversity in methodology for accessing various external devices that are assigned to their corresponding areas.

The frequency of the external bus clock CLKOUT signal is up to 66.6 MHz. The LBSC outputs bus signals in synchronization with the external bus clock.

25.1.1 Features

The key features of the LBSC include:

- Support for areas 0, 1
  - Each area is allocated to EX-BUS, and SRAM, or byte-control SRAM bus protocol can be selected.
  - Interface, bus size, and wait-cycle insertion can be controlled in each area.
  - Provides bus signals in synchronization with the CLKOUT signal (66.6 MHz/ 44.44 MHz).
- SRAM interface
  - Wait-cycle insertion can be controlled through register settings.
  - Wait cycles can be inserted with the EX_WAIT pins.
  - Connectable bus size: 16 or 8 bits.
- Burst ROM interface (area 0 and CPU access only)
  - Wait-cycle insertion can be controlled through register settings.
  - Burst count can be specified through register settings (cases where this reaches an address branching point are automatically detected, after which the access is broken off).
  - Connectable bus size: 16 or 8 bits
- Byte-control SRAM interface (areas 1 only)
  - SRAM interface with byte control
  - Wait-cycle insertion can be controlled through register settings.
  - Wait cycles can be inserted with the EX_WAIT pins.
  - Connectable bus size: 16 or 8 bits
- Wait timeout
  - Wait timeout detection

    Detection time in ns = period in ns at EX-BUS operating frequency × (the time specified in the EX-BUS wait timeout base counter register (EXBCT) and EX-BUS wait timeout detection counter register (EXTCT))

25.1.2 Block Diagram

Figure 25.1 is a block diagram of the LBSC. Placed on the AXI bus, the LBSC outputs accesses from the CPU in sequence to an external bus according to the settings that are provided in internal registers of the LBSC. For the external bus EX-BUS, either of the SRAM bus protocol can be selected the LBSC has an external wait control input that controls the pulse width. When a request for access is received by an external device, the external device uses this to control the wait for a response to suit the situation at the time of access-request reception.

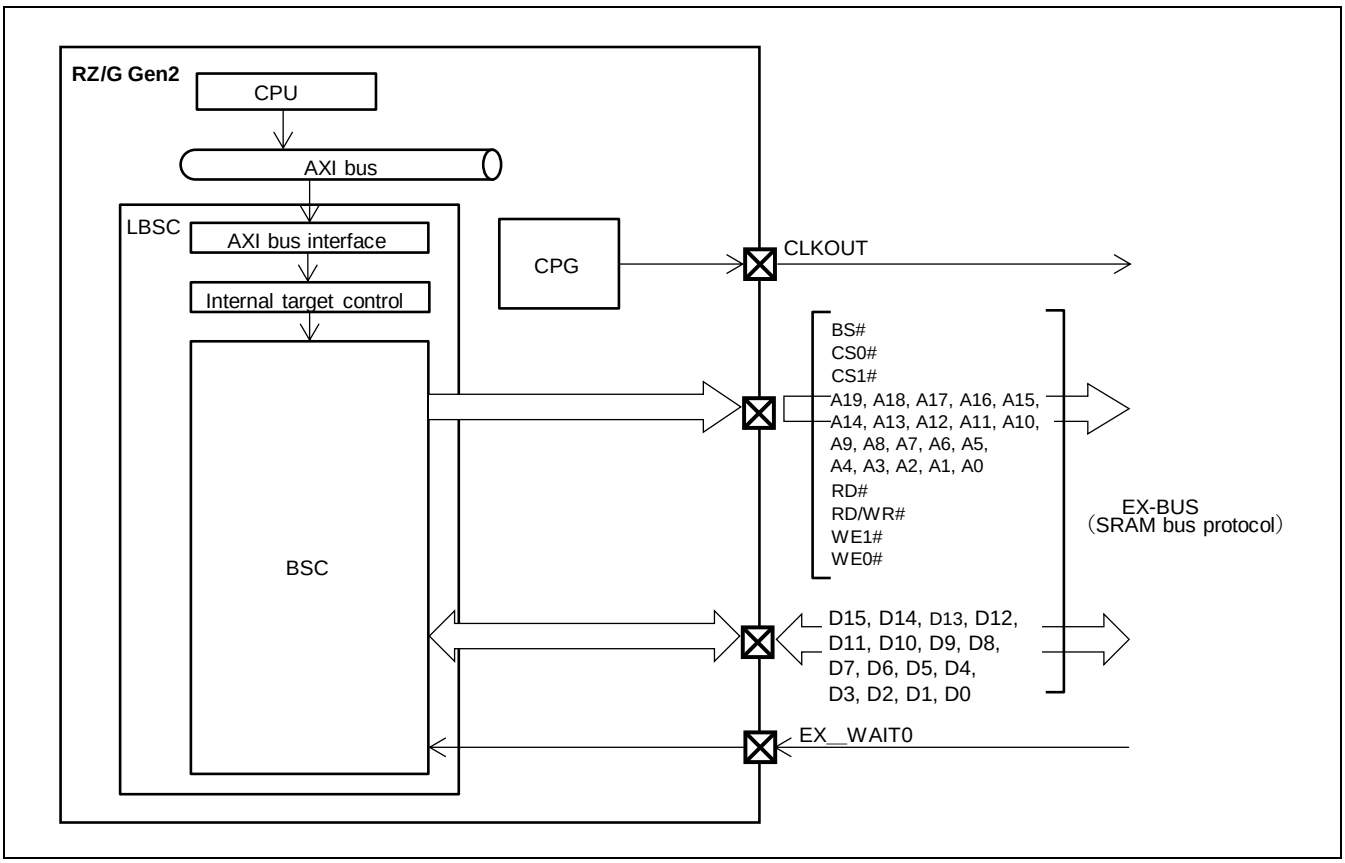


Figure 25.1 Block Diagram of LBSC

25.1.3 LBSC Areas

25.1.3.1 LBSC Support Areas

Figure 25.2 shows LBSC response support areas from the CPU.

The basic configuration of the LBSC supports area 0 and area 1 as external spaces (1Mbytes for each area); Every 1MB address space from H’0010_0000 to H’03FF_FFFF can be used as shadowed area of 1MB from the begging of Area0 (H’0000_0000 – H’000F_FFFF). And every 1MB address space from H’0410_0000 to H’07FF_FFFF can be used as shadowed area of 1MB from the begging of Area1 (H’0400_0000 – H’040F_FFFF). Registers of the BSC is provided in the internal register space of the LBSC.

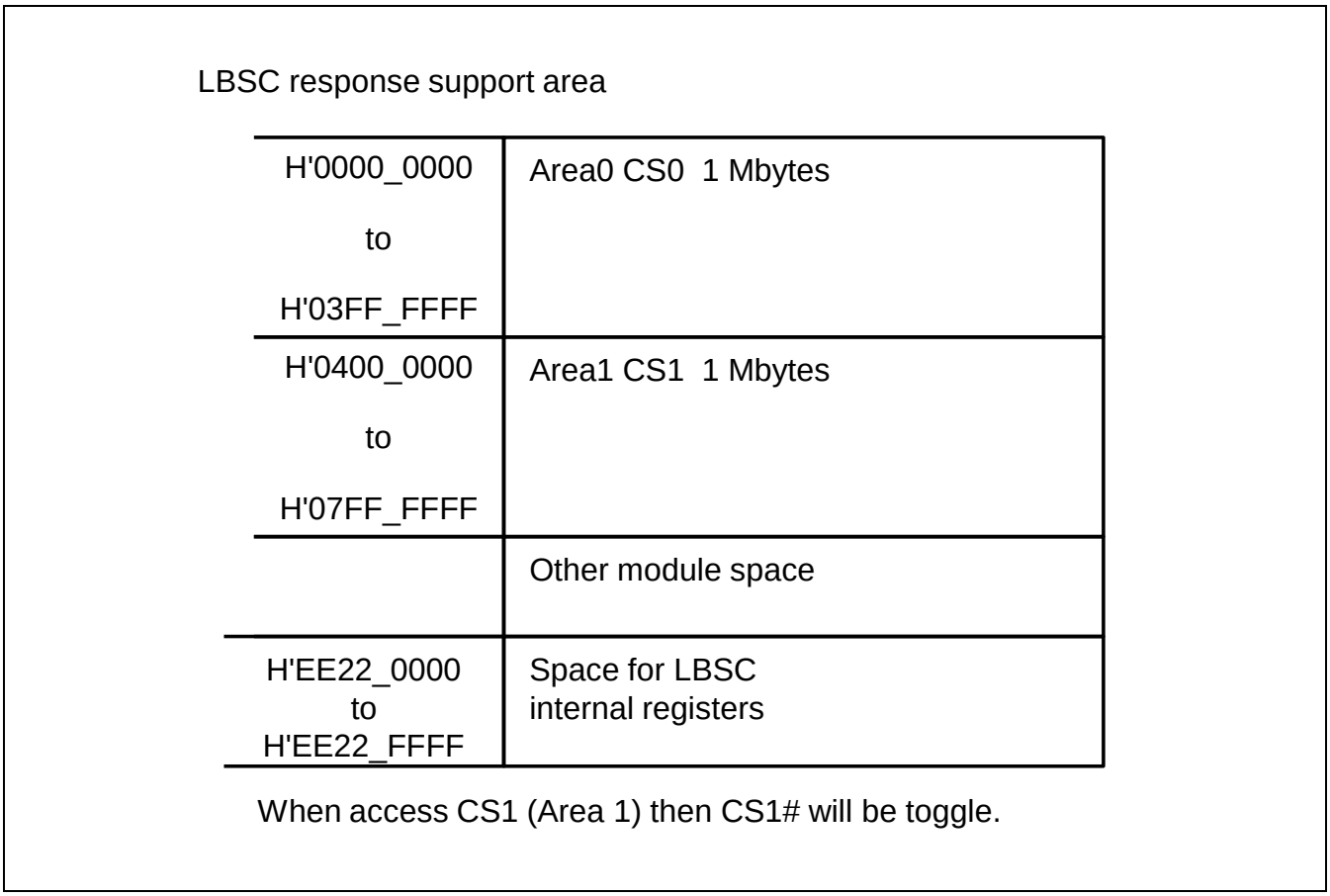


Figure 25.2 LBSC Response Support Areas from the CPU

25.1.3.2 Functionality Supported in Each Area

Table 25.1 lists the functions supported by the LBSC in each area on the EX-BUS.

Table 25.1 Functions Supported in Each Area on EX-BUS

Area	Bus	Capacity	Operating Mode	Guard interval	WAIT Function
0	8/16 bits	1 Mbytes selectable	SRAM Burst ROM	Disabled	Enabled
1	8/16 bits	Fixed to 1 Mbytes	SRAM Byte-control SRAM	Enabled	Enabled

Notes: 1. The bus size for area 0 is specified with the LSI mode pins (MD8 = 0: 8 bits, MD8 = 1: 16 bits).
2. When accessing through EX-BUS, A[0] is output as byte address even if 16-bit bus is selected.

25.1.4 Register Configuration

The LBSC set registers to control the interface, bus size, RD/WE# signal pulse cycles, and setup and hold cycles for the CS# signal with respect to the RD/WE# signal, for each of externally connected devices. Table 25.2 lists registers of the LBSC. Note that correct operation is not guaranteed in principle if each register is modified during external bus access (for register modification in other cases, refer to the note under specific register description).

Table 25.2 LBSC Register Configuration

						Second Generation RZ/G Series Products			
Register Name	Abbreviation	Access Type	Value after Power-On Reset	Address	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Area 0 control register	CS0CTRL	R/W	Undefined	H'EE22_0200	32	√	√	√	√
Area 1 control register	CS1CTRL	R/W	H'0000_0020	H'EE22_0204	32	√	√	√	√
Area 0 RD/WE pulse control register	CSWCR0	R/W	H'FF70_FF70	H'EE22_0230	32	√	√	√	√
Area 1 RD/WE pulse control register	CSWCR1	R/W	H'FF70_FF70	H'EE22_0234	32	√	√	√	√
Area 0 external wait control register	CSPWCR0	R/W	H'0000_0000	H'EE22_0280	32	√	√	√	√
Area 1 external wait control register	CSPWCR1	R/W	H'0000_0000	H'EE22_0284	32	√	√	√	√
External wait input control register	EXWTSYNC	R/W	H'0000_0000	H'EE22_02A0	32	√	√	√	√
Area 0 burst control register	CS0BSTCTL	R/W	H'0000_0000	H'EE22_02B0	32	√	√	√	√
Area 0 burst pitch set register	CS0BTPH	R/W	H'0000_00F7	H'EE22_02B4	32	√	√	√	√
Area 1 guard setting register	CS1GDST	R/W	H'0000_0000	H'EE22_02C0	32	√	√	√	√

Register Name	Abbreviation	Access Type	Value after Power-On Reset	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
BSC interrupt source status register	BCINTSR	R	H'0000_0000	H'EE22_0330	32	√	√	√	√
BSC interrupt source clear register	BCINTCR	—/WC1	H'0000_0000	H'EE22_0334	32	√	√	√	√
BSC interrupt enable register	BCINTMR	R/W	H'0000_0000	H'EE22_0338	32	√	√	√	√
External wait status register	EXWTSTS	R	Undefined	H'EE22_0344	32	√	√	√	√
EX-BUS wait timeout detection base counter register	EXBCT	R/W	H'0000_0000	H'EE22_03C0	32	√	√	√	√
EX-BUS wait timeout detection counter register	EXTCT	R/W	H'0000_0000	H'EE22_03C4	32	√	√	√	√
EX-BUS wait timeout detection access source indication register	EXTSR	R/WC1	H'0000_0000	H'EE22_0010	32	√	√	√	√
EX-BUS wait timeout detection address indication register	EXTADR	R/W	H'0000_0000	H'EE22_0014	32	√	√	√	√

Note: Do not write to any addresses other than listed above. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed above are undefined.

25.2 Register Description

Registers in the LBSC are allocated to and arranged in the address space of the internal bus.

Legend for Register Description

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.

R: Read-only. When the bit is reserved, the write value should always be 0.

Writing 1 to these bits can cause a malfunction of LBSC.

—/W: Write-only. The read value is undefined.

—/WC1: Write-only. Writing 1 initializes the bit. Writing 0 is ignored.

25.2.1 Area 0 Control Register (CS0CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CS0CTRL specifies the interface in area 0 (EX-BUS).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CS0SZ		—	—	CS0IF	
Initial value:	1	0	0	0	0	0	0	0	0	0	—	—	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	—	B’1	R	Reserved These bits are always read as 1. The write value should always be 1.
14 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5, 4	CS0SZ	—	R	Area 0 Bus Size Indication (These bits indicate the value specified by the LSI mode pin MD8.) B’00: Setting prohibited B’01: 8 bits B’10: 16 bits B’11: Setting prohibited
3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	CS0IF	B’00	R/W	Area 0 Interface Selection B’00: Standard (SRAM) B’01: Burst ROM B’10: Setting prohibited B’11: Setting prohibited

Notes: 1. Even when the burst ROM interface is selected by setting CS0IF = B'01, burst ROM operation is not available unless appropriate setting is made in CS0BSTCTL. Be sure to specify both CS0BSTCTL and CS0BTPH before using the burst ROM interface.
2. Setting of burst ROM is valid for CPU access only.

25.2.2 Area 1 Control Register (CS1CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CS1CTRL specifies the interface in area 1 (EX-BUS).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CS1SZ		—	CS1BRM	CS1IF	
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
15 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5, 4	CS1SZ	B’10	R/W	Area 1 Bus Size Selection B’00: Setting prohibited B’01: 8 bits B’10: 16 bits B’11: Setting prohibited
3	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
2	CS1BRM	B’0	R/W	Area 1 Byte-Control SRAM Mode Selection (valid only when CS1IF = 01) 0: Same cycle as CS# 1: Same cycle as RD#
1, 0	CS1IF	B’00	R/W	Area 1 Interface Selection B’00: Standard (SRAM) B’01: Byte-control SRAM B’10: Setting prohibited B’11: Setting prohibited

25.2.3 Area 0 RD/WE Pulse Control Register (CSWCR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CSWCR0 specifies the RD/WE# pulse cycles and setup and hold cycles for the CS# signal and address during access to area 0 (EX-BUS). (The settings for read access are ignored when the burst ROM interface is selected.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	WRITE PULSE CYCLE					WRITE CS SETUP CYCLE			—	WRITE CS HOLD CYCLE			—	—	—	—
Initial value:	1	1	1	1	1	1	1	1	0	1	1	1	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	READ PULSE CYCLE					READ CS SETUP CYCLE			—	READ CS HOLD CYCLE			—	—	—	—
Initial value:	1	1	1	1	1	1	1	1	0	1	1	1	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	WRITE PULSE CYCLE	B’1_1111	R/W	These bits specify the WE# pulse cycles during writing to area 0. B’0_0000: Setting prohibited B’0_0001: 1-cycle pulse B’0_0010: 2-cycle pulse B’0_0011: 3-cycle pulse B’0_0100: 4-cycle pulse : B’1_1101: 29-cycle pulse B’1_1110: 30-cycle pulse B’1_1111: 31-cycle pulse
26 to 24	WRITE CS SETUP CYCLE	B’111	R/W	These bits specify the CS# and address setup cycles with respect to the WE# signal during writing to area 0. B’000: 0 cycle for setup period B’001: 1 cycle for setup period B’010: 2 cycles for setup period : B’110: 6 cycles for setup period B’111: 7 cycles for setup period
23	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 20	WRITE CS HOLD CYCLE	B’111	R/W	These bits specify the CS# and address hold cycles with respect to the WE# signal during writing to area 0. B’000: 0 cycle for hold period B’001: 1 cycle for hold period B’010: 2 cycles for hold period : B’110: 6 cycles for hold period B’111: 7 cycles for hold period

Bit	Bit Name	Initial Value	R/W	Description
19 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 11	READ PULSE CYCLE	B’1_1111	R/W	These bits specify the RD# pulse cycles during reading from area 0. B’0_0000: Setting prohibited B’0_0001: 1-cycle pulse B’0_0010: 2-cycle pulse B’0_0011: 3-cycle pulse B’0_0100: 4-cycle pulse : B’1_1101: 29-cycle pulse B’1_1110: 30-cycle pulse B’1_1111: 31-cycle pulse
10 to 8	READ CS SETUP CYCLE	B’111	R/W	These bits specify the CS# and address setup cycles with respect to the RD# signal during reading from area 0. B’000: 0 cycle for setup period B’001: 1 cycle for setup period B’010: 2 cycles for setup period : B’110: 6 cycles for setup period B’111: 7 cycles for setup period
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 4	READ CS HOLD CYCLE	B’111	R/W	These bits specify the CS# and address hold cycles with respect to the RD# signal during reading from area 0. B’000: 0 cycle for hold period B’001: 1 cycle for hold period B’010: 2 cycles for hold period : B’110: 6 cycles for hold period B’111: 7 cycles for hold period
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Notes: 1. A minimum of two clock cycles are required for one EX-BUS access cycle and therefore, the setting must satisfy this lower limit.
Setting less than two clock cycles for one access cycle is not expected in the design of this LSI, and if attempted correct operation is not guaranteed.
Example: When CSSetupCycle = B'000, CSHoldCycle = B'000, and PulseCycle = B'0_0001, correct operation is not guaranteed.
2. When controlling wait insertion through LSI external pins (EX_WAIT0), set PulseCycle to B'0_0010 or a larger value. If B'0_0001 or a smaller value is specified, wait insertion through an external pin is disabled.
3. When the burst ROM interface is specified for area 0, the read access-related settings for area 0 in this register is ignored and settings in CS0BTPH are enabled.
4. For details, refer to section 25.3.1, SRAM Interface (Basic Functionality).

25.2.4 Area 1 RD/WE Pulse Control Register (CSWCR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CSWCR1 specifies the RD/WE# pulse cycles and setup and hold cycles for the CS# signal and address during access to area 1 (EX-BUS).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	WRITE PULSE CYCLE					WRITE CS SETUP CYCLE			—	WRITE CS HOLD CYCLE			—	—	—	—
Initial value:	1	1	1	1	1	1	1	1	0	1	1	1	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	READ PULSE CYCLE					READ CS SETUP CYCLE			—	READ CS HOLD CYCLE			—	—	—	—
Initial value:	1	1	1	1	1	1	1	1	0	1	1	1	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	WRITE PULSE CYCLE	B’1_1111	R/W	These bits specify the WE pulse cycles during writing to area 1. B’0_0000: Setting prohibited B’0_0001: 1-cycle pulse B’0_0010: 2-cycle pulse B’0_0011: 3-cycle pulse B’0_0100: 4-cycle pulse : B’1_1101: 29-cycle pulse B’1_1110: 30-cycle pulse B’1_1111: 31-cycle pulse
26 to 24	WRITE CS SETUP CYCLE	B’111	R/W	These bits specify the CS# and address setup cycles with respect to the WE# signal during writing to area 1. B’000: 0 cycle for setup period B’001: 1 cycle for setup period B’010: 2 cycles for setup period : B’110: 6 cycles for setup period B’111: 7 cycles for setup period
23	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 20	WRITE CS HOLD CYCLE	B’111	R/W	These bits specify the CS# and address hold cycles with respect to the WE# signal during writing to area 1. B’000: 0 cycle for hold period B’001: 1 cycle for hold period B’010: 2 cycles for hold period : B’110: 6 cycles for hold period B’111: 7 cycles for hold period
19 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
15 to 11	READ PULSE CYCLE	B'1_1111	R/W	These bits specify the RD# pulse cycles during reading from area 1. B'0_0000: Setting prohibited B'0_0001: 1-cycle pulse B'0_0010: 2-cycle pulse B'0_0011: 3-cycle pulse B'0_0100: 4-cycle pulse : B'1_1101: 29-cycle pulse B'1_1110: 30-cycle pulse B'1_1111: 31-cycle pulse
10 to 8	READ CS SETUP CYCLE	B'111	R/W	These bits specify the CS# and address setup cycles with respect to the RD# signal during reading from area 1. B'000: 0 cycle for setup period B'001: 1 cycle for setup period B'010: 2 cycles for setup period : B'110: 6 cycles for setup period B'111: 7 cycles for setup period
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 4	READ CS HOLD CYCLE	B'111	R/W	These bits specify the CS# and address hold cycles with respect to the RD# signal during reading from area 1. B'000: 0 cycle for hold period B'001: 1 cycle for hold period B'010: 2 cycles for hold period : B'110: 6 cycles for hold period B'111: 7 cycles for hold period
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Notes: 1. A minimum of two clock cycles are required for one EX-BUS access cycle and therefore, the setting must satisfy this lower limit.
Setting less than two clock cycles for one access cycle is not expected in the design of this LSI, and if attempted correct operation is not guaranteed.
Example: When CSSetupCycle = B'000, CSHoldCycle = B'000, and PulseCycle = B'0_0001, correct operation is not guaranteed.
2. When controlling wait insertion through LSI external pins (EX_WAIT0), set PulseCycle to B'0_0010 or a larger value. If B'0_0001 or a smaller value is specified, wait insertion through an external pin is disabled.
3. For details, refer to section 25.3.1, SRAM Interface (Basic Functionality).

25.2.5 Area 0 External Wait Control Register (CSPWCR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CSPWCR0 makes settings for external wait signal during access to area 0 (EX-BUS) (the settings are ignored when the burst ROM interface is selected).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	V	RB	WINV	—	—	EXWT0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5	V	B'0	R/W	Area 0 External Wait Signal Enable/Disable 0: Disabled 1: Enabled
4	RB	B'0	R/W	Area 0 READY/BUSY Logic Selection 0: BUSY logic 1: READY logic
3	WINV	B'0	R/W	Area 0 External Wait Signal Polarity 0: Does not invert the polarity of the area 0 external wait signal. 1: Inverts the polarity of the area 0 external wait signal.
2	—	B'0	R/W	Reserved The write value must always be 0. Operation is not guaranteed if setting 1.
1	—	B'0	R/W	Reserved The write value must always be 0. Operation is not guaranteed if setting 1.
0	EXWT0	B'0	R/W	Area 0 EX_WAIT0 Enable 0: Disables EX_WAIT0 for area 0. 1: Enables EX_WAIT0 for area 0.

Notes: 1. When this register setting is made valid (bit V = 1), any one of bits EXWT0 must be set to 1.
2. When bit V = 0, the settings in EXWT0 are ignored. In area 0, this register setting is ignored in read access when the burst ROM interface is selected. For details on wait control, refer to section 25.3.1, SRAM Interface (Basic Functionality).

25.2.6 Area 1 External Wait Control Register (CSPWCR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CSPWCR1 makes settings for external wait input pins during access to area 1 (EX-BUS).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	V	RB	WINV	—	—	EXWT0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5	V	B'0	R/W	Area 1 External Wait Signal Enable/Disable 0: Disabled 1: Enabled
4	RB	B'0	R/W	Area 1 READY/BUSY Logic Selection 0: BUSY logic 1: READY logic
3	WINV	B'0	R/W	Area 1 External Wait Signal Polarity 0: Does not invert the polarity of the area 1 external wait signal. 1: Inverts the polarity of the area 1 external wait signal.
2	—	B'0	R/W	Reserved The write value must always be 0. Operation is not guaranteed if setting 1.
1	—	B'0	R/W	Reserved The write value must always be 0. Operation is not guaranteed if setting 1.
0	EXWT0	B'0	R/W	Area 1 EX_WAIT0 Enable 0: Disables EX_WAIT0 for area 1. 1: Enables EX_WAIT0 for area 1.

Notes: 1. When this register setting is made valid (bit V = 1), any one of bits EXWT0 must be set to 1.
2. When bit V = 0, the settings in EXWT0 are ignored. For details on wait control, refer to section 25.3.1, SRAM Interface (Basic Functionality).

25.2.7 External Wait Input Control Register (EXWTSYNC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: EXWTSYNC controls whether or not to synchronize the external wait pins (EXWAIT0).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EXWT SYNC0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	—	B'0	R/W	Reserved The write value should always be 0.
3	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
2	—	B'0	R/W	Reserved The write value must always be 0. Operation is not guaranteed if setting 1.
1	—	B'0	R/W	Reserved The write value must always be 0. Operation is not guaranteed if setting 1.
0	EXWTSYNC0	B'0	R/W	0: Does not synchronize EX_WAIT0 (the original EX_WAIT0 is synchronous with CLKOUT). 1: Synchronizes EX_WAIT0 (the original EX_WAIT0 is asynchronous with CLKOUT).

Note: For details on wait control, refer to section 25.3.1, SRAM Interface (Basic Functionality).

25.2.8 Area 0 Burst Control Register (CS0BSTCTL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CS0BSTCTL specifies the burst length for area 0 when the burst ROM interface is selected.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	A0BST[2:0]			—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13 to 11	A0BST[2:0]	B’000	R/W	Area 0 Burst Length for Burst ROM Interface B’001: 4 access cycles B’010: 8 access cycles B’011: 16 access cycles B’100: 32 access cycles Others: No burst transfer
10 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Notes: 1. This register is valid only when the burst ROM interface is selected (CS0IF = B'01 in CS0CTRL).
2. Set bits A0BST2 to A0BST0 to an appropriate value so that (area 0 bus size) x (burst length set in this register) becomes 32 bytes or less.
3. For details, refer to section 25.3.2, CPU (AXI Bus) → Burst ROM Interface.

25.2.9 Area 0 Burst Pitch Set Register (CS0BTPH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CS0BTPH specifies the burst pitches for the first access cycle and the second and later cycles for area 0 when the burst ROM interface is selected.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	A0H	A0W[3:0]				—	A0B[2:0]		
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	0	1	1	1
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	A0H	B’0	R/W	Specifies the CS# and address hold cycles with respect to the RD# signal for area 0 in the burst ROM interface. 0: 0 cycle for hold period 1: 1 cycle for hold period
7 to 4	A0W[3:0]	B’1111	R/W	These bits specify the burst pitch (wait cycles to be inserted) after the first burst cycle for area 0 in the burst ROM interface. B’0000: Setting prohibited B’0001: Setting prohibited B’0010: 2 cycles B’0011: 3 cycles B’0100: 4 cycles : B’1101: 13 cycles B’1110: 14 cycles B’1111: 15 cycles
3	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
2 to 0	A0B[2:0]	B’111	R/W	These bits specify the burst pitch (wait cycles to be inserted) after the second burst cycle for area 0 in the burst ROM interface. B’000: Setting prohibited B’001: 1 cycle B’010: 2 cycles : B’110: 6 cycles B’111: 7 cycles

Notes: 1. Be sure to specify this register before specifying CS0BSTCTL.
2. For details, refer to section 25.3.2, CPU (AXI Bus) → Burst ROM Interface.

25.2.10 Area 1 Guard Setting Register (CS1GDST)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CS1GDST specifies the guard interval (period of access prohibition) between sequential access cycles in area 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	CS1GD	TIMER_SET			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	CS1GD	B’0	R/W	0: Makes the TIMER_SET setting invalid. 1: Makes the TIMER_SET setting valid.
3 to 0	TIMER_SET	B’0000	R/W	Guard Interval (Period of Access Prohibition) between Sequential Access Cycles for Area 1 B’0000: 0 clock cycle B’0001: 1 clock cycle B’0010: 2 clock cycles B’0011: 3 clock cycles B’0100: 4 clock cycles : B’1101: 13 clock cycles B’1110: 14 clock cycles B’1111: 15 clock cycles

Notes: 1. The TIMER_SET setting is ignored when CS1GD = 0.
2. This register must not be dynamically modified regardless of whether area 1 is being accessed.
3. The actual guard interval between sequential access cycles on the EX-BUS is (register setting) + (idle cycles due to hardware processing).
4. For details, refer to section 25.3.1 (4), Controlling Guard Intervals

25.2.11 BSC Interrupt Source Status Register (BCINTSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: BCINTSR indicates the status of the BSC interrupt source.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EXWTE	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	EXWTE	B’0	R	EX-BUS Wait Timeout Error Status 0: The EX-BUS is working correctly. 1: An EX-BUS timeout error has occurred. (A timeout error occurs when an EX-BUS clock (CLKOUT) cycle of EXBCT and EXTCT setting values have elapsed.)
0	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

25.2.12 BSC Interrupt Source Clear Register (BCINTCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: BCINTCR clears the state of the BSC interrupt indicator.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EXWTEC	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	–/WC1	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	EXWTEC	B’0	–/WC1	EX-BUS Wait Timeout Error Status Clear 0: Writing 0 is ignored. 1: Clears the EX-BUS wait timeout error state.
0	—	B’0	R	Reserved The write value should always be 0.

Note: This register is always read as 0.

25.2.13 BSC Interrupt Enable Register (BCINTMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: BCINTMR enables or disables the BSC interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EXWTEM	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	EXWTEM	B'0	R/W	EX-BUS Wait Timeout Error Interrupt Enable 0: Disables output of an interrupt signal for this interrupt source. 1: Enables output of an interrupt signal for this interrupt source.
0	—	B'0	R	Reserved The write value must always be 0. Operation is not guaranteed if setting 1.

25.2.14 External Wait Status Register (EXWTSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: EXWTSTS indicates the state of the external wait pins EX_WAIT0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EXWT0STS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	—	—	R	Reserved Writing to this bit is prohibited.
1	—	—	R	Reserved Writing to this bit is prohibited.
0	EXWT0STS	—	R	Indicates the EX_WAIT0 pin state.

25.2.15 EX-BUS Wait Timeout Detection Base Counter Register (EXBCT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: EXBCT specifies the lower-order part of the value for counting to detect a timeout in waiting for access to the EX-BUS, which is monitored through pins EX_WAIT0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EXWB_KEY								—	—	—	—	EXW_TOBCNT			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	W	W	W	W	W	W	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EXW_TOBCNT															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	EXWB_KEY	H'00	W	EX-BUS Wait Timeout Detection Base Counter Register Write Key For writing to this register to activate, the value H'A5 must be written to these bits. Values read from these bits are meaningless.
23 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 0	EXW_TOBCNT	H'0_0000	R/W	EX-BUS Wait Timeout Counter Setting Maximum value: H'0_0000 Minimum value: H'0_0001

Note: Counting to detect a timeout in waiting for access to the EX-BUS is handled by a 32-bit counter, which is formed by the EXW_TOBCNT bits in the EXBCT register and the EXW_TOCNT bits in the EXTCT register as shown below.

31 0

EXW_TOCNT	EXW_TOBCNT

25.2.16 EX-BUS Wait Timeout Detection Counter Register (EXTCT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: EXTCT specifies the higher-order part of the value for counting to detect a timeout in waiting for access to the EX-BUS, which is monitored through pins EX_WAIT0, and enables or disables the detection.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EXWB_KEY								—	—	—	—	—	—	—	EXW_TOEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	W	W	W	W	W	W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	EXW_TOCNT											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	EXWB_KEY	H'00	W	EX-BUS Wait Timeout Detection Counter Register Write Key For writing to this register to be effective, the value H'5A must be written to these bits. Values read from these bits are meaningless.
23 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	EXW_TOEN	B'0	R/W	EX-BUS Wait Timeout Enable 0: Timeout in waiting for access to the EX-BUS has not been detected. 1: Timeout in waiting for access to the EX-BUS has been detected.
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	EXW_TOCNT	H'000	R/W	EX-BUS Wait Timeout Counter Setting Maximum value: H'000 Minimum value: H'001

Note: Counting to detect a timeout in waiting for access to the EX-BUS is handled by a 32-bit counter, which is formed by the EXW_TOBCNT bits in the EXBCT register and the EXW_TOCNT bits in the EXTCT register as shown below.

31	0
EXW_TOCNT	EXW_TOBCNT

25.2.17 EX-BUS Wait Timeout Detection Access Source Indication Register (EXTSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: EXTSR indicates the source of attempted access to the EX-BUS that reached timeout as detected through the EX_WAIT0 pins.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EXW_TOSHW
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	EXW_TOSHW	B'0	R/WC1	Indication of timeout in waiting for access to the EX-BUS from the AXI bus. 0: Timeout has not been reached. 1: Timeout has been reached. To clear this bit, write 1 to it.
15 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.

25.2.18 EX-BUS Wait Timeout Detection Address Indication Register (EXTADR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: EXTADR indicates the address at which access to the EX-BUS was attempted but timeout was detected through pins EX_WAIT0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EXW_TOADR															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EXW_TOADR															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EXW_ TOADR	H'0000_0000	R/W	Indication of the address for which attempted access to the EX-BUS by the AXI bus reached timeout

Note: This register is readable and writable. To clear this register, write 0s to all bits.

25.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

25.3.1 SRAM Interface (Basic Functionality)

The BSC reads access requests from the CPU stored in the FIFO mounted in the LBSC module and writes them to the EX-BUS. By default, all spaces, areas 0 and 1 are all set for SRAM interface. The pulse width for access signals in this SRAM access interface can be varied according to register settings. Thus, the SRAM interface has functionality for easily accommodating devices with various access specifications, connected on the EX-BUS. In addition, to support low-speed external devices, the guard-interval control functionality is provided for insertion of the appropriate interval for each bus access; and the SRAM interface receives wait-for-response requests (or access complete signals) from external devices on a synchronous/asynchronous-selectable and polarity-selectable basis, thus ensuring flexibility in bus design. Figure 25.3 and Figure 25.4 show SRAM interface timing charts for AXI → EX-BUS conversions.

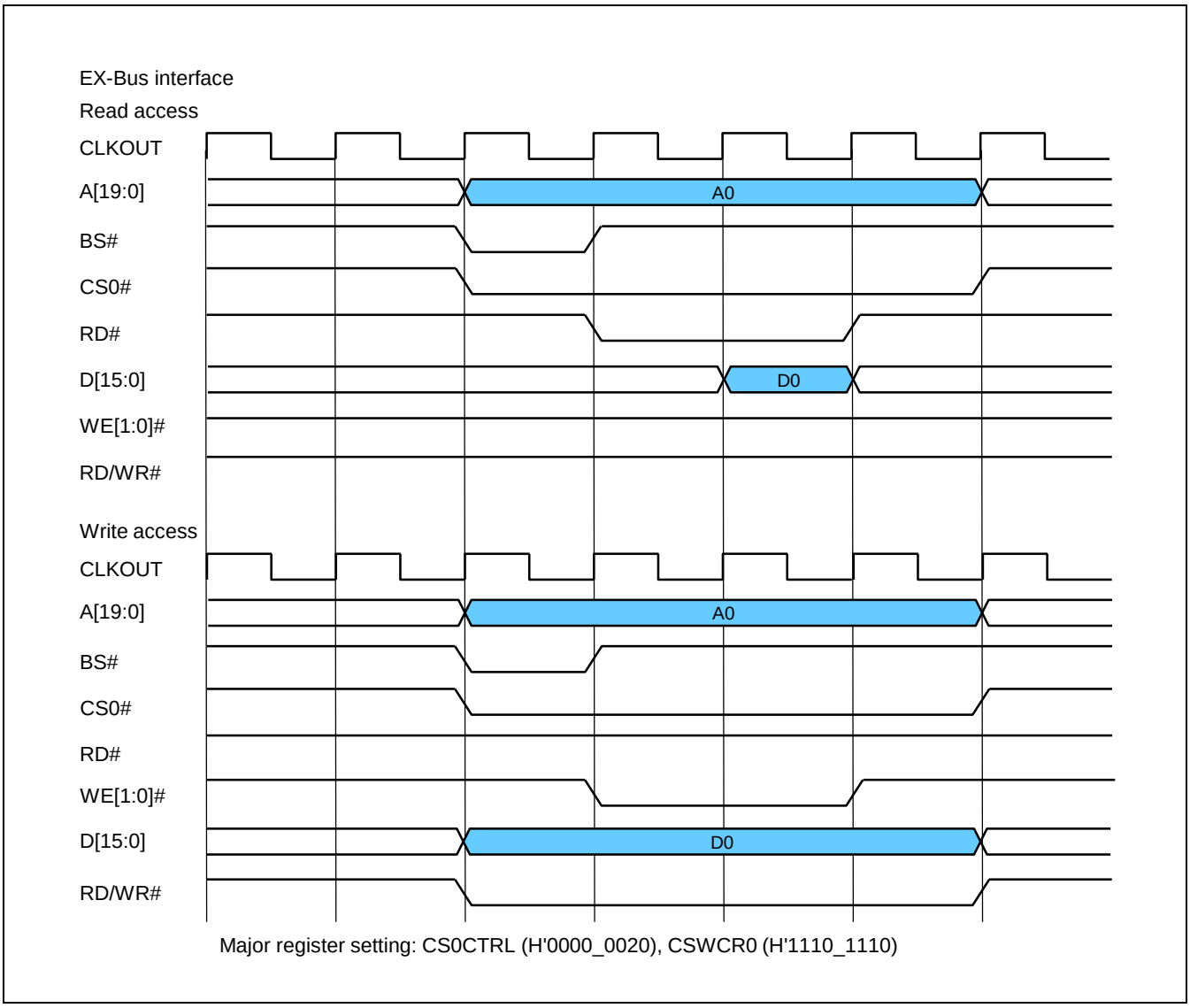


Figure 25.3 Basic Timing Chart for Access from AXI to SRAM (Area 0)

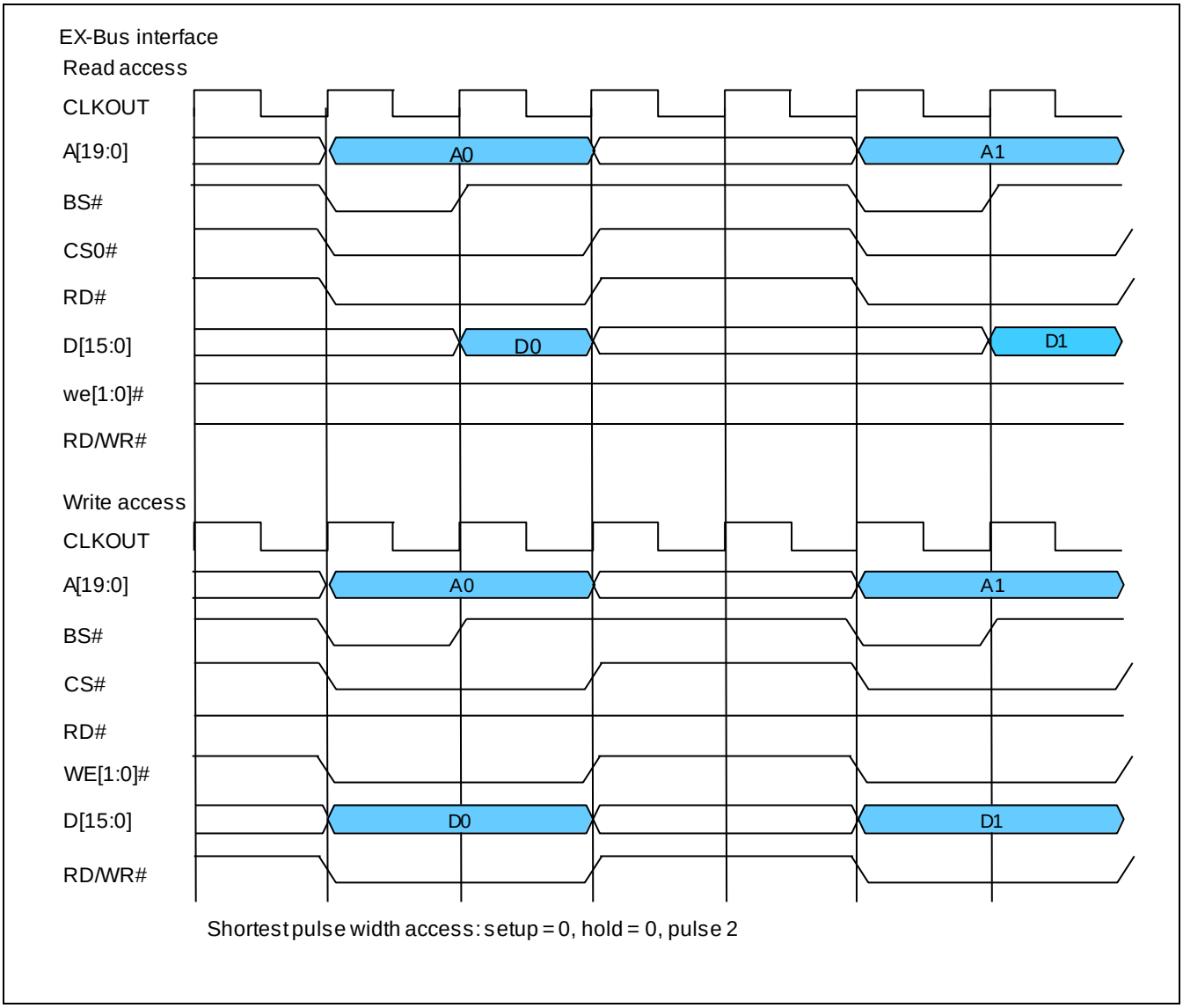


Figure 25.4 Basic Timing Chart for Access from AXI to SRAM (Shortest Pulse Width × Shortest PIO Consecutive Accesses)

Figure 25.4 is an example of the basic SRAM interface waveform with the shortest pulse width, wherein the same waveform occurs twice in succession.

If consecutive PIO access requests are made from the CPU (AXI bus), the access interval will be 2 clock cycles, as indicated in the above waveforms, regardless of whether the preceding or succeeding access request is for the same area or for different areas. The access interval can be extended by means of the guard setting registers.

(1) Address Generation/Alignment

When making access to the EX-BUS as an SRAM interface Figure 25.5 provides an overview of address generation and data alignment/write enable conversions.

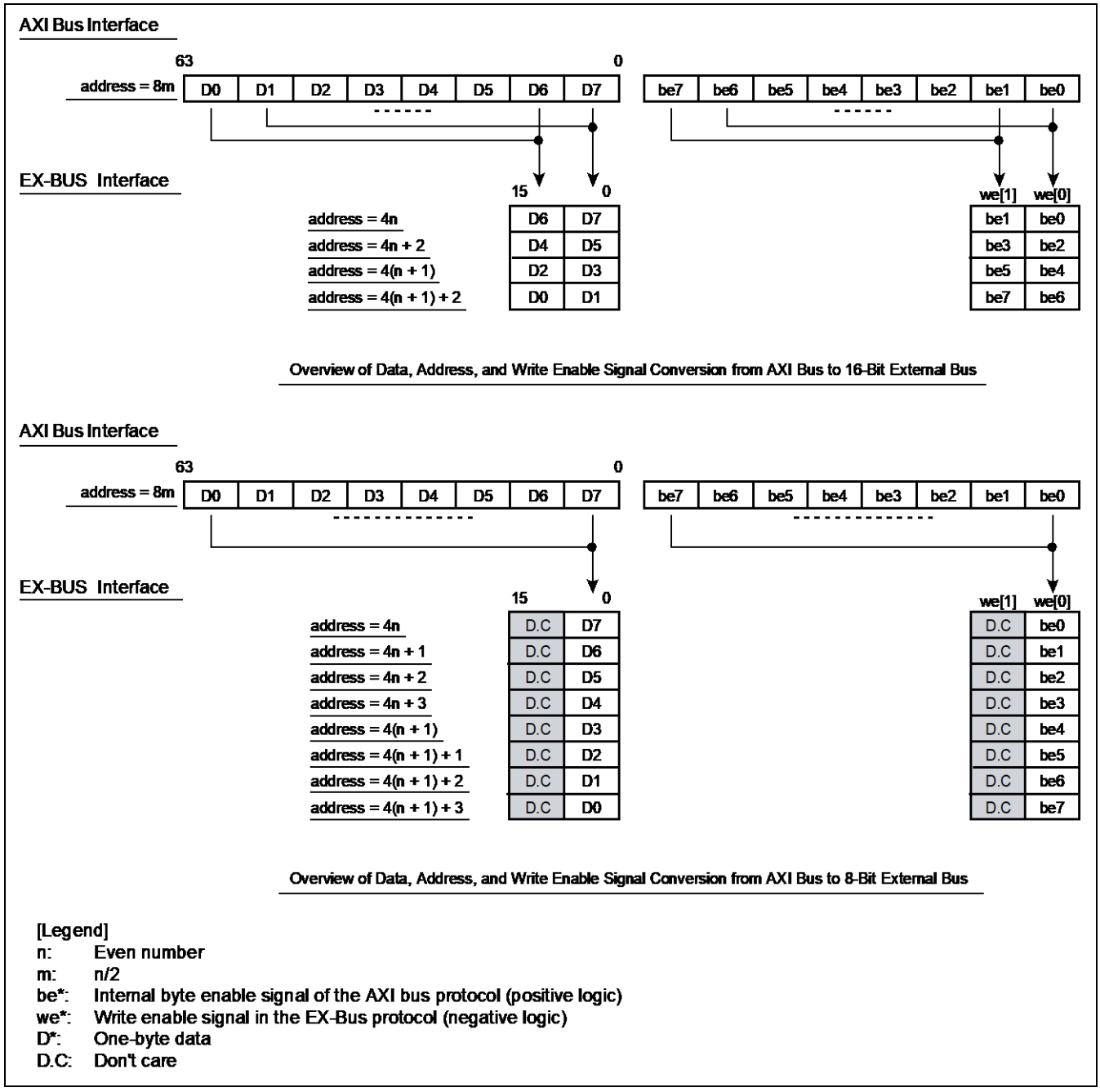


Figure 25.5 Overview of Data, Address, and Write Enable Signal Conversion from CPU (64-Bit AXI Bus) to External Bus

(2) Setting the Pulse Width for an Access Signal

When making access to the EX-BUS, the LBSC can set the setup or hold time for addresses, RD/WR#, and CS# signals based on WE# signals and RD# signals, and the pulse width for WE# and RD# signals in units of clock cycles, according to the values that are set for each area by means of the CSWCR0, CSWCR1 registers. (During a burst ROM read operation, however, the LBSC conforms to CS0BTPH settings rather than CSWCR0 settings. The pulse width for WE# or RD# signal that is stored in a register can be extended by an externally supplied EX_WAIT signal. The minimum total value that is set should be two clock cycles.

(3) External Wait Control

The LBSC controls the external wait signal (EX_WAIT) from a device connected to the EX-BUS based on settings that are provided on external wait control registers (CSPWCR0, CSPWCR1) and the external wait input control register (EXWTSYNC). The external wait control registers permit the selection of the four types of interfaces to accommodate various types of specifications, whether the wait signal input from an external device is based on the READY logic (posting a READY status) or BUSY logic (posting a BUSY status), or which signal polarity is in effect.

Figure 25.6 shows waveforms for the four wait signal patterns that can be input and the waveforms for the wait signals internal to the LBSC after conversion according to the register settings.

The external wait input control register allows the switching between the synchronous/asynchronous handling of external wait input signals. The default is to treat such signals on a synchronous basis. Figure 25.7 shows external wait input timings for synchronization/asynchronization. In the figure, the position indicated by the symbol * represents the point at which the LBSC determines whether or not external wait is in effect. Specifically, for synchronization, the position is one clock cycle before the point at which the WE# and RD# signals would normally be negated by pulse width settings. If external wait is in effect at this position, the pulse width for the WE# or RD# signal continues to extend until the wait status becomes the ready status. If the pulse width for the WE# or RD# signal is extended by the EX_WAIT signal, the address and the RD/WR# and CS# signals are negated when the hold time is satisfied. If the synchronization setting is switched to the asynchronization setting, any external wait is nullified unless there is an external wait two clock cycles before the * position, or three clock cycles before the point in which the WE# and RD# signals would normally be negated.

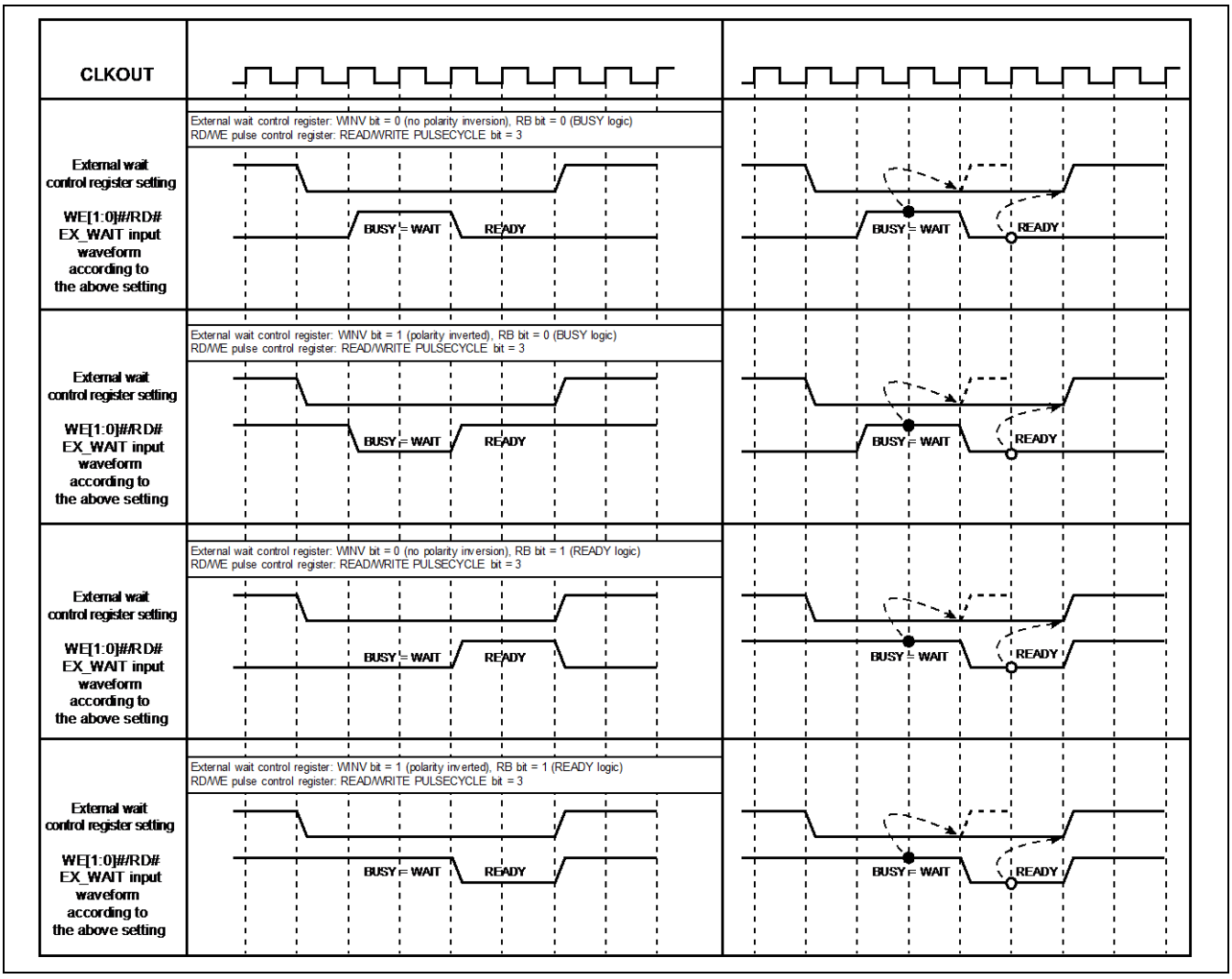


Figure 25.6 Waveforms of Converted External Wait Interface

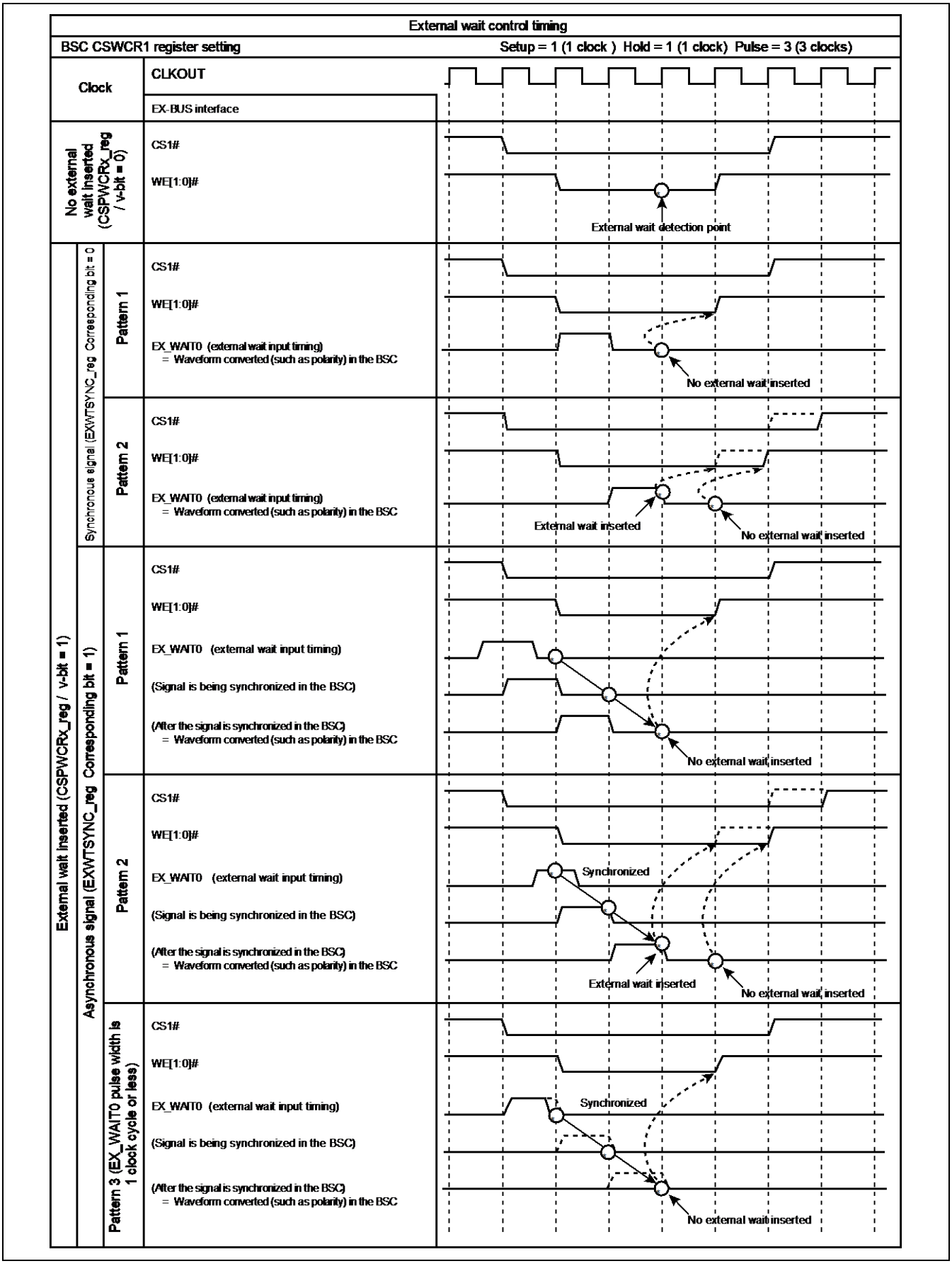


Figure 25.7 Waveforms of External Wait Input Signals

(4) Controlling Guard Intervals

For some external devices, the transition of the data lines to the high-Z state after completion of read access takes a relatively long time. To prevent any contention for the data bus when further access over the EX-BUS proceeds immediately after a read operation for such a device, the LBSC supports a function to guard against further access over a given interval following each bus access. The function is also effective for external devices that have difficulty coping with consecutive reception of access requests. Specifically, set the number of clock cycles over which guarding against access applies in the guard setting register (CS1GDST,) for the given area. (Even if the value assigned to the guard setting register is 0, hardware processing before a further bus access request is issued requires at least 2 clock cycles between PIO and PIO, Therefore, in PIO accesses, the actual interval on the EX-BUS is 2 clock cycles when value in the guard setting register is 0 or 1. And it is 1 clock cycles plus the setting for number of clock cycles in the guard setting register when the setting value is 2 or more.)

After access to a given area, the guard interval is assigned corresponding to the register for that area, regardless of the kind of access or target space of the next access request. Note, however, that there is no guard setting register for area 0. Therefore, guard intervals are not set up for access that immediately follows access to this area. Since area 0 is supposed to be for the connection of general-purpose memory such as ROM, SRAM, or flash-ROM, guard intervals should not be necessary for this area. Figure 25.8 is a basic timing chart to illustrate the concept of guard-interval control.

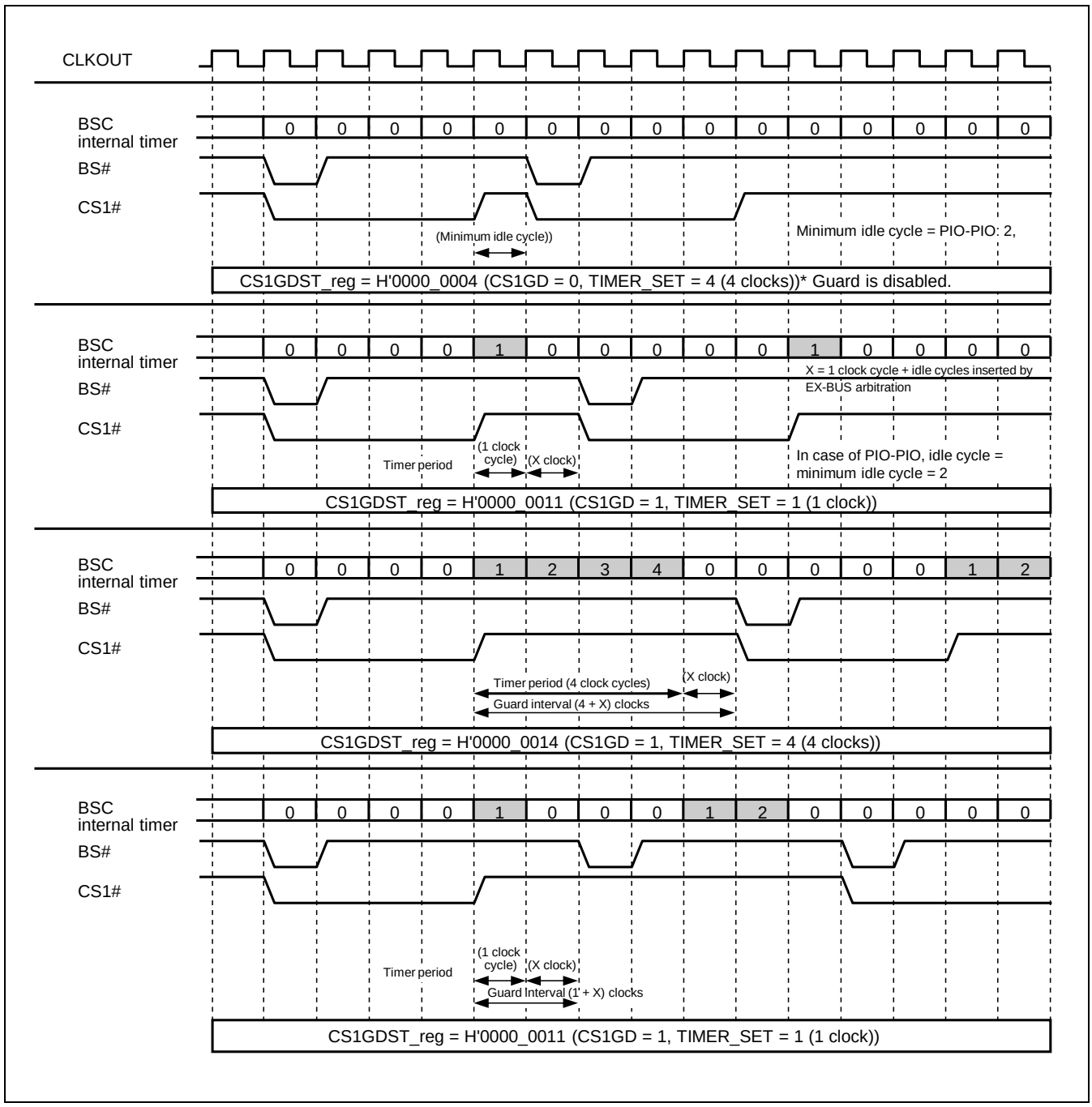


Figure 25.8 Concept of Guard-Interval Control

25.3.2 CPU (AXI Bus) → Burst ROM Interface

For area 0 on the EX-BUS, the BSC supports a page-mode read burst ROM interface. Switching to the burst ROM interface is performed by CS0CTRL settings. Because burst ROM access operations begin immediately after setting CS0CTRL, values must be pre-assigned to the CS0BTPH and CS0BSTCTL. In CS0BTPH, burst ROM access waveforms can be assigned, such as a first-cycle burst pitch, second and subsequent cycle burst pitches, and CS# signal hold cycles on the RD# signal. A burst access count (burst length) can be assigned to CS0BSTCTL. A burst access count should be assigned according to the component specifications for the actual external ROM that is connected.

In two kinds of exceptional cases, however, the BSC handles access with a burst count less than the specified burst count. The first are those cases where the CPU requests access to fewer data than the specified burst count. In such cases, access is terminated on completion of processing for the number of bytes requested by the CPU, even though the specified burst count has not been reached. The second are those cases where a variable burst address boundary is crossed in the midst of a specified burst count. In such cases, access is terminated immediately before the boundary is crossed, and the burst access is divided up, with the remainder of the access executed in a second round. The reason for this behavior is that the variable address boundaries for burst ROM devices, by which the LBSC must abide, are defined. Table 25.3 shows the LBSC's methodology for breaking off burst access.

Table 25.3 Methodology for Breaking off Bust Access

Burst Count Assigned in CS0BSTCTL	Bus Width	
	8-Bit Bus Width	16-Bit Bus Width
4	Break at a change of A2	Break at a change of A3 (A0 not connected)
8	Break at a change of A3	Break at a change of A4 (A0 not connected)
16	Break at a change of A4	Break at a change of A5* (A0 not connected)
32	Break at a change of A5*	(Setting prohibited)

Note: * Since A5 never changes in the midst of a 32-byte burst operation (a 32-byte boundary), access is not broken off in the case indicated by *, and the specified number of access operations proceed.

As described above, in burst ROM access, the LBSC performs a maximum of 32-byte access to accommodate CPU cache fill while performing access breakup. However, because this operation involves access on 32-byte boundaries, for setting a burst ROM device, the user should specify wrap-around settings instead of continuous burst operations.

Depending on the mode of burst ROM connection, burst operations can also be accommodated in the synchronous burst mode. When using the LBSC in synchronous burst mode, the user should not receive the Wait signals that are output by the burst ROM. Instead, a first-word data output latency should be assigned to the configuration register of the burst ROM, and CS0BTPH should be set as the pitch for the first word and this latency. For the second and subsequent words, a pitch count of 2 should be assigned to both the configuration register of the burst ROM and CS0BTPH. Subject to the AC characteristics of the burst ROM and given frequency for the EX-BUS, if a pitch count of 1 is assigned to, data reception timing can lag behind due to the fact that the burst ROM has a data output delay of approximately 13ns. Figure 25.9 shows a basic timing chart for the burst ROM interface.

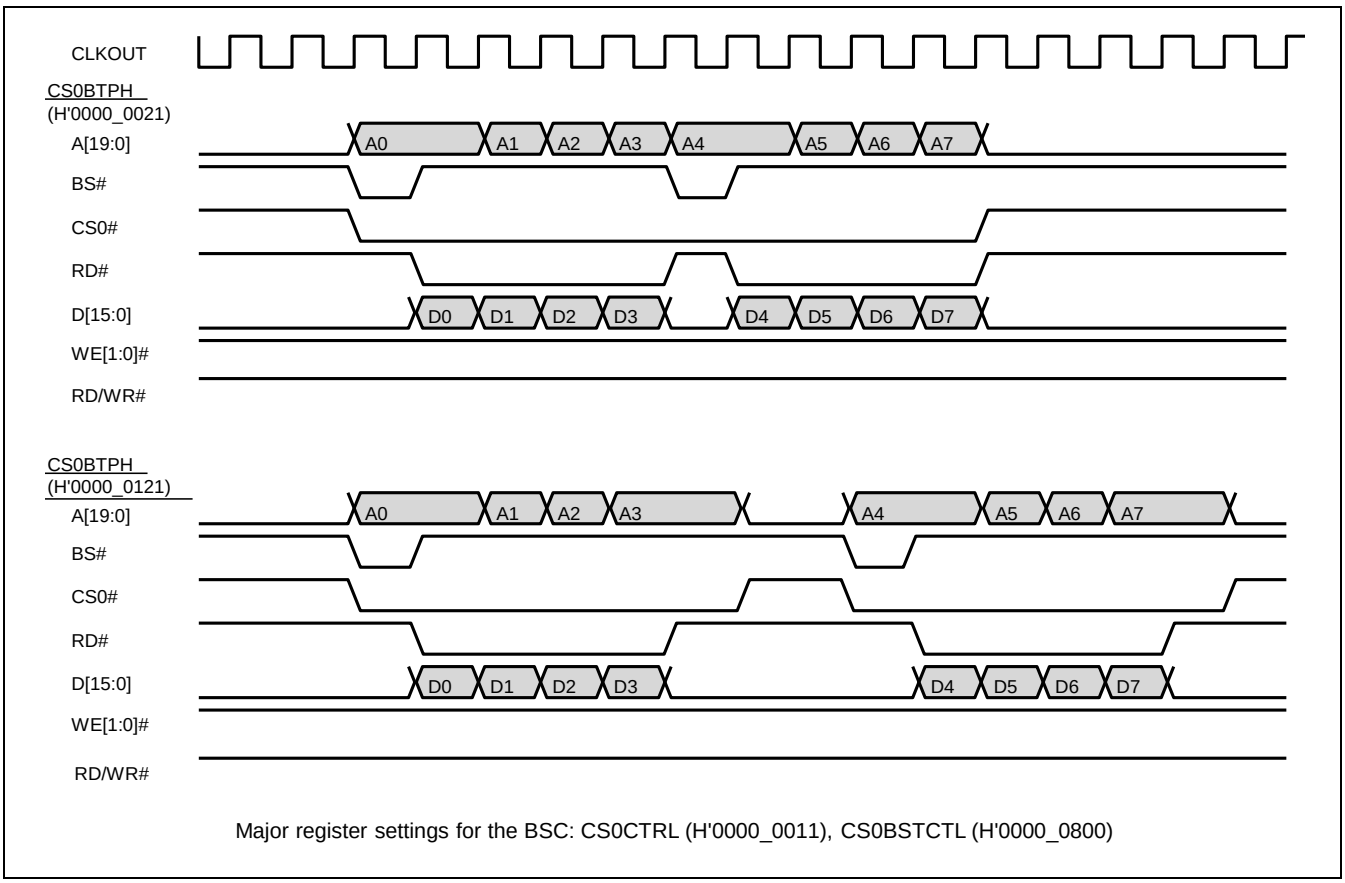


Figure 25.9 Timing Chart for Burst ROM Interface

25.3.3 CPU (AXI Bus) → Byte Control SRAM Interface

With respect to EX-BUS area 1, the LBSC supports byte-control SRAM interface from the CPU (AXI bus). Byte-control SRAM interface is a memory interface in which byte select strobe signal WE# is output in both read and write cycles. Write timing for byte-control SRAM interface is the same as that for SRAM interface. In read access, however, WE# is output at a different timing. In read access, WE# is output for a read byte only. The assertion timing of WE# can be selected with the CS1BRM bit in the CS1CTRL register to be the same as that of CS# or RD#. In default setting, SRAM operating mode is set for each area. Accordingly, along with the setting of assertion timing, byte-control SRAM mode should be set in the registers corresponding to a given area (CS1CTRL).

(1) Byte-control SRAM Interface

- The WE# assertion period can be selected by the CS1BRM bit to be the same as that of CS# or RD#.
- In read access, WE# is asserted only for a valid access byte. (For example, when a byte is read from a device with the byte-control SRAM interface and a bus width of 16 bits, any one of the WE# bits is asserted.)
- The waveform in write access is the same as that for SRAM interface.

(2) Basic Timing Charts

Figure 25.10 shows the basic timing chart for byte-control SRAM interface.

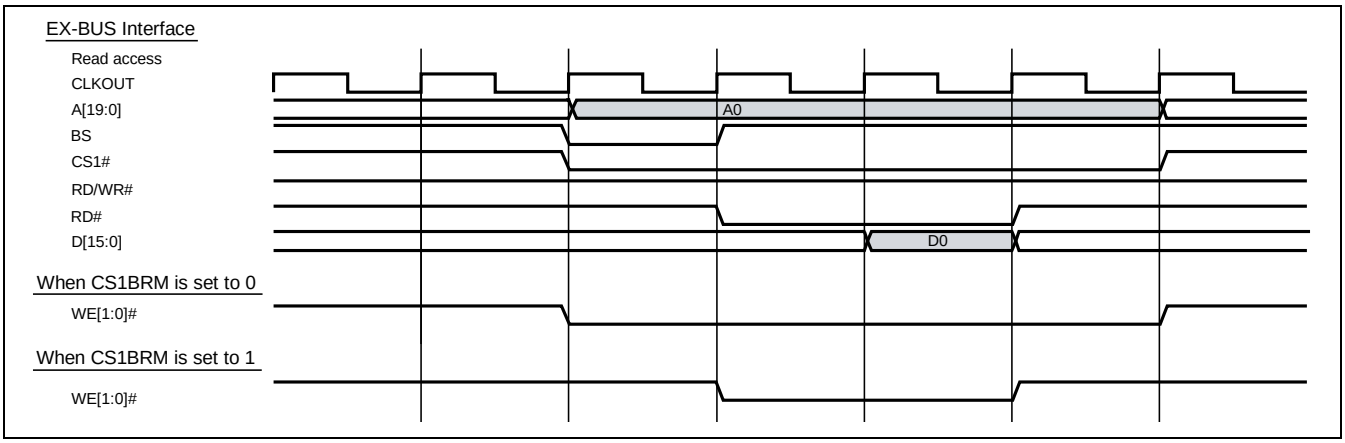


Figure 25.10 Waveforms for Byte-Control SRAM Interface

25.3.4 Wait Timeout

For the detection of timeout in waiting for access to the EX-BUS, the BSC monitors the states of the EX_WAIT0 signals* from external devices. When an external device is waiting for more than a certain length of time, this is detected as an EX-BUS wait timeout error. The error is reflected in a register within the BSC, and forces the termination of access to the EX-BUS interface.

The value of the timeout counter is specified in a total of 32 bits, consisting of the EXW_TOBCNT bits in the EX-TIME wait timeout detection base counter register (EXBCT) and the EXW_TOCNT bits in the EX-BUS wait timeout detection counter register (EXTCT). EXW_TOBCNT is a 20-bit counter that operates at the EX-BUS operating frequency (CLKOUT). EXW_TOCNT is a 12-bit counter that counts up by one every time the EXW_TOBCNT bits overflow.

Writing 0s to all of the bits specifies the maximum time until overflow. The required detection time depends on the EX-BUS operating frequency as defined in the following formula.

Detection time in ns = period in ns at EX-BUS operating frequency × {EXW_TOCNT, EXW_TOBCNT}

25.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Keep the following notes in mind when using this LBSC.

25.4.1 Pin Multiplexing

When starting this LSI, be sure to set multiplexed pins appropriately using the LSI pin multiplexing set register.

Also, make pull-up resistor settings using the LSI pin pull-up control registers.

For details on the specific set values, refer to section 8, Pin Function Controller (PFC).

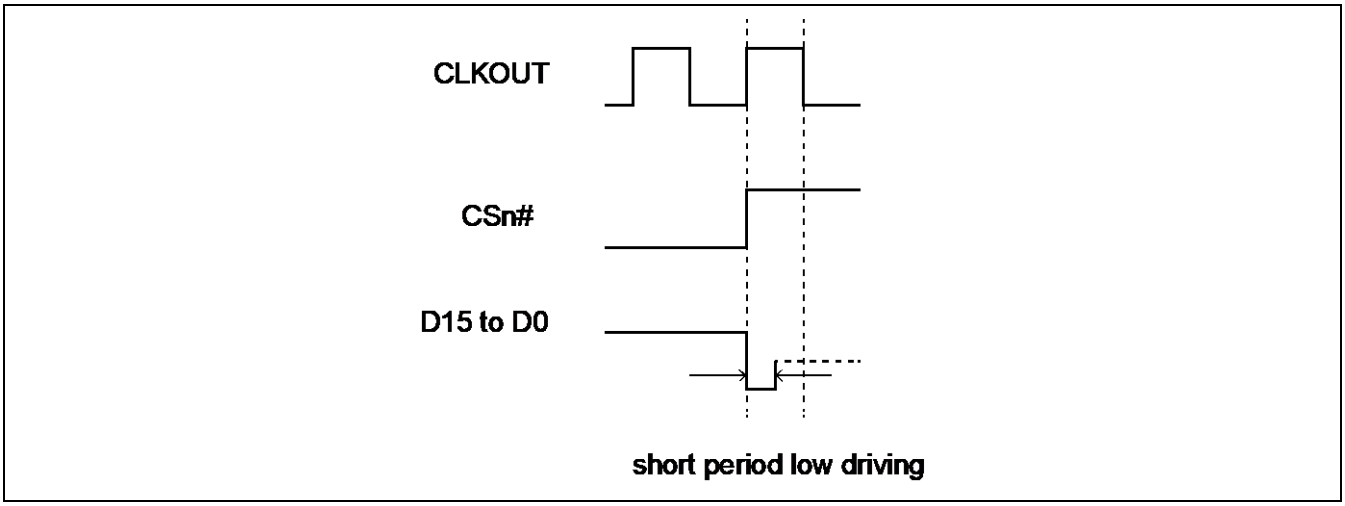


Figure 25.11

When using QSPI or HSCIF booting by mode pins setting (MD [3:1]), the area 0 beginning 256-kByte space (H'00_0000 0000 to H'00_0003_FFFF) cannot be accessed from the LBSC even after booting.

26. External Bus Controller for LPDDR4/DDR3L SDRAM (DBSC4)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

26.1 Overview

The external bus controller (DBSC4) supports DDR3L SDRAM and LPDDR4 SDRAM. The DBSC4 contains AXI bus controller, cache, a scheduler, device controller, and a register controller. The AXI bus controller receives requests from multiple AXI buses and performs protocol conversion to suit the bus in the DBSC4. The scheduler makes schedules for the requests stored in the cache block. The device controller converts requests that follow the internal bus protocol to command-level requests, and reads from and writes to the SDRAM in response to commands. The register controller reads from and writes to the control registers that set the operations of the DBSC4.

The DBSC4 enables the maximum use of SDRAM bus bandwidth using the following functions:

(1) Multibank operation that improves the page hit rate.
(2) Preceding execution of the bank activate commands for subsequent requests.

26.1.1 Definition of Terms and Symbols

The following terms and symbols are used throughout the DBSC4 specifications:

- In some cases, DDR3L/ LPDDR4 SDRAM is abbreviated as SDRAM.
- ceil(x) is the smallest integer which is greater than or equal to real number x.
- floor(x) is the greatest integer which is less than or equal to real number x.

RZ/G2H has the following two modes.

(1) Memory area swap mode.

(2) Memory area non-swap mode.

These modes are abbreviated as follows in this section.

(1) RZ/G2H: Memory area swap and non-swap mode. Both modes are common.

(2) RZ/G2H (Swap): Memory area swap mode.

(3) RZ/G2H (Non-swap): Memory area non-swap mode.

Table 26.1 DBSC4 Functions

Item	Function
Multibank supported	Supports 8-bank multibank operation per ranks per channels
Number of banks	Supports eight banks
External bus width	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]: 32 bits x 2 channels [RZ/G2N]: 32 bits x 1 channel [RZ/G2E]: 32 bits x 1 channel, 16-bit bus width x 1channel
Preceding activate functions	Determines the content of subsequent requests in a request queue and performs preceding activate processing for the bank to be accessed during an empty command cycle upon page-miss.
Operating modes	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]: Burst length: LPDDR4:16 (fixed) Burst type: Sequential (fixed) [RZ/G2E]: Burst length: DDR3L:8 (fixed) Burst type: Sequential (fixed) DLL-off mode for the DDR3L-SDRAM is not supported.
Power-down mode	Supports self-refresh mode and precharged power-down mode. Combined use of the power-down mode and address translation function allows the SDRAM partial array self-refresh function to be effectively implemented.
Address order (address translation function)	The addresses arranged in descending order are: rank address, row address, bank address, and column address. (The 3-bit bank address can be divided into two parts. One can be placed in the upper half of the row address and the other in the lower half. Register settings can be used to determine how to divide the bank address.)

Item	Function
Timing setting	The following timing settings can be specified: CAS latency, CAS write latency, ACT to READ or ACT to WRITE minimum period, PRE period, ACT to ACT or ACT to REF minimum period, ACT to PRE minimum period, ACT(A) to ACT(B) minimum period, four active window minimum period, READ to PRE minimum period, write recovery period, READ to WRITE minimum period, WRITE to READ minimum period, REF to ACT or REF to REF (all banks) minimum period, minimum period over which CKE is held high, and minimum period over which CKE is held low Only 0 is supported for additive latency (AL).
Refreshes	Average interval and the maximum pulling-in count are set by the register. If an empty cycle for request is found, preceding refresh can be performed.
ZQ calibration operation	Supports the automatic ZQCS/ZQCL issuing function. After auto-refresh, the ZQCS/ZQCL command is issued to DDR3L-SDRAM. The frequency of issuing ZQCS/ZQCL can be specified through register settings in units of the auto-refresh count. The intervals between auto-refresh and ZQCS/ZQCL and between ZQCS/ZQCL and auto-refresh can also be specified through register settings.
PHY interface	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]: 32-bit bus width x 2channels [RZ/G2N]: 32-bit bus width x 1channel [RZ/G2E]: 32-bit bus width x 1channel, 16-bit bus width x 1channel
Memory to be connected	[RZ/G2H]: LPDDR4-SDRAM compliant with JEDEC JESD209-4A. (Supports memory with sizes from 4 Gbits to 16 Gbits. One LPDDR4-SDRAM can be connected to one channel) [RZ/G2M V1.3, RZ/G2M V3.0]: LPDDR4-SDRAM compliant with JEDEC JESD209-4A. (Supports memory with sizes from 4 Gbits to 16 Gbits. One LPDDR4-SDRAM can be connected to one channel) 2 ranks/channel support [RZ/G2N]: LPDDR4-SDRAM compliant with JEDEC JESD209-4A. (Supports memory with sizes from 4 Gbits to 16 Gbits. One LPDDR4-SDRAM can be connected to one channel) [RZ/G2E]: DDR3L-SDRAM compliant with JEDEC JESD79-3-1A.01. (In the case of SDRAM with a data bus width of 8 bits, memory with sizes from 512 Mbits to 4 Gbits size are supported and four DDR3L- SDRAM can be connected to one channel. In the case of SDRAM with a data bus width of 16 bits, memory with sizes from 512 Mbits to 8 Gbits is supported and one or two DDR3L- SDRAM can be connected to one channel. Note that SDRAM with a data bus width of 4 bits is not supported.) 1 rank/channel support.
DBI (Data Bus Inversion)	LPDDR4 function support.
Cache	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]: 64KB x 2 [RZ/G2N, RZ/G2E]: 64KB x 1

26.1.2 Block Diagram

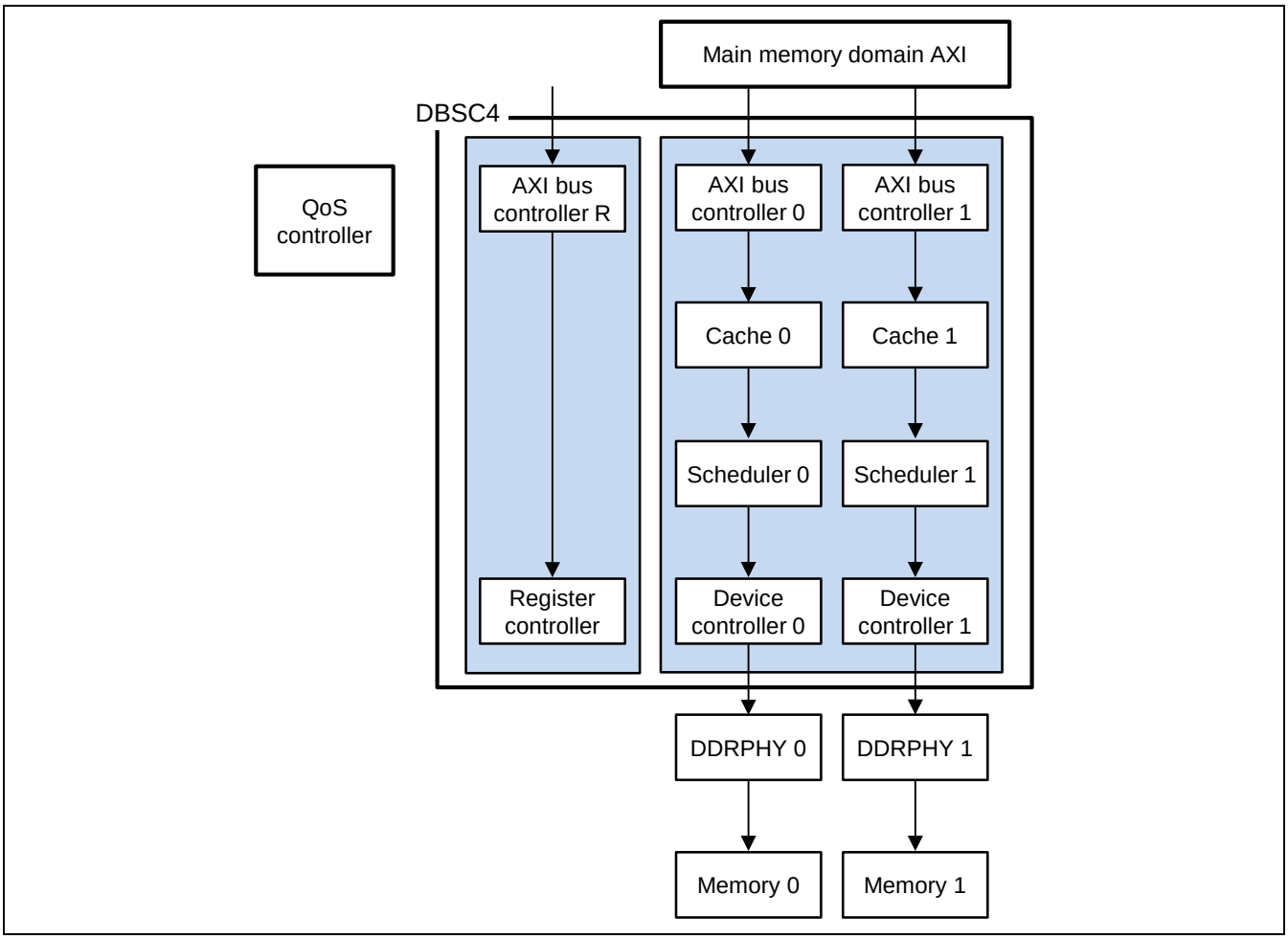


Figure 26.1 Block Diagram of the DBSC4 for RZ/G2M V1.3, RZ/G2M V3.0

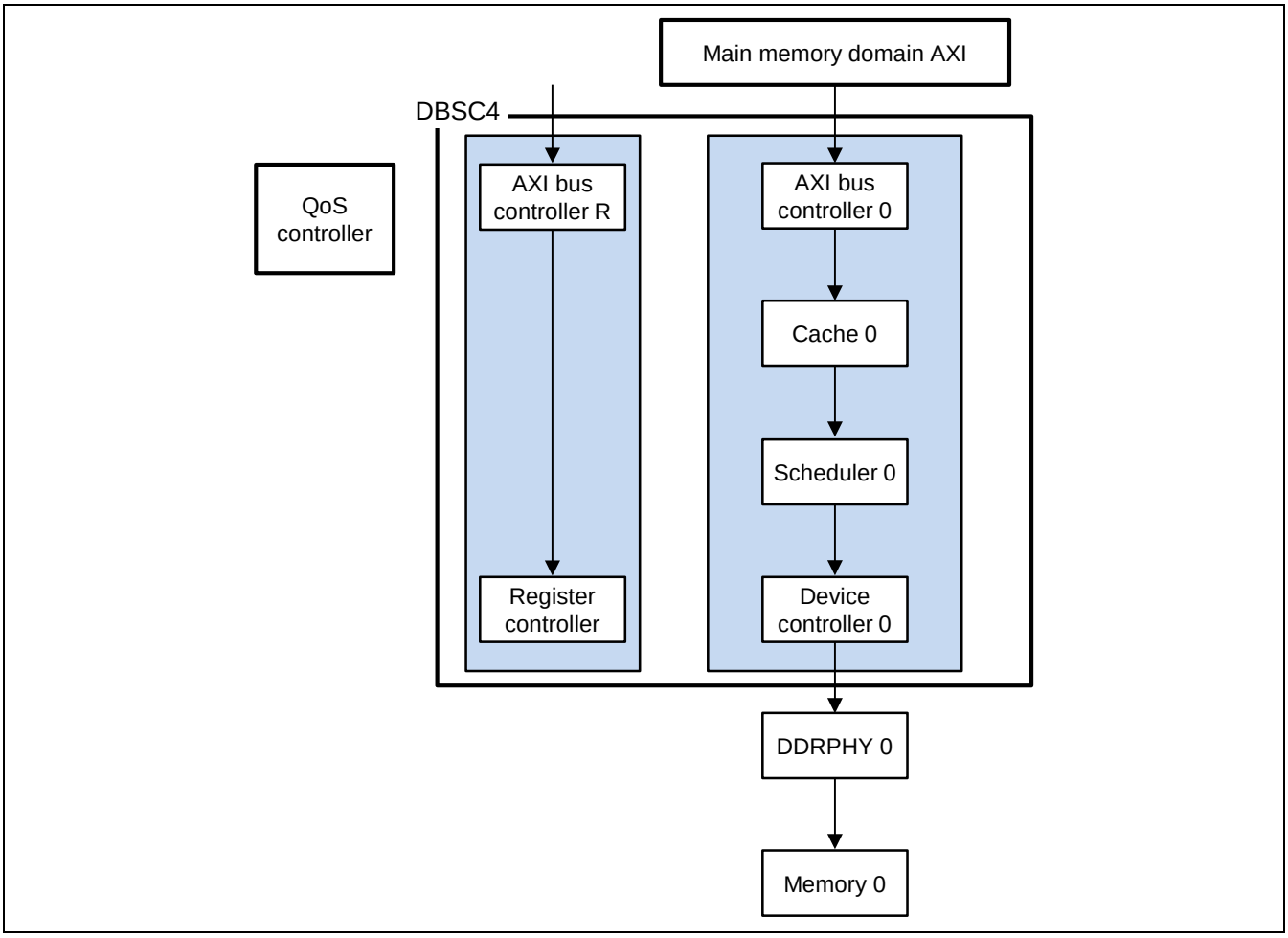
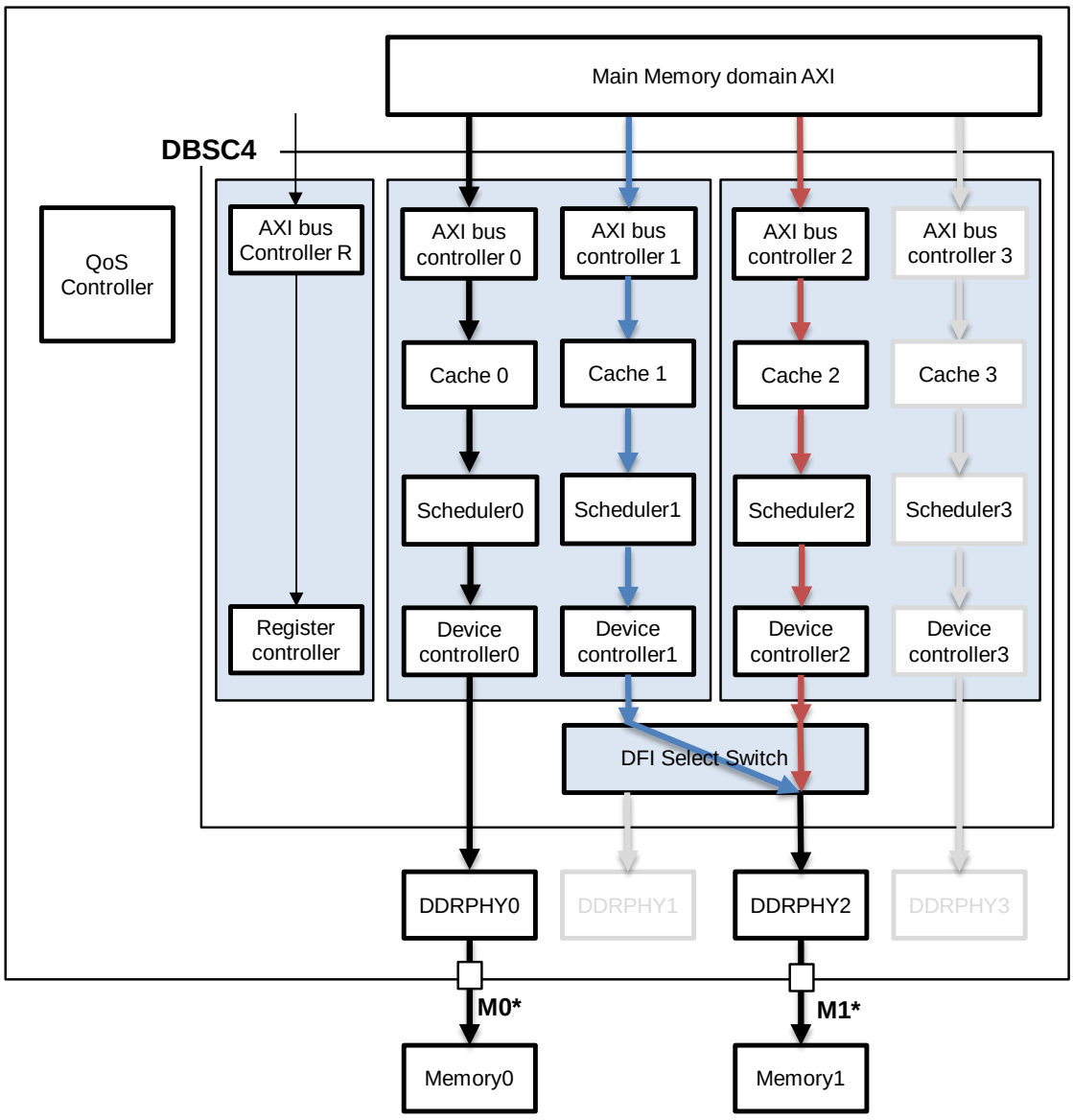


Figure 21.2 Block Diagram of the DBSC4 for RZ/G2N, RZ/G2E



Note: DDRPHY2 is connected to the external terminal “M1*”.
Here, “*” is wildcard.

Figure 26.3 Block Diagram of the DBSC4 for RZ/G2H

26.2 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

26.2.1 Activation Sequence

26.2.1.1 Overview

(1) LPDDR4

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

1. After stable power supply, reset release
2. DDRPHY register initialization
3. DDRPHY of PLL / DLL lock start
4. DDRPHY of PLL / DLL lock
5. DDRPHY training operation start
6. DDRPHY training Exit
7. DBSC register initialization
8. SDRAM register initialization
9. Auto-refresh operation start
10. Initialization Exit

(2) DDR3L

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

1. After stable power supply, reset release
2. DDRPHY register initialization
3. DDRPHY of PLL / DLL lock start
4. DDRPHY of PLL / DLL lock
5. DDRPHY training operation start
6. DDRPHY training Exit
7. DBSC register initialization
8. SDRAM register initialization
9. Auto-refresh operation start
10. Initialization Exit

26.2.2 Self-Refresh Sequence

26.2.2.1 Overview

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

1. Disable DRAM access
2. Precharge all DRAM Banks
3. Issue Self-Refresh Entry Command
4. Disable Auto-Refresh

Use the following procedure to release self-refresh mode.

1. Enable Auto-Refresh
2. Issue Self-Refresh Exit Command
3. Enable DRAM access

26.2.3 SDRAM Power-Supply Backup Mode

26.2.3.1 Overview

(1) M*BKUP control sequence

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

1. Disable DRAM access
2. Precharge all DRAM Banks
3. Issue Self-Refresh Entry Command
4. Disable Auto-Refresh
5. Set the M*BKUP signal to high level. Wait for at least 1us.
6. You can turn off the unnecessary power, other than the DDR-IO power.

(2) MBKPRST# control sequence

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

1. Disable DRAM access
2. Precharge all DRAM Banks
3. Issue Self-Refresh Entry Command
4. Disable Auto-Refresh
5. Set the MBKPRST# signal to low level. Wait for at least 1us.
6. You can turn off the unnecessary power, other than the DDR-IO power.

26.2.4 Recovery from SDRAM Power-Supply Backup Mode

26.2.4.1 Overview

(1) LPDDR4

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

1. After stable power supply, reset release
2. DDRPHY register initialization
3. DDRPHY of PLL / DLL lock start
4. DDRPHY of PLL / DLL lock
5. Set the M*BKUP signal to low level.
6. DDRPHY training operation start
7. DDRPHY training Exit
8. DBSC register initialization
9. SDRAM register initialization
10. Auto-refresh operation start
11. Recovery Exit

(2) DDR3L MBKPRST# control sequence

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

1. After stable power supply, reset release
2. DDRPHY register initialization
3. DDRPHY of PLL / DLL lock start
4. DDRPHY of PLL / DLL lock
5. Set the MBKPRST# signal to high level.
6. DDRPHY training operation start
7. DDRPHY training Exit
8. DBSC register initialization
9. SDRAM register initialization
10. Auto-refresh operation start
11. Recovery Exit

26.3 Clock Supply Path

Figure 26.4 shows clock supply path to the external memory. The clock to external memory is generated by ZB3ϕ. ZB3ϕ is multiplied by 2 in DDRPHY. Refer to 11. Clock Pulse Generator about ZB3ϕ.

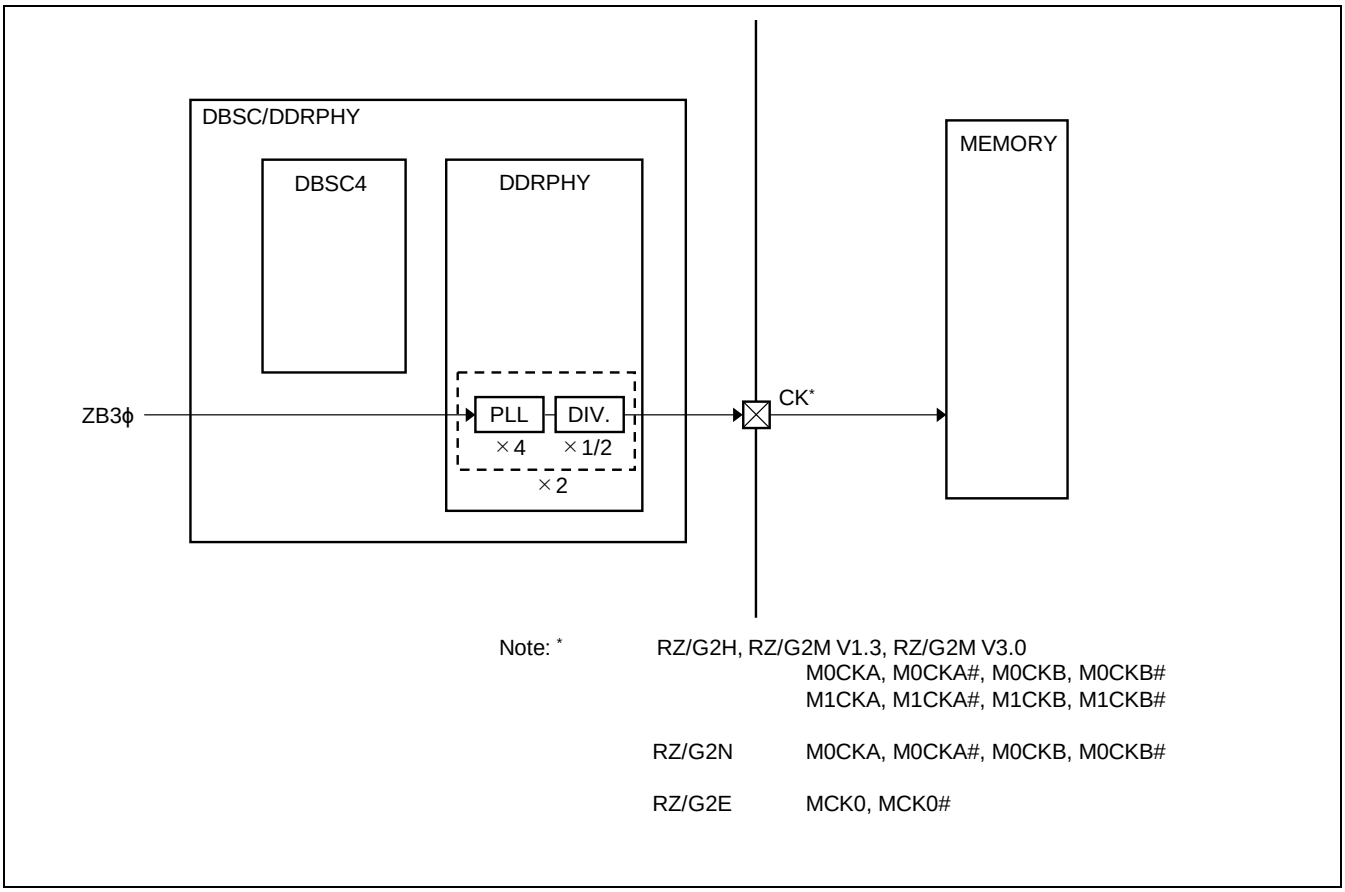


Figure 26.4 Clock supply path to the external memory

27. System RAM

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

27.1 Overview

RZ/G series 2nd generation products, RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E incorporate System RAM.

27.1.1 Features

- Memory size: 384Kbytes in RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2N
- 128Kbytes in RZ/G2E
- The data of System RAM is undefined on power-on reset and retained on other resets.
- System RAM takes charge of buffer between CPUs.

27.1.2 Block Diagram

System RAM is embedded in DBSC4.

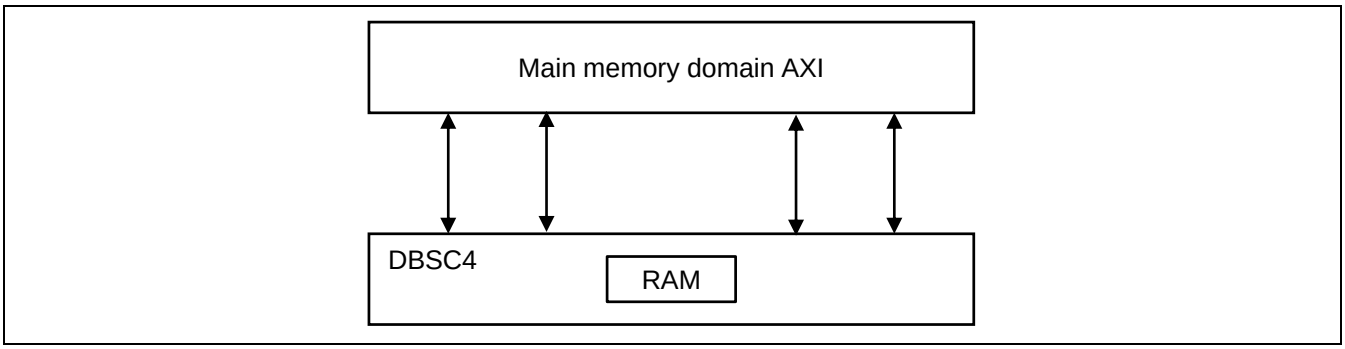


Figure 27.1 Block Diagram

27.2 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

27.2.1 Address of System RAM

Address of System RAM is shown in the table below.

Table 27.1 Address of System RAM

Address	Notice
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2N H'E630_0000 to H'E635_FFFF	H'E633_0000 to H'E635_FFFF is shadow RAM area of H'E63A_0000 to H'E63C_FFFF.
RZ/G2E H'E630_0000 to H'E631_FFFF	There is no shadow RAM area.

Note: Do not write to any addresses other than listed above. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed above are undefined.

28. 3D Graphics Engine (3DGE)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

28.1 Overview

The PowerVR Series6XT Rogue architecture builds on the Series6 architecture that consumes the lowest memory bandwidth in the industry while delivering the best performance per mm2 and per mW. The Series6XT architecture features market-leading scalability, supporting implementations up to eight compute clusters that scale linearly in GFLOPS and texturing rates. With OpenGL ES support across the range, Series6XT provides among the highest performance OpenGL ES GPUs in the industry.

The PowerVR Series7XE family is a range of ultra-efficient, highly-featured GPUs. The Series7XE range enables the latest games and apps on devices which require high quality UIs at optimum price points.

The PowerVR Series8XE family of GPUs drives cost reduction in entry-level and mass market devices optimized to deliver the best user experience in a limited silicon area budget. The GPU family enables low-cost devices to benefit from the latest apps by supporting OpenGL ES.

- RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0 integrate PowerVR GX6650 and GX6250 in a family of PowerVR Series6XT GPU cores respectively
- PowerVR GX6250 and GX6650 are fully-featured implementations with two and six shading clusters respectively.
- System Level Cache provides caching of all types of workload data. 128 KB capacity.
- RZ/G2N integrates PowerVR GE7800 in a family of PowerVR Series7XE GPU cores.
- System Level Cache provides cashing of all types of workload data. 64 KB capacity.
- RZ/G2E integrates PowerVR GE8300 in a family of PowerVR Series8XE GPU cores.
- System Level Cache provides cashing of all types of workload data. 64 KB capacity.
- OpenGL ES 3.1 supported

28.1.1 Features

- Tile-based deferred rendering architecture with concurrent processing of multiple tiles
- Multi-threaded Unified Shading Cluster (USC) engine incorporating pixel shader, vertex shader, and GP-GPU
- (compute shader) functionality
- USC incorporates an ALU architecture with high SIMD efficiency
- Fully virtualized memory addressing, supporting unified memory architecture
- Fine-grained task switching, workload balancing and power management
- Advanced DMA driven operation for minimum host CPU interaction
- Dedicated texture load DMA engine and basic ROP engine
- Programmable high quality image anti-aliasing
- Lossless texture and parameter data compression
- Dedicated processor for RogueXT/XE core firmware execution

28.1.2 Block Diagram

The PowerVR GX6650 has six shading clusters. The six shading clusters and other processing blocks are divided into five power-domains (RGX-A, RGX-B, RGX-C, RGX-D and RGX-E). Figure 28.1 shows the block diagram of the PowerVR GX6650 and the corresponding power-domains.

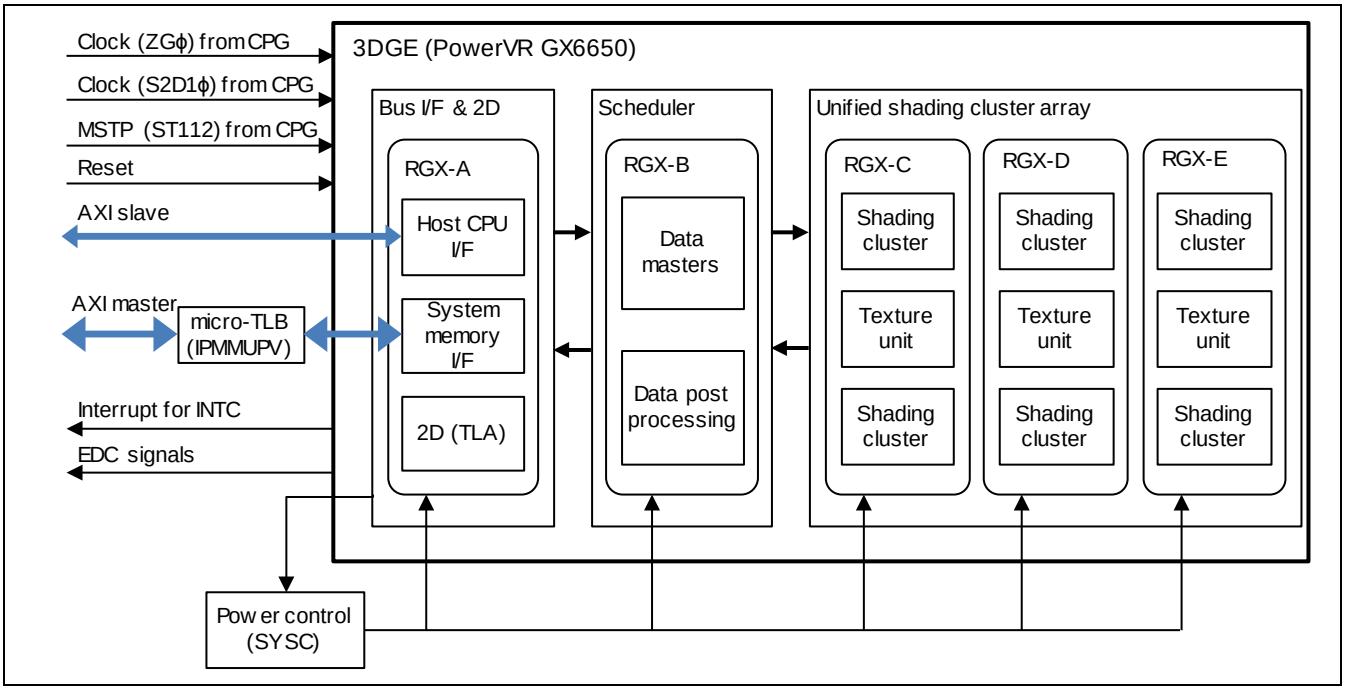


Figure 28.1 Block Diagram of PowerVR GX6650

The PowerVR GX6250 has two shading clusters. The two shading clusters and other processing blocks are divided into two power-domains (RGX-A and RGX-B). Figure 28.2 shows the block diagram of the PowerVR GX6250 and the corresponding power-domains.

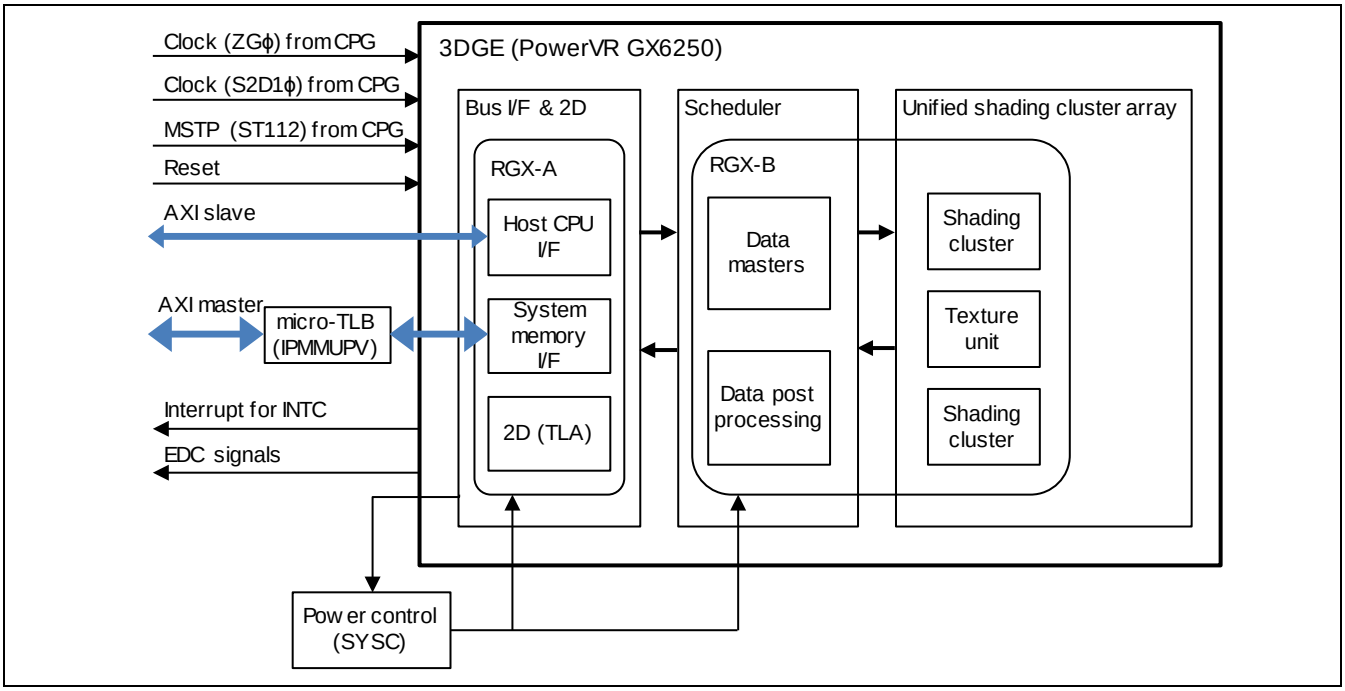


Figure 28.2 Block Diagram of PowerVR GX6250

The PowerVR GE7800 has a single shading cluster. Figure 28.3 shows the block diagram of the PowerVR GE7800 and the corresponding power-domains (RGX-A and RGX-B).

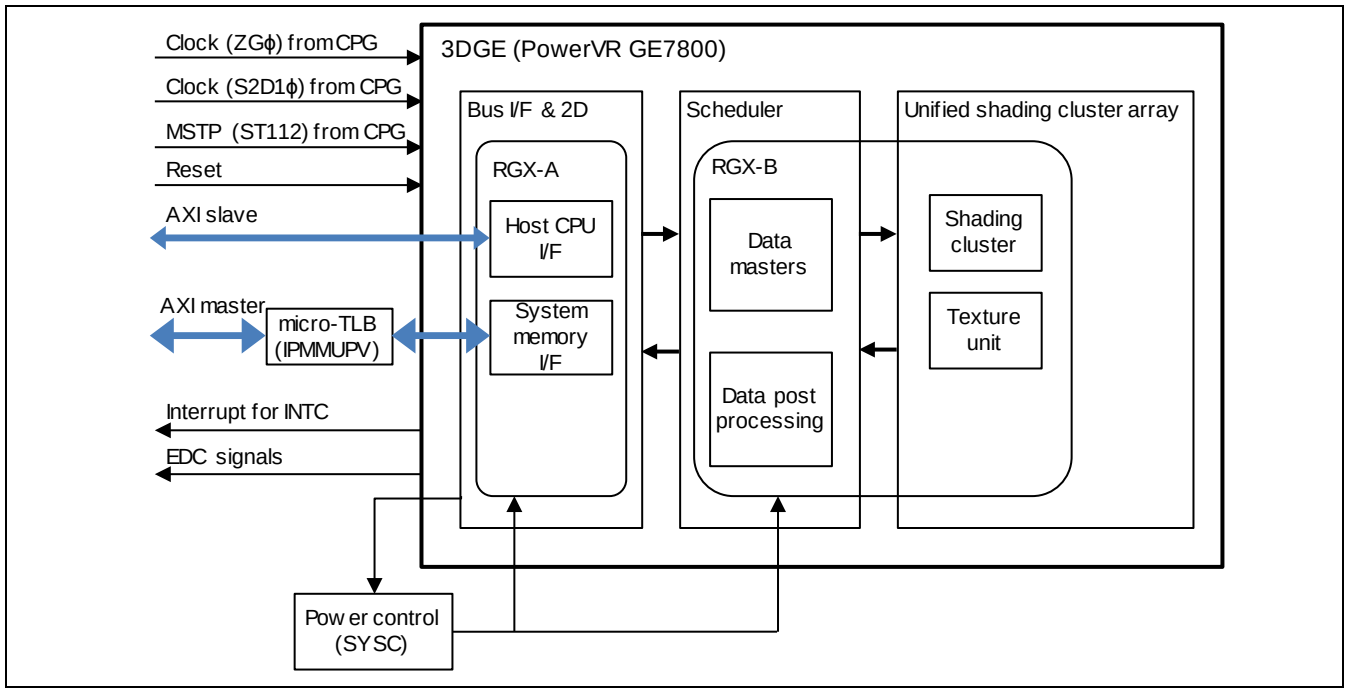


Figure 28.3 Block Diagram of PowerVR GE7800

Figure 28.4 shows the block diagram of the RZ/G2E PowerVR GE8300. Figure 28.4 shows the block diagram of the RZ/G2E PowerVR GE8300 and the corresponding power-domains (RGX-A and RGX-B).

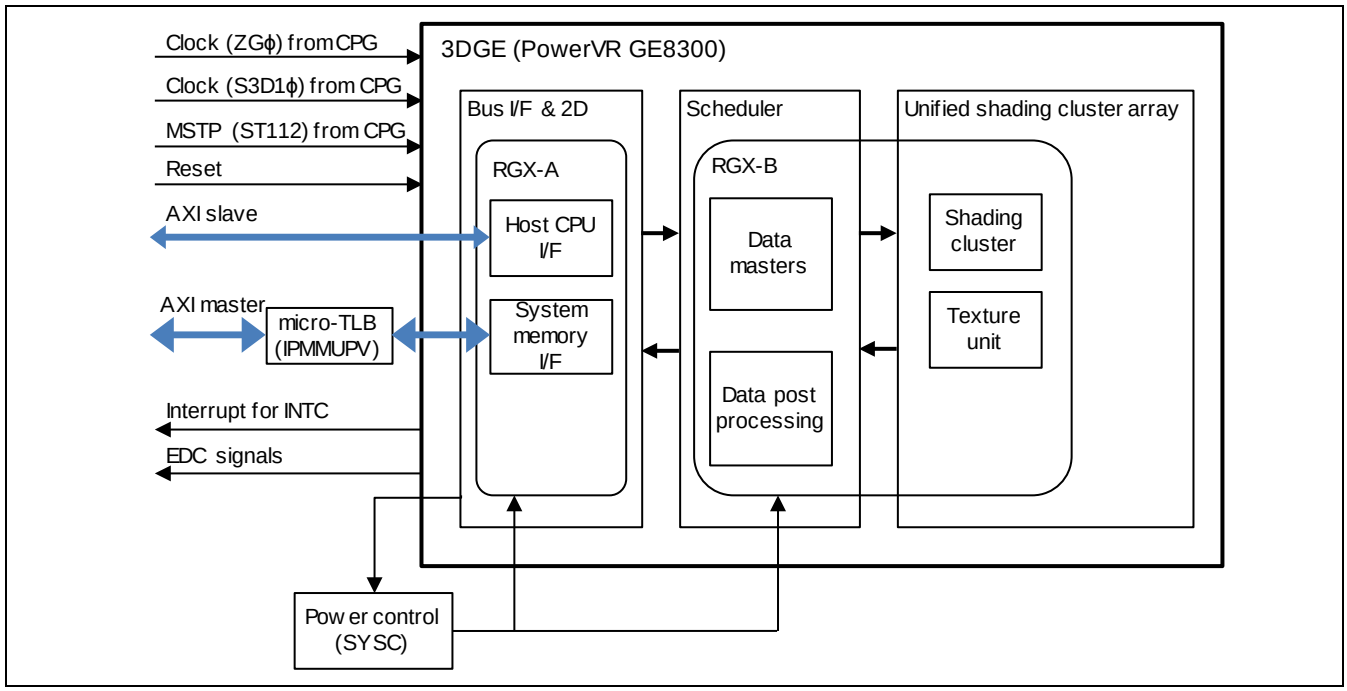


Figure 28.4 Block Diagram of RZ/G2E PowerVR GE8300

28.1.3 Register Configuration

Base address of registers is allocated to H’00_FD00_0000. The address range is 512 KB (H’00_FD00_0000 - H’00_FD03_FFFF).

28.1.4 Connected Module

Module name	Connected module name	Function of connected module
3DGE	SYSC	Power supply
	CPG	Clock supply
	RESET	Reset control
	INTC	Interrupt request control
	AXI-bus	AXI bus

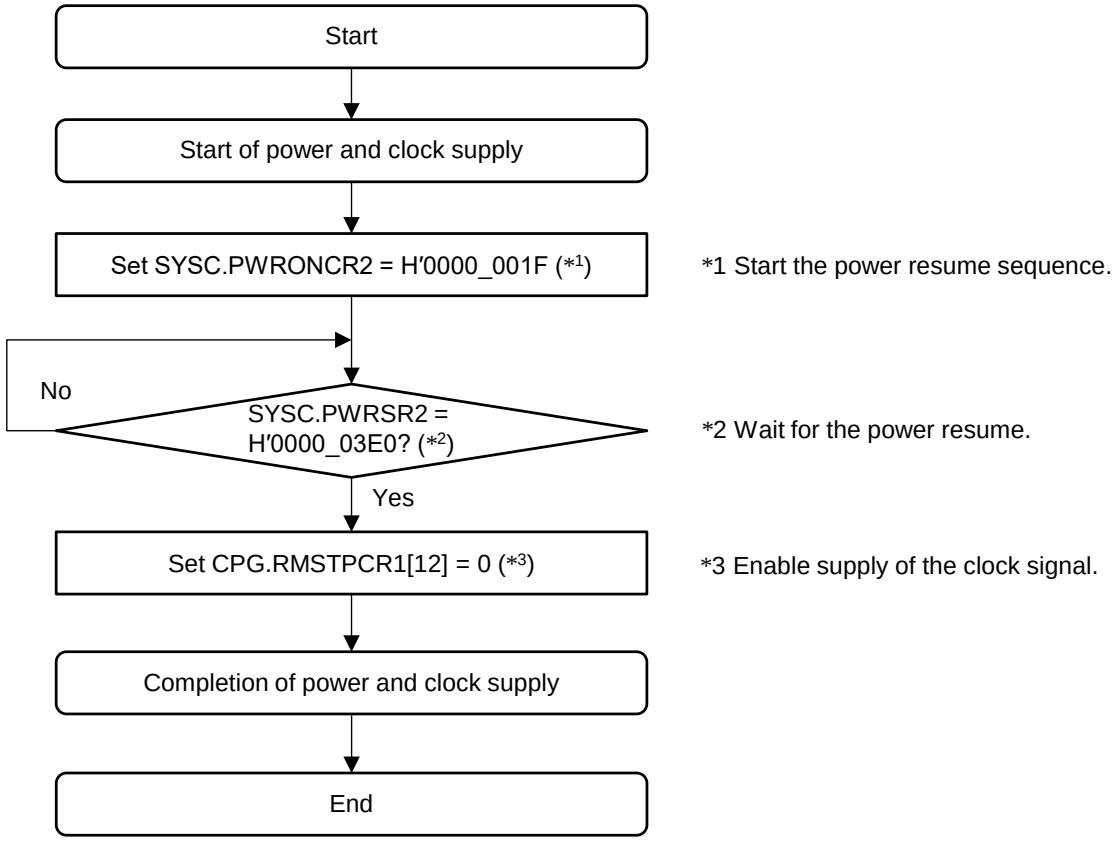
28.2 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

28.2.1 Initial Setting

28.2.1.1 Power and Clock Supply

The power and clock need to be supplied before PowerVR GX6650 is used. Figure 28.5 shows the example of initial setting. Each power-domain can be configured separately. In this example, all power-domains are on at the same time.



For details of registers, refer to "14. System Controller (SYSC)" and "12. Module Standby and Software Reset".

Figure 28.5 GX6650 Power and Clock Supply Flowchart

The power and clock need to be supplied before PowerVR GX6250 is used. Figure 28.6 shows the example of initial setting. Each power-domain can be configured separately. In this example, all power-domains are on at the same time.

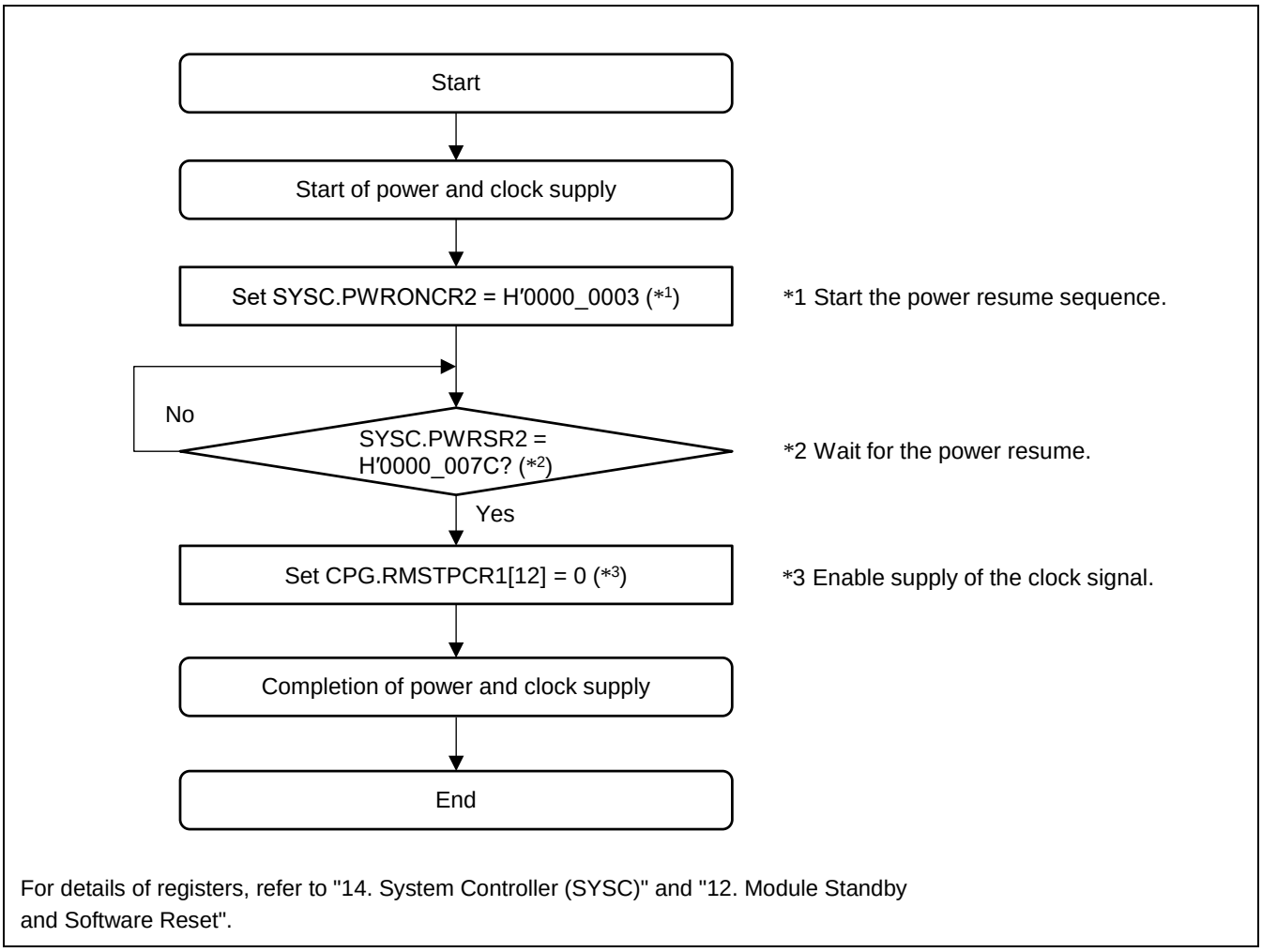


Figure 28.6 GX6250 Power and Clock Supply Flowchart

The power and clock need to be supplied before PowerVR GE7800 is used. Figure 28.7 shows the example of initial setting. Each power-domain can be configured separately. In this example, all power-domains are on at the same time.

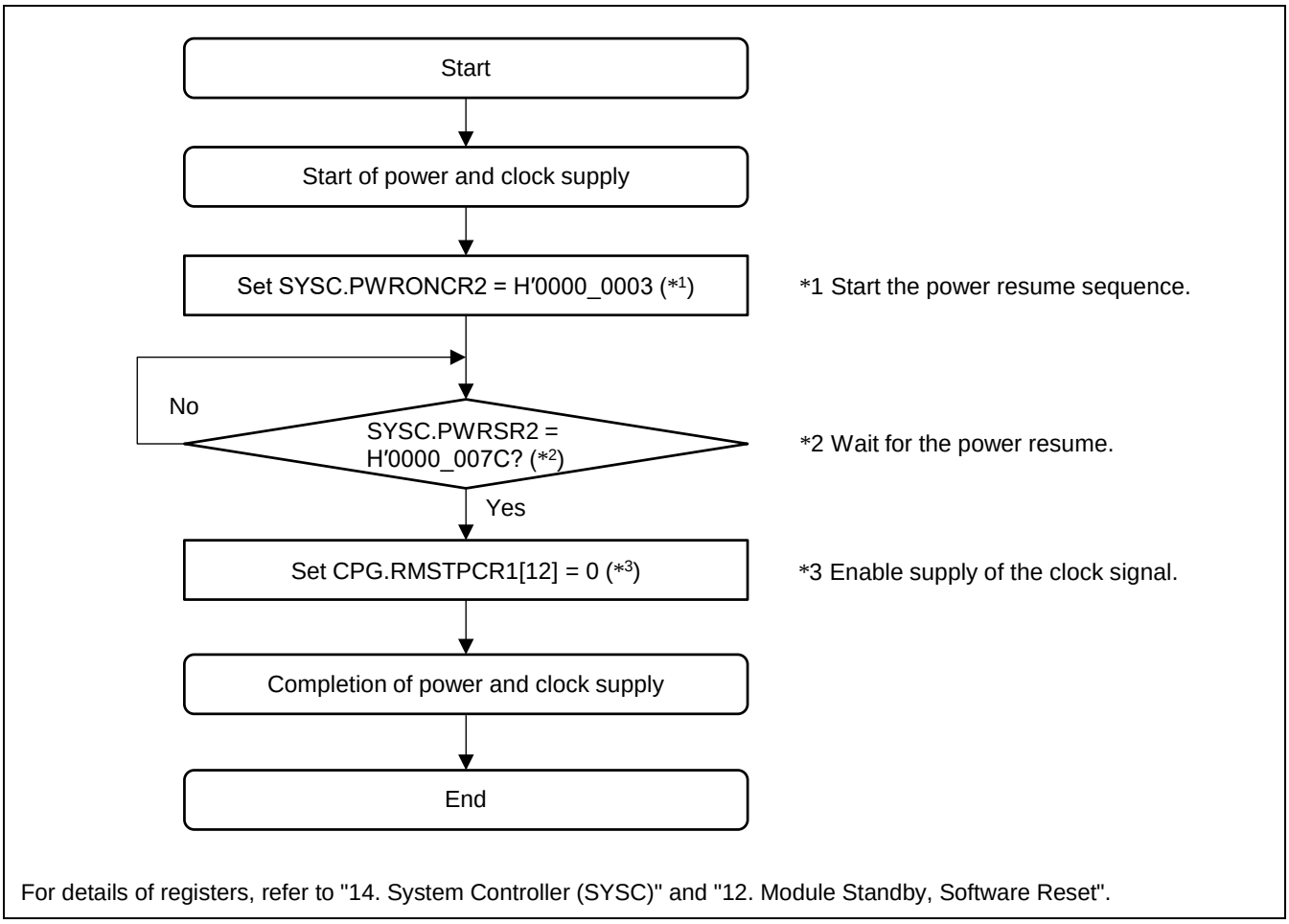
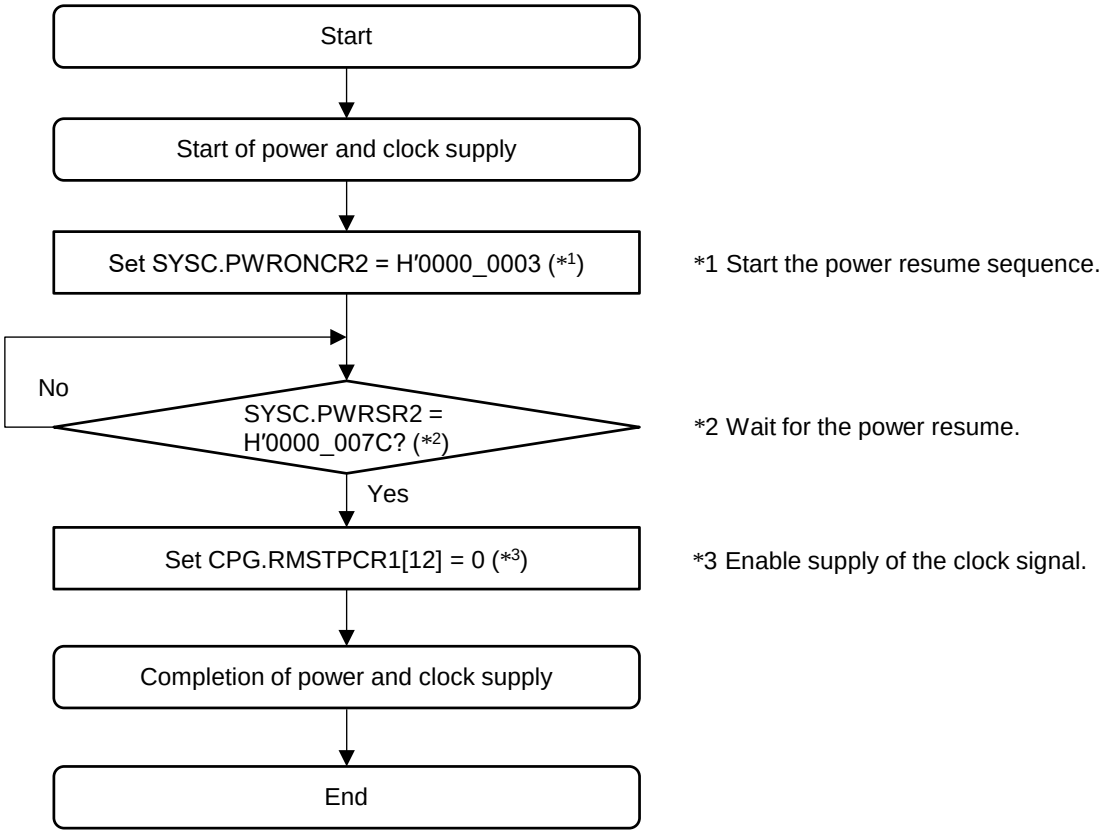


Figure 28.7 GE7800 Power and Clock Supply Flowchart

The power and clock need to be supplied before RZ/G2E PowerVR GE8300 is used. Figure 28.8 shows the example of initial setting. Each power-domain can be configured separately. In this example, all power-domains are on at the same time.



For details of registers, refer to "14. System Controller (SYSC)" and "12. Module Standby, Software Reset".

Figure 28.8 RZ/G2E GE8300 Power and Clock Supply Flowchart

29. CSI2

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

29.1 Overview

The CSI2 is an MIPI CSI-2 (Camera Serial Interface 2) receiver module.

It is supported MIPI CSI-2 V1.1 and MIPI D-PHY V1.1.

It includes the PHY and LINK modules. The PHY module incorporates a DPHY

- The RZ/G2H has two CSI2 set: one 4-lane CSI2, one 2-lane CSI2.
- The RZ/G2M V1.3 has two CSI2 sets: one 4-lane CSI2, one 2-lane CSI2.
- The RZ/G2M V3.0 has two CSI2 sets: one 4-lane CSI2, one 2-lane CSI2.
- The RZ/G2N has two CSI2 set: one 4-lane CSI2, one 2-lane CSI2.
- The RZ/G2E has one CSI2 set: one 2-lane CSI2.

The received signals are input to the PHY modules; the LINK modules receive the byte data output from the PHY modules; and the PHY modules extract the image data (embedded data included), data type, and channel information before outputting the data to the following VIN module. Here, the LINK modules generate the vertical sync signals (VD), field signals (FLD), horizontal sync signals (HD, EBD_HD), data enable signals (PE), byte enable signals (PEB) for each channel, and outputs them to the VIN module.

The LINK modules have the APB interface but the PHY modules have no bus interfaces. The LINK registers are used to control the PHY modules and monitor the state of the PHY modules.

Note: CSI2 module name of RZ/G2E is CSI40(CSI4LNK0), but the module is 2-lane CSI2.

29.1.1 Features

The CSI2 module has the following features.

(1) From 80-Mbps to 1.5-Gbps transfer rate of MIPI CSI-2*1 (refer to section 29.3.1)
(2) ECC 1-bit error correction and 2-bit or more error detection of a packet header (refer to section 29.3.2)
(3) CRC error detection of a payload data part (refer to section 29.3.3)
(4) Generation of VD (vertical sync), HD (horizontal sync), and FLD (field) signals (refer to section 29.3.4)
(5) Four-channel output (refer to section 29.3.5)
(6) Interrupts (refer to section 29.3.6)
(7) Lane swapping (refer to section 29.3.7)
(8) Initial setting of PHY through register setting (refer to section 29.3.8)
(9) PHY control and monitoring through register setting (refer to section 29.3.9)
(10) Interrupt generation by ULP status, and reception error status (refer to section 29.3.10)
(11) Support data type (refer to section 30 Video Input Module (VIN)

Notes: 1. Up to 1.1-Gbps transfer rate of MIPI CSI-2 in RZ/G2E.

29.1.2 Block Diagram

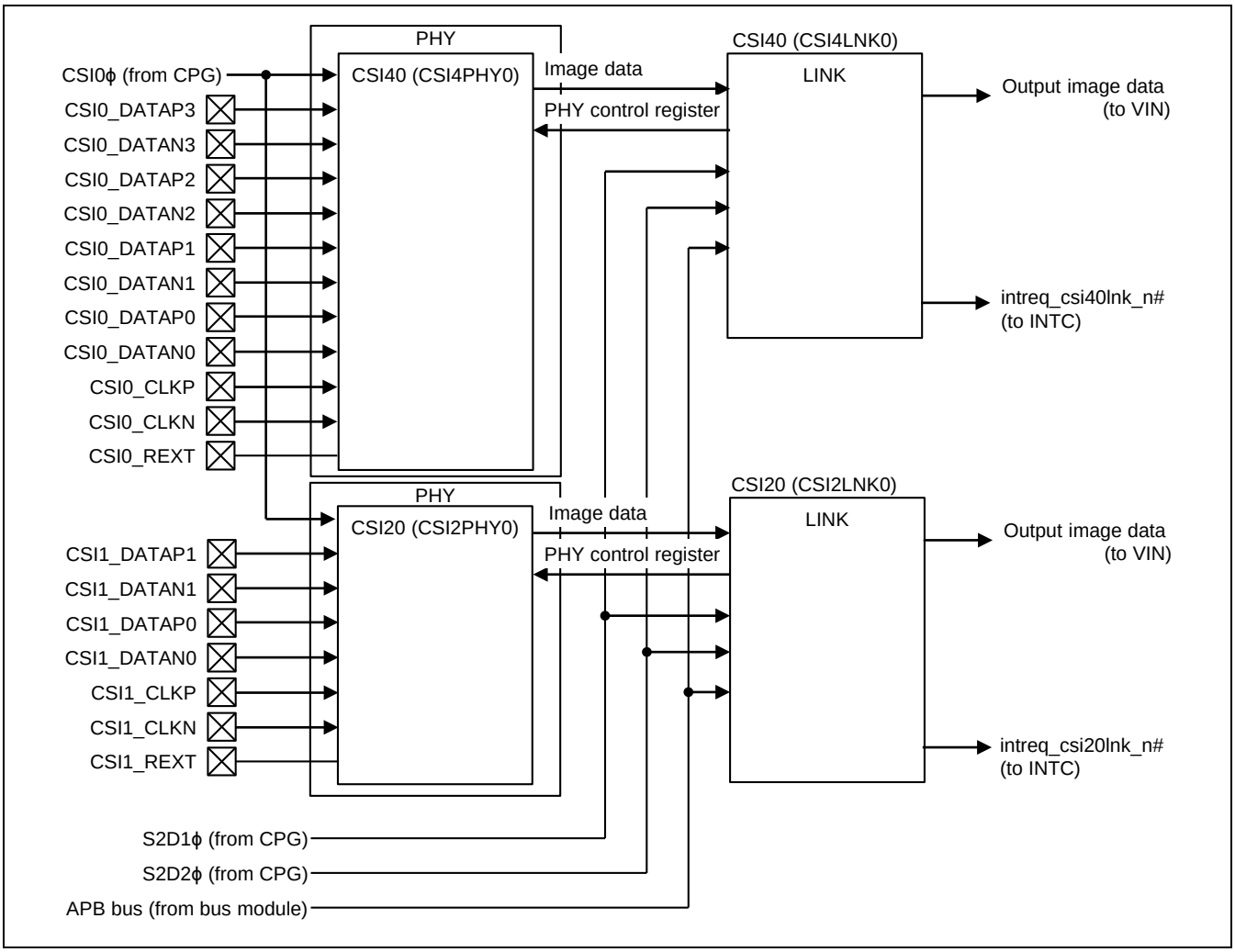


Figure 29.1 CSI2 Block Diagram(RZ/G2H)

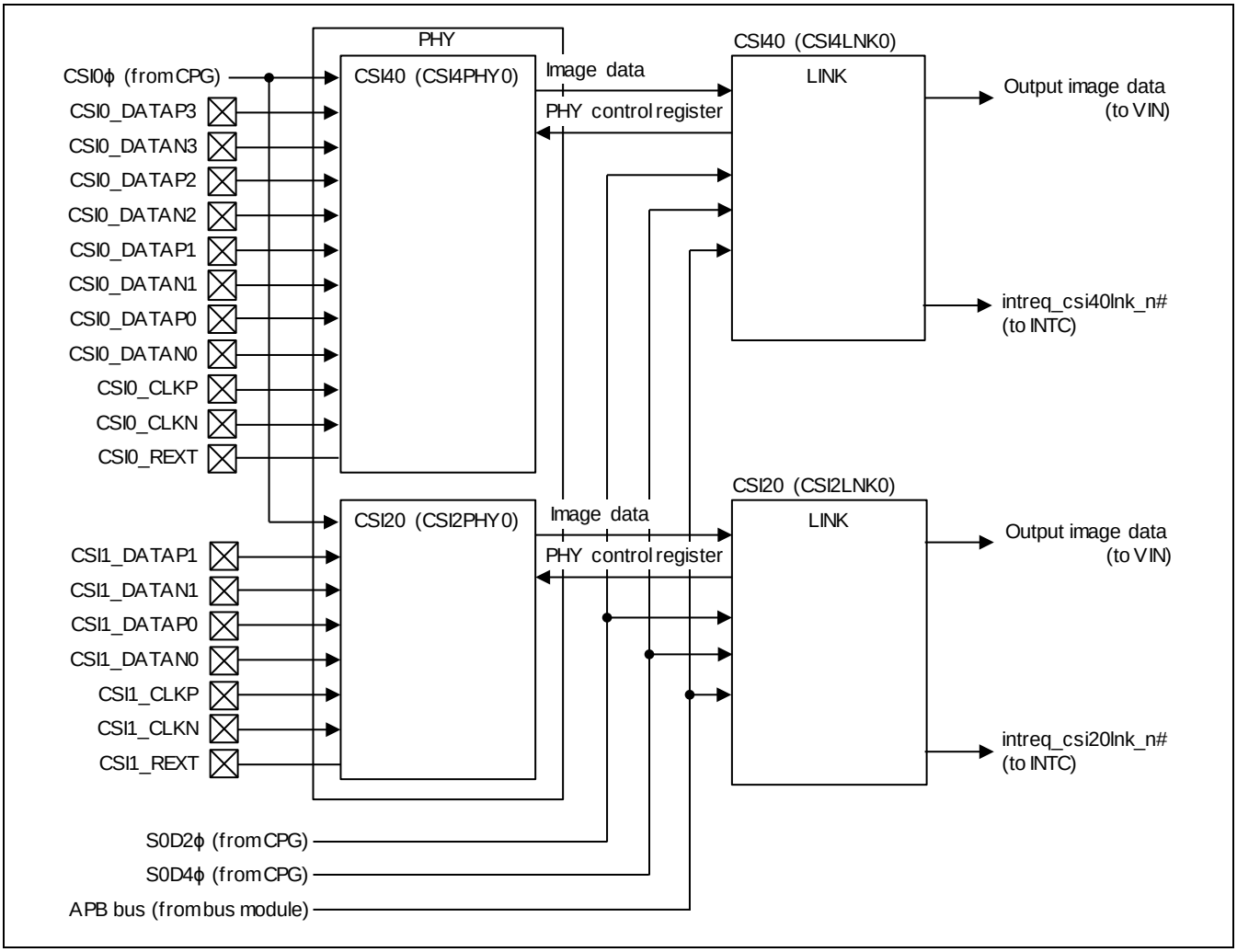


Figure 29.2 CSI2 Block Diagram (RZ/G2M V1.3, RZ/G2M V3.0)

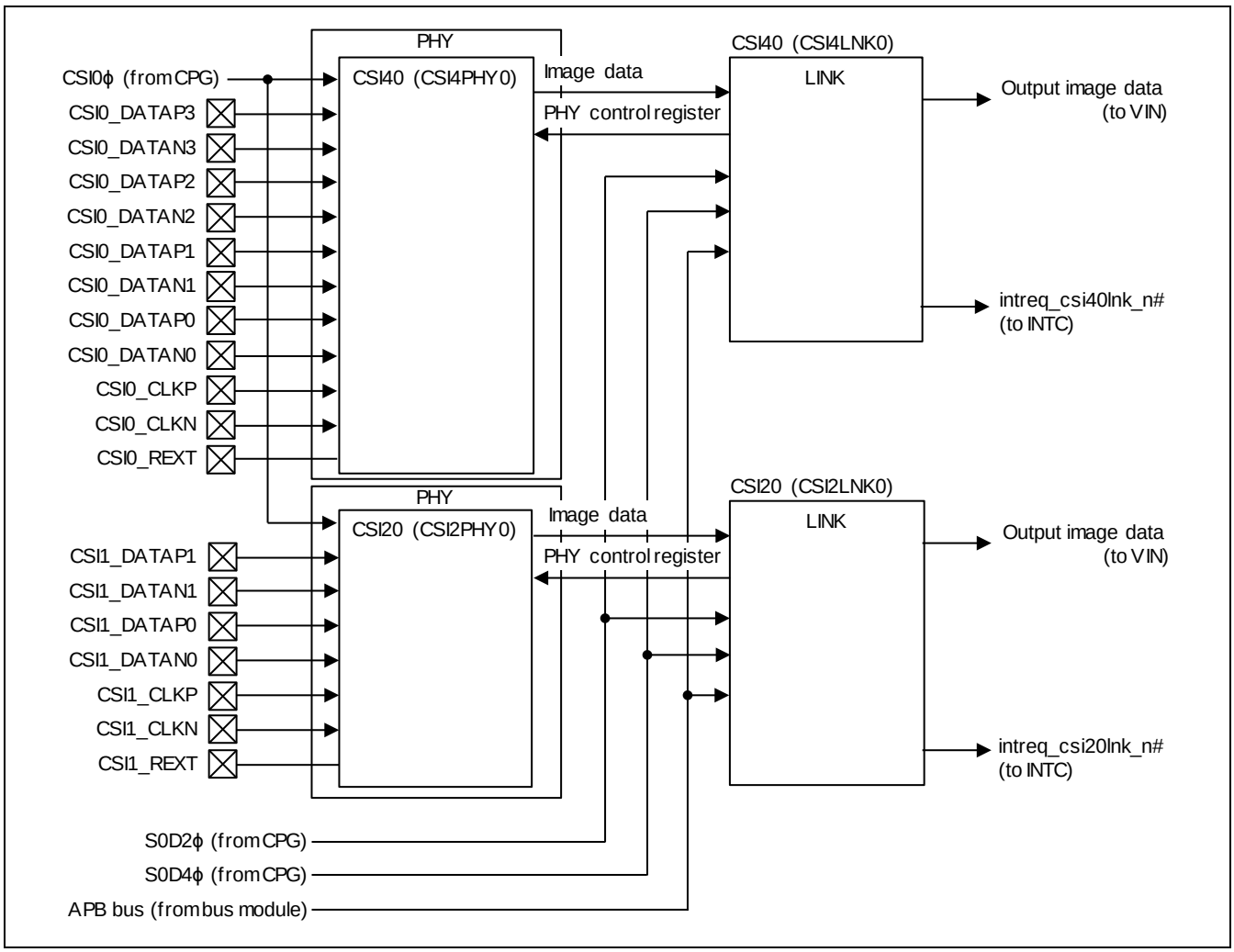


Figure 29.3 CSI2 Block Diagram(RZ/G2N)

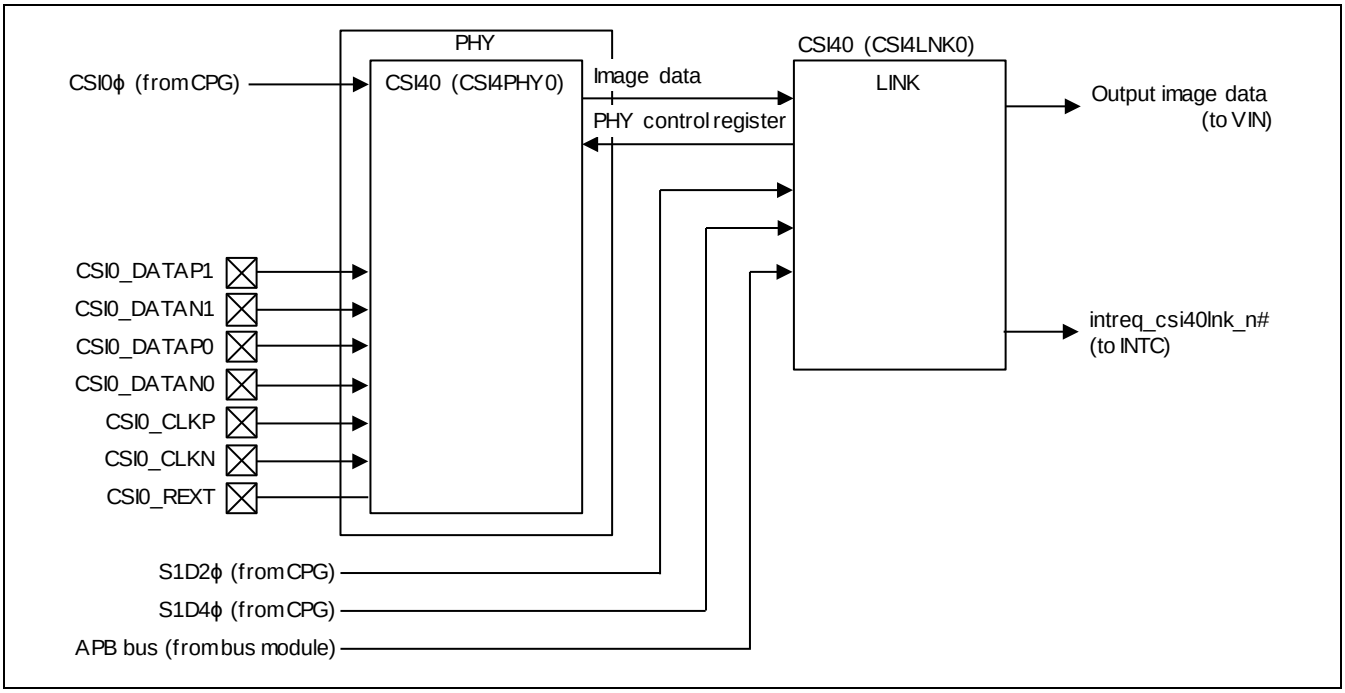


Figure 29.4 CSI2 Block Diagram(RZ/G2E)

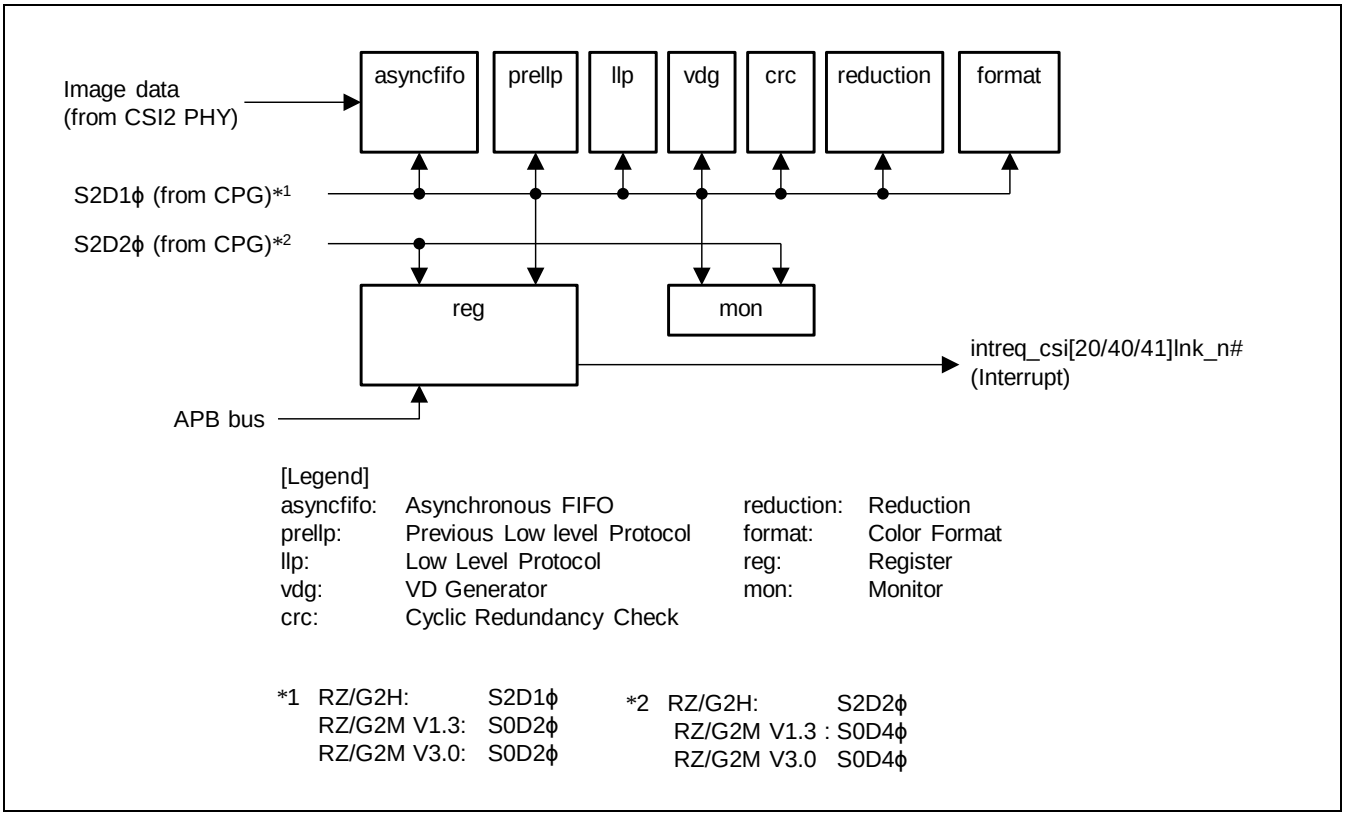


Figure 29.5 CSI2 LINK Block Diagram(RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E)

29.1.3 External Pins

Table 29.1 External Pins

Pin Name	Abbreviation	I/O	Function	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CSI40 lane 0 positive data pin	CSI0_DATAP0	Input	Differential positive receive data input on CSI2 set 0 lane 0	√	√	√	√
CSI40 lane 0 negative data pin	CSI0_DATAN0	Input	Differential negative receive data input on CSI2 set 0 lane 0	√	√	√	√
CSI40 lane 1 positive data pin	CSI0_DATAP1	Input	Differential positive receive data input on CSI2 set 0 lane 1	√	√	√	√
CSI40 lane 1 negative data pin	CSI0_DATAN1	Input	Differential negative receive data input on CSI2 set 0 lane 1	√	√	√	√
CSI40 lane 2 positive data pin	CSI0_DATAP2	Input	Differential positive receive data input on CSI2 set 0 lane 2	√	√	√	—
CSI40 lane 2 negative data pin	CSI0_DATAN2	Input	Differential negative receive data input on CSI2 set 0 lane 2	√	√	√	—
CSI40 lane 3 positive data pin	CSI0_DATAP3	Input	Differential positive receive data input on CSI2 set 0 lane 3	√	√	√	—
CSI40 lane 3 negative data pin	CSI0_DATAN3	Input	Differential negative receive data input on CSI2 set 0 lane 3	√	√	√	—
CSI40 clock lane positive data pin	CSI0_CLKP	Input	Differential positive reception input on CSI2 set 0 clock lane	√	√	√	√
CSI40 clock lane negative data pin	CSI0_CLKN	Input	Differential negative reception input on CSI2 set 0 clock lane	√	√	√	√
CSI20 lane 0 positive data pin	CSI1_DATAP0	Input	Differential positive receive data input on CSI2 set 1 lane 0	√	√	√	—
CSI20 lane 0 negative data pin	CSI1_DATAN0	Input	Differential negative receive data input on CSI2 set 1 lane 0	√	√	√	—
CSI20 lane 1 positive data pin	CSI1_DATAP1	Input	Differential positive receive data input on CSI2 set 1 lane 1	√	√	√	—
CSI20 lane 1 negative data pin	CSI1_DATAN1	Input	Differential negative receive data input on CSI2 set 1 lane 1	√	√	√	—
CSI20 clock lane positive data pin	CSI1_CLKP	Input	Differential positive reception input on CSI2 set 1 clock lane	√	√	√	—
CSI20 clock lane negative data pin	CSI1_CLKN	Input	Differential negative reception input on CSI2 set 1 clock lane	√	√	√	—
CSI40 external resistor connection pin	CSI0_REXT	I/O	Internal reference current generation for CSI2 set 0	√	√	√	√
CSI20 external resistor connection pin	CSI1_REXT	I/O	Internal reference current generation for CSI2 set 1	√	√	√	—

29.1.4 Register Configuration

The following lists the base address of each CSI2 module.

		Second Generation RZ/G Series Products			
Module Name	**Address**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
CSI20 (CSI2LNK0)	H'FEA8_0000	√	√	√	—
CSI40 (CSI4LNK0)	H'FEAA_0000	√	√	√	√

Table 29.2 Register Configuration

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Access Size*3	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Control Timing Select Register	TREF	R/W	H'0000	H'0000_0001	32	√	√	√	√
Software Reset Register	SRST	R/W	H'0004	H'0000_0000	32	√	√	√	√
PHY Operation Control Register	PHYCNT	R/W	H'0008	H'0000_0000	32	√	√	√	√
Checksum Control Register	CHKSUM	R/W	H'000C	H'0000_0003	32	√	√	√	√
Channel Data Type Select Register	VCDT	R/W	H'0010	*4	32	√	√	√	√
Channel Data Type Select Register 2	VCDT2	R/W	H'0014	*4	32	√	√	√	—
Frame Data Type Select Register	FRDT	R/W	H'0018	H'0001_0000	32	√	√	√	√
Field Detection Control Register	FLD	R/W	H'001C	H'0000_0000	32	√	√	√	√
Automatic Standby Control Register	ASTBY	R/W	H'0020	H'0000_3F21	32	√	√	√	√
Long Data Type Setting Register 0	LNGDT0	R/W	H'0028	H'FFFF_0000	32	√	√	√	√
Long Data Type Setting Register 1	LNGDT1	R/W	H'002C	H'FFFF_FFFF	32	√	√	√	√
Interrupt Enable Register	INTEN	R/W	H'0030	H'0000_0000	32	√	√	√	√
Interrupt Source Mask Register	INTCLOSE	R/W	H'0034	H'0004_0000	32	√	√	√	√
Interrupt Status Monitor Register	INTSTATE	R/(W) *1	H'0038	H'0000_0000	32	√	√	√	√
Interrupt Error Status Monitor Register	INTERRSTATE	R/(W) *2	H'003C	H'0000_0000	32	√	√	√	√
Short Packet Data Register	SHPDAT	R	H'0040	H'0000_0000	32	√	√	√	√
Short Packet Count Register	SHPCNT	R	H'0044	H'0000_0000	32	√	√	√	√
LINK Operation Control Register	LINKCNT	R/W	H'0048	H'8000_0000	32	√	√	√	√
Lane Swap Register	LSWAP	R/W	H'004C	H'0000_00E4	32	√	√	√	√
PHY Test Interface Write Register	PHTW	R/W	H'0050	H'0000_0000	32	√	—	√	√
PHY Test Interface Read Register	PHTR	R	H'0054	H'0000_0000	32	√	—	√	√
PHY Test Interface Clear Register	PHTC	R/W	H'0058	H'0000_0001	32	√	√	√	√

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Access Size*3	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PHY Frequency Control Register	PHYPLL	R/W	H'0068	H'0000_0000	32	√	√	√	—
PHY ESC Error Monitor Register	PHEERM	R	H'0074	H'0000_0000	32	√	√	√	√
PHY Clock Lane Monitor Register	PHCLM	R	H'0078	H'0000_000C	32	√	√	√	√
PHY Data Lane Monitor Register	PHDLM	R	H'007C	H'0000_F000	32	√	√	√	√
Packet Header 0 Monitor Register 0	PH0M0	R	H'00F0	H'0000_0000	32	√	√	√	√
Packet Header 0 Monitor Register 1	PH0M1	R	H'00F4	H'0000_0000	32	√	√	√	√
Packet Header 1 Monitor Register 0	PH1M0	R	H'00F8	H'0000_0000	32	√	√	√	√
Packet Header 1 Monitor Register 1	PH1M1	R	H'00FC	H'0000_0000	32	√	√	√	√
Packet Header 2 Monitor Register 0	PH2M0	R	H'0100	H'0000_0000	32	√	√	√	√
Packet Header 2 Monitor Register 1	PH2M1	R	H'0104	H'0000_0000	32	√	√	√	√
Packet Header 3 Monitor Register 0	PH3M0	R	H'0108	H'0000_0000	32	√	√	√	√
Packet Header 3 Monitor Register 1	PH3M1	R	H'010C	H'0000_0000	32	√	√	√	√
Packet Header R Monitor Register 0	PHRM0	R	H'0110	H'0000_0000	32	√	√	√	√
Packet Header R Monitor Register 1	PHRM1	R	H'0114	H'0000_0000	32	√	√	√	√
Packet Header R Monitor Register 2	PHRM2	R	H'0118	H'0000_0000	32	√	√	√	√
Packet Header C Monitor Register 0	PHCM0	R	H'0120	H'0000_0000	32	√	√	√	√
Packet Header C Monitor Register 1	PHCM1	R	H'0124	H'0000_0000	32	√	√	√	√
CRC Monitor Register 0	CRCM0	R	H'0128	H'0000_0000	32	√	√	√	√
CRC Monitor Register 1	CRCM1	R	H'012C	H'0000_0000	32	√	√	√	√
SOT Error Count Register	SERRCNT	R	H'0140	H'0000_0000	32	√	√	√	√
SOTSYNC Error Count Register	SSERRCNT	R	H'0144	H'0000_0000	32	√	√	√	√
ECC_CRCT Count Register	ECCCM	R	H'0148	H'0000_0000	32	√	√	√	√
ECC_ERR Count Register	ECECM	R	H'014C	H'0000_0000	32	√	√	√	√
CRC_ERR Count Register	CRCECM	R	H'0150	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Access Size*3	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Line Register	LCNT	R	H'0160	H'0000_0000	32	√	√	√	√
Line Register 2	LCNT2	R	H'0164	H'0000_0000	32	√	√	√	—
Line Monitor Register	LCNTM	R	H'0168	H'0000_0000	32	√	√	√	√
Line Monitor Register 2	LCNTM2	R	H'016C	H'0000_0000	32	√	√	√	—
Frame Count Monitor Register	FCNTM	R	H'0170	H'0000_0000	32	√	√	√	√
Frame Count Monitor Register 2	FCNTM2	R	H'0174	H'0000_0000	32	√	√	√	—
PHY Data IN Monitor Register	PHYDIM	R	H'0180	H'0000_0000	32	√	√	√	√
PHY Input Monitor Register	PHYIM	R	H'0184	H'0000_0000	32	√	√	√	√
VIN Data Monitor Register	VINDM	R	H'018C	H'0000_0000	32	√	√	√	√
VIN Signal Monitor Register 1	VINSM1	R	H'0190	H'0000_0000	32	√	√	√	√
VIN Signal Monitor Register 2	VINSM2	R	H'0194	H'0000_0000	32	√	√	√	—
VIN Signal Monitor Register 3	VINSM3	R	H'0198	H'0000_0000	32	√	√	√	√
PHY Output Monitor Register	PHYOM	R	H'019C	H'0000_0000	32	√	√	√	√
Packet Header Monitor Register 1	PHM1	R	H'01C0	H'0000_0000	32	√	√	√	√
Packet Header Monitor Register 2	PHM2	R	H'01C4	H'0000_0000	32	√	√	√	√
Packet Header Monitor Register 3	PHM3	R	H'01C8	H'0000_0000	32	√	√	√	√
Packet Header Monitor Register 4	PHM4	R	H'01CC	H'0000_0000	32	√	√	√	√
Packet Header Monitor Register 5	PHM5	R	H'01D0	H'0000_0000	32	√	√	√	√
Packet Header Monitor Register 6	PHM6	R	H'01D4	H'0000_0000	32	√	√	√	√
Packet Header Monitor Register 7	PHM7	R	H'01D8	H'0000_0000	32	√	√	√	√
Packet Header Monitor Register 8	PHM8	R	H'01DC	H'0000_0000	32	√	√	√	√
Packet Period Monitor Register 1	PPM1	R	H'01E0	H'0000_0000	32	√	√	√	√
Packet Period Monitor Register 2	PPM2	R	H'01E4	H'0000_0000	32	√	√	√	√
Packet Period Monitor Register 3	PPM3	R	H'01E8	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	R/W	Offset Address	Initial Value	Access Size*3	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Packet Period Monitor Register 4	PPM4	R	H'01EC	H'0000_0000	32	√	√	√	√
Packet Period Monitor Register 5	PPM5	R	H'01F0	H'0000_0000	32	√	√	√	√
Packet Period Monitor Register 6	PPM6	R	H'01F4	H'0000_0000	32	√	√	√	√
Packet Period Monitor Register 7	PPM7	R	H'01F8	H'0000_0000	32	√	√	√	√
Packet Period Monitor Register 8	PPM8	R	H'01FC	H'0000_0000	32	√	√	√	√
CSI0CLK Frequency Configuration Preset Register	CSI0CLKFCPR	R/W	H’0260	H’0000_0000	32	√	—	√	—

Notes: 1. Only 1 can be written to clear the flag; bits 27, 4, and 3 are read-only bits and any value cannot be written to.
2. Only 1 can be written to clear the flag.
3. No supported except for 32 bits Access Size.
4. Initial value will differ for each product. For detail, refer to Register Description.

29.1.5 Connected Module

Table 29.3 Connected Module

Connected Modules	Function of the Connected Modules
VIN	Output of image data
CPG	Output and control of the clock signals, execution of software reset
INTC*1	Interrupt controller

Notes: 1. Interrupt channel correspondence is as follow:
For details about interrupt channel, refer to chapter 12A Interrupt Controller (INTC-AP).

CSI2 ch	Interrupt ch
CSI20 (CSI2LNK0)	CSI2.ch0
CSI40 (CSI4LNK0)	CSI2.ch2

29.2 Register Description

[Legend]

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.

R: Read-only. The write value should always be 0.

—/WB: Write-only. The read value is undefined.

29.2.1 Control Timing Select Register (TREF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TREF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	TREF	B’1	R/W	Register value reflection timing select 1: Immediately (Don’t change from initial value)

29.2.2 Software Reset Register (SRST)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SRST	B’0	R/W	Software reset control 0: Normal 1: Reset This bit resets the control circuit in the CSI2 block. To reset the circuit, set this bit to 1. Be sure to set this bit to 0 to cancel a reset. A software reset does not initialize the CSI2 registers.

Note: The settings of this register are applied the instant the register is set (immediate reflection).

29.2.3 PHY Operation Control Register (PHYCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SHUTDOWNZ	RSTZ
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	ENABLECLK	ENABLE_3	ENABLE_2	ENABLE_1	ENABLE_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17	SHUTDOWNZ	B'0	R/W	Shuts down the PHY when this bit is 0.
16	RSTZ	B'0	R/W	Initializes the PHY when this bit is 0.
15 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	ENABLECLK	B'0	R/W	Clock lane operation enable 0: Disables operation. 1: Enables operation. When any of the ENABLE_3 to ENABLE_0 bits are set to 1, be sure to set the ENABLECLK bit to 1.
3	ENABLE_3	B'0	R/W	Data lane 3 operation enable [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Disables operation. 1: Enables operation. Note: When 2-lane PHY is connected, this setting has no effect.
2	ENABLE_2	B'0	R/W	Data lane 2 operation enable [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Disables operation. 1: Enables operation. Note: When 2-lane PHY is connected, this setting has no effect.
1	ENABLE_1	B'0	R/W	Data lane 1 operation enable 0: Disables operation. 1: Enables operation.
0	ENABLE_0	B'0	R/W	Data lane 0 operation enable [RZ/G2M V1.3, RZ/G2M V3.0] 0: Disables operation. 1: Enables operation.
				Data lane 0 operation enable [RZ/G2H, RZ/G2N] 0: Disables operation. 1: Enables operation. This bit must set to 1.

Note: The settings of this register are applied the instant the register is set (immediate reflection). Set this register while data input is suspended (a sensor is halted); never change the settings of this register during operation.

Note: ENABLE_* signal don't must be set 3 lanes. For example, ENABLE_0, 1, 2 is set to 1'b1 and ENABLE_3 is set to 1'b0.

29.2.4 Checksum Control Register (CHKSUM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ECC_EN	CRC_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	ECC_EN	B'1	R/W	ECC process control 0: Disabled 1: Enabled This bit controls ECC process of the packet header (PH) for Low Level Protocol (LLP). Set this bit to 1 to use ECC. When set to 0, data is always processed assuming it has no errors and thus no errors are corrected.
0	CRC_EN	B'1	R/W	CRC checksum process control 0: Disabled 1: Enabled This bit controls checksum process of the long packet data for Low Level Protocol (LLP). Set this bit to 1 to use CRC checksum. When set to 0, data is always processed assuming it has no errors.

Note: The settings of this register are applied the instant the register is set (immediate reflection). Set this register while data input is suspended (a sensor is halted); never change the settings of this register during operation.

29.2.5 Channel Data Type Select Register (VCDT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VCDT2_EN	—	—	—	—	—	SEL_VC2		—	SEL_DT2_ON	SEL_DT2					
Initial value:	1	0	0	0	0	0	0	1	0	0	0	1	1	1	1	0
R/W:	R/W	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VCDT_EN	—	—	—	—	—	SEL_VC		—	SEL_DT_ON	SEL_DT					
Initial value:	1	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0
R/W:	R/W	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	VCDT2_EN	B’1	R/W	Channel 1 enable 0: Disabled 1: Enabled This bit enables or disables channel 1. When set to 0, VD[1] and FLD[1] are fixed to low and TAG = 1 is not generated.
30 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25, 24	SEL_VC2	B’01	R/W	Channel 1 select channel [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] H’0 to H’3 These bits specify the virtual channels for channel 1 to capture. Channels can be selected from among four channels from H0 to H3. Channel 1 is output when the value of this register matches the received virtual channel.
				Channel 1 select channel [RZ/G2E] H’0 to H’1 These bits specify the virtual channels for channel 1 to capture. Channels can be selected from among four channels from H0 to H1. Channel 1 is output when the value of this register matches the received virtual channel.
23	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
22	SEL_DT2_ON	B’0	R/W	Channel 1 select data type enable 0: Disabled 1: Enabled This bit enables or disables data type match function using SEL_DT2. When set to 0, channel 1 is output even when the setting of SEL_DT2 does not match the received data type as long as it matches the virtual channel. When set to 1, channel 1 is output only when the setting of SEL_DT2 matches the received data type and the virtual channel.

Bit	Bit Name	Initial Value	R/W	Description
21 to 16	SEL_DT2	H'1E	R/W	Channel 1 select data type H'00 to H'3F These bits specify the data type for channel 1 to capture. The CSI2 LINK module outputs the received payload data as it is regardless of the data type when SEL_DT2_ON is set to 0 whereas there are some restrictions on the corresponding data type (such as color format) for the following VIN module.
15	VCDT_EN	B’1	R/W	Channel 0 enable 0: Disabled 1: Enabled This bit enables or disables channel 0. When set to 0, VD[0] and FLD[0] are fixed to low and TAG = 0 is not generated.
14 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	SEL_VC	B’00	R/W	Channel 0 select channel [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] H'0 to H'3 These bits specify the virtual channels for channel 0 to capture. Channels can be selected from among four channels from H'0 to H'3. Channel 0 is output when the value of this register matches the received virtual channel.
				Channel 0 select channel [RZ/G2E] H'0 to H'1 These bits specify the virtual channels for channel 0 to capture. Channels can be selected from among four channels from H'0 to H'1. Channel 0 is output when the value of this register matches the received virtual channel.
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	SEL_DT_ON	B’0	R/W	Channel 0 select data type enable 0: Disabled 1: Enabled This bit enables or disables data type match function using SEL_DT. When set to 0, channel 0 is output even when the setting of SEL_DT does not match the received data type as long as it matches the virtual channel. When set to 1, channel 0 is output only when the setting of SEL_DT matches the received data type and the virtual channel.
5 to 0	SEL_DT	H'1E	R/W	Channel 0 select data type [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] H'00 to H'3F These bits specify the data type for channel 0 to capture. The CSI2 LINK module outputs the received payload data as it is regardless of the data type when SEL_DT_ON is set to 0 whereas there are some restrictions on the corresponding data type (such as color format) for the following VIN module.

Notes: 1. This register should be set during initial sequence.
2. In the table above, “virtual channel” refers to a channel through which data flows from the camera and “channel” refers to an output channel of the CSI2.

29.2.6 Channel Data Type Select Register 2 (VCDT2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VCDT4_EN	—	—	—	—	—	SEL_VC4		—	SEL_DT4_ON	SEL_DT4					
Initial value:	1	0	0	0	0	0	1	1	0	0	0	1	1	1	1	0
R/W:	R/W	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VCDT3_EN	—	—	—	—	—	SEL_VC3		—	SEL_DT3_ON	SEL_DT3					
Initial value:	1	0	0	0	0	0	1	0	0	0	0	1	1	1	1	0
R/W:	R/W	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	VCDT4_EN	B’1	R/W	Channel 3 enable 0: Disabled 1: Enabled This bit enables or disables channel 3. When set to 0, VD[3] and FLD[3] are fixed to low and TAG = 3 is not generated.
30 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25, 24	SEL_VC4	H'3	R/W	Channel 3 select channel H'0 to H'3 These bits specify the virtual channels for channel 3 to capture. Channels can be selected from among four channels from H'0 to H'3. Channel 3 is output when the value of this register matches the received virtual channel.
23	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
22	SEL_DT4_ON	B’0	R/W	Channel 3 select data type enable 0: Disabled 1: Enabled This bit enables or disables data type match function using SEL_DT4. When set to 0, channel 3 is output even when the setting of SEL_DT4 does not match the received data type as long as it matches the virtual channel. When set to 1, channel 3 is output only when the setting of SEL_DT4 matches the received data type and the virtual channel.
21 to 16	SEL_DT4	H'1E	R/W	Channel 3 select data type H'00 to H'3F These bits specify the data type for channel 3 to capture. The CSI2 LINK module outputs the received payload data as it is regardless of the data type when SEL_DT4_ON is set to 0 whereas there are some restrictions on the corresponding data type (such as color format) for the following VIN module.

Bit	Bit Name	Initial Value	R/W	Description
15	VCDT3_EN	B'1	R/W	Channel 2 enable 0: Disabled 1: Enabled This bit enables or disables channel 2. When set to 0, VD[2] and FLD[2] are fixed to low and TAG = 2 is not generated.
14 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	SEL_VC3	H'2	R/W	Channel 2 select channel H'0 to H'3 These bits specify the virtual channels for channel 2 to capture. Channels can be selected from among four channels from H'0 to H'3. Channel 2 is output when the value of this register matches the received virtual channel.
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	SEL_DT3_ ON	B'0	R/W	Channel 2 select data type enable 0: Disabled 1: Enabled This bit enables or disables data type match function using SEL_DT3. When set to 0, channel 2 is output even when the setting of SEL_DT3 does not match the received data type as long as it matches the virtual channel. When set to 1, channel 2 is output only when the setting of SEL_DT3 matches the received data type and the virtual channel.
5 to 0	SEL_DT3	H'1E	R/W	Channel 2 select data type H'00 to H'3F These bits specify the data type for channel 2 to capture. The CSI2 LINK module outputs the received payload data as it is regardless of the data type when SEL_DT3_ON is set to 0 whereas there are some restrictions on the corresponding data type (such as color format) for the following VIN module.

Notes: 1. This register should be set during initial sequence.
2. In the table above, "virtual channel" refers to a channel through which data flows from the camera and "channel" refers to an output channel of the CSI2.

29.2.7 Frame Data Type Select Register (FRDT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	DT_FS						—	—	DT_FE					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	B’00	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 24	DT_FS	H'00	R/W	Frame start data type These bits specify the frame start data type. When the value of these bits matches the received data type, the data is determined as a frame start.
23, 22	—	B’00	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	DT_FE	H'01	R/W	Frame end data type These bits specify the frame end data type. When the value of these bits matches the received data type, the data is determined as a frame end.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

29.2.8 Field Detection Control Register (FLD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FLD_NUM															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	FLD_DET_SEL		FLD_EN4	FLD_EN3	FLD_EN2	FLD_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	FLD_NUM	All 0	R/W	Even field number setting These bits specify the value for detecting the even field of the interlaced image. For detecting the even field, the WC value (16 bits) of the Frame Start packet is referred to. When the WC value matches the setting of these bits, the field is detected as the even field. During the frame period, the CSIR_FLD signal stays High.
15 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5, 4	FLD_DET_SEL	B’00	R/W	Even field detection condition select b’00: The field is detected as the even field when FLD_NUM matches WC. b’01: The field is detected as the even field when FLD_NUM[0] matches WC[0]. b’10: The field is detected as the even field when FLD_NUM[0] matches WC[8]. b’11: Setting is prohibited.
3	FLD_EN4	B’0	R/W	Channel 3 even field detection control This bit turns on or off even field detection of channel 3. To use the detection feature, set 1 to this bit. It should be set to 1’b0 when input image is progressive sequence.
2	FLD_EN3	B’0	R/W	Channel 2 even field detection control This bit turns on or off even field detection of channel 2. To use the detection feature, set 1 to this bit. It should be set to 1’b0 when input image is progressive sequence.
1	FLD_EN2	B’0	R/W	Channel 1 even field detection control This bit turns on or off even field detection of channel 1. To use the detection feature, set 1 to this bit. It should be set to 1’b0 when input image is progressive sequence.

Bit	Bit Name	Initial Value	R/W	Description
0	FLD_EN	B'0	R/W	Channel 0 even field detection control This bit turns on or off even field detection of channel 0. To use the detection feature, set 1 to this bit. It should be set to 1'b0 when input image is progressive sequence.

Note: This register should be set during initial sequence.

29.2.9 Automatic Standby Control Register (ASTBY)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	VD_MSK_CYCLE						—	—	VD_MSK_EN	AUTO_STANDBY_EN				
Initial value:	0	0	1	1	1	1	1	1	0	0	1	0	0	0	0	1
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13 to 8	VD_MSK_CYCLE	H'3F	R/W	VD masking cycle These bits specify the period to mask VD when a frame start error (FS is received and another FS is received before FE is received) occurs. When a frame start error occurs, the VD signal does not go low (Vsync is not generated); VD masking function generates the period for which VD = low. VD masking period = 4 * VD_MSK_CYCLE * input clock. (about input clock, refer to 29.3.14) [Max value] VD masking period should be smaller than period from Short Packet (Frame start) of EOT to Long Packet of SOT. [Min Value] 5 or more (VD masking period is 20 * input clock).
7, 6	—	B'00	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	VD_MSK_EN	B'1	R/W	VD masking enable 0: Disables masking VD. 1: Enables masking VD. This bit enables or disables VD masking function when a frame start error occurs. When this bit is set to enable the function, VD are masked for the period specified with the VD_MSK_CYCLE bits.
4 to 0	AUTO_ STANDBY_ EN	H'01	R/W	Automatic standby control 0: Does not initialize VD or FLD. 1: Initializes VD and FLD [0]: ECC 2-bit error [1]: ECC 1-bit error on receiving FS [2]: ECC 1-bit error on receiving FE [3]: ECC 1-bit error on receiving data other than FS or FE [4]: CRC error These bits control initialization of VD and FLD when an error occurs. To initialize the signals, set 1 to these bits.

29.2.10 Long Data Type Setting Register 0 (LNGDT0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

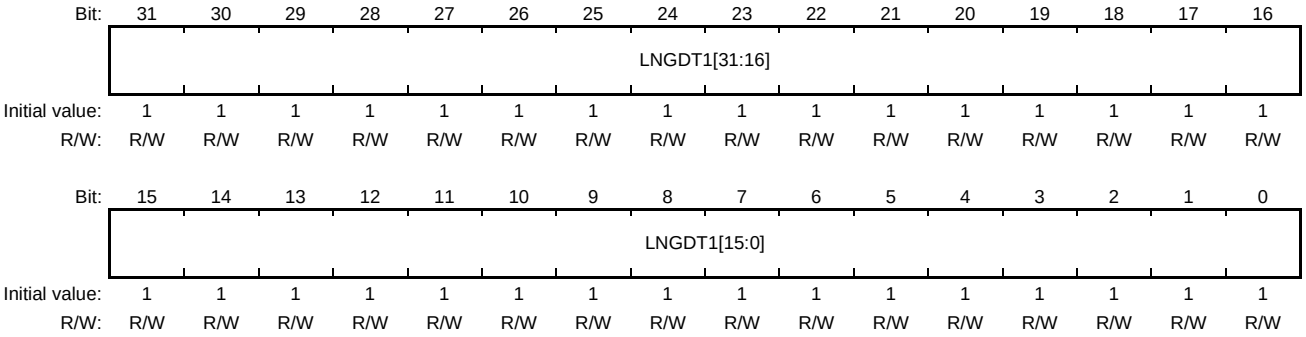
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LNGDT0[31:16]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LNGDT0[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	LNGDT0	H'FFFF_0000	R/W	Long data type setting 0: Short packet 1: Long packet This register is combined with LNGDT1 register as in LNGDT = {LNGDT1, LNGDT0}. When LNGDT[received DT[5:0]] is 1, data is determined as a long packet and it is determined as a short packet when 0. According to the MIPI standard, DT = H'00 to H'0F is defined as a short packet and DT = H'10 to H'3F is defined as a long packet; to satisfy these conditions, the initial values of LNGDT are 0 in bits 0 to 15 and 1 in bits 16 to 63.

29.2.11 Long Data Type Setting Register 1 (LNGDT1)

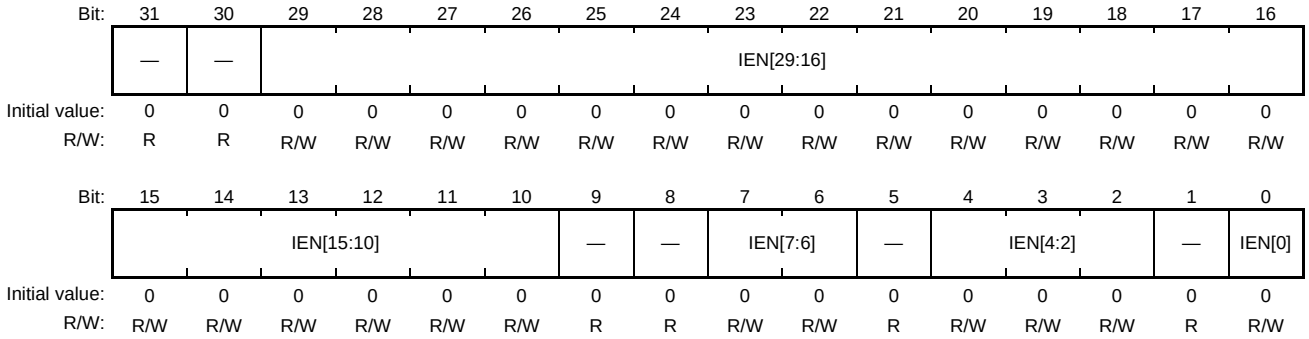
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	LNGDT1	H'FFFF_FFFF	R/W	Long data type setting 1 0: Short packet 1: Long packet These bits set the long packet or short packet as the data type (assigns H'3F to H'20).

29.2.12 Interrupt Enable Register (INTEN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	B'00	R	Reserved These bits are always read as 0. The write value should always be 0.
29	IEN[29]	B'0	R/W	Interrupt 29 (INT_EBD_CH0) enable 0: Disables the interrupt. 1: Enables the interrupt.
28	IEN[28]	B'0	R/W	Interrupt 28 (INT_LESS_THAN_WC) enable 0: Disables the interrupt. 1: Enables the interrupt.
27	IEN[27]	B'0	R/W	Interrupt 27 (INT_AFIFO_OF) enable 0: Disables the interrupt. 1: Enables the interrupt.
26	IEN[26]	B'0	R/W	Interrupt 26 (INT_VD4_START) enable 0: Disables the interrupt. 1: Enables the interrupt.
25	IEN[25]	B'0	R/W	Interrupt 25 (INT_VD4_END) enable 0: Disables the interrupt. 1: Enables the interrupt.
24	IEN[24]	B'0	R/W	Interrupt 24 (INT_VD3_START) enable 0: Disables the interrupt. 1: Enables the interrupt.
23	IEN[23]	B'0	R/W	Interrupt 23 (INT_VD3_END) enable 0: Disables the interrupt. 1: Enables the interrupt.
22	IEN[22]	B'0	R/W	Interrupt 22 (INT_VD2_START) enable 0: Disables the interrupt. 1: Enables the interrupt.
21	IEN[21]	B'0	R/W	Interrupt 21 (INT_VD2_END) enable 0: Disables the interrupt. 1: Enables the interrupt.

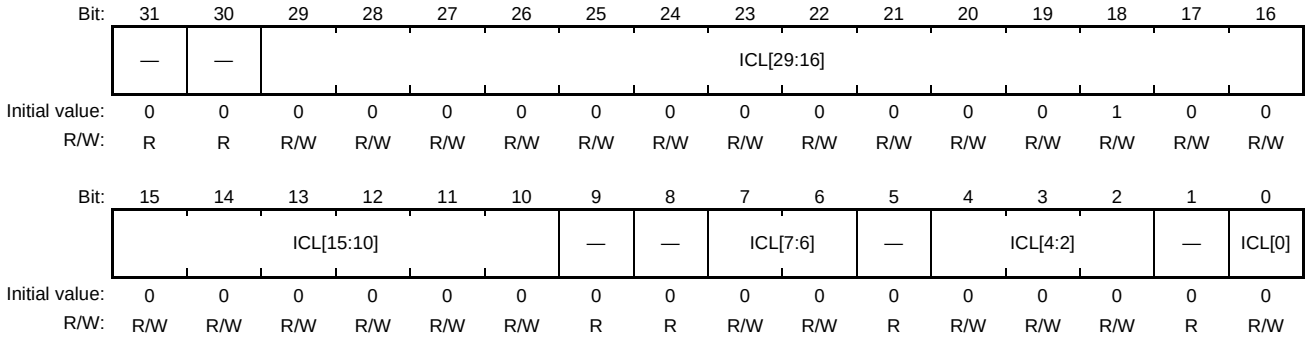
Bit	Bit Name	Initial Value	R/W	Description
20	IEN[20]	B'0	R/W	Interrupt 20 (INT_VD_START) enable 0: Disables the interrupt. 1: Enables the interrupt.
19	IEN[19]	B'0	R/W	Interrupt 19 (INT_VD_END) enable 0: Disables the interrupt. 1: Enables the interrupt.
18	IEN[18]	B'0	R/W	Interrupt 18 (INT_SHP_STB) enable 0: Disables the interrupt. 1: Enables the interrupt.
17	IEN[17]	B'0	R/W	Interrupt 17 (INT_FSFE) enable 0: Disables the interrupt. 1: Enables the interrupt.
16	IEN[16]	B'0	R/W	Interrupt 16 (INT_LNP_STB) enable 0: Disables the interrupt. 1: Enables the interrupt.
15	IEN[15]	B'0	R/W	Interrupt 15 (INT_CRC_ERR) enable 0: Disables the interrupt. 1: Enables the interrupt.
14	IEN[14]	B'0	R/W	Interrupt 14 (INT_HD_WC_ZERO) enable 0: Disables the interrupt. 1: Enables the interrupt.
13	IEN[13]	B'0	R/W	Interrupt 13 (INT_FRM_SEQ_ERR1) enable 0: Disables the interrupt. 1: Enables the interrupt.
12	IEN[12]	B'0	R/W	Interrupt 12 (INT_FRM_SEQ_ERR0) enable 0: Disables the interrupt. 1: Enables the interrupt.
11	IEN[11]	B'0	R/W	Interrupt 11 (INT_ECC_ERR) enable 0: Disables the interrupt. 1: Enables the interrupt.
10	IEN[10]	B'0	R/W	Interrupt 10 (INT_ECC_CRCT_ERR) enable 0: Disables the interrupt. 1: Enables the interrupt.
9	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
8	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
7	IEN[7]	B'0	R/W	Interrupt 7 (INT_ULPS_START) enable 0: Disables the interrupt. 1: Enables the interrupt.
6	IEN[6]	B'0	R/W	Interrupt 6 (INT_ULPS_END) enable 0: Disables the interrupt. 1: Enables the interrupt.
5	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4	IEN[4]	B'0	R/W	Interrupt 4 (INT_ERRSOTHS) enable 0: Disables the interrupt. 1: Enables the interrupt.
3	IEN[3]	B'0	R/W	Interrupt 3 (INT_ERRSOTSYNCHS) enable 0: Disables the interrupt. 1: Enables the interrupt.
2	IEN[2]	B'0	R/W	Interrupt 2 (INT_ERRESC) enable 0: Disables the interrupt. 1: Enables the interrupt.
1	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
0	IEN[0]	B'0	R/W	Interrupt 0 (INT_ERRCONTROL) enable 0: Disables the interrupt. 1: Enables the interrupt.

Notes: 1. The settings of this register are applied the instant the register is set (immediate reflection).
2. Do not change the settings in this register while the CSI2 is operating.

29.2.13 Interrupt Source Mask Register (INTCLOSE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	B’00	R	Reserved These bits are always read as 0. The write value should always be 0.
29	ICL[29]	B’0	R/W	Interrupt 29 (INT_EBD_CH0) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
28	ICL[28]	B’0	R/W	Interrupt 28 (INT_LESS_THAN_WC) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
27	ICL[27]	B’0	R/W	Interrupt 27 (INT_AFIFO_OF) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
26	ICL[26]	B’0	R/W	Interrupt 26 (INT_VD4_START) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
25	ICL[25]	B’0	R/W	Interrupt 25 (INT_VD4_END) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
24	ICL[24]	B’0	R/W	Interrupt 24 (INT_VD3_START) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
23	ICL[23]	B’0	R/W	Interrupt 23 (INT_VD3_END) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
22	ICL[22]	B’0	R/W	Interrupt 22 (INT_VD2_START) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
21	ICL[21]	B’0	R/W	Interrupt 21 (INT_VD2_END) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.

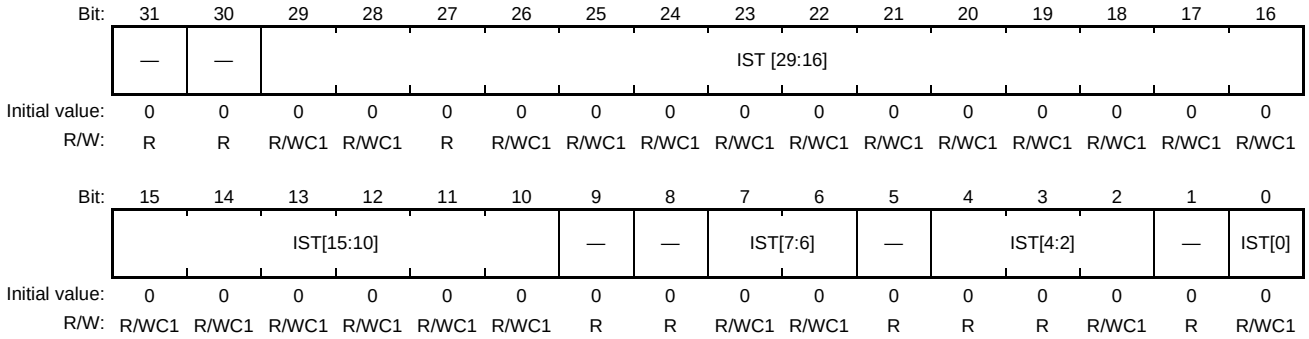
Bit	Bit Name	Initial Value	R/W	Description
20	ICL[20]	B'0	R/W	Interrupt 20 (INT_VD_START) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
19	ICL[19]	B'0	R/W	Interrupt 19 (INT_VD_END) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
18	ICL[18]	B'1	R/W	Interrupt 18 (INT_SHP_STB) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
17	ICL[17]	B'0	R/W	Interrupt 17 (INT_FSFE) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
16	ICL[16]	B'0	R/W	Interrupt 16 (INT_LNP_STB) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
15	ICL[15]	B'0	R/W	Interrupt 15 (INT_CRC_ERR) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
14	ICL[14]	B'0	R/W	Interrupt 14 (INT_HD_WC_ZERO) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
13	ICL[13]	B'0	R/W	Interrupt 13 (INT_FRM_SEQ_ERR1) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
12	ICL[12]	B'0	R/W	Interrupt 12 (INT_FRM_SEQ_ERR0) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
11	ICL[11]	B'0	R/W	Interrupt 11 (INT_ECC_ERR) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
10	ICL[10]	B'0	R/W	Interrupt 10 (INT_ECC_CRCT_ERR) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
9	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
8	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
7	ICL[7]	B'0	R/W	Interrupt 7 (INT_ULPS_START) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
6	ICL[6]	B'0	R/W	Interrupt 6 (INT_ULPS_END) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
5	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4	ICL[4]	B'0	R/W	Interrupt 4 (INT_ERRSOTHS) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
3	ICL[3]	B'0	R/W	Interrupt 3 (INT_ERRSOTSYNCHS) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
2	ICL[2]	B'0	R/W	Interrupt 2 (INT_ERRESC) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.
1	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
0	ICL[0]	B'0	R/W	Interrupt 0 (INT_ERRCONTROL) source mask 0: Enables the interrupt source. 1: Masks the interrupt source.

Note: The settings of this register are applied the instant the register is set (immediate reflection).

29.2.14 Interrupt Status Monitor Register (INTSTATE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	B’00	R	Reserved These bits are always read as 0. The write value should always be 0.
29	IST[29]	B’0	R/WC1	Interrupt 29 (INT_EBD_CH0) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 29 is a reception end interrupt of embedded data from output Ch0. It is generated when the embedded data is received.
28	IST[28]	B’0	R/WC1	Interrupt 28 (INT_LESS_THAN_WC) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 28 is an error interrupt that is generated when the length of payload data of a long packet is less than the WC value.
27	IST[27]	B’0	R	Interrupt 27 (INT_AFIFO_OF) monitor (read-only) 0: Normal 1: The interrupt has been generated. Interrupt 27 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. IST[27] does not have the corresponding register (DFF); the OR of the lanes of the interrupt error status monitoring register (IEST[11:8]) generates the interrupt. Therefore, the interrupt is cleared using the interrupt error status monitoring register. Check the relevant registers such as the PHY data lane monitoring register since synchronization between lanes may not be taken or data may not be received in a specific lane.

Bit	Bit Name	Initial Value	R/W	Description
26	IST[26]	B'0	R/WC1	Interrupt 26 (INT_VD4_START) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 26 is generated by the start of VD4 output from the CSI2 (a frame start interrupt). It is issued in synchronization with the rising edge of the CSIR_VD[3] signal.
25	IST[25]	B'0	R/WC1	Interrupt 25 (INT_VD4_END) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 25 is generated by the end of VD4 output from the CSI2 (a frame end interrupt). It is issued in synchronization with the falling edge of the CSIR_VD[3] signal.
24	IST[24]	B'0	R/WC1	Interrupt 24 (INT_VD3_START) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 24 is generated by the start of V output from the CSI2 (a frame start interrupt). It is issued in synchronization with the rising edge of the CSIR_VD[2] signal.
23	IST[23]	B'0	R/WC1	Interrupt 23 (INT_VD3_END) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 23 is generated by the end of V output from the CSI2 (a frame end interrupt). It is issued in synchronization with the falling edge of the CSIR_VD[2] signal.
22	IST[22]	B'0	R/WC1	Interrupt 22 (INT_VD2_START) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 22 is generated by the start of VD2 output from the CSI2 (a frame start interrupt). It is issued in synchronization with the rising edge of the CSIR_VD[1] signal.

Bit	Bit Name	Initial Value	R/W	Description
21	IST[21]	B'0	R/WC1	Interrupt 21 (INT_VD2_END) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 21 is generated by the end of VD2 output from the CSI2 (a frame end interrupt). It is issued in synchronization with the falling edge of the CSIR_VD[1] signal.
20	IST[20]	B'0	R/WC1	Interrupt 20 (INT_VD_START) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 20 is generated by the start of VD output from the CSI2 (a frame start interrupt). It is issued in synchronization with the rising edge of the CSIR_VD[0] signal.
19	IST[19]	B'0	R/WC1	Interrupt 19 (INT_VD_END) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 19 is generated by the end of VD output from the CSI2 (a frame end interrupt). It is issued in synchronization with the falling edge of the CSIR_VD[0] signal.
18	IST[18]	B'0	R/WC1	Interrupt 18 (INT_SHP_STB) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 18 is a short packet reception interrupt. It is issued upon reception of short packets such as Frame Start and Frame End packets.
17	IST[17]	B'0	R/WC1	Interrupt 17 (INT_FSFE) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 17 is a frame packet reception interrupt. It is issued upon reception of short packets of Frame Start and Frame End packets.

Bit	Bit Name	Initial Value	R/W	Description
16	IST[16]	B'0	R/WC1	Interrupt 16 (INT_LNP_STB) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 16 is a long packet reception interrupt. It is issued upon reception of long packets such as YUV data and Embedded Data.
15	IST[15]	B'0	R/WC1	Interrupt 15 (INT_CRC_ERR) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 15 is a CRC error interrupt. It is issued if there is a data error in a long packet. To perform the CRC check, set the CRC_EN bit in the CHKSUM register to 1.
14	IST[14]	B'0	R/WC1	Interrupt 14 (INT_HD_WC_ZERO) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 14 is a WC (word count) zero interrupt. It is issued when the WC value in the packet header of a long packet is zero.
13	IST[13]	B'0	R/WC1	Interrupt 13 (INT_FRM_SEQ_ERR1) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 13 is a frame sequence error 1 interrupt. It is issued when an illegal Frame End packet is received. Specifically, it is issued in the following cases (assuming that the same channel is used): - A Frame End packet is received before a Frame Start packet is received. - Frame End packets are continuously received.
12	IST[12]	B'0	R/WC1	Interrupt 12 (INT_FRM_SEQ_ERR0) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 12 is a frame sequence error 0 interrupt. It is issued when an illegal Frame Start packet is received. Specifically, it is issued in the following case (assuming that the same channel is used): - Frame Start packets are continuously received.

Bit	Bit Name	Initial Value	R/W	Description
11	IST[11]	B'0	R/WC1	Interrupt 11 (INT_ECC_ERR) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 11 is an ECC error interrupt. It is issued when two or more bits of errors are found in a packet header. To perform the ECC processing, set the ECC_EN bit in the CHKSUM register to 1.
10	IST[10]	B'0	R/WC1	Interrupt 10 (INT_ECC_CRCT_ERR) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 10 is an ECC 1-bit correction interrupt. It is issued when 1-bit correction is performed for a packet header during ECC processing. To perform the ECC processing, set the ECC_EN bit in the CHKSUM register to 1.
9	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
8	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
7	IST[7]	B'0	R/WC1	Interrupt 7 (INT_ULPS_START) monitor [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 7 is an ultra-low power data transfer start interrupt. This bit is set to high when any of the lanes shifts to the ULP state. For the lane state, see the description of the PHY data lane monitoring register (PHDLM).
				Interrupt 7 (INT_ULPS_START) monitor [RZ/G2H, RZ/G2N] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 7 is an ultra-low power data transfer start interrupt. This bit is set to high when any of the lanes shifts to the ULP state. For the lane state, see the description of the PHY data lane monitoring register (PHDLM). It is need to write to 1'b1 after initial sequence of PHY.

Bit	Bit Name	Initial Value	R/W	Description
6	IST[6]	B’0	R/WC1	Interrupt 6 (INT_ULPS_END) monitor [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 6 is an ultra-low power data transfer end interrupt. This bit is set to high when no lanes are in the ULP state. For the lane state, see the description of the PHY data lane monitoring register (PHDLM).
				Interrupt 6 (INT_ULPS_END) monitor [RZ/G2H, RZ/G2N] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 6 is an ultra-low power data transfer end interrupt. This bit is set to high when no lanes are in the ULP state. For the lane state, see the description of the PHY data lane monitoring register (PHDLM). It is need to write to 1’b1 after initial sequence of PHY.
5	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
4	IST[4]	B’0	R	Interrupt 4 (INT_ERRSOTHS) monitor (read-only) 0: Normal 1: The interrupt has been generated. Interrupt 4 is a synchronized SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in any of the lanes. For the lane state, see the description of the interrupt error status monitoring register (INTERRSTATE). IST[4] does not have the corresponding register (DFF); the OR of the lanes of the interrupt error status monitoring register (IEST[7:4]) generates the interrupt. Since the ERRSOTHS_[3-0] input from the PHY are pulse signals, the state are not retained. Therefore, the interrupt error status register is provided as the interrupt status register for each lane. Therefore, the interrupt is cleared using the interrupt error status monitoring register.

Bit	Bit Name	Initial Value	R/W	Description
3	IST[3]	B'0	R	Interrupt 3 (INT_ERRSOTSYNCHS) monitor (read-only) 0: Normal 1: The interrupt has been generated. Interrupt 3 is a non-synchronizable SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in any of the lanes. For the lane state, see the description of the interrupt error status monitoring register (INTERRSTATE). IST[4] does not have the corresponding register (DFF); the OR of the lanes of the interrupt error status monitoring register (IEST[7:4]) generates the interrupt. Since the ERRSOTSYNCHS_[3-0] input from the PHY are pulse signals, the state are not retained. Therefore, the interrupt error status register is prepared as the interrupt status register for each lane. Therefore, the interrupt is cleared using the interrupt error status monitoring register.
2	IST[2]	B'0	R/WC1	Interrupt 2 (INT_ERRESC) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 2 is an escape mode entry error interrupt. It is issued when an unrecognizable escape entry command is received. This bit is set to high when an error is detected in any of the lanes. For the lane state, see the description of the PHY ESC error monitoring register (PHEERM). Even after the interrupt is cleared, the PHEERM register retains the high- level state until a stop state is received.
1	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
0	IST[0]	B'0	R/WC1	Interrupt 0 (INT_ERRCONTROL) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Interrupt 0 is a PHY control error interrupt. It is issued when a transition is made to an incorrect line state. This bit is set to high when an error is detected in any of the lanes. For the lane state, see the description of the PHY ESC error monitoring register (PHEERM). Even after the interrupt is cleared, the PHEERM register retains the high-level state until a stop state is received.

29.2.15 Interrupt Error Status Monitor Register (INTERRSTATE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IEST/—*				IEST/—*			IEST								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/WC1, R*	R/WC1, R*	R/WC1, R*	R/WC1, R*	R/WC1, R*	R/WC1, R*	R/WC1, R*	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Note: * For reserved bit (Bit Name: —). Refer to the following table.

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	IEST[15]	B’0	R/WC1	Error interrupt 15 (INT_FIFO_OF_3) monitor [RZ/G2H, RZ/G2N, RZ/G2E] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated.Error interrupt 11 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. When ICL27 (interrupt source mask register) is set to 1, INT_FIFO_OF_3 is cleared to 0.
	—	B’0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
14	IEST[14]	B’0	R/WC1	Error interrupt 14 (INT_FIFO_OF_2) monitor [RZ/G2H, RZ/G2N, RZ/G2E] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 11 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. When ICL27 (interrupt source mask register) is set to 1, INT_FIFO_OF_2 is cleared to 0.
	—	B’0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
13	IEST[13]	B'0	R/WC1	Error interrupt 13 (INT_FIFO_OF_1) monitor [RZ/G2H, RZ/G2N, RZ/G2E] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 11 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. When ICL27 (interrupt source mask register) is set to 1, INT_FIFO_OF_1 is cleared to 0.
	—	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
12	IEST[12]	B'0	R/WC1	Error interrupt 12 (INT_FIFO_OF_0) monitor [RZ/G2H, RZ/G2N, RZ/G2E] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 11 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. When ICL27 (interrupt source mask register) is set to 1, INT_FIFO_OF_0 is cleared to 0.
	—	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
11	IEST[11]	B'0	R/WC1	Error interrupt 11 (INT_AFIFO_OF_3) monitor [RZ/G2M V1.3, RZ/G2M V3.0] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Note: When 2-lane PHY is connected, the interrupt is not generated. Error interrupt 11 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. When ICL27 (interrupt source mask register) is set to 1, INT_AFIFO_OF_3 is cleared to 0.
	—	B'0	R	Reserved [RZ/G2H, RZ/G2N, RZ/G2E] This bit is always read as 0. The write value should always be 0.

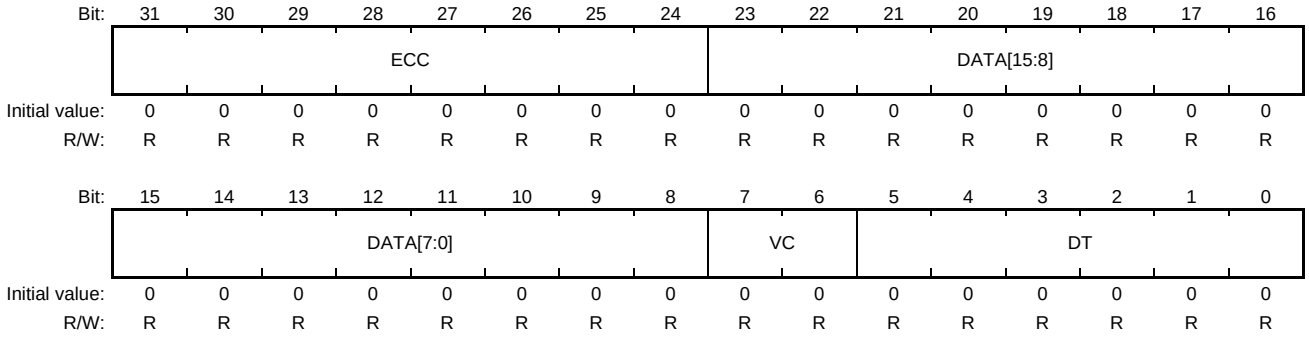
Bit	Bit Name	Initial Value	R/W	Description
10	IEST[10]	B'0	R/WC1	Error interrupt 10 (INT_AFIFO_OF_2) monitor [RZ/G2M V1.3, RZ/G2M V3.0] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Note: When 2-lane PHY is connected, the interrupt is not generated. Error interrupt 10 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. When ICL27 (interrupt source mask register) is set to 1, INT_AFIFO_OF_2 is cleared to 0.
	—	B'0	R	Reserved [RZ/G2H, RZ/G2N, RZ/G2E] This bit is always read as 0. The write value should always be 0.
9	IEST[9]	B'0	R/WC1	Error interrupt 9 (INT_AFIFO_OF_1) monitor [RZ/G2M V1.3, RZ/G2M V3.0] When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 9 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. When ICL27 (interrupt source mask register) is set to 1, INT_AFIFO_OF_1 is cleared to 0.
	—	B'0	R	Reserved [RZ/G2H, RZ/G2N, RZ/G2E] This bit is always read as 0. The write value should always be 0.
8	IEST[8]	B'0	R/WC1	Error interrupt 8 (INT_AFIFO_OF_0) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 8 is an overflow interrupt of the asynchronous FIFO, in which HS data from PHY is stored. When ICL27 (interrupt source mask register) is set to 1, INT_AFIFO_OF_0 is cleared to 0.
7	IEST[7]	B'0	R/WC1	Error interrupt 7 (INT_ERRSOTHS_3) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Note: When 2-lane PHY is connected, the interrupt is not generated. Error interrupt 7 is a synchronized SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in lane 3. When ICL04 (interrupt source mask register) is set to 1, INT_ERRSOTHS_3 is cleared to 0.

Bit	Bit Name	Initial Value	R/W	Description
6	IEST[6]	B'0	R/WC1	Error interrupt 6 (INT_ERRSOTHS_2) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Note: When 2-lane PHY is connected, the interrupt is not generated. Error interrupt 6 is a synchronized SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in lane 2. When ICL04 (interrupt source mask register) is set to 1, INT_ERRSOTHS_2 is cleared to 0.
5	IEST[5]	B'0	R/WC1	Error interrupt 5 (INT_ERRSOTHS_1) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 5 is a synchronized SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in lane 1. When ICL04 (interrupt source mask register) is set to 1, INT_ERRSOTHS_1 is cleared to 0.
4	IEST[4]	B'0	R/WC1	Error interrupt 4 (INT_ERRSOTHS_0) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 4 is a synchronized SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in lane 0. When ICL04 (interrupt source mask register) is set to 1, INT_ERRSOTHS_0 is cleared to 0.
3	IEST[3]	B'0	R/WC1	Error interrupt 3 (INT_ERRSOTSYNCHS_3) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Note: When 2-lane PHY is connected, the interrupt is not generated. Error interrupt 3 is a non-synchronizable SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in lane 3. When ICL03 (interrupt source mask register) is set to 1, INT_ERRSOTSYNCHS_3 is cleared to 0.

Bit	Bit Name	Initial Value	R/W	Description
2	IEST[2]	B'0	R/WC1	Error interrupt 2 (INT_ERRSOTSYNCHS_2) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Note: When 2-lane PHY is connected, the interrupt is not generated. Error interrupt 2 is a non-synchronizable SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in lane 2. When ICL03 (interrupt source mask register) is set to 1, INT_ERRSOTSYNCHS_2 is cleared to 0.
1	IEST[1]	B'0	R/WC1	Error interrupt 1 (INT_ERRSOTSYNCHS_1) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 1 is a non-synchronizable SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in lane 1. When ICL03 (interrupt source mask register) is set to 1, INT_ERRSOTSYNCHS_1 is cleared to 0.
0	IEST[0]	B'0	R/WC1	Error interrupt 0 (INT_ERRSOTSYNCHS_0) monitor When this bit is written to, the interrupt is cleared. 1: Clears the interrupt. When read, the status is monitored. 0: Normal 1: The interrupt has been generated. Error interrupt 0 is a non-synchronizable SOT (start of transfer) error interrupt during HS reception. This bit is set to high when an error is detected in lane 0. When ICL03 (interrupt source mask register) is set to 1, INT_ERRSOTSYNCHS_0 is cleared to 0.

29.2.16 Short Packet Data Register (SHPDAT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	ECC	All 0	R	ECC data received
23 to 8	DATA	All 0	R	Short packet data received
7, 6	VC	B’00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type received

SHPDAT is a register to read the received short packet data. The value of this register is stored in the FIFO and the number of packets stored can be checked by reading the short packet count register (SHPCNT). Short packets with the data types H'00 (frame start), H'01 (frame end), and H'08 (Generic Short Packet Code 1, DSI End of Transmission) are not stored.

29.2.17 Short Packet Count Register (SHPCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	OVF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	NUM			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	OVF	B’0	R	FIFO overflow bit FIFO has overflowed. The received data may have been lost.
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	NUM	H'0	R	Stored short packet count The number of short packets stored in the FIFO can be read. Up to nine packets can be stored.

29.2.18 LINK Operation Control Register (LINKCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MONITOR_EN	—	—	—	—	—	REG_MONI_PACT_EN	ICLK_NONSTOP	—	—	—	—	—	—	—	—
Initial value:	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	MONITOR_EN	B’1	R/W	Monitoring function control 0: Disable 1: Enable This bit updates the monitor state to be read by the registers.
30 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25	REG_MONI_PACT_EN	B’0	R/W	Monitoring packet counter enable 0: Disable 1: Enable This bit controls the packet counter for monitoring.
24	ICLK_NONSTOP	B’0	R/W	Stopping clock function control 0: Enable 1: Disable This bit should be set to 1 during the initialization sequence.
23 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

29.2.19 Lane Swap Register (LSWAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	L3SEL		L2SEL		L1SEL		L0SEL	
Initial value:	0	0	0	0	0	0	0	0	1	1	1	0	0	1	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7, 6	L3SEL	H'3	R/W	LINK lane 3 select bits H'0: Uses PHY lane 0 H'1: Uses PHY lane 1 H'2: Uses PHY lane 2 H'3: Uses PHY lane 3 Note: When 2-lane PHY is connected, this setting has no effect. These bits select a PHY lane to be assigned to LINK lane 3. These bits should be set before the start of PHY operation and should not be modified during operation.
5, 4	L2SEL	H'2	R/W	LINK lane 2 select bits H'0: Uses PHY lane 0 H'1: Uses PHY lane 1 H'2: Uses PHY lane 2 H'3: Uses PHY lane 3 Note: When 2-lane PHY is connected, this setting has no effect. These bits select a PHY lane to be assigned to LINK lane 2. These bits should be set before the start of PHY operation and should not be modified during operation.
3, 2	L1SEL	H'1	R/W	LINK lane 1 select bits H'0: Uses PHY lane 0 H'1: Uses PHY lane 1 H'2: Uses PHY lane 2 H'3: Uses PHY lane 3 These bits select a PHY lane to be assigned to LINK lane 1. These bits should be set before the start of PHY operation and should not be modified during operation.

Bit	Bit Name	Initial Value	R/W	Description
1, 0	L0SEL	H'0	R/W	LINK lane 0 select bits H'0: Uses PHY lane 0 H'1: Uses PHY lane 1 H'2: Uses PHY lane 2 H'3: Uses PHY lane 3 These bits select a PHY lane to be assigned to LINK lane 0. These bits should be set before the start of PHY operation and should not be modified during operation.

[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

When modifying this register, be sure to set ENABLE_[3-0] appropriately. For example, when L1SEL = H'3 and L0SEL = H'2 are set to perform two-lane transfer using PHY lanes 3 and 2, it is necessary to set:

ENABLE_3 = 1, ENABLE_2 = 1, ENABLE_1 = 0, ENABLE_0 = 0, and ENABLECLK = 1.

Note: The settings of this register are applied the instant the register is set (immediate reflection).

[RZ/G2H, RZ/G2N]

When modifying this register, must be set ENABLE_0 to 1.

29.2.20 PHY Test Interface Write Register (PHTW)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	DWEN	TESTDIN_DATA							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CWEN	TESTDIN_CODE							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	DWEN	B'0	R/W	TESTDIN_DATA enable 0: Disable 1: Enable About setting, Refer to section 29.3.9 PHY Control and Monitoring through Register Setting. This bit is auto cleared when value of TESTDIN_DATA sets to PHY. If DWEN is set to 1'b1, it should be read PHTW to confirm that DWEN is auto cleared to 1'b0.
23 to 16	TESTDIN_DATA	All 0	R/W	For the phy control and set values, refer to section 29.3.9 PHY Control and Monitoring through Register Setting.
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	CWEN	B'0	R/W	TESTDIN_CODE enable 0: Disable 1: Enable About setting, Refer to section 29.3.9 PHY Control and Monitoring through Register Setting. This bit is auto cleared when value of TESTDIN_CODE sets to PHY. If CWEN is set to 1'b1, it should be read PHTW to confirm that CWEN is auto cleared to 1'b0.
7 to 0	TESTDIN_CODE	All 0	R/W	For the phy control and set values, refer to section 29.3.9 PHY Control and Monitoring through Register Setting.

29.2.21 PHY Test Interface Read Register (PHTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	TESTDOUT							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	TESTDOUT	All 0	R	Those bits are TESTDIN_DATA loopback value from CSI2 PHY. If those bits are read, it is necessary to confirm DWEN and CWEN in PHTW is 1'b0. [RZ/G2E] If Table 29.11 is applied to PHTW, TESTDIN_DATA[6:0] is loopback to TESTDOUT[6:0] (TESTDOUT[7] is fixed to 1'b0). If Other than the above setting is applied to PHTW, TESTDOUT_DATA[5:0] is loopback to TESTDOUT[5:0] (TESTDOUT[7:6] is fixed 2'b00).
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

29.2.22 PHY Test Interface Clear Register (PHTC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TEST CLR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	TESTCLR	B’1	R/W	This bit sets TESTCLR of the PHY.

Note: The settings of this register are applied the instant the register is set (immediate reflection).

29.2.23 PHY Frequency Control Register (PHYPLL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	HSFREQRANGE /—*	HSFREQRANGE					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W, R*	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note: * For reserved bit (Bit Name: —). Refer to the following table.

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22	HSFREQRANGE[6]	B'0	R/W	PHY high speed range select bits [RZ/G2H, RZ/G2N] These bits set the HSFREQRANGE pin of the PHY. These bits should be set according to the transfer rate. For the received frequencies and set values, see Table 29.9, HSFREQRANGE Bit Set Values.
	—	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
21 to 16	HSFREQRANGE[5:0]	H'00	R/W	PHY high speed range select bits [RZ/G2H, RZ/G2N] These bits set the HSFREQRANGE pin of the PHY. These bits should be set according to the transfer rate. For the received frequencies and set values, see Table 29.9, HSFREQRANGE Bit Set Values.
				PHY high speed range select bits [RZ/G2M V1.3, RZ/G2M V3.0] These bits set the HSFREQRANGE pin of the PHY. These bits should be set according to the transfer rate. For the received frequencies and set values, see Table 29.10, HSFREQRANGE Bit Set Values.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Note: The settings of this register are applied the instant the register is set (immediate reflection).

29.2.24 PHY ESC Error Monitor Register (PHEERM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	ERRESC_3	ERRESC_2	ERRESC_1	ERRESC_0	—	—	—	—	ERRCONTROL_3	ERRCONTROL_2	ERRCONTROL_1	ERRCONTROL_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11	ERRESC_3	B'0	R	Lane 3 escape mode error bit Note: When 2-lane PHY is connected, the error is not generated. If an unrecognizable escape entry command is received, the pin is set to high and the state is retained until a transition is made to the stop state.
10	ERRESC_2	B'0	R	Lane 2 escape mode error bit Note: When 2-lane PHY is connected, the error is not generated. If an unrecognizable escape entry command is received, the pin is set to high and the state is retained until a transition is made to the stop state.
9	ERRESC_1	B'0	R	Lane 1 escape mode error bit If an unrecognizable escape entry command is received, the pin is set to high and the state is retained until a transition is made to the stop state.
8	ERRESC_0	B'0	R	Lane 0 escape mode error bit If an unrecognizable escape entry command is received, the pin is set to high and the state is retained until a transition is made to the stop state.
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
5	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
4	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
3	ERRCONTROL_3	B'0	R	Lane 3 status control error bit Note: When 2-lane PHY is connected, the error is not generated. If an incorrect line state is entered during entry to HS or escape mode, the pin is set to high and the state is retained until a transition is made to the stop state.

Bit	Bit Name	Initial Value	R/W	Description
2	ERRCONTROL_2	B'0	R	Lane 2 status control error bit Note: When 2-lane PHY is connected, the error is not generated. If an incorrect line state is entered during entry to HS or escape mode, the pin is set to high and the state is retained until a transition is made to the stop state.
1	ERRCONTROL_1	B'0	R	Lane 1 status control error bit If an incorrect line state is entered during entry to HS or escape mode, the pin is set to high and the state is retained until a transition is made to the stop state.
0	ERRCONTROL_0	B'0	R	Lane 0 status control error bit If an incorrect line state is entered during entry to HS or escape mode, the pin is set to high and the state is retained until a transition is made to the stop state.

29.2.25 PHY Clock Lane Monitor Register (PHCLM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	ULPSACTIVENOTCLK	RXULPSCLKNOT	RXCLKACTIVEHS	STOPSTATECLK
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3	ULPSACTIVENOTCLK	B’1	R	This bit indicates the ULP state on the clock lane. Negative logic After the completion of ULP, the pin is set to high without waiting for Twakeup.
2	RXULPSCLKNOT	B’1	R	This bit indicates the ULP state on the clock lane. Negative logic After the completion of ULP, the pin is set to high without waiting for Twakeup.
1	RXCLKACTIVEHS	B’0	R	This bit indicates that the clock lane is receiving the HS DRR clock.
0	STOPSTATECLK	B’0	R	This bit indicates the stop state on the clock lane.

29.2.26 PHY Data Lane Monitor Register (PHDLM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ULPSACTIVENOT_3	ULPSACTIVENOT_2	ULPSACTIVENOT_1	ULPSACTIVENOT_0	RXULPSESC_3	RXULPSESC_2	RXULPSESC_1	RXULPSESC_0	—	—	—	—	STOPSTATEDATA_3	STOPSTATEDATA_2	STOPSTATEDATA_1	STOPSTATEDATA_0
Initial value:	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	ULPSACTIVENOT_3	B'1	R	This bit indicates the ULP state on lane 3. Negative logic Note: When 2-lane PHY is connected, this bit is fixed to 0. After the completion of ULP, the pin is set to high without waiting for Twakeup.
14	ULPSACTIVENOT_2	B'1	R	This bit indicates the ULP state on lane 2. Negative logic Note: When 2-lane PHY is connected, this bit is fixed to 0. After the completion of ULP, the pin is set to high without waiting for Twakeup.
13	ULPSACTIVENOT_1	B'1	R	This bit indicates the ULP state on lane 1. Negative logic After the completion of ULP, the pin is set to high without waiting for Twakeup.
12	ULPSACTIVENOT_0	B'1	R	This bit indicates the ULP state on lane 0. Negative logic After the completion of ULP, the pin is set to high without waiting for Twakeup.
11	RXULPSESC_3	B'0	R	This bit indicates the ULP state on lane 3. Note: When 2-lane PHY is connected, this bit is fixed to 0. After the completion of ULP, the pin is set to low without waiting for Twakeup.
10	RXULPSESC_2	B'0	R	This bit indicates the ULP state on lane 2. Note: When 2-lane PHY is connected, this bit is fixed to 0. After the completion of ULP, the pin is set to low without waiting for Twakeup.
9	RXULPSESC_1	B'0	R	This bit indicates the ULP state on lane 1. After the completion of ULP, the pin is set to low without waiting for Twakeup.

Bit	Bit Name	Initial Value	R/W	Description
8	RXULPSESC_0	B'0	R	This bit indicates the ULP state on lane 0. After the completion of ULP, the pin is set to low without waiting for Twakeup.
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
5	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
4	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
3	STOPSTATEDATA_3	B'0	R	This bit indicates the stop state on lane 3. Note: When 2-lane PHY is connected, this bit is fixed to 0.
2	STOPSTATEDATA_2	B'0	R	This bit indicates the stop state on lane 2. Note: When 2-lane PHY is connected, this bit is fixed to 0.
1	STOPSTATEDATA_1	B'0	R	This bit indicates the stop state on lane 1.
0	STOPSTATEDATA_0	B'0	R	This bit indicates the stop state on lane 0.

29.2.27 Packet Header 0 Monitor Register 0 (PH0M0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	WC[15:8]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WC[7:0]								VC		DT					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 8	WC	All 0	R	Word count data received
7, 6	VC	B'00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type data received

PH0M0 is a register to monitor the received packet header.

29.2.28 Packet Header 0 Monitor Register 1 (PH0M1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

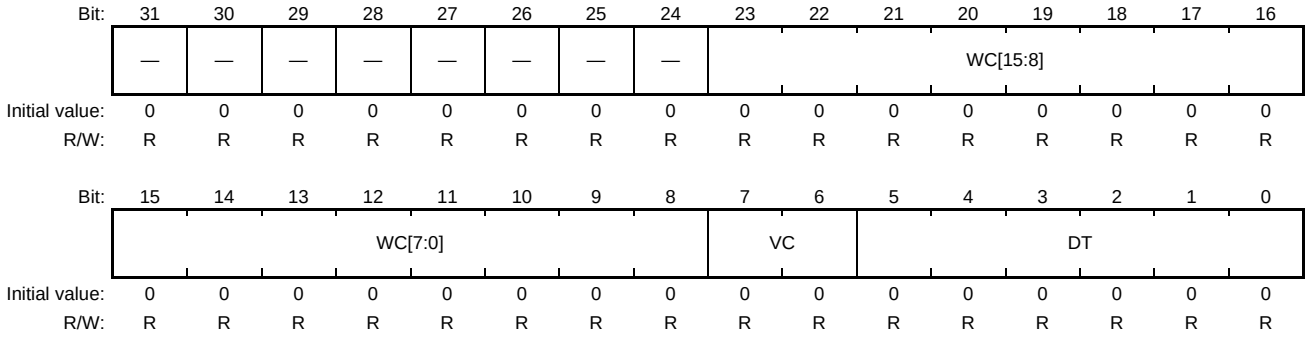
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PH_CNT															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	PH_CNT	All 0	R	PH0M0 register consecutive reception count These bits monitor the number of times of consecutive receptions for the PH0M0 register.

29.2.29 Packet Header 1 Monitor Register 0 (PH1M0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 8	WC	All 0	R	Word count data received
7, 6	VC	B'00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type data received

PH1M0 is a register to monitor the received packet header (previous data of PH0M0).

29.2.30 Packet Header 1 Monitor Register 1 (PH1M1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PH_CNT															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	PH_CNT	All 0	R	PH1M0 register consecutive reception count These bits monitor the number of times of consecutive receptions for the PH1M0 register.

29.2.31 Packet Header 2 Monitor Register 0 (PH2M0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	WC[15:8]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WC[7:0]								VC		DT					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 8	WC	All 0	R	Word count data received
7, 6	VC	B'00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type data received

PH2M0 is a register to monitor the received packet header (previous data of PH1M0).

29.2.32 Packet Header 2 Monitor Register 1 (PH2M1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PH_CNT															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	PH_CNT	All 0	R	PH2M0 register consecutive reception count These bits monitor the number of times of consecutive receptions for the PH2M0 register.

29.2.33 Packet Header 3 Monitor Register 0 (PH3M0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	WC[15:8]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WC[7:0]								VC		DT					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 8	WC	All 0	R	Word count data received
7, 6	VC	B'00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type data received

P M0 is a register to monitor the received packet header (previous data of PH2M0)

29.2.34 Packet Header 3 Monitor Register 1 (PH3M1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PH_CNT															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	PH_CNT	All 0	R	PH3M0 register consecutive reception count These bits monitor the number of times of consecutive receptions for the PH3M0 register.

29.2.35 Packet Header R Monitor Register 0 (PHRM0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECC								WC[15:8]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WC[7:0]								VC		DT					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	ECC	All 0	R	ECC data received
23 to 8	WC	All 0	R	Word count data received
7, 6	VC	B'00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type data received

PHRM0 is a register to monitor the currently received packet header.

29.2.36 Packet Header R Monitor Register 1 (PHRM1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECC								WC[15:8]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WC[7:0]								VC		DT					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	ECC	All 0	R	ECC data received
23 to 8	WC	All 0	R	Word count data received
7, 6	VC	B'00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type data received

PHRM1 is a register to monitor the received packet header (previous data of PHRM0).

29.2.37 Packet Header R Monitor Register 2 (PHRM2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECC								WC[15:8]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

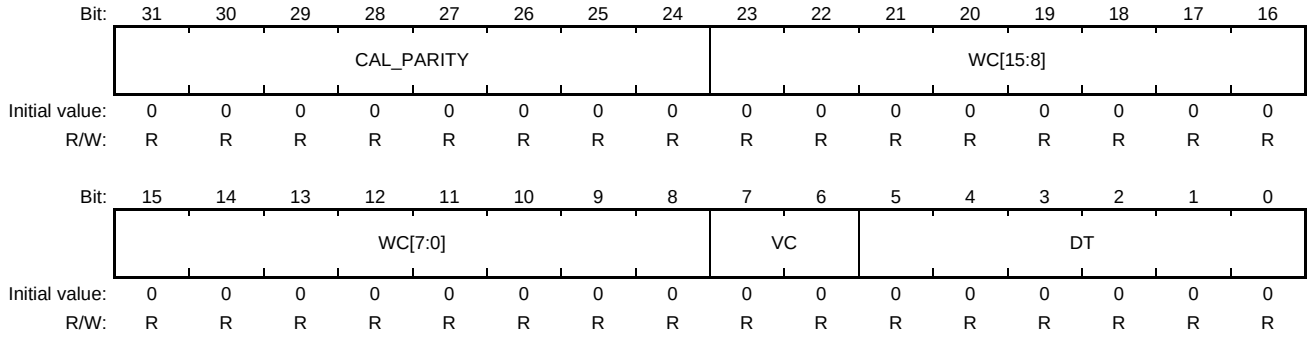
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WC[7:0]								VC		DT					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	ECC	All 0	R	ECC data received
23 to 8	WC	All 0	R	Word count data received
7, 6	VC	B'00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type data received

PHRM2 is a register to monitor the received packet header (previous data of PHRM1).

29.2.38 Packet Header C Monitor Register 0 (PHCM0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

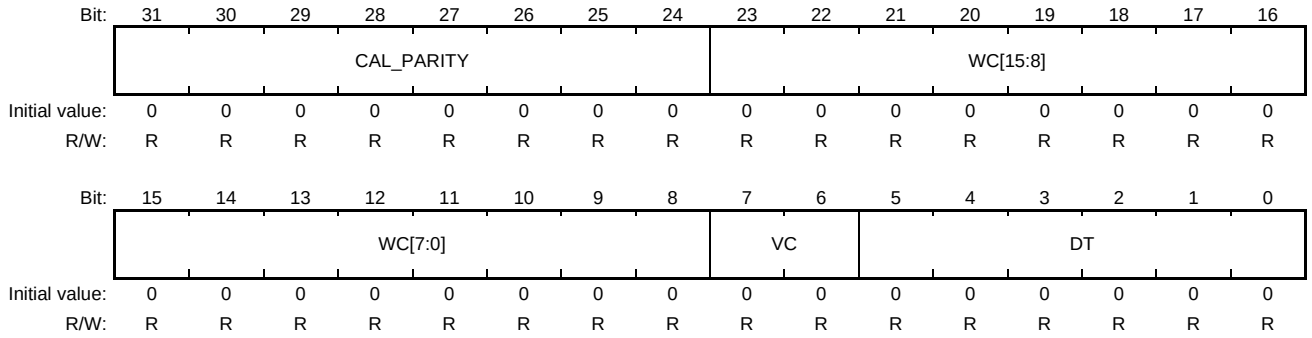


Bit	Bit Name	Initial Value	R/W	Description
31 to 24	CAL_PARITY	All 0	R	Parity calculated from the header
23 to 8	WC	All 0	R	Received word count data after ECC correction
7, 6	VC	B'00	R	Received virtual channel data after ECC correction
5 to 0	DT	H'00	R	Received data type data after ECC correction

PHCM0 is a register to monitor the currently received ECC-corrected packet header and calculated parity.

29.2.39 Packet Header C Monitor Register 1 (PHCM1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	CAL_PARITY	All 0	R	Parity calculated from the header
23 to 8	WC	All 0	R	Received word count data after ECC correction
7, 6	VC	B'00	R	Received virtual channel data after ECC correction
5 to 0	DT	H'00	R	Received data type data after ECC correction

PHCM1 is a register to monitor the currently received ECC-corrected packet header and calculated parity (previous data of PHCM0).

29.2.40 CRC Monitor Register 0 (CRCM0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CRC															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CAL_CRC															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	CRC	All 0	R	Received CRC
15 to 0	CAL_CRC	All 0	R	CRC result calculated from the received data

CRCM0 is a register to monitor the CRC currently received and CRC calculated from the received data.

29.2.41 CRC Monitor Register 1 (CRCM1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CRC															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CAL_CRC															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	CRC	All 0	R	Received CRC
15 to 0	CAL_CRC	All 0	R	CRC result calculated from the received data

CRCM1 is a register to monitor the CRC currently received and CRC calculated from the received data (previous data of CRCM0).

29.2.42 SOT Error Count Register (SERRCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ERRSOTHS_COUNT							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	ERRSOTHS_COUNT	H'00	R	Synchronized SOT error count These bits monitor the number of synchronized SOT errors. The count is the sum of the errors on each lane.

29.2.43 SOTSYNC Error Count Register (SSERRCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	ERRSOTSYNCHS			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	ERRSOTSYNCHS	H'0	R	Non-synchronizable SOT error count These bits monitor the number of non-synchronizable SOT errors. The count is the sum of the errors on each lane. After this error is input, no synchronization signal is generated. If the asynchronous FIFO for storing data from the PHY overflows here, the internal registers shift to the abnormal state. In this case, the state can only be restored by resetting the CSI2 control circuit using the software reset register (within the CSI2 module) or inputting a software reset from an external module after resetting the PHY and stopping the normal lane data from the PHY.

29.2.44 ECC_CRCT Count Register (ECCCM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ECC_CRCT_COUNT							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	ECC_CRCT_COUNT	H'00	R	ECC 1-bit correction count These bits monitor the number of ECC 1-bit corrections.

29.2.45 ECC_ERR Count Register (ECECM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ECC_ERR_COUNT							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	ECC_ERR_COUNT	H'00	R	ECC error (two bits or more) count These bits monitor the number of ECC errors (of two bits or more).

29.2.46 CRC_ERR Count Register (CRCECM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

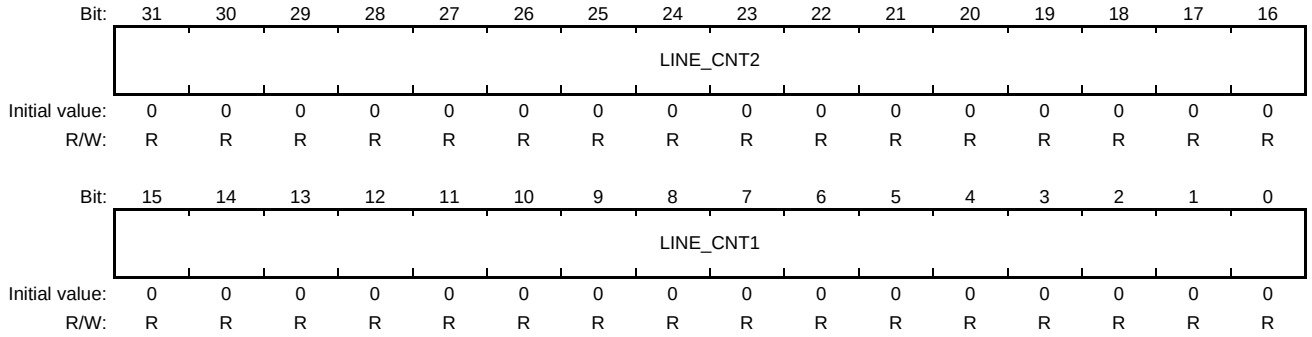
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CRC_ERR_COUNT							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	CRC_ERR_COUNT	H'00	R	CRC error count These bits monitor the number of CRC errors.

29.2.47 Line Register (LCNT)

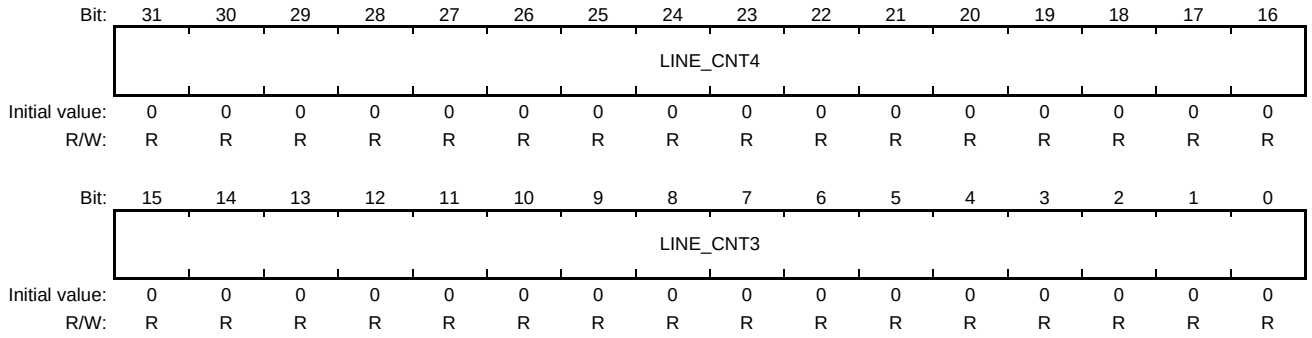
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	LINE_CNT2	All 0	R	Channel 1 reception line These bits monitor the line currently received on channel 1.
15 to 0	LINE_CNT1	All 0	R	Channel 0 reception line These bits monitor the line currently received on channel 0.

29.2.48 Line Register 2 (LCNT2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	LINE_CNT4	All 0	R	Channel 3 reception line These bits monitor the line currently received on channel 3.
15 to 0	LINE_CNT3	All 0	R	Channel 2 reception line These bits monitor the line currently received on channel 2.

29.2.49 Line Monitor Register (LCNTM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MONI_LINECNT2															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MONI_LINECNT1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	MONI_ LINECNT2	All 0	R	Channel 1 received line count These bits monitor the number of lines of the most recently received frame on channel 1.
15 to 0	MONI_ LINECNT1	All 0	R	Channel 0 received line count These bits monitor the number of lines of the most recently received frame on channel 0.

29.2.50 Line Monitor Register 2 (LCNTM2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

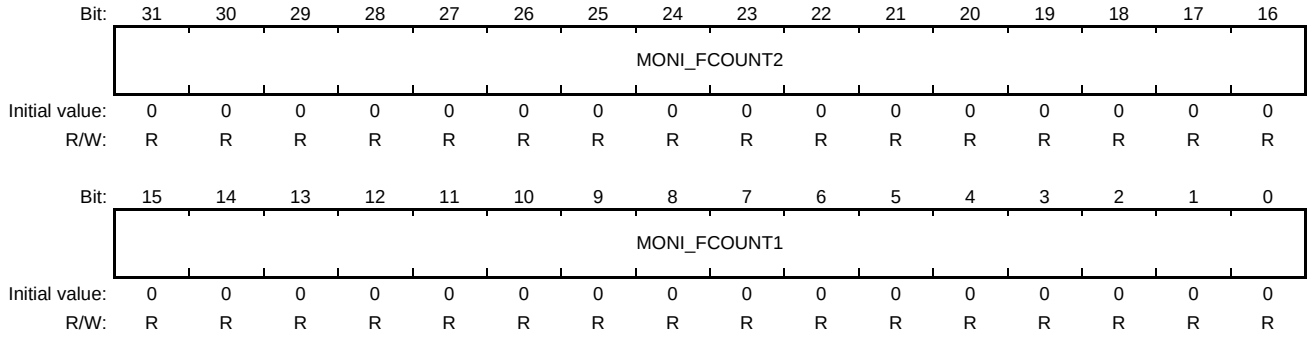
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MONI_LINECNT4															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MONI_LINECNT3															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	MONI_ LINECNT4	All 0	R	Channel 3 received line count These bits monitor the number of lines of the most recently received frame on channel 3.
15 to 0	MONI_ LINECNT3	All 0	R	Channel 2 received line count These bits monitor the number of lines of the most recently received frame on channel 2.

29.2.51 Frame Count Monitor Register (FCNTM)

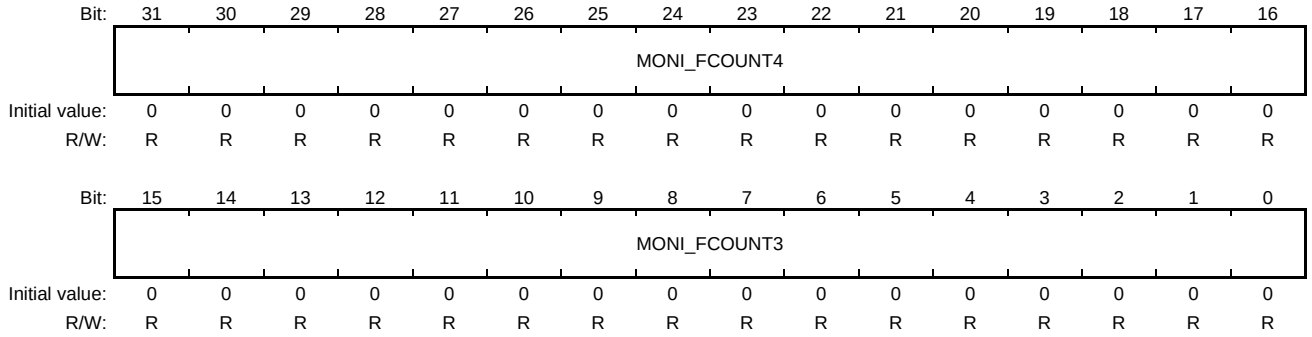
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	MONI_ FCOUNT2	All 0	R	Channel 1 received frame count These bits monitor the number of frames which have been received so far on channel 1.
15 to 0	MONI_ FCOUNT1	All 0	R	Channel 0 received frame count These bits monitor the number of frames which have been received so far on channel 0.

29.2.52 Frame Count Monitor Register 2 (FCNTM2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	MONI_ FCOUNT4	All 0	R	Channel 3 received frame count These bits monitor the number of frames which have been received so far on channel 3.
15 to 0	MONI_ FCOUNT3	All 0	R	Channel 2 received frame count These bits monitor the number of frames which have been received so far on channel 2.

29.2.53 PHY Data IN Monitor Register (PHYDIM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RXDATAHS_3								RXDATAHS_2							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RXDATAHS_1								RXDATAHS_0							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	RXDATAHS_3	H'00	R	Byte data received on data lane 3 Note: When 2-lane PHY is connected, these bits are fixed to 0.
23 to 16	RXDATAHS_2	H'00	R	Byte data received on data lane 2 Note: When 2-lane PHY is connected, these bits are fixed to 0.
15 to 8	RXDATAHS_1	H'00	R	Byte data received on data lane1
7 to 0	RXDATAHS_0	H'00	R	Byte data received on data lane 0

PHYDIM is a register to monitor byte data input from the PHY.

29.2.54 PHY Input Monitor Register (PHYIM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RXCLK_CNT	—	—	—	—	—	—	—	RXVALIDHS_3	RXVALIDHS_2	RXVALIDHS_1	RXVALIDHS_0	RXACTIVEHS_3	RXACTIVEHS_2	RXACTIVEHS_1	RXACTIVEHS_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RXSYNCHS_3_CNT				RXSYNCHS_2_CNT				RXSYNCHS_1_CNT				RXSYNCHS_0_CNT			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	RXCLK_CNT	B'0	R	RXCLK counter 0 This bit monitors signals toggled at the rising edge of RXCLK.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23	RXVALIDHS_3	B'0	R	Data lane 3 HS valid signal Note: When 2-lane PHY is connected, this bit is fixed to 0. This bit monitors the valid signal on lane 3 input from the PHY.
22	RXVALIDHS_2	B'0	R	Data lane 2 HS valid signal Note: When 2-lane PHY is connected, this bit is fixed to 0. This bit monitors the valid signal on lane 2 input from the PHY.
21	RXVALIDHS_1	B'0	R	Data lane 1 HS valid signal This bit monitors the valid signal on lane 1 input from the PHY.
20	RXVALIDHS_0	B'0	R	Data lane 0 HS valid signal This bit monitors the valid signal on lane 0 input from the PHY.
19	RXACTIVEHS_3	B'0	R	Data lane 3 HS active signal Note: When 2-lane PHY is connected, this bit is fixed to 0. This bit monitors the active signal on lane 3 input from the PHY.
18	RXACTIVEHS_2	B'0	R	Data lane 2 HS active signal Note: When 2-lane PHY is connected, this bit is fixed to 0. This bit monitors the active signal on lane 2 input from the PHY.
17	RXACTIVEHS_1	B'0	R	Data lane 1 HS active signal This bit monitors the active signal on lane 1 input from the PHY.
16	RXACTIVEHS_0	B'0	R	Data lane 0 HS active signal This bit monitors the active signal on lane 0 input from the PHY.
15 to 12	RXSYNCHS_3_CNT	H'0	R	Data lane 3 HS synchronization signal count Note: When 2-lane PHY is connected, these bits are fixed to 0. This bit monitors the count of RSYNCHS_3 input from the PHY.
11 to 8	RXSYNCHS_2_CNT	H'0	R	Data lane 2 HS synchronization signal count Note: When 2-lane PHY is connected, these bits are fixed to 0. This bit monitors the count of RSYNCHS_2 input from the PHY.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	RXSYNCHS_1_CNT	H'0	R	Data lane 1 HS synchronization signal count This bit monitors the count of RSYNCHS_1 input from the PHY.
3 to 0	RXSYNCHS_0_CNT	H'0	R	Data lane 0 HS synchronization signal count This bit monitors the count of RSYNCHS_0 input from the PHY.

29.2.55 VIN Data Monitor Register (VINDM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CSIR_DAT[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIR_DAT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CSIR_DAT [31:0]	All 0	R	Data output from CSI2 These bits monitor the CSIR_DAT signal output from the CSI2.

29.2.56 VIN Signal Monitor Register 1 (VINSM1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CSIR_VD2_CNT				CSIR_HD2_CNT											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIR_VD1_CNT				CSIR_HD1_CNT											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	CSIR_VD2_CNT	H'0	R	Count of VD2 output from CSI2 These bits count and monitor the vertical synchronization signals for channel 1 output from CSI2.
27 to 16	CSIR_HD2_CNT	H'000	R	Count of HD2 output from CSI2 These bits count and monitor the HD signals for channel 1 output from the CSI2.
15 to 12	CSIR_VD1_CNT	H'0	R	Count of VD1 output from CSI2 These bits count and monitor the vertical synchronization signals for channel 0 output from CSI2.
11 to 0	CSIR_HD1_CNT	H'000	R	Count of HD1 output from CSI2 These bits count and monitor the HD signals for channel 0 output from CSI2.

29.2.57 VIN Signal Monitor Register 2 (VINSM2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CSIR_VD4_CNT				CSIR_HD4_CNT											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIR_VD3_CNT				CSIR_HD3_CNT											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	CSIR_VD4_CNT	H'0	R	Count of VD4 output from CSI2 These bits count and monitor the vertical synchronization signals for channel 3 output from CSI2.
27 to 16	CSIR_HD4_CNT	H'000	R	Count of HD4 output from CSI2 These bits count and monitor the HD signals for channel 3 output from CSI2.
15 to 12	CSIR_VD3_CNT	H'0	R	Count of VD3 output from CSI2 These bits count and monitor the vertical synchronization signals for channel 2 output from CSI2.
11 to 0	CSIR_HD3_CNT	H'000	R	Count of HD3 output from CSI2 These bits count and monitor the HD signals for channel 2 output from CSI2.

29.2.58 VIN Signal Monitor Register 3 (VINSM3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSIR_ERRE	CSIR_ERRC	CSIR_TAG		CSIR_FLD				CSIR_PEB				—	—	—	CSIR_PE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	CSIR_ERRE	B’0	R	ECC error output from CSI2 This bit monitors the ECC error signal output from CSI2.
14	CSIR_ERRC	B’0	R	CRC error output from CSI2 This bit monitors the CRC error signal output from CSI2.
13, 12	CSIR_TAG	B’00	R	TAG output from CSI2 These bits monitor the channel information output from CSI2.
11 to 8	CSIR_FLD	H'0	R	FLD output from CSI2 These bits monitor the field information output from CSI2.
7 to 4	CSIR_PEB	H'0	R	PEB output from CSI2 These bits monitor the byte enable signal output from CSI2.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	CSIR_PE	B’0	R	PE output from CSI2 This bit monitors the packet enable signal output from CSI2.

29.2.59 PHY Output Monitor Register (PHYOM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	ENABLECLK	ENABLE_3/—*	ENABLE_2/—*	ENABLE_1	ENABLE_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

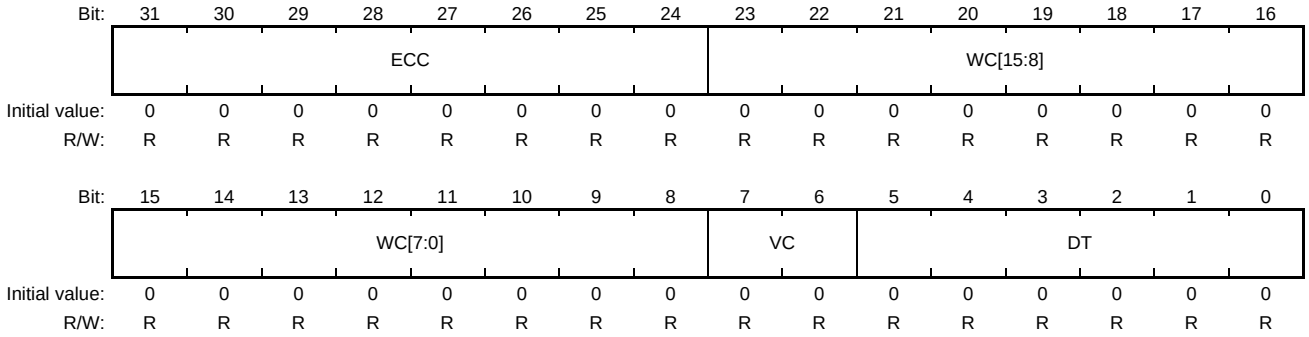
Note: * For reserved bit (Bit Name: —). Refer to the following table.

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	ENABLECLK	B'0	R	Lane enable signal to the clock lane
3	ENABLE_3	B'0	R	Lane enable signal to data lane 3 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
	—	B'0	R	Reserved [RZ/G2E] This bit is always read as 0. The write value should always be 0.
2	ENABLE_2	B'0	R	Lane enable signal to data lane 2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
	—	B'0	R	Reserved [RZ/G2E] This bit is always read as 0. The write value should always be 0.
1	ENABLE_1	B'0	R	Lane enable signal to data lane 1
0	ENABLE_0	B'0	R	Lane enable signal to data lane 0

PHYOM is a register to monitor the lane enable signal output from the CSI2 to the PHY.

29.2.60 Packet Header Monitor Registers 1 to 8 (PHM1 to PHM8)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	ECC	All 0	R	ECC data received
23 to 8	WC	All 0	R	Word count data received
7, 6	VC	B'00	R	Virtual channel data received
5 to 0	DT	H'00	R	Data type data received

PHM1 to PHM8 are registers to monitor the received packet header.

Data is stored in PHM1 first, and the data is shifted to PHM2 when the received packet header changes. After data is stored in PHM8, data is stored in PHM1 again.

29.2.61 Packet Period Monitor Registers 1 to 8 (PPM1 to PPM8)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PACKET_PERIOD_MON[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PACKET_PERIOD_MON[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PACKET_PERIOD_MON [31:0]	All 0	R	Packet period A quarter number of cycles during which the packet header is not modified are read with respect to PHM1 to PHM8. The PPM contents correspond to the PHM contents. Specifically, a quarter number of cycles are stored in PPM1 between when data is stored in PHM1 and when data is shifted to PHM2.

29.2.62 CSI0CLK Frequency Configuration Preset Register (CSI0CLK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	CSI0CLKFREQRANGE[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	CSI0CLKFREQRANGE[5:0]	H'00	R/W	CSI0ϕ frequency configuration It should be set to H'20.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

29.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

29.3.1 Transfer Rate

This module supports a transfer rate of from 80 Mbps to 1.5 Gbps*[1].

1.5 Gbps transmission is shown in Figure 29.6.

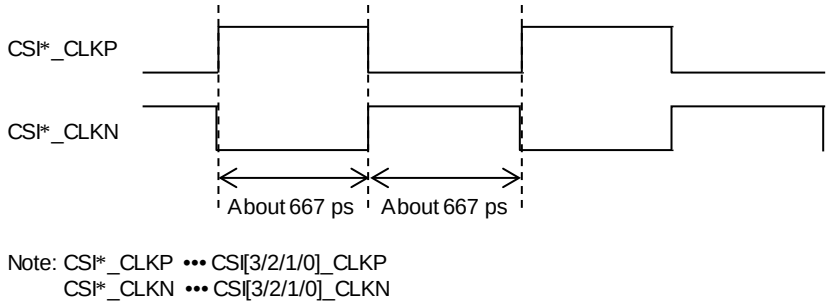


Figure 29.6 CSI2 Transfer Rate

Notes: 1. Up to 1.1Gbps transfer rate of MIPI CSI-2 in RZ/G2E.

29.3.2 ECC 1-Bit Error Correction and 2-Bit or More Error Detection of a Packet Header

An interrupt can be generated upon ECC 1-bit error correction and 2-bit or more error detection.

Interrupt Source	Register Bit Name	Bit
ECC 2-bit or more error	ECC_ERR	[11]
ECC 1-bit error correction	ECC_CRCT_ERR	[10]

The ECC_EN bit in the checksum control register (CHKSUM) can enable or disable the function.

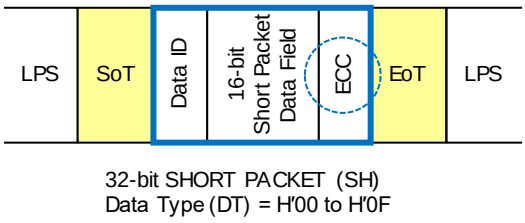


Figure 29.7 MIPI CSI-2 Short Packet

29.3.3 CRC Error Detection of a Payload Data Part

An interrupt can be generated upon CRC error detection.

Interrupt Source	Register Bit Name	Bit
CRC error	CRC_ERR	[15]

The CRC_EN bit in the checksum control register (CHKSUM) can enable or disable the function.

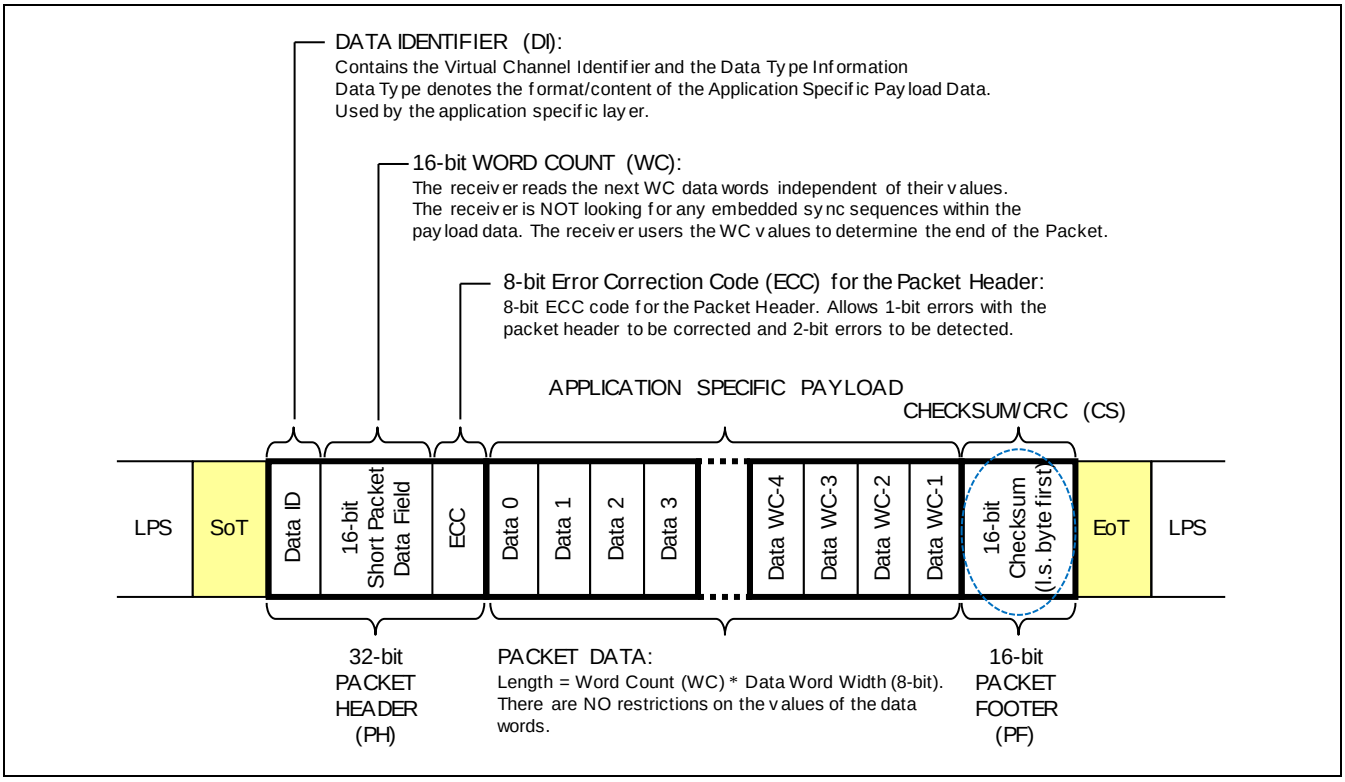


Figure 29.1 MIPI CSI-2 Long Packet

29.3.4 Generation of VD (vertical sync), HD (horizontal sync), and FLD (field) Signals

(1) VD

When a frame start short packet is received, VD is driven high. When a frame end short packet is received, VD is driven low. (This applies to the channel specified with the VC value in the packet header.)

(2) HD

When the sync signal of a long packet (SOT) is received, HD is driven high. When the number of the received long packets reaches the WC value in the packet header, HD is driven low. The frame start short packet of the reception channel should be received in advance. When Embedded is received, this applies to EBD_HD.

(3) FLD

When a frame start short packet is received, if the field value of the short packet data satisfies the condition specified with the field detection control register (FLD), FLD is driven high. When a frame end short packet is received, FLD is driven low. (This applies to the channel specified with the VC value in the packet header.)

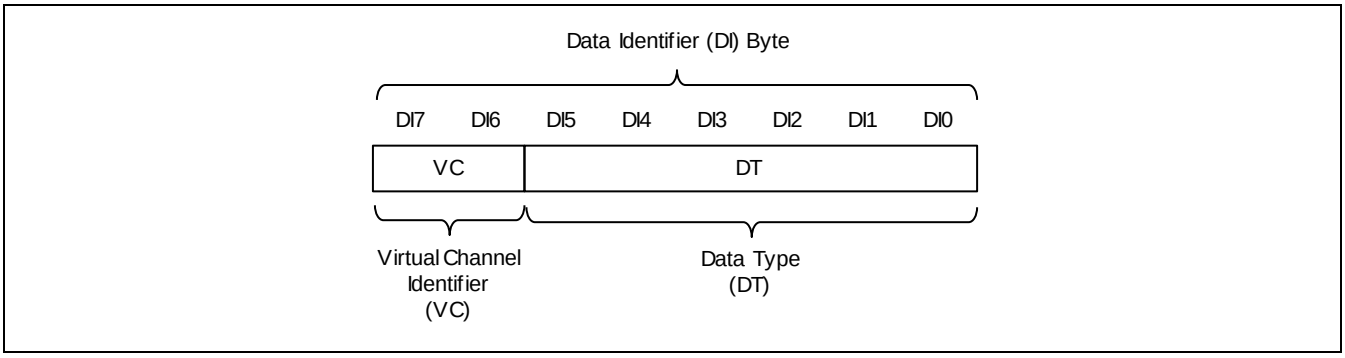


Figure 29.9 MIPI CSI-2 DI

Table 29.4 MIPI CSI-2 Short Packet Data Type Codes

data type	Description
H'00	Frame Start Code
H'01	Frame End Code
H'02	Line Start Code (Optional)
H'03	Line End Code (Optional)
H'04 to H'07	Reserved

29.3.5 Four-Channel Output

As shown in Figure 29.10 and Figure 29.11 interleaved transmission of up to four virtual channels is possible with the RZ/G Gen2 CSI2*1. Therefore, the VD and FLD signals for each channel are output to the following VIN module. (There are four VD and four FLD signals.) The TAG signal, which indicates the reception channels, is also output to the VIN module. The received virtual channels and the channels to be output to the VIN module can be changed by setting the SEL_VC*(* = null, 2 to 4) bits in the relevant registers (channel data type select register VCDT and channel data type select register 2 VCDT2).

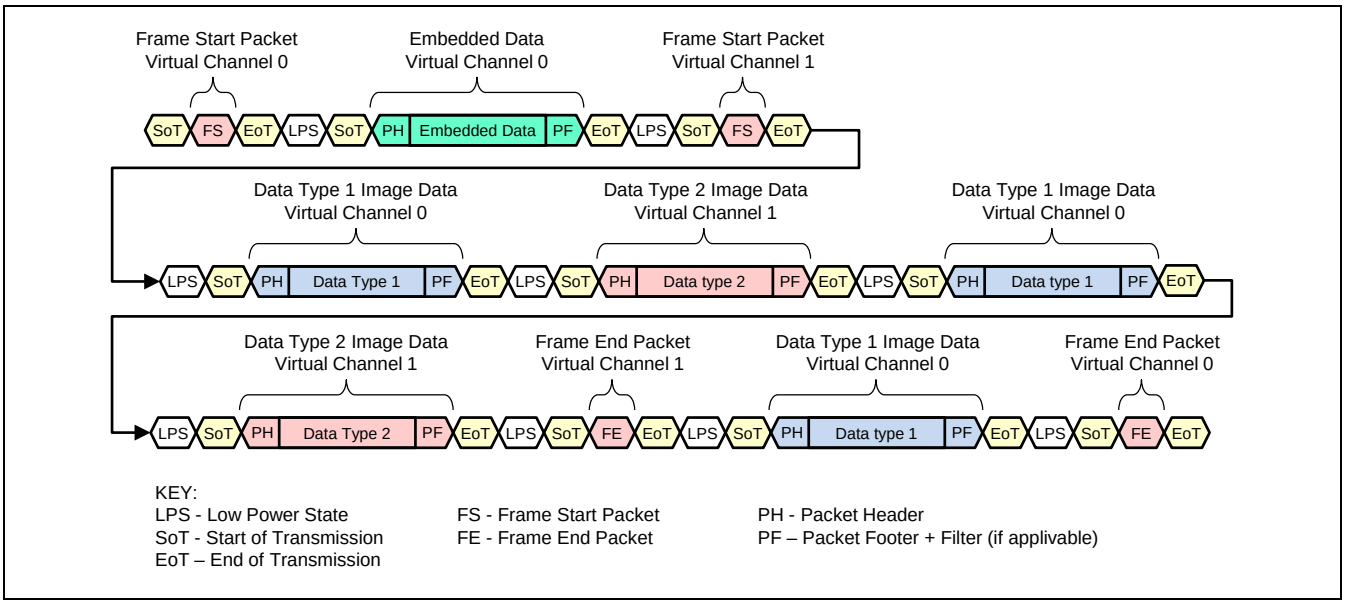


Figure 29.20 MIPI CSI-2 Interleaved Transmission 1

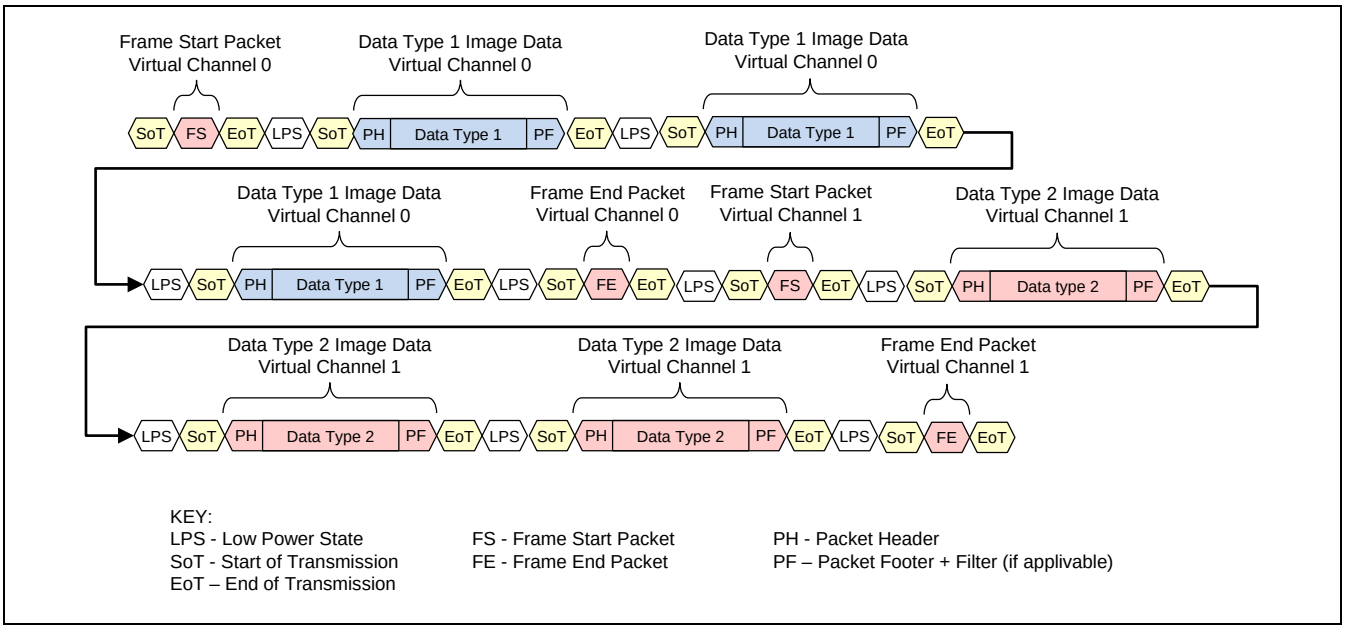


Figure 29.11 MIPI CSI-2 Interleaved Transmission 2

Note: *1. Interleaved transmission of up to two virtual channels (virtual channel 0 and 1) is possible with the RZ/G2E CSI2.

29.3.6 Interrupts

Table 29.5 Interrupt Registers

Function	Register Name
Monitors interrupt state.	INTSTATE
Monitors interrupt error state.	INTERRSTATE
Enables interrupts.	INTEN
Masks interrupt sources.	INTCLOSE

As shown in Figure 29.12, the FIFO_OF_[3/2/1/0] (overflow of synchronous FIFO), AFIFO_OF_[3/2/1/0] (overflow of asynchronous FIFO), ERRSOTHS_[3/2/1/0] (synchronized SOT (start of transfer) error) and ERRSOTSYNCHS_[3/2/1/0] (non-synchronizable SOT (start of transfer) error) have the corresponding interrupt error status monitoring register bits for each channel. To clear the status, write 1 to the corresponding INTERRSTATE register bit.

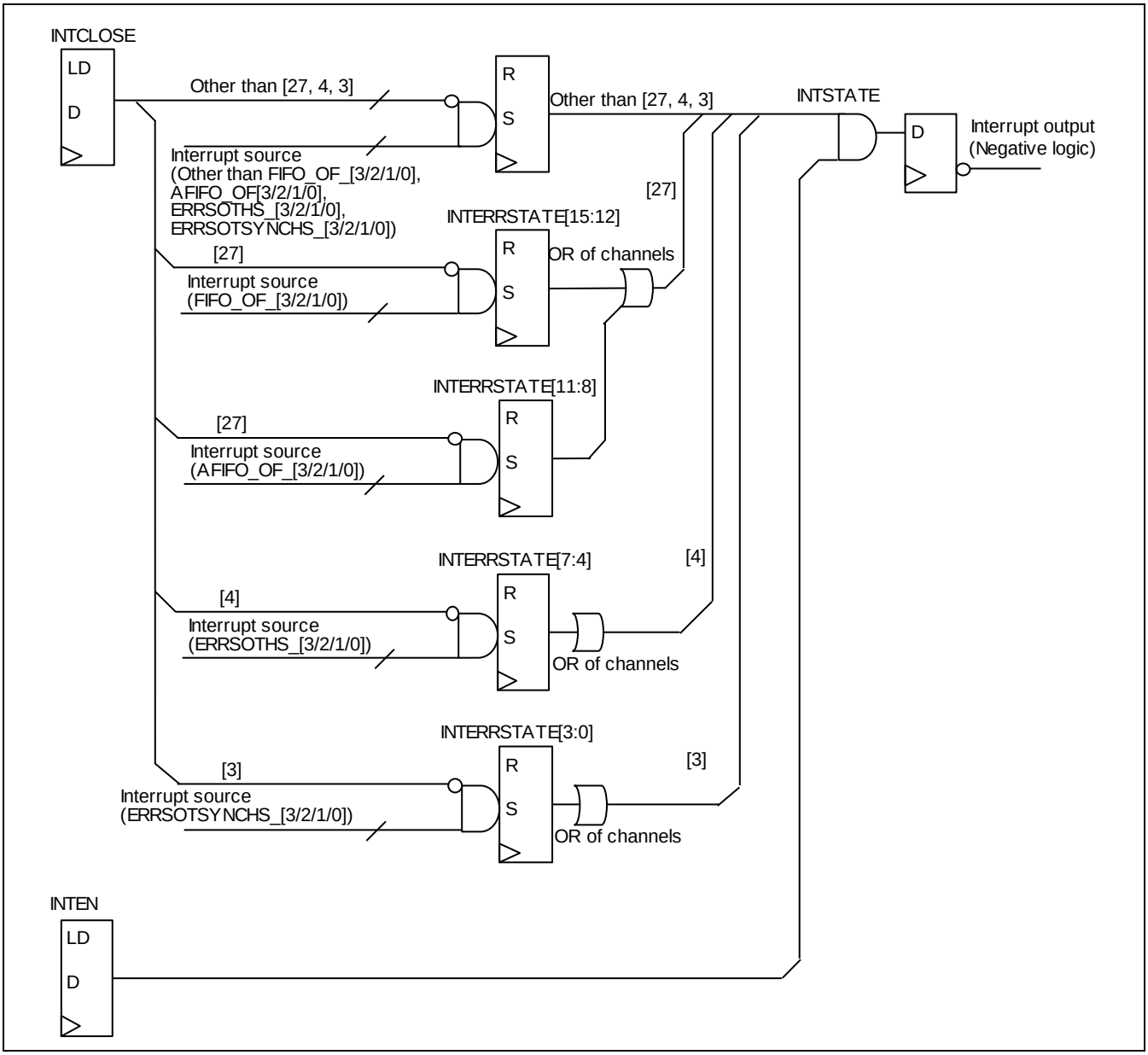


Figure 29.12 Interrupt Structure

Table 29.6 Interrupt Bit Assignments

Interrupt Source	Register Bit Name	Bit
Reception of embedded data from output channel 0	EBD_CH0	[29]
Long packet payload data count less than WC value	LESS_THAN_WC	[28]
Overflow of asynchronous FIFO for storing HS data	AFIFO_OF	[27]
Start of frame on output channel 3 (rising edge of CSIR_VD[3] signal)	VD4_START	[26]
End of frame on output channel 3 (falling edge of CSIR_VD[3] signal)	VD4_END	[25]
Start of frame on output channel 2 (rising edge of CSIR_VD[2] signal)	VD3_START	[24]
End of frame on output channel 2 (falling edge of CSIR_VD[2] signal)	VD3_END	[23]
Start of frame on output channel 1 (rising edge of CSIR_VD[1] signal)	VD2_START	[22]
End of frame on output channel 1 (falling edge of CSIR_VD[1] signal)	VD2_END	[21]
Start of frame on output channel 0 (rising edge of CSIR_VD[0] signal)	VD_START	[20]
End of frame on output channel 0 (falling edge of CSIR_VD[0] signal)	VD_END	[19]
Reception of a short packet (reception of short packets such as Frame Start and Frame End)	SHP	[18]
Reception of a frame packet (reception of short packets of Frame Start and Frame End)	FSFE	[17]
Reception of a long packet	LNP	[16]
CRC error	CRC_ERR	[15]
Reception of WC = 0	HD_WC_ZERO	[14]
Reception of an illegal frame end packet (Frame End is received without receiving Frame Start.)	FRM_SEQ_ERR1	[13]
Reception of an illegal frame start packet (After reception of Frame Start, Frame Start is received again without receiving Frame End)	FRM_SEQ_ERR0	[12]
ECC 2-bit or more error	ECC_ERR	[11]
ECC 1-bit correction	ECC_CRCT_ERR	[10]
—	—	[9]
—	—	[8]
Start of ultra-low power state	ULPS_START	[7]
End of ultra-low power state	ULPS_END	[6]
—	—	[5]
Synchronized SOT (start of transfer) error during HS reception	ERRSOTHS	[4]
Non-synchronizable SOT (start of transfer) error during HS reception	ERRSOTSYNCHS	[3]
Escape mode entry error	ERRESC	[2]
—	—	[1]
PHY control error	ERRCONTROL	[0]

Table 29.7 Bit Assignments in Error Status Monitor Register

Interrupt Source	Register Bit Name	Bit
Overflow of synchronous FIFO for storing HS data on lane 3*1	FIFO_OF_3	[15]
Overflow of synchronous FIFO for storing HS data on lane 2*1	FIFO_OF_2	[14]
Overflow of synchronous FIFO for storing HS data on lane 1*1	FIFO_OF_1	[13]
Overflow of synchronous FIFO for storing HS data on lane 0*1	FIFO_OF_0	[12]
Overflow of asynchronous FIFO for storing HS data on lane 3	AFIFO_OF_3	[11]
Overflow of asynchronous FIFO for storing HS data on lane 2	AFIFO_OF_2	[10]
Overflow of asynchronous FIFO for storing HS data on lane 1	AFIFO_OF_1	[9]
Overflow of asynchronous FIFO for storing HS data on lane 0	AFIFO_OF_0	[8]
Synchronized SOT (start of transfer) error during HS reception on lane 3	ERRSOTHS_3	[7]
Synchronized SOT (start of transfer) error during HS reception on lane 2	ERRSOTHS_2	[6]
Synchronized SOT (start of transfer) error during HS reception on lane 1	ERRSOTHS_1	[5]
Synchronized SOT (start of transfer) error during HS reception on lane 0	ERRSOTHS_0	[4]
Non-synchronizable SOT (start of transfer) error during HS reception on lane 3	ERRSOTSYNCHS_3	[3]
Non-synchronizable SOT (start of transfer) error during HS reception on lane 2	ERRSOTSYNCHS_2	[2]
Non-synchronizable SOT (start of transfer) error during HS reception on lane 1	ERRSOTSYNCHS_1	[1]
Non-synchronizable SOT (start of transfer) error during HS reception on lane 0	ERRSOTSYNCHS_0	[0]

Note: *1. ,RZ/G2H, RZ/G2N, RZ/G2E only

Table 29.8 MIPI CSI-2 PHY/ Annex A.1 Signal Description

Error Signals	Description
ERRSOTHS	Start-of-Transmission (SoT) Error. If the High-Speed Sot leader sequence is corrupted, but in such a way that proper synchronization can still be achieved, this active high signal is asserted for one cycle of RXBYTECLKHS. This is considered to be a "soft error" in the leader sequence and confidence in the payload data is reduced.
ERRSOTSYNCHS	Start-of-Transmission Synchronization Error. If the High-Speed Sot leader sequence is corrupted in a way that proper synchronization cannot be expected, this active high signal is asserted for one cycle of RXBYTECLKHS.
ERRESC	Escape Entry Error. If an unrecognized escape entry command is received, this active high signal is asserted and remains asserted until the next change in line state.
ERRCONTROL	Control Error. This active high signal is asserted when an incorrect line state sequence is detected. For example, if a turn-around request or escape mode request is immediately followed by a Stop state instead of the required Bridge state, this signal is asserted and remains asserted until the next change in line state.

29.3.7 Lane Swapping

The LINK can modify lane assignment for the data received from the PHY by setting the relevant register (see section 29.2.19). This capability is provided for flexible pin assignment to compensate for the MIPI CSI-2 has no connector specification.

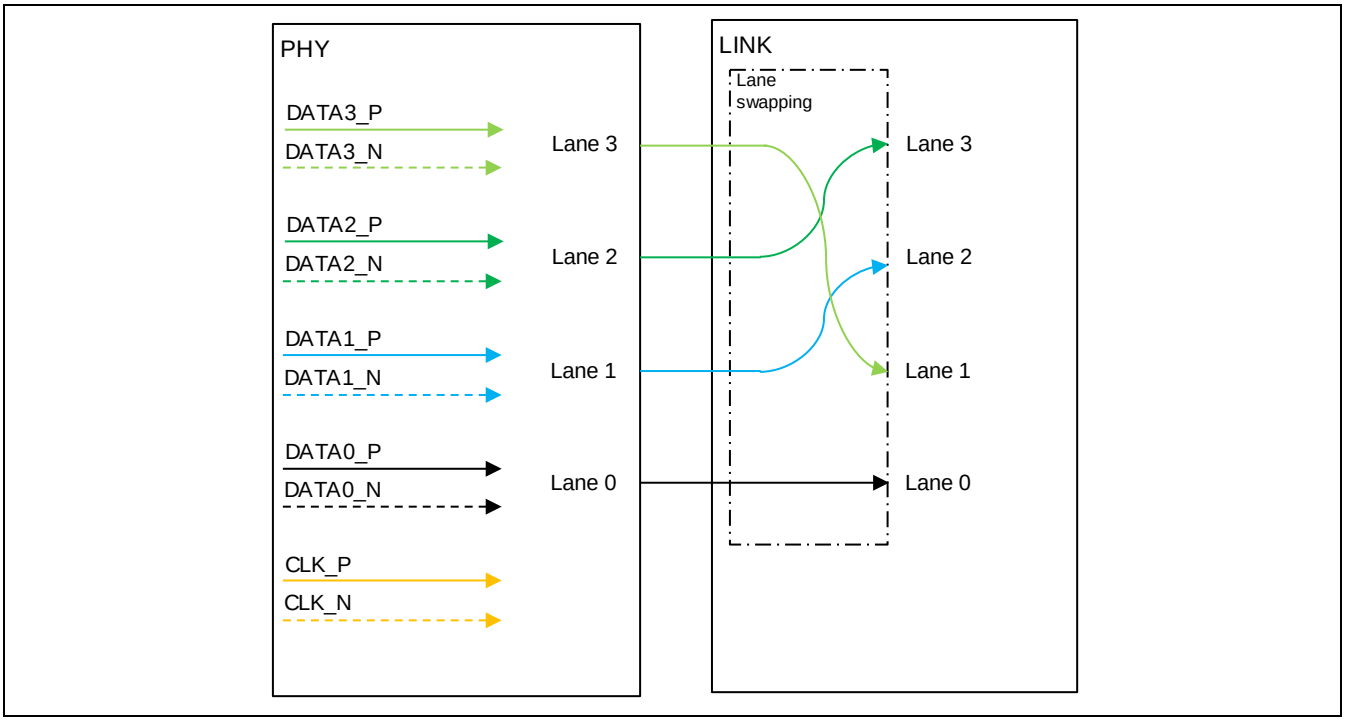
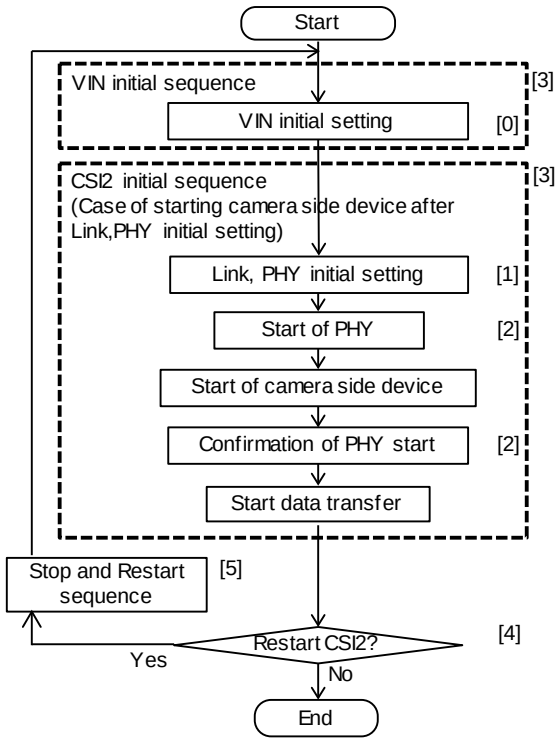


Figure 29.13 Example of Lane Swapping

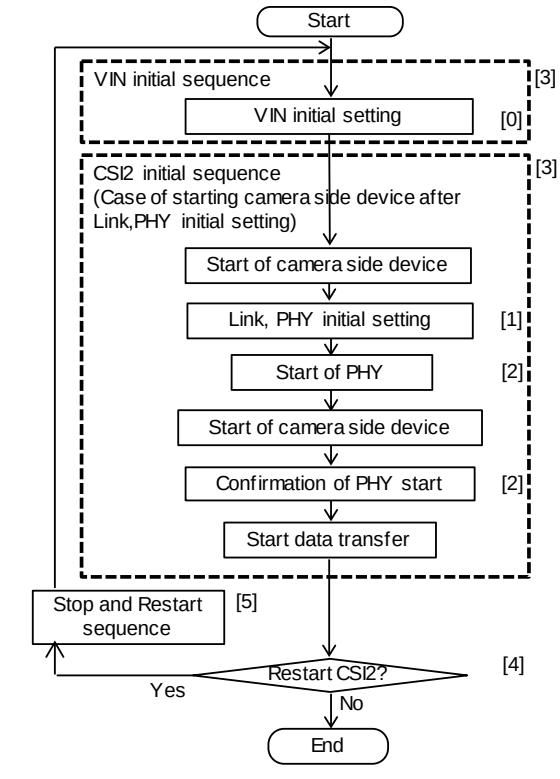
29.3.8 Initial Setting of PHY

It is possible to run VIN initial sequence either before or after CSI2 initial sequence (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E).



[0]: If previous step is Start, see section 30.3.17, Initialize Procedure.
If previous step is Stop and Restart sequence, see section 30.3.19 Capture Restarting procedure.
[1]: See Figure 29.16
[2]: RZ/G2H :See Figure 29.17
RZ/G2M V1.3:See Figure 29.18
RZ/G2M V3.0:See Figure 29.18
RZ/G2E :See Figure 29.19
RZ/G2N :See Figure 29.20
[3]: There is no problem with starting CSI2 initial sequence bfore VIN initial sequence.
[4]: It is necessary to restart sequence of CSI2 for changing the camera side device setting.
[5]: Stop and Restart sequence is related to VIN and CPG modules too. For details, see the following sections; section 30.3.18, Capture stop procedure and Enter Standby Mode of section 29.3.12 or Software Reset Execution of section 29.3.13.

Figure 29.14 Example of Video Module Initial Setting Procedure 1



[0]: If previous step is Start, see section 30.3.17, Initialize Procedure.
If previous step is Stop and Restart sequence, see section 30.3.19 Capture Restarting procedure.
[1]: See Figure 29.16
[2]: RZ/G2H :See Figure 29.17
RZ/G2M V1.3:See Figure 29.18
RZ/G2M V3.0:See Figure 29.18
RZ/G2E :See Figure 29.19
RZ/G2N :See Figure 29.20
[3]: There is no problem with starting CSI2 initial sequence bfore VIN initial sequence.
[4]: It is necessary to restart sequence of CSI2 for changing the camera side device setting.
[5]: Stop and Restart sequence is related to VIN and CPG modules too. For details, see the following sections; section 30.3.18, Capture stop procedure and Enter Standby Mode of section 29.3.12 or Software Reset Execution of section 29.3.13.

Figure 29.15 Example of Video Module Initial Setting Procedure 2

To initially set the PHY IP, the TESTCLR bit in the PHY test interface clear register must be cleared to 0.

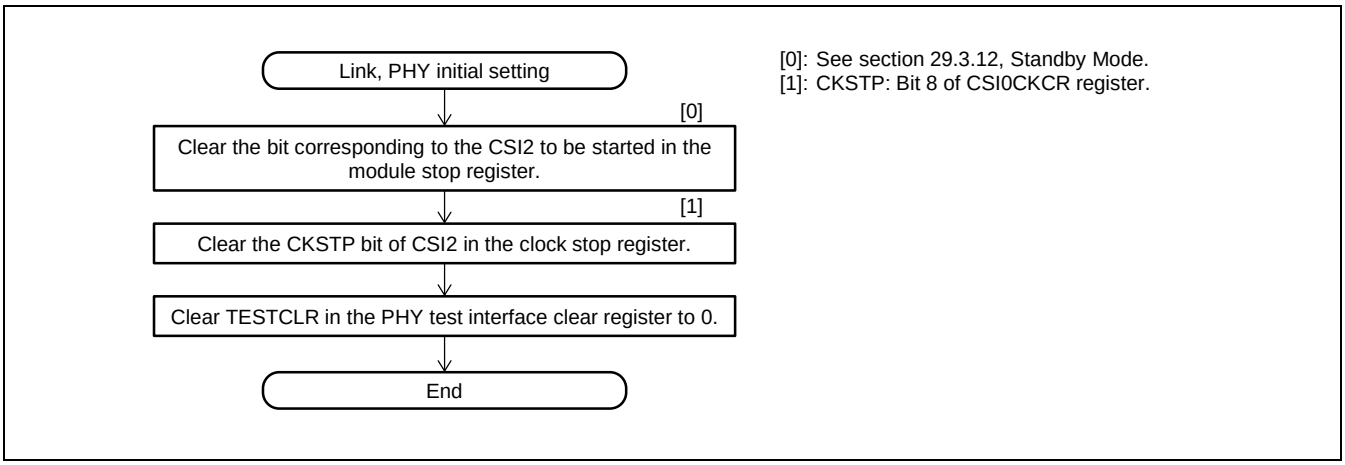


Figure 29.16 Example of PHY Initial Setting Procedure

29.3.9 PHY Control and Monitoring through Register Setting

The PHY IP can be controlled by setting the relevant LINK registers. For register functions, see section 29.2.3, 29.2.8, 29.2.18, 29.2.20*1, 29.2.23*3 and 29.2.62*2.

The PHY IP status can be monitored through the relevant LINK registers. For register functions, see section 29.2.25 and 29.2.26.

Notes: 1. Except for RZ/G2M V1.3, RZ/G2M V3.0.
2. Except for RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2E.
3. Except for RZ/G2E.

(1) Case 1 Stable data transfer starting procedure

1. Start the CSI-2 module of the camera without starting data transfer.
2. Start the CSI2 PHY module of the RZ/G Gen2.
3. Start data transfer from the camera.

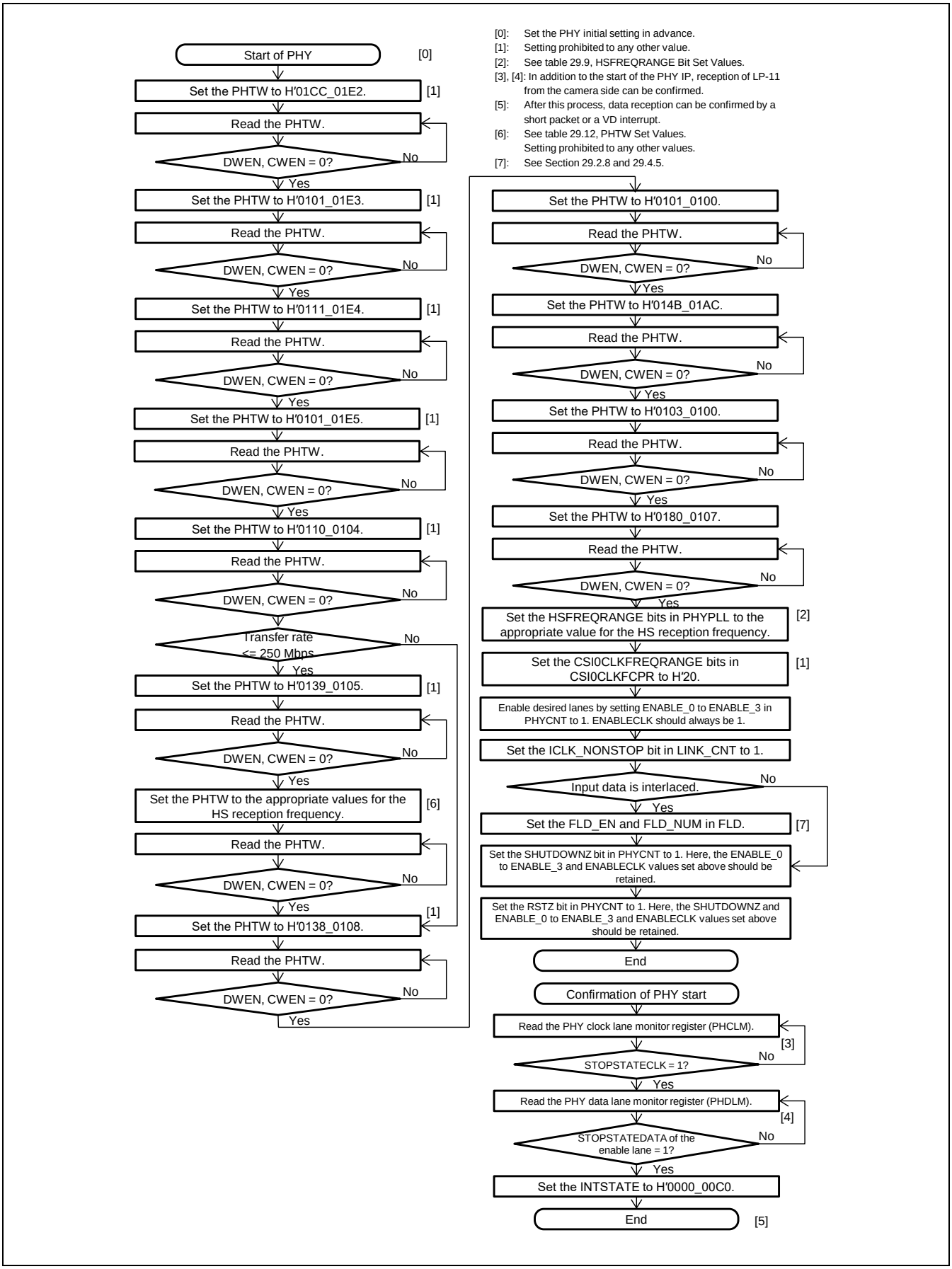


Figure 29.17 Example of PHY Starting Procedure in RZ/G2H (Stable)

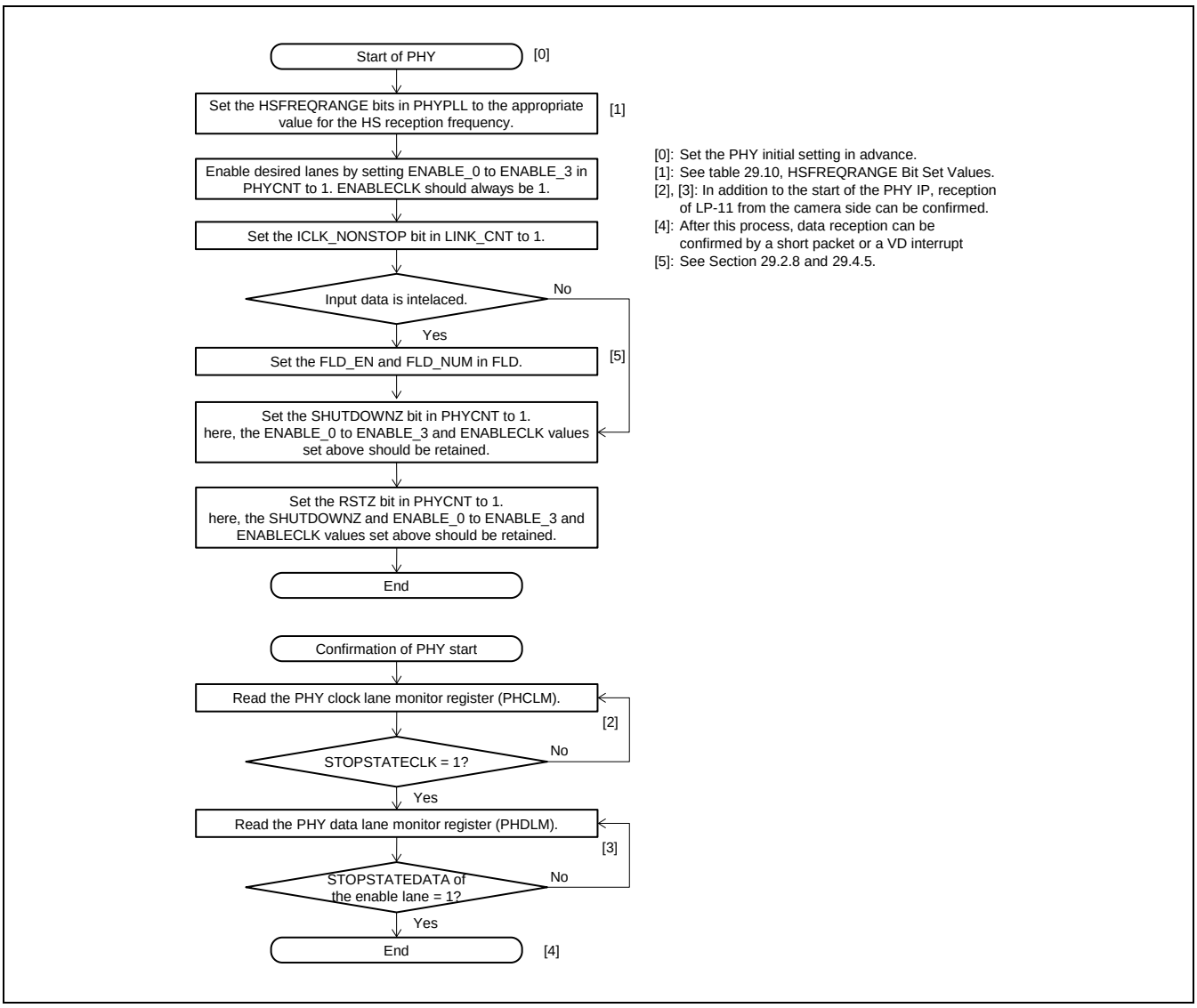


Figure 29.18 Example of PHY Starting Procedure RZ/G2M V1.3, RZ/G2M V3.0 (Stable)

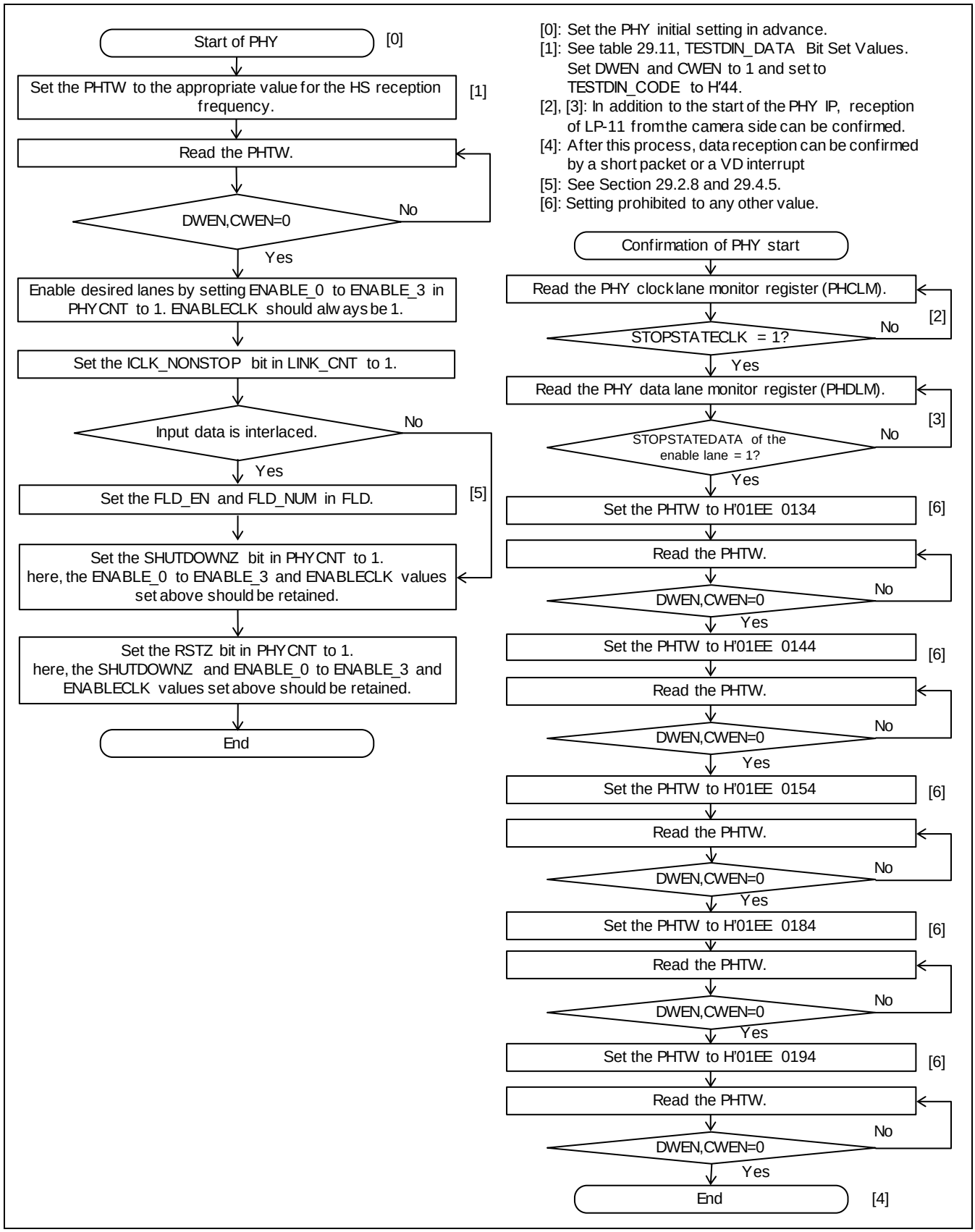


Figure 29.19 Example of PHY Starting Procedure in RZ/G2E (Stable)

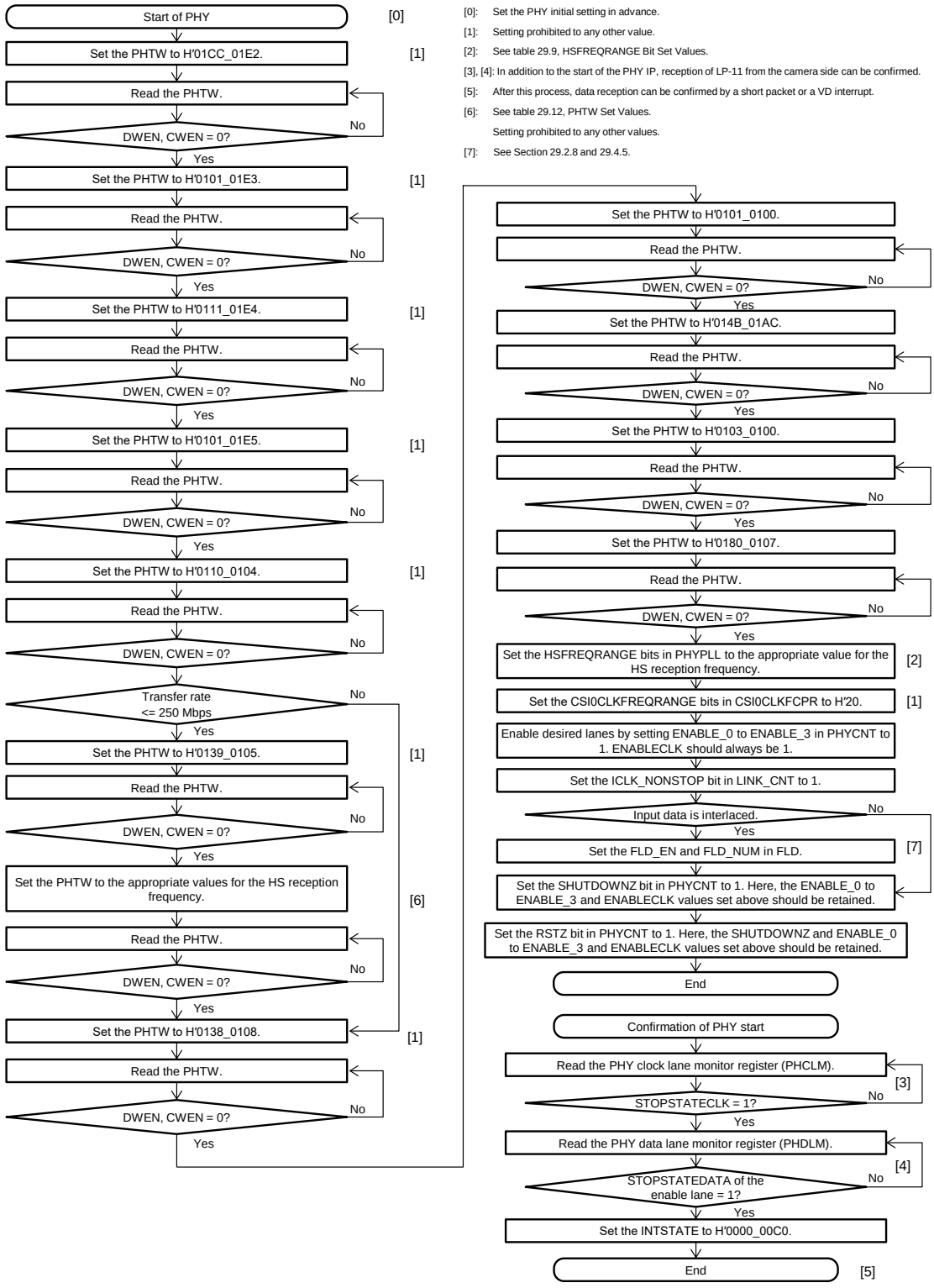


Figure 29.20 Example of PHY Starting Procedure in RZ/G2N (Stable)

It is necessary to input LP-11 to assert STOPSTATECLK and STOPSTATEDATA.
An example is shown Figure 29.21 and 29.21.2.

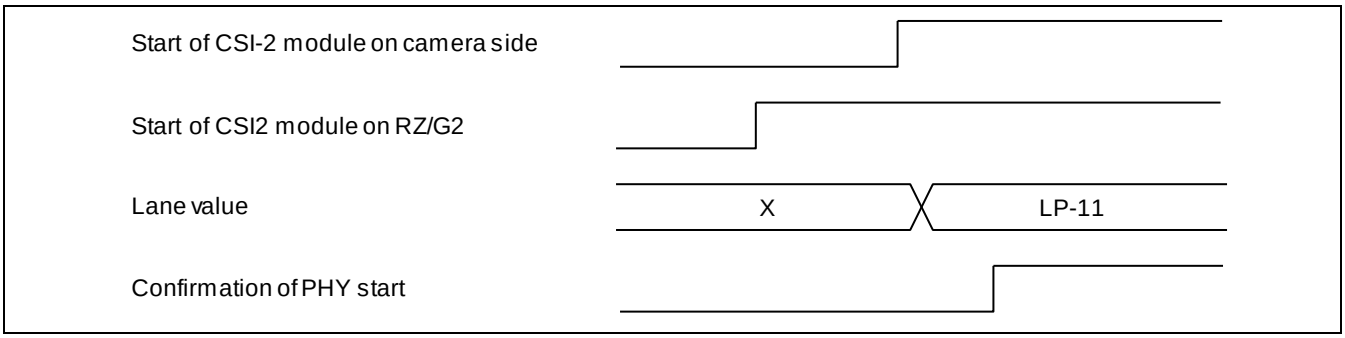


Figure 29.21 PHY Starting Order 1 (Stable)

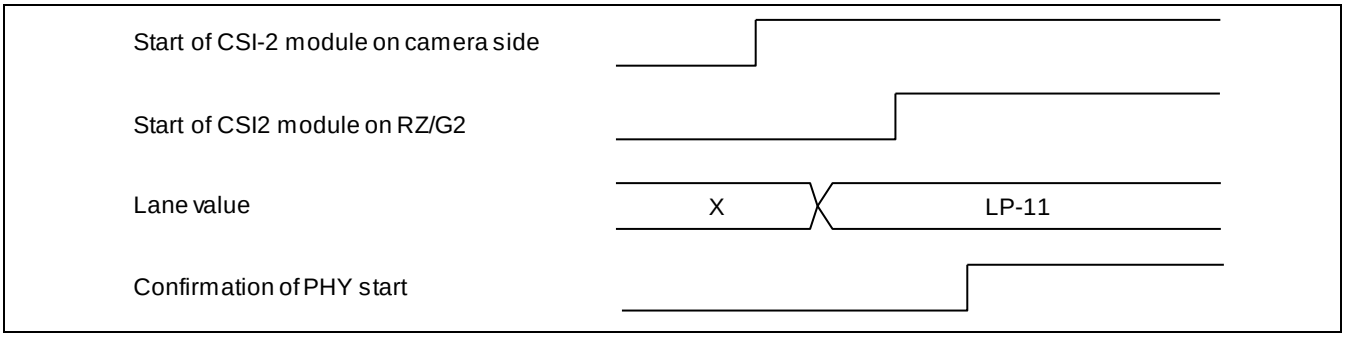


Figure 29.22 PHY Starting Order 2 (Stable)

Table 29.9 HSFREQRANGE Bit Set Values (RZ/G2H, RZ/G2N)

Range (Mbps)	Default Bit Rate (Mbps)	HSFREQRANGE [6:0]	Range (Mbps)	Default Bit Rate (Mbps)	HSFREQRANGE [6:0]
80 - 97.125	80	B'000_0000	463.125 - 538.125	500	B'010_0110
80 - 107.625	90	B'001_0000	498.75 - 590.625	550	B'011_0111
83.125 - 118.125	100	B'010_0000	558.125 - 643.125	600	B'000_0111
92.625 - 128.625	110	B'011_0000	605.625 - 695.625	650	B'001_1000
102.12 - 139.125	120	B'000_0001	653.125 - 748.125	700	B'010_1000
111.62 - 149.625	130	B'001_0001	700.625 - 800.625	750	B'011_1001
121.12 - 160.125	140	B'010_0001	748.125 - 853.125	800	B'000_1001
130.625 - 170.625	150	B'011_0001	795.625 - 905.625	850	B'001_1001
140.125 - 181.125	160	B'000_0010	843.125 - 958.125	900	B'010_1001
149.625 - 191.625	170	B'001_0010	890.625 - 1010.625	950	B'011_1010
159.125 - 202.125	180	B'010_0010	938.125 - 1063.125	1000	B'000_1010
168.625 - 212.625	190	B'011_0010	985.625 - 1115.625	1050	B'001_1010
182.875 - 228.375	205	B'000_0011	1033.125 - 1168.125	1100	B'010_1010
197.125 - 224.125	220	B'001_0011	1080.625 - 1220.625	1150	B'011_1011
211.375 - 259.875	235	B'010_0011	1128.125 - 1273.125	1200	B'000_1011
225.625 - 275.625	250	B'011_0011	1175.625 - 1325.625	1250	B'001_1011
249.375 - 301.875	275	B'000_0100	1211.25 - 1378.125	1300	B'010_1011
273.125 - 328.125	300	B'001_0100	1270.625 - 1430.625	1350	B'011_1100
296.875 - 354.375	325	B'010_0101	1318.125 - 1483.125	1400	B'000_1100
320.625 - 380.625	350	B'011_0101	1365.625 - 1500.00	1450	B'001_1100
368.125 - 433.125	400	B'000_0101	1413.125 - 1500.000	1500	B'010_1100
415.125 - 485.125	450	B'001_0110			

Note: Must set the values above in HSFREQRANGE.

Table 29.10 HSFREQRANGE Bit Set Values (RZ/G2M V1.3, RZ/G2M V3.0)

Range (Mbps)	Default Bit Rate (Mbps)	HSFREQRANGE [5:0]	Range (Mbps)	Default Bit Rate (Mbps)	HSFREQRANGE [5:0]
80 - 110.25	80	B'00_0000	451.25 - 551.25	500	B'01_0110
80 - 120.75	90	B'01_0000	498.75 - 603.75	550	B'00_0111
80 - 131.25	100	B'10_0000	546.25 - 656.25	600	B'01_0111
80.75 - 141.75	110	B'11_0000	593.75 - 708.75	650	B'00_1000
90.25 - 152.25	120	B'00_0001	641.25 - 761.25	700	B'01_1000
99.75 - 162.75	130	B'01_0001	688.75 - 813.75	750	B'00_1001
109.25 - 173.25	140	B'10_0001	736.25 - 866.25	800	B'01_1001
118.75 - 183.75	150	B'11_0001	783.75 - 918.75	850	B'10_1001
128.25 - 194.25	160	B'00_0010	831.25 - 971.25	900	B'11_1001
137.75 - 204.75	170	B'01_0010	878.75 - 1023.75	950	B'00_1010
147.25 - 215.25	180	B'10_0010	926.25 - 1076.25	1000	B'01_1010
156.75 - 225.75	190	B'11_0010	973.75 - 1128.75	1050	B'10_1010
171 - 241.5	205	B'00_0011	1021.25 - 1181.25	1100	B'11_1010
185.25 - 257.25	220	B'01_0011	1068.75 - 1233.75	1150	B'00_1011
199.5 - 273	235	B'10_0011	1116.25 - 1286.25	1200	B'01_1011
237.5 - 275.625	250	B'11_0011	1163.75 - 1338.75	1250	B'10_1011
249.375 - 301.875	275	B'00_0100	1211.25 - 1391.25	1300	B'11_1011
273.125 - 328.125	300	B'01_0100	1258.75 - 1443.75	1350	B'00_1100
296.875 - 354.375	325	B'00_0101	1306.25 - 1496.25	1400	B'01_1100
320.625 - 393.75	350	B'01_0101	1353.75 - 1500.00	1450	B'10_1100
356.25 - 446.25	400	B'10_0101	1401.25 - 1500.00	1500	B'11_1100
403.75 - 498.75	450	B'00_0110			

Note: Must set the values above in HSFREQRANGE.

Table 29.11 TESTDIN_DATA Bit Set Values (RZ/G2E)

Range (Mbps)	TESTDIN_DATA [7:0]	Range (Mbps)	TESTDIN_DATA [7:0]
80 – 89	B’0000_0000	650 - 699	B’0011_0000
90 - 99	B’0010_0000	700 - 749	B’0001_0010
100 - 109	B’0100_0000	750 - 799	B’0011_0010
110 - 129	B’0000_0010	800 - 849	B’0101_0010
130 - 139	B’0010_0010	850 - 899	B’0111_0010
140 - 149	B’0100_0010	900 - 949	B’0001_0100
150 - 169	B’0000_0100	950 - 999	B’0011_0100
170 - 179	B’0010_0100	1000 - 1049	B’0101_0100
180 - 199	B’0100_0100	1050 - 1099	B’0111_0100
200 - 219	B’0000_0110	1100 - 1125	B’0001_0110
220 - 239	B’0010_0110		
240 - 249	B’0100_0110		
250 - 269	B’0000_1000		
270 - 299	B’0010_1000		
300 - 329	B’0000_1010		
330 - 359	B’0010_1010		
360 - 399	B’0100_1010		
400 - 449	B’0000_1100		
450 - 499	B’0010_1100		
500 - 549	B’0000_1110		
550 - 599	B’0010_1110		
600 - 649	B’0001_0000		

Note: Must set the values above in TESTDIN_DATA.

Table 29.12 PHTW Set Values (RZ/G2H, RZ/G2N)

Default Bit Rate (Mbps)	PHTW [31:0]
80	H'0186_01F1
90	H'0186_01F1
100	H'0187_01F1
110	H'0187_01F1
120	H'0188_01F1
130	H'0188_01F1
140	H'0189_01F1
150	H'0189_01F1
160	H'018A_01F1
170	H'018A_01F1
180	H'018B_01F1
190	H'018B_01F1
205	H'018C_01F1
220	H'018D_01F1
235	H'018E_01F1
250	H'018E_01F1

Table 29.13 Causes for Abnormal Reception

Symptom	Condition	State	Possible Causes	
PHY will not start.	Data is not transferred from the camera.	STOPSTATE = low	Internal	The CSI2 (CSI40 or 20) channel started is different from the output channel on the camera side.
				CFG_CLK has been stopped.
				Module standby mode
				Software reset state (of CPG output)
				RSTZ = 0
				SHUTDOWNZ = 0
				ENABLE = 0, ENABLECLK = 0 on reception lane
			External	No lane connected
				CSI2 on the camera side has not been started.
				CSI2 on the camera side is not outputting LP-11.
	Data is transferred from the camera.	STOPSTATE is always low.	External	Camera side starts earlier and continues outputting data without stopping the clock lane (LP-11 has never been received.).
Reception failure	Data is transferred from the camera.	ERRSOTHS or ERRSOTSYNCHS is generated.	Internal	Different phases between the clock and data. Measures: Adjust the phase physically. Reduce the transfer rate.
				HSFREQRANGE value does not correspond to the transfer rate. Measures: Change the HSFREQRANGE set values.
		No interrupts are generated though ERRSOTHS or ERRSOTSYNCHS is not generated.	Internal	Abnormal voltage level Measures: Adjust the voltage level physically. Reduce the transfer rate.
		ECC error, CRC error, or asynchronous FIFO overflow occurs.	Internal	No ENABLE bits of the lanes during transmission are 1.
				Incorrect lane connection Measures: Change the connections. Perform lane swapping.
		Clock lane is placed in ULP state.	Internal	Incorrect P/N connection of clock lane Measures: Change the connections.
Reception failure	Data is transferred from the camera.	No output or abnormal output though no error occurs.	External	Incorrect transmission protocol Measures: Transfer data in the order: Frame Start → Payload data → Frame End.
				Transfer at 1.5 Gbps or faster (4-lane transfer only)
			Internal	Incorrect LINK register setting (Same values in SEL_VC*, VCDT*_EN = 0 (* = null, 2 to 4))

29.3.10 Interrupt Generation by ULP Status, and Reception Error Status

Table 29.14 MIPI CSI-2 Escape Entry Code

Escape Mode Action	Command Type	Entry Command Pattern (first bit transmitted to last bit transmitted)
Ultra-Low Power State	mode	B'0001 1110
Undefined-1	mode	B'1001 1111
Undefined-2	mode	B'1101 1110

- The ULP (ultra-low power) status start and end interrupts can be generated.

Interrupt Source	Register Bit Name	Bit
Start of ultra-low power state	ULPS_START	[7]
End of ultra-low power state	ULPS_END	[6]

The state of the lanes can be monitored through the PHY clock lane monitoring register (PHCLM) and PHY data lane monitoring register (PHDLM).

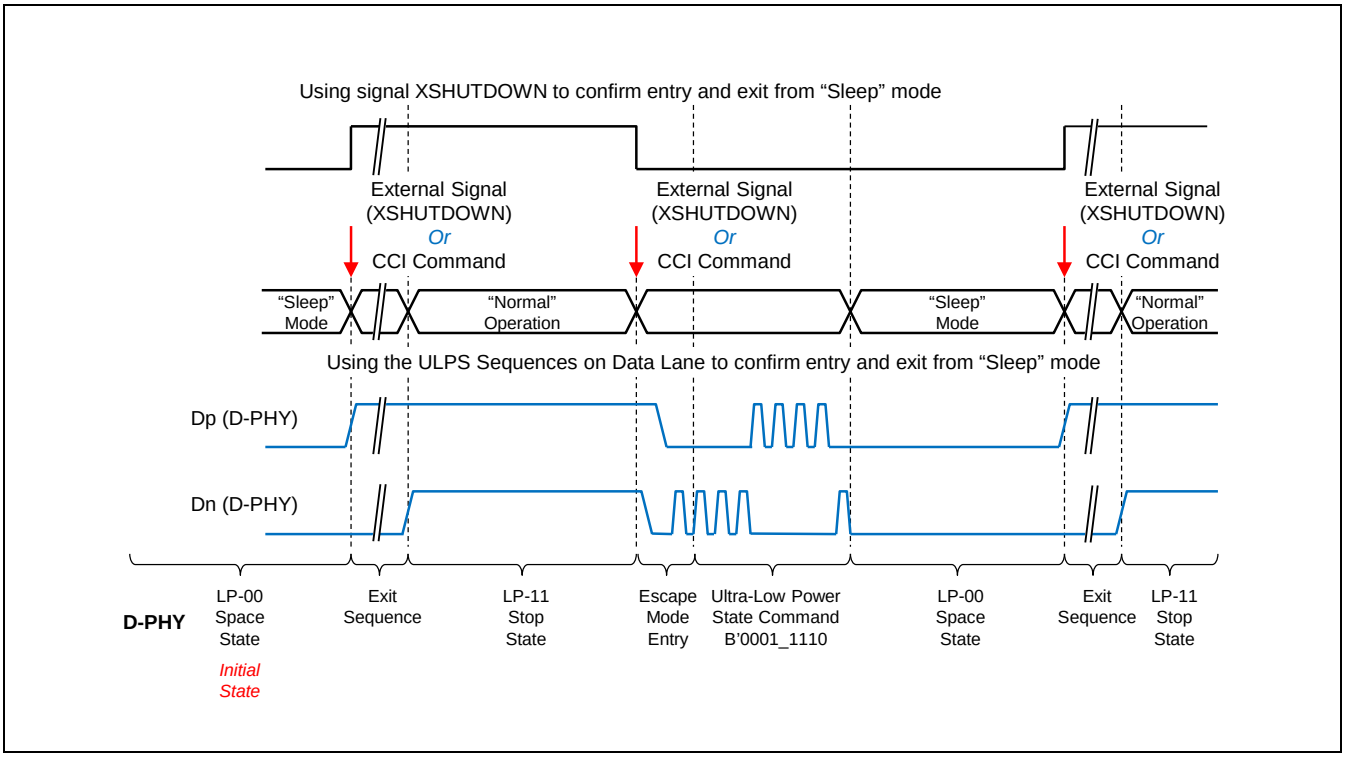


Figure 29.23 MIPI CSI-2 ULPS

- The reception error status interrupt can be generated.

Interrupt Source	Register Bit Name	Bit
Synchronized SOT (start of transfer) error during HS reception	ERRSOTHS	[4]
Non-synchronizable SOT (start of transfer) error during HS reception	ERRSOTSYNCHS	[3]
Escape mode entry error	ERRESC	[2]
—	—	[1]
PHY control error	ERRCONTROL	[0]

The error lanes related to ERRSOTHS and ERRSOTSYNCHS can be monitored through the interrupt error status monitoring register (INTERRSTATE) and the other error lanes can be monitored through the PHY ESC error monitoring register (PHEERM).

29.3.11 Monitoring Function

(1) Monitoring function

For monitoring of the packet header, see section 29.2.27 to 29.2.39 and 29.2.60 to 29.2.61; for monitoring of CRC reception data, see section 29.2.40 and 29.2.41; and for monitoring of the module internal signals used for debugging, see section 29.2.43 to 29.2.59.

29.3.12 Standby Mode

The CSI2 module can gate the clock signals to reduce power consumption. Module standby mode can be set by controlling the module stop register 7 (RMSTPCR7 and SMSTPCR7) of the clock pulse generator (CPG) module. CSI2 channels CSI40, CSI20 correspond to bits 16, 15, and 14 in the RMSTPCR7 and SMSTPCR7 registers, respectively. To release any of the CSI2 channels from standby mode, enable the corresponding the bits in the RMSTPCR7 and SMSTPCR7 registers. Enabling the bits allows all types of access to the channel.

To set any of the CSI2 channels to standby mode, execute the following procedure using the register corresponding to the channel.

[Enter Standby Mode]

1. Set RSTZ and SHUTDOWNZ to 0 in the PHY operation control register (PHYCNT).
2. Set TESTCLR to 1 in PHY Test Interface Clear register (PHTC).
3. Set the corresponding bit in the SRCR7 register of the Clock Pulse Generator (CPG) module (about SRCR7, refer to section 29.3.13).
4. Wait 100us.
5. Disable the corresponding bits in the RMSTPCR7 and SMSTPCR7 registers of the Clock Pulse Generator (CPG) module.

To set any of the CSI2 channels to operating mode from standby mode, execute the following procedure using the register corresponding to the channel.

[Exit Standby Mode]

1. Enable the corresponding bits in the RMSTPCR7 and SMSTPCR7 registers of the Clock Pulse Generator (CPG) module.
2. Set the corresponding bit in the SRSTCLR7 register of the Clock Pulse Generator (CPG) module (about SRSTCLR7, refer to section 29.3.13).
3. Return to Figure 29.16 [1] after step 2 of Exit Standby Mode.

29.3.13 Software Reset

A software reset can be set by controlling the software reset register 7 (SRCR7) and software reset clear register 7 (SRSTCLR7) of the clock pulse generator (CPG) module. CSI2 channels CSI40, CSI20 correspond to bits 16, 15, and 14 in the SRCR7 and SRSTCLR7 registers, respectively. To apply a software reset to any of the CSI2 channels, set the corresponding bit in the SRCR7 register. Enabling the bit initializes all the registers of the corresponding CSI2 channel. To cancel a software reset of any of the CSI2 channels, set the corresponding bit in the SRSTCLR7 register.

VIN module should be reset or stopped capture before reset of CSI2.

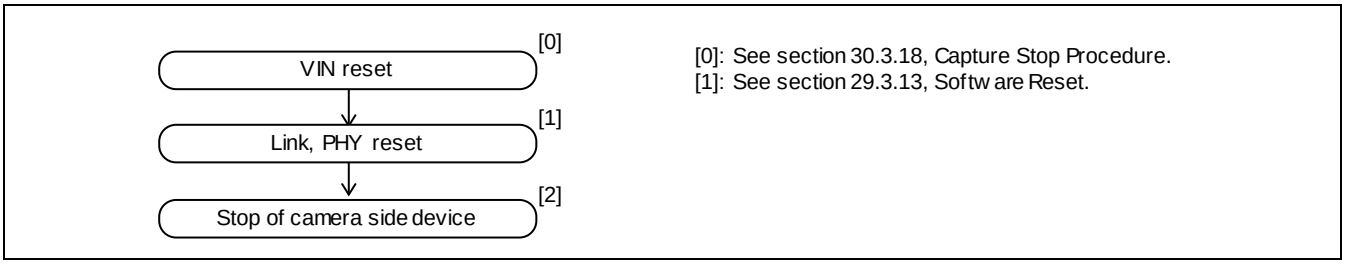


Figure 29.24 Example of Video Module Reset Procedure

To apply a software reset to any of the CSI2 channels, execute the following procedure using the register corresponding to the channel.

[Software Reset Execution]

1. Set the corresponding bit in the SRCR7 register of the Clock Pulse Generator (CPG) module.

[Software Reset Cancellation]

To cancel a software reset of any of the CSI2 channels and start the channel, execute the following procedure using the register corresponding to the channel.

1. Set the corresponding bit in the SRSTCLR7 register of the Clock Pulse Generator (CPG) module.
2. Return to Figure 29.16 [1] after step 1 of Software Reset Cancellation.

29.3.14 Input Clock Signals

(1) CSI2 LINK module

CPG clock input signals:

RZ/G2H: S2D1ϕ (x_sck) and S2D2ϕ (x_bck)

RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: S0D2ϕ (x_sck) and S0D4ϕ (x_bck)

RZ/G2E: S1D2ϕ (x_sck) and S1D4ϕ (x_bck)

The CSI2 module pin name is enclosed in ( ).

(2) CSI2 PHY module

CPG clock input signals: CSI0ϕ (CFG_CLK)

The CSI2 module pin name is enclosed in ( ).

29.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

29.4.1 MIPI CSI-2 Transfer Rate

As described in section 29.3.1, a transfer rate must not exceed 1.5 Gbps*[1]. If data is received at a rate exceeding 1.5 Gbps*[1], the following VIN cannot receive data, resulting in loss of the received data.

Notes: 1. Up to 1.1-Gbps transfer rate of MIPI CSI-2 in RZ/G2E.

29.4.2 PHY Operation Control Register (PHYCNT)

When setting any of the ENABLE_3 to ENABLE_0 bits to 1, be sure to set the ENABLECLK bit to 1. All the ENABLE_3 to ENABLE_0 and ENABLECLK bits are initially zero.

29.4.3 Channel Data Type Select Register VCDT and Channel Data Type Select Register VCDT2

The SEL_VC to SEL_VC4 bits must not be set to the same value. (A single virtual channel cannot be output to the multiple output channels.) If the same value is actually required, set to 0 the VCDT_EN to VCDT4_EN bits of the channels that are not to be output.

29.4.4 Synchronization Error during HS (Hi-Speed) Reception

If normal HS reception fails, the PHY outputs a synchronization error to the LINK. When a synchronization error occurs, the PHY may not output HS reception data to the LINK. If this occurs only in the specific lane, the lane synchronization function prevents the FIFO in the LINK from being read thus causing an overflow. The synchronization error and overflow can be monitored through the interrupt error status monitoring register (INTERRSTATE) by setting the interrupt source mask register (INTCLOSE) to 0.

After an overflow occurs, the FIFO should be initialized by software reset. About software reset, refer to section 29.3.13 Software Reset.

29.4.5 FLD Signal

Since the FLD signal is not generated in the initial state, appropriately set the field detection control register (FLD) in order to generate the FLD signal.

It is shown about Interlaced Video Example at Figure 29.25.

In this case (frame number of even field is H’0002), set FLD_NUM to same value as frame number of even field (H’0002) in field detection control register (FLD) and set FLE_EN* to 1 in field detection control register (FLD).

Note: Frame number is included in FS and FE. Frame number increments by 1 every FS packet with the same virtual channel and is periodically reset to one e.g. 1, 2, 1,2,1,2.

If frame number of even field is H’0001, set FLD_NUM to H’0001.

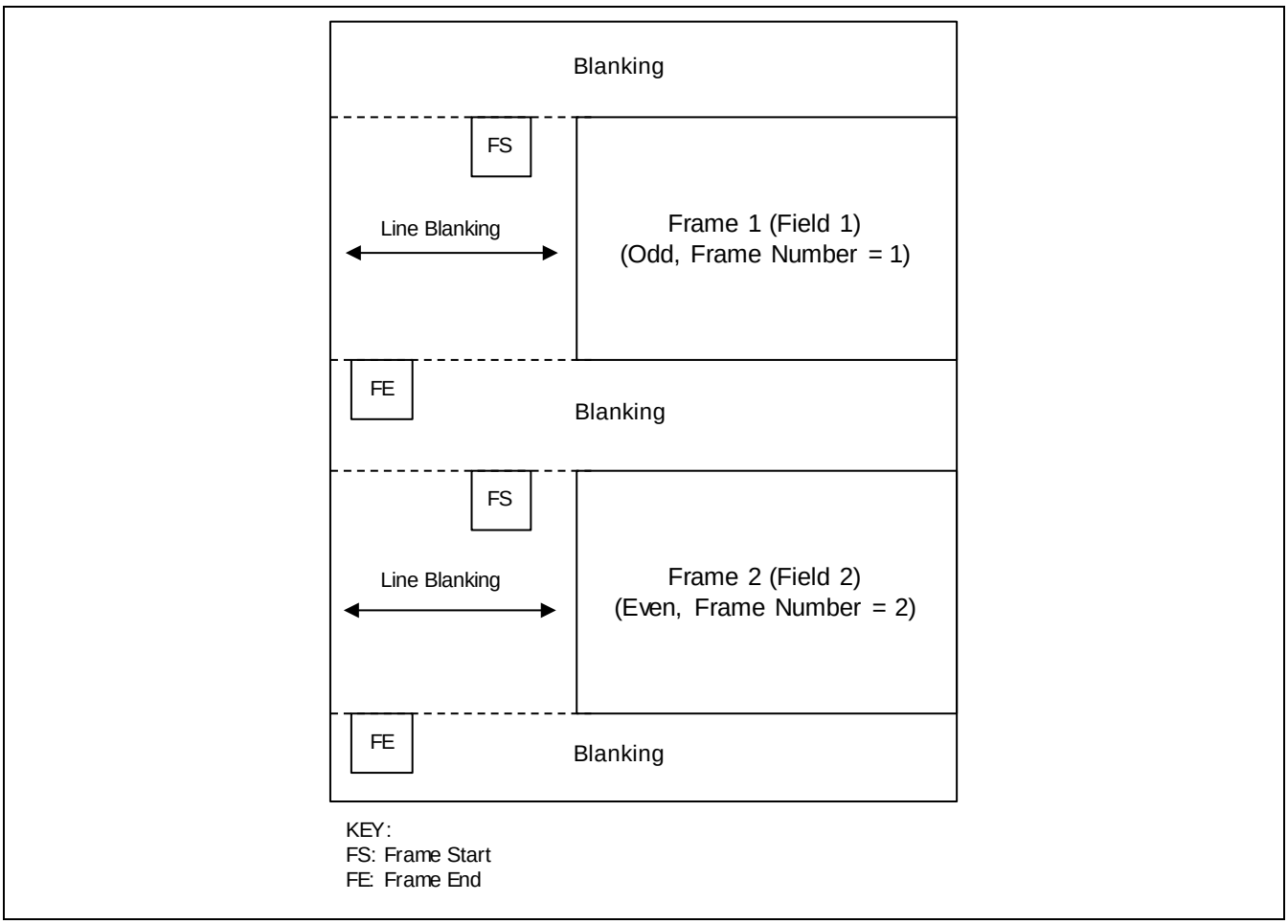


Figure 29.25 Interlaced Video Example

29.4.6 INT_LESS_THAN_WC

When debugging INT_LESS_THAN_WC, only use one of virtual channel.

29.4.7 Transfer Rate of Interleaved Transmission

When some virtual channels are used, the transfer rate input to PHY should be same each virtual channel.

In order to maintain the frame rate, the transfer rate should be a total value of each virtual channel.

29.4.8 Lane Setting

CSI2 supports to set number of lane as below.

Table 29.15 CSI2 supports number of lanes

	Support lane setting	
Product	**CSI40**	**CSI20**
RZ/G2H	4/2/1	2/1
RZ/G2M V1.3	4	2/1
RZ/G2M V3.0	4/2/1	2/1
RZ/G2N	4/2/1	2/1
RZ/G2E	2/1	—

29.4.9 V-blanking Period

In order to receive correctly, the minimum v-blanking period is as follows.

It requires 3 lines or more v-blanking.

Note: v-blanking = period from Frame End packet to Frame Start packet.
The minimum and maximum value of VD_MSK_CYCLE does not mean that supported minimum and maximum v-blanking period.

29.4.10 Notes on data

Input data not conformant to MIPI CSI-2 standard might cause CSI2 module to hang or unexpected operation.

30. Video Input Module (VIN)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

30.1 Overview

The video input module (hereinafter abbreviated as VIN) is a video capture module that stores in external memory YCbCr-422 data through the ITU-R BT.601, ITU-R BT.656, or ITU-R BT.709 interface and RGB data through the ITU-R BT.601 or ITU-R BT.709 interface.

The module has up to eight video channels that can independently control the capture of data into a capture area of up to 4096 × 4096 pixels. It can also provide vertical and horizontal scaling of the data by up to three and two times, respectively.

For captured video data, the VIN provides a color space conversion function from YCbCr-422 to RGB, a format conversion function from RGB to ARGB.

As the VIN internally generates a field signal, it can capture progressive data.

Input of data through digital pins (only present for video channels 4 and 5) and through the MIPI Alliance CSI-2 interfaces is possible.

Notes: 1. For detailed specifications of the MIPI CSI-2 interface, see section 29.
2. When the ITU-R BT.709 interface is in use, the maximum frequency of the video clock of Digital pin is 100 MHz.
3. The upper limits on size clipping depends on the use case.
4. The number of video input channels for each product is as follows:

RZ/G2H:	8 channels
RZ/G2M V1.3:	8 channels
RZ/G2M V3.0:	8 channels
RZ/G2N:	8 channels
RZ/G2E:	2 channels

30.1.1 Features

(1) Video Channels 0 and 4

The following input interfaces can be selected for these channels.

Table 30.1 Input Interface for Video Channels 0 and 4 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, Channel 4 for RZ/G2E

			Second Generation RZ/G Series Products			
Interface (CSI2)	**Data Width**	**Data Type**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interface (MIPI CSI-2)	—	YCbCr-422 8-bit data*1	√	√	√	√
Interface (MIPI CSI-2)	—	YCbCr-422 10-bit data*1*2	√	√	√	√
Interface (MIPI CSI-2)	—	RGB-888 data*1	√	√	√	√
Interface (MIPI CSI-2)	—	8-bit user defined data (RAW8)*1	√	√	√	√

Notes: 1. Inputs are in the formats which conform to the standard for the MIPI CSI-2 interface.
2. Disable the XY scaling settings when using the YCbCr-422 10-bit format (only the 100% scaling is enabled).

Table 30.2 Input Interface for Video Channel 4 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E

			Second Generation RZ/G Series Products			
Interface (Digital Pins)	**Data Width**	**Data Type**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
ITU-R BT.601/BT.709*1*3	8/10/12 bits	YCbCr-422 data (UYVY format)	√	√	√	√
ITU-R BT.601/BT.709*3/ BT.1358*2	16/20/24 bits	YCbCr-422 data (8/10/12 bits (Y) + 8/10/12 bits (CbCr) format)	√	√	√	√
ITU-R BT.656*1	8/10/12 bits	YCbCr-422 data (UYVY format)	√	√	√	√
ITU-R BT.601/BT.709*3	18 bits	RGB-666 data	√	√	√	√
ITU-R BT.601/BT.709*3	24 bits	RGB-888 data	√	√	√	√
RAW	12 bits	RAW12	√	√	√	√

Notes: 1. Disable the XY scaling settings when using the 10/12-bit YCbCr-422 format in the ITU-R BT.601, BT.709, or BT.656 interface (only the 100% scaling is enabled).
2. Disable the XY scaling settings when using the 20/24-bit YCbCr-422 format in the ITU-R BT.601, BT.709, or BT.1358 interface (only the 100% scaling is enabled).
3. When the ITU-R BT.709 interface is in use, the maximum frequency of the video clock of Digital pin is 100 MHz

(2) Video Channels 1 and 5

The following input interfaces can be selected for these channels.

Table 30.3 Input Interface for Video Channels 1 and 5 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, Channel 5 for RZ/G2E

			Second Generation RZ/G Series Products			
Interface (CSI2)	**Data Width**	**Data Type**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interface (MIPI CSI-2)	—	YCbCr-422 8-bit data*1	√	√	√	√
Interface (MIPI CSI-2)	—	YCbCr-422 10-bit data*1*2	√	√	√	√
Interface (MIPI CSI-2)	—	RGB-888 data*1	√	√	√	√
Interface (MIPI CSI-2)	—	8-bit user defined data (RAW8)*1	√	√	√	√
Interface (MIPI CSI-2)	—	8-bit embedded data*1	—	—	—	√

Notes: 1. Inputs are in the formats which conform to the standard for the MIPI CSI-2 interface.
2. Disable the XY scaling settings when using the YCbCr-422 10-bit format (only the 100% scaling is enabled).

Table 30.4 Input Interface for Video Channel 5 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E

			Second Generation RZ/G Series Products			
Interface (Digital Pins)	**Data Width**	**Data Type**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
ITU-R BT.601/BT.709*1*3	8/10/12 bits	YCbCr-422 data (UYVY format)	√	√	√	√
ITU-R BT.601/BT.709*3/ BT.1358*2	16 bits	YCbCr-422 data (8 bits (Y) + 8 bits (CbCr) format)	√	√	√	√
ITU-R BT.656*1	8/10/12 bits	YCbCr-422 data (UYVY format)	√	√	√	√
RAW	12 bits	RAW12	√	√	√	√

Notes: 1. Disable the XY scaling settings when using the 10/12-bit YCbCr-422 format in the ITU-R BT.601, BT.709, or BT.656 interface (only the 100% scaling is enabled).
2. Disable the XY scaling settings when using the 20/24-bit YCbCr-422 format in the ITU-R BT.601, BT.709, or BT.1358 interface (only the 100% scaling is enabled).
3. When the ITU-R BT.709 interface is in use, the maximum frequency of the video clock of Digital pin is 100 MHz.

(3) Video Channels 2 and 6 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N)

The following input interfaces can be selected for these channels.

Table 30.5 Input Interface for Video Channels 2 and 6 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N

			Second Generation RZ/G Series Products			
Interface (CSI2)	**Data Width**	**Data Type**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interface (MIPI CSI-2)	—	YCbCr-422 8-bit data*1	√	√	√	—
Interface (MIPI CSI-2)	—	YCbCr-422 10-bit data*1	√	√	√	—
Interface (MIPI CSI-2)	—	RGB-888 data*1	√	√	√	—
Interface (MIPI CSI-2)	—	8-bit user defined data (RAW8)*1	√	√	√	—

Note: 1. Inputs are in the formats which conform to the standard for the MIPI CSI-2 interface.

(4) Video Channels 3 and 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N)

The following input interfaces can be selected for these channels.

Table 30.6 Input Interface for Video Channels 3 and 7 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N

			Second Generation RZ/G Series Products			
Interface (CSI2)	**Data Width**	**Data Type**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Interface (MIPI CSI-2)	—	YCbCr-422 8-bit data*1	√	√	√	—
Interface (MIPI CSI-2)	—	YCbCr-422 10-bit data*1	√	√	√	—
Interface (MIPI CSI-2)	—	RGB-888 data*1	√	√	√	—
Interface (MIPI CSI-2)	—	8-bit embedded data*1	√	√	√	—

Note: 1. Inputs are in the formats which conform to the standard for the MIPI CSI-2 interface.

(5) Internal Sync Signal Generation

For video data capturing through the ITU-R BT.601 or ITU-R BT.709 interface, the field signal can be internally generated even if the input sync signals stops (In video data capture through the ITU-R BT.656 interface, only the field signal is generated).

(6) Capture Mode

The following four modes can be selected to capture the interlace images. In addition, single frame capture or continuous frame capture mode can be selected.

Triple-buffering control is provided in accordance with the captured field image and frame image to coordinate with the video capture mode of the display module.

- Odd-field capture mode
- Even-/odd-field capture mode
- Even-field capture mode
- Full interlace capture mode

(7) Vertical and Horizontal Scaling

- Video channels 0, 1, 4, and 5 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N only)
  Factors for scaling up or down can be set to values in the range from one sixteenth to three in the vertical direction and from one sixteenth to two in the horizontal direction.
- Video channels 4 and 5 (RZ/G2E only)
  Factors for scaling up or down can be set to values in the range from one sixteenth to three in the vertical direction and from one sixteenth to two in the horizontal direction.
- Video channels 2, 3, 6, and 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N only)
  These channels do not support scaling up or down in either direction.

Notes: 1. When scaling-up is used, horizontal size that can be input is up to 2048 pixel.
2. When scaling-down is used, horizontal size that can be output is up to 2048 pixel.

(8) Size Clipping

- Video channels 0, 1, 4, and 5 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N only)
  The VIN module has two clipping circuits, which independently handle images with up to 4096 × 4096 pixels. Any capture size within this limit can be specified before or after scaling.
- Video channels 4 and 5 (RZ/G2E only)
  The VIN module has two clipping circuits, which independently handle images with up to 4096 × 4096 pixels. Any capture size within this limit can be specified before or after scaling.
- Video channels 2, 3, 6, and 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N only)
  The VIN module has one clipping circuit, which independently handles images with up to 4096 × 4096 pixels. However, it does not support scaling.

Note: The upper limits on size clipping depend on the use case.

(9) Color Space Conversion

Color space conversion can be performed from YC to RGB or from RGB to YC. Desired conversion coefficients can be specified through registers to adjust colors.

(10) Lookup Table (LUT) Density Conversion

The lookup table (LUT) density can be converted from 10 bits to 8 bits for each pixel according to the color space conversion result.

Note: When the density conversion function is not used, the upper 8 bits of data are output.

(11) Image Data Format Conversion

To the density-converted YCbCr444 or RGB888 image data, the following data format conversions are available:

- YCbCr image data
  - Y/Cb/Cr 8-bit multiplex conversion
  - YCbCr444 → YC separation (separated into Y and CbCr components.)
  - YCbCr444 → Y component extraction
- RGB image data
  - RGB-888 → 32 bits/pixel conversion
  - RGB-888 → RGB-565 (16 bits/pixel) conversion
  - RGB-888 → ARGB-1555 (16 bits/pixel) conversion
  - RGB-888 → RGB-888 (32 bits/pixel) conversion

Note: The lookup table is common to the YCbCr and RGB formats.

(12) Memory Output Data Format

Format-converted image data can be transferred to the memory. The following shows the available formats of the data stored.

- YCbCr image data
  - Y/Cb/Cr422, 8-bit multiplexed
  - Y/Cb/Cr, 10-bit multiplexed
  - Y/Cb/Cr, 12-bit multiplexed
  - YC separation, YCbCr422, Y, 8-bit Cb/Cr, 8-bit multiplexed
  - YC separation, YCbCr420, Y, 8-bit Cb/Cr, 8-bit multiplexed *1*2
  - YC separation, YCbCr422, Y, 10-bit Cb/Cr, 8-bit multiplexed
  - YC separation, YCbCr422, Y, 12-bit Cb/Cr, 8-bit multiplexed
  - YC separation, YCbCr422, Y, 10-bit Cb/Cr, 10-bit multiplexed
  - YC separation, YCbCr422, Y, 12-bit Cb/Cr, 12-bit multiplexed
  - YC separation, Y data, 8-bit
  - YC separation, Y data, 10-bit
  - YC separation, Y data, 12-bit
- RGB image data
  - RGB-565 (16 bits/pixel)
  - ARGB-1555 (16 bits/pixel)
  - RGB-888 (32 bits/pixel)
  - ARGB-8888 (32 bits/pixel)

Notes: 1. Video channels 0, 1, 4, and 5 only support these formats.
2. When outputs are in the YCbCr420 format, disable any settings for XY scaling (scaling up and down are not available in this case).

30.1.2 Block Diagram

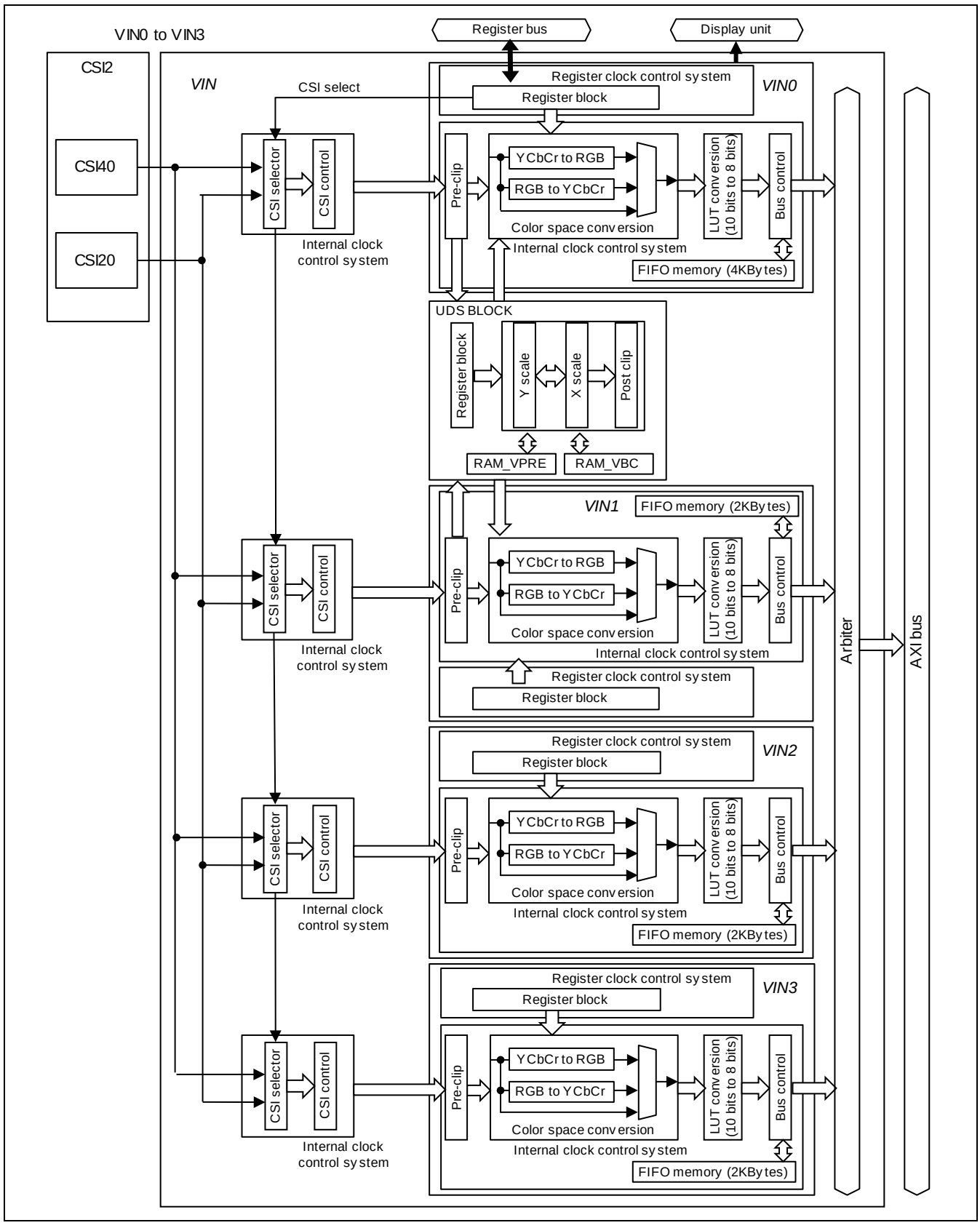


Figure 30.1 Functional Block Diagram of Video Input Modules 0 to 3 (VIN0 to VIN3) (RZ/G2M V1.3, RZ/G2M V3.0)

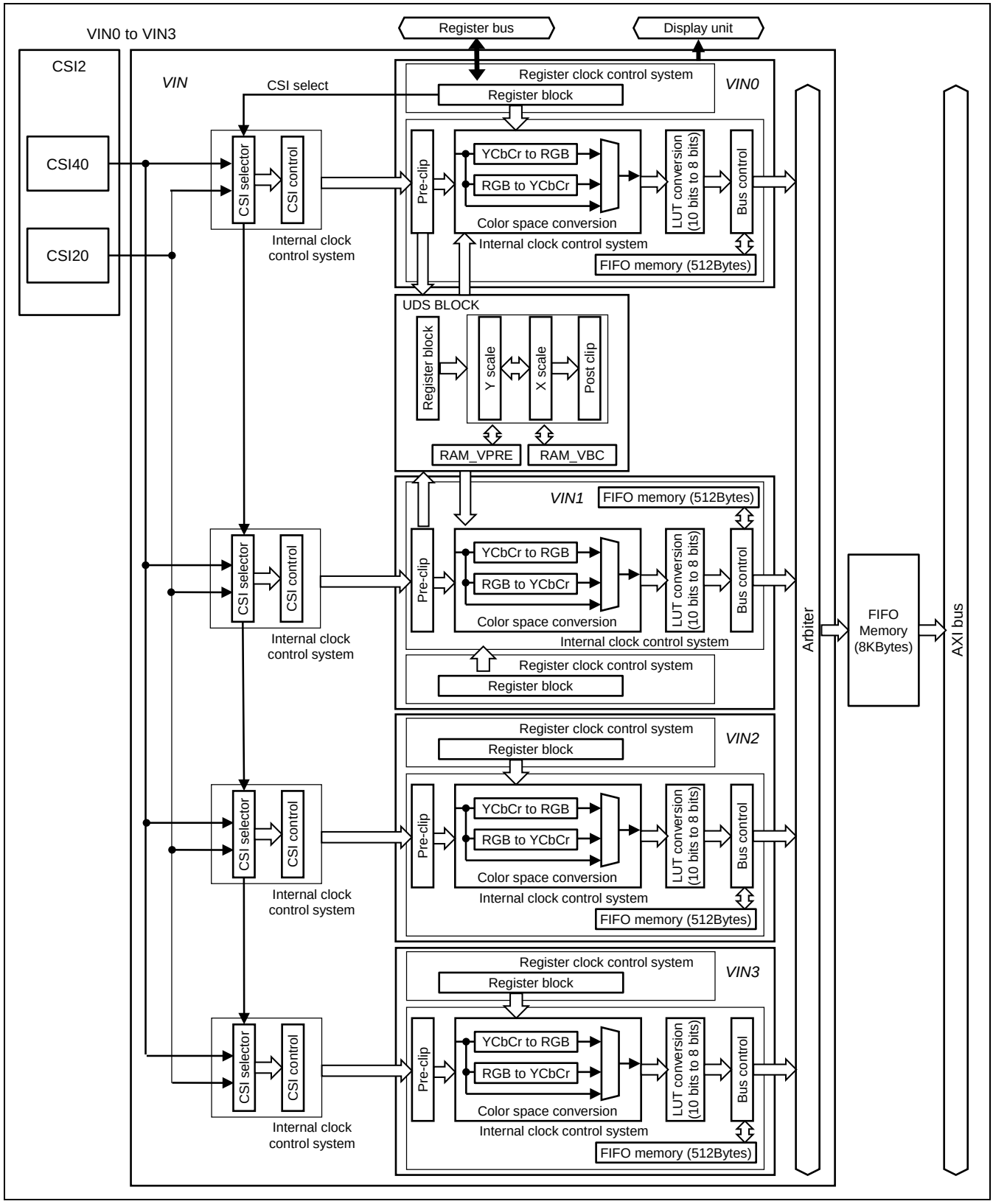


Figure 30.2 Functional Block Diagram of Video Input Modules 0 to 3 (VIN0 to VIN3) (RZ/G2N)

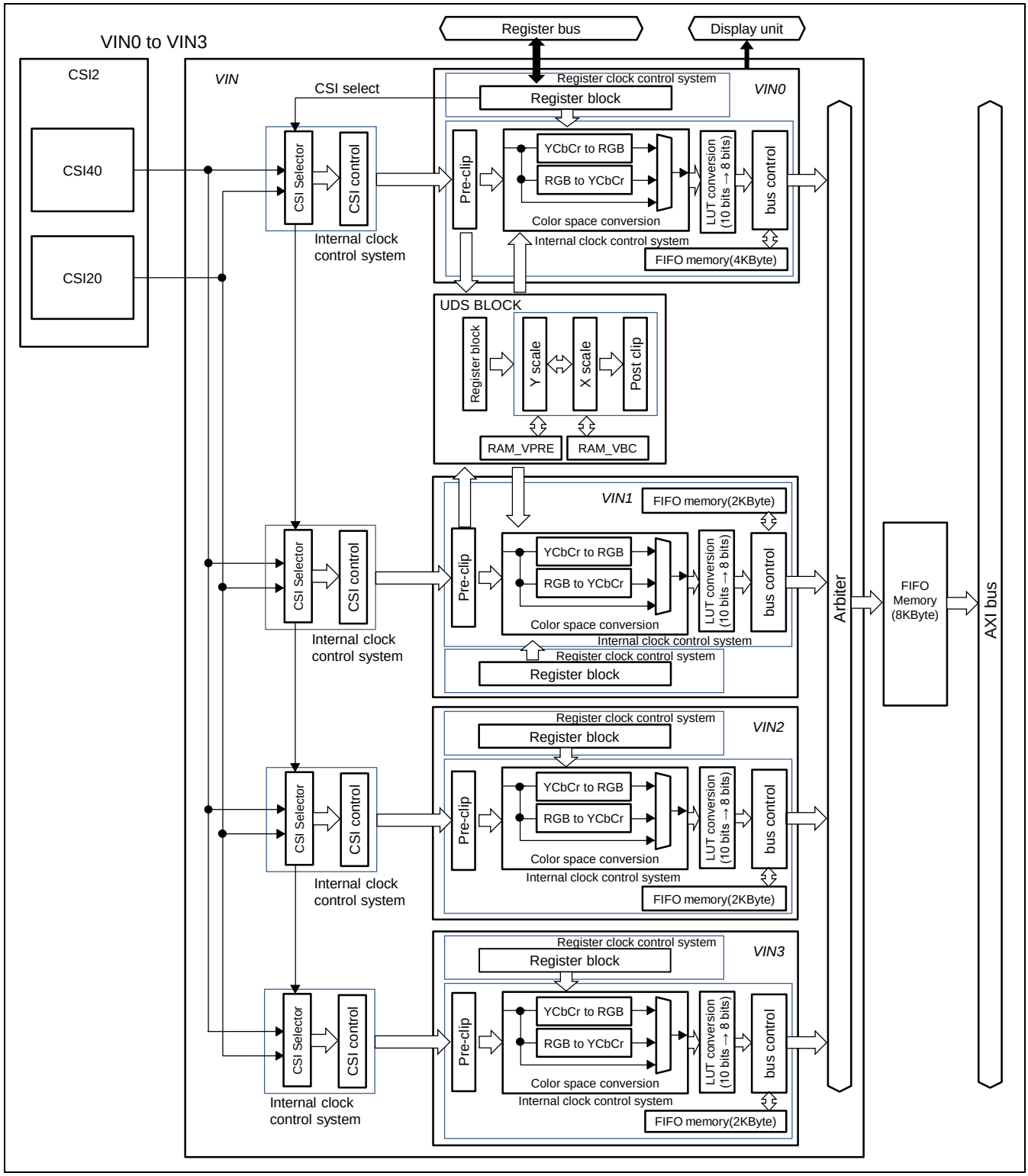


Figure 30.3 Functional Block Diagram of Video Input Modules 0 to 3 (VIN0 to VIN3) (RZ/G2H)

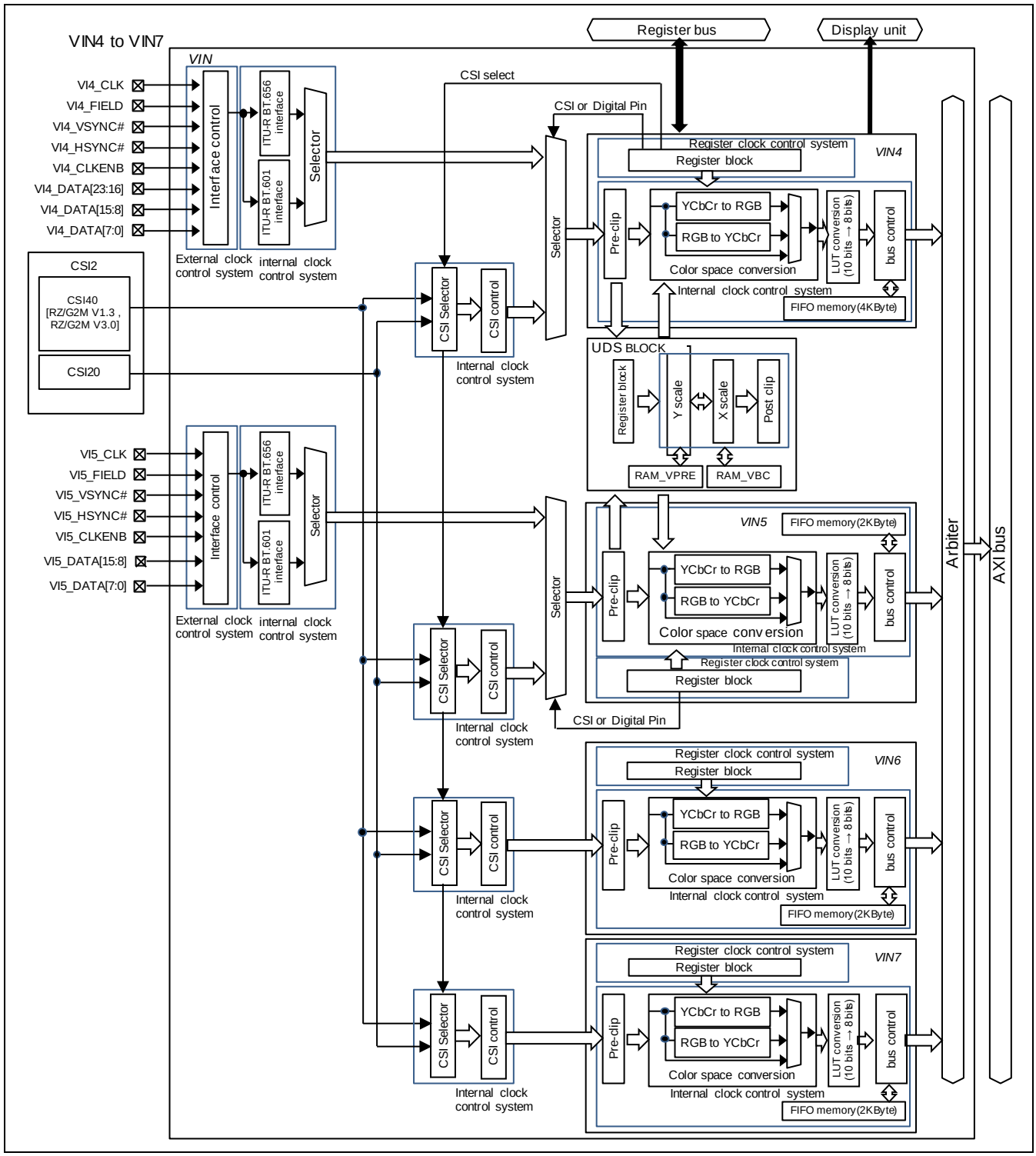


Figure 30.4 Functional Block Diagram of Video Input Modules 4 to 7 (VIN4 to VIN7) (RZ/G2M V1.3, RZ/G2M V3.0)

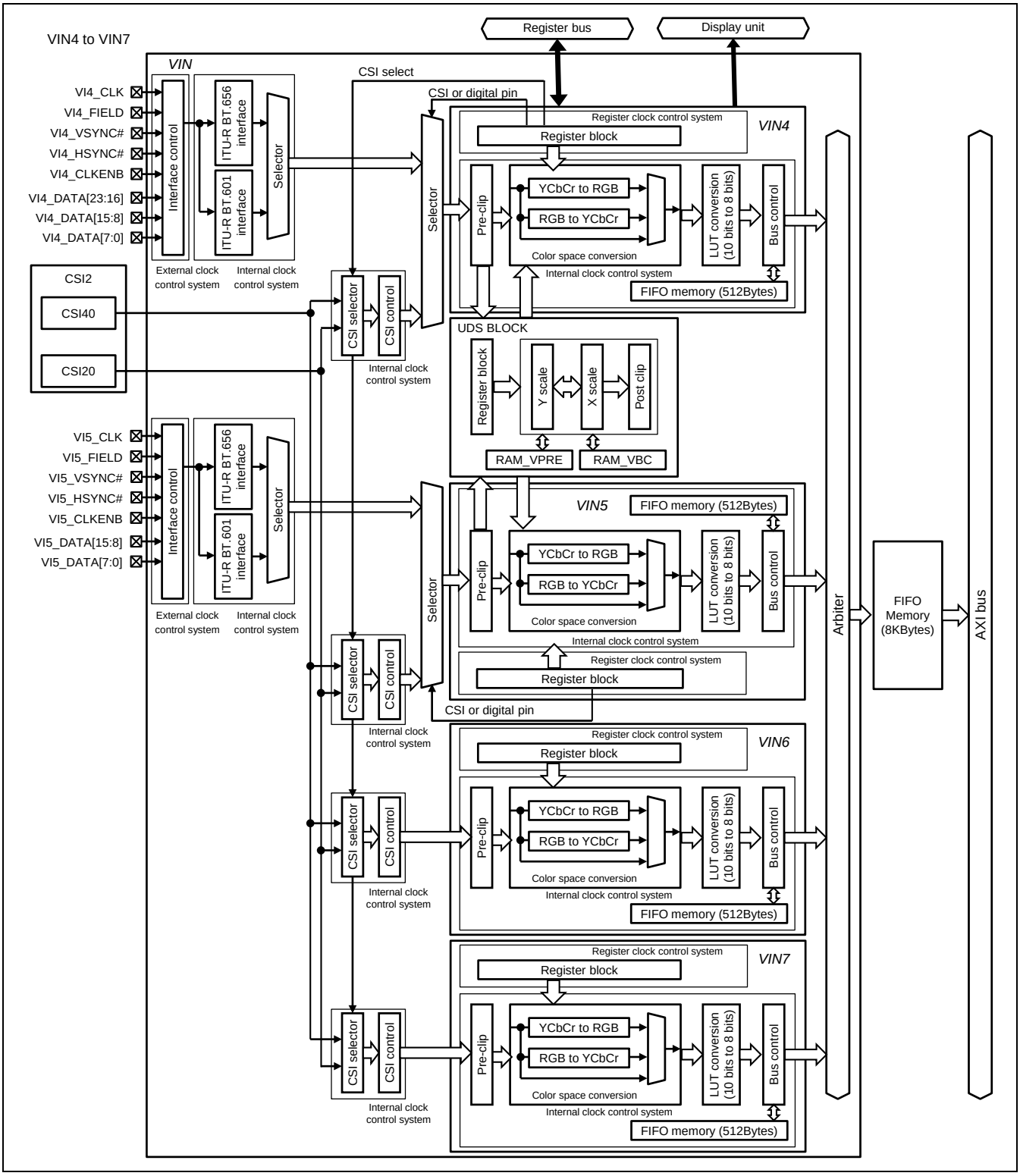


Figure 30.5 Functional Block Diagram of Video Input Modules 4 to 7 (VIN4 to VIN7) (RZ/G2N)

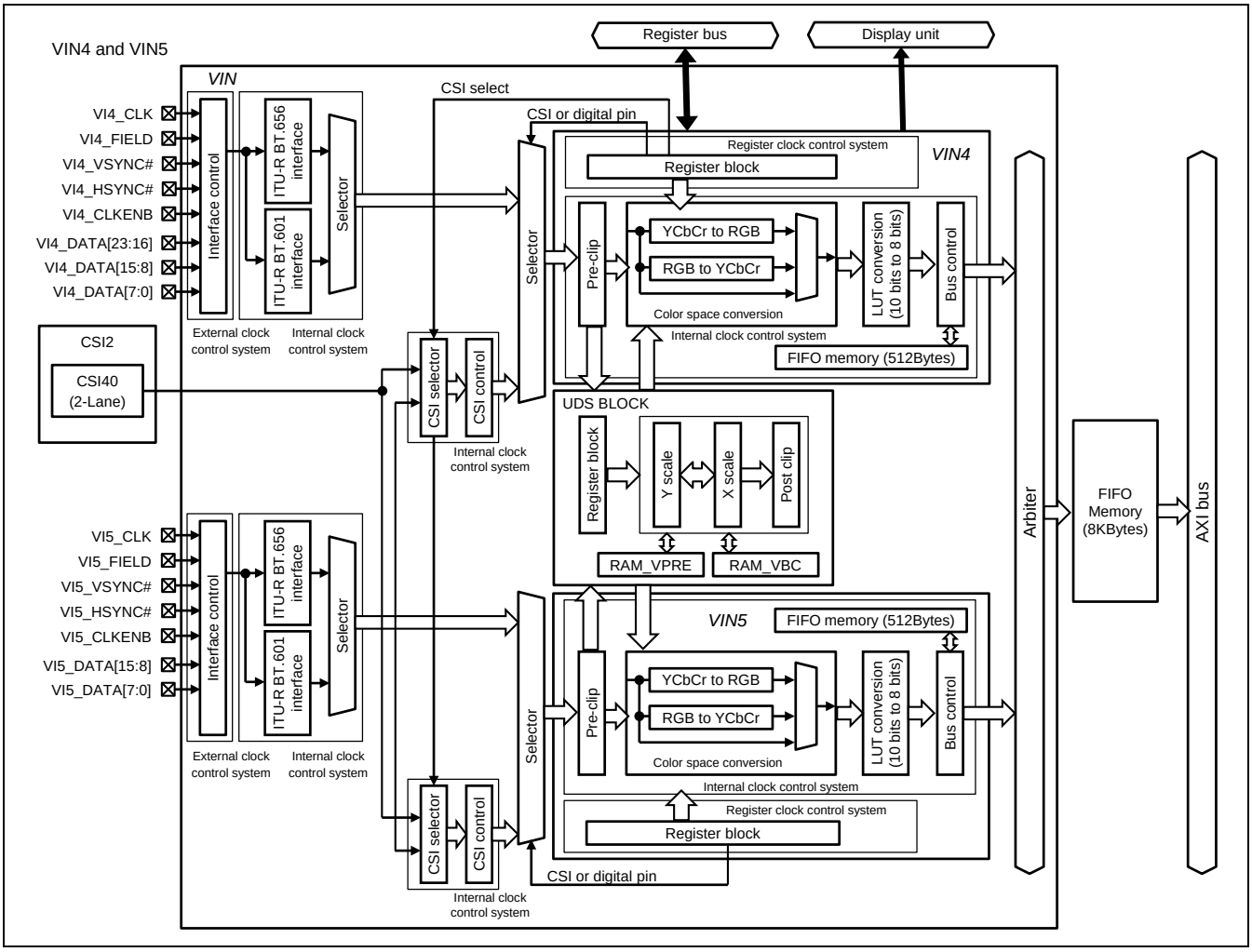


Figure 30.6 Functional Block Diagram of Video Input Modules 4 and 5 (VIN4 and VIN5) (RZ/G2E)

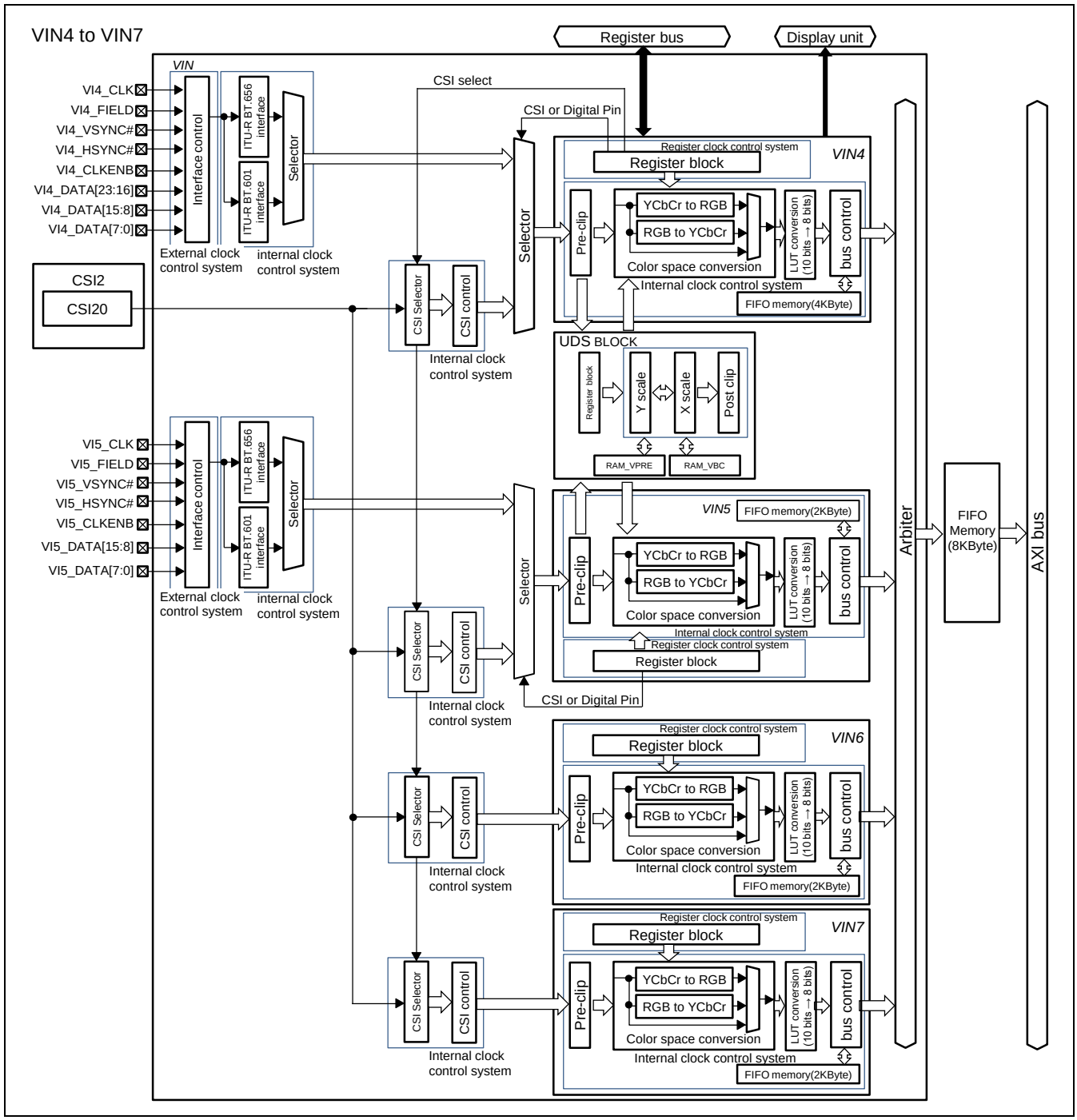


Figure 30.7 Functional Block Diagram of Video Input Modules 4 to 7 (VIN4 to VIN7) (RZ/G2H)

30.1.3 External Pins

Table 30.7 Pin Configuration

				Second Generation RZ/G Series Products				
Pin Name	**Function**	**I/O**	**Description**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
VIN4 video clock (clock)	VI4_CLK	Input	External video clock in the ITU-R BT.601, ITU-R BT.656, ITU-R BT.1358, or ITU-R BT.709 interface	√	√	√	√
VIN4 field signal (control)	VI4_FIELD	Input	Field signal in the ITU-R BT.601 or ITU-R BT.709 interface Fix this pin high or low when the pin is not used.	√	√	√	√
VIN4 vertical sync signal (control)	VI4_VSYNC#	Input	Vertical sync signal in the ITU-R BT.601, ITU-R BT.1358, or ITU-R BT.709 interface Fix this pin high or low when the pin is not used.	√	√	√	√
VIN4 horizontal sync signal (control)	VI4_HSYNC#	Input	Horizontal sync signal in the ITU-R BT.601, ITU-R BT.1358, or ITU-R BT.709 interface Fix this pin high or low when the pin is not used.	√	√	√	√
VIN4 data enable (control)	VI4_CLKENB	Input	Data enable signal in the ITU-R BT.601, ITU-R BT.1358, or ITU-R BT.709 interface Fix this pin high or low when the pin is not used. If the signal is not present in the ITU-R BT.601, ITU-R BT.1358, or ITU-R BT.709 interface, connect the pin to a horizontal sync signal.	√	√	√	√
VIN4 video data (video data)	VI4_DATA23 to VI4_DATA 0	Input	Data signals in the ITU-R BT.601, ITU-R BT.656, ITU-R BT.1358, or ITU-R BT.709 interface Fix these pins high or low respectively when these pins are not used in whole or in part.	√	√	√	√
VIN5 video clock (clock)	VI5_CLK	Input	External video clock in the ITU-R BT.601, ITU-R BT.656, ITU-R BT.1358, or ITU-R BT.709 interface	√	√	√	√
VIN5 field signal (control)	VI5_FIELD	Input	Field signal in the ITU-R BT.601 or ITU-R BT.709 interface Fix this pin high or low when the pin is not used.	√	√	√	√
VIN5 vertical sync signal (control)	VI5_VSYNC#	Input	Vertical sync signal in the ITU-R BT.601, ITU-R BT.1358, or ITU-R BT.709 interface Fix this pin high or low when the pin is not used.	√	√	√	√

				Second Generation RZ/G Series Products			
Pin Name	**Function**	**I/O**	**Description**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
VIN5 horizontal sync signal (control)	VI5_HSYNC#	Input	Horizontal sync signal in the ITU-R BT.601, ITU-R BT.1358, or ITU-R BT.709 interface Fix this pin high or low when the pin is not used.	√	√	√	√
VIN5 data enable (control)	VI5_CLKENB	Input	Data enable signal in the ITU-R BT.601, ITU-R BT.1358, or ITU-R BT.709 interface Fix this pin high or low when the pin is not used. If the signal is not present in the ITU-R BT.601, ITU-R BT.1358, or ITU-R BT.709 interface, connect the pin to a horizontal sync signal.	√	√	√	√
VIN5 video data (video data)	VI5_DATA15 to VI5_DATA 0	Input	Data signals in the ITU-R BT.601, ITU-R BT.656, ITU-R BT.1358, or ITU-R BT.709 interface Fix these pins high or low respectively when these pins are not used in whole or in part.	√	√	√	√

Table 30.8 Channel 4 Data Pin Connections

	RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E: VI4_DATA[23:16]								RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E: VI4_DATA[15:8]								RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E: VI4_DATA[7:0]							
Input data format	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
ITU-R BT.601/BT.709/BT.656 8-bit YCbCr-422 (VnDMR2/YDS = 0)	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	Y/Cb/Cr video data[7:0]							
ITU-R BT.601/BT.709/BT.656 8-bit YCbCr-422 (VnDMR2/YDS = 1)	*	*	*	*	*	*	*	*	Y/Cb/Cr video data[7:0]								*	*	*	*	*	*	*	*
ITU-R BT.601/BT.709/BT.656 10-bit YCbCr-422	*	*	*	*	*	*	*	*	*	*	*	*	*	*	Y/Cb/Cr video data[9:0]									
ITU-R BT.601/BT.709/BT.656 12-bit YCbCr-422	*	*	*	*	*	*	*	*	*	*	*	*	Y/Cb/Cr video data[11:0]											
RAW12	*	*	*	*	*	*	*	*	*	*	*	*	RAW12 data[11:0]											
ITU-R BT.601/BT.709/BT.1358 16-bit YCbCr-422	*	*	*	*	*	*	*	*	Y video data[7:0]								Cb/Cr video data[7:0]							
ITU-R BT.601/BT.709/BT.1358 20-bit YCbCr-422	*	*	*	*	Y video data[9:0]										Cb/Cr video data[9:0]									
ITU-R BT.601/BT.709/BT.1358 24-bit YCbCr-422	Y video data[11:0]												Cb/Cr video data[11:0]											
ITU-R BT.601/BT.709 RGB-666	R video data[5:0]						*	*	G video data[5:0]						*	*	B video data[5:0]						*	*
ITU-R BT.601/BT.709 24-bit RGB-888	R video data[7:0]								G video data[7:0]								B video data[7:0]							

Note: * Fix the pins at a high or low level.

Table 30.9 Channel 5 Data Pin Connections (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E)

	RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E: —								RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E: VI5_DATA[15:8]								RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E: VI5_DATA[7:0]							
Input data format	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**	**7**	**6**	**5**	**4**	**3**	**2**	**1**	**0**
ITU-R BT.601/BT.709/BT.656 8-bit YCbCr-422 (VnDMR2/YDS = 0)	—	—	—	—	—	—	—	—	*	*	*	*	*	*	*	*	Y/Cb/Cr video data[7:0]							
ITU-R BT.601/BT.709/BT.656 8-bit YCbCr-422 (VnDMR2/YDS = 1)	—	—	—	—	—	—	—	—	Y/Cb/Cr video data[7:0]								*	*	*	*	*	*	*	*
ITU-R BT.601/BT.709/BT.656 10-bit YCbCr-422	—	—	—	—	—	—	—	—	*	*	*	*	*	*	Y/Cb/Cr video data[9:0]									
ITU-R BT.601/BT.709/BT.656 12-bit YCbCr-422	—	—	—	—	—	—	—	—	*	*	*	*	Y/Cb/Cr video data[11:0]											
RAW12	—	—	—	—	—	—	—	—	*	*	*	*	RAW12 data[11:0]											
ITU-R BT.601/BT.709/BT.1358 16-bit YCbCr-422	—	—	—	—	—	—	—	—	Y video data[7:0]								Cb/Cr video data[7:0]							

Note: * Fix the pins at a high or low level.
— These pins are not present on the given devices.

30.1.4 Register Configuration

Table 30.10 through Table 30.13 show the VIN register configuration for each channel.

Notes: Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. The access size is no supported except for 32 bits.

* For the internal update mode, refer to the description of the VUP bit in the main control register (VnMC).

Δ: The internal update mode supports VnMC.CLP[1:0], VnMC.DPINE, VnMC.FOC, VnMC.LUTE bit only.

(1) Channels 0 and 4

Table 30.10 VIN0 and VIN4 Registers

Channels 0 and 4 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), Channel 4 (RZ/G2E)

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 0 main control register	V0MC	R/W	H'E6EF_0000	H'0000_0000	32	Δ	√	√		√	—
Video 0 module status register	V0MS	R	H'E6EF_0004	H'0000_0018	32	—	√	√		√	—
Video 0 frame capture register	V0FC	R/W	H'E6EF_0008	H'0000_0000	32	—	√	√		√	—
Video 0 start line pre-clip register	V0SLPrC	R/W	H'E6EF_000C	H'0000_0000	32	Supported	√	√		√	—
Video 0 end line pre-clip register	V0ELPrC	R/W	H'E6EF_0010	H'0000_0000	32	Supported	√	√		√	—
Video 0 start pixel pre-clip register	V0SPPrC	R/W	H'E6EF_0014	H'0000_0000	32	Supported	√	√		√	—
Video 0 end pixel pre-clip register	V0EPPrC	R/W	H'E6EF_0018	H'0000_0000	32	Supported	√	√		√	—
Video 0 CSI2 interface mode register	V0CSI_ IFMD	R/W	H'E6EF_0020	H'0000_0000	32	Supported	√	√		√	—
Video 0 image stride register	V0IS	R/W	H'E6EF_002C	H'0000_0000	32	Supported	√	√		√	—
Video 0 memory base 1 register	V0MB1	R/W	H'E6EF_0030	H'0000_0000	32	Supported	√	√		√	—
Video 0 memory base 2 register	V0MB2	R/W	H'E6EF_0034	H'0000_0000	32	Supported	√	√		√	—
Video 0 memory base 3 register	V0MB3	R/W	H'E6EF_0038	H'0000_0000	32	Supported	√	√		√	—
Video 0 line count register	V0LC	R	H'E6EF_003C	H'0000_0000	32	—	√	√		√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 0 interrupt enable register	V0IE	R/W	H'E6EF_0040	H'0000_0000	32	—	√	√	√	—
Video 0 interrupt status register	V0INTS	R/W	H'E6EF_0044	H'0000_0000	32	—	√	√	√	—
Video 0 scanline interrupt register	V0SI	R/W	H'E6EF_0048	H'0000_0000	32	Supported	√	√	√	—
Video 0 data mode register	V0DMR	R/W	H'E6EF_0058	H'0000_0000	32	Supported	√	√	√	—
Video 0 data mode register 2	V0DMR2	R/W	H'E6EF_005C	H'0000_0000	32	—	√	√	√	—
Video 0 UV address offset register	V0UVAOF	R/W	H'E6EF_0060	H'0000_0000	32	Supported	√	√	√	—
Video 0 color space change coefficient 1 register	V0CSCC1	R/W	H'E6EF_0064	H'0129_1080	32	Supported	√	√	√	—
Video 0 color space change coefficient 2 register	V0CSCC2	R/W	H'E6EF_0068	H'0198_00D0	32	Supported	√	√	√	—
Video 0 color space change coefficient 3 register	V0CSCC3	R/W	H'E6EF_006C	H'0064_0204	32	Supported	√	√	√	—
Video 0 scaling control register	V0UDS_CTRL	R/W	H'E6EF_0080	H'0000_0000	32	—	√	√	√	—
Video 0 scaling factor register	V0UDS_SCALE	R/W	H'E6EF_0084	H'0000_0000	32	—	√	√	√	—
Video 0 passband register	V0UDS_PASS_BWIDTH	R/W	H'E6EF_0090	H'0000_0000	32	—	√	√	√	—
Video 0 UDS output size clipping register	V0UDS_CLIP_SIZE	R/W	H'E6EF_00A4	H'0000_0000	32	—	√	√	√	—
Video 0 lookup table pointer	V0LUTP	R/W	H'E6EF_0100	H'0000_0000	32	—	√	√	√	—
Video 0 lookup table data register	V0LUTD	R/W	H'E6EF_0104	H'00xx_xxxx	32	—	√	√	√	—
Video 0 RGB→Y calculation setting register 1	V0YCCR1	R/W	H'E6EF_0228	H'0000_0107	32	Supported	√	√	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 0 RGB→ Y calculation setting register 2	V0YCCR2	R/W	H'E6EF_022C	H'0064_0204	32	Supported	√	√	√	—
Video 0 RGB→ Y calculation setting register 3	V0YCCR3	R/W	H'E6EF_0230	H'0A00_0010	32	Supported	√	√	√	—
Video 0 RGB→Cb calculation setting register 1	V0CBCCR1	R/W	H'E6EF_0234	H'0000_1F68	32	Supported	√	√	√	—
Video 0 RGB→Cb calculation setting register 2	V0CBCCR2	R/W	H'E6EF_0238	H'01C2_1ED6	32	Supported	√	√	√	—
Video 0 RGB→Cb calculation setting register 3	V0CBCCR3	R/W	H'E6EF_023C	H'0A00_0080	32	Supported	√	√	√	—
Video 0 RGB→Cr calculation setting register 1	V0CRCCR1	R/W	H'E6EF_0240	H'0000_01C2	32	Supported	√	√	√	—
Video 0 RGB→Cr calculation setting register 2	V0CRCCR2	R/W	H'E6EF_0244	H'1FB7_1E87	32	Supported	√	√	√	—
Video 0 RGB→Cr calculation setting register 3	V0CRCCR3	R/W	H'E6EF_0248	H'0A00_0080	32	Supported	√	√	√	—
Video 0 YC→ RGB calculation setting register 1	V0CSCE1	R/W	H'E6EF0300	H'0000_129F	32	Supported	√	√	√	—
Video 0 YC→ RGB calculation setting register 2	V0CSCE2	R/W	H'E6EF_0304	H'0100_0800	32	Supported	√	√	√	—
Video 0 YC→ RGB calculation setting register 3	V0CSCE3	R/W	H'E6EF_0308	H'1989_0D02	32	Supported	√	√	√	—
Video 0 YC→ RGB calculation setting register 4	V0CSCE4	R/W	H'E6EF_030C	H'0645_2045	32	Supported	√	√	√	—
Video 0 field toggle minimum register	V0FTMIN	R/W	H'E6EF_0324	H'0000_0000	32	—	√	—	√	—
Video 0 field toggle maximum register	V0FTMAX	R/W	H'E6EF_0328	H'0000_0000	32	—	√	—	√	—
Video 0 hsync toggle minimum register	V0HSTMIN	R/W	H'E6EF_032C	H'0000_0000	32	—	√	—	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 0 hsync toggle maximum register	V0HSTMAX	R/W	H'E6EF_0330	H'0000_0000	32	—	√	—	√	—
Video 0 vsync toggle minimum register	V0VSTMIN	R/W	H'E6EF_0334	H'0000_0000	32	—	√	—	√	—
Video 0 vsync toggle maximum register	V0VSTMAX	R/W	H'E6EF_0338	H'0000_0000	32	—	√	—	√	—
Video 0 clkenb enable minimum Register	V0DEMIN	R/W	H'E6EF_0344	H'0000_0000	32	—	√	—	√	—
Video 0 clkenb enable maximum register	V0DEMAX	R/W	H'E6EF_0348	H'0000_0000	32	—	√	—	√	—
Video 0 frame counter register	V0FRCT	R	H'E6EF_0350	H'0000_0000	32	—	√	—	√	—
Video 0 CRC code register 1	V0CRC1	R	H'E6EF_0354	H'0000_0000	32	—	√	—	√	—
Video 0 CRC code register 2	V0CRC2	R	H'E6EF_0358	H'0000_0000	32	—	√	—	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 4 main control register	V4MC	R/W	H'E6EF_4000	H'0000_0000	32	Δ	√	√	√	√
Video 4 module status register	V4MS	R	H'E6EF_4004	H'0000_0018	32	—	√	√	√	√
Video 4 frame capture register	V4FC	R/W	H'E6EF_4008	H'0000_0000	32	—	√	√	√	√
Video 4 start line pre-clip register	V4SLPrC	R/W	H'E6EF_400C	H'0000_0000	32	Supported	√	√	√	√
Video 4 end line pre-clip register	V4ELPrC	R/W	H'E6EF_4010	H'0000_0000	32	Supported	√	√	√	√
Video 4 start pixel pre-clip register	V4SPPrC	R/W	H'E6EF_4014	H'0000_0000	32	Supported	√	√	√	√
Video 4 end pixel pre-clip register	V4EPPrC	R/W	H'E6EF_4018	H'0000_0000	32	Supported	√	√	√	√
Video 4 CSI2 interface mode register	V4CSI_ IFMD	R/W	H'E6EF_4020	H'0000_0000	32	Supported	√	√	√	√
Video 4 image stride register	V4IS	R/W	H'E6EF_402C	H'0000_0000	32	Supported	√	√	√	√
Video 4 memory base 1 register	V4MB1	R/W	H'E6EF_4030	H'0000_0000	32	Supported	√	√	√	√
Video 4 memory base 2 register	V4MB2	R/W	H'E6EF_4034	H'0000_0000	32	Supported	√	√	√	√
Video 4 memory base 3 register	V4MB3	R/W	H'E6EF_4038	H'0000_0000	32	Supported	√	√	√	√
Video 4 line count register	V4LC	R	H'E6EF_403C	H'0000_0000	32	—	√	√	√	√
Video 4 interrupt enable register	V4IE	R/W	H'E6EF_4040	H'0000_0000	32	—	√	√	√	√
Video 4 interrupt status register	V4INTS	R/W	H'E6EF_4044	H'0000_0000	32	—	√	√	√	√
Video 4 scanline interrupt register	V4SI	R/W	H'E6EF_4048	H'0000_0000	32	Supported	√	√	√	√
Video 4 data mode register	V4DMR	R/W	H'E6EF_4058	H'0000_0000	32	Supported	√	√	√	√
Video 4 data mode register 2	V4DMR2	R/W	H'E6EF_405C	H'0000_0000	32	—	√	√	√	√
Video 4 UV address offset register	V4UVAOF	R/W	H'E6EF_4060	H'0000_0000	32	Supported	√	√	√	√

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 4 color space change coefficient 1 register	V4CSCC1	R/W	H'E6EF_4064	H'0129_1080	32	Supported	√	√	√	√
Video 4 color space change coefficient 2 register	V4CSCC2	R/W	H'E6EF_4068	H'0198_00D0	32	Supported	√	√	√	√
Video 4 color space change coefficient 3 register	V4CSCC3	R/W	H'E6EF_406C	H'0064_0204	32	Supported	√	√	√	√
Video 4 scaling control register	V4UDS_CTRL	R/W	H'E6EF_4080	H'0000_0000	32	—	√	√	√	√
Video 4 scaling factor register	V4UDS_SCALE	R/W	H'E6EF_4084	H'0000_0000	32	—	√	√	√	√
Video 4 passband register	V4UDS_PASS_BWIDTH	R/W	H'E6EF_4090	H'0000_0000	32	—	√	√	√	√
Video 4 UDS output size clipping register	V4UDS_CLIP_SIZE	R/W	H'E6EF_40A4	H'0000_0000	32	—	√	√	√	√
Video 4 lookup table pointer	V4LUTP	R/W	H'E6EF_4100	H'0000_0000	32	—	√	√	√	√
Video 4 lookup table data register	V4LUTD	R/W	H'E6EF_4104	H'00xx_xxxx	32	—	√	√	√	√
Video 4 RGB→Y calculation setting register 1	V4YCCR1	R/W	H'E6EF_4228	H'0000_0107	32	Supported	√	√	√	√
Video 4 RGB→Y calculation setting register 2	V4YCCR2	R/W	H'E6EF_422C	H'0064_0204	32	Supported	√	√	√	√
Video 4 RGB→Y calculation setting register 3	V4YCCR3	R/W	H'E6EF_4230	H'0A00_0010	32	Supported	√	√	√	√
Video 4 RGB→Cb calculation setting register 1	V4CBCCR1	R/W	H'E6EF_4234	H'0000_1F68	32	Supported	√	√	√	√
Video 4 RGB→Cb calculation setting register 2	V4CBCCR2	R/W	H'E6EF_4238	H'01C2_1ED6	32	Supported	√	√	√	√

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 4 RGB→Cb calculation setting register 3	V4CBCCR3	R/W	H'E6EF_423C	H'0A00_0080	32	Supported	√	√	√	√
Video 4 RGB→Cr calculation setting register 1	V4CRCCR1	R/W	H'E6EF_4240	H'0000_01C2	32	Supported	√	√	√	√
Video 4 RGB→Cr calculation setting register 2	V4CRCCR2	R/W	H'E6EF_4244	H'1FB7_1E87	32	Supported	√	√	√	√
Video 4 RGB→Cr calculation setting register 3	V4CRCCR3	R/W	H'E6EF_4248	H'0A00_0080	32	Supported	√	√	√	√
Video 4 YC→RGB calculation setting register 1	V4CSCE1	R/W	H'E6EF_4300	H'0000_129F	32	Supported	√	√	√	√
Video 4 YC→RGB calculation setting register 2	V4CSCE2	R/W	H'E6EF_4304	H'0100_0800	32	Supported	√	√	√	√
Video 4 YC→RGB calculation setting register 3	V4CSCE3	R/W	H'E6EF_4308	H'1989_0D02	32	Supported	√	√	√	√
Video 4 YC→RGB calculation setting register 4	V4CSCE4	R/W	H'E6EF_430C	H'0645_2045	32	Supported	√	√	√	√
Video 4 field toggle minimum register	V4FTMIN	R/W	H'E6EF_4324	H'0000_0000	32	—	√	—	√	√
Video 4 field toggle maximum register	V4FTMAX	R/W	H'E6EF_4328	H'0000_0000	32	—	√	—	√	√
Video 4 hsync toggle minimum register	V4HSTMIN	R/W	H'E6EF_432C	H'0000_0000	32	—	√	—	√	√
Video 4 hsync toggle maximum register	V4HSTMAX	R/W	H'E6EF_4330	H'0000_0000	32	—	√	—	√	√

						Second Generation RZ/G Series Products				
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 4 vsync toggle minimum register	V4VSTMIN	R/W	H'E6EF_4334	H'0000_0000	32	—	√	—	√	√
Video 4 vsync toggle maximum register	V4VSTMAX	R/W	H'E6EF_4338	H'0000_0000	32	—	√	—	√	√
Video 4 clkenb enable minimum Register	V4DEMIN	R/W	H'E6EF_4344	H'0000_0000	32	—	√	—	√	√
Video 4 clkenb enable maximum register	V4DEMAX	R/W	H'E6EF_4348	H'0000_0000	32	—	√	—	√	√
Video 4 digtal pin toggle register	V4DPTGL	R/W	H'E6EF_434C	H'0000_0000	32	—	√	—	√	√
Video 4 frame counter register	V4FRCT	R	H'E6EF_4350	H'0000_0000	32	—	√	—	√	√
Video 4 CRC code register 1	V4CRC1	R	H'E6EF_4354	H'0000_0000	32	—	√	—	√	√
Video 4 CRC code register 2	V4CRC2	R	H'E6EF_4358	H'0000_0000	32	—	√	—	√	√

(2) Channels 1 and 5

Table 30.11 VIN1 and VIN5 Registers

Channels 1 and 5 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), Channels 5 (RZ/G2E)

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 1 main control register	V1MC	R/W	H'E6EF_1000	H'0000_0000	32	Δ	√	√		√	—
Video 1 module status register	V1MS	R	H'E6EF_1004	H'0000_0018	32	—	√	√		√	—
Video 1 frame capture register	V1FC	R/W	H'E6EF_1008	H'0000_0000	32	—	√	√		√	—
Video 1 start line pre-clip register	V1SLPrC	R/W	H'E6EF_100C	H'0000_0000	32	Supported	√	√		√	—
Video 1 end line pre-clip register	V1ELPrC	R/W	H'E6EF_1010	H'0000_0000	32	Supported	√	√		√	—
Video 1 start pixel pre-clip register	V1SPPrC	R/W	H'E6EF_1014	H'0000_0000	32	Supported	√	√		√	—
Video 1 end pixel pre-clip register	V1EPPrC	R/W	H'E6EF_1018	H'0000_0000	32	Supported	√	√		√	—
Video 1 image stride register	V1IS	R/W	H'E6EF_102C	H'0000_0000	32	Supported	√	√		√	—
Video 1 memory base 1 register	V1MB1	R/W	H'E6EF_1030	H'0000_0000	32	Supported	√	√		√	—
Video 1 memory base 2 register	V1MB2	R/W	H'E6EF_1034	H'0000_0000	32	Supported	√	√		√	—
Video 1 memory base 3 register	V1MB3	R/W	H'E6EF_1038	H'0000_0000	32	Supported	√	√		√	—
Video 1 line count register	V1LC	R	H'E6EF_103C	H'0000_0000	32	—	√	√		√	—
Video 1 interrupt enable register	V1IE	R/W	H'E6EF_1040	H'0000_0000	32	—	√	√		√	—
Video 1 interrupt status register	V1INTS	R/W	H'E6EF_1044	H'0000_0000	32	—	√	√		√	—
Video 1 scanline interrupt register	V1SI	R/W	H'E6EF_1048	H'0000_0000	32	Supported	√	√		√	—
Video 1 data mode register	V1DMR	R/W	H'E6EF_1058	H'0000_0000	32	Supported	√	√		√	—
Video 1 data mode register 2	V1DMR2	R/W	H'E6EF_105C	H'0000_0000	32	—	√	√		√	—
Video 1 UV address offset register	V1UVAOF	R/W	H'E6EF_1060	H'0000_0000	32	Supported	√	√		√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 1 color space change coefficient 1 register	V1CSCC1	R/W	H'E6EF_1064	H'0129_1080	32	Supported	√	√	√	—
Video 1 color space change coefficient 2 register	V1CSCC2	R/W	H'E6EF_1068	H'0198_00D0	32	Supported	√	√	√	—
Video 1 color space change coefficient 3 register	V1CSCC3	R/W	H'E6EF_106C	H'0064_0204	32	Supported	√	√	√	—
Video 1 scaling control register	V1UDS_CTRL	R/W	H'E6EF_1080	H'0000_0000	32	—	√	√	√	—
Video 1 scaling factor register	V1UDS_SCALE	R/W	H'E6EF_1084	H'0000_0000	32	—	√	√	√	—
Video 1 passband register	V1UDS_PASS_BWIDTH	R/W	H'E6EF_1090	H'0000_0000	32	—	√	√	√	—
Video 1 UDS output size clipping register	V1UDS_CLIP_SIZE	R/W	H'E6EF_10A4	H'0000_0000	32	—	√	√	√	—
Video 1 lookup table pointer	V1LUTP	R/W	H'E6EF_1100	H'0000_0000	32	—	√	√	√	—
Video 1 lookup table data register	V1LUTD	R/W	H'E6EF_1104	H'00xx_xxxx	32	—	√	√	√	—
Video 1 RGB→Y calculation setting register 1	V1YCCR1	R/W	H'E6EF_1228	H'0000_0107	32	Supported	√	√	√	—
Video 1 RGB→Y calculation setting register 2	V1YCCR2	R/W	H'E6EF_122C	H'0064_0204	32	Supported	√	√	√	—
Video 1 RGB→Y calculation setting register 3	V1YCCR3	R/W	H'E6EF_1230	H'0A00_0010	32	Supported	√	√	√	—
Video 1 RGB→Cb calculation setting register 1	V1CBCCR1	R/W	H'E6EF_1234	H'0000_1F68	32	Supported	√	√	√	—
Video 1 RGB→Cb calculation setting register 2	V1CBCCR2	R/W	H'E6EF_1238	H'01C2_1ED6	32	Supported	√	√	√	—
Video 1 RGB→Cb calculation setting register 3	V1CBCCR3	R/W	H'E6EF_123C	H'0A00_0080	32	Supported	√	√	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 1 RGB→Cr calculation setting register 1	V1CRCCR1	R/W	H'E6EF_1240	H'0000_01C2	32	Supported	√	√	√	—
Video 1 RGB→Cr calculation setting register 2	V1CRCCR2	R/W	H'E6EF_1244	H'1FB7_1E87	32	Supported	√	√	√	—
Video 1 RGB→Cr calculation setting register 3	V1CRCCR3	R/W	H'E6EF_1248	H'0A00_0080	32	Supported	√	√	√	—
Video 1 YC→RGB calculation setting register 1	V1CSCE1	R/W	H'E6EF_1300	H'0000_129F	32	Supported	√	√	√	—
Video 1 YC→RGB calculation setting register 2	V1CSCE2	R/W	H'E6EF_1304	H'0100_0800	32	Supported	√	√	√	—
Video 1 YC→RGB calculation setting register 3	V1CSCE3	R/W	H'E6EF_1308	H'1989_0D02	32	Supported	√	√	√	—
Video 1 YC→RGB calculation setting register 4	V1CSCE4	R/W	H'E6EF_130C	H'0645_2045	32	Supported	√	√	√	—
Video 1 field toggle minimum register	V1FTMIN	R/W	H'E6EF_1324	H'0000_0000	32	—	√	—	√	—
Video 1 field toggle maximum register	V1FTMAX	R/W	H'E6EF_1328	H'0000_0000	32	—	√	—	√	—
Video 1 hsync toggle minimum register	V1HSTMIN	R/W	H'E6EF_132C	H'0000_0000	32	—	√	—	√	—
Video 1 hsync toggle maximum register	V1HSTMAX	R/W	H'E6EF_1330	H'0000_0000	32	—	√	—	√	—
Video 1 vsync toggle minimum register	V1VSTMIN	R/W	H'E6EF_1334	H'0000_0000	32	—	√	—	√	—
Video 1 vsync toggle maximum register	V1VSTMAX	R/W	H'E6EF_1338	H'0000_0000	32	—	√	—	√	—
Video 1 clkenb enable minimum Register	V1DEMIN	R/W	H'E6EF_1344	H'0000_0000	32	—	√	—	√	—
Video 1 clkenb enable maximum register	V1DEMAX	R/W	H'E6EF_1348	H'0000_0000	32	—	√	—	√	—

Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 1 frame counter register	V1FRCT	R	H'E6EF_1350	H'0000_0000	32	—	√	—		√	—
Video 1 CRC code register 1	V1CRC1	R	H'E6EF_1354	H'0000_0000	32	—	√	—		√	—
Video 1 CRC code register 2	V1CRC2	R	H'E6EF_1358	H'0000_0000	32	—	√	—		√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 5 main control register	V5MC	R/W	H'E6EF_5000	H'0000_0000	32	Δ	√	√		√	√
Video 5 module status register	V5MS	R	H'E6EF_5004	H'0000_0018	32	—	√	√		√	√
Video 5 frame capture register	V5FC	R/W	H'E6EF_5008	H'0000_0000	32	—	√	√		√	√
Video 5 start line pre-clip register	V5SLPrC	R/W	H'E6EF_500C	H'0000_0000	32	Supported	√	√		√	√
Video 5 end line pre-clip register	V5ELPrC	R/W	H'E6EF_5010	H'0000_0000	32	Supported	√	√		√	√
Video 5 start pixel pre-clip register	V5SPPrC	R/W	H'E6EF_5014	H'0000_0000	32	Supported	√	√		√	√
Video 5 end pixel pre-clip register	V5EPPrC	R/W	H'E6EF_5018	H'0000_0000	32	Supported	√	√		√	√
Video 5 image stride register	V5IS	R/W	H'E6EF_502C	H'0000_0000	32	Supported	√	√		√	√
Video 5 memory base 1 register	V5MB1	R/W	H'E6EF_5030	H'0000_0000	32	Supported	√	√		√	√
Video 5 memory base 2 register	V5MB2	R/W	H'E6EF_5034	H'0000_0000	32	Supported	√	√		√	√
Video 5 memory base 3 register	V5MB3	R/W	H'E6EF_5038	H'0000_0000	32	Supported	√	√		√	√
Video 5 line count register	V5LC	R	H'E6EF_503C	H'0000_0000	32	—	√	√		√	√
Video 5 interrupt enable register	V5IE	R/W	H'E6EF_5040	H'0000_0000	32	—	√	√		√	√
Video 5 interrupt status register	V5INTS	R/W	H'E6EF_5044	H'0000_0000	32	—	√	√		√	√
Video 5 scanline interrupt register	V5SI	R/W	H'E6EF_5048	H'0000_0000	32	Supported	√	√		√	√
Video 5 data mode register	V5DMR	R/W	H'E6EF_5058	H'0000_0000	32	Supported	√	√		√	√
Video 5 data mode register 2	V5DMR2	R/W	H'E6EF_505C	H'0000_0000	32	—	√	√		√	√
Video 5 UV address offset register	V5UVAOF	R/W	H'E6EF_5060	H'0000_0000	32	Supported	√	√		√	√
Video 5 color space change coefficient 1 register	V5CSCC1	R/W	H'E6EF_5064	H'0129_1080	32	Supported	√	√		√	√

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 5 color space change coefficient 2 register	V5CSCC2	R/W	H'E6EF_5068	H'0198_00D0	32	Supported	√	√	√	√
Video 5 color space change coefficient 3 register	V5CSCC3	R/W	H'E6EF_506C	H'0064_0204	32	Supported	√	√	√	√
Video 5 scaling control register	V5UDS_CTRL	R/W	H'E6EF_5080	H'0000_0000	32	—	√	√	√	√
Video 5 scaling factor register	V5UDS_SCALE	R/W	H'E6EF_5084	H'0000_0000	32	—	√	√	√	√
Video 5 passband register	V5UDS_PASS_BWIDTH	R/W	H'E6EF_5090	H'0000_0000	32	—	√	√	√	√
Video 5 UDS output size clipping register	V5UDS_CLIP_SIZE	R/W	H'E6EF_50A4	H'0000_0000	32	—	√	√	√	√
Video 5 lookup table pointer	V5LUTP	R/W	H'E6EF_5100	H'0000_0000	32	—	√	√	√	√
Video 5 lookup table data register	V5LUTD	R/W	H'E6EF_5104	H'00xx_xxxx	32	—	√	√	√	√
Video 5 RGB→Y calculation setting register 1	V5YCCR1	R/W	H'E6EF_5228	H'0000_0107	32	Supported	√	√	√	√
Video 5 RGB→Y calculation setting register 2	V5YCCR2	R/W	H'E6EF_522C	H'0064_0204	32	Supported	√	√	√	√
Video 5 RGB→Y calculation setting register 3	V5YCCR3	R/W	H'E6EF_5230	H'0A00_0010	32	Supported	√	√	√	√
Video 5 RGB→Cb calculation setting register 1	V5CBCCR1	R/W	H'E6EF_5234	H'0000_1F68	32	Supported	√	√	√	√
Video 5 RGB→Cb calculation setting register 2	V5CBCCR2	R/W	H'E6EF_5238	H'01C2_1ED6	32	Supported	√	√	√	√
Video 5 RGB→Cb calculation setting register 3	V5CBCCR3	R/W	H'E6EF_523C	H'0A00_0080	32	Supported	√	√	√	√
Video 5 RGB→Cr calculation setting register 1	V5CRCCR1	R/W	H'E6EF_5240	H'0000_01C2	32	Supported	√	√	√	√
Video 5 RGB→Cr calculation setting register 2	V5CRCCR2	R/W	H'E6EF_5244	H'1FB7_1E87	32	Supported	√	√	√	√

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 5 RGB→Cr calculation setting register 3	V5CRCCR3	R/W	H'E6EF_5248	H'0A00_0080	32	Supported	√	√	√	√
Video 5 YC→RGB calculation setting register 1	V5CSCE1	R/W	H'E6EF_5300	H'0000_129F	32	Supported	√	√	√	√
Video 5 YC→RGB calculation setting register 2	V5CSCE2	R/W	H'E6EF_5304	H'0100_0800	32	Supported	√	√	√	√
Video 5 YC→RGB calculation setting register 3	V5CSCE3	R/W	H'E6EF_5308	H'1989_0D02	32	Supported	√	√	√	√
Video 5 YC→RGB calculation setting register 4	V5CSCE4	R/W	H'E6EF_530C	H'0645_2045	32	Supported	√	√	√	√
Video 5 field toggle minimum register	V5FTMIN	R/W	H'E6EF_5324	H'0000_0000	32	—	√	—	√	√
Video 5 field toggle maximum register	V5FTMAX	R/W	H'E6EF_5328	H'0000_0000	32	—	√	—	√	√
Video 5 hsync toggle minimum register	V5HSTMIN	R/W	H'E6EF_532C	H'0000_0000	32	—	√	—	√	√
Video 5 hsync toggle maximum register	V5HSTMAX	R/W	H'E6EF_5330	H'0000_0000	32	—	√	—	√	√
Video 5 vsync toggle minimum register	V5VSTMIN	R/W	H'E6EF_5334	H'0000_0000	32	—	√	—	√	√
Video 5 vsync toggle maximum register	V5VSTMAX	R/W	H'E6EF_5338	H'0000_0000	32	—	√	—	√	√
Video 5 clkenb enable minimum Register	V5DEMIN	R/W	H'E6EF_5344	H'0000_0000	32	—	√	—	√	√
Video 5 clkenb enable maximum register	V5DEMAX	R/W	H'E6EF_5348	H'0000_0000	32	—	√	—	√	√
Video 5 digtal pin toggle register	V5DPTGL	R/W	H'E6EF_534C	H'0000_0000	32	—	√	—	√	√
Video 5 frame counter register	V5FRCT	R	H'E6EF_5350	H'0000_0000	32	—	√	—	√	√
Video 5 CRC code register 1	V5CRC1	R	H'E6EF_5354	H'0000_0000	32	—	√	—	√	√

Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 5 CRC code register 2	V5CRC2	R	H'E6EF_5358	H'0000_0000	32	—	√	—		√	√

(3) Channels 2 and 6

Table 30.12 VIN2 and VIN6 Registers

Channels 2 and 6 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N)

							Second Generation RZ/G Series Products			
Name	**Symbol**	**R/W**	**Address**	**Initial Value**	**Access Size**	**Internal Update Mode Support***	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Video 2 main control register	V2MC	R/W	H'E6EF_2000	H'0000_0000	32	Δ	√	√	√	—
Video 2 module status register	V2MS	R	H'E6EF_2004	H'0000_0018	32	—	√	√	√	—
Video 2 frame capture register	V2FC	R/W	H'E6EF_2008	H'0000_0000	32	—	√	√	√	—
Video 2 start line pre-clip register	V2SLPrC	R/W	H'E6EF_200C	H'0000_0000	32	Supported	√	√	√	—
Video 2 end line pre-clip register	V2ELPrC	R/W	H'E6EF_2010	H'0000_0000	32	Supported	√	√	√	—
Video 2 start pixel pre-clip register	V2SPPrC	R/W	H'E6EF_2014	H'0000_0000	32	Supported	√	√	√	—
Video 2 end pixel pre-clip register	V2EPPrC	R/W	H'E6EF_2018	H'0000_0000	32	Supported	√	√	√	—
Video 2 image stride register	V2IS	R/W	H'E6EF_202C	H'0000_0000	32	Supported	√	√	√	—
Video 2 memory base 1 register	V2MB1	R/W	H'E6EF_2030	H'0000_0000	32	Supported	√	√	√	—
Video 2 memory base 2 register	V2MB2	R/W	H'E6EF_2034	H'0000_0000	32	Supported	√	√	√	—
Video 2 memory base 3 register	V2MB3	R/W	H'E6EF_2038	H'0000_0000	32	Supported	√	√	√	—
Video 2 line count register	V2LC	R	H'E6EF_203C	H'0000_0000	32	—	√	√	√	—
Video 2 interrupt enable register	V2IE	R/W	H'E6EF_2040	H'0000_0000	32	—	√	√	√	—
Video 2 interrupt status register	V2INTS	R/W	H'E6EF_2044	H'0000_0000	32	—	√	√	√	—
Video 2 scanline interrupt register	V2SI	R/W	H'E6EF_2048	H'0000_0000	32	Supported	√	√	√	—
Video 2 data mode register	V2DMR	R/W	H'E6EF_2058	H'0000_0000	32	Supported	√	√	√	—
Video 2 data mode register 2	V2DMR2	R/W	H'E6EF_205C	H'0000_0000	32	—	√	√	√	—
Video 2 UV address offset register	V2UVAOF	R/W	H'E6EF_2060	H'0000_0000	32	Supported	√	√	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 2 color space change coefficient 1 register	V2CSCC1	R/W	H'E6EF_2064	H'0129_1080	32	Supported	√	√	√	—
Video 2 color space change coefficient 2 register	V2CSCC2	R/W	H'E6EF_2068	H'0198_00D0	32	Supported	√	√	√	—
Video 2 color space change coefficient 3 register	V2CSCC3	R/W	H'E6EF_206C	H'0064_0204	32	Supported	√	√	√	—
Video 2 lookup table pointer	V2LUTP	R/W	H'E6EF_2100	H'0000_0000	32	—	√	√	√	—
Video 2 lookup table data register	V2LUTD	R/W	H'E6EF_2104	H'00xx_xxxx	32	—	√	√	√	—
Video 2 RGB→Y calculation setting register 1	V2YCCR1	R/W	H'E6EF_2228	H'0000_0107	32	Supported	√	√	√	—
Video 2 RGB→Y calculation setting register 2	V2YCCR2	R/W	H'E6EF_222C	H'0064_0204	32	Supported	√	√	√	—
Video 2 RGB→Y calculation setting register 3	V2YCCR3	R/W	H'E6EF_2230	H'0A00_0010	32	Supported	√	√	√	—
Video 2 RGB→Cb calculation setting register 1	V2CBCCR1	R/W	H'E6EF_2234	H'0000_1F68	32	Supported	√	√	√	—
Video 2 RGB→Cb calculation setting register 2	V2CBCCR2	R/W	H'E6EF_2238	H'01C2_1ED6	32	Supported	√	√	√	—
Video 2 RGB→Cb calculation setting register 3	V2CBCCR3	R/W	H'E6EF_223C	H'0A00_0080	32	Supported	√	√	√	—
Video 2 RGB→Cr calculation setting register 1	V2CRCCR 1	R/W	H'E6EF_2240	H'0000_01C2	32	Supported	√	√	√	—
Video 2 RGB→Cr calculation setting register 2	V2CRCCR 2	R/W	H'E6EF_2244	H'1FB7_1E87	32	Supported	√	√	√	—
Video 2 RGB→Cr calculation setting register 3	V2CRCCR 3	R/W	H'E6EF_2248	H'0A00_0080	32	Supported	√	√	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 2 YC→RGB calculation setting register 1	V2CSCE1	R/W	H'E6EF_2300	H'0000_129F	32	Supported	√	√	√	—
Video 2 YC→RGB calculation setting register 2	V2CSCE2	R/W	H'E6EF_2304	H'0100_0800	32	Supported	√	√	√	—
Video 2 YC→RGB calculation setting register 3	V2CSCE3	R/W	H'E6EF_2308	H'1989_0D02	32	Supported	√	√	√	—
Video 2 YC→RGB calculation setting register 4	V2CSCE4	R/W	H'E6EF_230C	H'0645_2045	32	Supported	√	√	√	—
Video 2 field toggle minimum register	V2FTMIN	R/W	H'E6EF_2324	H'0000_0000	32	—	√	—	√	—
Video 2 field toggle maximum register	V2FTMAX	R/W	H'E6EF_2328	H'0000_0000	32	—	√	—	√	—
Video 2 hsync toggle minimum register	V2HSTMIN	R/W	H'E6EF_232C	H'0000_0000	32	—	√	—	√	—
Video 2 hsync toggle maximum register	V2HSTMAX	R/W	H'E6EF_2330	H'0000_0000	32	—	√	—	√	—
Video 2 vsync toggle minimum register	V2VSTMIN	R/W	H'E6EF_2334	H'0000_0000	32	—	√	—	√	—
Video 2 vsync toggle maximum register	V2VSTMAX	R/W	H'E6EF_2338	H'0000_0000	32	—	√	—	√	—
Video 2 clkenb enable minimum Register	V2DEMIN	R/W	H'E6EF_2344	H'0000_0000	32	—	√	—	√	—
Video 2 clkenb enable maximum register	V2DEMAX	R/W	H'E6EF_2348	H'0000_0000	32	—	√	—	√	—
Video 2 frame counter register	V2FRCT	R	H'E6EF_2350	H'0000_0000	32	—	√	—	√	—
Video 2 CRC code register 1	V2CRC1	R	H'E6EF_2354	H'0000_0000	32	—	√	—	√	—
Video 2 CRC code register 2	V2CRC2	R	H'E6EF_2358	H'0000_0000	32	—	√	—	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 6 main control register	V6MC	R/W	H'E6EF_6000	H'0000_0000	32	Δ	√	√	√	—
Video 6 module status register	V6MS	R	H'E6EF_6004	H'0000_0018	32	—	√	√	√	—
Video 6 frame capture register	V6FC	R/W	H'E6EF_6008	H'0000_0000	32	—	√	√	√	—
Video 6 start line pre-clip register	V6SLPrC	R/W	H'E6EF_600C	H'0000_0000	32	Supported	√	√	√	—
Video 6 end line pre-clip register	V6ELPrC	R/W	H'E6EF_6010	H'0000_0000	32	Supported	√	√	√	—
Video 6 start pixel pre-clip register	V6SPPrC	R/W	H'E6EF_6014	H'0000_0000	32	Supported	√	√	√	—
Video 6 end pixel pre-clip register	V6EPPrC	R/W	H'E6EF_6018	H'0000_0000	32	Supported	√	√	√	—
Video 6 image stride register	V6IS	R/W	H'E6EF_602C	H'0000_0000	32	Supported	√	√	√	—
Video 6 memory base 1 register	V6MB1	R/W	H'E6EF_6030	H'0000_0000	32	Supported	√	√	√	—
Video 6 memory base 2 register	V6MB2	R/W	H'E6EF_6034	H'0000_0000	32	Supported	√	√	√	—
Video 6 memory base 3 register	V6MB3	R/W	H'E6EF_6038	H'0000_0000	32	Supported	√	√	√	—
Video 6 line count register	V6LC	R	H'E6EF_603C	H'0000_0000	32	—	√	√	√	—
Video 6 interrupt enable register	V6IE	R/W	H'E6EF_6040	H'0000_0000	32	—	√	√	√	—
Video 6 interrupt status register	V6INTS	R/W	H'E6EF_6044	H'0000_0000	32	—	√	√	√	—
Video 6 scanline interrupt register	V6SI	R/W	H'E6EF_6048	H'0000_0000	32	Supported	√	√	√	—
Video 6 data mode register	V6DMR	R/W	H'E6EF_6058	H'0000_0000	32	Supported	√	√	√	—
Video 6 data mode register 2	V6DMR2	R/W	H'E6EF_605C	H'0000_0000	32	—	√	√	√	—
Video 6 UV address offset register	V6UVAOF	R/W	H'E6EF_6060	H'0000_0000	32	Supported	√	√	√	—
Video 6 color space change coefficient 1 register	V6CSCC1	R/W	H'E6EF_6064	H'0129_1080	32	Supported	√	√	√	—
Video 6 color space change coefficient 2 register	V6CSCC2	R/W	H'E6EF_6068	H'0198_00D0	32	Supported	√	√	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 6 color space change coefficient 3 register	V6CSCC3	R/W	H'E6EF_606C	H'0064_0204	32	Supported	√	√	√	—
Video 6 lookup table pointer	V6LUTP	R/W	H'E6EF_6100	H'0000_0000	32	—	√	√	√	—
Video 6 lookup table data register	V6LUTD	R/W	H'E6EF_6104	H'00xx_xxxx	32	—	√	√	√	—
Video 6 RGB→Y calculation setting register 1	V6YCCR1	R/W	H'E6EF_6228	H'0000_0107	32	Supported	√	√	√	—
Video 6 RGB→Y calculation setting register 2	V6YCCR2	R/W	H'E6EF_622C	H'0064_0204	32	Supported	√	√	√	—
Video 6 RGB→Y calculation setting register 3	V6YCCR3	R/W	H'E6EF_6230	H'0A00_0010	32	Supported	√	√	√	—
Video 6 RGB→Cb calculation setting register 1	V6CBCCR1	R/W	H'E6EF_6234	H'0000_1F68	32	Supported	√	√	√	—
Video 6 RGB→Cb calculation setting register 2	V6CBCCR2	R/W	H'E6EF_6238	H'01C2_1ED6	32	Supported	√	√	√	—
Video 6 RGB→Cb calculation setting register 3	V6CBCCR3	R/W	H'E6EF_623C	H'0A00_0080	32	Supported	√	√	√	—
Video 6 RGB→Cr calculation setting register 1	V6CRCCR1	R/W	H'E6EF_6240	H'0000_01C2	32	Supported	√	√	√	—
Video 6 RGB→Cr calculation setting register 2	V6CRCCR2	R/W	H'E6EF_6244	H'1FB7_1E87	32	Supported	√	√	√	—
Video 6 RGB→Cr calculation setting register 3	V6CRCCR3	R/W	H'E6EF_6248	H'0A00_0080	32	Supported	√	√	√	—
Video 6 YC→RGB calculation setting register 1	V6CSCE1	R/W	H'E6EF_6300	H'0000_129F	32	Supported	√	√	√	—
Video 6 YC→RGB calculation setting register 2	V6CSCE2	R/W	H'E6EF_6304	H'0100_0800	32	Supported	√	√	√	—
Video 6 YC→RGB calculation setting register 3	V6CSCE3	R/W	H'E6EF_6308	H'1989_0D02	32	Supported	√	√	√	—

							Second Generation RZ/G Series Products			
Name	**Symbol**	**R/W**	**Address**	**Initial Value**	**Access Size**	**Internal Update Mode Support***	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Video 6 YC→RGB calculation setting register 4	V6CSCE4	R/W	H'E6EF_630C	H'0645_2045	32	Supported	√	√	√	—
Video 6 field toggle minimum register	V6FTMIN	R/W	H'E6EF_6324	H'0000_0000	32	—	√	—	√	—
Video 6 field toggle maximum register	V6FTMAX	R/W	H'E6EF_6328	H'0000_0000	32	—	√	—	√	—
Video 6 hsync toggle minimum register	V6HSTMIN	R/W	H'E6EF_632C	H'0000_0000	32	—	√	—	√	—
Video 6 hsync toggle maximum register	V6HSTMAX	R/W	H'E6EF_6330	H'0000_0000	32	—	√	—	√	—
Video 6 vsync toggle minimum register	V6VSTMIN	R/W	H'E6EF_6334	H'0000_0000	32	—	√	—	√	—
Video 6 vsync toggle maximum register	V6VSTMAX	R/W	H'E6EF_6338	H'0000_0000	32	—	√	—	√	—
Video 6 clkenb enable minimum Register	V6DEMIN	R/W	H'E6EF_6344	H'0000_0000	32	—	√	—	√	—
Video 6 clkenb enable maximum register	V6DEMAX	R/W	H'E6EF_6348	H'0000_0000	32	—	√	—	√	—
Video 6 frame counter register	V6FRCT	R	H'E6EF_6350	H'0000_0000	32	—	√	—	√	—
Video 6 CRC code register 1	V6CRC1	R	H'E6EF_6354	H'0000_0000	32	—	√	—	√	—
Video 6 CRC code register 2	V6CRC2	R	H'E6EF_6358	H'0000_0000	32	—	√	—	√	—

(4) Channels 3 and 7

Table 30.13 VIN3 and VIN7 Registers

Channels 3 and 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N)

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 3 main control register	V3MC	R/W	H'E6EF_3000	H'0000_0000	32	Δ	√	√		√	—
Video 3 module status register	V3MS	R	H'E6EF_3004	H'0000_0018	32	—	√	√		√	—
Video 3 frame capture register	V3FC	R/W	H'E6EF_3008	H'0000_0000	32	—	√	√		√	—
Video 3 start line pre-clip register	V3SLPrC	R/W	H'E6EF_300C	H'0000_0000	32	Supported	√	√		√	—
Video 3 end line pre-clip register	V3ELPrC	R/W	H'E6EF_3010	H'0000_0000	32	Supported	√	√		√	—
Video 3 start pixel pre-clip register	V3SPPrC	R/W	H'E6EF_3014	H'0000_0000	32	Supported	√	√		√	—
Video 3 end pixel pre-clip register	V3EPPrC	R/W	H'E6EF_3018	H'0000_0000	32	Supported	√	√		√	—
Video 3 image stride register	V3IS	R/W	H'E6EF_302C	H'0000_0000	32	Supported	√	√		√	—
Video 3 memory base 1 register	V3MB1	R/W	H'E6EF_3030	H'0000_0000	32	Supported	√	√		√	—
Video 3 memory base 2 register	V3MB2	R/W	H'E6EF_3034	H'0000_0000	32	Supported	√	√		√	—
Video 3 memory base 3 register	V3MB3	R/W	H'E6EF_3038	H'0000_0000	32	Supported	√	√		√	—
Video 3 line count register	V3LC	R	H'E6EF_303C	H'0000_0000	32	—	√	√		√	—
Video 3 interrupt enable register	V3IE	R/W	H'E6EF_3040	H'0000_0000	32	—	√	√		√	—
Video 3 interrupt status register	V3INTS	R/W	H'E6EF_3044	H'0000_0000	32	—	√	√		√	—
Video 3 scanline interrupt register	V3SI	R/W	H'E6EF_3048	H'0000_0000	32	Supported	√	√		√	—
Video 3 data mode register	V3DMR	R/W	H'E6EF_3058	H'0000_0000	32	Supported	√	√		√	—
Video 3 data mode register 2	V3DMR2	R/W	H'E6EF_305C	H'0000_0000	32	—	√	√		√	—
Video 3 UV address offset register	V3UVAOF	R/W	H'E6EF_3060	H'0000_0000	32	Supported	√	√		√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 3 color space change coefficient 1 register	V3CSCC1	R/W	H'E6EF_3064	H'0129_1080	32	Supported	√	√		√	—
Video 3 color space change coefficient 2 register	V3CSCC2	R/W	H'E6EF_3068	H'0198_00D0	32	Supported	√	√		√	—
Video 3 color space change coefficient 3 register	V3CSCC3	R/W	H'E6EF_306C	H'0064_0204	32	Supported	√	√		√	—
Video 3 lookup table pointer	V3LUTP	R/W	H'E6EF_3100	H'0000_0000	32	—	√	√		√	—
Video 3 lookup table data register	V3LUTD	R/W	H'E6EF_3104	H'00xx_xxxx	32	—	√	√		√	—
Video 3 RGB→Y calculation setting register 1	V3YCCR1	R/W	H'E6EF_3228	H'0000_0107	32	Supported	√	√		√	—
Video 3 RGB→Y calculation setting register 2	V3YCCR2	R/W	H'E6EF_322C	H'0064_0204	32	Supported	√	√		√	—
Video 3 RGB→Y calculation setting register 3	V3YCCR3	R/W	H'E6EF_3230	H'0A00_0010	32	Supported	√	√		√	—
Video 3 RGB→Cb calculation setting register 1	V3CBCCR1	R/W	H'E6EF_3234	H'0000_1F68	32	Supported	√	√		√	—
Video 3 RGB→Cb calculation setting register 2	V3CBCCR2	R/W	H'E6EF_3238	H'01C2_1ED6	32	Supported	√	√		√	—
Video 3 RGB→Cb calculation setting register 3	V3CBCCR3	R/W	H'E6EF_323C	H'0A00_0080	32	Supported	√	√		√	—
Video 3 RGB→Cr calculation setting register 1	V3CRCCR1	R/W	H'E6EF_3240	H'0000_01C2	32	Supported	√	√		√	—
Video 3 RGB→Cr calculation setting register 2	V3CRCCR2	R/W	H'E6EF_3244	H'1FB7_1E87	32	Supported	√	√		√	—
Video 3 RGB→Cr calculation setting register 3	V3CRCCR3	R/W	H'E6EF_3248	H'0A00_0080	32	Supported	√	√		√	—
Video 3 YC→RGB calculation setting register 1	V3CSCE1	R/W	H'E6EF_3300	H'0000_129F	32	Supported	√	√		√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 3 YC→RGB calculation setting register 2	V3CSCE2	R/W	H'E6EF_3304	H'0100_0800	32	Supported	√	√		√	—
Video 3 YC→RGB calculation setting register 3	V3CSCE3	R/W	H'E6EF_3308	H'1989_0D02	32	Supported	√	√		√	—
Video 3 YC→RGB calculation setting register 4	V3CSCE4	R/W	H'E6EF_330C	H'0645_2045	32	Supported	√	√		√	—
Video 3 field toggle minimum register	V3FTMIN	R/W	H'E6EF_3324	H'0000_0000	32	—	√	—		√	—
Video 3 field toggle maximum register	V3FTMAX	R/W	H'E6EF_3328	H'0000_0000	32	—	√	—		√	—
Video 3 hsync toggle minimum register	V3HSTMIN	R/W	H'E6EF_332C	H'0000_0000	32	—	√	—		√	—
Video 3 hsync toggle maximum register	V3HSTMAX	R/W	H'E6EF_3330	H'0000_0000	32	—	√	—		√	—
Video 3 vsync toggle minimum register	V3VSTMIN	R/W	H'E6EF_3334	H'0000_0000	32	—	√	—		√	—
Video 3 vsync toggle maximum register	V3VSTMAX	R/W	H'E6EF_3338	H'0000_0000	32	—	√	—		√	—
Video 3 clkenb enable minimum Register	V3DEMIN	R/W	H'E6EF_3344	H'0000_0000	32	—	√	—		√	—
Video 3 clkenb enable maximum register	V3DEMAX	R/W	H'E6EF_3348	H'0000_0000	32	—	√	—		√	—
Video 3 frame counter register	V3FRCT	R	H'E6EF_3350	H'0000_0000	32	—	√	—		√	—
Video 3 CRC code register 1	V3CRC1	R	H'E6EF_3354	H'0000_0000	32	—	√	—		√	—
Video 3 CRC code register 2	V3CRC2	R	H'E6EF_3358	H'0000_0000	32	—	√	—		√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 7 main control register	V7MC	R/W	H'E6EF_7000	H'0000_0000	32	Δ	√	√	√	—	
Video 7 module status register	V7MS	R	H'E6EF_7004	H'0000_0018	32	—	√	√	√	—	
Video 7 frame capture register	V7FC	R/W	H'E6EF_7008	H'0000_0000	32	—	√	√	√	—	
Video 7 start line pre-clip register	V7SLPrC	R/W	H'E6EF_700C	H'0000_0000	32	Supported	√	√	√	—	
Video 7 end line pre-clip register	V7ELPrC	R/W	H'E6EF_7010	H'0000_0000	32	Supported	√	√	√	—	
Video 7 start pixel pre-clip register	V7SPPrC	R/W	H'E6EF_7014	H'0000_0000	32	Supported	√	√	√	—	
Video 7 end pixel pre-clip register	V7EPPrC	R/W	H'E6EF_7018	H'0000_0000	32	Supported	√	√	√	—	
Video 7 image stride register	V7IS	R/W	H'E6EF_702C	H'0000_0000	32	Supported	√	√	√	—	
Video 7 memory base 1 register	V7MB1	R/W	H'E6EF_7030	H'0000_0000	32	Supported	√	√	√	—	
Video 7 memory base 2 register	V7MB2	R/W	H'E6EF_7034	H'0000_0000	32	Supported	√	√	√	—	
Video 7 memory base 3 register	V7MB3	R/W	H'E6EF_7038	H'0000_0000	32	Supported	√	√	√	—	
Video 7 line count register	V7LC	R	H'E6EF_703C	H'0000_0000	32	—	√	√	√	—	
Video 7 interrupt enable register	V7IE	R/W	H'E6EF_7040	H'0000_0000	32	—	√	√	√	—	
Video 7 interrupt status register	V7INTS	R/W	H'E6EF_7044	H'0000_0000	32	—	√	√	√	—	
Video 7 scanline interrupt register	V7SI	R/W	H'E6EF_7048	H'0000_0000	32	Supported	√	√	√	—	
Video 7 data mode register	V7DMR	R/W	H'E6EF_7058	H'0000_0000	32	Supported	√	√	√	—	
Video 7 data mode register 2	V7DMR2	R/W	H'E6EF_705C	H'0000_0000	32	—	√	√	√	—	
Video 7 UV address offset register	V7UVAOF	R/W	H'E6EF_7060	H'0000_0000	32	Supported	√	√	√	—	
Video 7 color space change coefficient 1 register	V7CSCC1	R/W	H'E6EF_7064	H'0129_1080	32	Supported	√	√	√	—	
Video 7 color space change coefficient 2 register	V7CSCC2	R/W	H'E6EF_7068	H'0198_00D0	32	Supported	√	√	√	—	

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 7 color space change coefficient 3 register	V7CSCC3	R/W	H'E6EF_706C	H'0064_0204	32	Supported	√	√	√	—
Video 7 lookup table pointer	V7LUTP	R/W	H'E6EF_7100	H'0000_0000	32	—	√	√	√	—
Video 7 lookup table data register	V7LUTD	R/W	H'E6EF_7104	H'00xx_xxxx	32	—	√	√	√	—
Video 7 RGB→Y calculation setting register 1	V7YCCR1	R/W	H'E6EF_7228	H'0000_0107	32	Supported	√	√	√	—
Video 7 RGB→Y calculation setting register 2	V7YCCR2	R/W	H'E6EF_722C	H'0064_0204	32	Supported	√	√	√	—
Video 7 RGB→Y calculation setting register 3	V7YCCR3	R/W	H'E6EF_7230	H'0A00_0010	32	Supported	√	√	√	—
Video 7 RGB→Cb calculation setting register 1	V7CBCCR1	R/W	H'E6EF_7234	H'0000_1F68	32	Supported	√	√	√	—
Video 7 RGB→Cb calculation setting register 2	V7CBCCR2	R/W	H'E6EF_7238	H'01C2_1ED6	32	Supported	√	√	√	—
Video 7 RGB→Cb calculation setting register 3	V7CBCCR3	R/W	H'E6EF_723C	H'0A00_0080	32	Supported	√	√	√	—
Video 7 RGB→Cr calculation setting register 1	V7CRCCR1	R/W	H'E6EF_7240	H'0000_01C2	32	Supported	√	√	√	—
Video 7 RGB→Cr calculation setting register 2	V7CRCCR2	R/W	H'E6EF_7244	H'1FB7_1E87	32	Supported	√	√	√	—
Video 7 RGB→Cr calculation setting register 3	V7CRCCR3	R/W	H'E6EF_7248	H'0A00_0080	32	Supported	√	√	√	—
Video 7 YC→RGB calculation setting register 1	V7CSCE1	R/W	H'E6EF_7300	H'0000_129F	32	Supported	√	√	√	—
Video 7 YC→RGB calculation setting register 2	V7CSCE2	R/W	H'E6EF_7304	H'0100_0800	32	Supported	√	√	√	—
Video 7 YC→RGB calculation setting register 3	V7CSCE3	R/W	H'E6EF_7308	H'1989_0D02	32	Supported	√	√	√	—

							Second Generation RZ/G Series Products			
Name	Symbol	R/W	Address	Initial Value	Access Size	Internal Update Mode Support*	RZ/G2H	RZ/G2M V1.3	RZ/G2M V3.0	RZ/G2N	RZ/G2E
Video 7 YC→RGB calculation setting register 4	V7CSCE4	R/W	H'E6EF_730C	H'0645_2045	32	Supported	√	√		√	—
Video 7 field toggle minimum register	V7FTMIN	R/W	H'E6EF_7324	H'0000_0000	32	—	√	—		√	—
Video 7 field toggle maximum register	V7FTMAX	R/W	H'E6EF_7328	H'0000_0000	32	—	√	—		√	—
Video 7 hsync toggle minimum register	V7HSTMIN	R/W	H'E6EF_732C	H'0000_0000	32	—	√	—		√	—
Video 7 hsync toggle maximum register	V7HSTMAX	R/W	H'E6EF_7330	H'0000_0000	32	—	√	—		√	—
Video 7 vsync toggle minimum register	V7VSTMIN	R/W	H'E6EF_7334	H'0000_0000	32	—	√	—		√	—
Video 7 vsync toggle maximum register	V7VSTMAX	R/W	H'E6EF_7338	H'0000_0000	32	—	√	—		√	—
Video 7 clkenb enable minimum Register	V7DEMIN	R/W	H'E6EF_7344	H'0000_0000	32	—	√	—		√	—
Video 7 clkenb enable maximum register	V7DEMAX	R/W	H'E6EF_7348	H'0000_0000	32	—	√	—		√	—
Video 7 frame counter register	V7FRCT	R	H'E6EF_7350	H'0000_0000	32	—	√	—		√	—
Video 7 CRC code register 1	V7CRC1	R	H'E6EF_7354	H'0000_0000	32	—	√	—		√	—
Video 7 CRC code register 2	V7CRC2	R	H'E6EF_7358	H'0000_0000	32	—	√	—		√	—

30.1.5 Connected Module

Table 30.14 Connected Modules

Connected Modules	Function of the Connected Modules
CSI2	Input of image data
CPG	Input reset and clock stop signal
INTC	Interrupt controller

30.2 Register Description

[Legend]

—: Reserved. The write value should always be 0.

Initial value: Register value after a reset

R/W: Readable/writable. The written value can be read.

R: Read-only. The write value should always be 0.

Vn: Video channel n

30.2.1 Video n Main Control Register (VnMC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	30	25	24	23	22	21	20	19	18	17	16
	—	—	CLP[1:0]		DPINE	SCLE	—	—	—	—	FOC	LUTE	YCAL	INF[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DC[1:0]		EXINF[1:0]		—	VUP	—	—	—	EN	EC	IM[1:0]		—	BPS	ME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	B'0	R/W	Reserved This bit is always read as 0. The write value should always be 0.
29, 28	CLP[1:0]	B'00	R/W	Pixel Data Clipping When the input image data is in the YCbCr format, these bits specify the data clip value for clipping the YCbCr-RGB color conversion input data to the nominal range prescribed in the ITU-R BT.601 standard.

CLP	Luminance	Color Difference	
b'00	No clipping	16 or a smaller value is clipped to 16. 240 or a greater value is clipped to 240.	Initial value
b'01	16 or a smaller value is clipped to 16. 240 or a greater value is clipped to 240.	16 or a smaller value is clipped to 16. 240 or a greater value is clipped to 240.	
b'10	No clipping	16 or a smaller value is clipped to 128. 240 or a greater value is clipped to 128.	
b'11	No clipping	No clipping	

Note: These bits support the internal update mode.

27	DPINE	B'0	R/W	This bit is used to select the source of the field signal. 0: MIPI CSI-2 interfaces 1: Digital pins Note: This bit is should be set to 0 in other than the below video channels. video channels 4 and 5 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Bit	Bit Name	Initial Value	R/W	Description
30	SCLE	B'0	R/W	This bit is used to enable or disable scaling by the UDS. 0: Disables scaling by the UDS. 1: Enables scaling by the UDS. Notes:1. This bit is only present for video channels 0, 1, 4, and 5. 2. Do not set this bit to 1 for both video channels 0 and 1 at the same time. 3. Do not set this bit to 1 for both video channels 4 and 5 at the same time.
25 to 22	—	H'0	R	Reserved This bits are always read as 0. The write value should always be 0.
21	FOC	B'0	R/W	Field Order Control This bit controls the field order for full interlace capturing. 0: Top field = Odd field (field 1) 1: Top field = Even field (field 2) Note: This bit supports the internal update mode.
20	LUTE	B'0	R/W	Lookup Table Enable This bit enables lookup table conversion from 10 bits to 8 bits. 0: LUT is not used. 1: LUT is used. Notes: 1. To perform LUT conversion, the conversion table should be set with VnLUTP and VnLUTD. 2. This bit supports the internal update mode.
19	YCAL	B'0	R/W	YCbCr-422 Input Data Alignment This bit controls data alignment for YCbCr-422 input. 0: When the multiplexed CbCr interface is set, capturing is performed with Y in the upper bits and CbCr in the lower bits. 1: When the multiplexed CbCr interface is set, capturing is performed with CbCr in the upper bits and Y in the lower bits.

Bit	Bit Name	Initial Value	R/W	Description
18 to 16	INF[2:0]	B'000	R/W	Input Interface Format These bits specify the image format input to the VIN. [Digital Pins] b'000: ITU-R BT.656 8-bit YCbCr-422 input*1 b'001: ITU-R BT.601/BT.709 8-bit YCbCr-422 input*1 b'010: ITU-R BT.656 10/12-bit YCbCr-422 input*1 b'011: ITU-R BT.601/BT.709 10/12-bit YCbCr-422 or RAW12 input*1 b'100: Prohibit b'101: ITU-R BT.601/BT.1358 16-bit YCbCr-422 input*1 b'110: ITU-R BT.601/BT.709 24-bit RGB-888 input*1 b'111: ITU-R BT.601/BT.709 18-bit RGB-666 input*1 [MIPI CSI-2] b'000: Prohibit b'001: YCbCr-422 8-bit data input*1 b'010: Prohibit b'011: YCbCr-422 10-bit data input*1 b'100: 8-bit user defined data (RAW8) or 8-bit embedded input*1 b'101: Prohibit b'110: RGB-888 data input*1 b'111: Prohibit
15, 14	DC[1:0]	B'00	R/W	Dithering Mode Control These bits select the dithering mode for conversion from RGB888 to RGB565/ARGB1565. b'00: Dithering with cumulative addition b'01: Ordered dithering b'10: Setting prohibited b'11: Setting prohibited
13, 12	EXINF[1:0]	B'00	R/W	Extension Interface Select b'00: Data extension is not performed b'01: Combined with the INF setting, 8-bit data extension is performed. b'10: Combined with the INF setting, 10-bit data extension is performed. b'11: Combined with the INF setting, 12-bit data extension is performed.
11	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
10	VUP	B'0	R/W	VIN Register Update Control This bit specifies the internal register update timing after writing register. See the list of registers for applicable registers. 0: The register contents are updated immediately after register writing. 1: The register contents are updated after a valid field is detected in the ITU-R BT.601 data or the field (F) bit changes in the ITU-R BT.656 data.
9 to 7	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
6	EN	B'0	R/W	Endian Type This bit specifies the endian type for data to be output to external memory. 0: Image data is packed and allocated in little endian. 1: Image data is packed and allocated in big endian. Note: When allocating the YCbCr422 (UYVY format) data in big endian, be sure to set the BPSM bit in VnDMR to 1.
5	EC	B'0	R/W	Error Correction Control This bit specifies whether error correction with the parity bit is performed on the ITU-R BT.656 input. 0: Error correction is not performed on the ITU-R BT.656 input. 1: Error correction with the parity bit is performed on the ITU-R BT.656 input. Error correction must not be performed in the following cases: • When data is captured in the ITU-R BT.601 interface • When input data does not meet the standard of the ITU-R BT.656 parity bit
4, 3	IM[1:0]	B'00	R/W	Interlace Mode These bits specify the capture mode. Do not modify this setting during capture operation. b'00: Odd-field (field 1) capture mode Handles only odd fields as frames and stores them in external memory. b'01: Odd-/even-field capture mode Handles odd and even fields as separate frames and stores them in external memory. This mode is available only in continuous frame capture mode. b'10: Even-field (field 2) capture mode Handles only even fields as frames and stores them in external memory. b'11: Full interlace mode Handles combinations of odd and even fields as single frames and stores them in external memory.
2	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
1	BPS	B'0	R/W	Color Space Conversion Bypass Mode 0: The input YCbCr data is converted into the RGB color space and RGB data is converted into the YCbCr color space*2. 1: Color space conversion is not performed. Note: YCbCr→RGB or RGB→YCbCr conversion is performed with the coefficients specified by the YC-RGB conversion coefficient register or RGB-YC coefficient register.
0	ME	B'0	R/W	Module Enable This is the enable bit for the VIN. Set this bit before setting the Frame Capture (VnFC) register. 0: The module operation is stopped. 1: The module operation is enabled. *3

Notes: 1. Table 30.15 shows the combinations of interfaces which can be set by the input interface format (the INF bits in VnMC) and extension interface select (the EXINF bit in VnMC). Do not make the other settings.
2. Table 30.16 shows the image data which can be converted according to the color space conversion bypass mode settings (set by the BPS bit in VnMC).
3. To stop capturing operation, only set the ME bit to 0. Do not change the other bit settings.

Table 30.15 Capture Interface Settings

Interface		VnMC/EXINF	VnMC/INF
ITU-R BT.656 (multiplexed YCbCr422)	8 bits	00	000
	10 bits	00	010
	12 bits	11	010
ITU-R BT.601/BT.709 (multiplexed YCbCr422)	8 bits	00	001
	10 bits	00	011
	12 bits	11	011
ITU-R BT.601/BT.709/BT.1358 (non-multiplexed Y/multiplexed CbCr)	16 bits	00	101
	20 bits	10	101
	24 bits	11	101
ITU-R BT.601/BT.709 (RGB666)	18 bits	00	111
ITU-R BT.601/BT.709 (RGB888)	24 bits	00	110
MIPI CSI-2 YCbCr-422 8-bit	—	00	001
MIPI CSI-2 YCbCr-422 10-bit	—	00	011
MIPI CSI-2 RGB888	—	00	110
MIPI CSI-2 8-bit user defined data (RAW8) or 8-bit embedded	—	00	100
RAW12 (Digital Pins Interface Only)	12 bits	11	011

Table 30.16 Captured Data Formats

Input Data Format	VnMC/INF	VnMC/BPS	VnMC/IM	Captured Data Format
ITU-R BT.656/BT.601/BT.709/BT.1358 YCbCr	000/001 010/011 100/101	0	—	RGB format
		1	—	YCbCr format
ITU-R BT.601/BT.709 RGB	110/111	0	—	YCbCr format
		1	—	RGB format
8-bit user defined data (RAW8) or 8-bit embedded input (MIPI CSI-2 IF Only)	100	1	01	User defined format
RAW12 (Digital Pins Interface Only)	011	1	01	RAW12 format

30.2.2 Video n Module Status Register (VnMS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	30	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	FBS[1:0]		FS	AV	CA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
7 to 5	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
4, 3	FBS[1:0]	B'11	R	Frame Buffer Status These bits show the frame buffer status. b'00: The latest valid frame buffer has the base address defined by the memory base 1 register. b'01: The latest valid frame buffer has the base address defined by the memory base 2 register. b'10: The latest valid frame buffer has the base address defined by the memory base 3 register. b'11: There is no valid frame buffer. Note: When video capture is operating, this bit should be read after the FIS bit in VnINTS is set to 1.
2	FS	B'0	R	Field Status This bit shows the type of the current capture field. 0: The current field is an odd field (field 1). 1: The current field is an even field (field 2). Note: When video capture is operating, this bit should be read after the FIS bit in VnINTS is set to 1.
1	AV	B'0	R	Active Video Status This bit shows whether the current field is in the active video area defined by the pre-clipping register. 0: The current field is not in the active video area. 1: The current field is in the active video area. Note: This bit will be 0 if no input data is captured.

Bit	Bit Name	Initial Value	R/W	Description
0	CA	B'0	R	Video Capture Active Status This bit shows the current video capture operation status. This bit is updated by the captured field signal. 0: Video capture is not operating. 1: Video capture is operating. Note: In field capture mode, this bit is set to 1 even for the field that does not capture data.

30.2.3 Video n Frame Capture Register (VnFC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	30	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CC	SC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	CC	B'0	R/W	Continuous Frame Capture Mode This bit specifies the continuous frame capture mode. In this mode, the first capture frame is written into the memory address specified by the memory base 1 (VnMB1) register. After that, the capture operation is repeated in the order of MB2, MB3, MB1, MB2, and such. Writing 0 into this bit during continuous capture operation will immediately terminate the capture operation if the current frame is completed or it has not been captured. After the capture operation resumed by writing 1 into this bit, the memory address that first capture frame is written is depending on the value indicated by the frame buffer status (FBS[1:0]) bits in the module status (VnMS) register. 0: The continuous frame capture mode is not set. 1: The continuous frame capture mode is set. Note: When the capture is started with the SC bit set to 1 before setting this bit to 1, the first capture frame is written into the memory address specified by the memory base 2 (VnMB2) register.
0	SC	B'0	R/W	Single Frame Capture Mode This bit specifies the single frame capture mode. In this mode, the capture frame is written into the memory address specified by the memory base 1 (VnMB1) register. Immediately after this bit is set to 1, the frame buffer status (FBS) bits in MS are initialized and the SC bit is also cleared to 0. 0: The single frame capture mode is not set. 1: The single frame capture mode is set. Note: Do not set this bit to 1 when the interlace mode (IM) bits in the main control register (VnMC) are set to 01 (odd-/even-field capture mode).

Note: Do not specify the single frame capture mode and continuous frame capture mode at the same time.

30.2.4 Video n Start Line Pre-Clip Register (VnSLPrC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	30	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SLPrC[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	SLPrC[11:0]	All 0	R/W	Start Line Pre-Clip These bits specify the (pre-clipping start line − 1) value in line units. This value is used before scaling. Specify a value in the range from 0 to 4094 so that the number of lines after pre-clipping will be 2 or more. (The value of 0 indicates the first valid line.) Note: In case of using Scaler, set the value of SLPrC within input lines.

30.2.5 Video n End Line Pre-Clip Register (VnELPrC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	30	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	ELPrC[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	ELPrC[11:0]	All 0	R/W	End Line Pre-Clip These bits specify the (pre-clipping end line − 1) value in line units. This value is used before scaling. Specify a value in the range from 1 to 4095 so that the number of lines after pre-clipping will be 2 or more. Note: 1. When using vertical or horizontal scaling, specify a value in the range from 3 to 4095 so that the number of lines after pre-clipping will be 4 or more. 2. In case of using Scaler, set the value of ELPrC within input lines. 3. If the interlace images are input, the value here should be such that ELPrC - SLPrC is half of the value of the number of the original line.

30.2.6 Video n Start Pixel Pre-Clip Register (VnSPPrC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	30	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SPPrC[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	SPPrC[11:0]	All 0	R/W	Start Pixel Pre-Clip These bits specify the (pre-clipping start pixel − 1) value in pixel units. This value is used before scaling. Specify a value in the range from 0 to 4090 so that the number of pixels after pre-clipping will be an even number than 6. Notes: 1. When SPPrC is set to H'0, the first valid pixel is specified. 2. Specify an even number. 3. The capacity of the internal buffer is limited, so if the horizontal scaling up function is in use, the value here should be such that EPPrC − SPPrC is no greater than 2048 pixels. 4. In case of using Scaler, set the value of SPPrC within input pixels. 5. When RAW12 format are input, these bits specify the ((pre-clipping start pixel − 1) / 2) value in pixel units.

30.2.7 Video n End Pixel Pre-Clip Register (VnEPPrC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	30	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	EPPrC[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	EPPrC[11:0]	All 0	R/W	End Pixel Pre-Clip These bits specify the (pre-clipping end pixel − 1) value in pixel units. This value is used before scaling. Specify a value in the range from 5 to 4095 so that the number of pixels after pre-clipping will be an even number than 6. Notes: 1. Set this bit so that the (EPPrC − SPPrC) value is an odd number. 2. The capacity of the internal buffer is limited, so if the horizontal scaling up function is in use, the value here should be such that EPPrC − SPPrC is no greater than 2048 pixels. 3. In case of using Scaler, set the value of EPPrC within input pixels. 4. When RAW12 format are input, these bits specify the ((pre-clipping end pixel / 2) − 1) value in pixel units. 5. When RAW12 format are input, it is necessary that the pre-clipping end pixel is an even number.

30.2.8 Video n CSI2 Interface Mode Register (VnCSI_IFMD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 and 4 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 (RZ/G2E)

Bit:	31	30	29	28	27	30	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	DES1/—	DES0	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CSI_CHSEL[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27	—	B'0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
30	DES1/—	B'0	R/W	Data Extension Select (CSI20 Input Data) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] This bit is used to select how data are expanded to 12 bits within the VIN module. 0: Empty bits in the input data are repeatedly expanded from the highest-order bit. 1: Empty bits will be padded with zeros. This bit must be set to 1 when the YCbCr-422 interface is in use.
				Reserved [RZ/G2E] These bits are always read as 0. The write value should always be 0.
25	DES0	B'0	R/W	Data Extension Select (CSI40 Input Data) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] This bit is used to select how data are expanded to 12 bits within the VIN module. 0: Empty bits in the input data are repeatedly expanded from the highest-order bit. 1: Empty bits will be padded with zeros. This bit must be set to 1 when the YCbCr-422 interface is in use.
				Data Extension Select (CSI40(2-Lane) Input Data) [RZ/G2E] This bit is used to select how data are expanded to 12 bits within the VIN module. 0: Empty bits in the input data are repeatedly expanded from the highest-order bit. 1: Empty bits will be padded with zeros. This bit must be set to 1 when the YCbCr-422 interface is in use.
24 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	CSI_CHSEL[3:0]	H'0	R/W	These bits are used to select the CSI2 channels to which each of the video channels is connected. Available selections are given in Table 30.17. Note: x101, x110, x111: prohibit. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] x100, x101, x110, x111: prohibit. [RZ/G2E] x011 (Video Channel 4), x101, x110, x111: prohibit. [RZ/G2H]

Table 30.17 CSI2 Channel Select Settings

[RZ/G2H]

VIN0	VIN1	VIN2	VIN3	V0CSI_IFMD/ CSI_CHSEL[2:0]	V0CSI_IFMD/ CSI_CHSEL[3]
CSI40/VC0	CSI20/VC0	CSI20/VC1	CSI40/VC1	000	0
			CSI40/EMB	000	1
CSI20/VC0	CSI40/VC1	CSI40/VC0	CSI20/VC1	001	0
			CSI20/EMB	001	1
CSI40/VC1	CSI40/VC0	CSI20/VC0	CSI20/VC1	010	0
			CSI20/EMB	010	1
CSI40/VC0	CSI40/VC1	CSI40/VC2	CSI40/VC3	011	0
			CSI40/EMB	011	1
CSI20/VC0	CSI20/VC1	CSI20/VC2	CSI20/VC3	100	0
			CSI20/EMB	100	1

VIN4	VIN5	VIN6	VIN7	V4CSI_IFMD/ CSI_CHSEL[2:0]	V4CSI_IFMD/ CSI_CHSEL[3]
No operate	CSI20/VC0	CSI20/VC1	No operate	000	0
			No operate	000	1
CSI20/VC0	No operate	No operate	CSI20/VC1	001	0
			CSI20/EMB	001	1
No operate	No operate	CSI20/VC0	CSI20/VC1	010	0
			CSI20/EMB	010	1
CSI20/VC0	CSI20/VC1	CSI20/VC2	CSI20/VC3	100	0
			CSI20/EMB	100	1

Note: VC*: CSI2 Virtual Channel
EMB: CSI2 Embedded of Virtual Channel 0

[RZ/G2M V1.3, RZ/G2M V3.0]

VIN0	VIN1	VIN2	VIN3	V0CSI_IFMD/ CSI_CHSEL[2:0]	V0CSI_IFMD/ CSI_CHSEL[3]
CSI40/VC0	CSI20/VC0	No operate	CSI40/VC1	000	0
			CSI40/EMB	000	1
CSI20/VC0	No operate	CSI40/VC0	CSI20/VC1	001	0
			CSI20/EMB	001	1
No operate	CSI40/VC0	CSI20/VC0	No operate	010	0
			No operate	010	1
CSI40/VC0	CSI40/VC1	CSI40/VC2	CSI40/VC3	011	0
			CSI40/EMB	011	1
CSI20/VC0	CSI20/VC1	CSI20/VC2	CSI20/VC3	100	0
			CSI20/EMB	100	1

VIN4	VIN5	VIN6	VIN7	V4CSI_IFMD/ CSI_CHSEL[2:0]	V4CSI_IFMD/ CSI_CHSEL[3]
CSI40/VC0	CSI20/VC0	No operate	CSI40/VC1	000	0
			CSI40/EMB	000	1
CSI20/VC0	No operate	CSI40/VC0	CSI20/VC1	001	0
			CSI20/EMB	001	1
No operate	CSI40/VC0	CSI20/VC0	No operate	010	0
			No operate	010	1
CSI40/VC0	CSI40/VC1	CSI40/VC2	CSI40/VC3	011	0
			CSI40/EMB	011	1
CSI20/VC0	CSI20/VC1	CSI20/VC2	CSI20/VC3	100	0
			CSI20/EMB	100	1

Note: VC*: CSI2 Virtual Channel
EMB: CSI2 Embedded of Virtual Channel 0
No operate: Set 0 to VnMC/ME and VnFC/CC and VnFC/SC bit.

[RZ/G2N]

VIN0	VIN1	VIN2	VIN3	V0CSI_IFMD/ CSI_CHSEL[2:0]	V0CSI_IFMD/ CSI_CHSEL[3]
CSI40/VC0	CSI20/VC0	CSI20/VC1	CSI40/VC1	000	0
			CSI40/EMB	000	1
CSI20/VC0	CSI40/VC1	CSI40/VC0	CSI20/VC1	001	0
			CSI20/EMB	001	1
CSI40/VC1	CSI40/VC0	CSI20/VC0	CSI20/VC1	010	0
			CSI20/EMB	010	1
CSI40/VC0	CSI40/VC1	CSI40/VC2	CSI40/VC3	011	0
			CSI40/EMB	011	1
CSI20/VC0	CSI20/VC1	CSI20/VC2	CSI20/VC3	100	0
			CSI20/EMB	100	1

VIN4	VIN5	VIN6	VIN7	V4CSI_IFMD/ CSI_CHSEL[2:0]	V4CSI_IFMD/ CSI_CHSEL[3]
CSI40/VC0	CSI20/VC0	CSI20/VC1	CSI40/VC1	000	0
			CSI40/EMB	000	1
CSI20/VC0	CSI40/VC1	CSI40/VC0	CSI20/VC1	001	0
			CSI20/EMB	001	1
CSI40/VC1	CSI40/VC0	CSI20/VC0	CSI20/VC1	010	0
			CSI20/EMB	010	1
CSI40/VC0	CSI40/VC1	CSI40/VC2	CSI40/VC3	011	0
			CSI40/EMB	011	1
CSI20/VC0	CSI20/VC1	CSI20/VC2	CSI20/VC3	100	0
			CSI20/EMB	100	1

Note: VC*: CSI2 Virtual Channel
EMB: CSI2 Embedded of Virtual Channel 0

[RZ/G2E]

VIN4	VIN5	V4CSI_IFMD/ CSI_CHSEL[2:0]	V4CSI_IFMD/ CSI_CHSEL[3]
CSI40/VC0	CSI40/EMB	000	0/1
No operate	CSI40/VC1	001	0/1
CSI40/VC1	CSI40/VC0	010	0/1
CSI40/VC0	CSI40/VC1	011	0/1

Note: VC*: CSI2 Virtual Channel
EMB: CSI2 Embedded of Virtual Channel 0
No operate: Set 0 to VnMC/ME and VnFC/CC and VnFC/SC bit.
CSI2 module name of RZ/G2E is CSI40(CSI4LNK0), but the module is 2-Lane CSI2.
CSI2 module name of RZ/G2E is not supported 4-Lane.

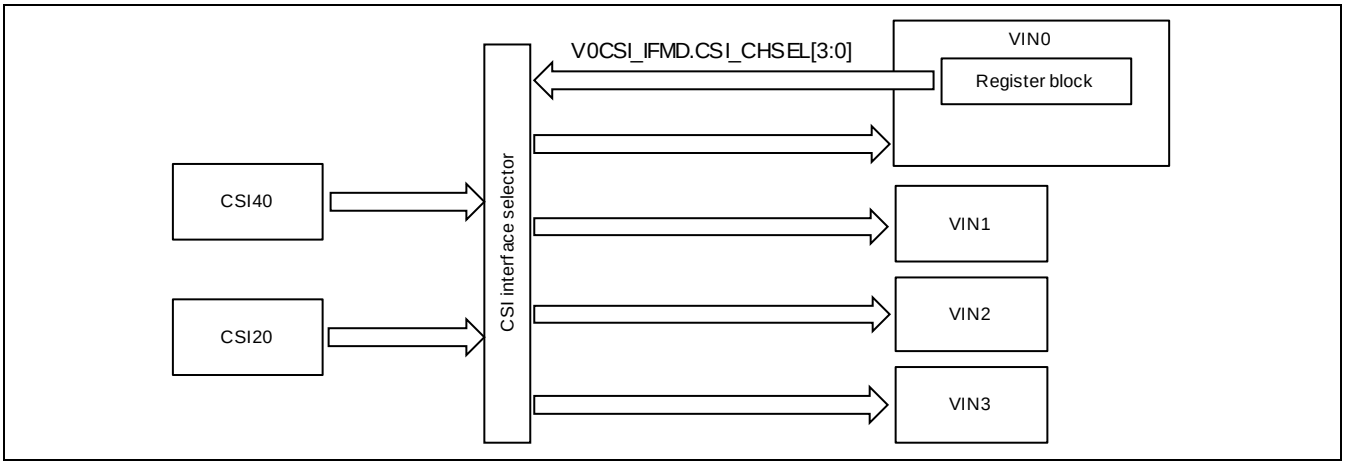


Figure 30.8 CSI2-VIN0/1/2/3 Connection [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

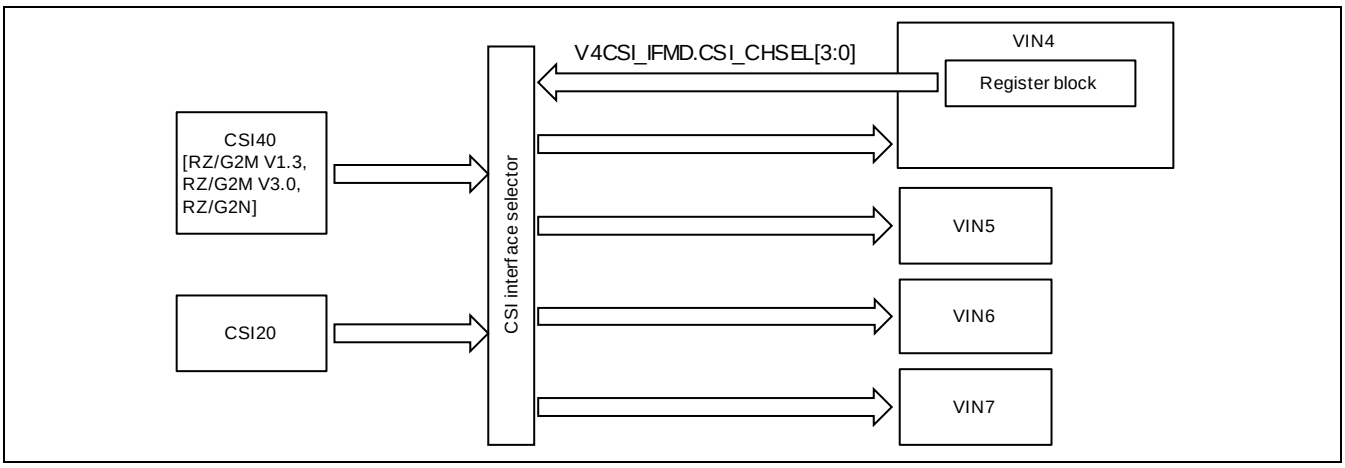


Figure 30.9 CSI2-VIN4/5/6/7 Connection [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

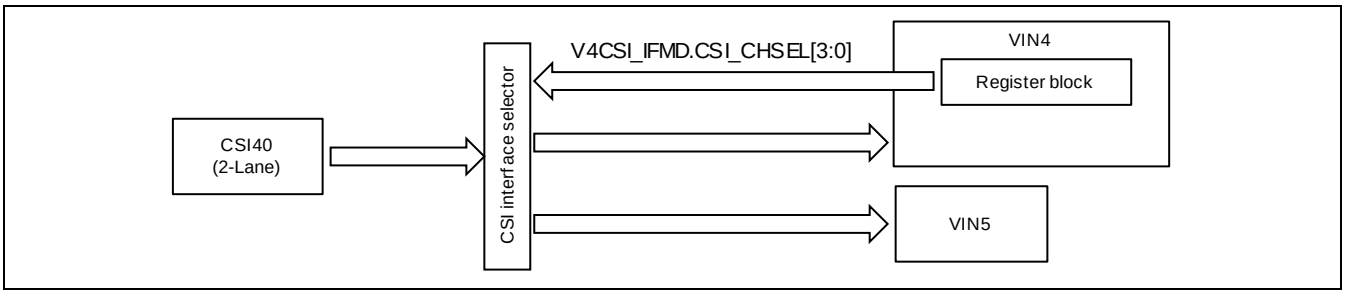


Figure 30.10 CSI2-VIN4/5 Connection [RZ/G2E]

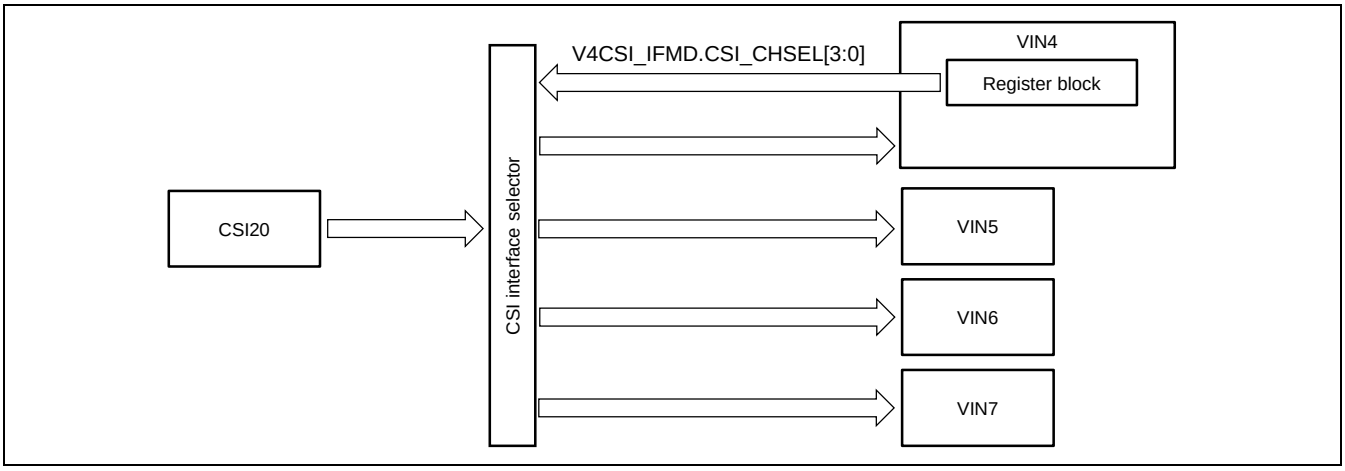


Figure 30.11 CSI2-VIN4/5/6/7 Connection [RZ/G2H]

30.2.9 Video n Image Stride Register (VnIS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	IS[8:0]									—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

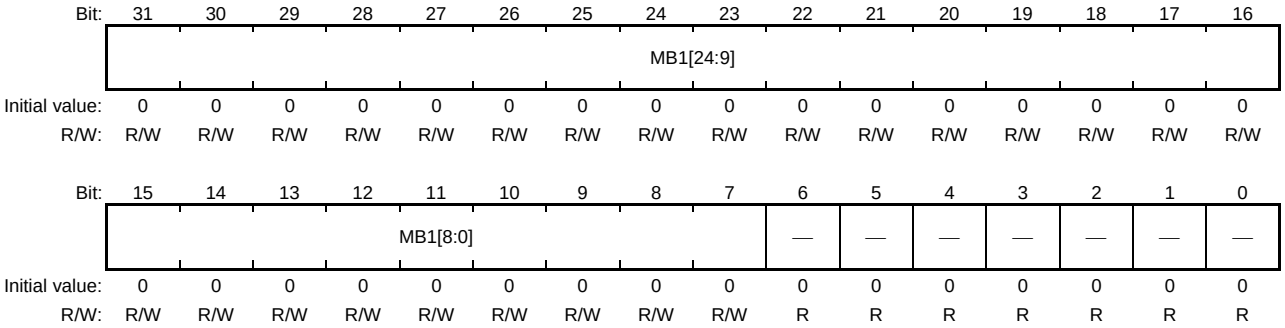
Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 4	IS[8:0]	All 0	R/W	Image Stride These bits specify the image stride in 16-pixel units. • When the UDS is in use: Specify a value no less than the post-clipping width (CL_HSIZE). • When the UDS is not in use: Specify a value no less than the pre-clipping width (EPPrC - SPPrC). Note: The below table describes the stride register settings for a line stride alignment to 128 bytes. This is the recommended setting and ideal for the bus performance. The minimum requirement for line stride alignment is 32 bytes. Using line stride alignments less than 128 bytes will influence the bus performance of the system.
3 to 0	—	H'0	R	Reserved bits that indicate the lower-order four bits of the image stride. These bits are always read as 0. The write value should always be 0.

Output format	Setting Unit (Pixel)	Byte / Pixel
YCbCr-422, 8 bits	64	2
RAW8 and 8-bit Embedded Data	64	2
YCbCr-422, 10 bits	32	4
YCbCr-422, 12 bits	32	4
YC Separation YCbCr-422, 8 bits	128	1
YC Separation YCbCr-420, 8 bits	128	1
YC Separation YCbCr-422, Y(10 bits) / C(10 bits)	64	2
YC Separation YCbCr-422, Y(12 bits) / C(12 bits)	64	2
YC Separation YCbCr-422, 10 bits	128	Y: 2 CbCr: 1
YC Separation YCbCr-422, 12 bits	128	Y: 2 CbCr: 1
RGB565	64	2
ARGB1555	64	2
RGB888	32	4
ARGB8888	32	4
RAW12	32	4

30.2.10 Video n Memory Base 1 Register (VnMB1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)



Bit	Bit Name	Initial Value	R/W	Description
31 to 7	MB1[24:0]	All 0	R/W	Memory Base Address 1 These bits specify the transfer start address in frame buffer 1. Specify a value for physical address bits [31:7] in units of 128 bytes. If the module is in continuous frame capture mode, this value is used as the MB1 address in the following capture sequence: MB1→ MB2 → MB3 → MB1 → MB2 → MB3. In single frame capture mode, this value is used as the capture address. Specify a memory address taking into account the image size so that the image data does not exceed an area boundary on the address map.
6 to 0	—	All 0	R	Reserved bits that indicate the lower-order seven bits of memory base address 1 (a multiple of 128 bytes). These bits are always read as 0. The write value should always be 0.

30.2.11 Video n Memory Base 2 Register (VnMB2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MB2[24:9]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

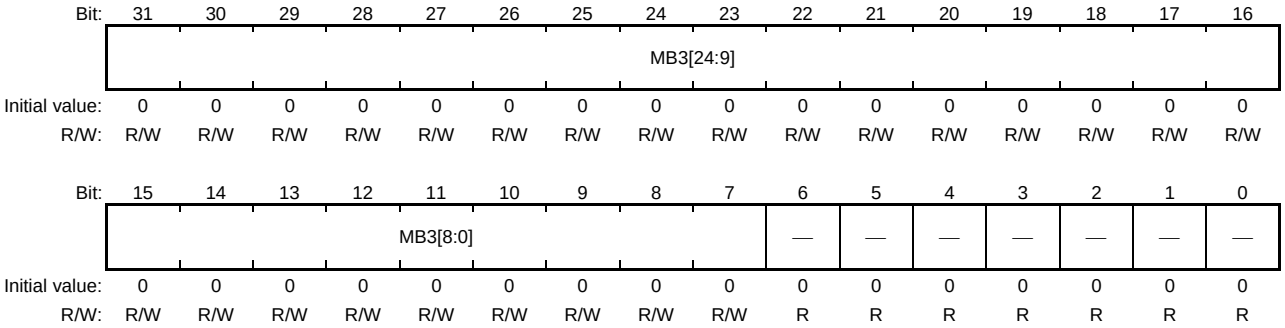
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MB2[8:0]									—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 7	MB2[24:0]	All 0	R/W	Memory Base Address 2 These bits specify the transfer start address in frame buffer 2. Specify a value for physical address bits [31:7] in units of 128 bytes. If the module is in continuous frame capture mode, this value is used as the MB2 address in the following capture sequence: MB1 → MB2 → MB3 → MB1 → MB2 → MB3. Specify a memory address taking into account the image size so that the image data does not exceed an area boundary on the address map.
6 to 0	—	All 0	R	Reserved bits that indicate the lower-order seven bits of memory base address 2 (a multiple of 128 bytes). These bits are always read as 0. The write value should always be 0.

30.2.12 Video n Memory Base 3 Register (VnMB3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)



Bit	Bit Name	Initial Value	R/W	Description
31 to 7	MB3[24:0]	All 0	R/W	Memory Base Address 3 These bits specify the transfer start address in frame buffer 3. Specify a value for physical address bits [31:7] in units of 128 bytes. If the module is in continuous frame capture mode, this value is used as the MB3 address in the following capture sequence: MB1→ MB2 → MB3 → MB1 → MB2 → MB3. Specify a memory address taking into account the image size so that the image data does not exceed an area boundary on the address map.
6 to 0	—	All 0	R	Reserved bits that indicate the lower-order seven bits of memory base address 3 (a multiple of 128 bytes). These bits are always read as 0. The write value should always be 0.

30.2.13 Video n Line Count Register (VnLC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	LC[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	LC[11:0]	All 0	R	Line Count These bits show the line position in the current capture field.

30.2.14 Video n Interrupt Enable Register (VnIE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FIE2	—	—	—	—	—	—	—	—	—	—/EYEE	—/EUEE	—/EVEE	—/SEE	VFE	VRE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R/W*1	R/W*1	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	FIE	CEE	SIE	EFE	FOE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Notes: 1. This bit is reserved in RZ/G2M V1.3, RZ/G2M V3.0.

Bit	Bit Name	Initial Value	R/W	Description
31	FIE2	B'0	R/W	Field Interrupt Enable 2 This bit enables or disables INTC output for field interrupts. Interrupt signals by this enable bit is asserted irrespective of whether capture is taking place. 0: Field interrupts are disabled. 1: Field interrupts are enabled.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
22	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
21	—/EYEE	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
			R/W	Reserved. Keep initial value. [RZ/G2H, RZ/G2N, RZ/G2E]
20	—/EUEE	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
			R/W	Reserved. Keep initial value. [RZ/G2H, RZ/G2N, RZ/G2E]
19	—/EVEE	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
			R/W	Reserved. Keep initial value. [RZ/G2H, RZ/G2N, RZ/G2E]
18	—/SEE	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
			R/W	Reserved. Keep initial value. [RZ/G2H, RZ/G2N, RZ/G2E]

Bit	Bit Name	Initial Value	R/W	Description
17	VFE	B'0	R/W	VSYNC Falling Edge Detect Interrupt Enable This bit enables or disables VSYNC falling edge detect interrupts. Interrupt signals by this enable bit is asserted irrespective of whether capture is taking place. 0: VSYNC falling edge detect interrupts are disabled. 1: VSYNC falling edge detect interrupts are enabled.
16	VRE	B'0	R/W	VSYNC Rising Edge Detect Interrupt Enable This bit enables or disables VSYNC rising edge detect interrupts. Interrupt signals by this enable bit is asserted irrespective of whether capture is taking place. 0: VSYNC rising edge detect interrupts are disabled. 1: VSYNC rising edge detect interrupts are enabled.
15 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	FIE	B'0	R/W	Field Interrupt Enable This bit enables or disables field-switching interrupts. This interrupt enable setting is valid when the CA bit in VnMS is 1. 0: Field-switching interrupts are disabled. 1: Field-switching interrupts are enabled.
3	CEE	B'0	R/W	Correction Error Interrupt Enable This bit enables or disables interrupts due to error correction in the timing reference code (SAV/EAV) described in the ITU-R BT.656 specification. This interrupt enable setting is valid when the CA bit in VnMS is 1. 0: ITU-R BT.656 timing reference code error interrupts are disabled. 1: ITU-R BT.656 timing reference code error interrupts are enabled.
2	SIE	B'0	R/W	Scanline Interrupt Enable This bit enables or disables scanline interrupts. This interrupt enable setting is valid when the CA bit in VnMS is 1. 0: Scanline interrupts are disabled. 1: Scanline interrupts are enabled.
1	EFE	B'0	R/W	End of Frame Interrupt Enable This bit enables or disables end of frame interrupts. This interrupt enable setting is valid when the CA bit in VnMS is 1. 0: End of frame interrupts are disabled. 1: End of frame interrupts are enabled.
0	FOE	B'0	R/W	FIFO Overflow Interrupt Enable This bit enables or disables FIFO overflow interrupts. This interrupt enable setting is valid when the CA bit in VnMS is 1. 0: FIFO overflow interrupts are disabled. 1: FIFO overflow interrupts are enabled.

30.2.15 Video n Interrupt Status Register (VnINTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FIS2	—	—	—	—	—	—	—	—	—	—/ EYER	—/ EUER	—/ EVER	—/SER	VFS	VRS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R/W*1	R/W*1	R/W*1	R/W*1	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	FIS	CES	SIS	EFS	FOS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Notes: 1. This bit is reserved in RZ/G2M V1.3, RZ/G2M V3.0.

Bit	Bit Name	Initial Value	R/W	Description
31	FIS2	B'0	R/W	Field Interrupt Status 2 This bit shows that the field has changed. This bit is set to 1 when a valid field is detected in the ITU-R BT.601 interface or the F bit defined in ITU-R BT.656 changes. After being set to 1, this bit is cleared to 0 by writing 1. Note: This bit is set to 1 irrespective of whether or not capture is taking place. Be sure to clear this bit to 0 before using it.
30 to 24	—	All 0	R	Reserved These bits are always read as 0 or 1. The write value should always be 0.
23	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
22	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
21	—/EYER	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
			R/W	Reserved. Keep initial value. [RZ/G2H, RZ/G2N, RZ/G2E]
20	—/EUER	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
			R/W	Reserved. Keep initial value. [RZ/G2H, RZ/G2N, RZ/G2E]
19	—/EVER	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
			R/W	Reserved. Keep initial value. [RZ/G2H, RZ/G2N, RZ/G2E]
18	—/SER	B'0	R	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] This bit is always read as 0. The write value should always be 0.
			R/W	Reserved. Keep initial value. [RZ/G2H, RZ/G2N, RZ/G2E]

Bit	Bit Name	Initial Value	R/W	Description
17	VFS	B'0	R/W	VSYNC Falling Edge Detect Interrupt Status This bit shows that a VSYNC falling edge has been detected in the ITU-R BT.601 input. After being set to 1, this bit is cleared to 0 by writing 1. Note: This bit is set to 1 irrespective of whether or not capture is taking place. Be sure to clear this bit to 0 before using it.
16	VRS	B'0	R/W	VSYNC Rising Edge Detect Interrupt Status This bit shows that a VSYNC rising edge has been detected in the ITU-R BT.601 input. After being set to 1, this bit is cleared to 0 by writing 1. Note: This bit is set to 1 irrespective of whether or not capture is taking place. Be sure to clear this bit to 0 before using it.
15 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	FIS	B'0	R/W	Field Interrupt Status This bit shows that a field has been captured in the active capture operation. This bit is set to 1 when a valid field is detected in the ITU-R BT.601 interface or the F bit defined in ITU-R BT.656 changes. After being set to 1, this bit is cleared to 0 by writing 1.
3	CES	B'0	R/W	Correction Error Interrupt Status This bit shows that the timing reference code in the active capture operation has an error involving at least two bits. After being set to 1, this bit is cleared to 0 by writing 1. This bit is set to 1 if the EC bit in VnMC is enabled and the timing reference code has an error involving at least two bits. If a 1-bit error occurs when the EC bit is enabled, this bit is not set to 1.
2	SIS	B'0	R/W	Scanline Interrupt Status This bit shows that the number of lines specified by VnSI has been reached in the active capture operation. After being set to 1, this bit is cleared to 0 by writing 1. This bit is set to 1 at the next line start timing after the value in the VnLC register matches the VnSI register setting. This timing is shown in Figure 30.12, Scanline Interrupt Status Generation Timing.
1	EFS	B'0	R/W	End of Frame Interrupt Status This bit shows that the last frame has been reached in the active capture operation. This bit is set to 1 at the end of even field (field 2). After being set to 1, this bit is cleared to 0 by writing 1.
0	FOS	B'0	R/W	FIFO Overflow Interrupt Status This bit shows that the FIFO has overflowed in the active capture operation. After being set to 1, this bit is cleared to 0 by writing 1. If the FIFO overflows, the FIFO data is overwritten by the pixel data captured after the overflow, and the resultant data is sent to the frame buffer.

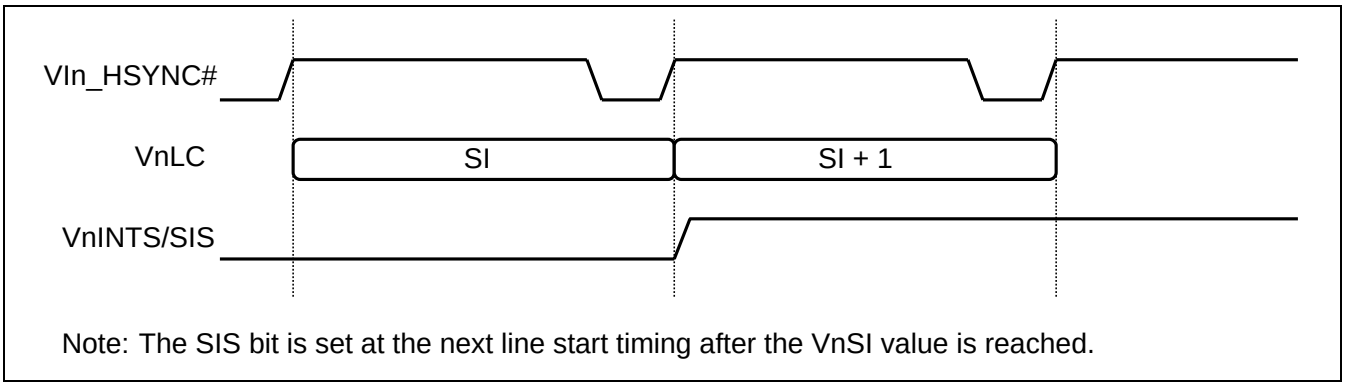


Figure 30.12 Scanline Interrupt Status Generation Timing

30.2.16 Video n Scanline Interrupt Register (VnSI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SI[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	SI[11:0]	All 0	R/W	Scanline Interrupt Setting These bits specify a value to be compared with the VnLC register value in each field while the SIE bit in the VnIE register is set to 1. When this value matches the VnLC register value, an interrupt signal is asserted. Note: When these bits are set to H'000, the scanline interrupt status bit (SIS) in the VnINTS is always 0.

30.2.17 Video n Data Mode Register (VnDMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	A8BIT[7:0]								—	—	—	—	—	—	—	EVA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	YMODE[2:0]			YC_ THR	—	—	EXR GB	—	—	—	BP SM	—	ABIT	DTMD[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R	R	R/W	R	R	R	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	A8BIT[7:0]	All 0	R/W	Alpha 8 These bits set the alpha value for the ARGB8888 format output.
23 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	EVA	B’0	R/W	Even Field Address Offset This bit specifies the address offset of the even field (field 2) in memory in odd-/even-field capture mode. 0: Data are stored from the base address in external memory. 1: Data are stored from the base address plus the memory width in external memory.
15	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
14 to 12	YMODE[2:0]	B’000	R/W	YC Data Transfer Mode These bits specify the transfer method of Y/CbCr when the data conversion mode (DTMD) is 10 (YC separation). b’000: Both Y and CbCr data are transferred to memory b’001: Only Y data is transferred to memory as 8-bit data b’010: 10-bit Y data is converted to 16-bit data and both Y and CbCr data are transferred to memory. b’011: 10-bit Y data is converted to 16-bit data and only Y data is transferred to memory. b’100: 12-bit Y data is converted to 16-bit data and both Y and CbCr data are transferred to memory. b’101: 12-bit Y data is converted to 16-bit data and only Y data is transferred to memory. b’110: Setting prohibited b’111: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
11	YC_THR	B'0	R/W	YC Data Through Mode Y and CbCr data are transferred to memory as 10-bit or 12-bit data according to the input format by setting this bit. 0: Y and CbCr data are transferred to memory according to YMODE[2:0] bits. 1: Y and CbCr data are transferred to memory as 10-bit or 12-bit data according to the input format.
10 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	EXRGB	B'0	R/W	Extension RGB Conversion Mode 0: RGB data extension processing is not performed. 1: Data is extended to 32-bit RGB conversion when DTMD[1:0] is set to 00 or 01 as the data conversion mode.
7 to 5	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
4	BPSM	B'0	R/W	Output Data Byte Swap Mode 0: Bytes are not swapped in output data. 1: Bytes are swapped in output data. Note: When YCbCr-422 data is output in big endian, data is transferred in the YUYV format in most cases. To transfer data in the UYVY format, set this bit to 1.
3	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
2	ABIT	B'0	R/W	Alpha Bit This bit specifies the alpha value for data in ARGB-1555 output mode. 0: The alpha value is set to 0. 1: The alpha value is set to 1.
1, 0	DTMD[1:0]	B'00	R/W	Data Conversion Mode These bits set the format for storing RGB888 or YCbCr444 data after LUT conversion, in the external memory. *1 b'00: Data is not converted. b'01: RGB is converted to ARGB before output. b'10: YC is separated before output. *2 b'11: YC is separated before output (YCbCr420 format) *3,

Notes: 1. The data conversion modes that can be set are shown in Table 30.18. Do not set any other mode that is not listed in the table. RGB and YCbCr data after LUT conversion should be set as shown in Table 30.18.
2. Do not set for any other data format except for YCbCr422; set YC separation only for YCbCr data format.
3. Do not make this setting for video channels 2, 3, 6 and 7.

Table 30.18 Data Conversion Settings

- RGB Data Conversion Modes

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]	Remarks
RGB-565 (16 bits/pixel) format	000	0	0	00	
RGB-888 (32 bits/pixel) format	000	1	0	00	
ARGB-1555 (16 bits/pixel) format	000	0	0	01	The alpha bit is set with the ABIT bit in VnDMR.
ARGB-8888 (32 bits/pixel) format	000	1	0	01	The alpha bit is set with the A8BIT bit in VnDMR.

- YCbCr Data Conversion Modes

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]	Remarks
YCbCr-422 (8 bits) transfer	000	0	0	00	Set the BPSM bit in VnDMR to 1 to transfer in UYVY format in big endian. Make these settings if the setting of the INF[2:0] bits in VnMC is B'100.
YCbCr-422 (10 or 12 bits) transfer*	000	0	1	00	Data selection of 10-bit or 12-bit is according to the input format.
Y (8 bits)/CbCr separation transfer	000	0	0	10/11	CbCr transfer destination is determined by the VnUVAOF register setting. Setting the DTMD[1:0] bits to B'11 is only allowed for video channels 0, 1, 4, and 5.
Y (10 or 12 bits)/CbCr separation transfer*	000	0	1	10	Data selection of 10-bit or 12-bit is according to the input format.
Y (8 bits) transfer	001	0	0	10	
Y (16 bits)/CbCr separation transfer	010/100	0	0	10	CbCr transfer destination is determined by the VnUVAOF register setting.
Y (16 bits) transfer	011/101	0	0	10	

Note: If any combination of values not listed above is specified, correct operation is not guaranteed.

- 8-bit user defined data Mode

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]	Remarks
RAW8 or Embedded	000	0	0	00	MIPI CSI-2 IF Only

- 12bit RAW data Mode

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]	Remarks
RAW12	000	0	1	00	Digital Pins Interface Only

30.2.18 Video n Data Mode Register 2 (VnDMR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FPS	VPS	HPS	CES	DES	—	—	—	CHS	YDS	—	—	—	—	FT EV	FT EH
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VLV[3:0]				HLV[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	FPS	B'0	R/W	Field Signal Polarity Select This bit specifies the polarity of the input field signal in the ITU-R BT.601 interface. 0: 0/1 = Odd field (field 1)/Even field (field 2) 1: 0/1 = Even field (field 2)/Odd field (field 1)
30	VPS	B'0	R/W	Vsync Signal Polarity Select This bit specifies the polarity of the input vertical sync signal in the ITU-R BT.601 interface. 0: Active low 1: Active high
29	HPS	B'0	R/W	Hsync Signal Polarity Select This bit specifies the polarity of the input horizontal sync signal in the ITU-R BT.601 interface. 0: Active low 1: Active high
28	CES	B'0	R/W	Clock Enable Signal Polarity Select This bit specifies the polarity of the input clock enable signal in the ITU-R BT.601. 0: Active high 1: Active low
27	DES	B'0	R/W	Data Extension Select This bit is used to select how data are expanded to 12 bits within the VIN module. 0: Empty bits in the input data are repeatedly expanded from the highest-order bit. 1: Empty bits will be padded with zeros. This bit must be set to 1 when the YCbCr-422 interface is in use.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
23	CHS	B'0	R/W	Clock Enable Hsync Select The HSYNC signal (VIn_HSYNC#) input from the pin is internally used as the clock enable signal. 0: Clock enable signal (VIn_CLKENB) input from the pin is internally used as the clock enable signal. 1: HSYNC signal (VIn_HSYNC#) input from the pin is internally used as the clock enable signal. Note: When using ITU-R BT.601, BT.709, BT.1358 interface, and the VIn_CLKENB pin is unused, the CHS bit must be set to 1.
22	YDS	B'0	R/W	YCbCr422 8-bit Data Input Pin Select This bit specifies the YCbCr422 8-bit data input pins. 0: VIn_DATA[7:0] pins 1: VIn_DATA[15:8] pins Note: This bit can only be set when the YCbCr-422 interface is in use.
21 to 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17	FTEV	B'0	R/W	VSYNC Field Toggle Mode Enable The VSYNC field toggle mode changes the capture field signal level according to the count of input VSYNC signal assertion. As the VIN controls capture operation only when the input field signal level changes, select the VSYNC field toggle mode when capturing progressive images or MIPI CSI-2 input data. 0: The field toggle function according to the VSYNC count is disabled. 1: The field toggle function according to the VSYNC count is enabled. The period before a toggle should be specified in the VLV bits. Note: Do not set both FTEH and FTEV at the same time.
16	FTEH	B'0	R/W	HSYNC Field Toggle Counter Enable 0: The field toggle function according to the capture active line is disabled. 1: The field toggle function according to the capture active line is enabled. The period before a toggle should be specified in the HLV bits. Note: Do not set both FTEH and FTEV at the same time.
15 to 12	VLV[3:0]	H'0	R/W	VSYNC Field Toggle Mode Transition Period These bits specify the count of vertical sync signal input before the VSYNC field toggle mode is entered. After a transition to the VSYNC field toggle mode, the capture field signal is toggled every time VSYNC is input. When a change in the input field signal is detected, the toggle mode is canceled. H'0: The field signal is toggled at every VSYNC input. H'1: Toggle mode is entered after VSYNC is input once. H'2: Toggle mode is entered after VSYNC is input two times. H'3: Toggle mode is entered after VSYNC is input three times. : H'E: Toggle mode is entered after VSYNC is input 14 times H'F: Toggle mode is entered after VSYNC is input 15 times. Note: If the field signal changes while the transition period is counted, the counter is initialized.

Bit	Bit Name	Initial Value	R/W	Description
11 to 0	HLV[11:0]	H'000	R/W	HSYNC Field Toggle Count Value The HSYNC field toggle counter counts the capture active lines. If the external field signal does not change before the prespecified counter value is reached, the capture field signal is toggled. H'000: The field signal is toggled for every valid line. H'001: The field signal is toggled for every two valid lines. H'002: The field signal is toggled for every three valid lines. : H'FFF: The field signal is toggled for every 4096 valid lines. Note: For the period before a toggle, specify a value greater than one VSYNC period.

30.2.19 Video n UV Address Offset Register (VnUVAOF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	UVAOF															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	UVAOF									—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 7	UVAOF[24:0]	All 0	R/W	UV Data Address Offset These bits specify the transfer offset address for the YC separation YCbCr-422 UV and YCbCr-420 UV data. Specify bits 31 to 7 of the physical address in 128-byte units. Note: The specified address should be equal to or greater than the Y transfer size. Otherwise, the overwriting of Y data occurs.
6 to 0	—	All 0	R	Reserved bits that indicate the 128-byte boundary of the UVAOF value. These bits are always read as 0. The write value should always be 0.

30.2.20 YC-RGB Conversion Coefficient Registers

YC→RGB color space conversion is performed with the following formula. Each of the coefficients can be set through the registers. Here, if 8-bit data format is set, the coefficient registers set with the YMUL, CSUB, and YSUB bits in the VnCSCC1 register, RCRMUL and GCRMUL bits in the VnCSCC2 register and GCBMUL and BCBMUL bits in the VnCSCC3 register are used to convert the color space. When 10-bit/12-bit data format is set, the YMUL2 bit in the VnCSCE1 register, CSUB2 and YSUB2 bits in the VnCSCE2 register, RCRMUL2 and GCRMUL2 bits in the VnCSCE3 register, GCBMUL2 and BCBMUL2 bits in the VnCSCE4 register are used in color space conversion.

$$R = \left[\begin{array}{c}VnCSCC1/\\YMUL[9:0]\\or\\VnCSCE1/\\YMUL2[13:0]\end{array}\right] \times (Y - \left[\begin{array}{c}VnCSCC1/\\YSUB[7:0]\\or\\VnCSCE1/\\YSUB2[11:0]\end{array}\right]) + \left[\begin{array}{c}VnCSCC2/\\RCRMUL[9:0]\\or\\VnCSCE3/\\RCRMUL2[13:0]\end{array}\right] \times (Cr - \left[\begin{array}{c}VnCSCC1/\\CSUB[7:0]\\or\\VnCSCE1/\\CSUB2[11:0]\end{array}\right])$$

$$G = \left[\begin{array}{c}VnCSCC1/\\YMUL[9:0]\\or\\VnCSCE1/\\YMUL2[13:0]\end{array}\right] \times (Y - \left[\begin{array}{c}VnCSCC1/\\YSUB[7:0]\\or\\VnCSCE1/\\YSUB2[11:0]\end{array}\right]) - \left[\begin{array}{c}VnCSCC2/\\GCRMUL[9:0]\\or\\VnCSCE3/\\GCRMUL2[13:0]\end{array}\right] \times (Cr - \left[\begin{array}{c}VnCSCC1/\\CSUB[7:0]\\or\\VnCSCE1/\\CSUB2[11:0]\end{array}\right]) - \left[\begin{array}{c}VnCSCC3/\\GCBMUL[9:0]\\or\\VnCSCE4/\\GCBMUL2[13:0]\end{array}\right] \times (Cb - \left[\begin{array}{c}VnCSCC1/\\CSUB[7:0]\\or\\VnCSCE1/\\CSUB2[11:0]\end{array}\right])$$

$$B = \left[\begin{array}{c}VnCSCC1/\\YMUL[9:0]\\or\\VnCSCE1/\\YMUL2[13:0]\end{array}\right] \times (Y - \left[\begin{array}{c}VnCSCC1/\\YSUB[7:0]\\or\\VnCSCE1/\\YSUB2[11:0]\end{array}\right]) + \left[\begin{array}{c}VnCSCC3/\\BCBMUL[9:0]\\or\\VnCSCE4/\\BCBMUL2[13:0]\end{array}\right] \times (Cb - \left[\begin{array}{c}VnCSCC1/\\CSUB[7:0]\\or\\VnCSCE1/\\CSUB2[11:0]\end{array}\right])$$

Note: Set the coefficients for ITU-R BT.601 (8 bits) as the initial value.

$R = 1.164 \times (Y - 16) + 1.596 \times (Cr - 128)$

$G = 1.164 \times (Y - 16) - 0.813 \times (Cr - 128) - 0.392 \times (Cb - 128)$

$B = 1.164 \times (Y - 16) + 2.017 \times (Cb - 128)$

30.2.20.1 Video n Color Space Change Coefficient 1 Register (VnCSCC1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	YMUL[9:0]									
Initial value:	0	0	0	0	0	0	0	1	0	0	1	0	1	0	0	1
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	YSUB[7:0]								CSUB[7:0]							
Initial value:	0	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25 to 16	YMUL[9:0]	H'129	R/W	Y Data Multiplication Coefficient These bits specify the multiplication coefficient for Y data in YCbCr-444→ RGB-888 color space conversion. (Initial value: 1.164) Specify an unsigned 10-bit integer obtained by multiplying the desired coefficient value by 256.
15 to 8	YSUB[7:0]	H'10	R/W	Y Data Subtraction Coefficient These bits specify the subtraction coefficient for Y data in YCbCr-444→ RGB-888 color space conversion. (Initial value: 16) Specify an unsigned 8-bit integer.
7 to 0	CSUB[7:0]	H'80	R/W	CbCr Data Subtraction Coefficient These bits specify the subtraction coefficient for Cb and Cr data in YCbCr-444→RGB-888 color space conversion. (Initial value: 128) Specify an unsigned 8-bit integer.

30.2.20.2 Video n Color Space Change Coefficient 2 Register (VnCSCC2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	RCRMUL[9:0]									
Initial value:	0	0	0	0	0	0	0	1	1	0	0	1	1	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	GCRMUL[9:0]									
Initial value:	0	0	0	0	0	0	0	0	1	1	0	1	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25 to 16	RCRMUL [9:0]	H'198	R/W	Cr Multiplication Coefficient for R Data Calculation These bits specify the Cr multiplication coefficient for the R data calculation equation in YCbCr-444 → RGB-888 color space conversion. (Initial value: 1.596) Specify an unsigned 10-bit integer obtained by multiplying the desired coefficient value by 256.
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	GCRMUL [9:0]	H'0D0	R/W	Cr Multiplication Coefficient for G Data Calculation These bits specify the Cr multiplication coefficient for the G data calculation equation in YCbCr-444 → RGB-888 color space conversion. (Initial value: 0.813) Specify an unsigned 10-bit integer obtained by multiplying the desired coefficient value by 256.

30.2.20.3 Video n Color Space Change Coefficient 3 Register (VnCSCC3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	GCBMUL[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	BCBMUL[9:0]									
Initial value:	0	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25 to 16	GCBMUL [9:0]	H'064	R/W	Cb Multiplication Coefficient for G Data Calculation These bits specify the Cb multiplication coefficient for the G data calculation equation in YCbCr-444 → RGB-888 color space conversion. (Initial value: 0.392) Specify an unsigned 10-bit integer obtained by multiplying the desired coefficient value by 256.
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	BCBMUL [9:0]	H'204	R/W	Cb Multiplication Coefficient for B Data Calculation These bits specify the Cb multiplication coefficient for the B data calculation equation in YCbCr-444 → RGB-888 color space conversion. (Initial value: 2.017) Specify an unsigned 10-bit integer obtained by multiplying the desired coefficient value by 256.

30.2.20.4 Video n YC → RGB Calculation Setting Extension Register 1 (VnCSCE1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	YMUL2[13:0]													
Initial value:	0	0	0	1	0	0	1	0	1	0	0	1	1	1	1	1
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13 to 0	YMUL2[13:0]	H'129F	R/W	Y Multiplication Coefficient 2 for RGB Calculation These bits specify the multiplication coefficient for Y data in YCbCr-444 → RGB-101010/RGB121212 color space conversion. (Initial value: 1.164) Specify an unsigned 12-bit integer obtained by multiplying the desired coefficient value by 4096.

30.2.20.5 Video n YC → RGB Calculation Setting Extension Register 2 (VnCSCE2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	YSUB2[11:0]											
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CSUB2[11:0]											
Initial value:	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27 to 16	YSUB[11:0]	H'100	R/W	Y Subtraction Coefficient 2 for RGB Calculation These bits specify the subtraction coefficient for Y data in YCbCr-444 → RGB-101010/RGB121212 color space conversion. (Initial value: 256) Specify an unsigned 12-bit integer.
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	CSUB[11:0]	H'800	R/W	CbCr Subtraction Coefficient 2 for RGB Calculation These bits specify the subtraction coefficient for Cb and Cr data in YCbCr-444 → RGB-101010/RGB121212 color space conversion. (Initial value: 2048) Specify an unsigned 12-bit integer.

30.2.20.6 Video n YC → RGB Calculation Setting Extension Register 3 (VnCSCRZ/G2E)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	RCRMUL2[13:0]													
Initial value:	0	0	0	1	1	0	0	1	1	0	0	0	1	0	0	1
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	GCRMUL2[13:0]													
Initial value:	0	0	0	0	1	1	0	1	0	0	0	0	0	0	1	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	RCRMUL2[13:0]	H'1989	R/W	Cr Multiplication Coefficient 2 for R Calculation These bits specify the Cr multiplication coefficient for the R data calculation equation in YCbCr-444 → RGB-101010/RGB121212 color space conversion. (Initial value: 1.596) Specify an unsigned 14-bit integer obtained by multiplying the desired coefficient value by 4096.
15, 14	—	B'00	R	Reserved These bits are always read as 0. The write value should always be 0.
13 to 0	GCRMUL2[13:0]	H'0D02	R/W	Cr Multiplication Coefficient 2 for G Calculation These bits specify the Cr multiplication coefficient for the G data calculation equation in YCbCr-444 → RGB-101010/RGB121212 color space conversion. (Initial value: 0.813) Specify an unsigned 14-bit integer obtained by multiplying the desired coefficient value by 4096.

30.2.20.7 Video n YC → RGB Calculation Setting Extension Register 4 (VnCSCE4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	GCBMUL2[13:0]													
Initial value:	0	0	0	0	0	1	1	0	0	1	0	0	0	1	0	1
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	BCBMUL2[13:0]													
Initial value:	0	0	1	0	0	0	0	0	0	1	0	0	0	1	0	1
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	GCBMUL2[13:0]	H'0645	R/W	Cb Multiplication Coefficient 2 for G Calculation These bits specify the Cb multiplication coefficient for the G data calculation equation in YCbCr-444 → RGB-101010/RGB121212 color space conversion. (Initial value: 0.392) Specify an unsigned 14-bit integer obtained by multiplying the desired coefficient value by 4096.
15, 14	—	B'00	R	Reserved These bits are always read as 0. The write value should always be 0.
13 to 0	BCBMUL2[13:0]	H'2045	R/W	Cb Multiplication Coefficient 2 for B Calculation These bits specify the Cb multiplication coefficient for the B data calculation equation in YCbCr-444 → RGB-101010/RGB121212 color space conversion. (Initial value: 2.017) Specify an unsigned 14-bit integer obtained by multiplying the desired coefficient value by 4096.

30.2.21 UDS Control Registers

Note: The following operators, notations are defined for explaining the functions of UDS.
$\langle x \rangle$: Discard decimal places of value x

30.2.21.1 Video n Scaling Control Register (VnUDS_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0, 1, 4, and 5 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	AMD	—	BLADV	—	—	—	—	—	—	—	BC	—	NE_RCR	NE_GY	NE_BCB
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R/W	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
30	AMD	B'0	R/W	Pixel Count at Scale-Up Specifies the number of pixels generated through scale-up in the UDS. This bit setting is ignored for scale-down. 0: Pixel count after scale-up is $1 + \langle(n - 1) \times$ scale-up factor$\rangle$ 1: Pixel count after scale-up is $\langle n \times$ scale-up factor$\rangle$ Note: n: Number of pixels input to UDS
29	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
28	BLADV	B'0	R/W	Bilinear or Nearest Neighbor Interpolation Characteristic Control Controls the characteristics of bilinear or nearest neighbor interpolation. Setting this bit to 1 improves the aliasing characteristics at ×1/2 to 1/8 scaling (VnUDS_SCALE.VMANT/HMANT = 2 to 8). Note that the apparent resolution around edges may deteriorate. In multi-tap mode, this control is not available; to use this control, set the BC bit to 0.
27 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20	BC	B'0	R/W	Pixel Component Interpolation Method at Scale-Up/Down Specifies the method for interpolating pixel components at scale-up/-down. 0: Bilinear or nearest neighbor interpolation method is used 1: Interpolation method equivalent to 4 to 17 taps in accordance with the scaling factor is used (multi-tap mode)

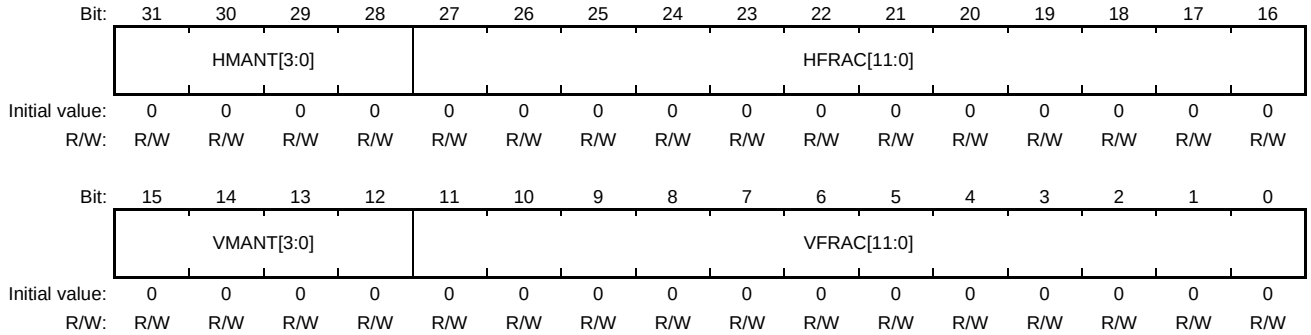
Bit	Bit Name	Initial Value	R/W	Description
19	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.
18	NE_RCR	B'0	R/W	R/Cr Interpolation Method When Bilinear/Nearest Neighbor Interpolation is Selected Specifies the interpolation method of the R/Cr component when bilinear/nearest neighbor interpolation is selected (BC = 0). 0: Bilinear method 1: Nearest neighbor method*
17	NE_GY	B'0	R/W	G/Y Interpolation Method When Bilinear/Nearest Neighbor Interpolation is Selected Specifies the interpolation method of the G/Y component when bilinear/nearest neighbor interpolation is selected (BC = 0). 0: Bilinear method 1: Nearest neighbor method*
16	NE_BCB	B'0	R/W	B/Cb Interpolation Method When Bilinear/Nearest Neighbor Interpolation is Selected Specifies the interpolation method of the B/Cb component when bilinear/nearest neighbor interpolation is selected (BC = 0). 0: Bilinear method 1: Nearest neighbor method*
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Note: * This method can be used only when the scale-up/-down factor is 1/1 to 1/4.

30.2.21.2 Video n Scaling Factor Register (VnUDS_SCALE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0, 1, 4, and 5 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)



Bit	Bit Name	Initial Value	R/W	Description
31 to 28	HMANT[3:0]	H'0	R/W	Multiplier (Integral Part) of Horizontal Scaling Factor These bits specify the integral part of the horizontal scaling factor. The image size to be obtained changes according to this setting. Calculate an appropriate value using the formula shown later to obtain a desired image size. A value from H'0 to H'F can be specified. Select a value within the range shown in Table 30.19.
27 to 16	HFRAC[11:0]	H'000	R/W	Multiplier (Fractional Part) of Horizontal Scaling Factor These bits specify the fractional part of the horizontal scaling factor. The image size to be obtained changes according to this setting. Calculate an appropriate value using the formula shown later to obtain a desired image size. A value from H'800 to H'FFF can be specified when an image is upscaled (the HMANT value is 0) in the horizontal direction. A value from H'000 to H'FFF can be specified when an image is downscaled (the HMANT value is not 0) in the horizontal direction. Select a value within the range shown in Table 30.19.
15 to 12	VMANT[3:0]	H'0	R/W	Multiplier (Integral Part) of Vertical Scaling Factor These bits specify the integral part of the vertical scaling factor. The image size to be obtained changes according to this setting. Calculate an appropriate value using the formula shown later to obtain a desired image size. A value from H'0 to H'F can be specified. Select a value within the range shown in Table 30.20.
11 to 0	VFRAC[11:0]	H'000	R/W	Multiplier (Fractional Part) of Vertical Scaling Factor These bits specify the fractional part of the vertical scaling factor. The image size to be obtained changes according to this setting. Calculate an appropriate value using the formula shown later to obtain a desired image size. A value from H'556 to H'FFF can be specified when an image is upscaled (the VMANT value is 0) in the vertical direction. A value from H'000 to H'FFF can be specified when an image is downscaled (the VMANT value is not 0) in the vertical direction. Select a value within the range shown in Table 30.20.

The HMANT and HFRAC bits set the scale-up/-down factor for an image in the horizontal direction, and the VMANT and VFRAC bits set the scale-up/-down factor for an image in the vertical direction. The UDS operation switches between horizontal scale-up and horizontal scale-down according to the HMANT and HFRAC bit settings, as shown in Table 30.19. (Setting a value outside the ranges of Table 30.19 in UDS operation is prohibited). Table 30.36 and 30.20 show the settings in the horizontal and vertical directions.

Note that settings for scaling in the horizontal direction and settings for scaling in the vertical direction can be made independently. Therefore, a setting for scale-up in the horizontal direction and scale-down in the vertical direction is possible. In such a case, because the formula (described later) for obtaining the image size after scale-up/-down is different between scale-up and scale-down, a formula matching the scale-up or scale-down operation should be selected independently for the horizontal direction and vertical direction.

Table 30.19 Switching of Horizontal Scale-Up/Down Operation According to HMANT and HFRAC Bit Settings

HMANT	HFRAC	UDS Operation
H'0	H'800 to H'FFF	Scale-up
H'1	H'000	Same size (no scale-up/-down)
	H'001 to H'FFF	Scale-down
H'2 to H'F	H'000 to H'FFF	

Table 30.20 Switching of Vertical Scale-Up/Down Operation According to VMANT and VFRAC Bit Settings

VMANT	VFRAC	UDS Operation
H'0	H'556 to H'FFF	Scale-up
H'1	H'000	Same size (no scale-up/-down)
	H'001 to H'FFF	Scale-down
H'2 to H'F	H'000 to H'FFF	

Described here is the method for calculating the size of the upscaled/downscaled image that was obtained based on this register setting. First, define the variables necessary for calculating the horizontal size of the upscaled/downscaled image, as shown below.

$$hscale = \frac{4096}{4096 \times m_h + f_h}$$

m_h is the value of VnUDS_SCALE.HMANT, and f_h is the value of VnUDS_SCALE.HFRAC. This formula expresses the estimate of the scale-up/-down factor processed by the UDS. If the horizontal size of the image before scale-up/-down is set as $hsize_{org}$, the horizontal size of the image after scale-up/-down can be roughly obtained through $hsize_{org} \times hscale$.

Similarly, define the variables necessary for calculating the vertical size of the upscaled/downscaled image.

$$vscale = \frac{4096}{4096 \times m_v + f_v}$$

When setting m_v as the value of VnUDS_SCALE.VMANT, f_v as the value of VnUDS_SCALE.VFRAC, and $vsize_{org}$ as the vertical size of the image before scale-up/-down, the vertical size of the image after scale-up/-down can be roughly obtained through $vsize_{org} \times vscale$.

When the UDS performs scale-down with the settings of Table 30.19, using the variables defined so far, the horizontal size of the downscaled image $hsize_{down\_scaled}$ and the vertical size of the downscaled image $vsize_{down\_scaled}$ become as follows:

$$hsize_{down\_scaled} = \left\langle 1 + \left(\left\langle 1 + \frac{\left\langle hsize_{org} - 1 \right\rangle}{m_h'} \right\rangle - 1 \right) \times m_h' \times hscale \right\rangle$$

$$vsize_{down\_scaled} = \left\langle 1 + \left(\left\langle 1 + \frac{\left\langle vsize_{org} - 1 \right\rangle}{m_v'} \right\rangle - 1 \right) \times m_v' \times vscale \right\rangle$$

Since the division of hscale and vscale has to be executed at the end of the above formulas, respectively, formulas considering the order of operation become as follows:

$$hsize_{down\_scaled} = \left\langle 1 + \left(\left(\left\langle 1 + \frac{\left\langle hsize_{org} - 1 \right\rangle}{m_h'} \right\rangle - 1 \right) \times m_h' \times 4096 \right) \Big/ (4096 \times m_h + f_h) \right\rangle$$

$$vsize_{down\_scaled} = \left\langle 1 + \left(\left(\left\langle 1 + \frac{\left\langle vsize_{org} - 1 \right\rangle}{m_v'} \right\rangle - 1 \right) \times m_v' \times 4096 \right) \Big/ (4096 \times m_v + f_v) \right\rangle$$

The value of m_h' or m_v', which is shown in Table 30.21, changes according to the setting of VnUDS_SCALE.HMANT or VnUDS_SCALE.VMANT.

Table 30.21 m_h' or m_v' Setting

VnUDS_SCALE.HMANT Setting (VnUDS_SCALE.VMANT Setting)	m_h' (m_v')
1 to 3	1
4 to 7	2
8 to 15	4

When the UDS performs scale-up with the settings of Table 30.19 and VnUDS_CTRL.AMD is 0, the horizontal size of the upscaled image $hsize_{up\_scaled}$ and the vertical size of the upscaled image $vsize_{up\_scaled}$ become as follows:

$$hsize_{up\_scaled} = \langle 1 + (hsize_{org} - 1) \times hscale \rangle$$
$$vsize_{up\_scaled} = \langle 1 + (vsize_{org} - 1) \times vscale \rangle$$

Similar to the scale-down case, formulas considering the division of hscale and vscale become as follows:

$$hsize_{up\_scaled} = \langle 1 + \left((hsize_{org} - 1) \times 4096 \right) / (4096 \times m_h + f_h) \rangle$$
$$vsize_{up\_scaled} = \langle 1 + \left((vsize_{org} - 1) \times 4096 \right) / (4096 \times m_v + f_v) \rangle$$

When VnUDS_CTRL.AMD is 1, the horizontal size of the upscaled image $hsize_{up\_scaled}$ and the vertical size of the upscaled image $vsize_{up\_scaled}$ become as follows:

$$hsize_{up\_scaled} = \langle hsize_{org} \times hscale \rangle$$
$$vsize_{up\_scaled} = \langle vsize_{org} \times vscale \rangle$$

After considering the division of hscale and vscale, the formulas become as follows:

$$hsize_{up\_scaled} = \langle (hsize_{org} \times 4096)/(4096 \times m_h + f_h) \rangle$$
$$vsize_{up\_scaled} = \langle (vsize_{org} \times 4096)/(4096 \times m_v + f_v) \rangle$$

30.2.21.3 Video n Passband Register (VnUDS_PASS_BWIDTH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0, 1, 4, and 5 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	BWIDTH_H [6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	BWIDTH_V [6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22 to 16	BWIDTH_H [6:0]	H'00	R/W	Horizontal Signal Passband at Image Scale-Up/Down Set these bits following the method described later.
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6 to 0	BWIDTH_V [6:0]	All 0	R/W	Vertical Signal Passband at Image Scale-Up/Down Set these bits following the method described later.

The method for setting the passband in the horizontal direction of an image is described. When the VnUDS_SCALE.HMANT bits for horizontal scale-up/-down factor setting are not 0, set the BWIDTH_H bits according to the following formula. When the VnUDS_SCALE.HMANT bits are 0, set 64 in the BWIDTH_H bits.

$$BWIDTH\ H = \left\langle 64 \times \frac{4096 \times m_h'}{4096 \times m_h + f_h} \right\rangle \quad (VnUDS\_SCALE.HMANT \neq 0)$$

$$BWIDTH\ H = 64 \quad (VnUDS\_SCALE.HMANT = 0)$$

m_h is the value of VnUDS_SCALE.HMANT, and fh is the value of VnUDS_SCALE.HFRAC. For the mh' value, see Table 30.21. The method for setting the passband in the vertical direction of an image is similar to that for the horizontal direction described earlier. Since only the correspondence relationship of the registers is changed as shown below, replace the variables in the previous explanation as shown below when reading.

BWIDTH_H → BWIDTH_V

m_h' → m_v'

m_h → m_v

f_h → f_v

VnUDS_SCALE.HMANT → VnUDS_SCALE.VMANT

VnUDS_SCALE.HFRAC → VnUDS_SCALE.VFRAC

30.2.21.4 Video n UDS Output Size Clipping Register (VnUDS_CLIP_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0, 1, 4, and 5 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	CL_HSIZE [11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CL_VSIZE [11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27 to 16	CL_HSIZE [11:0]	All 0	R/W	Clipping Size of Horizontal Pixel Count after Scale-Up/-Down The horizontal width of an image output from the scaling filter is adjusted (clipped or padded) to match the pixel count set in the CL_HSIZE bits. The setting range is 4 to 2,048 in a scale-down operation (see Table 30.19) and 4 to 2,048 in a scale-up operation. These bits always have to be set when using the UDS, regardless of the scale-up, scale-down, or no-scaling setting by the VnUDS_SCALE register.
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	CL_VSIZE [11:0]	All 0	R/W	Clipping Size of Vertical Pixel Count after Scale-Up/-Down The vertical width of an image output from the scaling filter is adjusted (clipped or padded) to match the pixel count set in the CL_VSIZE bits. The setting range is 4 to 2,048 in a scale-down operation (see Table 30.20) and 4 to 2,048 in a scale-up operation. These bits always have to be set when using the UDS, regardless of the scale-up, scale-down, or no-scaling setting by the VnUDS_SCALE register.

Figure 30.13 shows the configuration of the UDS. The UDS consists of a scaling filter and clipping circuit, such as the configuration shown in Figure 30.13. The scaling filter and clipping circuit are independent of each other.

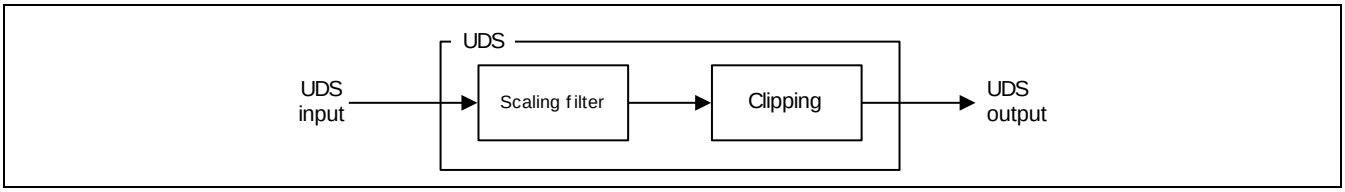


Figure 30.13 UDS Configuration

The size of the image actually output by the scaling filter (refer to section 30.2.21.2 for calculation) is determined from the size of the image input to the scaling filter and the VnUDS_SCALE setting; that is, two types of image are output by the UDS according to the relationship between the size of the image actually output from the scaling filter ($hsize_{scaled}$ and $vsize_{scaled}$) and this register setting as shown in Figure 30.14.

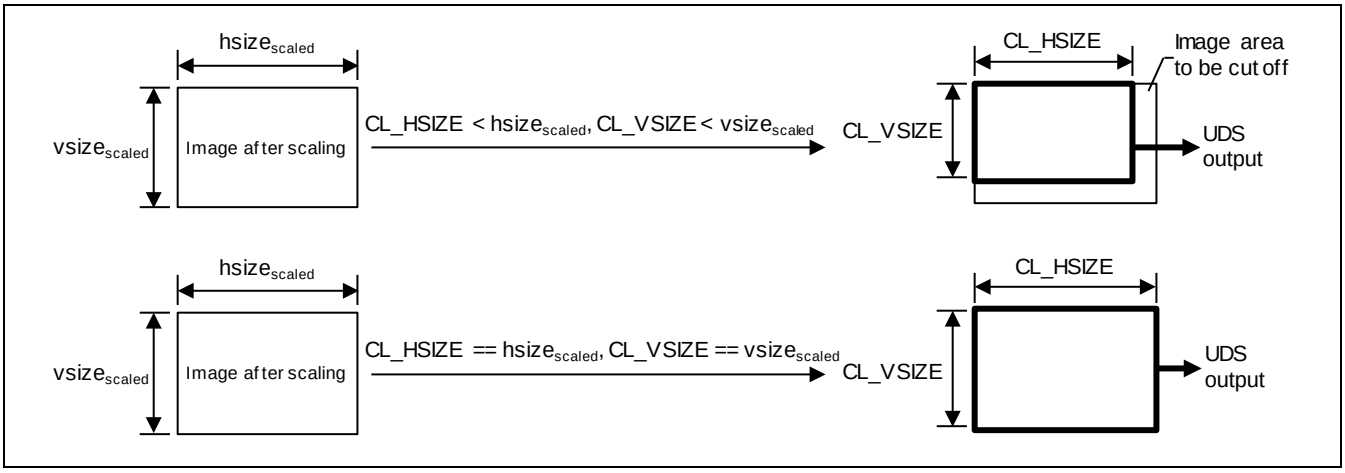


Figure 30.14 UDS Output Image for Each CL_HSIZE/VSIZE Setting

When the settings of the CL_HSIZE and CL_VSIZE bits are smaller than the horizontal and vertical pixel counts ($hsize_{scaled}$ and $vsize_{scaled}$) actually output by the scaling filter, the upscaled/downscaled image is clipped to become the UDS output image.

When the settings of the CL_HSIZE and CL_VSIZE bits are equal to the horizontal and vertical pixel counts ($hsize_{scaled}$ and $vsize_{scaled}$) actually output by the scaling filter, the image actually output by the scaling filter becomes the UDS output image without change.

Do not set the CL_HSIZE and CL_VSIZE bits to values that satisfy CL_HSIZE >$hsize_{scaled}$ or CL_VSIZE > $vsize_{scaled}$.

30.2.22 Video n Lookup Table Pointer (VnLUTP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	LTYPR[9:0]										LTCBPR[9:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LTCBPR[9:0]						LTCRPR[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	B'00	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 20	LTYPR[9:0]	All 0	R/W	Lookup Table Y Pointer These bits set the LUT pointer to Y and R data after color space conversion.
19 to 10	LTCBPR[9:0]	All 0	R/W	Lookup Table Cb Pointer These bits set the LUT pointer to Cb and G data after color space conversion.
9 to 0	LTCRPR[9:0]	All 0	R/W	Lookup Table Cr Pointer These bits set the LUT pointer to Cr and G data after color space conversion.

Note: Set the LUT pointer to the upper 10 bits of the 12-bit data for the color space conversion result.
The access pointer to the LUT will be automatically incremented by writing to the VnLUTD register.
There will be no automatic increment at read access.

30.2.23 Video n Lookup Table Data Register (VnLUTD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	LTYDT[7:0]							
Initial value:	0	0	0	0	0	0	0	0	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LTCBDT[7:0]								LTCRDT[7:0]							
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	LTYDT[7:0]	—	R/W	Lookup Table Y Data These bits set the LUT conversion data for Y and R data after color space conversion.
15 to 8	LTCBDT[7:0]	—	R/W	Lookup Table Cb Data These bits set the LUT conversion data for Cb and G data after color space conversion.
7 to 0	LTCRDT[7:0]	—	R/W	Lookup Table Cr Data These bits set the LUT conversion data for Cr and B data after color space conversion.

Note: The 8-bit data after LUT conversion is subjected to upper shift to carry out capture control as 12-bit data.
As for reading from the VnLUTD register, the data read the second time, including dummy read, after the VnLUTP register has been set is valid.

30.2.24 RGB-YC Conversion Coefficient Registers

Color space conversion from RGB to YC is done with the following formula. Each of the coefficients can be set with the registers.

$$Y = YCLRP \times R + YCLGP \times G + YCLBP \times B + YCLAP$$
$$Cb = CBCLRP \times R + CBCLGP \times G + CBCLBP \times B + CBCLAP$$
$$Cr = YCLRP \times R + YCLGP \times G + YCLBP \times B + YCLAP$$

Note: Set the coefficients for ITU-R BT.601 (8 bits) as the initial value.

$$Y = 0.257 \times R + 0.504 \times G + 0.098 \times B + 16$$
$$Cb = -0.148 \times R - 0.291 \times G + 0.439 \times B + 128$$
$$Cr = 0.439 \times R - 0.368 \times G - 0.071 \times B + 128$$

30.2.24.1 Video n RGB → Y Calculation Setting Register 1 (VnYCCR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	YCLRP[12:0]												
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	1	1	1
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 0	YCLRP[12:0]	H'0107	R/W	R Multiplication Coefficient for Y Calculation These bits specify the R multiplication coefficient for the Y data calculation equation in RGB-888 → YCbCr-444 color space conversion. (Initial value: 303) The MSB is a sign bit.

30.2.24.2 Video n RGB → Y Calculation Setting Register 2 (VnYCCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	YCLBP[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	YCLGP[12:0]												
Initial value:	0	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	YCLBP[12:0]	H'0064	R/W	B Multiplication Coefficient for Y Calculation These bits specify the B multiplication coefficient for the Y data calculation equation in RGB-888→YCbCr-444 color space conversion. (Initial value: 100) The MSB is a sign bit.
15 to 13	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 0	YCLGP[12:0]	H'0204	R/W	G Multiplication Coefficient for Y Calculation These bits specify the G multiplication coefficient for the Y data calculation equation in RGB-888→YCbCr-444 color space conversion. (Initial value: 516) The MSB is a sign bit.

30.2.24.3 Video n RGB → Y Calculation Setting Register 3 (VnYCCR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	YEXPEN	—	—	YCLSFT[4:0]					YCLHEN	—	—	—	—	—	—	YCLCEN
Initial value:	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	YCLAP[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	YEXPEN	B'0	R/W	Y Calculation Sign Extension Enable This bit controls the sign extension for Y data calculation in RGB888 → YCbCr444 color space conversion. 0: Disables YC conversion sign bit. 1: Enables YC conversion sign bit.
30, 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 24	YCLSFT[4:0]	H'0A	R/W	Y Calculation Shift Down Volume These bits set the amount of down shift for Y calculation in RGB888 → YCbCr444 color space conversion (Initial value: 10) Unit: Bit shift count
23	YCLHEN	B'0	R/W	Y Calculation Shift Down Result Round-Off Enable This bit enables round-off process for Y data calculation in RGB888 → YCbCr444 color space conversion 0: Round down to down shift process 1: Round-off to down shift process is enabled.
22 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	YCLCEN	B'0	R/W	Y Calculation Data Clip Enable This bit enables data clipping process for Y data calculation in RGB888 → YCbCr444 color space conversion. 0: Data clipping process is disabled. 1: Data clipping process is enabled.
15 to 12	—	H'0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	YCLAP[11:0]	H'010	R/W	Y Calculation Data Normalized Additional Value These bits set the Y data addition constant for RGB888 → YCbCr444 color space conversion. (Initial value: 16)

30.2.24.4 Video n RGB → Cb Calculation Setting Register 1 (VnCBCCR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CBCLRP[12:0]												
Initial value:	0	0	0	1	1	1	1	1	0	1	1	0	1	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 0	CBCLRP[12:0]	H'1F68	R/W	R Multiplication Coefficient for Cb Calculation These bits specify the R multiplication coefficient for the Cb data calculation equation in RGB-888 → YCbCr-444 color space conversion. (Initial value: -152) The MSB is a sign bit.

30.2.24.5 Video n RGB → Cb Calculation Setting Register 2 (VnCBCCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	CBCLBP[12:0]												
Initial value:	0	0	0	0	0	0	0	1	1	1	0	0	0	0	1	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CBCLGP[12:0]												
Initial value:	0	0	0	1	1	1	1	0	1	1	0	1	0	1	1	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	CBCLBP[12:0]	H'01C2	R/W	B Multiplication Coefficient for Cb Calculation These bits specify the B multiplication coefficient for the Cb data calculation equation in RGB-888 → YCbCr-444 color space conversion. (Initial value: 450) The MSB is a sign bit.
15 to 13	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 0	CBCLGP[12:0]	H'1ED6	R/W	G Multiplication Coefficient for Cb Calculation These bits specify the B multiplication coefficient for the Cb data calculation equation in RGB-888 → YCbCr-444 color space conversion. (Initial value: -298) The MSB is a sign bit.

30.2.24.6 Video n RGB → Cb Calculation Setting Register 3 (VnCBCCR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CBEXPEN	—	—	CBCLSFT[4:0]					CBCLHEN	—	—	—	—	—	—	CBCLCEN
Initial value:	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CBCLAP[11:0]											
Initial value:	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	CBEXPEN	B'0	R/W	Cb Calculation Sign Extension Enable This bit controls the sign extension for Cb data calculation in RGB888 → YCbCr444 color space conversion. 0: Disables YC conversion sign bit. 1: Enables YC conversion sign bit.
30, 29	—	B'00	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 24	CBCLSFT[4:0]	H'0A	R/W	Cb Calculation Shift Down Volume These bits set the amount of down shift for Cb calculation in RGB888 → YCbCr444 color space conversion (Initial value: 10) Unit: Bit shift count
23	CBCLHEN	B'0	R/W	Cb Calculation Shift Down Result Round-Off Enable This bit enables round-off process for Cb data calculation in RGB888 → YCbCr444 color space conversion 0: Round down to down shift process 1: Round-off to down shift process is enabled.
22 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	CBCLCEN	B'0	R/W	Cb Calculation Data Clip Enable This bit enables data clipping process for Cb data calculation in RGB888 → YCbCr444 color space conversion. 0: Data clipping process is disabled. 1: Data clipping process is enabled.
15 to 12	—	H'0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	CBCLAP[11:0]	H'080	R/W	Cb Calculation Data Normalized Additional Value These bits set the Cb data addition constant for RGB888 → YCbCr444 color space conversion. (Initial value: 128)

30.2.24.7 Video n RGB → Cr Calculation Setting Register 1 (VnCRCCR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CRCLRP[12:0]												
Initial value:	0	0	0	0	0	0	0	1	1	1	0	0	0	0	1	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 0	CRCLRP[12:0]	H'01C2	R/W	R Multiplication Coefficient for Cr Calculation These bits specify the R multiplication coefficient for the Cr data calculation equation in RGB-888 → YCbCr-444 color space conversion. (Initial value: 450) The MSB is a sign bit.

30.2.24.8 Video n RGB → Cr Calculation Setting Register 2 (VnCRCCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	CRCLBP[12:0]												
Initial value:	0	0	0	1	1	1	1	1	1	0	1	1	0	1	1	1
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CRCLGP[12:0]												
Initial value:	0	0	0	1	1	1	1	0	1	0	0	0	0	1	1	1
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	CRCLBP[12:0]	H'1FB7	R/W	B Multiplication Coefficient for Cr Calculation These bits specify the B multiplication coefficient for the Cr data calculation equation in RGB-888 → YCbCr-444 color space conversion. (Initial value: -73) The MSB is a sign bit.
15 to 13	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 0	CRCLGP[12:0]	H'1E87	R/W	G Multiplication Coefficient for Cr Calculation These bits specify the B multiplication coefficient for the Cr data calculation equation in RGB-888 → YCbCr-444 color space conversion. (Initial value: -377) The MSB is a sign bit.

30.2.24.9 Video n RGB → Cr Calculation Setting Register 3 (VnCRCCR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: Availability of channels:
n = 0 to 7 (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N), n = 4 to 5 (RZ/G2E)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CREXPEN	—	—	CRCLSFT[4:0]					CRCLHEN	—	—	—	—	—	—	CRCLCEN
Initial value:	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CRCLAP[11:0]											
Initial value:	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	CREXPEN	B'0	R/W	Cr Calculation Sign Extension Enable This bit controls the sign extension for Cr data calculation in RGB888 → YCbCr444 color space conversion. 0: Disables YC conversion sign bit. 1: Enables YC conversion sign bit.
30, 29	—	B'00	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 24	CRCLSFT[4:0]	H'0A	R/W	Cr Calculation Shift Down Volume These bits set the amount of down shift for Cr calculation in RGB888 → YCbCr444 color space conversion (Initial value: 10) Unit: Bit shift count
23	CRCLHEN	B'0	R/W	Cr Calculation Shift Down Result Round-Off Enable This bit enables round-off process for Cr data calculation in RGB888 → YCbCr444 color space conversion 0: Round down to down shift process 1: Round-off to down shift process is enabled.
22 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	CRCLCEN	B'0	R/W	Cr Calculation Data Clip Enable This bit enables data clipping process for Cr data calculation in RGB888 → YCbCr444 color space conversion. 0: Data clipping process is disabled. 1: Data clipping process is enabled.
15 to 12	—	H'0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	CRCLAP[11:0]	H'080	R/W	Cr Calculation Data Normalized Additional Value These bits set the Cr data addition constant for RGB888 → YCbCr444 color space conversion. (Initial value: 128)

30.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

30.3.1 Input Interface

The VIN captures video data in the ITU-R BT.601, ITU-R BT.656, ITU-R BT.1358, or ITU-R BT.709 interface and stores it in external memory. The module has four input-interface channels. The interface and data format can be set as desired for each video channel.

The following tables show the interface and data format supported in each product and its channels.

Note: When the ITU-R BT.709 interface is in use, the maximum frequency of the video clock of Digital pin is 100 MHz.

Table 30.22 Video Channels and Supported Interfaces (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N Channels 0 to 3)

				Channel 0	Channel 1	Channel 2	Channel 3
Input interface	MIPI CSI-2	YCbCr-422	8 bits	Supported	Supported	Supported	Supported
			10 bits	Supported	Supported	Supported	Supported
		RGB-888	24 bits	Supported	Supported	Supported	Supported
		8-bit user defined data (RAW8)	8 bits	Supported	Supported	Supported	—
		Embedded	8 bits	—	—	—	Supported
Output interface	RGB output	RGB-565	16 bits	Supported	Supported	Supported	Supported
		ARGB-1555	16 bits	Supported	Supported	Supported	Supported
		RGB-888	32 bits	Supported	Supported	Supported	Supported
		ARGB-8888	32 bits	Supported	Supported	Supported	Supported
	YCbCr output	YCbCr-422 multiplexed	8 bits	Supported	Supported	Supported	Supported
			10 bits	Supported	Supported	Supported	Supported
		YCbCr-420 separated Y/CbCr	Y: 8 bits CbCr: 8 bits	Supported	Supported	—	—
		YCbCr-422 separated Y/CbCr	Y: 8 bits CbCr: 8 bits	Supported	Supported	Supported	Supported
			Y: 10 bits CbCr: 8 bits	Supported	Supported	Supported	Supported
			Y: 10 bits CbCr: 10 bits	Supported	Supported	Supported	Supported
		YCbCr-422 separated Only Y	8 bits	Supported	Supported	Supported	Supported
			10 bits	Supported	Supported	Supported	Supported

Notes: 1. When capturing progressive images or MIPI CSI-2 input data, be sure to enable the internal field signal generation function.
2. Dithering is performed for RGB-888→RGB-565 conversion.
3. RGB data is converted and transferred to memory from the video module after 8-bit precision conversion.
4. For details of output interfaces, see section 30.3.10, Output Data Format.

Table 30.23 Video Channels and Supported Interfaces (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N Channels 4 to 7)

				Channel 4	Channel 5	Channel 6	Channel 7
Input interface	ITU-R BT.656	YCbCr-422	8 bits	Supported	Supported	—	—
			10 bits	Supported	Supported	—	—
			12 bits	Supported	Supported	—	—
	ITU-R BT.1358	YCbCr-422	16 bits	Supported	Supported	—	—
			20 bits	Supported	—	—	—
			24 bits	Supported	—	—	—
	ITU-R BT.601/ ITU-R BT.709	YCbCr-422	8 bits	Supported	Supported	—	—
			10 bits	Supported	Supported	—	—
			12 bits	Supported	Supported	—	—
		RGB-666	18 bits	Supported	—	—	—
		RGB-888	24 bits	Supported	—	—	—
	RAW input	RAW12	12 bits	Supported*5	Supported*5	—	—
	MIPI CSI-2	YCbCr-422	8 bits	Supported	Supported	Supported	Supported
			10 bits	Supported	Supported	Supported	Supported
		RGB-888	24 bits	Supported	Supported	Supported	Supported
		8-bit user defined data (RAW8)	8 bits	Supported	Supported	Supported	—
		Embedded	8 bits	—	—	—	Supported
Output interface	RGB output	RGB-565	16 bits	Supported	Supported	Supported	Supported
		ARGB-1555	16 bits	Supported	Supported	Supported	Supported
		RGB-888	32 bits	Supported	Supported	Supported	Supported
		ARGB-8888	32 bits	Supported	Supported	Supported	Supported
	YCbCr output	YCbCr-422 multiplexed	8 bits	Supported	Supported	Supported	Supported
			10 bits	Supported	Supported	Supported	Supported
			12 bits	Supported*5	Supported*5	—	—
		YCbCr-420 separated Y/CbCr	Y: 8 bits CbCr: 8 bits	Supported	Supported	—	—
		YCbCr-422 separated Y/CbCr	Y: 8 bits CbCr: 8 bits	Supported	Supported	Supported	Supported
			Y: 10 bits CbCr: 8 bits	Supported	Supported	Supported	Supported
			Y: 10 bits CbCr: 10 bits	Supported	Supported	Supported	Supported
			Y: 12 bits CbCr: 8 bits	Supported*5	Supported*5	—	—
			Y: 12 bits CbCr: 12 bits	Supported*5	Supported*5	—	—
		YCbCr-422 separated Only Y	8 bits	Supported	Supported	Supported	Supported
			10 bits	Supported	Supported	Supported	Supported
			12 bits	Supported*5	Supported*5	—	—
	RAW output	RAW12	12 bits	Supported*5	Supported*5	—	—

Notes: 1. When capturing progressive images or MIPI CSI-2 input data, be sure to enable the internal field signal generation function.
2. Dithering is performed for RGB-888→RGB-565 conversion.
3. RGB data is converted and transferred to memory from the video module after 8-bit precision conversion.
4. For details of output interfaces, see section 30.3.10, Output Data Format.
5. Y 12bit and CbCr 12bit and RAW12 are supported only when using the digital pin.

Table 30.24 Video Channels and Supported Interfaces (RZ/G2E Channels 4 to 5)

				Channel 4	Channel 5
Input interface	ITU-R BT.656	YCbCr-422	8 bits	Supported	Supported
			10 bits	Supported	Supported
			12 bits	Supported	Supported
	ITU-R BT.1358	YCbCr-422	16 bits	Supported	Supported
			20 bits	Supported	—
			24 bits	Supported	—
	ITU-R BT.601/ ITU-R BT.709	YCbCr-422	8 bits	Supported	Supported
			10 bits	Supported	Supported
			12 bits	Supported	Supported
		RGB-666	18 bits	Supported	—
		RGB-888	24 bits	Supported	—
	RAW input	RAW12	12 bits	Supported*5	Supported*5
	MIPI CSI-2	YCbCr-422	8 bits	Supported	Supported
			10 bits	Supported	Supported
		RGB-888	24 bits	Supported	Supported
		8-bit user defined data (RAW8)	8 bits	Supported	Supported
		Embedded	8 bits	—	Supported
Output interface	RGB output	RGB-565	16 bits	Supported	Supported
		ARGB-1555	16 bits	Supported	Supported
		RGB-888	32 bits	Supported	Supported
		ARGB-8888	32 bits	Supported	Supported
	YCbCr output	YCbCr-422 multiplexed	8 bits	Supported	Supported
			10 bits	Supported	Supported
			12 bits	Supported*5	Supported*5
		YCbCr-420 separated Y/CbCr	Y: 8 bits CbCr: 8 bits	Supported	Supported
		YCbCr-422 separated Y/CbCr	Y: 8 bits CbCr: 8 bits	Supported	Supported
			Y: 10 bits CbCr: 8 bits	Supported	Supported
			Y: 10 bits CbCr: 10 bits	Supported	Supported
			Y: 12 bits CbCr: 8 bits	Supported*5	Supported
			Y: 12 bits CbCr: 12 bits	Supported*5	Supported*5
		YCbCr-422 separated Only Y	8 bits	Supported	Supported
			10 bits	Supported	Supported
			12 bits	Supported	Supported
	RAW output	RAW12	12 bits	Supported*5	Supported*5

Notes: 1. When capturing progressive images or MIPI CSI-2 input data, be sure to enable the internal field signal generation function.
2. Dithering is performed for RGB-888→RGB-565 conversion.
3. RGB data is converted and transferred to memory from the video module after 8-bit precision conversion.
4. For details of output interfaces, see section 30.3.10, Output Data Format.

5. Y 12bit and CbCr 12bit and RAW12 are supported only when using the digital pin.

(1) Multiplexed YCbCr-422 Data Format in ITU-R BT.601 Interface

Data in the multiplexed YCbCr-422 format is a UYVY format (U0Y0V0Y1 format) YCbCr data. The Y, Cb, Cr image data is captured at the rising edges of the input video clock signal.

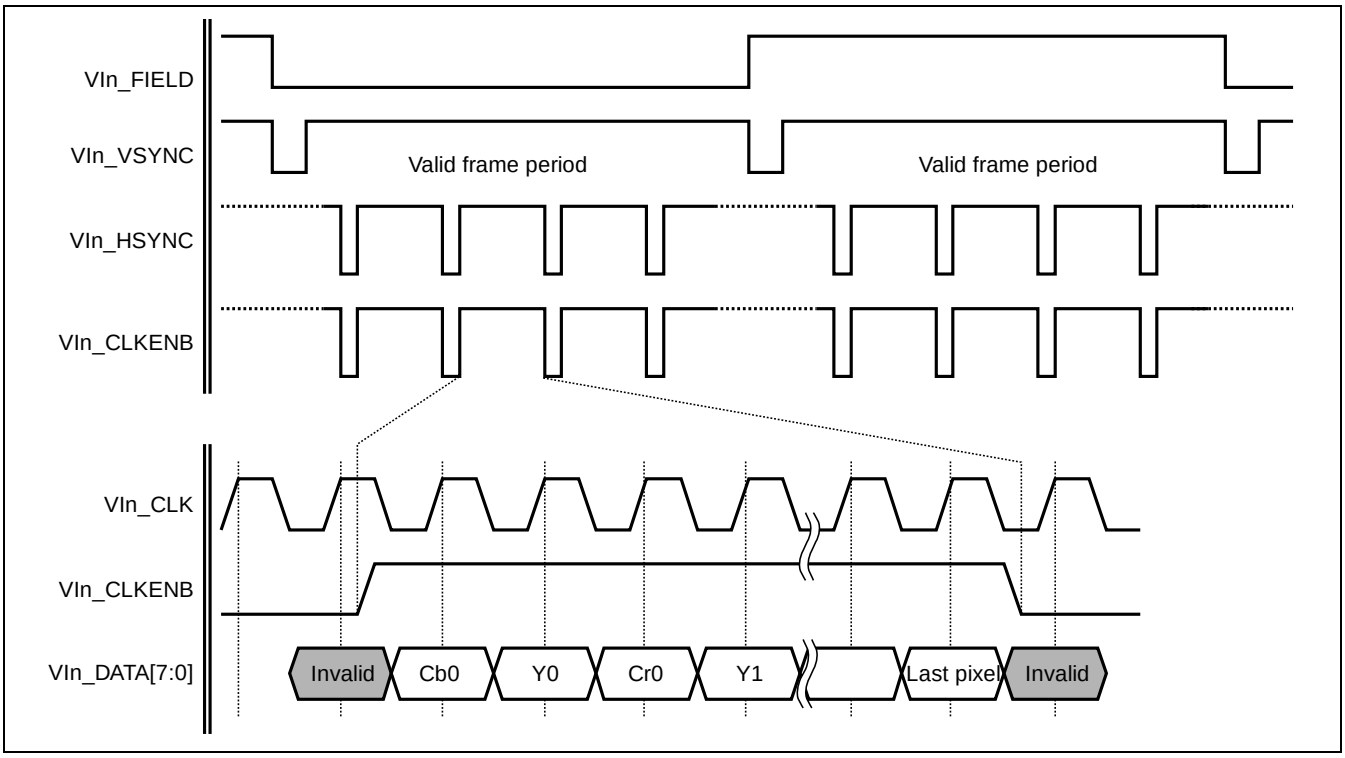
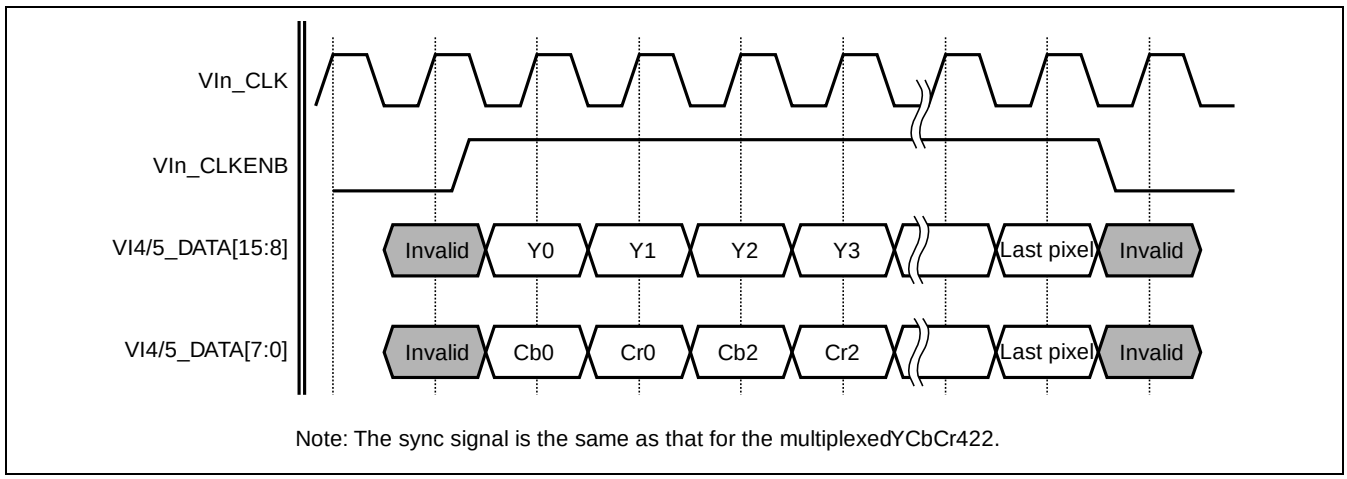


Figure 30.15 Multiplexed YCbCr-422 Data Format

(2) CbCr Multiplexed YCbCr-422 Data Format in ITU-R BT.601/1358 Interface

Data in the CbCr multiplexed YCbCr-422 format is YCbCr data with only the CbCr data being multiplexed. The Y and CbCr image data are captured at the rising edges of the input video clock signal.

Setting the YCAL bit in VnMC to 1 enables the capturing of image data with CbCr data in the upper bits and Y data in the lower bits.



Note: The sync signal is the same as that for the multiplexedYCbCr422.

Figure 30.16 CbCr Multiplexed YCbCr-422 Data Format (Y Data in Upper Bits)

(3) RGB-666 Data Format in ITU-R BT.601 Interface

This data format can be used for the color conversion space in the RGB=4:4:4 format defined in the ITU-R BT.601 standard. The R, G, B image data are captured at the rising edges of the input video clock signal.

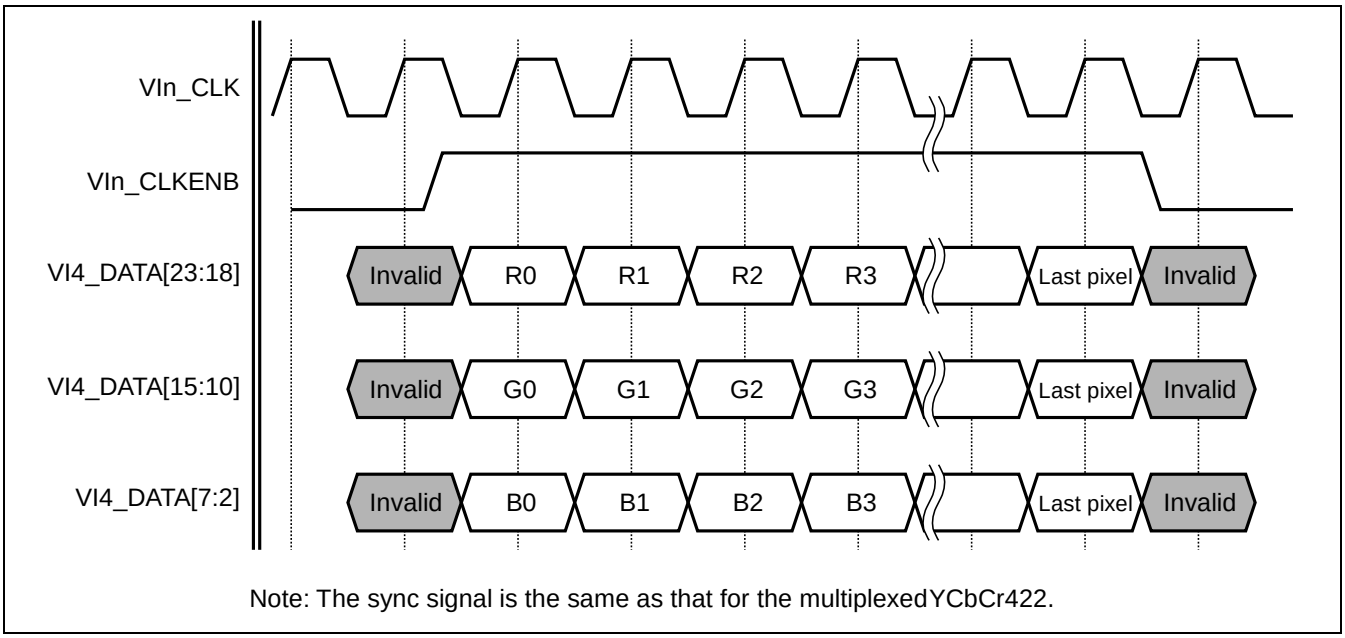


Figure 30.17 RGB-666 Data Format

(4) RGB-888 Data Format in ITU-R BT.601 Interface

This data format can be used for the color conversion space in the RGB=4:4:4 format defined in the ITU-R BT.601. The R, G, B image data are captured at the rising edges of the input video clock signal.

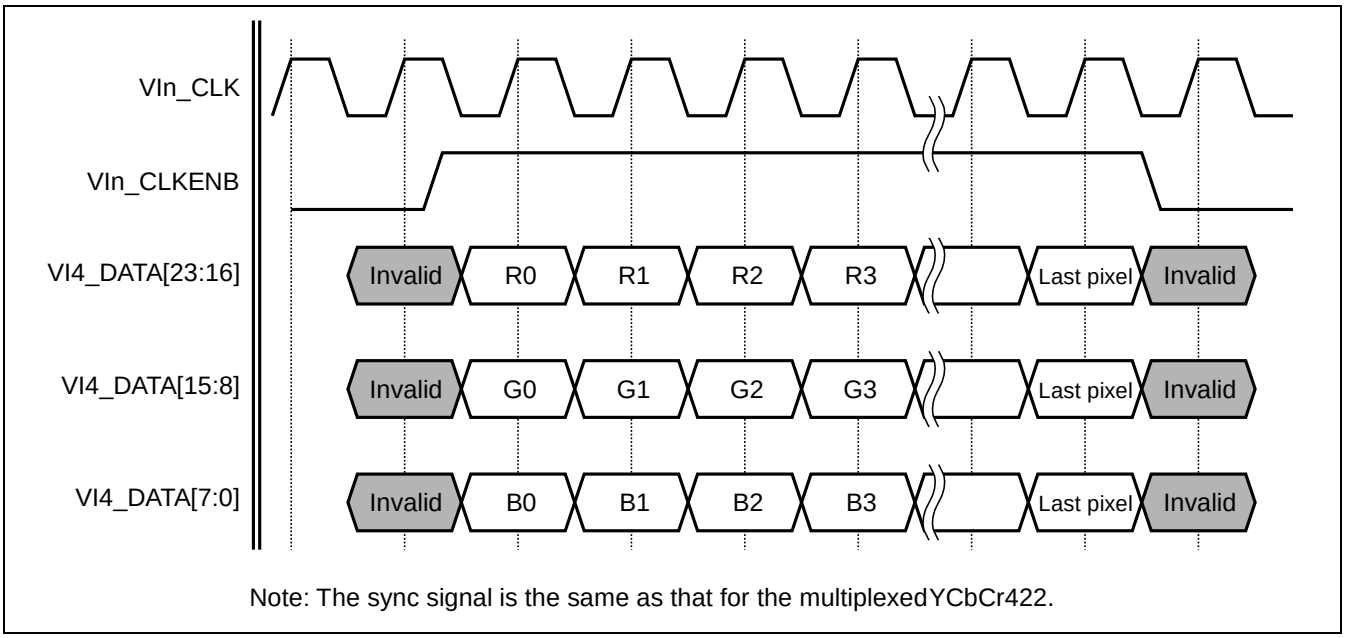


Figure 30.18 RGB-888 Data Format

(5) Multiplexed YCbCr-422 Data Format in ITU-R BT.656 Interface

In the ITU-R BT.656 interface, active data between the start of active video (SAV) and the end of active video (EAV) indicated with the timing reference code is captured.

Table 30.25 Video Timing Reference Code

VINn Image Data (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N)			First Word	Second Word	Third Word	Fourth Word (XY)	
12 bits	10 bits	8 bits					
VIn_DATA[11]	VIn_DATA[9]	VIn_DATA[7]	1	0	0	1	
VIn_DATA[10]	VIn_DATA[8]	VIn_DATA[6]	1	0	0	F	0: Field 1 / 1: Field 2
VIn_DATA[9]	VIn_DATA[7]	VIn_DATA[5]	1	0	0	V	0: elsewhere 1: Field Blanking
VIn_DATA[8]	VIn_DATA[6]	VIn_DATA[4]	1	0	0	H	0: SAV 1: EAV
VIn_DATA[7]	VIn_DATA[5]	VIn_DATA[3]	1	0	0	P3	Protection bit 3
VIn_DATA[6]	VIn_DATA[4]	VIn_DATA[2]	1	0	0	P2	Protection bit 2
VIn_DATA[5]	VIn_DATA[3]	VIn_DATA[1]	1	0	0	P1	Protection bit 1
VIn_DATA[4]	VIn_DATA[2]	VIn_DATA[0]	1	0	0	P0	Protection bit 0
VIn_DATA[3]	VIn_DATA[1]	—	1	0	0	0	
VIn_DATA[2]	VIn_DATA[0]	—	1	0	0	0	
VIn_DATA[1]	—	—	1	0	0	0	
VIn_DATA[0]	—	—	1	0	0	0	

Active data is available with the multiplexed YCbCr-422 data format in the UYVY (U0Y0V0Y1) format. In this interface, timing reference and Y, Cb, Cr image data are captured at the rising edges of the input clock signal.

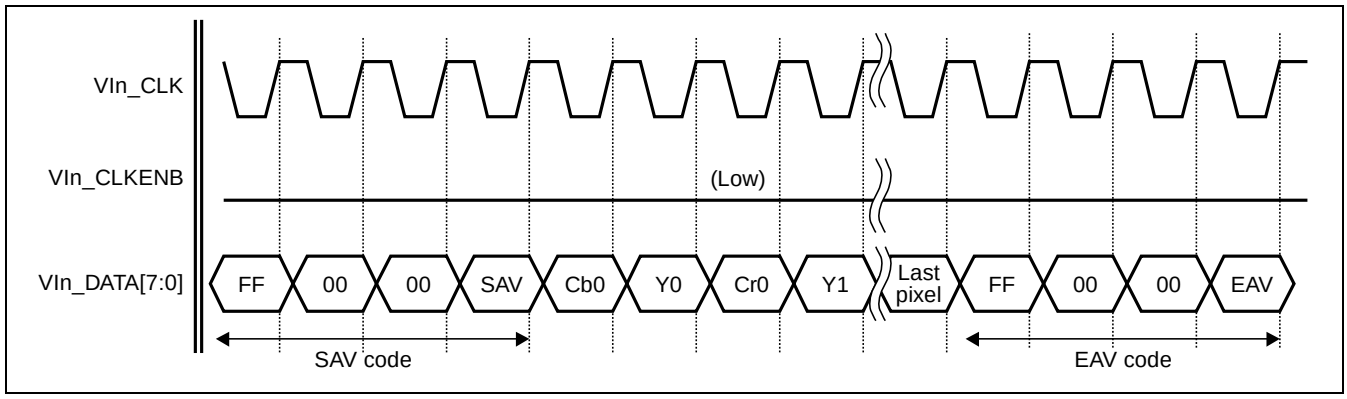


Figure 30.19 Multiplexed YCbCr-422 Data Format

Capturing is controlled based on field information. Therefore, the field signal and timing reference codes should be correct.

(6) RAW12 Data Format in ITU-R BT.601 Interface

The Pn image data is captured at the rising edges of the input video clock signal.

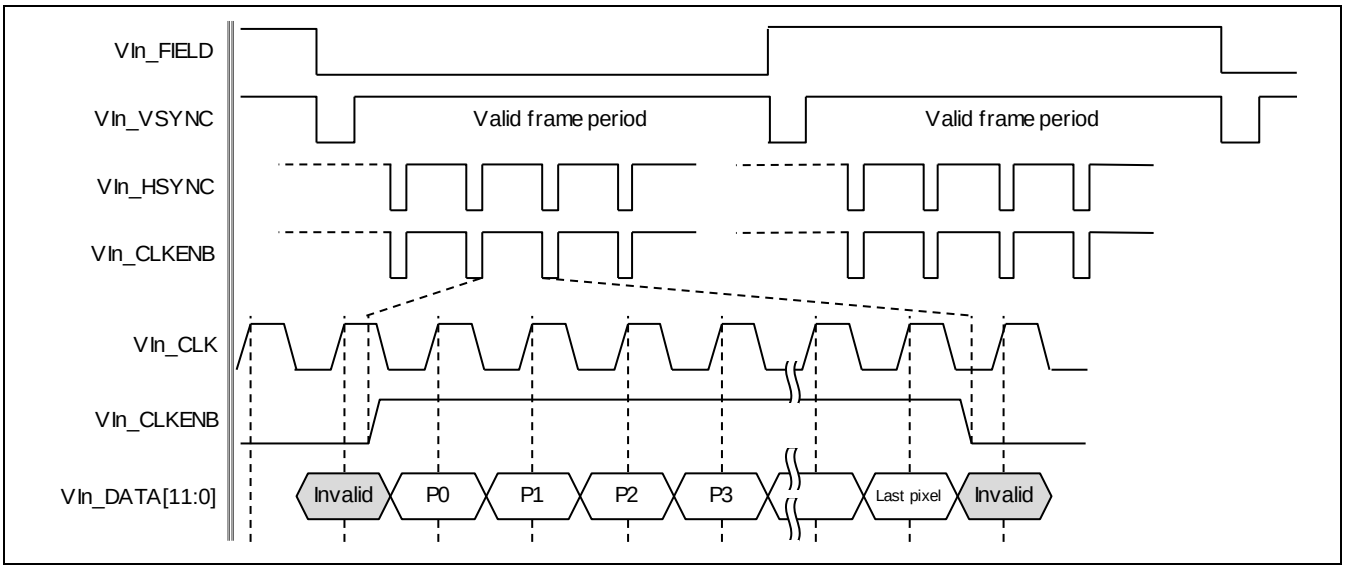


Figure 30.20 RAW12 Data Format

30.3.2 Error Correction

At the time of capturing with ITU-R BT.656, the VIN allows errors to be corrected with the timing reference code (SAV/EAV). The timing reference code (SAV/EAV) of ITU-R BT.656 has four protection bits, which can be used to correct only one-bit errors in the interface.

If the VIN cannot correct errors while the CEE bit in the interrupt enable register (VnIE) has been set to 1, an interrupt signal is generated as soon as the CES bit in the interrupt status (VnINTS) register is set. Note that no interrupt signal is generated if errors can be corrected.

30.3.3 Capture Mode

With the VIN, either of the single frame capture mode or continuous frame capture mode can be selected.

Specifying the capture field in IM bits of the main control (VnMC) register and then setting the SC bit in the frame capture (VnFC) register to 1 provides single frame capture mode. In this mode, the current frame is captured when the SC bit write timing (current scanline position) is smaller than the value of the start line pre-clip (VnSLPrC) register, or the next frame is captured in other cases. The capture data is transferred to the memory address that is set in the memory base 1 (VnMB1) register. For using single frame capture mode, necessary procedure of register setting is as followings.

1. Set 1 to the module enable (ME) bit in the main control register (VnMC).
2. Set 1 to the single frame capture mode (SC) bit in the frame capture register (VnFC).

Note: When using this setting, don't set 2'b01 to the interlace mode (IM) bits in the main control register (VnMC).

Specifying the capture field in IM bits of VnMC and then setting the CC bit of VnFC to 1 provides continuous frame capture mode, in which capture data is sequentially transferred to the addresses that are set in MB1 to MB3. In this case, the latest captured frame ID is shown in the FBS bits in the module status (VnMS) register. For using continuous frame capture mode, necessary procedure of register setting is as followings.

1. Set 1 to the module enable (ME) bit in the main control register (VnMC).
2. Set 1 to the continuous frame capture mode (CC) bit in the frame capture register (VnFC).

Note: Don't set 1 to the single frame capture mode (SC) bit and the continuous frame capture mode (CC) bit at the same time.

When the IM bits in VnMC are set to the full interlace mode, data in the capture start field is stored in every other line in the memory as the odd field (field 1) data and then data in the next field is stored as the even field (field 2) between the written lines so that the top and bottom field lines alternate with each other for interlace composition. The capture start field (top field) can be changed through the FOC bit in VnMC.

The following is a schematic diagram of capturing in full interlace mode when the odd field (field 1) is selected as the top field, the memory width is set to H'200, and VnMB1 is set to H'0000.

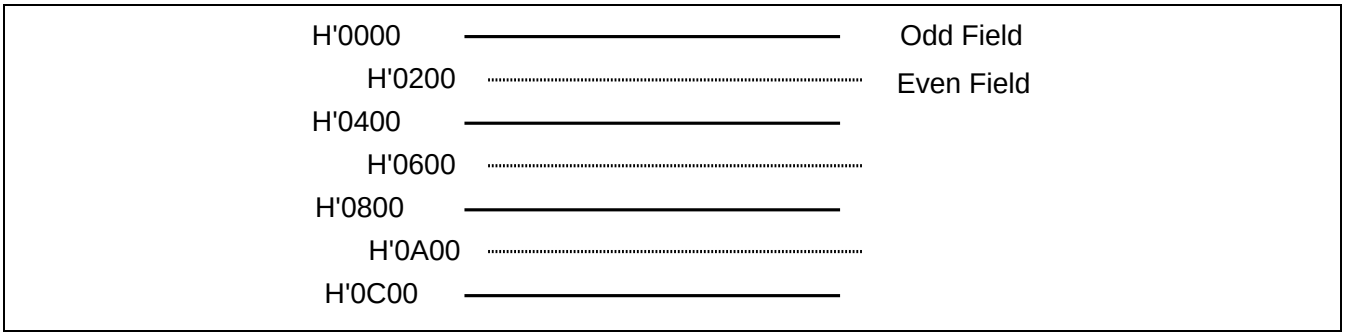


Figure 30.21 Example of Capturing Full Interlace

The VIN starts capture operation after detecting a frame signal switching in the ITU-R BT.601 or 656 interface. When capturing progressive data, in which the field signal does not change, use the internal field signal generation function to toggle the internal field signal. For details, see section 30.2.18.

30.3.4 Size Clipping

Image data that has been captured is pre-clipped according to the settings of the following registers: start line pre-clip (VnSLPrC), end line pre-clip (VnELPrC), start pixel pre-clip (VnSPPrC), and end pixel pre-clip (VnEPPrC).

For post-clipping after horizontal or vertical scaling, see section 30.2.21.5.

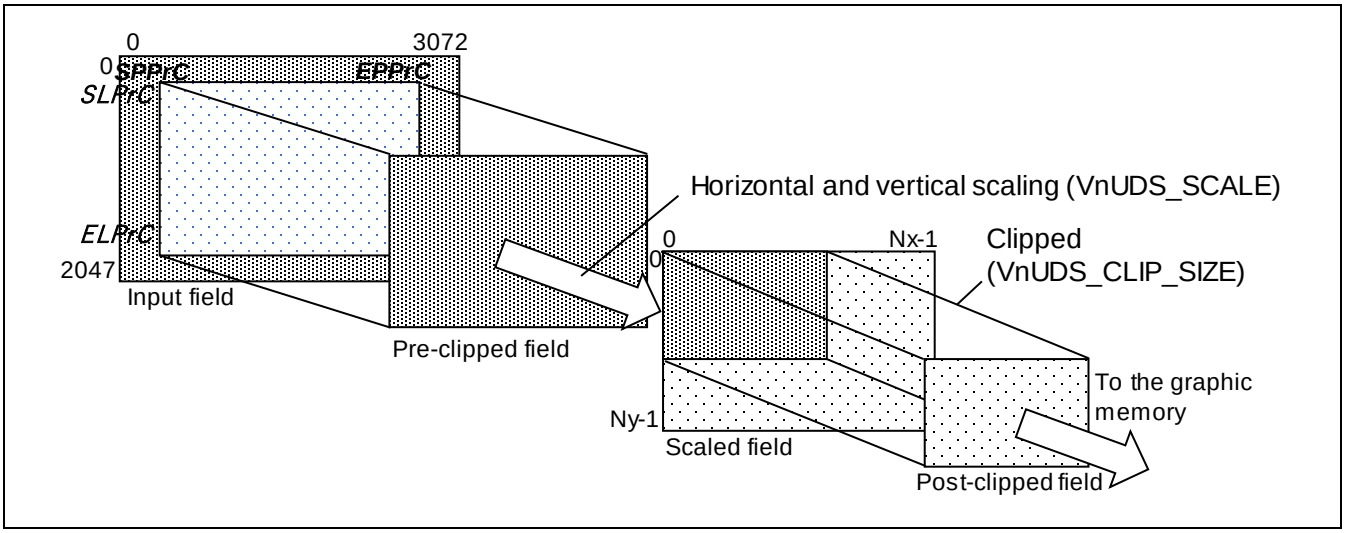


Figure 30.22 Example of Clipping

For all the post-clipped lines, the lengths of individual lines written into the memory are defined by the image stride (VnIS) register. The setting can be larger than the post-clipped frame width, but cannot be smaller than the width. The VnIS register must be filled with a value larger than the horizontal post-clipping width. The input field in the above figure shows an effective image area from the video decoder; the VIN does not allow anything exceeding the image area to be captured.

Note: Each of the following registers specifies a distance from the starting point in the effective image area: start line pre-clip (VnSLPrC), end line pre-clip (VnELPrC), start pixel pre-clip (VnSPPrC), and end pixel pre-clip (VnEPPrC). Specifically, in ITU-R BT.601, the distance is from the starting point of VIn_CLKENB (data enable); in ITU-R BT.656, the distance is from the SAV (start of active video) signal.

30.3.5 Vertical Scaling

For details on scaling in the vertical direction, see section 30.2.21.2.

30.3.6 Horizontal Scaling

For details on scaling in the horizontal direction, see section 30.2.21.2.

30.3.7 Color Conversion Function

(1) YC-RGB Color Conversion

When the data input format is YCbCr, set the BPS bit in the VnMC register to 0 to convert YCbCr data to RGB data. If an 8-bit data format is used for the capture interface, the color conversion is carried out according to the matrix coefficients set in the VnCSCC1, VnCSCC2, and VnCSCC3 registers. Otherwise, it is carried out according to the matrix coefficients set in the VnCSCE1, VnCSCE2, VnCSCE3, and VnCSCE4 registers. All of the input YCbCr data is extended to 12-bit data before carrying out color conversion.

Here, if the BPS bit in VnMC is set to 1, the data is stored in memory as it is in YCbCr format.

$$R = \left(\begin{array}{c}VnCSCC1/\\YMUL[9:0]\\or\\VnCSCE1/\\YMUL2[13:0]\end{array}\right) \times \left(Y - \left(\begin{array}{c}VnCSCC1/\\YSUB[7:0]\\or\\VnCSCE1/\\YSUB2[11:0]\end{array}\right)\right) + \left(\begin{array}{c}VnCSCC2/\\RCRMUL[9:0]\\or\\VnCSCE3/\\RCRMUL2[13:0]\end{array}\right) \times \left(Cr - \left(\begin{array}{c}VnCSCC1/\\CSUB[7:0]\\or\\VnCSCE1/\\CSUB2[11:0]\end{array}\right)\right)$$

$$G = \left(\begin{array}{c}VnCSCC1/\\YMUL[9:0]\\or\\VnCSCE1/\\YMUL2[13:0]\end{array}\right) \times \left(Y - \left(\begin{array}{c}VnCSCC1/\\YSUB[7:0]\\or\\VnCSCE1/\\YSUB2[11:0]\end{array}\right)\right) - \left(\begin{array}{c}VnCSCC2/\\GCRMUL[9:0]\\or\\VnCSCE3/\\GCRMUL2[13:0]\end{array}\right) \times \left(Cr - \left(\begin{array}{c}VnCSCC1/\\CSUB[7:0]\\or\\VnCSCE1/\\CSUB2[11:0]\end{array}\right)\right) - \left(\begin{array}{c}VnCSCC3/\\GCBMUL[9:0]\\or\\VnCSCE4/\\GCBMUL2[13:0]\end{array}\right) \times \left(Cb - \left(\begin{array}{c}VnCSCC1/\\CSUB[7:0]\\or\\VnCSCE1/\\CSUB2[11:0]\end{array}\right)\right)$$

$$B = \left(\begin{array}{c}VnCSCC1/\\YMUL[9:0]\\or\\VnCSCE1/\\YMUL2[13:0]\end{array}\right) \times \left(Y - \left(\begin{array}{c}VnCSCC1/\\YSUB[7:0]\\or\\VnCSCE1/\\YSUB2[11:0]\end{array}\right)\right) + \left(\begin{array}{c}VnCSCC3/\\BCBMUL[9:0]\\or\\VnCSCE4/\\BCBMUL2[13:0]\end{array}\right) \times \left(Cb - \left(\begin{array}{c}VnCSCC1/\\CSUB[7:0]\\or\\VnCSCE1/\\CSUB2[11:0]\end{array}\right)\right)$$

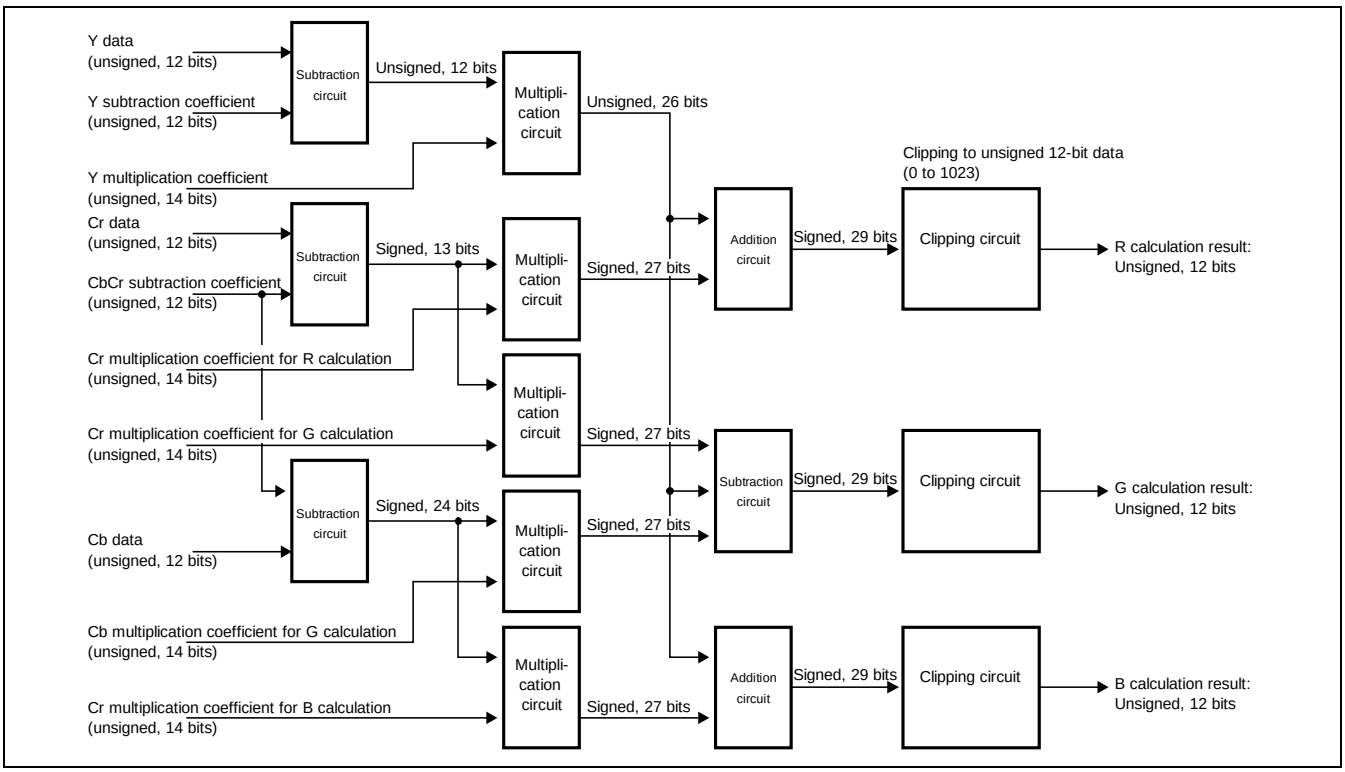


Figure 30.23 YCbCr→RGB Calculation Circuit Configuration

Examples of color space that can be set in YC-RGB conversion coefficient registers are shown below. See the register descriptions for details of the coefficients.

Table 30.26 Examples of YC-RGB Conversion Coefficient Register Settings

YC-RGB Conversion Coefficient	YMUL	YSUB	CSUB	RCRMUL	GCRMUL	GCBMUL	BCBMUL
ITU-R BT.601 (initial value) 16 ≤ Y ≤ 235, 16 ≤ Cb, Cr ≤ 240	1.164	16	128	1.596	0.813	0.392	2.017
Luminance expansion example 1 ≤ Y ≤ 254, 16 ≤ Cb, Cr ≤ 240	1.008	1	128	1.596	0.392	0.813	2.017

Specify an integer in each addition coefficient bit field. For each multiplication coefficient, specify a value obtained by multiplying the desired coefficient value by 256.

Example: When the desired multiplication coefficient is 1.164

$1.164 \times 256 = 297$ (set value: B'0100101001)

Notes: 1. In order to process the data outside the range prescribed by the ITU-R BT.601 standard, set the CLP[1:0] bits in VnMC to 11. The data is clipped to the specified value before color space conversion.
2. The YC-RGB color conversion data is unconditionally rounded to the 0 ≤ R, G, B ≤ 255 range.

(2) RGB-YC Color Conversion

When the data input format is RGB, set the BPS bit in VnMC to 0 for color conversion of RGB data into YCbCr data format. Color conversion from RGB to YCbCr is done according to the matrix coefficients set in RGB-YC conversion coefficient registers (VnYCCR1-VnYCCR3/VnCBCCR1-VnCBCCR3/VnCRCCR1-VnCRCCR3). All of the input RGB data is extended to 12-bit data before color conversion.

If 1 is set to the BPS bit in VnMC, the data will be stored in the memory as it is in RGB format.

$$Y = ((YCLRP \times R + YCLGP \times G + YCLGP \times B) \times 2^{YCLSFT}) + YCALP$$
$$Cb = ((CBCLRP \times R + CBCLGP \times G + CBCLGP \times B) \times 2^{CBCLSFT}) + CBCALP$$
$$Cr = ((CRCLRP \times R + CRCLGP \times G + CRCLGP \times B) \times 2^{CRCLSFT}) + CRCALP$$

The following data rounding functions of RGB-YCbCr color conversion function can be independently set to each pixel. The circuit configuration of Y data is given below.

Table 30.27 Data Rounding Functions of RGB-YC Color Conversion Function

Function	Symbol	Description
Sign extension enable	YEXPEN	Enables/disables signed bits of the matrix multiplication result.
Multiplication result shift down amount	YCLSFT[4:0]	Amount of shift down in the matrix multiplication result
Rounding off enable	YCLHEN	Enables/disables rounding off to the shift down amount.
Clipping enable	YCLCEN	Enables/disables data rounding process between 0 to 1023 of the output data.

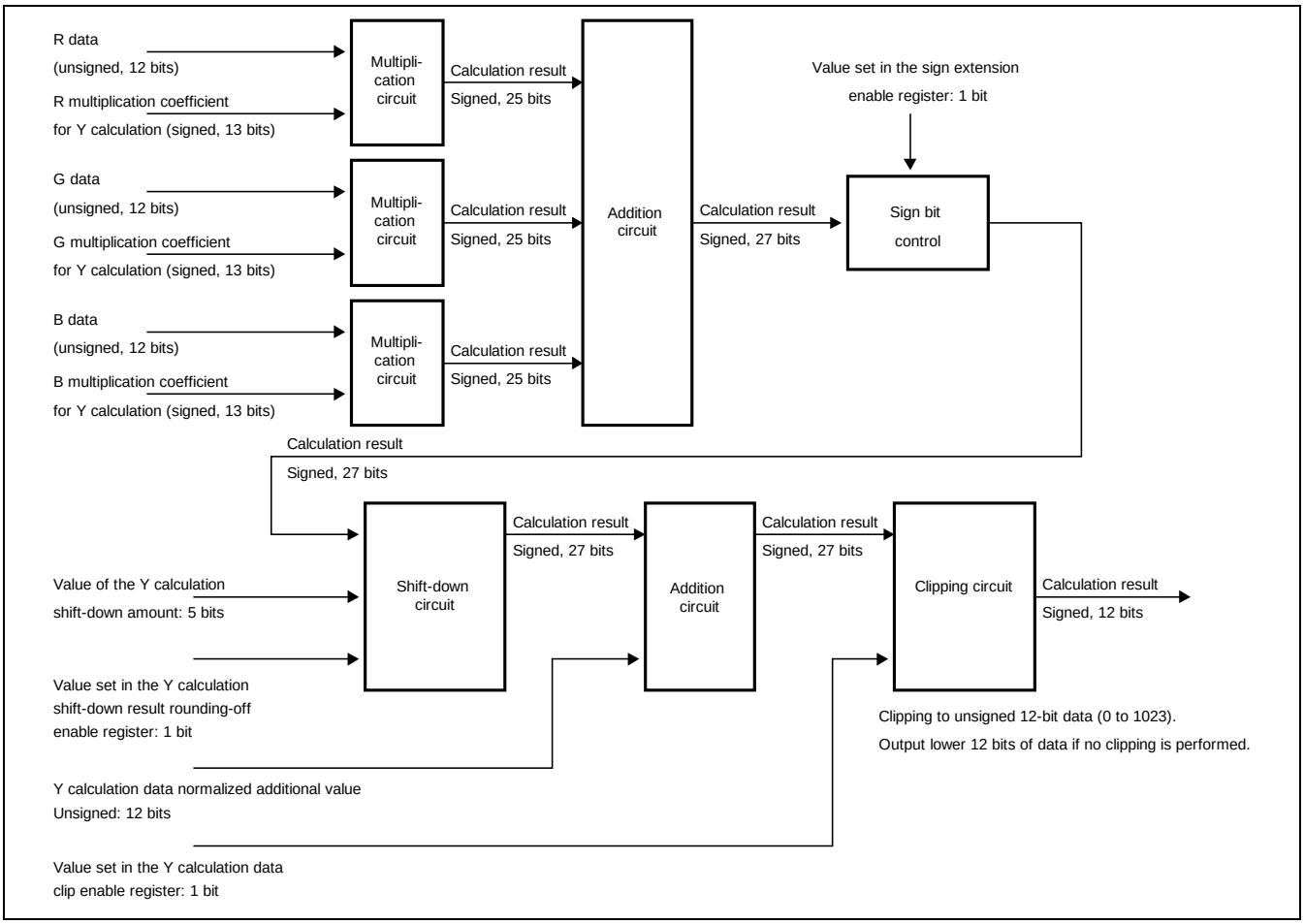


Figure 30.24 Y Data Circuit Configuration of RGB → YCbCr Color Conversion Function

30.3.8 Image Data Format Conversion Functions

(1) Lookup Table (LUT) Density Conversion Function

Set the LUTE bit in VnMC to 1 to enable table conversion of each pixel data of Y, Cb, Cr and R, G, B data after color conversion.

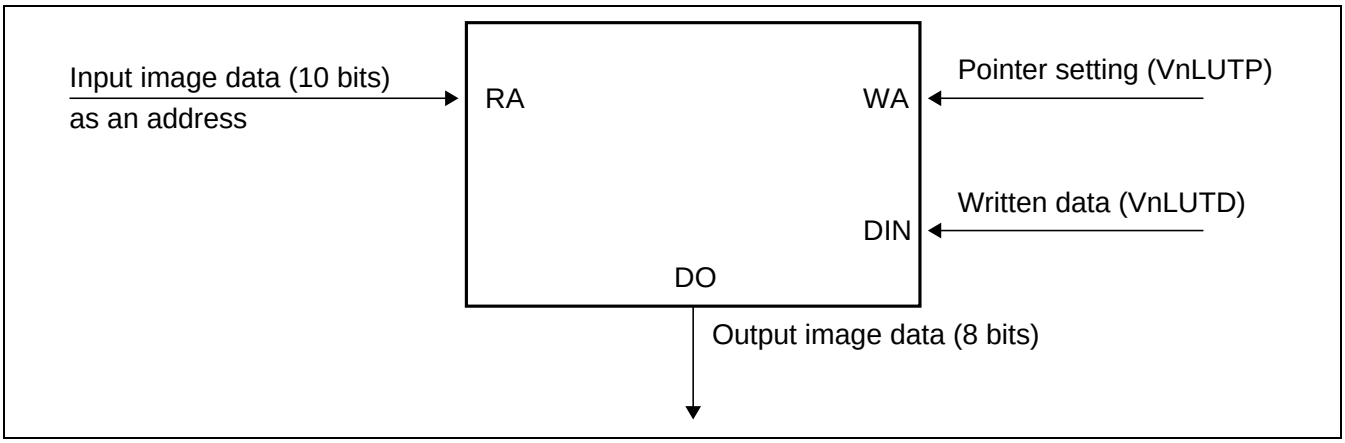


Figure 30.25 Lookup Table

Pointer Access:

The pointer is incremented every time a write access to the VnLUTD register is made.

The incremented data is read when the VnLUTP register is read. Since data is not incremented at read access, the pointer should be set just before reading.

The procedure given below must be followed to access the lookup table.

The lookup table cannot be accessed from the CPU during the conversion process.

(For write/read access to the LUT from the CPU, the LUTE bit in VnMC should be 0.)

Write access:

1. Write the access destination address in VnLUTP.
2. Write the data in VnLUTD.
   Thereby the data will be reflected in the lookup table.
   Also the pointer will automatically increase by 1.
3. Writing to VnLUTD will consecutively update the lookup table.

Read Access:

1. Write the access destination address in VnLUTP.
2. Read VnLUTD. This is dummy read; thus the read data needs to be discarded.
3. Read VnLUTD. This reading allows the address data written in VnLUTP to be acquired.

[Notes on Using the Lookup Table]

1. Set the lookup table only after capture operation has stopped.
2. Rewrite all before using the lookup table.
3. Data set to the lookup table should be within the range compatible to the input bit width.

(2) YCbCr444→YC Separation Function

When transferring YCbCr data to memory, Y data and CbCr data can be separated and transferred to different address spaces.

To perform YCbCr separation transfer, set the DTMD[1:0] bits in the VnDMR register to B'10. In this case, the Y data will be transferred to the address set in the memory base address register and CbCr data will be transferred to the address obtained by adding the value set in the VnUVAOF register to the memory base address register.

If the YMODE[2:0] bits in the VnDMR register are set to B’001 or B’011 or B’101, only Y data will be transferred to memory and CbCr data is not transferred to memory.

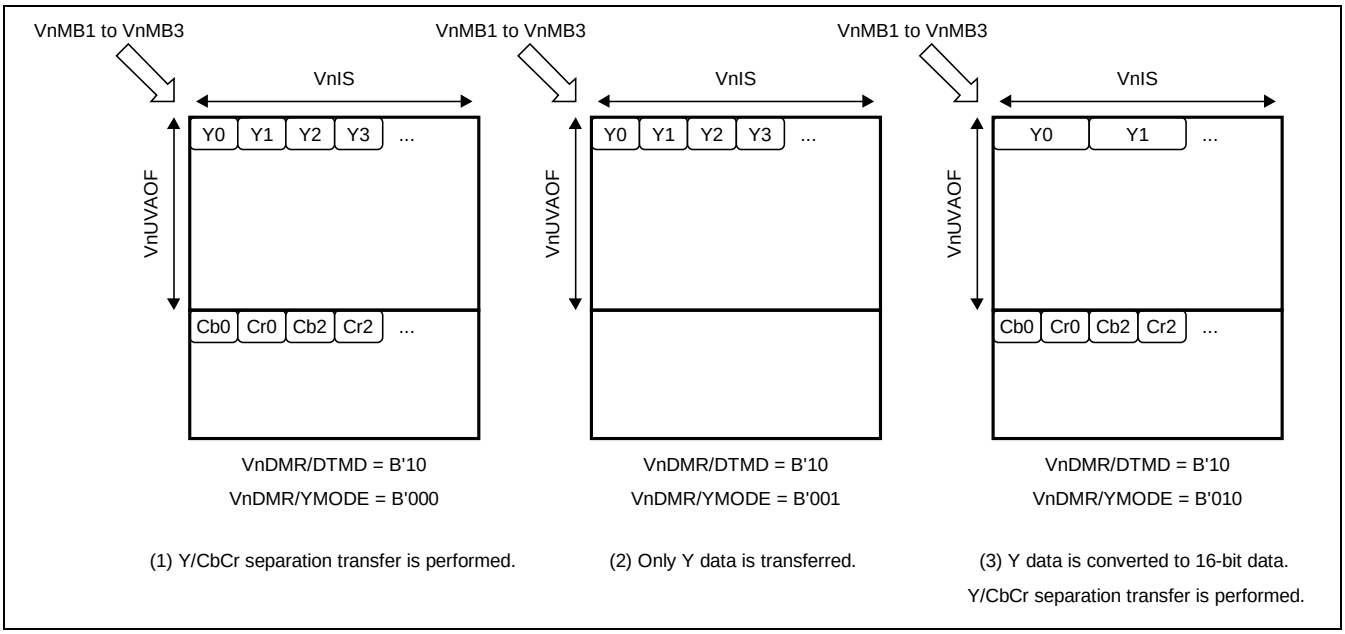


Figure 30.26 Y/Cb/Cr Separation in Big Endian

(3) Dithering Function

Dithering is performed when the internal RGB-888 format after color space conversion is converted to the RGB-565 or RGB-1555 format. The dithering mode can be selected with the DC[1:0] bits in VnMC.

(a) Dithering with Cumulative Addition

Set the DC[1:0] bits in VnMC to B'00 to perform dithering using the cumulative addition method in horizontal pixel units.

$$R_n[7:3] \leq (R_x[7:0] + R_{n-1}[2:0]) >> 3$$
$$G_n[7:2] \leq (G_x[7:0] + G_{n-1}[1:0]) >> 2$$
$$B_n[7:3] \leq (B_x[7:0] + B_{n-1}[2:0]) >> 3$$

Where:
(R_n, G_n, B_n) = Output RGB-565 pixel
(R_x, G_x, B_x) = Input RGB-888 pixel
(R_{n-1}, G_{n-1}, B_{n-1}) = Pseudo random error (LSB of the cumulative error)

(b) Ordered Dithering

Set the DC[1:0] bits in VnMC to B'01 to perform dithering using the ordered dithering method.

$$R_n[7:3] \leq (R_x[7:0] + D42_{xy}) >> 3$$
$$G_n[7:2] \leq (G_x[7:0] + D22_{xy}) >> 2$$
$$B_n[7:3] \leq (B_x[7:0] + D42_{xy}) >> 3$$

Where:
(R*n*, G*n*, B*n*) = Output RGB-565 pixel
(R*x*, G*x*, B*x*) = Input RGB-888 pixel
(D22*xy*, D42*xy*) = Input x, y coordinate dithering matrix result

$$D22 = \begin{bmatrix} 0 & 3 \\ 2 & 1 \end{bmatrix}, D42 = \begin{bmatrix} 0 & 3 & 4 & 7 \\ 2 & 1 & 6 & 5 \end{bmatrix}$$

30.3.9 Internal Field Signal Generation

As the video input module controls capture of data in interlaced mode, correct capture control is not achieved if the external field signal level does not change.

Through the internal field signal generation function, the VIN can control the capture field signal even when the input field signal does not change, such as during progressive data capturing. The following settings can be made for the internal field generation function through the FTEV and FTEH bits in the data mode register 2 (VnDMR2).

- VSYNC field toggle mode (FTEV = 1 in VnDMR2)

  When this setting is made, the VSYNC field toggle mode is entered for capture field signal control if the input field signal does not change for the VSYNC cycles specified by the VLV bits in VnDMR2. The toggle mode is canceled when a change in the external field signal level is detected (the capture operation is controlled according to the input field signal).
- HSYNC field toggle counter (FTEH = 1 in VnDMR2)

  This counter counts the capture active lines. If the external field signal does not change until the count reaches the HLV setting in VnDMR2, the capture field signal is controlled.

Notes: 1. Do not set both the FTEV and FTEH bits in VnDMR2 at the same time.
2. Immediately after cancellation of the toggle mode, capture control is skipped for one VSYNC cycle in some cases depending on the input field signal state.

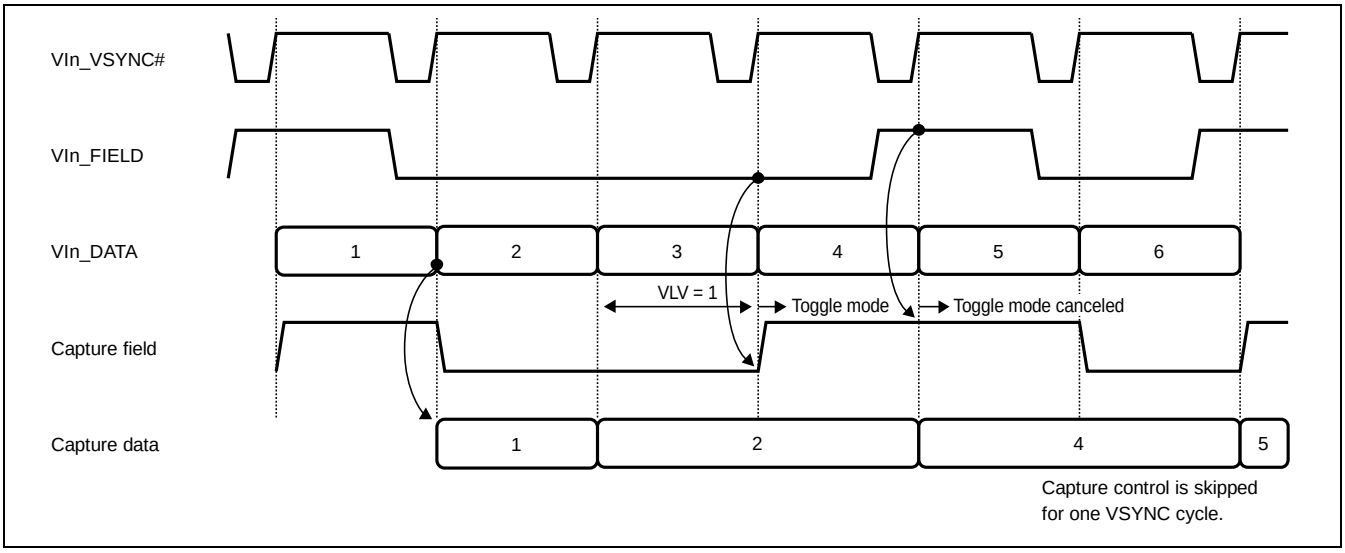


Figure 30.27 Overview and Notes of VSYNC Field Toggle Mode

30.3.10 Output Data Format

The VIN can output image data in the following formats. The figures in this section assume that data is stored in unified memory in little endian.

(1) YC: YCbCr-422, 8 bits

The 8-bit YUV image data in the YC (YCbCr) = 4:2:2 format is shown below. YC data can be switched between the UYVY format and YUYV format through the BPSM bit in VnDMR.

- BPSM = 0 in VnDMR: UYVY format

8-bit YCbCr-422 data (UYVY format)

D63 to D48	63	56	55	48
Image data 3 and 4	Y3[7:0]		Cr2[7:0]	
D47 to D32	47	40	39	32
Image data 3 and 4	Y2[7:0]		Cb2[7:0]	
D31 to D16	31	24	23	16
Image data 1 and 2	Y1[7:0]		Cr0[7:0]	
D15 to D0	15	8	7	0
Image data 1 and 2	Y0[7:0]		Cb0[7:0]	

- BPSM = 1 in VnDMR: YUYV format

8-bit YCbCr-422 data (YUYV format)

D63 to D48	63	56	55	48
Image data 3 and 4	Cr2[7:0]		Y3[7:0]	
D47 to D32	47	40	39	32
Image data 3 and 4	Cb2[7:0]		Y2[7:0]	
D31 to D16	31	24	23	16
Image data 1 and 2	Cr0[7:0]		Y1[7:0]	
D15 to D0	15	8	7	0
Image data 1 and 2	Cb0[7:0]		Y0[7:0]	

(2) YC: YCbCr-422, 10 bits

The 10-bit YUV image data in the YC (YCbCr) = 4:2:2 format is shown below.

Notes: 1. This format needs to set "1" to VnDMR/YC_THR.
2. A word address is output for YCbCr data according to the VnIS register setting.

10-bit YCbCr-422 data (UYVY format)

D127 to D112	127					122	121		112
Image data 8	0	0	0	0	0	0	Y3[9:0]		
D111 to D96	111					106	105		96
Image data 7	0	0	0	0	0	0	Cr2[9:0]		
D95 to D80	95					90	89		80
Image data 6	0	0	0	0	0	0	Y2[9:0]		
D79 to D64	79					74	73		64
Image data 5	0	0	0	0	0	0	Cb2[9:0]		
D63 to D48	63					58	57		48
Image data 4	0	0	0	0	0	0	Y1[9:0]		
D47 to D32	47					42	41		32
Image data 3	0	0	0	0	0	0	Cr0[9:0]		
D31 to D16	31					30	25		16
Image data 2	0	0	0	0	0	0	Y0[9:0]		
D15 to D0	15					10	9		0
Image data 1	0	0	0	0	0	0	Cb0[9:0]		

(3) YC: YCbCr-422, 12 bits

The 12-bit YUV image data in the YC (YCbCr) = 4:2:2 format is shown below.

Notes: 1. This format needs to set "1" to VnDMR/YC_THR.
2. A word address is output for YCbCr data according to the VnIS register setting.

12-bit YCbCr-422 data (UYVY format)

D127 to D112	127			124	123	112
Image data 8	0	0	0	0	Y3[11:0]	
D111 to D96	111			108	107	96
Image data 7	0	0	0	0	Cr2[11:0]	
D95 to D80	95			92	91	80
Image data 6	0	0	0	0	Y2[11:0]	
D79 to D64	79			76	75	64
Image data 5	0	0	0	0	Cb2[11:0]	
D63 to D48	63			60	59	48
Image data 4	0	0	0	0	Y1[11:0]	
D47 to D32	47			44	43	32
Image data 3	0	0	0	0	Cr0[11:0]	
D31 to D16	31			28	27	16
Image data 2	0	0	0	0	Y0[11:0]	
D15 to D0	15			12	11	0
Image data 1	0	0	0	0	Cb0[11:0]	

(4) YC: YC Separation YCbCr-422, 8 bits

This is 8-bit YUV image data in the YC separated YC (YCbCr) = 4:2:2 format. UV data is supported by the NV16 format only.

If the YMODE[2:0] bits in the data mode register (VnDMR) are set to B'000 or B'001, setting the DTMD[1:0] bits in VnDMR to B'10 changes the format to 4:2:2 and transfers the UV data to an address which is specified by the addition of the value set in the UV address offset register (VnUVAOF) to the Memory Base. If the YMODE[2:0] bits in VnDMR are set to B'001, only Y data can be transferred and UV data cannot be transferred.

Y data

D31 to D16	31	24	23	16
Image data 3 and 4	Y3[7:0]		Y2[7:0]	

D15 to D0	15	8	7	0
Image data 1 and 2	Y1[7:0]		Y0[7:0]	

Cb, Cr data

D31 to D16	31	24	23	16
Image data 3 and 4	Cr2[7:0]		Cb2[7:0]	

D15 to D0	15	8	7	0
Image data 1 and 2	Cr0[7:0]		Cb0[7:0]	

(5) YC: YC Separation YCbCr-420, 8 bits

This is 8-bit YUV image data in the YC separated YC (YCbCr) = 4:2:0 format. UV data is supported by the NV12 format only.

If the YMODE[2:0] bits in the data mode register (VnDMR) are set to B'000, setting the DTMD[1:0] bits in VnDMR to B'11 changes the format to 4:2:0 and transfers the UV data to an address which is specified by the addition of the value set in the UV address offset register (VnUVAOF) to the Memory Base.

Y data

D31 to D16	31	24	23	16
Image data 3 and 4	Y03[7:0]		Y02[7:0]	

D15 to D0	15	8	7	0
Image data 1 and 2	Y01[7:0]		Y00[7:0]	

Cb, Cr data

D31 to D16	31	24	23	16
Image data 3 and 4	Cr02[7:0]		Cb02[7:0]	

D15 to D0	15	8	7	0
Image data 1 and 2	Cr00[7:0]		Cb00[7:0]	

(6) YC: YC Separation YCbCr-422, Y(10 bits) / C(10 bits)

This is 10-bit YUV image data in the YC separated YC (YCbCr) = 4:2:2 format. UV data is supported by the NV12 format only.

If the YMODE[2:0] bits in the data mode register (VnDMR) are set to B'000 or B'001, setting the DTMD[1:0] bits in VnDMR to B'10 changes the format to 4:2:2 and transfers the UV data to an address which is specified by the addition of the value set in the UV address offset register (VnUVAOF) to the Memory Base. If the YMODE[2:0] bits in VnDMR are set to B'001, only Y data can be transferred and UV data cannot be transferred.

Notes: 1. This format needs to set "1" to VnDMR/YC_THR.
2. A word address is output for YCbCr data according to the VnIS register setting.

Y data (10 bits)

	63					58	57	48
D63 to D48								
Image data 4	0	0	0	0	0	0	Y3[9:0]	

	47					42	41	32
D47 to D32								
Image data 3	0	0	0	0	0	0	Y2[9:0]	

	31					30	25	16
D31 to D16								
Image data 2	0	0	0	0	0	0	Y1[9:0]	

	15					10	9	0
D15 to D0								
Image data 1	0	0	0	0	0	0	Y0[9:0]	

Cb, Cr data (10 bits)

	63					58	57	48
D63 to D48								
Image data 4	0	0	0	0	0	0	Cr2[9:0]	

	47					42	41	32
D47 to D32								
Image data 3	0	0	0	0	0	0	Cb2[9:0]	

	31					30	25	16
D31 to D16								
Image data 2	0	0	0	0	0	0	Cr0[9:0]	

	15					10	9	0
D15 to D0								
Image data 1	0	0	0	0	0	0	Cb0[9:0]	

(7) YC: YC Separation YCbCr-422, Y(12 bits) / C(12 bits)

This is 12-bit YUV image data in the YC separated YC (YCbCr) = 4:2:2 format. UV data is supported by the NV12 format only.

If the YMODE[2:0] bits in the data mode register (VnDMR) are set to B'000 or B'001, setting the DTMD[1:0] bits in VnDMR to B'10 changes the format to 4:2:2 and transfers the UV data to an address which is specified by the addition of the value set in the UV address offset register (VnUVAOF) to the Memory Base. If the YMODE[2:0] bits in VnDMR are set to B'001, only Y data can be transferred and UV data cannot be transferred.

Notes: 1. This format needs to set "1" to VnDMR/YC_THR.
2. A word address is output for YCbCr data according to the VnIS register setting.

Y data (12 bits)

	63			60	59	48
D63 to D48						
Image data 4	0	0	0	0	Y3[11:0]	

	47			44	43	32
D47 to D32						
Image data 3	0	0	0	0	Y2[11:0]	

	31			28	27	16
D31 to D16						
Image data 2	0	0	0	0	Y1[11:0]	

	15			12	11	0
D15 to D0						
Image data 1	0	0	0	0	Y0[11:0]	

Cb, Cr data (12 bits)

	63			60	59	48
D63 to D48						
Image data 4	0	0	0	0	Cr2[11:0]	

	47			44	43	32
D47 to D32						
Image data 3	0	0	0	0	Cb2[11:0]	

	31			28	27	16
D31 to D16						
Image data 2	0	0	0	0	Cr0[11:0]	

	15			12	11	0
D15 to D0						
Image data 1	0	0	0	0	Cb0[11:0]	

(8) YC: YC Separation YCbCr-422, 10 bits

This is 10-bit YUV image data in the YC separated YC (YCbCr) = 4:2:2 format. UV data is supported by the NV16 format only.

If the YMODE[2:0] bits in the data mode register (VnDMR) are set to B'010 or B'011, setting the DTMD[1:0] bits in VnDMR to B'10 converts 10-bit Y data to 16-bit and changes the format to 4:2:2. UV data is transferred to the address obtained by adding the value set in the UV address offset register (VnUVAOF) to Memory Base. If the YMODE[2:0] bits in VnDMR are set to B'011, only Y data can be transferred and UV data cannot be transferred.

Notes: 1. A word address is output for Y data according to the VnIS register setting.
2. A byte address is output for CbCr data according to the VnIS register setting.

Y data

D31 to D16	31					30	25	16
Image data 3 and 4	0	0	0	0	0	0	Y1[9:0]	

D15 to D0	15					10	9	0
Image data 1 and 2	0	0	0	0	0	0	Y0[9:0]	

Cb, Cr data

D31 to D16	31	24	23	16
Image data 3 and 4	Cr2[7:0]		Cb2[7:0]	

D15 to D0	15	8	7	0
Image data 1 and 2	Cr0[7:0]		Cb0[7:0]	

(9) YC: YC Separation YCbCr-422, 12 bits

This is 12-bit YUV image data in the YC separated YC (YCbCr) = 4:2:2 format. UV data is supported by the NV16 format only.

If the YMODE[2:0] bits in the data mode register (VnDMR) are set to B'100 or B'101, setting the DTMD[1:0] bits in VnDMR to B'10 converts 12-bit Y data to 16-bit and changes the format to 4:2:2. UV data is transferred to the address obtained by adding the value set in the UV address offset register (VnUVAOF) to Memory Base. If the YMODE[2:0] bits in VnDMR are set to B'101, only Y data can be transferred and UV data cannot be transferred.

Notes: 1. A word address is output for Y data according to the VnIS register setting.
2. A byte address is output for CbCr data according to the VnIS register setting.

Y data

D31 to D16	31			28	27	16
Image data 3 and 4	0	0	0	0	Y1[11:0]	

D15 to D0	15			12	11	0
Image data 1 and 2	0	0	0	0	Y0[11:0]	

Cb, Cr data

D31 to D16	31	24	23	16
Image data 3 and 4	Cr2[7:0]		Cb2[7:0]	

D15 to D0	15	8	7	0
Image data 1 and 2	Cr0[7:0]		Cb0[7:0]	

(10) 16 Bits/Pixel: RGB-565

The RGB levels are expressed through 5 bits for R, 6 bits for G, and 5 bits for B.

16 bits/pixel data (RGB data) format

D15 to D0	15	11	10	5	4	0
Image data	R[4:0]		G[5:0]		B[4:0]	

(11) 16 Bits/Pixel: ARGB-1555

The ARGB levels are expressed through 1 bit for A, 5 bits for R, 5 bits for G, and 5 bits for B. For data conversion to ARGB-1555, the lowest bit of the G data in RGB-565 data is truncated, and the A value specified through the register is added.

Set the DTMD[1:0] bits in the data mode register (VnDMR) to B'01 to specify conversion to ARGB-1555, and specify the A value in the ABIT bit in VnDMR.

16 bits/pixel data (ARGB data) format

D15 to D0	15	14	10	9	5	4	0
Image data	A	R[4:0]		G[4:0]		B[4:0]	

(12) 32 Bits/Pixel: RGB-888

The RGB levels are expressed through 8 bits for R, 8 bits for G, and 8 bits for B. Bits 31 to 24 are fixed to 0.

32 bits/pixel data (RGB data) format

D31 to D16	31							24	23	16
Image data	0	0	0	0	0	0	0	0	R[7:0]	

D15 to D0	15	8	7	0
Image data	G[7:0]		B[7:0]	

(13) 32 Bits/Pixel: ARGB-8888

The ARGB levels are expressed through 8 bits for A, 8 bits for R, 8 bits for G, and 8 bits for B. The A value specified by the A8BIT[7:0] bits in VnDMR is set in bits 31 to 24.

32 bits/pixel data (ARGB data) format

D31 to D16	31	24	23	16
Image data	A[7:0]		R[7:0]	

D15 to D0	15	8	7	0
Image data	G[7:0]		B[7:0]	

(14) RAW: 12 bits

The 12-bit RAW image data format is shown below.

Notes: 1. This format needs to set "1" to VnDMR/YC_THR.
2. A word address is output for RAW data according to the VnIS register setting.

12-bit RAW data format

D127 to D112	127			124	123		112
Image data 8	0	0	0	0	P7[11:0]		
D111 to D96	111			108	107		96
Image data 7	0	0	0	0	P6[11:0]		
D95 to D80	95			92	91		80
Image data 6	0	0	0	0	P5[11:0]		
D79 to D64	79			76	75		64
Image data 5	0	0	0	0	P4[11:0]		
D63 to D48	63			60	59		48
Image data 4	0	0	0	0	P3[11:0]		
D47 to D32	47			44	43		32
Image data 3	0	0	0	0	P2[11:0]		
D31 to D16	31			28	27		16
Image data 2	0	0	0	0	P1[11:0]		
D15 to D0	15			12	11		0
Image data 1	0	0	0	0	P0[11:0]		

(15) RAW: 8 bits and 8-bit Embedded Data

The 8-bit RAW image data and 8-bit embedded data format are shown below.

Notes: 1. These data are transferred by 4-Byte unit.
2. A byte address is output for RAW data according to the VnIS register setting.

8-bit RAW data format

D63 to D48	63	56	55	48
Image data 7 and 8	P7[7:0]		P6[7:0]	
D47 to D32	47	40	39	32
Image data 5 and 6	P5[7:0]		P4[7:0]	
D31 to D16	31	24	23	16
Image data 3 and 4	P3[7:0]		P2[7:0]	
D15 to D0	15	8	7	0
Image data 1 and 2	P1[7:0]		P0[7:0]	

30.3.11 Endian Conversion

The VIN stores captured data in memory in little endian with the initial settings. Set the EN bit in the main control register (VnMC) to 1 to convert data into big endian before storing in memory.

Endian conversion in word units is controlled through the EN bit in VnMC, and swapping in byte units is controlled through the BPSM bit in the data mode register (VnDMR). For conversion to big endian, specify the BPSM bit as shown in the following table according to the data format specified through the DTMD bits in VnDMR and BPS bit in VnMC.

Table 30.28 Endian Conversion Unit

Data Format	BPS in VnMC	DTMD[1:0] in VnDMR	EXRGB in VnDMR	BPSM in VnDMR	Endian Conversion Unit
RGB-565	0	00	0	0	Word units
RGB-888	0	00	1	0	Longword units
YCbCr-422	1	00	0	1	Byte units
ARGB-1555	0	01	0	0	Word units
ARGB-8888	0	01	1	0	Longword units
YC	1	10	0	0	Byte units

The following figures show endian conversions in 1 byte, 2 byte, and 4 byte units.

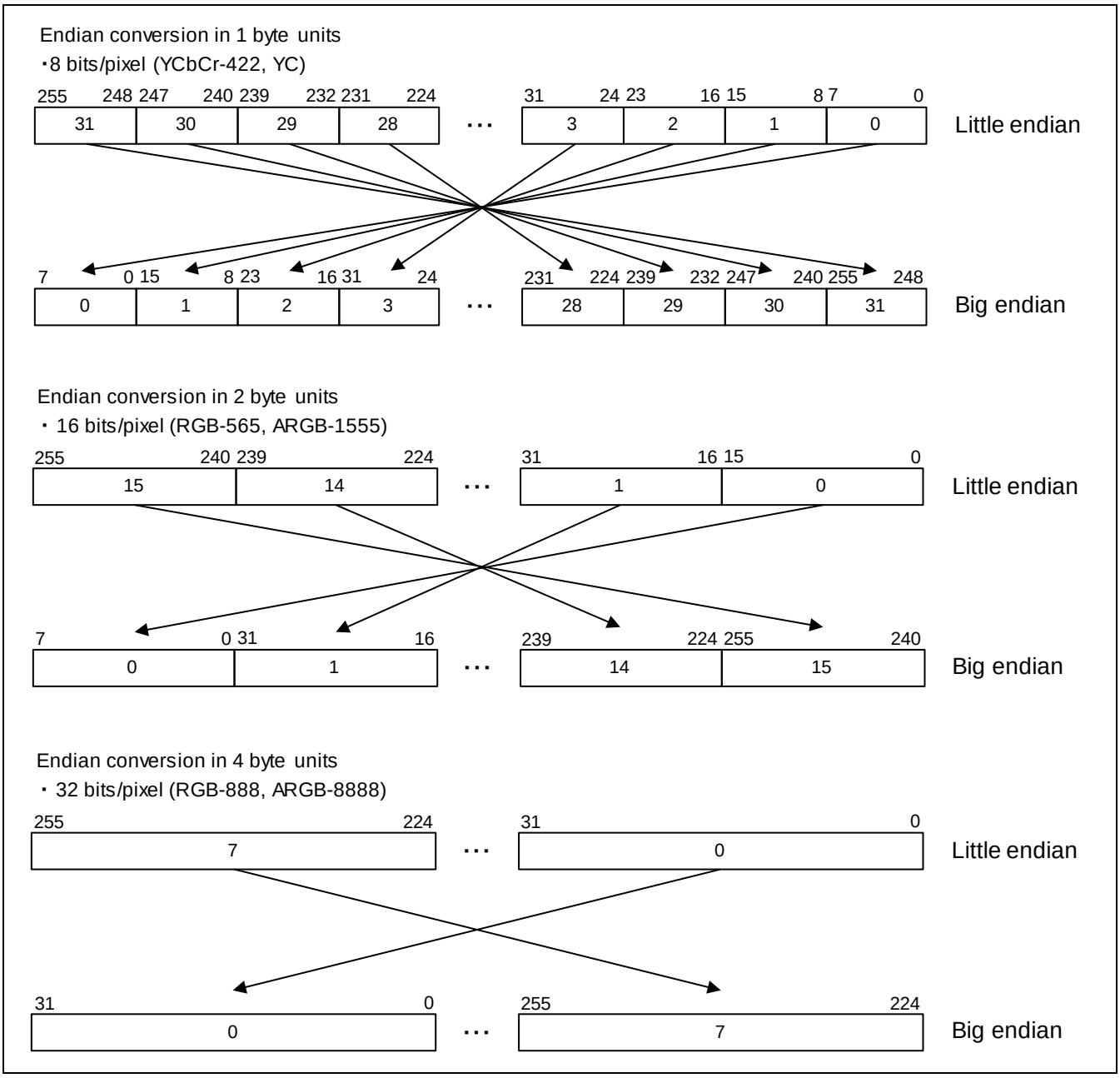


Figure 30.28 Data Alignment Conversion from Little Endian to Big Endian

30.3.12 Module Standby Mode

The LSI supports module standby mode in which clock supply to the VIN is stopped. The video input module should not be accessed during module standby mode.

30.3.13 Transition to Module Standby Mode

1. Clear the module enable (ME) bit in the main control register (VnMC) and the continuous frame capture (CC) bit and the single frame capture (SC) bit in the frame capture register (VnFC) to 0 to stop the video input module.
2. Confirm that the capture active (CA) bit in the module status register (VnMS) is cleared to 0*.
3. Stop the clock supply.

Note: * The camera device should be kept operation until the CA bit in VnMS set to 0.

30.3.14 Cancellation of Module Standby Mode and Restarting of Video Input Module

1. Start the clock supply.
2. Set the module enable (ME) bit in the main control register (VnMC) to 1 to start the video input module.
3. Set the continuous frame capture (CC) bit or the single frame capture (SC) bit in the frame capture register (VnFC) to 1.

30.3.15 Interrupts

The Video Input Module is capable of generating 24 interrupt(RZ/G2H, RZ/G2N).
The Video Input Module is capable of generating 8 interrupt(RZ/G2M V1.3, RZ/G2M V3.0).
The Video Input Module is capable of generating 6 interrupt(RZ/G2E).

For details, refer to section 19.

Table 30.29 Interrupt assignment

		Second Generation RZ/G Series Products			
Interrupt Name	**Cause of interrupt**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
VIN.ch0	FIS2 or VFS or VRS or FIS or CES or SIS or EFS or FOS bit in V0INTS	√	√	√	—
VIN.ch1	FIS2 or VFS or VRS or FIS or CES or SIS or EFS or FOS bit in V1INTS	√	√	√	—
VIN.ch2	FIS2 or VFS or VRS or FIS or CES or SIS or EFS or FOS bit in V2INTS	√	√	√	—
VIN.ch3	FIS2 or VFS or VRS or FIS or CES or SIS or EFS or FOS bit in V3INTS	√	√	√	—
VIN.ch4	FIS2 or VFS or VRS or FIS or CES or SIS or EFS or FOS bit in V4INTS	√	√	√	√
VIN.ch5	FIS2 or VFS or VRS or FIS or CES or SIS or EFS or FOS bit in V5INTS	√	√	√	√
VIN.ch6	FIS2 or VFS or VRS or FIS or CES or SIS or EFS or FOS bit in V6INTS	√	√	√	—
VIN.ch7	FIS2 or VFS or VRS or FIS or CES or SIS or EFS or FOS bit in V7INTS	√	√	√	—

30.3.16 Input and Output of YCbCr-422 Format

The example of input and output of YCbCr-422 format is as followings.
The example is case which the image is input from digital pins.

(1) 10 bits (Valid data is 8bit)

(a) Input: UYVY format and Register Settings

10-bit YCbCr-422 data (UYVY format)

VIn_DATA15 to VIn_DATA0	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Y1	*	*	*	*	*	*	Y1[7:0]								*	*
Cr0	*	*	*	*	*	*	Cr0[7:0]								*	*
Y0	*	*	*	*	*	*	Y0[7:0]								*	*
Cb0	*	*	*	*	*	*	Cb0[7:0]								*	*

Note: * Fix the pins at a high or low level.

Interface		VnMC/EXINF	VnMC/INF	VnMC/BPS
Multiplexed YCbCr422	10 bits	00	011	1

(b) Output: UYVY, 8 bits, format and Register Settings

8-bit YCbCr-422 data (UYVY format)

D31 to D16	31	24	23	16
Image data 1 and 2	Y1[7:0]		Cr0[7:0]	

D15 to D0	15	8	7	0
Image data 1 and 2	Y0[7:0]		Cb0[7:0]	

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ BPSM	VnDMR/ DTMD[1:0]
YCbCr-422 (8 bits) transfer	000	0	0	0	00

(c) Output: UYVY, 10 bits, format and Register Settings

D63 to D48	63					58	57			48
Image data 4	0	0	0	0	0	0	Y1[7:0]		*	*
D47 to D32	47					42	41			32
Image data 3	0	0	0	0	0	0	Cr0[7:0]		*	*
D31 to D16	31					30	25			16
Image data 2	0	0	0	0	0	0	Y0[7:0]		*	*
D15 to D0	15					10	9			0
Image data 1	0	0	0	0	0	0	Cb0[7:0]		*	*

Note: * Invalid Data.

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]
YCbCr-422 (10 or 12 bits) transfer*	000	0	1	00

(d) Output: YC Separation, 8 bits format and Register Settings

Y data

D15 to D0	15							8	7							0
Image data 1 and 2	Y1[7:0]								Y0[7:0]							

Cb, Cr data

D15 to D0	15							8	7							0
Image data 1 and 2	Cr0[7:0]								Cb0[7:0]							

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]
Y (8 bits)/CbCr separation transfer	000	0	0	10

(e) Output: YC Separation, 10 bits format and Register Settings

Y data

D31 to D16	31					30	25									16
Image data 3 and 4	0	0	0	0	0	0	Y1[7:0]								*	*

D15 to D0	15					10	9									0
Image data 1 and 2	0	0	0	0	0	0	Y0[7:0]								*	*

Cb, Cr data

D15 to D0	15							8	7							0
Image data 1 and 2	Cr0[7:0]								Cb0[7:0]							

Note: * Invalid Data.

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]
Y (16 bits)/CbCr separation transfer	010	0	0	10

(f) Output: YC Separation Y(10 bits) / C(10 bits) format and Register Settings

Y data (10 bits)

D31 to D16	31					30	25		16
Image data 2	0	0	0	0	0	0	Y1[7:0]	*	*

D15 to D0	15					10	9		0
Image data 1	0	0	0	0	0	0	Y0[7:0]	*	*

Cb, Cr data (10 bits)

D31 to D16	31					30	25		16
Image data 2	0	0	0	0	0	0	Cr0[7:0]	*	*

D15 to D0	15					10	9		0
Image data 1	0	0	0	0	0	0	Cb0[7:0]	*	*

Note: *Invalid Data.

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]
Y (10 or 12 bits)/CbCr separation transfer*	000	0	1	10

(2) 12 bits (Valid data is 8bit)

(a) Input: UYVY format and Register Settings

12-bit YCbCr-422 data (UYVY format)

VIn_DATA15 to VIn_DATA0	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Y1	*	*	*	*	Y1[7:0]								*	*	*	*
Cr0	*	*	*	*	Cr0[7:0]								*	*	*	*
Y0	*	*	*	*	Y0[7:0]								*	*	*	*
Cb0	*	*	*	*	Cb0[7:0]								*	*	*	*

Note: * Fix the pins at a high or low level.

Interface		VnMC/EXINF	VnMC/INF	VnMC/BPS
Multiplexed YCbCr422	12 bits	11	011	1

(b) Output: UYVY, 8 bits, format and Register Settings

8-bit YCbCr-422 data (UYVY format)

	31	24	23	16
D31 to D16				
Image data 1 and 2	Y1[7:0]		Cr0[7:0]	

	15	8	7	0
D15 to D0				
Image data 1 and 2	Y0[7:0]		Cb0[7:0]	

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ BPSM	VnDMR/ DTMD[1:0]
YCbCr-422 (8 bits) transfer	000	0	0	0	00

(c) Output: UYVY, 12 bits, format and Register Settings

12-bit YCbCr-422 data (UYVY format)

	63			60	59				48
D63 to D48									
Image data 4	0	0	0	0	Y1[7:0]	*	*	*	*

	47			44	43				32
D47 to D32									
Image data 3	0	0	0	0	Cr0[7:0]	*	*	*	*

	31			28	27				16
D31 to D16									
Image data 2	0	0	0	0	Y0[70]	*	*	*	*

	15			12	11				0
D15 to D0									
Image data 1	0	0	0	0	Cb0[70]	*	*	*	*

Note: * Invalid Data.

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]
YCbCr-422 (10 or 12 bits) transfer*	000	0	1	00

(d) Output: YC Separation, 8 bits format and Register Settings

Y data

D15 to D0	15							8	7							0
Image data 1 and 2	Y1[7:0]								Y0[7:0]							

Cb, Cr data

D15 to D0	15							8	7							0
Image data 1 and 2	Cr0[7:0]								Cb0[7:0]							

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]
Y (8 bits)/CbCr separation transfer	000	0	0	10

(e) Output: YC Separation, 12 bits format and Register Settings

Y data

D31 to D16	31			28	27											16
Image data 3 and 4	0	0	0	0	Y1[7:0]							*	*	*	*	

D15 to D0	15			12	11											0
Image data 3 and 4	0	0	0	0	Y0[7:0]							*	*	*	*	

Cb, Cr data

D15 to D0	15							8	7							0
Image data 1 and 2	Cr0[7:0]								Cb0[7:0]							

Note: * Invalid Data.

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]
Y (16 bits)/CbCr separation transfer	100	0	0	10

(f) Output: YC Separation Y(12 bits) / C(12 bits) format and Register Settings

Y data (12 bits)

D31 to D16	31			28	27				20			16
Image data 2	0	0	0	0	Y1[7:0]				*	*	*	*

D15 to D0	15			12	11				0			
Image data 1	0	0	0	0	Y0[7:0]				*	*	*	*

Cb, Cr data (12 bits)

D31 to D16	31			28	27							16
Image data 2	0	0	0	0	Cr0[7:0]				*	*	*	*

D15 to D0	15			12	11				0			
Image data 1	0	0	0	0	Cb0[7:0]				*	*	*	*

Note: * Invalid Data.

Format of Data Stored in Memory	VnDMR/ YMODE[2:0]	VnDMR/ EXRGB	VnDMR/ YC_THR	VnDMR/ DTMD[1:0]	Remarks
Y (10 or 12 bits)/CbCr separation transfer*	000	0	1	10	Data selection of 10-bit or 12-bit is according to the input format.

30.3.17 Initialize Procedure

The Initialization procedure of VIN is as followings.

(1) Case of inputting images from CSI-2 module

It is possible to run VIN initial procedure either before or after CSI2 initial procedure.

[VIN initial procedure]

1. Set VIN registers.
2. Set the VSYNC field toggle mode enable (FTEV) bit in the Video n data mode register 2 (VnDMR2) to 1. The VSYNC field toggle mode transition period (VLV[3:0]) bit in the VnDMR2 shall be set to 4'h0.
3. Set the module enable (ME) bit in the main control register (VnMC) to 1 to start the video input module.
4. Set the continuous frame capture (CC) bit or the single frame capture (SC) bit in the frame capture register (VnFC) to 1.

[CSI2 initial procedure]

1. Set the Link and PHY of CSI-2 module registers*[1].
2. Start camera device.
3. Confirm PHY of CSI-2 module starts.

(2) Case of inputting images from Digital Pins

1. Set pin function controller (PFC) registers*[2].
2. Start camera device.
3. Set SRTm bit to 1 in the software reset register n (SRCRn) of the clock pulse generator (CPG) module*[4].
4. Set SRTCLRm to 1 in software reset clearing register n (SRSTCLRn) of clock pulse generator (CPG) module*[4].
5. Set VIN registers.
6. Set the module enable (ME) bit in the main control register (VnMC) to 1 to start the video input module.
7. Set the continuous frame capture (CC) bit or the single frame capture (SC) bit in the frame capture register (VnFC) to 1.

(3) Case of inputting images from CSI-2 module and Digital Pins

It is possible to run VIN initial procedure either before or after CSI2 initial procedure.

[VIN initial procedure]

1. Set pin function controller (PFC) registers*[2].
2. Start camera side device of Digital Pins side.
3. Set SRTm bit to 1 in the software reset register n (SRCRn) of the clock pulse generator (CPG) module*[4].
4. Set SRTCLRm to 1 in software reset clearing register n (SRSTCLRn) of clock pulse generator (CPG) module*[4].
5. Set VIN registers.
6. Set the VSYNC field toggle mode enable (FTEV) bit in the Video n data mode register 2 (VnDMR2) to 1. The VSYNC field toggle mode transition period (VLV[3:0]) bit in the VnDMR2 shall be set to 4'h0*[3].
7. Set the module enable (ME) bit in the main control register (VnMC) to 1 to start the video input module.
8. Set the continuous frame capture (CC) bit or the single frame capture (SC) bit in the frame capture register (VnFC) to 1.

[CSI2 initial procedure]

1. Set the Link and PHY of CSI-2 module registers*[1].
2. Start camera device of MIPI-CSI-2 side.
3. Confirm PHY of CSI-2 module starts.

Notes: 1. For detail, see section 29.
2. For detail, see section 8.
3. This setting is necessary to the channel which input images from CSI29-2 module.
4. For detail, see section 12.

30.3.18 Capture Stop Procedure

The capture stop procedure of VIN is as followings.

(1) Case of inputting images from CSI-2 module

1. Clear the module enable (ME) bit in the main control register (VnMC) and the continuous frame capture (CC) bit and the single frame capture (SC) bit in the frame capture register (VnFC) to 0 to stop the video input module.
2. Confirm that the capture active (CA) bit in the module status register (VnMS) is cleared to 0*3.
3. Set MSTPm bit to 1 in the module stop control register n (RMSTPCRn) of the clock pulse generator (CPG) module*1.
4. Confirm that MSTPSTm bit to 1 in the module stop status register n (MSTPSRn) of the clock pulse generator (CPG) module*1.
5. Set SRTm bit to 1 in the software reset register n (SRCRn) of the clock pulse generator (CPG) module*1.
6. Reset the Link and PHY of CSI-2 module*2.
7. Stop camera device.

(2) Case of inputting images from Digital Pins

1. Clear the module enable (ME) bit in the main control register (VnMC) and the continuous frame capture (CC) bit and the single frame capture (SC) bit in the frame capture register (VnFC) to 0 to stop the video input module.
2. Confirm that the capture active (CA) bit in the module status register (VnMS) is cleared to 0*3.

(3) Case of inputting images from CSI-2 module and Digital Pins

1. Clear the module enable (ME) bit in the main control register (VnMC) and the continuous frame capture (CC) bit and the single frame capture (SC) bit in the frame capture register (VnFC) to 0 to stop the video input module.
2. Confirm that the capture active (CA) bit in the module status register (VnMS) is cleared to 0*3.
3. Set MSTPm bit to 1 in the module stop control register n (RMSTPCRn) of the clock pulse generator (CPG) module*1.
4. Confirm that MSTPSTm bit to 1 in the module stop status register n (MSTPSRn) of the clock pulse generator (CPG) module*1.
5. Set SRTm bit to 1 in the software reset register n (SRCRn) of the clock pulse generator (CPG) module*1.
6. Reset the Link and PHY of CSI-2 module*2.
7. Stop camera device of MIPI-CSI-2 side.

Notes: 1. For detail, see section 12.
2. For detail, see section 29.
3. The camera device should be kept operation until the CA bit in VnMS set to 0.

30.3.19 Capture Restarting procedure

The capture restarting procedure of VIN is as followings.

(1) Case of inputting images from CSI-2 module

It is possible to run VIN initial procedure either before or after CSI2 initial procedure.

[VIN initial procedure]

1. Set SRTCLRm to 1 in software reset clearing register n (SRSTCLRn) of clock pulse generator (CPG) module*[1].
2. Set MSTPm bit to 0 in the module stop control register n (RMSTPCRn) of the clock pulse generator (CPG) module*[1].
3. Confirm that MSTPSTm bit to 0 in the module stop status register n (MSTPSRn) of the clock pulse generator (CPG) module*[1].
4. Set VIN registers.
5. Set the VSYNC field toggle mode enable (FTEV) bit in the Video n data mode register 2 (VnDMR2) to 1. The VSYNC field toggle mode transition period (VLV[3:0]) bit in the VnDMR2 shall be set to 4'h0*[3].
6. Set the module enable (ME) bit in the main control register (VnMC) to 1 to start the video input module.
7. Set the continuous frame capture (CC) bit or the single frame capture (SC) bit in the frame capture register (VnFC) to 1.

[CSI2 initial procedure]

1. Set the Link and PHY of CSI-2 module registers*[2].
2. Start camera device.
3. Confirm PHY of CSI-2 module starts.

(2) Case of inputting images from Digital Pins

1. Set the module enable (ME) bit in the main control register (VnMC) to 1 to start the video input module.
2. Set the continuous frame capture (CC) bit or the single frame capture (SC) bit in the frame capture register (VnFC) to 1.

(3) Case of inputting images from CSI-2 module and Digital Pins

It is possible to run VIN initial procedure either before or after CSI2 initial procedure.

[VIN initial procedure]

1. Set SRTCLRm to 1 in software reset clearing register n (SRSTCLRn) of clock pulse generator (CPG) module*[1].
2. Set MSTPm bit to 0 in the module stop control register n (RMSTPCRn) of the clock pulse generator (CPG) module*[1].
3. Confirm that MSTPSTm bit to 1 in the module stop status register n (MSTPSRn) of the clock pulse generator (CPG) module*[1].
4. Set VIN registers.
5. Set the VSYNC field toggle mode enable (FTEV) bit in the Video n data mode register 2 (VnDMR2) to 1. The VSYNC field toggle mode transition period (VLV[3:0]) bit in the VnDMR2 shall be set to 4'h0*[3].
6. Set the module enable (ME) bit in the main control register (VnMC) to 1 to start the video input module.
7. Set the continuous frame capture (CC) bit or the single frame capture (SC) bit in the frame capture register (VnFC) to 1.

[CSI2 initial procedure]

1. Set the Link and PHY of CSI-2 module registers*[2].
2. Start camera device of MIPI-CSI-2 side.
3. Confirm PHY of CSI-2 module starts.

Notes: 1. For detail, see section 12.
2. For detail, see section 29.
3. This setting is necessary to the channel which input images from CSI-2 module.

30.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

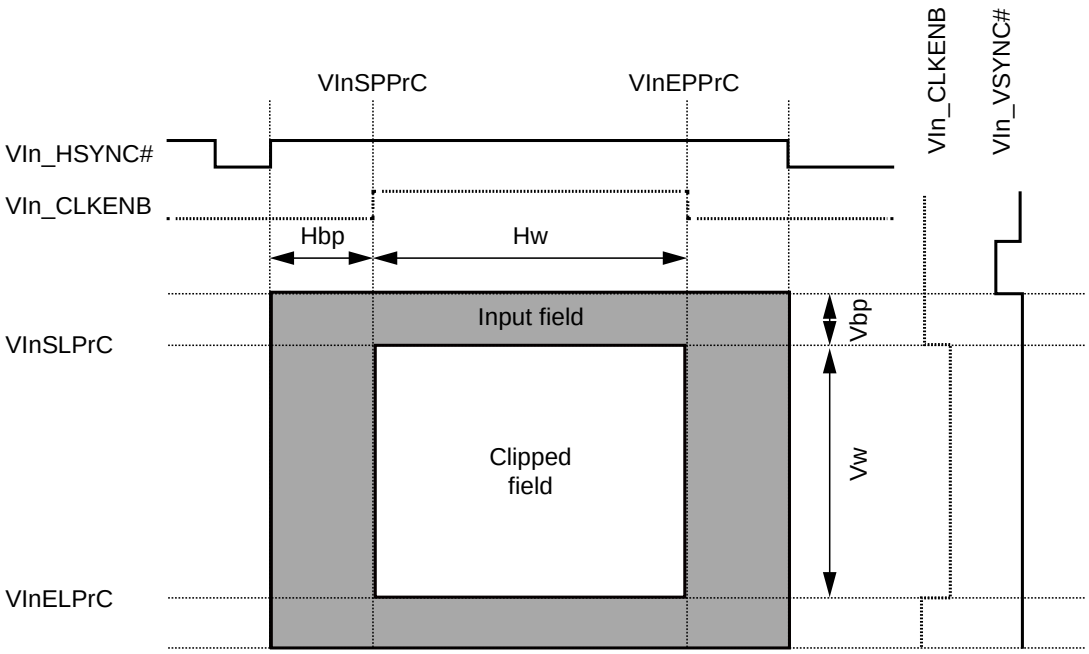
30.4.1 Specification

The following shows the specification.

Table 30.30 Specification

Item	Description
Limits on input video clock of Digital pin	The upper limit on frequency of the input video clock varies with the clock mode, capture interface and scaling ratio. The upper limits on frequency of the video clock for this module as a stand-alone unit are shown below. Usage of other modules may make reaching the upper limits impossible. Fully evaluate performance before deciding on the settings for the input video clock, particularly if you are using magnification. Upper limits on video-clock frequency is 100 MHz.
Limitation on size clipping	The upper limits on size clipping depends on the use case.
ITU-R BT.709 interface	When the ITU-R BT.709 interface is in use, the maximum frequency of the video clock of Digital pin is 100 MHz.
Capture in progressive mode	Use the internal field signal generation function in combination with an input interface in progressive mode. For details, see section 30.2.18.
Input from MIPI CSI-2 interface	In the input of progressive image through the MIPI CSI-2 interface, use this together with the VSYNC field toggle mode function. For detail, see section 30.2.18.
Limitation on register update	If a register is updated during capture, data captured immediately after the register update cannot be guaranteed. To update a register which supports the internal update mode as shown in Table 30.10 to Table 30.13, VIN Registers, specify an internal update for VIN registers by using the MC/VUP bit. To update other registers, stop capture operation and then update them.
Field capture mode image quality	Images of odd-numbered, odd/even-numbered and even-numbered fields, captured by VnMC/IM interlace mode bit settings, contain every other line from the input interlace images. Therefore, note that the horizontal resolution for video display is in units of fields.
Full interlace mode image quality	In full interlace composition mode, horizontal stripe noise (such as combing noise) is generated in composite images as fields based on different timelines are combined in memory due to the interlacing method.
Limitation on horizontal scaling	When scaling-up is used, horizontal size that can be input is up to 2048 pixel. When scaling-down is used, horizontal size that can be output is up to 2048 pixel.
Interrupt event timing	Interrupt event asserted by this module indicates the time when an interrupt event occurs in VIN, not the time when the transfer of capture data to memory is completed.
Pixel post-clip setting	Even if the output format is YCbCr-422, pixel post-clip is performed according VnUDS_CLIP_SIZE setting. For that reason, if the CL_HSIZE clipping size is an odd number, the Cr data of the rightmost two pixels is not output to memory. Therefore, if the output format is YCbCr-422, set the CL_HSIZE clipping size to even number. Note that the clipping size must not be set to a value larger than the size of the output image.
Coefficient settings for color space conversion	Specify appropriate values in the color space change coefficient 1 to 3 registers (VnCSCC1 to VnCSCC3) to keep the RGB image data within the range $0 \leq R', G', B' \leq 255$. After calculation for color space conversion, minus pixel data is normalized to 0 and pixel data more than or equal to 255 is normalized to 255.
Scaling up	When horizontal and vertical scaling up is specified, the amount of memory transfer becomes greater with an increase in traffic. Note the amount of traffic on the entire system when using the scaling-up function because the overall transfer efficiency of the system might degrade due to the increased use of the internal buses.

Item	Description
YC Restrictions on YC separation function	Set the offset register that stores UV data (VnUVAOF) such that the storage areas of Y and UV data are not the same. If the same storage area is set for both data, Y data will be overwritten.
RGB-888→RGB-565 conversion function	In the dithering process by cumulative addition, if the same color is captured as in blue back image, periodic noise may be generated by the cumulative addition process (carried by addition). In this case, set the DC[1:0] bits in VnMC to the ordered dithering.
Video display operation	This module performs capture control based on the external input synchronization signal. Note that it is not synchronous to the timing of frame update set in the Display Unit and thus video display in sync with the capture frame is disabled.

Item	Description
The maximum size that can be captured when the HSYNC signal is connected to the VIn_CLKENB pin (including the case where the CHS bit of the VnDMR2 register is set to 1).	

Hbp: Horizontal back porch period
Hw: Horizontal valid pixels
Vbp: Vertical back porch period
Vw: Vertical valid lines

Capture area when the HSYNC signal is connected to the VIn_CLKENB pin

When the ITU-R BT.601/709/1358 interface is in use, so the HSYNC signal is connected to the VIn_CLKENB pin (including the case where the CHS bit of the VnDMR2 register is set to 1), the VIN also captures data during the horizontal and vertical back porch periods (Hbp and Vbp). Thus, capturing only the valid data is required by setting the clipping registers as shown below.

- VnSLPrC (start line pre-clip register) = vertical back porch period (Vbp)
- VnELPrC (end line pre-clip register) = vertical back porch period (Vbp) + number of valid lines (Vw) – 1
- VnSPPrC (start pixel pre-clip register) = horizontal back porch period (Hbp)
- VnEPPrC (end pixel pre-clip register) = horizontal back porch period (Hbp) + number of valid pixels (Hw) – 1

The maximum number of lines and pixels that can be captured at this time is as shown below. When this size is exceeded, use the VIN with the data enable signal connected to the VIn_CLKENB pin.

- The maximum number of lines that can be captured = 4096 (the maximum value of the clipping register) – vertical back porch period (Vbp)
- The maximum number of pixels that can be captured = 4096 (the maximum value of the clipping register) – horizontal back porch period (Hbp)

Note: The horizontal back porch period unit shall be the followings.

Capture data	Horizontal back porch period unit
YCbCr-422 data	2 pixels
RGB data	2 pixels
RAW data	4 pixels

Item	Description
Limits on input format	When the two channels use the digital pins, there are limits on input format.

Video Channels 5 for , RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N

		8 bits	10 bits	12 bits	16 bits	20 bits	24 bits
Video Channels 4 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N	**8 bits**	√	√	√	√	—	—
	10 bits	√	√	√	√	—	—
	12 bits	√	√	√	√	—	—
	16 bits	√	√	√	—	—	—
	18 bits	—	—	—	—	—	—
	20 bits	—	—	—	—	—	—
	24 bits	—	—	—	—	—	—

Video Channels 5 for RZ/G2E

		8 bits	10 bits	12 bits	16 bits	20 bits	24 bits
Video Channels 4 for RZ/G2E	**8 bits**	√*1	√*1	√*1	√*1	—	—
	10 bits	√*1	√*1	√*1	√*1	—	—
	12 bits	√*1	√*1	√*1	√*1	—	—
	16 bits	√*1*2	√*1*2	√*1*2	√*1*2	—	—
	18 bits	—	—	—	—	—	—
	20 bits	—	—	—	—	—	—
	24 bits	—	—	—	—	—	—

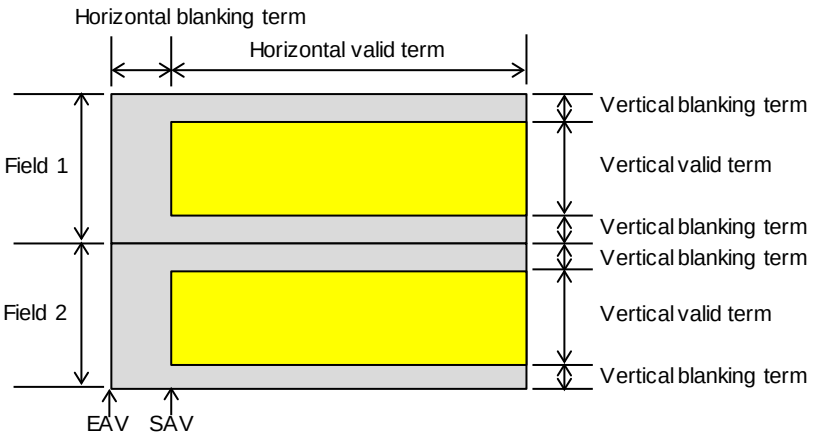
Notes: 1. The CHS bit in V4DMR2 shall be set to 1.
2. The FTEV bit in V5DMR2 shall be set to 1.

Available CSI2 module

There are limits in available CSI2 module.

	4 Lane	2 Lane
RZ/G2H	1 modules*2	1 modules
RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N	1 modules	1 modules
RZ/G2E	—	1 modules*1

Notes: 1. The input from Virtual Channel 2 and Virtual Channel 3 are not supported.
2. CSI 4 Lane module is available only in video channels 0 to 3.

<table>
<tr><th>Item</th><th>Description</th></tr>
<tr><td>ITU-R BT.656 interface</td><td>VIN expects the sequence of the followings.
<table>
<tr><th>Field</th><th>Line Condition</th><th>From</th><th>To</th></tr>
<tr><td>Field 1</td><td>During Vertical Blanking term</td><td>EAV : (F, V, H) = (0, 1, 1)</td><td>SAV : (F, V, H) = (0, 1, 0)</td></tr>
<tr><td></td><td>Transition to Vertical Valid term from Vertical Blanking term</td><td>SAV : (F, V, H) = (0, 1, 0)</td><td>EVA : (F, V, H) = (0, 0, 1)</td></tr>
<tr><td></td><td>During Vertical Valid term</td><td>EAV : (F, V, H) = (0, 0, 1)</td><td>SAV : (F, V, H) = (0, 0, 0)</td></tr>
<tr><td></td><td>End of Vertical Valid term</td><td>SAV : (F, V, H) = (0, 0, 0)</td><td>EAV : (F, V, H) = (0, 1, 1)</td></tr>
<tr><td></td><td>During Vertical Blanking term (Minimum 3line)</td><td>EAV : (F, V, H) = (0, 1, 1)</td><td>SAV : (F, V, H) = (0, 1, 0)</td></tr>
<tr><td></td><td>Transition to Field 2 from Field 1</td><td>SAV : (F, V, H) = (0, 1, 0)</td><td>EAV : (F, V, H) = (1, 1, 1)</td></tr>
<tr><td>Field 2</td><td>During Vertical Blanking term</td><td>EAV : (F, V, H) = (1, 1, 1)</td><td>SAV : (F, V, H) = (1, 1, 0)</td></tr>
<tr><td></td><td>Transition to Vertical Valid term from Vertical Blanking term</td><td>SAV : (F, V, H) = (1, 1, 0)</td><td>EAV : (F, V, H) = (1, 0, 1)</td></tr>
<tr><td></td><td>During Vertical Valid term</td><td>EAV : (F, V, H) = (1, 0, 1)</td><td>SAV : (F, V, H) = (1, 0, 0)</td></tr>
<tr><td></td><td>End of Vertical Valid term</td><td>SAV : (F, V, H) = (1, 0, 0)</td><td>EAV : (F, V, H) = (1, 1, 1)</td></tr>
<tr><td></td><td>During Vertical Blanking term (Minimum 3line)</td><td>EAV : (F, V, H) = (1, 1, 1)</td><td>SAV : (F, V, H) = (1, 1, 0)</td></tr>
<tr><td></td><td>Transition to Field 1 from Field 2</td><td>SAV : (F, V, H) = (1, 1, 0)</td><td>EAV : (F, V, H) = (0, 1, 1)</td></tr>
</table>

</td></tr>
<tr><td>Clip size setting</td><td>Pre-Clip size of Odd and Even field is set to the common by VnSLPrC, VnELPrC, VnSPPrC and VnEPPrC. Post-Clip size of Odd and Even field is set to the common by VnUDS_CLIP_SIZE.</td></tr>
<tr><td>Limitation on interlace input</td><td>When the interlace image is input, be sure to supply the field signal to VIN. When the interlace image is input from the MIPI CSI-2 interface, it is necessary to create the field signal in CSI2 module. For the detail of the field signal creation in CSI2, see section 29.</td></tr>
</table>

<table>
<tr><th>Item</th><th>Description</th></tr>
<tr><td>The change of the video clock of Digital pin</td><td>VIN doesn’t support changing the video clock of Digital pin during VIN operation. After VIN operation start, if the video clock of Digital pin is changed, follow the following procedures. For detail of RMSTPCR8 and MSTPSR8 and SRSTCLR8, see section 12.

[1] Set 1 to the MSTPn bit in RMSTPCR8
n = 807(VIN4), 806(VIN5) (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0)
[2] Wait until the MSTPSTn bit in MSTPSR8 is set to 1
n = 807(VIN4), 806(VIN5) (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0)
[3] Set 1 to the SRTn bit in SRCR8
n = 807(VIN4), 806(VIN5) (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0)
[4] Change the video clock of Digital pin
[5] Set 1 to the SRTCLRn bit in SRSTCLR8
n = 807(VIN4), 806(VIN5) (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0)
[6] Set 0 to the MSTPn bit in RMSTPCR8n = 807(VIN4), 806(VIN5) RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0)
[7] Wait until the MSTPSTn bit in MSTPSR8 is set to 0
n = 807(VIN4), 806(VIN5) (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0)
[8] Configure the VIN register</td></tr>
<tr><td>UDS scaler setting sequence</td><td>[Initial setting ~ Capture start]
[1] Set SCLE bit in VnMC to 1. Set other bits in VnMC to 0.
[2] Set UDS registers.
[3] Set VIN registers.
[4] Set ME bit in VnMC to 1.
[5] Set CC bit in VnFC to 1.
[6] Capture start

[Flow of capture stop and UDS registers disable]
[1] Set VUP and ME bit in VnMC to 0. Hold other bits in VnMC to current value.
[2] Set CC bit in VnFC to 0.
[3] Wait until CA bit in VnMS is set to 0. (Maximum 2-vsync)
[4] Disable UDS registers.
[Capture Restart in case of using UDS]
[5] Change UDS registers.
[6] Set ME bit VnMC to 1.
[7] Set CC bit in VnFC to 1.
[8] Capture restart. (After maximum 2-vsync)</td></tr>
<tr><td>Horizontal clipping specification</td><td>The horizontal clipping size shall be set as the followings.
<table>
<tr><th>Capture data</th><th>Pre-clipping start unit</th><th>Clipping size unit</th></tr>
<tr><td>YCbCr-422 data</td><td>2 pixels</td><td>2 pixels</td></tr>
<tr><td>RGB data</td><td>2 pixels</td><td>2 pixels</td></tr>
<tr><td>RAW data</td><td>4 pixels</td><td>4 pixels</td></tr>
</table></td></tr>
<tr><td>Vertical clipping specification</td><td>When YCbCr420 format is output, the vertical clipping size shall be set to even lines.</td></tr>
</table>

30.4.2 Limitations on Usage

The VIN does not operate correctly in some cases depending on the usage. The following shows cases that require attention.

Table 30.31 Limitations on Usage

Item	Description
Limitation on vertical scaling	For vertical scaling and full interlace composition, the capture lines are inverted in some cases depending on the scaling ratio because the scaling processing is applied before interlace composition in memory. Be sure to evaluate the image quality before practical application.
Image Stride setting	When outputting the NV16 format and NV12 format, set value of 32pixel unit to the image stride (IS) bit in the image stride register (VnIS).
Limitation of when YUV420 format is output	When YUV420 format is output, upper limits on the horizontal clip size is 2048 pixel.
Bus QoS setting [RZ/G2M V1.3]	When vertical scaling up is used, the bus QoS shall be set as the below according output format. RGB-888 : more than or equal to 1.6Gbyte/s YCbCr-422 8bit : more than or equal to 800Mbyte/s

31. Video Decoding Processor for inter-device video transfer (iVDP1C)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

31.1 Overview

The iVDP1C is a low-latency video decoder which provides high definition, high fidelity capabilities of H.264/AVC and JPEG standards. Require software or the library to RENESAS for operating this module.

Figure 31.1 shows iVDP1C and related module for RZ/G2M V1.3. iVDP1C connects to FCPCI.

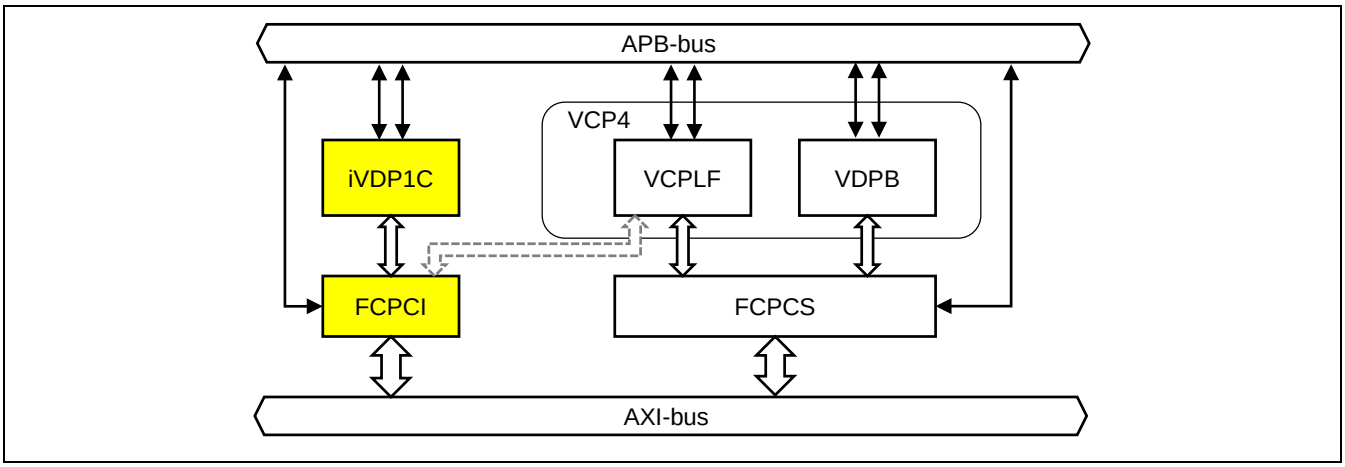


Figure 31.1 iVDP1C and related modules for RZ/G2M V1.3

Figure 31.2 and Figure 31.3 show iVDP1C and related modules (Figure 31.2 for RZ/G2H, and RZ/G2M V3.0, Figure 31.3 for RZ/G2N and RZ/G2E). iVDP1C connects FCPCS, and shares it with VCPLF and VDPB. All video codec modules, iVDP1C, VCPLF, and VDPB need to work exclusively. However, a pixel processing unit of all codec modules for RZ/G2H, RZ/G2M V3.0 and RZ/G2N have twice the performance as codec modules for RZ/G2M V1.3. So, the performance of iVDP1C for RZ/G2H, RZ/G2M V3.0, and RZ/G2N is same as iVDP1C for RZ/G2M V1.3. Note that a performance of variable length code processing unit for RZ/G2H, RZ/G2M V3.0, and RZ/G2N doesn't change from RZ/G2M V1.3. A performance beyond the RZ/G2M V1.3 cannot be realized with RZ/G2H, RZ/G2M V3.0, and RZ/G2N. For detail performance of each product, refer maximum pixel rate in section 31.1.1.

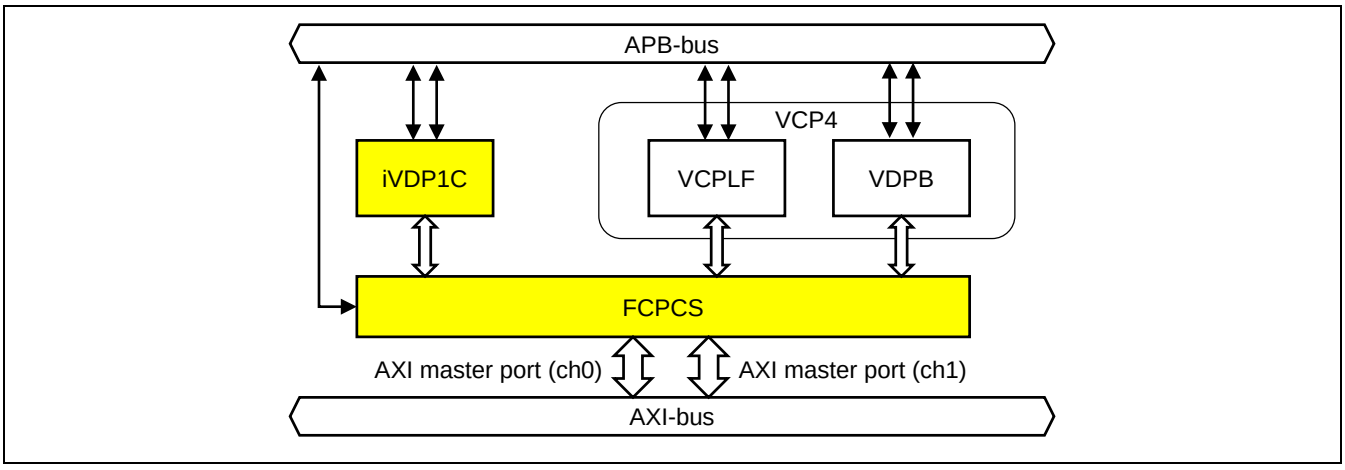


Figure 31.2 iVDP1C and related modules for RZ/G2H, and RZ/G2M V3.0

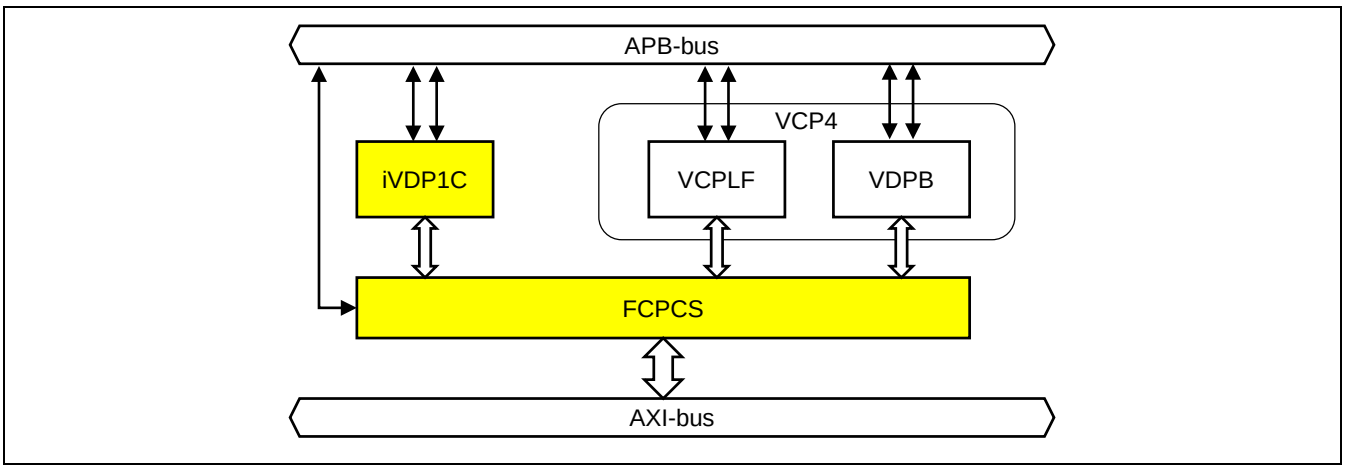


Figure 31.3 iVDP1C and related modules for RZ/G2N and RZ/G2E

The iVDP1C is connected memory bus via companion module FCPCI or FCPCS. For detail information, refer section 35. Note that lossless image compression for reference picture by FCPCI or FCPCS is supported if bit depth of image is 8 bits and color format is YCbCr 4:2:0.

Note that the VCPLF, multi-codec decoder and encoder module, for RZ/G2M V1.3 may connect to FCPCI. In this case, the iVDP1C isn't able to operate at all. For more information, refer to section 32.

31.1.1 Features

The iVDP1C has the following features.

- Support for H.264/AVC and JPEG with 8/10/12-bit depth
- Low-latency decoding
- Support 1920 × 1080 resolution
- Data handling on a picture-by-picture basis

Table 31.1 Main Function of the iVDP1C

Item	Description
Decoding standard supported	• H.264/AVC Baseline Profile@Level 5 (The arbitrary slice order, flexible macroblock order and redundant slice aren't supported), Constrained Baseline Profile@Level 5, High Profile@Level 5, Main Profile@Level 5, Constrained High Profile@Level 5, Progressive High Profile@Level 5, High 10 Profile@Level 5, High 10 Intra Profile @Level 5, High4:2:2 Profile@Level 5, High4:2:2 Intra Profile @Level 5, High4:4:4 Predictive Profile (*1), High4:4:4 Intra Profile (*1) MBAFF, PICAFF, B-Slice are supported in case of 8-bit depth and YCbCr 4:2:0 format. Note: 1. Only 12-bit depth samples is supported tool in this profile. • H.264/MVC Stereo High Profile@Level 4.1 • JPEG Baseline process (*2), Extended DCT-based processes (*3) Notes: 2. Supported function is limited as follows: DCT-based process, 8-bit depth samples, Sequential, Huffman coding (2 AC and 2 DC tables), 3 components, interleaved single scan, 4:2:0 and 4:2:2 color format. 3. Only 12-bit depth samples is supported tool in this profile.
Maximum pixel rate	**RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** 1280 × 960p × 120 fps, or 1920 × 1080p × 60 fps **RZ/G2E** 1280 × 960p × 30 fps (if VPC4 is used) 1280 × 960p × 60 fps, or 1920 × 1080p × 30 fps (if VPC4 is not used) This indicates the decoding performance including both display picture and non-display picture.
Maximum bit rate	**RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** 40 Mbps × 4 streams or 160 Mbps × 1 stream **RZ/G2E** 10 Mbps × 4 streams or 40 Mbps × 1 stream (if VCP4 is used) 20 Mbps × 4 streams or 80 Mbps × 1 stream (if VCP4 is not used) Note that these streams assume constant bit rate.
Picture size supported	Minimum size: Horizontal 80 pixels × Vertical 80 lines Maximum size: Horizontal 1920 pixels × Vertical 1088 lines Horizontal size is a multiple of 8 pixels, and vertical size is a multiple of 8 lines. 320 × 180 and 854 × 480 (WVGA+) are supported.
Color format	YCbCr 4:2:0 semi-planar (Y and C plan) and YCbCr 4:2:2 semi-planar Cb/Cr and Cr/Cb interleaving order is supported.
Bit stream format	Video elementary stream as shown in Table 31.2. Function to remove the emulation prevention byte in the H.264 bit stream is supported. Function to remove the zero byte which is inserted by byte stuffing in the JPEG bit stream is supported.
Picture structure	Frame structure and field structure

Table 31.2 Data Handled by the iVDP1C

Standard	Decoding Range
H.264	Slice header (other than the first slice header in picture) and subsequent data
JPEG	MCU data

31.1.2 Connected Module

Table 31.3 shows modules connected to the iVDP1C.

Table 31.3 Connected Module

Module	Connected Module	Description
iVDP1C	FCPCI	RZ/G2M V1.3 only has this module. Reference data read cache, lossless data compression and decompression
	FCPCS	Reference data read cache, lossless data compression and decompression For RZ/G2M V1.3, iVDP1C doesn't connect to FCPCS. For RZ/G2H, RZ/G2N, RZ/G2M V3.0, and RZ/G2E, FCPCS is shared by VDPB, VCPLF, and iVDP1C.

31.2 Usage Notes

31.2.1 Limitations on Software Reset, Module Standby and power-shutoff

Before executing following operations for iVDP1C, confirm that iVDP1C is not decoding a picture. If iVDP1C is decoding a picture, wait completion of decoding.

- Execute Software Reset by CPG
- Enter Module Standby (stop clock supply) by CPG
- Enter power-shutoff status (stop power supply) by SYSC

31.2.2 Note on input bitstream for decoding

In decoding process of iVDP1C, input bitstream not conformant to video codec standard might cause hang of iVDP1C.

32. Video Codec Processor (VCP4)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

32.1 Overview

The VCP4 is a multi-codec module set which provides encoding and decoding capabilities on the basis of multiple video coding schemes, e.g., H.265/HEVC, H.264/AVC. Require software or the library to RENESAS for operating this module.

The VCP4 consists of following two codec IP cores.

1. VDPB: H.265/HEVC decoder
2. VCPLF: Multi-codec decoder and encoder

Figure 32.1 and Figure 32.2 show VCP4 and related modules for RZ/G2M V1.3. There are two configurations when iVDP1C is used or not.

If iVDP1C is used, VCPLF can only connects to FCPCS. VDPB and VCPLF share FCPCS (Figure 32.1), and need to work exclusively.

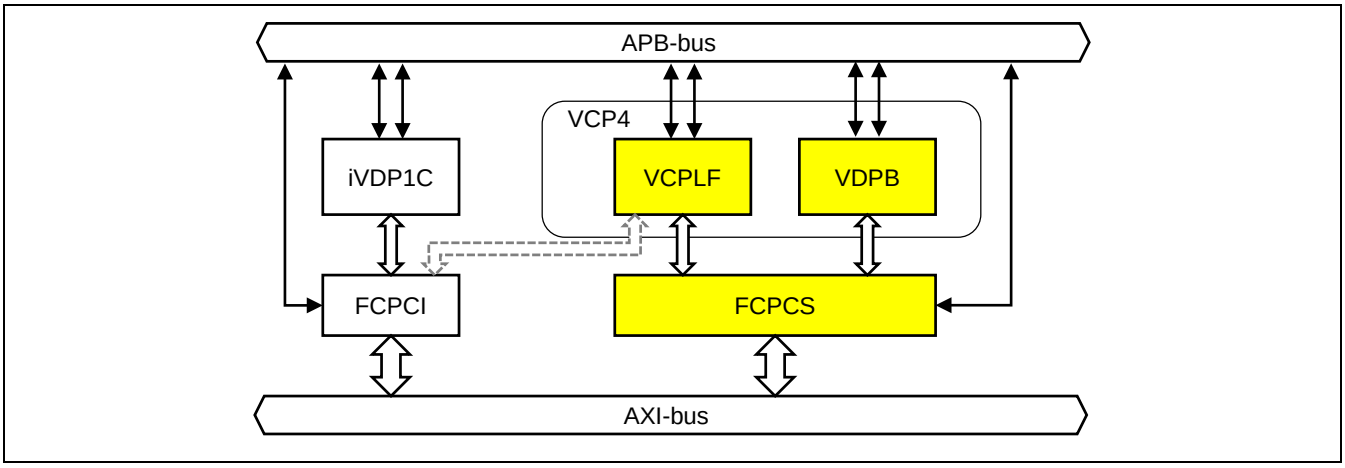


Figure 32.1 VCP4 and related modules for RZ/G2M V1.3, in Case that VCPLF Connects to FCPCS

On the other hand, if iVDP1C isn't used, VCPLF can connect to FCPCI. VDPB and VCPLF can operate simultaneously (Figure 32.2). Note that all related IPs shall stop the operation to switch the configuration.

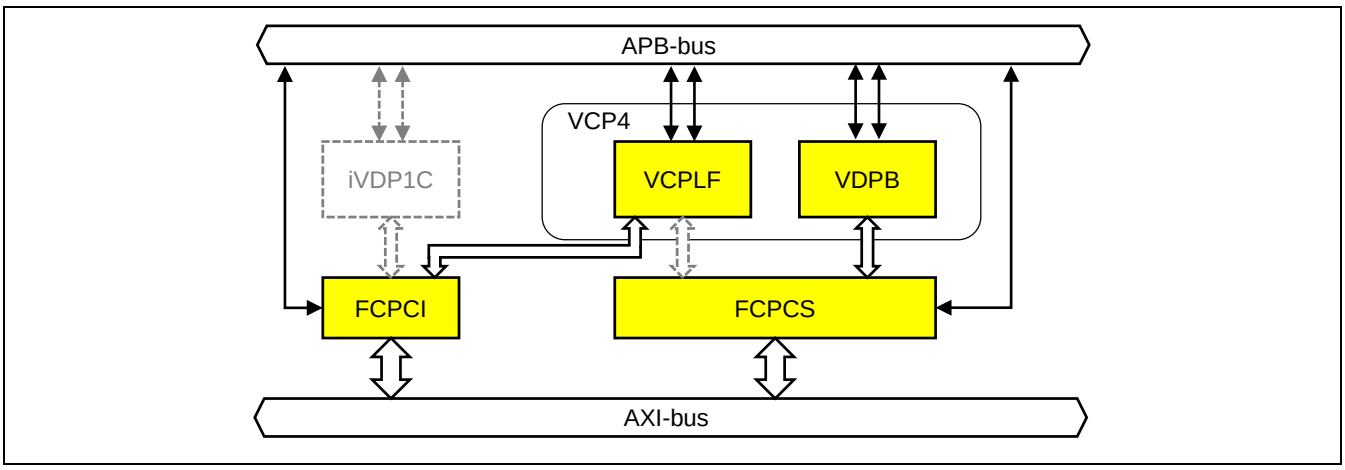


Figure 32.2 VCP4 and related modules for RZ/G2M V1.3, in Case that VCPLF Connects to FCPCI

Figure 32.3 and Figure 32.4 show VCP4 and related modules (Figure 32.3 for RZ/G2H and RZ/G2M V3.0, Figure 32.4 for RZ/G2N and RZ/G2E).All video codec modules, VDPB, VCPLF, and iVDP1C, share one FCPCS, and need to work exclusively. However, a pixel processing unit of all codec modules for RZ/G2H, RZ/G2M V3.0 and RZ/G2N have twice the performance as codec modules for RZ/G2M V1.3. So, the performance of VCP4 for RZ/G2H, RZ/G2M V3.0, and RZ/G2N is same as VCP4 for RZ/G2M V1.3. Note that a performance of variable length code processing unit for RZ/G2H, RZ/G2M V3.0 and RZ/G2N doesn't change from RZ/G2M V1.3. A performance beyond the RZ/G2M V1.3, such as H.265 3840 × 2160p × 60 fps decoding, cannot be realized with RZ/G2H, RZ/G2M V3.0 and RZ/G2N. For detail performance of each product, refer to summary of maximum pixel rate in section.32.1.1.

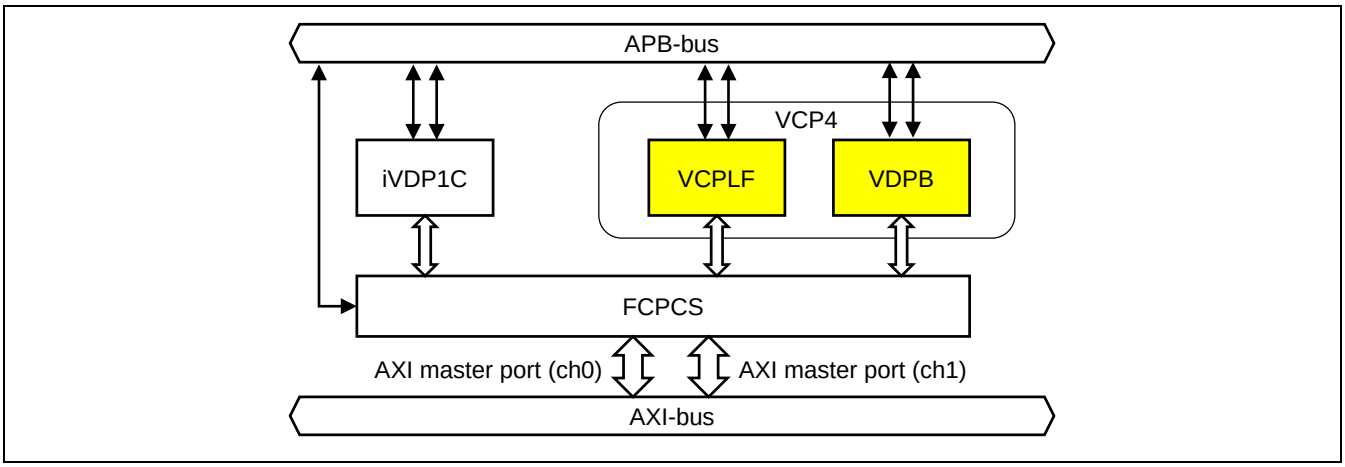


Figure 32.3 VCP4 and related modules for RZ/G2H and RZ/G2M V3.0

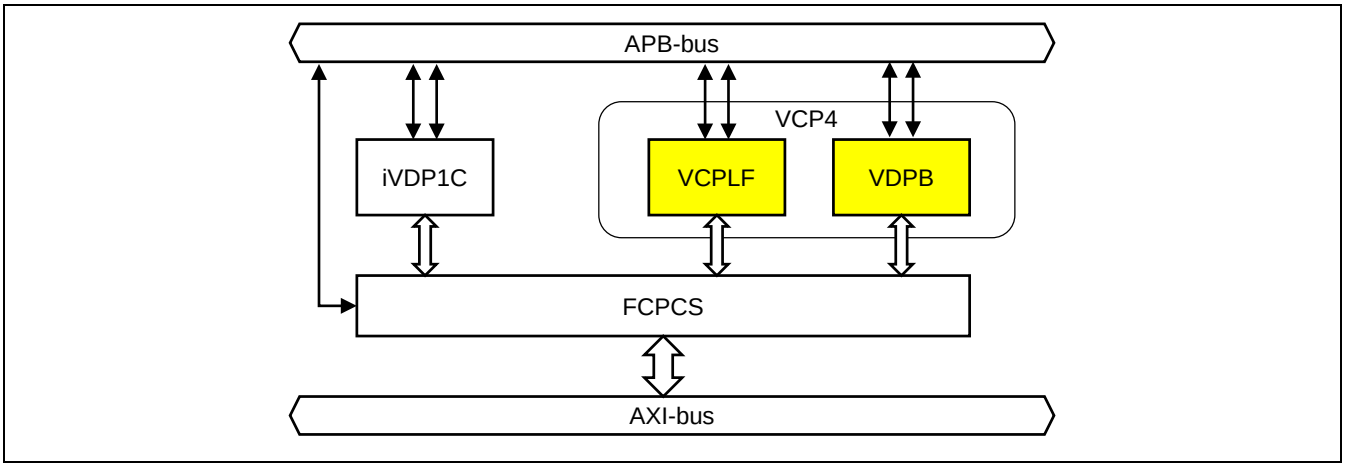


Figure 32.4 VCP4 and related modules for RZ/G2N and RZ/G2E

The VDPB and VCPLF are connected memory bus (AXI-bus) via companion modules, FCPCS or FCPCI. For detail information, refer to section 35.

The iVDP1C is a low-latency video decoder. For detail information, refer to section 31.

32.1.1 Features

(1) VDPB

The VDPB has the following features.

- Support H.265/HEVC MP (Main Profile) decoding
- Support 3840 x 2160 resolution
- Data handling on a picture-by-picture basis

Table 32.1 Main Function of the VDPB

Item	Description
Decoding standard supported	**RZ/G2H** **RZ/G2M** • H.265/HEVC Main Profile@Level 5 **RZ/G2M V3.0** **RZ/G2N** • H.265/HEVC Main Profile@Level 5 **RZ/G2E** • H.265/HEVC Main Profile@Level 4.1
Maximum pixel rate	• H.265/HEVC **RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** 1920 × 1080p × 120 fps, or 3840 × 2160p × 30 fps **RZ/G2E** 1920 × 1080p × 30 fps (if iVDP1C is used) 1920 × 1080p × 60 fps (if iVDP1C is not used) This indicates the decoding performance including both display picture and non-display picture

Item	Description
Maximum bit rate	• H.265/HEVC **RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** 30 Mbps × 4 streams, or 120 Mbps × 1 stream **RZ/G2E** 15 Mbps × 2 streams, or 30 Mbps × 1 stream (if iVDP1C is used) 30 Mbps × 2 streams, or 60 Mbps × 1 stream (if iVDP1C is not used)
Picture size supported	Minimum: H.265/HEVC If CtbSizeY is 16, Horizontal 64 pixels × Vertical 64 lines If CtbSizeY is 32, Horizontal 96 pixels × Vertical 96 lines Otherwise (CtbSizeY is 64), Horizontal 192 pixels × Vertical 192 lines Maximum: Horizontal 3840 pixels × Vertical 2160 lines 2160 × 3840 is supported.
	RZ/G2E Note: When picture size is 3840 × 2160, frame rate is smaller than 30 fps. For example, if iVDP1C isn't used and codec is H.265/HEVC, frame rate is 15 fps. H.265/HEVC Horizontal size is a multiple of 2 pixels, and vertical size is a multiple of 2 lines.
Color format	YCbCr 4:2:0 semi-planar (Y and C plane) Cb/Cr and Cr/Cb interleaving order is supported.
Bit stream format	Video elementary stream as shown in Table 32.2. Function to remove the emulation prevention byte in the HEVC VCL NAL unit is supported.
Picture structure	Frame structure

Table 32.2 Data Handled by the VDPB

Standard	Decoding Range
H.265/HEVC	VCL NAL units in byte stream format data

(2) VCPLF

The VCPLF has the following features.

- Support for multiple codecs
- Support 3840 × 2160 resolution (H.264 decode/encode only)
- Data handling on a picture-by-picture basis
  - Encode/decode data one picture (frame or field) at a time.
- High picture quality
  - Support the H.264 high-efficiency coding tools (CABAC, 8 × 8 frequency conversion, and quantization matrix).
  - High-efficiency motion vector detection by a combination of discrete search and trace search
  - Optimal-mode selection by Rate-Distortion (RD) cost evaluation
  - Picture quality control based on activity analysis results which match visual models

Table 32.3 Main Function of the VCPLF

Item	Description
Encoding standard supported	• H.264/AVC **RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** High Profile@Level 5.1, Progressive High Profile@Level 5.1, Constrained High Profile@Level 5.1, Main Profile@Level 5.1, Constrained Baseline Profile@Level 5.1 Baseline Profile@Level 5.1 (The arbitrary slice order, flexible macroblock order and redundant slice aren't supported) **RZ/G2E** High Profile@Level 4.2, Progressive High Profile@Level 4.2, Constrained High Profile@Level 4.2, Main Profile@Level 4.2, Constrained Baseline Profile@Level 4.2 Baseline Profile@Level 4.2 (The arbitrary slice order, flexible macroblock order and redundant slice aren't supported) • H.264/MVC **RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** Stereo High Profile@Level 4.2 **RZ/G2E** Stereo High Profile@Level 4

Item	Description
Decoding standard supported	• H.264/AVC **RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** High Profile@Level 5.1, Progressive High Profile@Level 5.1, Constrained High Profile@Level 5.1, Main Profile@Level 5.1, Constrained Baseline Profile@Level 5.1, Baseline Profile@Level 5.1 (The arbitrary slice order, flexible macroblock order and redundant slice aren't supported) **RZ/G2E** High Profile@Level 4.2, Progressive High Profile@Level 4.2, Constrained High Profile@Level 4.2, Main Profile@Level 4.2, Constrained Baseline Profile@Level 4.2, Baseline Profile@Level 4.2 (The arbitrary slice order, flexible macroblock order and redundant slice aren't supported) • H.264/MVC **RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** Stereo High Profile@Level 4.2 **RZ/G2E** Stereo High Profile@Level 4

Item	Description
Maximum pixel rate	One of following items: **RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** • (H.264 1920 × 1080p × 120 fps) **RZ/G2E** If iVDP1C is used: • (H.264 1920 × 1080p × 30 fps) Otherwise (If iVDP1C isn't used): • (H.264 1920 × 1080p × 60 fps) "1920 × 1080p × 120 fps" can be replaced as "3840 × 2160p × 30 fps" (H.264 only), "1920 × 1080p × 60 fps" can be replaced as "1280 × 720p × 120 fps" "1920 × 1080p × 30 fps" can be replaced as "1280 × 720p × 60 fps" In case of decoding, this indicates the processing performance including both display picture and non-display picture.
Maximum bit rate	One of the followings: **RZ/G2H** **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N** • H.264 (40 Mbps × 4ch, 80 Mbps × 2ch, or 160 Mbps × 1ch) **RZ/G2E** If iVDP1C is used: • H.264 (20 Mbps × 2ch, or 40 Mbps × 1ch) If iVDP1C isn't used: • H.264 (40 Mbps × 2ch, or 80 Mbps × 1ch)

Item	Description
Picture size supported in decoding	Minimum size: Horizontal 80 pixels × vertical 80 lines Maximum size: Horizontal 3840 pixels × vertical 2160 lines (H.264) (If horizontal size is larger than 1920, the VCPLF only supports a progressive sequence.) **RZ/G2E** Note: When picture size is 3840 × 2160, frame rate is smaller than 30 fps. For example, if iVDP1C isn't used and codec is H.264/AVC, frame rate is 15 fps. Horizontal size is a multiple of 2 pixels, and vertical size is a multiple of 2 lines. Additionally, 1080 × 1920, 1088 × 1920, and 2160 × 3840 (H.264 only) are supported.
Picture size supported in encoding	Minimum size: Horizontal 80 pixels × vertical 80 lines Maximum size: Horizontal 3840 pixels × vertical 2160 lines (H.264) Horizontal size is a multiple of 8 pixels, and vertical size is a multiple of 8 lines. Additionally, 320 × 180, 854 × 480 (WVGA+), 1080 × 1920, 1088 × 1920, and 2160 × 3840 (H.264 only) are supported.
Color format	YCbCr 4:2:0 planar (Y, Cb, and Cr plane) and semi-planar (Y and C plane) are supported as an input picture in encoding. YCbCr 4:2:0 semi-planar is supported as an output picture in decoding. Cb/Cr and Cr/Cb interleaving order is supported in YCbCr 4:2:0 semi-planar.
Bit stream format	Video elementary stream as shown in Table 32.4. Function to add or remove the emulation prevention byte in the H.264 bit stream is supported.
Picture structure	Frame structure and field structure

Table 32.4 Data Handled by the VCPLF

Standard	Encoding Range	Decoding Range
H.264	Slice header and subsequent data	Slice header (other than the first slice header in picture) and subsequent data

(3) Summary of Maximum Pixel Rate

The following combinations of maximum pixel rate shall be applied to RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E.

RZ/G2H **RZ/G2M V1.3, RZ/G2M V3.0** **RZ/G2N**

If iVDP1C is used, the maximum pixel rate is one of following items:

- (H.264/H.265 1920 × 1080p × 120 fps)

Otherwise (if iVDP1C isn't used), the maximum pixel rate is one of following items:

- (H.265 1920 × 1080p × 120 fps) + (H.264 1920 × 1080p × 120 fps)

RZ/G2E

If iVDP1C is used, the maximum pixel rate is one of following items:

- (H.264/H.265 1920 × 1080p × 30 fps)

Otherwise (if iVDP1C isn't used), the maximum pixel rate is one of following items:

- (H.264/H.265 1920 × 1080p × 60 fps)

Notes:

"1920 × 1080p × 120 fps" can be replaced as "3840 × 2160p × 30 fps" (H.264/H.265).
"1920 × 1080p × 60 fps" can be replaced as "1280 × 720p × 120 fps".
"1920 × 1080p × 30 fps" can be replaced as "1280 × 720p × 60 fps".

32.1.2 Connected Module

Table 32.5 shows modules connected to the VCP4.

Table 32.5 Connected Module

Module	Connected Module	Description
VDPB	FCPCS	Reference data read cache, lossless data compression and decompression For RZ/G2M V1.3, FCPCS is shared between VDPB and VCPLF. For RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E, FCPCS is shared among VDPB, VCPLF, and iVDP1C.
VCPLF	FCPCS	Reference data read cache, lossless data compression and decompression For RZ/G2M V1.3, FCPCS is shared between VDPB and VCPLF. For RZ/G2H, RZ/G2M V3.0, RZ/G2N and RZ/G2E, FCPCS is shared among VDPB, VCPLF, and iVDP1C.
	FCPCI	RZ/G2M V1.3 only has this module. Reference data read cache, lossless data compression and decompression FCPCI is dedicated for iVDP1C or VCPLF.

32.2 Usage Notes

32.2.1 Limitations on Software Reset, Module Standby and power-shutoff

Before executing following operations for VCP4, confirm that VCP4 is not encoding or decoding a picture. If VCP4 is encoding or decoding a picture, wait completion of encoding or decoding.

- Execute Software Reset by CPG
- Enter Module Standby (stop clock supply) by CPG
- Enter power-shutoff status (stop power supply) by SYSC

32.2.2 Note on input bitstream for decoding

In decoding process of VCP4, input bitstream not conformant to video codec standard might cause hang of VCP4.

33. Video Signal Processor (VSP2)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

33.1 Overview

The VSP2 is the successor IP of Renesas' VSP-IP series which supports image processing such as super resolution, sharpness, up/down scaling, 1D look-up tables, 3D look-up tables, histogram, image blending, rotation/flipping, interface to Display Unit (DU).

33.1.1 Features

This LSI incorporates different types of VSP2 modules (VSPI, VSPBS, VSPBC, VSPBD, VSPB, VSPD and VSPDL) as image processing systems. Table 33.1 shows the number of VSP for each product.

The VSPI supports image processing by memory to memory such as super resolution, sharpness, up/down scaling, look-up tables, histogram and rotation/flipping.

The VSPBC supports image processing by memory to memory such as look-up tables, 1D-histogram and image blending. [RZ/G2H].

The VSPBD supports image processing by memory to memory such as image blending [RZ/G2H].

The VSPB supports image processing by memory to memory such as look-up tables, 1D-histogram, image blending and vertical flipping, VSPB is composed by unifying VSPBC function with VSPBD.

The VSPD supports image processing such as image blending, interface to and output image data to Display Unit (DU) with or without writing back the image data to memory. The VSPD supports image processing by memory to memory also, but the VSPD cannot output image data to Display Unit (DU) in that case.

The VSPDL supports image processing such as image blending, and output image data to Display Unit (DU) with or without writing back the image data to memory. The VSPDL supports two interfaces with Display Unit (DU). The VSPDL supports image processing by memory to memory also, but the VSPDL cannot output image data to Display Unit (DU) in that case. [RZ/G2H, RZ/G2N]

Table 33.1 VSP2 configuration

	Number of channels			
Module Name	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
VSPI	2	1	1	1
VSPBC	1	0	0	0
VSPBD	1	0	0	0
VSPB (*)	0	1	1	1
VSPBS	0	0	0	0
VSPD	1	3	1	2
VSPDL	1	0	1	0

Note: * INTC, module standby for VSPB in RZ/G2M V1.3, RZ/G2M V3.0 are same with VSPBD in RZ/G2H.
Each VSPs features are shown in from section 33.1.1.1 to section 33.1.1.7.

33.1.1.1 Features of VSPI

- Supports various data formats and conversion
  - Supports YCbCr444/422/420, RGB, α RGB, α plane.
  - Color space conversion and changes to the number of colors by dithering
  - Color keying
  - Supports combination between pixel alpha and global alpha.
  - Supports generating pre multiplied alpha.
- Video processing
  - Supporting 4K (3840 pixels × 2160 lines) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
  - Supporting Full HD (1920 pixels × 1080 lines) [RZ/G2E]
  - Up and down scaling with arbitrary scaling ratio
  - Super resolution processing
  - Sharpness filter
  - 1D look up table
  - 3D look up table
  - Supports Hue, brightness, and saturation format for look up table or/and histogram.
  - 1D histogram
  - 2D histogram
  - Image rotation with unit of 90-degree, vertical and horizontal flipping
- Performance of VSPI (*[1])
  - 500 Mpix/s process rate (processing rate (*[2])) × 2 sets [RZ/G2H]
  - 500 Mpix/s process rate (processing rate (*[2])) × 1 set [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
  - 125 Mpix/s process rate (processing rate (*[2])) × 1 set [RZ/G2E]

Notes: 1. This performance cannot be realized in some condition. Detail performance is shown in section 33.4.6.1.
2. When scale-down is applied to input image, processing rate is input rate. When scale-up is applied to input image, processing rate is output rate. When no-scaling is applied, processing rate is input rate.

33.1.1.2 Features of VSPBD [RZ/G2H]

- Supports various data formats and conversion
  - Supports YCbCr444/422/420, RGB, α RGB, α plane.
  - Color space conversion and changes to the number of colors by dithering
  - Color keying
  - Supports combination between pixel alpha and global alpha.
  - Supports generating pre multiplied alpha.
- Video processing.
  - Supporting 4K (3840 pixels × 2160 lines)
  - Blending of five picture layers and raster operations (ROPs)
  - Vertical flipping
- Performance of VSPBD (*)
  - 500 Mpix/s process rate (output rate) × 1 set

Note: * This performance cannot be realized in some condition. Detail performance is shown in section 33.4.7.2.

33.1.1.3 Features of VSPBC [RZ/G2H]

- Supports various data formats and conversion
  - Supports YCbCr444/422/420, RGB, α RGB, α plane.
  - Color space conversion and changes to the number of colors by dithering
  - Color keying
  - Supports combination between pixel alpha and global alpha.
  - Supports generating pre multiplied alpha.
- Video processing
  - Supporting 4K (3840 pixels × 2160 lines)
  - Blending of five picture layers and raster operations (ROPs)
  - 1D look up table
  - 3D look up table
  - 1D histogram
  - Vertical flipping
- Performance of VSPBC (*)
  - 500 Mpix/s process rate (output rate) × 1 set

Note: * This performance cannot be realized in some condition. Detail performance is shown in section 33.4.7.2.

33.1.1.4 Features of VSPB [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

- Supports various data formats and conversion
  - Supports YCbCr444/422/420, RGB, α RGB, α plane.
  - Color space conversion and changes to the number of colors by dithering
  - Color keying
  - Supports combination between pixel alpha and global alpha.
  - Supports generating pre multiplied alpha.
- Video processing
  - Supporting 4K (3840 pixels × 2160 lines) [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
  - Supporting Full HD (1920 pixels × 1080 lines) [RZ/G2E]
  - Blending of five picture layers and raster operations (ROPs)
  - 1D look up table
  - 3D look up table
  - 1D histogram
  - Vertical flipping
- Performance of VSPB (*)
  - 500 Mpix/s process rate (output rate) × 1 set [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
  - 125 Mpix/s process rate (output rate) × 1 set [RZ/G2E]

Note: * This performance cannot be realized in some condition. Detail performance is shown in section 33.4.7.2.

33.1.1.5 Features of VSPD

- Supports various data formats and conversion
  - Supports YCbCr444/422/420, RGB, α RGB, α plane.
  - Color space conversion and changes to the number of colors by dithering
  - Color keying
  - Supports combination between pixel alpha and global alpha.
  - Supports generating pre multiplied alpha.
- Video processing
  - Blending of five picture layers and raster operations (ROPs)
  - Vertical flipping in case of output to memory.
- Direct connection to display module
  - Supporting 4096 pixels in horizontal direction [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
  - Supporting 2048 pixels in horizontal direction [RZ/G2E]
  - Writing back image data which is transferred to Display Unit (DU) to memory.

33.1.1.6 Features of VSPDL [RZ/G2H, RZ/G2N]

- Supports various data formats and conversion
  - Supports YCbCr444/422/420, RGB, α RGB, α plane.
  - Color space conversion and changes to the number of colors by dithering
  - Color keying
  - Supports combination between pixel alpha and global alpha.
  - Supports generating pre multiplied alpha.
- Video processing
  - Blending of five picture layers and raster operations (ROPs)
  - Vertical flipping in case of output to memory.
- Direct connection to display module
  - Supporting two display output interfaces
  - Supporting 2048 pixels in horizontal direction.
  - Writing back image data which is transferred to Display Unit (DU) to memory.

33.1.1.7 Common restrictions

When the data output from the VSP2 is written back to the same memory area where the input data for the VSP2 has been read, the VSP2 has the following restrictions.

1. The access order and format on the frame memory are the same between the input pixels and output pixels.
2. Specifying a larger output image size than the input image size, either vertically or horizontally or both vertically and horizontally, is prohibited.
3. When the YCbCr4:2:0 format is input, operation between color components is prohibited.

These restrictions are summarized in Table 33.2. Refer to the descriptions of the registers related to each restriction. In the table, RPF_m indicates the RPFn that inputs the master layer, and WPF_{wb} indicates the WPFn that writes back the output image to the source image area for the master layer.

Table 33.2 Restrictions on Use when Output Data is Written Back to Input Data Area

No.	Restriction	Related Registers
Restriction 1	The RPF_m input format and the WPF_{wb} output format should be the same.	VI6_RPFn_INFMT.RDFMT VI6_RPFn_INFMT.VIR
	The RPF_m source image storing address and the WPF_{wb} destination address should be the same.	VI6_RPFn_SRCM_ADDR_*
	The RPF_m source picture memory stride and the WPF_{wb} destination memory stride should be the same.	VI6_RPFn_SRCM_PSTRIDE VI6_RPFn_SRCM_ASTRIDE
	The RPF_m and WPF_{wb} data swapping settings should be the same.	VI6_WPFn_DSWAP
	The image rotation and flipping function cannot be used if WPF_{wb} is WPF0.	VI6_WPFn_OUTFMT.ROT
	Super resolution processing with double scale-up by the SRU is prohibited (super resolution processing of the same size is allowed).	VI6_SRU_CTRL0
Restriction 2	Scale-up and color filling by UDS is prohibited.	VI6_UDS_SCALE VI6_UDS_CLIP_SIZE
	The value of scaling filter horizontal and vertical phase registers should be zero in case of using UDS.	VI6_UDS_HPHASE VI6_UDS_VPHASE
	The RPF_m basic read size and extended read size should be the same.	VI6_RPFn_SRC_BSIZE VI6_RPFn_SRC_ESIZE
	Color space conversion is prohibited in RPF_m and WPF_{wb}.	VI6_RPFn_INFMT.CSC VI6_WPFn_OUTFMT.CSC
Restriction 3*	Use of the CLU is prohibited. Make sure that the CLU is not used in DPR routing.	VI6_DPR_CLU_ROUTE.RT
	NOP should be specified for IROP operation.	VI6_RPFn_ALPH_SEL.IROP
	Color keying is prohibited.	VI6_RPFn_CKEY_CTRL.CV

Note: * When the input format is not YCbCr4:2:0, restriction 3 in not applied.

33.1.2 Block diagram

33.1.2.1 Block diagram of each VSP

Figure 33.1 to Figure 33.6 shows the configuration of VSPI, VSPBC, VSPBD, VSPB, VSPBS, VSPD and VSPDL sub modules.

All the registers and functions which doesn't appears in the each VSP2 unit's block diagram should be treated as un-implemented functions in each VSP2 unit. Do not set any registers related to the un-implemented function without any statement.

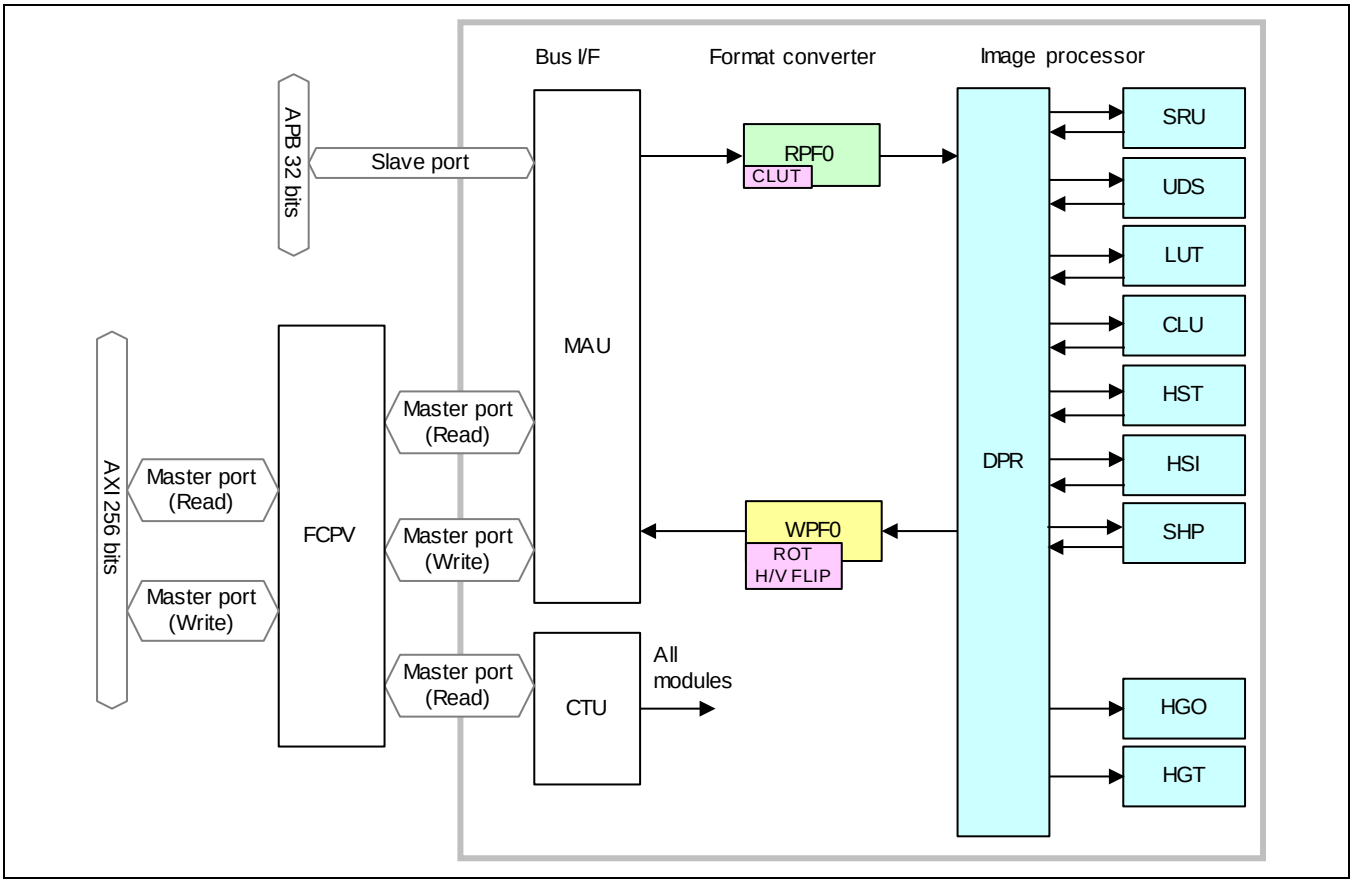


Figure 33.1 VSPI Module Configuration

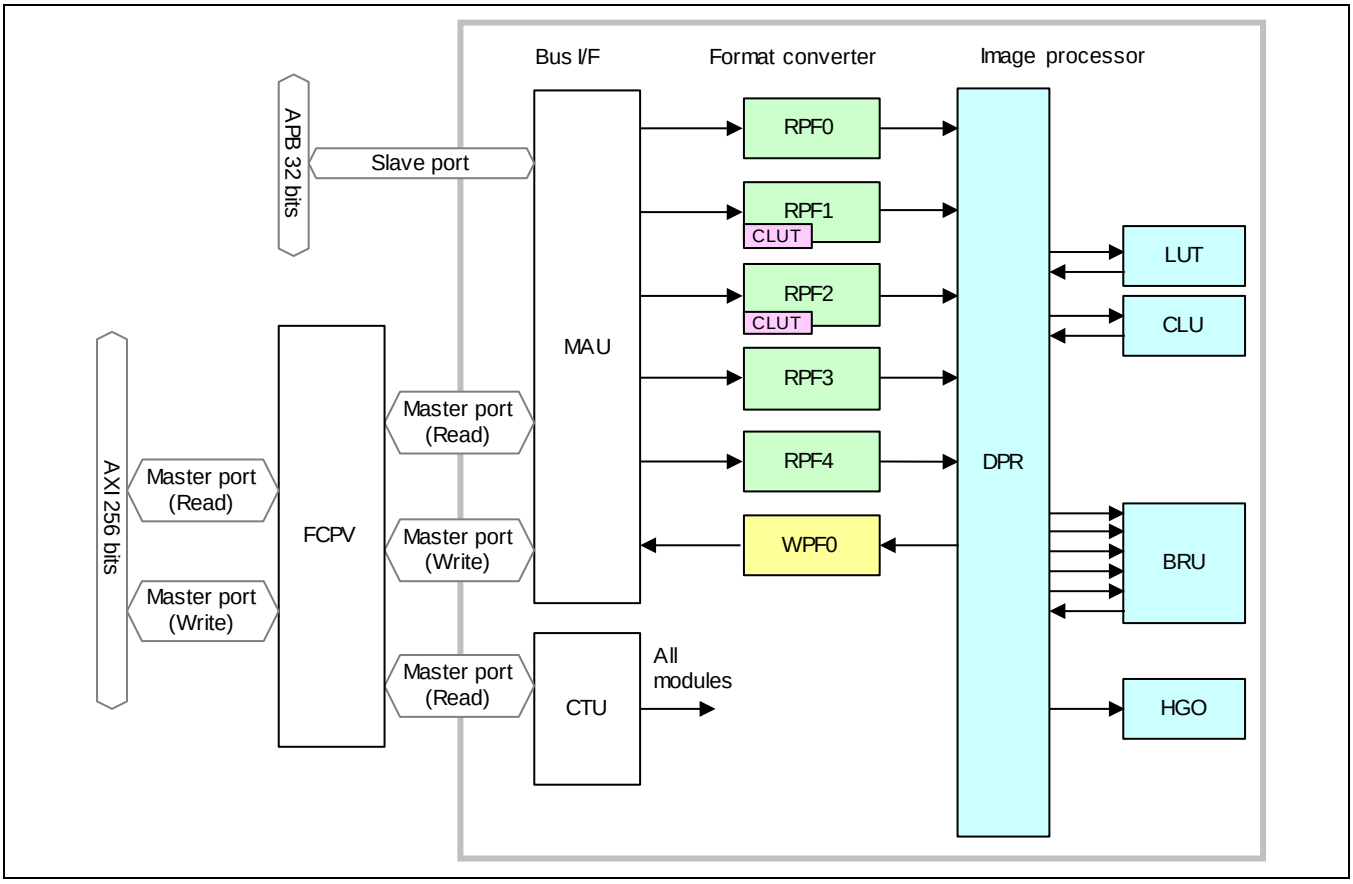


Figure 33.2 VSPBC Module Configuration [RZ/G2H]

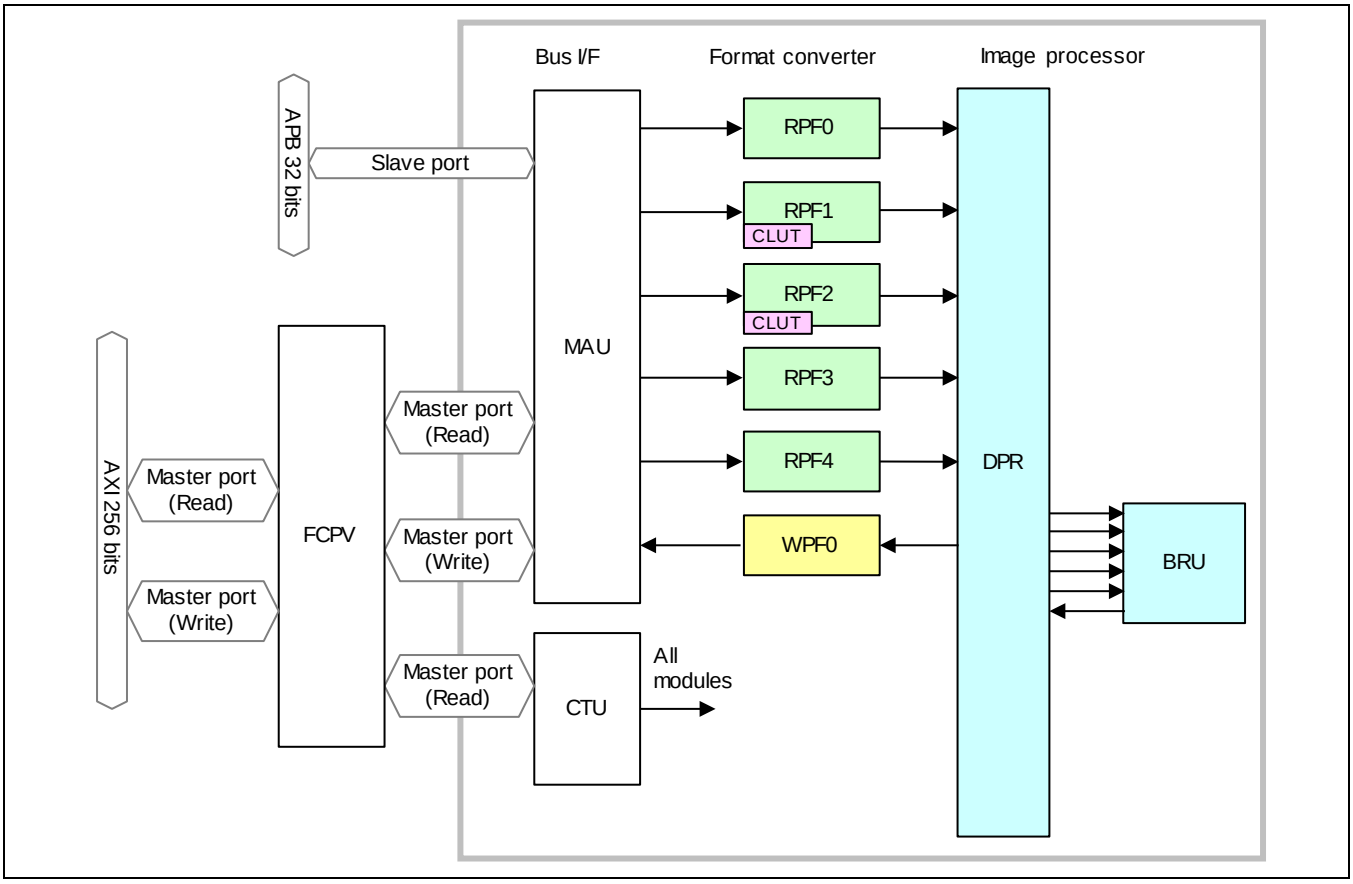


Figure 33.3 VSPBD Module Configuration [RZ/G2H]

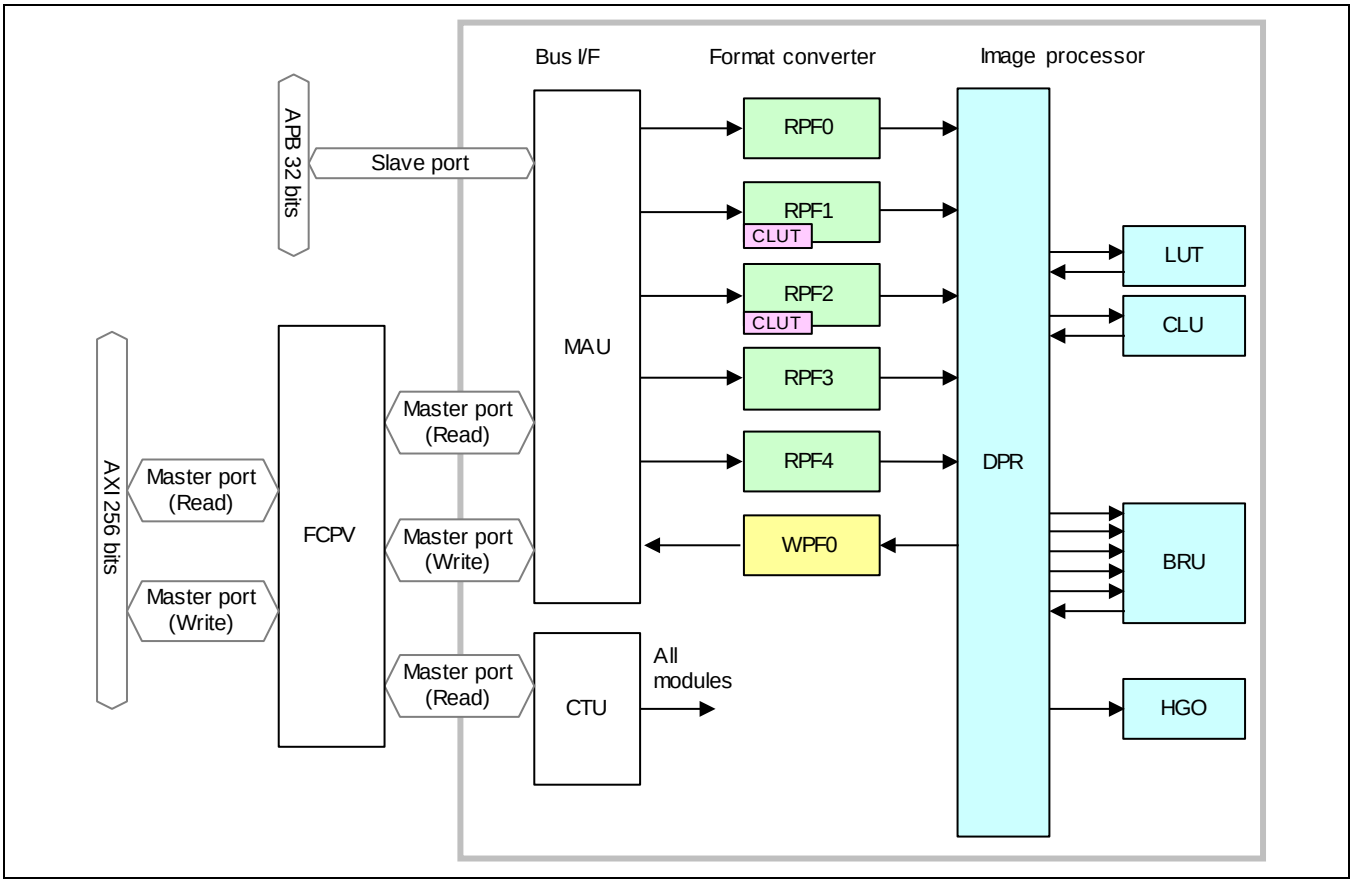
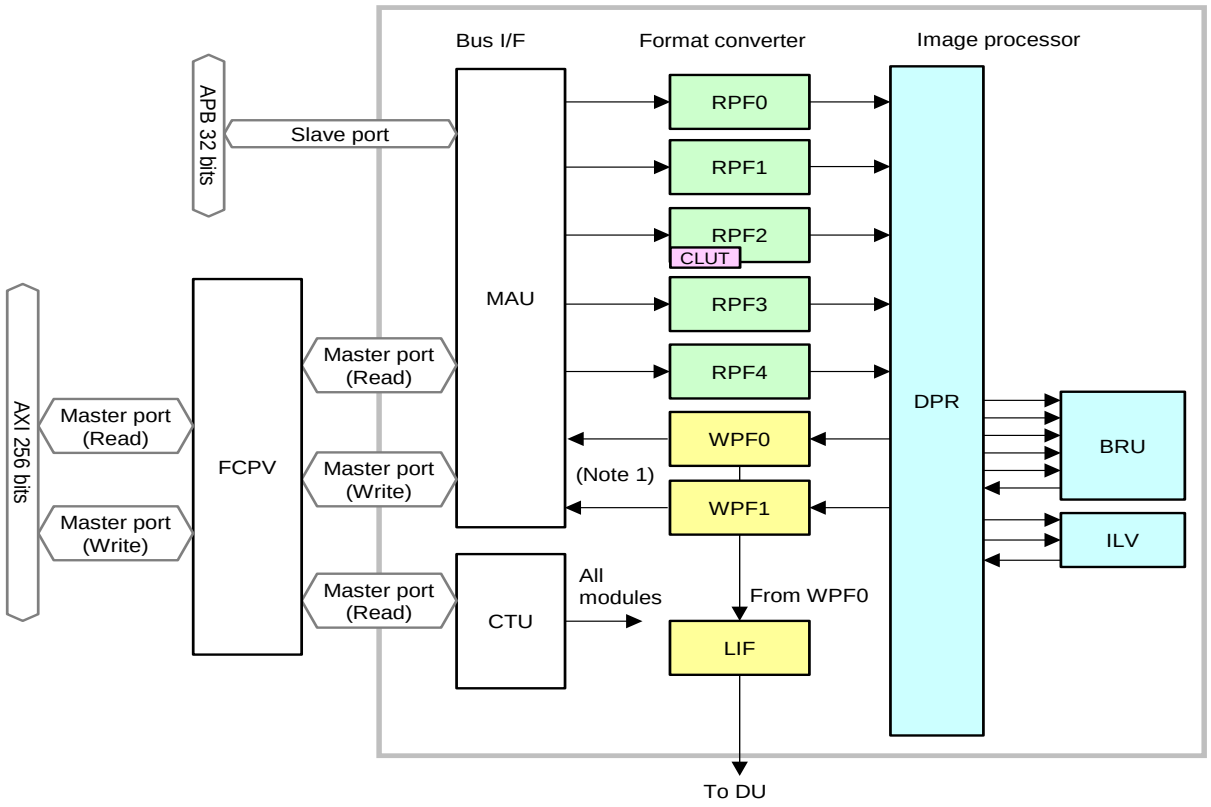


Figure 33.4 VSPB Module Configuration [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]



(Note1) WPF0 and WPF1 cannot be executed in parallel. Three following cases are available.

- Activating WPF0 for transferring image data to Display Unit (DU)
- Activating WPF0 for transferring image data to Display Unit (DU), and writing back the image data to memory.
- Activating WPF1 for memory to memory processing.

Figure 33.5 VSPD Module Configuration

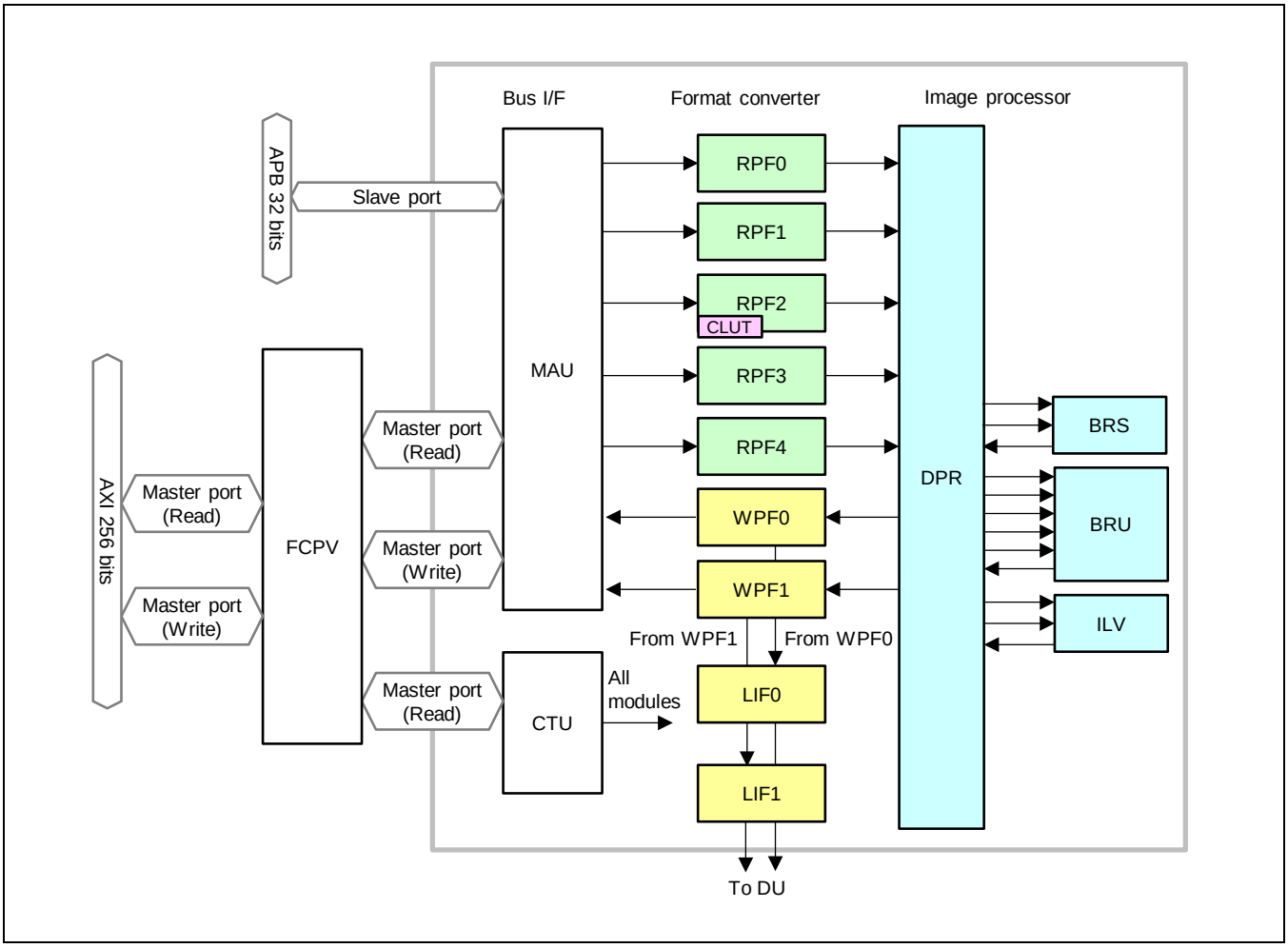


Figure 33.6 VSPDL Module Configuration [RZ/G2H, RZ/G2N]

Note: When neither WPF0 nor WPF1 is used to transfer image data to Display Unit (DU), WPF0 and/or WPF1 can be used as memory to memory processing.
Two following cases are available

- Activating WPF0 for transferring image data to Display Unit (DU) with or without writing back the image data to memory. Activating WPF1 for transferring image data to Display Unit (DU) with or without writing back the image data to memory.
- Activating WPF0 for memory to memory processing. Activating WPF1 for memory to memory processing.

The following gives an overview of each block function shown in Figure 33.1 to Figure 33.6.

The operation of these functions is determined by the register setting explained in section 33.2. Refer to section 33.2 for the relationship between the register setting and the functional behavior.

33.1.2.2 Memory Access Unit (MAU)

The VSP2 applies processing to the image data stored in the external memory and writes the resultant data back to the external memory. The data transfer between the external memory and VSP2 necessary for this operation is done by the MAU, which works as the bus master, according to the register settings. The MAU executes this data transfer between the external memory and VSP2.

33.1.2.3 Command Transfer Unit (CTU)

The VSP2 can directly read register parameters for image processing by display lists stored in external memory. The CTU module is a bus interface and controls display lists when the CTU reads display lists as a bus master.

33.1.2.4 Read Pixel Formatter (RPF)

The RPF reads image data from the external memory through the MAU, unpacks data according to the specified format, converts the color space, converts the number of colors, executes color keying, ROP operation, Multiply-alpha and OSD processing, and outputs the resultant data to the DPR. The RPF has an input format unpacking unit, an index color expanding unit (OSD-CLUT), a 1-bit mask generator, a raster operation unit (ROP unit), a color keying unit, a color space converter and multiply-alpha. Figure 33.7 shows the processing flow in the RPF.

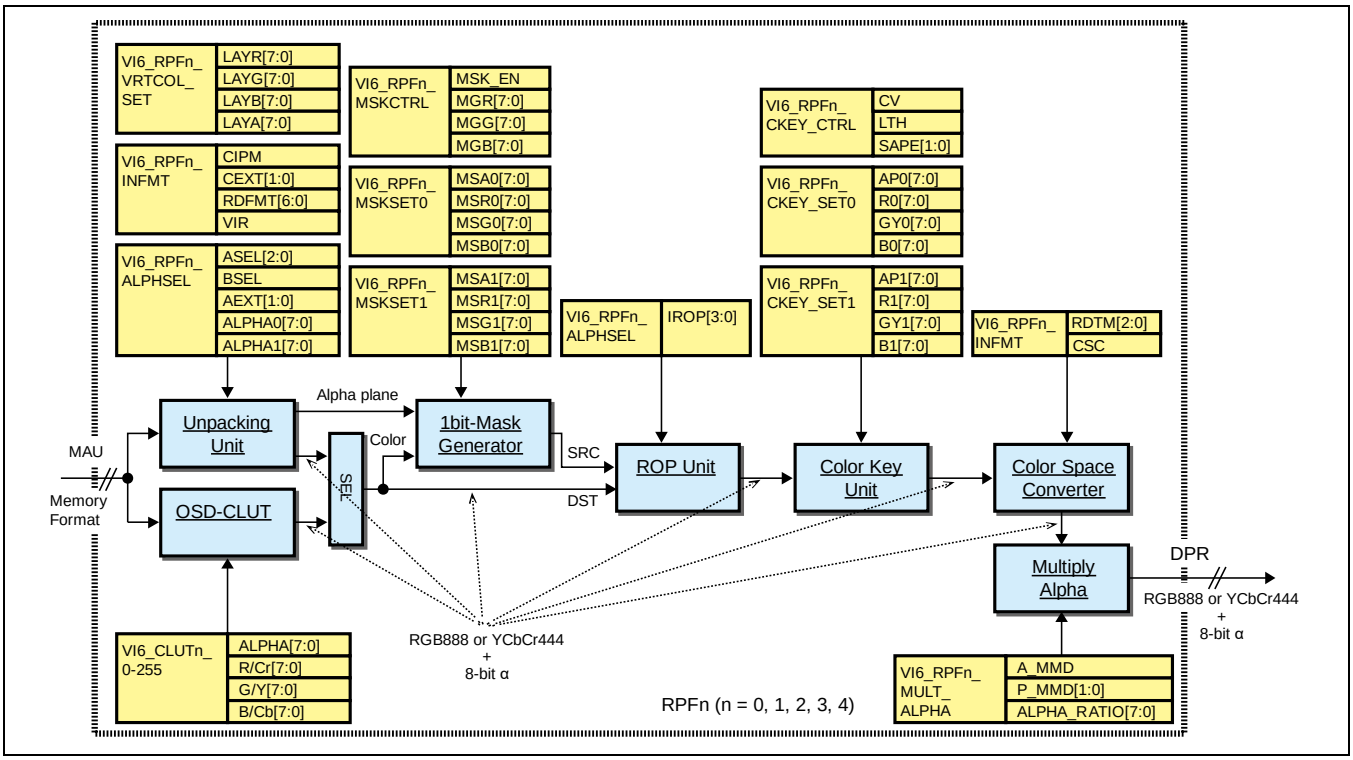


Figure 33.7 RPF Processing Flow

The input format unpacking unit and index color expanding unit (OSD-CLUT) expand the image data input from the MAU into the image format for internal processing (YCbCr444 or RGB888), and the 1-bit mask generator generates a 1-bit image mask from the image data expanded through the unpacking unit and OSD-CLUT. Alternately, a 1-bit image mask can be generated from the alpha plane that is different from the picture plane read through the MAU.

The raster operation unit (ROP unit) executes raster operation between the data from the 1-bit mask generator and the image data expanded from the input format, and the color keying unit applies color replacement and specifies the transparent color for the image data input from the ROP unit. The color space converter converts the color space (RGB-YCbCr) of the image data input from the color keying unit as necessary. The multiply-alpha unit multiplies pixel-alpha by specified alpha or/and multiplies image data by pixel-alpha or/and specified alpha.

The VSP2 provides maximum five RPF modules (RPF0 to RPF4). The implementation of OSD-CLUT depends on the configuration of each LSI.

33.1.2.5 Data Path Router (DPR)

The DPR controls the data paths among RPFs, function modules, and WPFs. The DPR selects one of the images input from RPFs, outputs it to a function module (BRU, BRS, SRU, UDS, LUT, CLU, HST, HSI, HGO, HGT, SHP or ILV), and selects one of WPFs as the destination where the image data processed in the function module will be output. Before output to the WPF, the output from each function module can be input to another function module, which enables multiple image processing functions to be executed continuously without involving the external memory.

33.1.2.6 Super Resolution Unit (SRU)

The SRU is a module connected to the DPR, which executes the super resolution processing.

33.1.2.7 Up Down Scalar (UDS)

The UDS is a module connected to the DPR, which upscales or downscales the image size. It can also upscale or downscale the alpha value.

33.1.2.8 Look Up Table (LUT)

This is a 1D-LUT that converts each of three color components by using a lookup table. The LUT is connected to the DPR and can be used for gamma correction, negative-positive conversion, posterization, and binarization through desired tone curve settings.

33.1.2.9 Blend ROP Unit (BRU)

The BRU is a module connected to the DPR, which executes the image blending processing and ROP operation. The BRU has five blend/ROP operation units (blend/ROP unit m, m = A to E), an ROP operation unit, a blend/ROP input switch (SEL) for selecting the input to these operation units, and a divider for normalization (div unit).

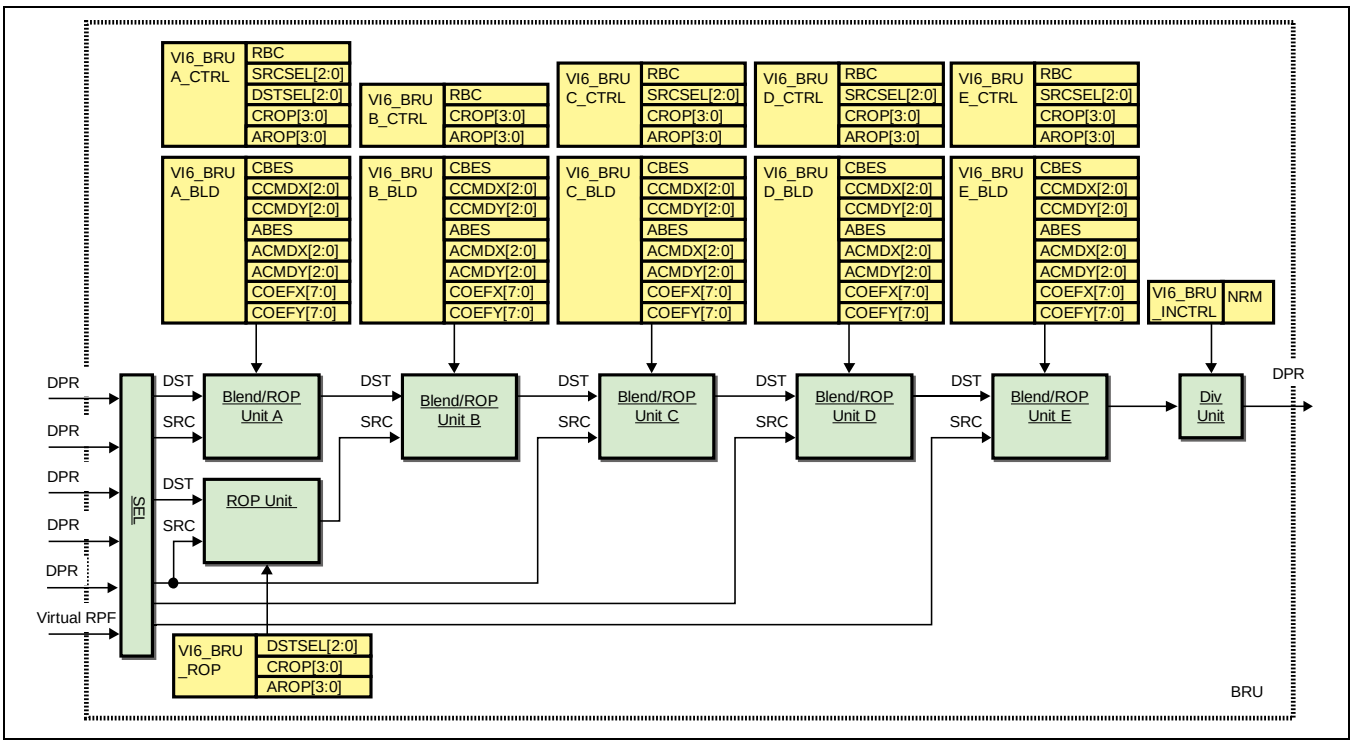


Figure 33.8 BRU Processing Flow

Each of the five blend-ROP operation units (blend/ROP unit m) receives the output from the SEL, blend/ROP Unit m, or ROP unit, and executes blending or raster operation (ROP) of images. The ROP unit receives the output from the SEL and executes 2-input raster operation (ROP2). By combining the ROP operation in the blend/ROP unit m and ROP2 operation in the ROP unit, 256-type 3-input raster operation (ROP3) can be implemented.

The divider for normalization (div unit) divides the pixel value by the α value.

33.1.2.10 Blend ROP Sub Unit (BRS)

The BRS is a module connected to the DPR, which executes the image blending processing and ROP operation. The BRS has two blend/ROP operation units (blend/ROP unit m, m = A to B), a blend/ROP input switch (SEL) for selecting the input to these operation units, and a divider for normalization (div unit).

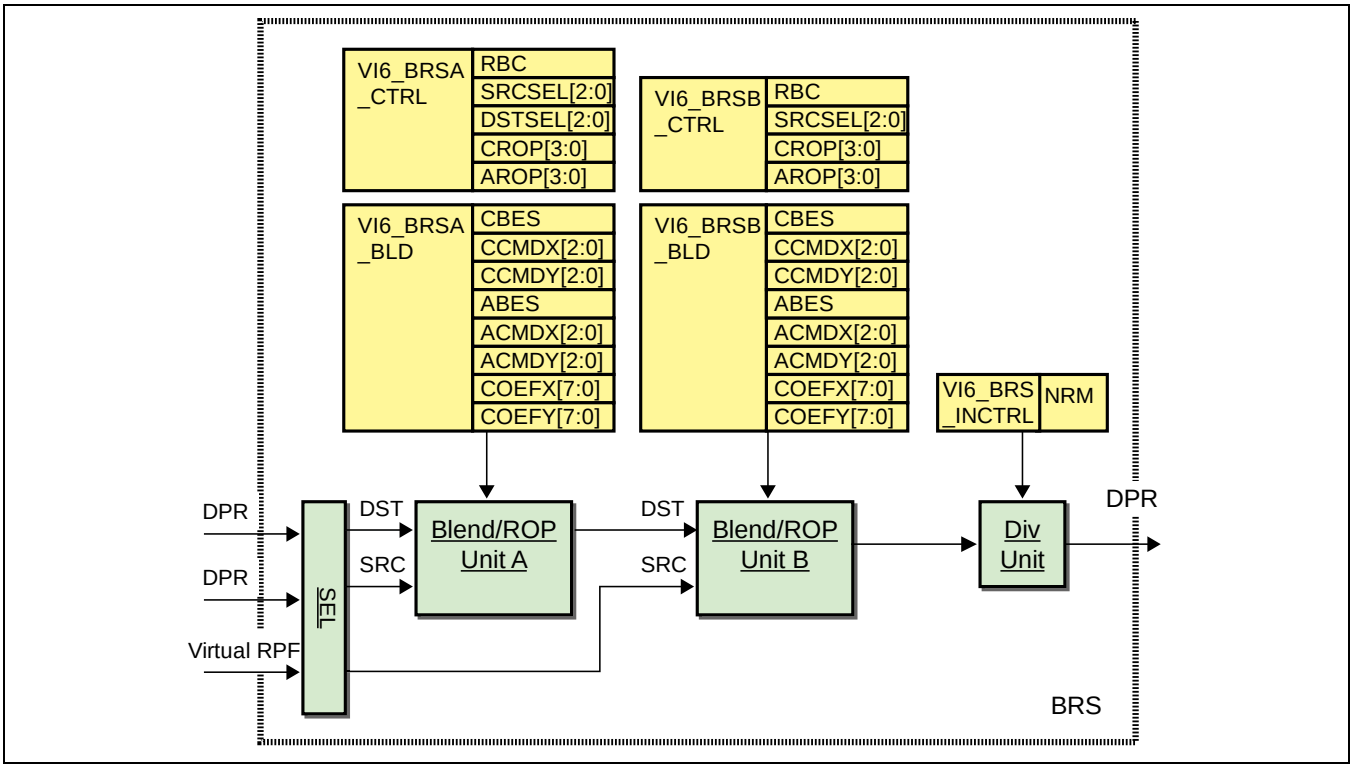


Figure 33.9 BRS Processing Flow

Each of the two blend-ROP operation units (blend/ROP unit m) receives the output from the SEL or blend/ROP Unit m, and executes blending or raster operation (ROP) of images.

The divider for normalization (div unit) divides the pixel value by the α value.

33.1.2.11 Write Pixel Formatter (WPF)

The WPF is an output module that receives 32bits image data (YCbCr444 or RGB888 + 8bit- α) from the DPR, converts the color space, number of colors, and format of the data, and outputs the results of VSP2 image processing to external memory through the MAU. The WPF is mainly configured from a color space converter and an output format converter (the packing unit).

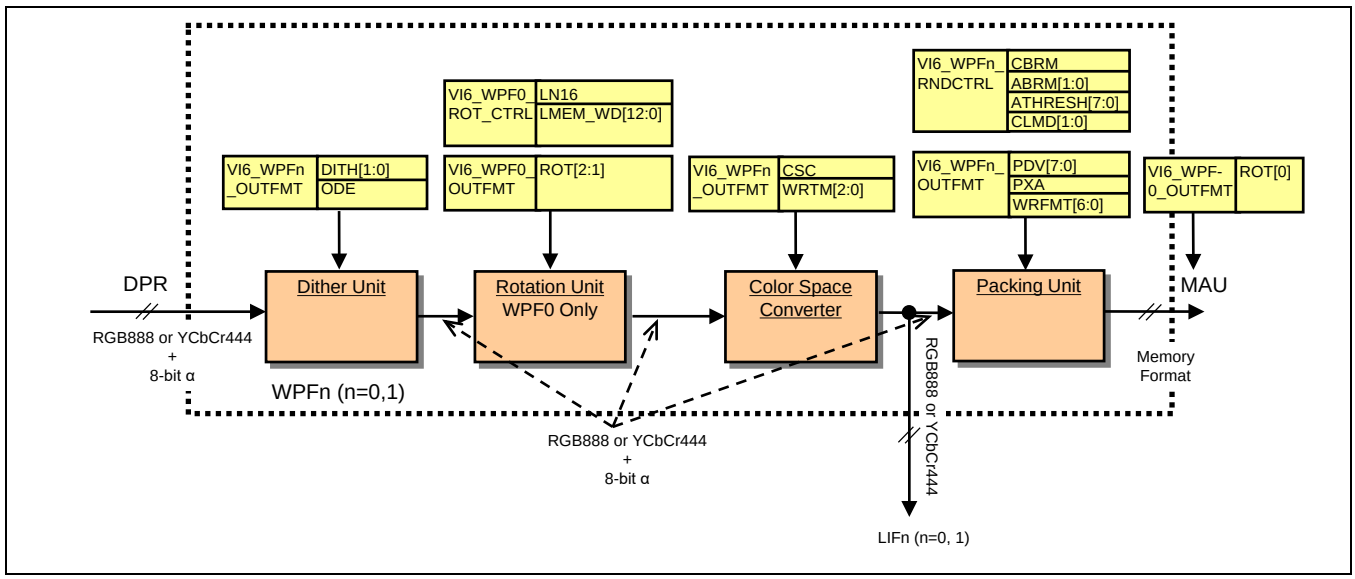


Figure 33.10 WPF Processing Flow

The color space converter converts the color space between RGB and YCbCr, and the packing unit converts the format into the picture plane storing format. The VSP2 provides two WPFs (WPF0 to WPF1). The WPF has the output to LIF module after the color space conversion for transferring the video data to the display module. Image data to LIF is 24bits (YCbCr444 or RGB888) format, and its' color space is after color space conversion.

33.1.2.12 Cubic Look Up table (CLU)

This is a three-dimensional LUT (3D-LUT) that converts the input three-color-component data into desired three color components by using a lookup table. The 1D-LUT can only control each of three color components separately, but the 3D-LUT can convert a specified color into a different color. The CLU is connected to the DPR and can be used for specific color adjustment, such as correction to memorable color.

33.1.2.13 Hue Saturation value Transform (HST)

The HST is a module connected to the DPR, which converts the RGB color space into the HSV color space. The HSV color space can represent a color with the hue, saturation, and value (brightness), and it makes color control through the LUT easier than in the RGB color space.

33.1.2.14 Hue Saturation value Inverse transform (HSI)

The HSI is a module connected to the DPR, which converts the HSV color space into the RGB color space. It executes conversion in the direction opposite to that of the HST.

33.1.2.15 Histogram Generator -One dimension (HGO)

The HGO is a module connected to the DPR and generates the one-dimensional histogram for the dynamic gamma correction. There is no output port of the image data.

33.1.2.16 Histogram Generator-Two dimension (HGT)

The HGT is a module connected to the DPR and generates the two-dimensional histogram for the dynamic color correction. There is no output port of the image data.

33.1.2.17 Display Unit InterFace (LIF)

The LIF module is used for transferring image data to the display module. The input port of the LIFn (n = 0, 1) module is connected to WPFn (n = 0, 1), and the output port of the LIF module is connected to DU (Display Unit). Data flow in LIF is shown in Figure 33.56.

33.1.2.18 SHarPness (SHP)

The SHP is a module connected to the DPR, which sharpen or un-sharpen the image.

33.1.2.19 InterLeaVer (ILV)

The ILV module is used for converting image data to the various 3D display formats. The ILV module has 2 input ports and 1 output port. Each port is connected to the DPR module.

33.1.2.20 Detail Function

Table 33.3 Detail Function of VSP2

Image Data Transfer Function

Bus interface	Protocol		AXI 256 bits through FCPV
	Data alignment	Conversion method	Byte, Word, LW, or LLW data swapping
		Channel	Data alignment can be specified separately for each input/output channel
Image memory	Input	Address setting	1-byte units
	Output	Address setting	1-byte units
		Memory area	Images can be written to the same memory area where the master layer is stored. Note the restrictions shown in Table 33.2.
Tile transfer mode			Supported by RPF0 to RPF4
YCbCr memory storage format			Interleaved, planar, or semi-planar

Display list/Extended Display List Transfer Function

Bus interface	Protocol		AXI 256 bits through FCPV
	Data alignment	Conversion method	Byte, Word, LW data swapping
			Data alignment can be specified separately for display list and each entry of extended display list
Data memory	Load	Address setting	8-byte units
	Store	—	Not available

Read Pixel Formatter (RPF)

Number of channels			Five channels (RPF0 to RPF4)
Image format	Input	RGB	RGB888, RGB565, RGB666, αRGB8888, αRGB4444, αRGB1555, α plane (8 bpp, 1 bpp)
		YCbCr	YCbCr4:4:4/YCbCr4:2:2/YCbCr4:2:0 α plane (8 bpp, 1 bpp)
		Maximum size	8190 × 8190 pixels The internal data path modules have separate restrictions on the maximum image size. For details, refer to section 33.4.3
		Minimum size	1 × 1 pixel The internal data path modules have separate restrictions on the minimum image size. For details, refer to section 33.4.3.
		Size setting unit	YCbCr420: 2-pixel units both horizontally and vertically. YCbCr422: 2-pixel units horizontally and 1-pixel units vertically. In other formats, the size can be set in 1-pixel units.
Color keying	Color replacement	Compared data	RGB888 or Y
		Replaced data	αRGB8888 or αYCbCr
		Comparison Mode	Matched color mode
		Input source	RRPF0 to RPF4
	Transparent color	Compared data	RGB888 or Y
		Replaced data	α
		Comparison Mode	Matched color mode, Luma threshold mode
		Input source	RPF0 to RPF4
OSD/CLUT	Format	Memory storage format	8 bpp
		Image format	α RGB32 or α YCbCr32
	Input channel		RPF0 to RPF2
Raster operation	ROP2 (within input channels)	Operator	16 types (OpenGL2.0 is supported)
		Sources of operation	ROP2 operation between the 1-bpp α plane and RGB/YCbCr data in RPF0 to RPF4. Note that 1-bpp α is converted to αRGB888 or αYCbCr4:4:4.
Color space conversion	RGB to YCbCr	Conversion expression	RGB (0, 255) to BT601 (16, 235/240) RGB (0, 255) to BT709 (16, 235/240) RGB (0, 255) to BT601 (0, 255) RGB (16, 235) to BT709 (16, 235/240)
		Target of conversion	RPF0 to RPF4
	YCbCr to RGB	Conversion expression	BT.601 (16, 235/240) to RGB (0, 255) BT.709 (16, 235/240) to RGB (0, 255) BT.601 (0, 255) to RGB (0, 255) BT.709 (16, 235/240) to RGB (16, 235)
		Target of conversion	RPF0 to RPF4

Read Pixel Formatter (RPF)

Changing number of colors	Reducing RGB color depth	Target format	RGB666, RGB565, RGB555, RGB444, or RGB332
		Target of conversion	RPF0 to RPF4
	Increasing RGB color depth		Padded with 0. Copied from the most significant bits.
	YCbCr444 generation		CbCr copying or CbCr vertical copying and horizontal interpolation.
Multiply-alpha function	Fade-alpha		RPF0 to RPF4
			Available for straight pixel and pre-multiplied pixel.
	Generate pre-multiplied alpha		RPF0 to RPF4
Virtual display	RPF0 to RPF4	Color format	αRGB8888 or αYCbCr4:4:4 single-color
		Display size	Same as the size of the input channel
	Virtual RPF	Color format	αRGB8888 or αYCbCr4:4:4 single-color
		Display size	Maximum: 8190 × 8190 pixels Minimum: 4 × 4 pixels
α bit count conversion	Input	Bit increase	Padded with 0. Copied from the most significant bits.

Write Pixel Formatter (WPF)

Number of channels			Two channels (WPF0 to WPF1)
Image format	Output	RGB	RGB332, RGB444, RGB565, RGB666, RGB888, αRGB8666, αRGB8888, αRGB4444, αRGB1555
		YCbCr	YCbCr4:4:4, YCbCr4:2:2, YCbCr4:2:0
		Maximum size	8190 × 8190 pixels The internal data path modules have separate restrictions on the maximum image size. For details, refer to section 33.4.4
		Minimum size	1 × 1 pixel The internal data path modules have separate restrictions on the minimum image size. For details, refer to section 33.4.4
		Size setting unit	YCbCr420: 2-pixel units both horizontally and vertically. YCbCr422: 2-pixel units horizontally and 1-pixel units vertically. In other formats, the size can be set in 1-pixel units.

Write Pixel Formatter (WPF)

Color space conversion	RGB to YCbCr	Conversion expression	RGB (0, 255) to BT.601 (16, 235/240) RGB (0, 255) to BT.709 (16, 235/240) RGB (0, 255) to BT.601 (0, 255) RGB (16, 235) to BT.709 (16, 235/240)
		Target of conversion	WPF0 to WPF1
	YCbCr to RGB	Conversion expression	BT.601 (16, 235/240) to RGB (0, 255) BT.709 (16, 235/240) to RGB (0, 255) BT.601 (0, 255) to RGB (0, 255) BT.709 (16, 235/240) to RGB (16, 235)
		Target of conversion	WPF0 to WPF1
Changing number of colors	Output	Reducing RGB color depth	Dithering, lower-order bit truncation, or rounding
		YCbCr422/420	CbCr skipping or CbCr vertical skipping and horizontal skipping
α bit count conversion	Output	Bit reduction	Truncation, rounding, or comparison with threshold (for 1 bpp)

Image Compositing

α blending	Input α value selection	RGB	Pixel α, fixed α value, α plane, or 1-bit α converted from the color specified for pixels
		YCbCr	α plane, fixed α value, or 1-bit α converted from the color specified for pixels
	α blending expression	Plane A: Upper plane	xA + yB, xA – yB Coefficients x and y should be selected from the following.
		Plane B: Lower plane	Fixed α value, (α for plane A), (1 – α for plane A), (α for plane B), (1 – α for plane B)
	Output α value selection	RGB	Fixed α value, x (α for plane A) + y (α for plane B), x (α for plane A) – y (α for plane B) Coefficients x and y should be selected from the following.
			Fixed α value, (α for plane A), (1 – α for plane A), (α for plane B), (1 – α for plane B)
	Blending planes	Number of planes	Five planes selected from RPF0 to RPF4 and video processing function output, and virtual RPF; six planes in total
		Order of planes	The order of six planes selected from RPF0 to RPF4, virtual RPF, and video processing function output can be changed as desired.
	α plane	Format	8 bpp or 1 bpp (α value can be specified through register)
		Input source	RPF0 to RPF4
	Fixed α value	Format	8 bpp
		Input source	RPF0 to RPF4, virtual RPF, or video processing function output
Raster operation	ROP2 (between input channels)	Operator	16 types (OpenGL2.0 is supported)
		Sources of operation	RPF0 to RPF4, virtual RPF, and video processing function output
		Operation control	RGB/YCbCr and α are operated separately.
	ROP3 (between input channels)	Operator	256-type ROP3 is available by combining ROP2 operations
		Sources of operation	RPF0 to RPF4, virtual RPF, and video processing function output
		Operation control	RGB/YCbCr and α are operated separately.

Video Processing Functions

Super resolution	Processing method		Processing within one frame
	Scaling ratio		× 1 (same size) or × 2
	Arbitrary scaling ratio		Super resolution processing can be combined with the arbitrary ratio scaling function.
	α processing		Fixed α output
Scalar with Arbitrary scaling ratio	Scaling factor		1/16 < scaling factor =<16
	Scaling ratio setting	Expression	1 / [Mant.Frac]
		Precision	Mant = 4 bits, Frac = 12 bits
	α processing		Supported (for 1/4 < scaling factor =<16)
Sharpness processing	Method		Sharpness or blur is applied in horizontal direction
Rotation/flipping	Rotation function		90, 180 and 270 degree
	Flipping function		Vertical flipping, horizontal flipping
	Combination of rotation and flipping		Supported
	α processing		Supported
Simultaneous processing			All video processing functions and color adjustment functions can be processed simultaneously (the order of function execution is limited).

Color Adjustment Function

1D-LUT	LUT configuration	Independent R/Y, G/Cb, and B/Cr. 256 entries each
3D-LUT	Number of grid points	17 × 17 × 17
HSV color space conversion	RGB to HSV	8 bits each for H/S/V
	HSV to RGB	8 bits each for H/S/V
1D Histogram	Number of bins	64 for each color component 256 for Y component or Max-RGB
2D Histogram	Number of hue areas	6
	Number of bins	32 for each hue area

33.1.3 External Pins

VSP2 doesn't have external pins.

33.1.4 Register Configuration

(1) Base Address

Below are the base addresses of each VSP unit. VSPBC, VSPBD, VSPB, VSPBS and VSPI0~1 has 32Kbyte address space. VSPD0~2 has 28Kbyte address space.

VSPBC: H'FE92_0000 [RZ/G2H]
VSPBD: H'FE96_0000 [RZ/G2H]
VSPB: H'FE96_0000 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]
VSPI0: H'FE9A_0000
VSPI1: H'FE9B_0000 [RZ/G2H]
VSPD0 (*) H'FEA2_0000
VSPD1 H'FEA2_8000
VSPD2 H'FEA3_0000 [RZ/G2M V1.3, RZ/G2M V3.0]

Note: * For RZ/G2H, RZ/G2N, instance of VSPD0 is VSPDL.

(2) Register/Table Address

Table 33.4 shows the VSP2 register configuration (represents in relative address).

Table 33.4 VSP2 Register Configuration

						Second Generation RZ/G Series Products			
Register Name	**Abbr.**	**R/W**	**Offset Address**	**Initial value**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
VSP2 Start Registers 0	VI6_CMD0	R/W *1	H'0000	H'0000_0000	32	√	√	√	√
VSP2 Start Registers 1	VI6_CMD1	R/W *1	H'0004	H'0000_0000	32	√	√	√	√
Clock Control Register0	VI6_CLK_CTRL0	R/W	H'0010	H'0000_0000	32	√	√	√	√
Clock Control Register1	VI6_CLK_CTRL1	R/W	H'0014	H'0000_0000	32	√	√	√	√
Dynamic Clock Stop Control Register	VI6_CLK_DCSWT	R/W	H'0018	H'0000_0000	32	√	√	√	√
Dynamic Clock Stop Disable Register0	VI6_CLK_DCSM0	R/W	H'001C	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Dynamic Clock Stop Disable Register1	VI6_CLK_DCSM1	R/W	H'0020	H'0000_0000	32	√	√	√	√
Software Reset Register	VI6_SRESET	R/W	H'0028	H'0000_0000	32	√	√	√	√
Module Reset Enable Register0	VI6_MRESET_ENB0	R/W	H'002C	H'0000_0000	32	√	√	√	√
Module Reset Enable Register1	VI6_MRESET_ENB1	R/W	H'0030	H'0000_0000	32	√	√	√	√
Module Reset Issuing Register	VI6_MRESET	R/W	H'0034	H'0000_0000	32	√	√	√	√
Operating Status Register	VI6_STATUS	R	H'0038	H'0000_0000	32	√	√	√	√
WPF0 Interrupt Enable Registers	VI6_WPF0_IRQ_ENB	R/W	H'0048	H'0000_0000	32	√	√	√	√
WPF0 Interrupt Status Registers	VI6_WPF0_IRQ_STA	R/W	H'004C	H'0000_0000	32	√	√	√	√
WPF1 Interrupt Enable Registers	VI6_WPF1_IRQ_ENB	R/W	H'0054	H'0000_0000	32	√	√	√	√
WPF1 Interrupt Status Registers	VI6_WPF1_IRQ_STA	R/W	H'0058	H'0000_0000	32	√	√	√	√
Display0 Interrupt Enable Register	VI6_DISP0_IRQ_ENB	R/W	H'0078	H'0000_0000	32	√	√	√	√
Display0 Interrupt Status Register	VI6_DISP0_IRQ_STA	R/W	H'007C	H'0000_0000	32	√	√	√	√
Display1 Interrupt Enable Register	VI6_DISP1_IRQ_ENB	R/W	H'00B4	H'0000_0000	32	√	—	√	—

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display1 Interrupt Status Register	VI6_DISP1_IRQ_STA	R/W	H'00B8	H'0000_0000	32	√	—	√	—
Display List Control Register	VI6_DL_CTRL	R/W	H'0100	H'0000_0000	32	√	√	√	√
Display List-0 Header Address Register	VI6_DL_HDR_ADDR0	R/W	H'0104	H'0000_0000	32	√	√	√	√
Display List-1 Header Address Register	VI6_DL_HDR_ADDR1	R/W	H'0108	H'0000_0000	32	√	√	√	√
Display List0 Data Swapping Register	VI6_DL_SWAP0	R/W	H'0114	H'0000_0000	32	√	√	√	√
Extended Display List0 Control Register	VI6_DL_EXT_CTRL0	R/W	H'011C	H'0000_0000	32	√	√	√	√
Display List Body Size Register-0	VI6_DL_BODY_SIZE0	R/W	H'0120	H'0000_0000	32	√	√	√	√
Display List-0 Header Reference Address Register	VI6_DL_HDR_REF_ ADDR0	R	H'0130	H'0000_0000	32	√	√	√	√
Display List-1 Header Reference Address Register	VI6_DL_HDR_REF_ ADDR1	R	H'0134	H'0000_0000	32	√	—	√	—
Extended Display List1 Control Register	VI6_DL_EXT_CTRL1	R/W	H'0140	H'0000_0000	32	√	—	√	—
Display List1 Data Swapping Register	VI6_DL_SWAP1	R/W	H'014C	H'0000_0000	32	√	√	√	√
RPFn Basic Read Size Registers	VI6_RPFn_SRC_BSIZE	R/W	H'0300 + H'0100*n	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
RPFn Extended Read Size Registers	VI6_RPFn_SRC_ESIZE	R/W	H'0304 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Input Format Registers	VI6_RPFn_INFMT	R/W	H'0308 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Data Swapping Registers	VI6_RPFn_DSWAP	R/W	H'030C + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Display Location Registers	VI6_RPFn_LOC	R/W	H'0310 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn a Plane Selection Control Registers	VI6_RPFn_ALPH_SEL	R/W	H'0314 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Virtual Plane Color Information Registers	VI6_RPFn_ VRTCOL_SET	R/W	H'0318 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Mask Control Registers	VI6_RPFn_MSKCTRL	R/W	H'031C + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn IROP-SRC Input Value Registers 0	VI6_RPFn_MSKSET0	R/W	H'0320 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn IROP-SRC Input Value Registers 1	VI6_RPFn_MSKSET1	R/W	H'0324 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Color Keying Control Registers	VI6_RPFn_CKEY_ CTRL	R/W	H'0328 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Color Keying Color Setting Registers-0	VI6_RPFn_CKEY_ SET0	R/W	H'032C + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Color Keying Color Setting Registers-1	VI6_RPFn_CKEY_ SET1	R/W	H'0330 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Source Picture Memory Stride Setting Registers	VI6_RPFn_SRCM_ PSTRIDE	R/W	H'0334 + H'0100*n	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
RPFn Source α Memory Stride Setting Registers	VI6_RPFn_SRCM_ ASTRIDE	R/W	H'0338 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Source Y/RGB Address Registers	VI6_RPFn_SRCM_ ADDR_Y	R/W	H'033C + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Source Chroma Address Registers 0	VI6_RPFn_SRCM_ ADDR_C0	R/W	H'0340 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Source Chroma Address Registers 1	VI6_RPFn_SRCM_ ADDR_C1	R/W	H'0344 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Source α Address Registers	VI6_RPFn_SRCM_ ADDR_AI	R/W	H'0348 + H'0100*n	H'0000_0000	32	√	√	√	√
RPFn Bus Access Control Registers	VI6_RPFn_BAC	R/W	H'0350 + H'0100*n	H'0000_0000	32	√	—	—	—
RPFn Multiple Alpha Control	VI6_RPFn_MULT_ ALPH	R/W	H'036C+ H'0100*n	H'0000_0000	32	√	√	√	√
WPFn-Source-RPF Registers	VI6_WPFn_SRCRPF	R/W	H'1000 + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Horizontal Input Size Clipping Registers	VI6_WPFn_HSZCLIP	R/W	H'1004 + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Vertical Input Size Clipping Registers	VI6_WPFn_VSZCLIP	R/W	H'1008 + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Output Format Registers	VI6_WPFn_OUTFMT	R/W	H'100C + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Data Swapping Registers	VI6_WPFn_DSWAP	R/W	H'1010 + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Rounding Control Registers	VI6_WPFn_RNDCTRL	R/W	H'1014 + H'0100*n	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
WPF0 Rotation Control Registers	VI6_WPF0_ROT_CTRL	R/W	H'1018	H'0000_0000	32	√	√	√	√
WPFn Destination Y Plane Memory Stride Registers	VI6_WPFn_DSTM_STRIDE_Y	R/W	H'101C + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Destination C Plane Memory Stride Registers	VI6_WPFn_DSTM_STRIDE_C	R/W	H'1020 + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Destination Y/RGB Address Registers	VI6_WPFn_DSTM_ADDR_Y	R/W	H'1024 + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Destination Chroma Address Registers 0	VI6_WPFn_DSTM_ADDR_C0	R/W	H'1028 + H'0100*n	H'0000_0000	32	√	√	√	√
WPFn Destination Chroma Address Registers 1	VI6_WPFn_DSTM_ADDR_C1	R/W	H'102C + H'0100*n	H'0000_0000	32	√	√	√	√
WPF0 LIF Write Back Control Registers	VI6_WPF0_WRBCK_CTRL	R/W	H'1034	H'0000_0000	32	√	√	√	√
WPF1 LIF Write Back Control Registers	VI6_WPF1_WRBCK_CTRL	R/W	H'1134	H'0000_0000	32	√	—	√	—
RPF0 Routing Register	VI6_DPR_RPF0_ROUTE	R/W	H'2000	H'0000_0000	32	√	√	√	√
RPF1 Routing Register	VI6_DPR_RPF1_ROUTE	R/W	H'2004	H'0000_0000	32	√	√	√	√
RPF2 Routing Register	VI6_DPR_RPF2_ROUTE	R/W	H'2008	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
RPF3 Routing Register	VI6_DPR_RPF3_ ROUTE	R/W	H'200C	H'0000_0000	32	√	√	√	√
RPF4 Routing Register	VI6_DPR_RPF4_ ROUTE	R/W	H'2010	H'0000_0000	32	√	√	√	√
WPF0 Timing Control Register	VI6_DPR_WPF0_ FPORCH	R/W	H'2014	H'0000_0000	32	√	√	√	√
WPF1 Timing Control Register	VI6_DPR_WPF1_ FPORCH	R/W	H'2018	H'0000_0000	32	√	√	√	√
SRU Routing Register	VI6_DPR_SRU_ ROUTE	R/W	H'2024	H'0000_0000	32	√	√	√	√
UDS Routing Register	VI6_DPR_UDS_ ROUTE	R/W	H'2028	H'0000_0000	32	√	√	√	√
LUT Routing Register	VI6_DPR_LUT_ ROUTE	R/W	H'203C	H'0000_0000	32	√	√	√	√
CLU Routing Register	VI6_DPR_CLU_ ROUTE	R/W	H'2040	H'0000_0000	32	√	√	√	√
HST Routing Register	VI6_DPR_HST_ ROUTE	R/W	H'2044	H'0000_0000	32	√	√	√	√
HSI Routing Register	VI6_DPR_HSI_ ROUTE	R/W	H'2048	H'0000_0000	32	√	√	√	√
BRU Routing Register	VI6_DPR_BRU_ ROUTE	R/W	H'204C	H'0000_0000	32	√	√	√	√
ILV BRS Routing Register	VI6_DPR_ILV_ BRS_ROUTE	R/W	H'2050	H'0000_0000	32	√	√	√	√
HGO Sampling Point Register	VI6_DPR_HGO_ SMPPT	R/W	H'2054	H'0000_0000	32	√	√	√	√
HGT Sampling Point Register	VI6_DPR_HGT_ SMPPT	R/W	H'2058	H'0000_0000	32	√	√	√	√
SHP Routing Register	VI6_DPR_SHP_ ROUTE	R/W	H'2060	H'0000_0000	32	√	√	√	√
Super Resolution Control Register 0	VI6_SRU_CTRL0	R/W	H'2200	H'0000_0000	32	√	√	√	√
Super Resolution Control Register 1	VI6_SRU_CTRL1	R/W	H'2204	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Super Resolution Control Register 2	VI6_SRU_CTRL2	R/W	H'2208	H'0000_0000	32	√	√	√	√
Scaling Control Registers	VI6_UDS_CTRL	R/W	H'2300	H'0000_0000	32	√	√	√	√
Scaling Factor Registers	VI6_UDS_SCALE	R/W	H'2304	H'0000_0000	32	√	√	√	√
Data Threshold Setting Registers	VI6_UDS_ALPTH	R/W	H'2308	H'0000_0000	32	√	√	√	√
Data Replacing Value Setting Registers	VI6_UDS_ALPVAL	R/W	H'230C	H'0000_0000	32	√	√	√	√
Passband Registers	VI6_UDS_PASS_ BWIDTH	R/W	H'2310	H'0000_0000	32	√	√	√	√
Scaling Filter Horizontal Phase Registers	VI6_UDS_HPHASE	R/W	H'2314	H'0000_0000	32	√	√	√	√
2D IPC Setting Register	VI6_UDS_IPC	R/W	H'2318	H'0000_0000	32	√	√	√	√
UDS Horizontal Input Clipping Registers	VI6_UDS_HSZCLIP	R/W	H'231c	H'0000_0000	32	√	√	√	√
UDS Output Size Clipping Registers	VI6_UDS_CLIP_ SIZE	R/W	H'2324	H'0000_0000	32	√	√	√	√
Color Fill Register	VI6_UDS_FILL_ COLOR	R/W	H'2328	H'0000_0000	32	√	√	√	√
LUT Control Register	VI6_LUT_CTRL	R/W	H'2800	H'0000_0000	32	√	√	√	√
CLU Control Register	VI6_CLU_CTRL	R/W	H'2900	H'0000_0000	32	√	√	√	√
HST Control Register	VI6_HST_CTRL	R/W	H'2A00	H'0000_0000	32	√	√	√	√
HSI Control Register	VI6_HSI_CTRL	R/W	H'2B00	H'0000_0000	32	√	√	√	√
BRU Input Control Register	VI6_BRU_INCTRL	R/W	H'2C00	H'0000_0000	32	√	√	√	√
Size Register of BRU Input Virtual RPF	VI6_BRU_VIRRPF_ SIZE	R/W	H'2C04	H'0000_0000	32	√	√	√	√
Display Location Register of BRU Input Virtual RPF	VI6_BRU_VIRRPF_ LOC	R/W	H'2C08	H'0000_0000	32	√	√	√	√
Color Information Register of BRU Input Virtual RPF	VI6_BRU_VIRRPF_ COL	R/W	H'2C0C	H'0000_0000	32	√	√	√	√
BRU Control Registers A	VI6_BRUA_CTRL	R/W	H'2C10	H'0000_0000	32	√	√	√	√
BRU Blend Control Registers A	VI6_BRUA_BLD	R/W	H'2C14	H'0000_0000	32	√	√	√	√
BRU Control Registers B	VI6_BRUB_CTRL	R/W	H'2C18	H'0000_0000	32	√	√	√	√
BRU Blend Control Registers B	VI6_BRUB_BLD	R/W	H'2C1C	H'0000_0000	32	√	√	√	√
BRU Control Registers C	VI6_BRUC_CTRL	R/W	H'2C20	H'0000_0000	32	√	√	√	√
BRU Blend Control Registers C	VI6_BRUC_BLD	R/W	H'2C24	H'0000_0000	32	√	√	√	√
BRU Control Registers D	VI6_BRUD_CTRL	R/W	H'2C28	H'0000_0000	32	√	√	√	√
BRU Blend Control Registers D	VI6_BRUD_BLD	R/W	H'2C2C	H'0000_0000	32	√	√	√	√
BRU Raster Operation Control Register	VI6_BRU_ROP	R/W	H'2C30	H'0000_0000	32	√	√	√	√
BRU Control Registers E	VI6_BRUE_CTRL	R/W	H'2C34	H'0000_0000	32	√	√	√	√
BRU Blend Control Registers E	VI6_BRUE_BLD	R/W	H'2C38	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
HGO Detection Window Offset Register	VI6_HGO_OFFSET	R/W	H'3000	H'0000_0000	32	√	√	√	√
HGO Detection Window Size Register	VI6_HGO_SIZE	R/W	H'3004	H'0000_0000	32	√	√	√	√
HGO Mode Register	VI6_HGO_MODE	R/W	H'3008	H'0000_0000	32	√	√	√	√
HGO LB Detection Threshold Register	VI6_HGO_LB_TH	R/W	H'300C	H'0000_0000	32	√	√	√	√
HGO Horizontal Position Register for LB Detection Zone-0	VI6_HGO_LB0_H	R/W	H'3010	H'0000_0000	32	√	√	√	√
HGO Vertical Position Register for LB Detection Zone-0	VI6_HGO_LB0_V	R/W	H'3014	H'0000_0000	32	√	√	√	√
HGO Horizontal Position Register for LB Detection Zone-1	VI6_HGO_LB1_H	R/W	H'3018	H'0000_0000	32	√	√	√	√
HGO Vertical Position Register for LB Detection Zone-1	VI6_HGO_LB1_V	R/W	H'301C	H'0000_0000	32	√	√	√	√
HGO Horizontal Position Register for LB Detection Zone-2	VI6_HGO_LB2_H	R/W	H'3020	H'000_0000	32	√	√	√	√
HGO Vertical Position Register for LB Detection Zone-2	VI6_HGO_LB2_V	R/W	H'3024	H'0000_0000	32	√	√	√	√
HGO Horizontal Position Register for LB Detection Zone-3	VI6_HGO_LB3_H	R/W	H'3028	H'0000_0000	32	√	√	√	√
HGO Vertical Position Register for LB Detection Zone-3	VI6_HGO_LB3_V	R/W	H'302C	H'0000_0000	32	√	√	√	√
HGO Component-R Histogram n Register (n = 0 to 63)	VI6_HGO_R_HISTO_n (n = 0 to 63)	R	H'3030 + 4n	H'0000_0000	32	√	√	√	√
HGO Component-R Min/Max Value Register	VI6_HGO_R_MAXMIN	R	H'3130	H'0000_0000	32	√	√	√	√
HGO Component-R Sum Register	VI6_HGO_R_SUM	R	H'3134	H'0000_0000	32	√	√	√	√
HGO Component-R LB Detection Result Register	VI6_HGO_R_LB_DET	R	H'3138	H'0000_0000	32	√	√	√	√
HGO Component-G Histogram n Register (n = 0 to 63)	VI6_HGO_G_HISTO_n (n = 0 to 63)	R	H'3140 + 4n	H'0000_0000	32	√	√	√	√
HGO Component-G Min/Max Value Register	VI6_HGO_G_MAXMIN	R	H'3240	H'0000_0000	32	√	√	√	√
HGO Component-G Sum Register	VI6_HGO_G_SUM	R	H'3244	H'0000_0000	32	√	√	√	√
HGO Component-G LB Detection Result Register	VI6_HGO_G_LB_DET	R	H'3248	H'0000_0000	32	√	√	√	√
HGO Component-B Histogram n Register (n = 0 to 63)	VI6_HGO_B_HISTO_n (n = 0 to 63)	R	H'3250 + 4n	H'0000_0000	32	√	√	√	√
HGO Component-B Min/Max Value Register	VI6_HGO_B_MAXMIN	R	H'3350	H'0000_0000	32	√	√	√	√
HGO Component-B Sum Register	VI6_HGO_B_SUM	R	H'3354	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
HGO Component-B LB Detection Result Register	VI6_HGO_B_LB_DET	R	H'3358	H'0000_0000	32	√	√	√	√
HGO Y/MaxRGB Extended Histogram Address Register	VI6_HGO_EXT_ HIST_ADDR	R/W	H'335C	H'0000_0000	32	√	√	√	√
HGO Y/MaxRGB Extended Histogram Data Register	VI6_HGO_EXT_ HIST_DATA	R	H'3360	H'0000_0000	32	√	√	√	√
HGO Write Buffer Side	VI6_HGO_WBUFS	R/W	H'3364	H'0000_0000	32	—	√	—	—
HGO Read Buffer Side	VI6_HGO_RBUFS	R/W	H'3368	H'0000_0000	32	—	√	—	—
HGO Histogram Storing Address Register	VI6_HGO_HISTADD	R/W	H'336C	H'0000_0000	32	√	—	√	√
HGO Histogram Swapping Register	VI6_HGO_HSWAP	R/W	H'3370	H'0000_0000	32	√	—	√	√
HGO Parameter Register Reset	VI6_HGO_REGRST	W	H'33FC	H'0000_0000	32	√	√	√	√
HGT Detection Window Offset Register	VI6_HGT_OFFSET	R/W	H'3400	H'0000_0000	32	√	√	√	√
HGT Detection Window Size Register	VI6_HGT_SIZE	R/W	H'3404	H'0000_0000	32	√	√	√	√
HGT Mode Register	VI6_HGT_MODE	R/W	H'3408	H'0000_0000	32	√	√	√	√
HGT Hue Area 0 Register	VI6_HGT_HUE_ AREA_0	R/W	H'340C	H'0000_0000	32	√	√	√	√
HGT Hue Area 1 Register	VI6_HGT_HUE_ AREA_1	R/W	H'3410	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
HGT Hue Area 2 Register	VI6_HGT_HUE_AREA_2	R/W	H'3414	H'0000_0000	32	√	√	√	√
HGT Hue Area 3 Register	VI6_HGT_HUE_AREA_3	R/W	H'3418	H'0000_0000	32	√	√	√	√
HGT Hue Area 4 Register	VI6_HGT_HUE_AREA_4	R/W	H'341C	H'0000_0000	32	√	√	√	√
HGT Hue Area 5 Register	VI6_HGT_HUE_AREA_5	R/W	H'3420	H'0000_0000	32	√	√	√	√
HGT LB Detection Threshold Register	VI6_HGT_LB_TH	R/W	H'3424	H'0000_0000	32	√	√	√	√
HGT Horizontal Position Register for LB Detection Zone-0	VI6_HGT_LB0_H	R/W	H'3428	H'0000_0000	32	√	√	√	√
HGT Vertical Position Register for LB Detection Zone-0	VI6_HGT_LB0_V	R/W	H'342C	H'0000_0000	32	√	√	√	√
HGT Horizontal Position Register for LB Detection Zone-1	VI6_HGT_LB1_H	R/W	H'3430	H'0000_0000	32	√	√	√	√
HGT Vertical Position Register for LB Detection Zone-1	VI6_HGT_LB1_V	R/W	H'3434	H'0000_0000	32	√	√	√	√
HGT Horizontal Position Register for LB Detection Zone-2	VI6_HGT_LB2_H	R/W	H'3438	H'0000_0000	32	√	√	√	√
HGT Vertical Position Register for LB Detection Zone-2	VI6_HGT_LB2_V	R/W	H'343C	H'0000_0000	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
HGT Horizontal Position Register for LB Detection Zone-3	VI6_HGT_LB3_H	R/W	H'3440	H'0000_0000	32	√	√	√	√
HGT Vertical Position Register for LB Detection Zone-3	VI6_HGT_LB3_V	R/W	H'3444	H'0000_0000	32	√	√	√	√
HGT Histogram m-n Register (m = 0 to 5, n = 0 to 31)	VI6_HGT_HISTO_m_n (m = 0 to 5, n = 0 to 31)	R	H'3450 + 128m + 4n	H'0000_0000	32	√	√	√	√
HGT Max/Min Value Register	VI6_HGT_ MAXMIN	R	H'3750	H'0000_0000	32	√	√	√	√
HGT Sum Register	VI6_HGT_SUM	R	H'3754	H'0000_0000	32	√	√	√	√
HGT LB Detection Result Register	VI6_HGT_LB_DET	R	H'3758	H'0000_0000	32	√	√	√	√
HGT Write Buffer Side	VI6_HGT_WBUFS	R/W	H'3764	H'0000_0000	32	—	√	—	—
HGT Read Buffer Side	VI6_HGT_RBUFS	R/W	H'3768	H'0000_0000	32	—	√	—	—
HGT Histogram Storing Address Register	VI6_HGT_HISTADD	R/W	H'376C	H'0000_0000	32	√	—	√	√
HGT Histogram Swapping Register	VI6_HGT_HSWAP	R/W	H'3770	H'0000_0000	32	√	—	√	√
HGT Parameter Register Reset	VI6_HGT_REGRST	W	H'37FC	H'0000_0000	32	√	√	√	√
ILV Control Register	VI6_ILV_CTRL	R/W	H'3800	H'0000_0000	32	√	√	√	√
BRS Input Control Register	VI6_BRS_INCTRL	R/W	H'3900	H'0000_0000	32	√	—	√	—
Size Register of BRS Input Virtual RPF	VI6_BRS_VIRRPF_ SIZE	R/W	H'3904	H'0000_0000	32	√	—	√	—
Display Location Register of BRS Input Virtual RPF	VI6_BRS_VIRRPF_ LOC	R/W	H'3908	H'0000_0000	32	√	—	√	—
Color Information Register of BRS Input Virtual RPF	VI6_BRS_VIRRPF_ COL	R/W	H'390C	H'0000_0000	32	√	—	√	—
BRS Control Registers A	VI6_BRSA_CTRL	R/W	H'3910	H'0000_0000	32	√	—	√	—
BRS Blend Control Registers A	VI6_BRSA_BLD	R/W	H'3914	H'0000_0000	32	√	—	√	—
BRS Control Registers B	VI6_BRSB_CTRL	R/W	H'3918	H'0000_0000	32	√	—	√	—
BRS Blend Control Registers B	VI6_BRSB_BLD	R/W	H'391C	H'0000_0000	32	√	—	√	—
LIF1 Control Registers	VI6_LIF1_CTRL	R/W	H'3A00	H'0000_0000	32	√	—	√	—
LIF1 Clock Stop Buffer Control Register	VI6_LIF1_CSBTH	R/W	H'3A04	H'0000_0000	32	√	—	√	—
LIF0 Control Registers	VI6_LIF0_CTRL	R/W	H'3B00	H'0000_0000	32	√	√	√	√
LIF0 Clock Stop Buffer Control Register	VI6_LIF0_CSBTH	R/W	H'3B04	H'0000_0000	32	√	√	√	√
LIF0 Buffer Attribute Register	VI6_LIF0_LBA	R/W	H'3B0C	H'0000_0000	32	—	√	—	—
SHP Control Register0	VI6_SHP_CTRL0	R/W	H'3E00	H'0000_0000	32	√	√	√	√
SHP Control Register1	VI6_SHP_CTRL1	R/W	H'3E04	H'0000_0000	32	√	√	√	√
SHP Control Register2	VI6_SHP_CTRL2	R/W	H'3E08	H'0000_0000	32	√	√	√	√
IP Version Register	VI6_IP_VERSION	R	H'3F00	(*3)	32	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
RPFn OSD-CLUT Table	VI6_CLUTn_ TBL0 to VI6_CLUTn_ TBL255	R/W	H'4000 + H'0400*n to H'43FC + H'0400*n	Undefined	32	√	√	√	√
LUT table	VI6_LUT_TBL_0 to VI6_LUT_TBL_ 255	R/W	H'7000 to H'73FC	Undefined	32	√	√	√	√
CLU table address register	VI6_CLU_ADDR	R/W	H'7400	H'0000_0000	32	√	√	√	√
CLU table data register	VI6_CLU_DATA	R/W	H'7404	Undefined	32	√	√	√	√

Notes: 1. Read only bits or write only bits or read/write bits are mixed in the registers.
2. Initial value of IP version registers depends on product and Modules. See section 33.2.22.1 for more detail.

33.1.5 Connected Module

Table 33.5 shows modules connected to the VSP2. Table 33.6 shows channel number of DU which each VSPD/LIF is connected.

Table 33.5 Connected Module

Module	Connected Module	Description
VSPI [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]	FCPVI	FCPV for VSPI
VSPBD [RZ/G2H]	FCPVB	FCPV for VSPBD
VSPBC [RZ/G2H]	FCPVB	FCPV for VSPBC
VSPB [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]	FCPVB	FCPV for VSPB
VSPD	FCPVD	FCPV for VSPD
	DU	Display Unit
VSPDL [RZ/G2H, RZ/G2N]	FCPVD	FCPV for VSPDL
	DU	Display Unit

Table 33.6 Correspondence between ch number of VSPD/LIF and ch number of DU

Product	VSPD ch	LIF ch	DU ch
RZ/G2H	VSPD0	LIF0	DU0
		LIF1	DU3
	VSPD1	LIF0	DU1
RZ/G2M V1.3 RZ/G2M V3.0	VSPD0	LIF0	DU0
	VSPD1	LIF0	DU1
	VSPD2	LIF0	DU2
RZ/G2N	VSPD0	LIF0	DU0
		LIF1	DU3
	VSPD1	LIF0	DU1
RZ/G2E	VSPD0	LIF0	DU0
	VSPD1	LIF0	DU1

Bus access of VSP2 is carried out through FCPV (Frame Compression IP for VSP) module in RZ/G Gen2 system. So, refer to also section 35 FCP User's Manual in the system.

FCP_CFG0.FCPVSEL described in section 35 FCP User's Manual is configuration register. Set following value for FCPVI, FCPVB and FCPVD respectively. Otherwise VSP may not work properly.

- Set 1 to FCP_CFG0.FCPVSEL to enable configuration of FCPVI.
- Set 0 to FCP_CFG0.FCPVSEL to enable configuration of FCPVB or FCPVD.

Frame compression for write is carried out in FCPV, but enable or disable frame compression should be set in VSP register (VI6_WPFn_OUTFMT.FCNL).

33.2 Register Description

33.2.1 Notational Conventions for Registers and Bit Fields

This document uses the following notational conventions for the VSP2 registers and bit fields.

1. The names of registers and bits are written in uppercase.
2. A bit or bit field in a register is indicated as [register name.bit name]. For example, the STRCMD bit in the VI6_CMD0 register is indicated as VI6_CMD0.STRCMD.
3. Lowercase "n" in a register name or a bit name indicates an integer and the range of value n is defined when necessary. For example, VI6_CMDn.STRCMD (n = 0, 1) indicates the STRCMD bit in two registers VI6_CMD0.STRCMD and VI6_CMD1.STRCMD. For RPFn, WPFn, and UDS, when the range of value n is not defined, RPFn (n = 0, 1, 2, 3, 4), WPFn (n = 0, 1), and UDS are assumed.
4. In each subsection for register description in section 33.2, when only a bit name is written without showing its register name, the bit is in the register described in that subsection.
5. A wildcard (*) indicates any characters in a name and represents all registers or bits that match the specified first part of a name. For example, when there are two registers VI6_RPF_SRC_BSIZE and VI6_RPF_SRC_ESIZE, VI6_RPF_SRC_* indicates both registers.

33.2.2 Register Classification

The VSP2 registers are arranged in the following order; the general control registers to display list control registers control operation of the entire VSP2, and the other registers control each image processing and specify parameters for the processing. The functions of the registers are described in this order starting from section 33.2.4.

1. General control registers
2. Display list control registers
3. RPF control registers (RPF0, RPF1, RPF2, RPF3 and RPF4)
4. WPF control registers (WPF0 and WPF1)
5. DPR control registers
6. SRU control registers
7. UDS control registers
8. LUT control register
9. CLU control register
10. HST control register
11. HSI control register
12. BRU control registers
13. HGO control registers
14. HGT control registers
15. ILV control register
16. BRS control registers
17. LIF control registers (LIF0 and LIF1)
18. SHP control registers
19. VSP internal registers

The VSP2 has five RPF channels and the register configuration is the same for all of RPF0 to RPF4. However, some bit fields have restrictions in certain RPFs. These restrictions are included in the description of the corresponding bit fields and registers. Likewise, the register configuration is the same for all Two WPF channels (WPF0 to WPF1), but some bit fields have restrictions in certain WPFs; the restrictions are included in the description of the corresponding bit fields and registers. For each register address, refer to section 33.1.4

33.2.3 Restrictions on Access to Registers and Lookup Tables

The VSP2 has control registers and lookup tables. All VSP2 registers are writable and readable by only 32 bits unit. To write partial bits in each register, read-modify-write is needed. When accessing the addresses where these registers and lookup tables are allocated, the following restrictions should be satisfied. If any restriction is violated, the VSP2 will not operate correctly.

1. For the read-only bits and reserved bits in all VSP2 registers, writing 1 is prohibited unless otherwise specified.
2. Addresses undefined in section 33.1.4 are reserved areas and write access is prohibited in these areas.
3. For all registers and lookup tables, except VI6_CMDn, VI6_SRESET, VI6_*IRQ* and two plane registers such as VI6_DL_HDR_ADDRn, VI6_DL_BODY_SIZE0, VI6_HGO_WBUFS and VI6_HGT_WBUFS, modifying register values during operation of the module is prohibited. Modify registers while the corresponding module is stopped. For the operating status of the target module, refer to section 33.3.2.
4. There are three types about General control registers (Section 33.2.4) and Display List Control Registers (Section 33.2.5) as below.
   Controlling WPF0 (ex. VI6_CMD0, VI6_SRESET.SRST0)
   Controlling WPF1 (ex. VI6_CMD1, VI6_SRESET.SRST1)
   Common setting of WPF0 and WPF1 (ex. VI6_DL_CTRL.AR_WAIT [15:0])
   VSPB, VSPBC, VSPBD, VSPBS, and VSPI, doesn't have WPF1.
   Therefore, don't write any values except default value to registers related to controlling WPF1 for VSPB, VSPBC, VSPBD, VSPBS, VSPI.

Table 33.7 Correspondence between Modules and Register Names

Module Name	Register Name
RPFn (n = 0 to 4)	VI6_RPFn_*
WPFn (n = 0, 1)	VI6_WPFn_*
DPR	VI6_DPR_*
SRU	VI6_SRU_*
SHP	VI6_SHP_*
UDS	VI6_UDS_*
LUT	VI6_LUT_CTRL
CLU	VI6_CLU_CTRL
HST	VI6_HST_CTRL
HSI	VI6_HSI_CTRL
BRU	VI6_BRU_*
HGO	VI6_HGO_*
HGT	VI6_HGT_*
ILV	VI6_ILV_*
BRS	VI6_BRS_*
LIFn (n = 0, 1)	VI6_LIFn_*

33.2.4 General Control Registers

33.2.4.1 VSP2 Start Registers n (VI6_CMDn: n = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	UPD HDR	—	—	—	STR CMD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5, 3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	UPDHDR	B'0	R/W	Reserved state of updating DLH address. UPDHDR can be negated by software reset (VI6_SRESET.SRSTn). [Write] 0: NOP 1: Don't set 1 to this bit [Read] 0: Not reserved to update DLHeader address and VI6_HGO/HGT_WBUFS. 1: Reserved to update DLHeader address and VI6_HGO/HGT_WBUFS. Set 0 to this bit when STRCMD bit is set to 1.
0	STRCMD	B'0	R/W	Start reservation of each WPF VSP2 has two output channels (WPFs). Two WPFs can be started at the same time. VI6_CMDn.STRCMD controls WPFn. Writing 1 to this bit starts WPFn in VSP2. Set this bit for activation only after all register settings in each output channel have been completed. If WPFn is idle, WPFn starts right after this bit is set to 1. If WPFn is active, writing 1 to this bit reserves starting WPFn operation. Wait to set 1 to VI6_CMDn.STRCMD until this bit is read as 0. VI6_CMDn.STRCMD can be negated by software reset (VI6_SRESET.SRSTn). [Write] 0: Start reservation of WPFn is canceled. 1: Start reservation of WPFn is set. [Read] 0: Starting VSP is not reserved. 1: Starting VSP is reserved.

The basic concept of image processing operation started by activating the VSP2 is shown in Figure 33.11. The actual data input/output is executed by the MAU, which is the bus interface module, as described in section 33.1.2, but conceptually

the RPF works as the data entry point to the VSP2 and the WPF works as the data exit point. To process images through the VSP2, the RPF (entrance) and WPF (exit) should be connected and a data path from the RPF to the WPF should be formed.

To connect RPFn to WPFn, specify RPFn as the source RPF for WPFn in VI6_WPFn_SRCRPF, which is a register for WPFn (refer to section 33.2.7.1). This setting determines that RPFn will be started when WPFn is started through VI6_CMDn.

A data path to execute desired image processing should then be formed between the RPF (entrance) and WPF (exit). To form a data path, connect the necessary function modules in the VSP2 between RPF and WPF. This function is provided by the DPR; specify the information for each module connection in data path routing registers VI6_DPR_*_ROUTE (refer to section 33.2.8).

After a data path is formed (RPFn → WPFn) as described above, starting output module WPFn in the VSP2 through VI6_CMDn starts all function modules connected to WPFn and the desired image processing is executed. According to this design concept, starting a WPF module means starting the VSP2.

There are two types of data path configuration in the VSP2; one is "a single input module to a single output module" as shown in Figure 33.11 (A), and the other is "multiple input modules to a single output module" as shown in Figure 33.11 (B).

Figure 33.11 (A) shows an example of a configuration where modules with single input and single output are implemented through the DPR.

Figure 33.11 (B) shows another configuration example where the module with multiple input and single output is implemented through the DPR.

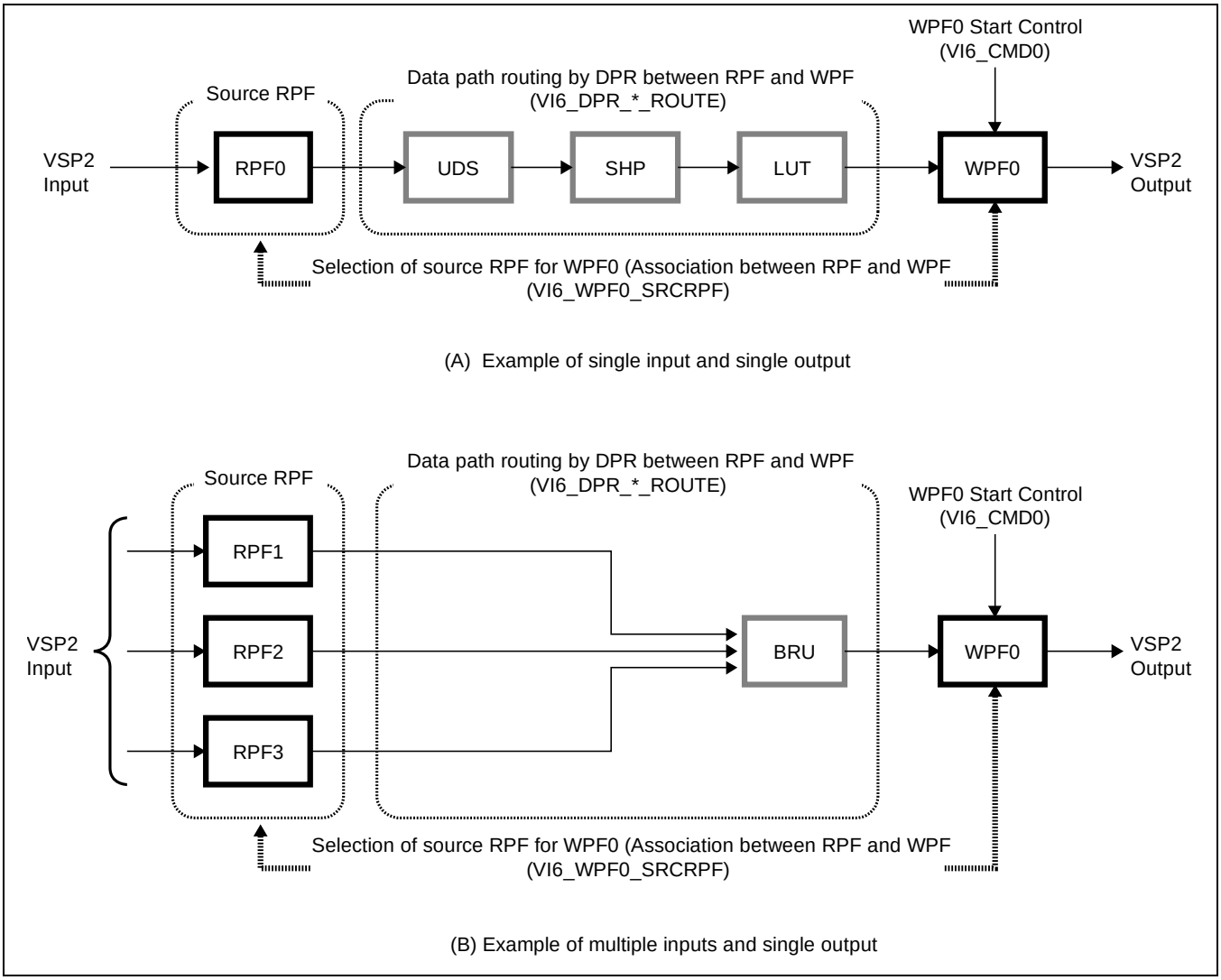


Figure 33.11 Basic Concept of VSP2 Startup

33.2.4.2 Clock Control Register 0 (VI6_CLK_CTRL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	GCS0	—	—	—	—	—	—	—	—	—	—	—	GCS1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	GCS2				—	—	—	GCS3				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 17, 15 to 12, 7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	GCS0	B’0	R/W	Clock Control Setting0
16	GCS1	B’0	R/W	Clock Control Setting1
11 to 8	GCS2	H’0	R/W	Clock Control Setting2
4 to 0	GCS3	All 0	R/W	Clock Control Setting3

VSP2 can stop its operating clock for reducing power consumption.

To enable clock stop function, set following registers:

- VI6_CLK_CTRL0 = H’0000_0000
- VI6_CLK_CTRL1 = H’0000_0000
- VI6_CLK_DCSWT = H’0000_0808
- VI6_CLK_DCSM0 = H’0000_0000
- VI6_CLK_DCSM1 = H’0000_0000

To disable clock stop function, set following registers:

- VI6_CLK_CTRL0 = H’1001_0F1F
- VI6_CLK_CTRL1 = H’FF10_FFFF
- VI6_CLK_DCSWT = H’0033_0808
- VI6_CLK_DCSM0 = H’1FFF_0F1F
- VI6_CLK_DCSM1 = H’FF10_FFFF

33.2.4.3 Clock Control Register 1 (VI6_CLK_CTRL1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GCS4								—	—	—	GCS6	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GCS5															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
23 to 21, 19 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31 to 24	GCS4	All 0	R/W	Clock Control Setting4
20	GCS6	B'0	R/W	Clock Control Setting6
15 to 0	GCS5	All 0	R/W	Clock Control Setting5

See section 33.2.4.2 for detail.

33.2.4.4 Dynamic Clock Stop Control Register (VI6_CLK_DCSWT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	DCC0 [1:0]		—	—	DCC1	DCC2
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSTPW [7:0]								CSTRW [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 22, 19 to 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21, 20	DCC0	B'00	R/W	Dynamic Clock Control Setting0
17	DCC1	B'0	R/W	Dynamic Clock Control Setting1
16	DCC2	B'0	R/W	Dynamic Clock Control Setting2
15 to 8	CSTPW [7:0]	All 0	R/W	Dynamic Clock Stop Control 1 Always specify 8.
7 to 0	CSTRW [7:0]	All 0	R/W	Dynamic Clock Stop Control 2 Always specify 8.

See section 33.2.4.2 for detail.

33.2.4.5 Dynamic Clock Stop Disable Register 0 (VI6_CLK_DCSM0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	DCD0												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	DCD1				—	—	—	DCD2				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 12, 7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	DCD0	All 0	R/W	Dynamic Clock Stop Disable Setting0
11 to 8	DCD1	H'0	R/W	Dynamic Clock Stop Disable Setting1
4 to 0	DCD2	All 0	R/W	Dynamic Clock Stop Disable Setting2

See section 33.2.4.2 for detail.

33.2.4.6 Dynamic Clock Stop Disable Register 1 (VI6_CLK_DCSM1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DCD3								—	—	—	DCD5	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DCD4															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
23 to 21, 19 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31 to 24	DCD3	All 0	R/W	Dynamic Clock Stop Disable Setting3
20	DCD5	B'0	R/W	Dynamic Clock Stop Disable Setting5
15 to 0	DCD4	All 0	R/W	Dynamic Clock Stop Disable Setting4

See section 33.2.4.2 for detail.

33.2.4.7 Software Reset Register (VI6_SRESET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SRST1	SRST0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	SRST1	B'0	R/W	WPFn Software Reset (SRSTn, n = 0 to 1) Writing 1 to this bit aborts the current processing in WPFn (the partially-completed image undergoing processing is output). The period until this software reset processing is completed depends on the bus state. When this reset processing is completed, the VI6_WPFn_IRQ_STA.FRE interrupt source bit is set to 1; when the FRE interrupt is enabled, the FRE end interrupt is output to notify the end of the reset processing. This bit is always read as 0. 0: NOP 1: WPFn software reset (*)
0	SRST0	B'0	R/W	

Note: * Applying a software reset to each WPF has the following restrictions.

Notes:
1. A software reset can be applied to only one of WPF0 to WPF1 through single write access to VI6_SRESET.
2. After a software reset is issued, no more software reset can be issued to another WPF until the issued software reset processing is completed
3. The end of software reset processing is notified through the FRE bit in VI6_WPFn_IRQ_STA, but the software reset issued while WPF is stopped is ignored as NOP. As it takes a while until the reset is actually issued after the reset bit is set, the VSP2 may complete operation before the reset is actually issued. In this case, no interrupt is output for the software reset that is issued after the VSP2 completes operation.
4. If a software reset is issued during downloading of a display list, the downloading processing is not aborted. After the end of downloading that is in progress when a software reset is issued, a frame end interrupt is output.
5. When software reset is issued to VSP, issue software reset to also FCPV except VSPDL. See Figure 33.66 for VSPD software reset sequence. See section 35 FCP User's Manual for VSPI/VSPBD/VSPBC/VSPBS software reset sequence.

33.2.4.8 Module Reset Enable Register 0 (VI6_MRESET_ENB0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	MRSTE0		—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MRSTE1				—	—	—	MRSTE2				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30, 27 to 12, 7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 28	MRSTE0	All 0	R/W	Module Reset Enable 0
11 to 8	MRSTE1	H'0	R/W	Module Reset Enable 1
4 to 0	MRSTE2	All 0	R/W	Module Reset Enable 2

This register is for purpose of h/w debugging.

33.2.4.9 Module Reset Enable Register 1 (VI6_MRESET_ENB1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MRSTE3								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MRSTE4															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
23 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31 to 24	MRSTE3	All 0	R/W	Module Reset Enable 3
15 to 0	MRSTE4	All 0	R/W	Module Reset Enable 4

This register is for purpose of h/w debugging.

33.2.4.10 Module Reset Issuing Register (VI6_MRESET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	MRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	MRST	B'0	R/W	Module Reset Assertion This register is for purpose of h/w debugging.

33.2.4.11 Operating Status Register (VI6_STATUS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	FLDST1	FLDST0	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SYS1_ACT	SYS0_ACT	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 30, 27 to 10, 7 to 0	—	All 0	R	Reserved These bits are read as 0 or 1. Do not care about this value. Write access is prohibited.
29	FLDST1	B'0	R	Field status of previous frame of WPF1 [RZ/G2H, RZ/G2N]. 0: Previous finished frame is TOP field. 1: Previous finished frame is BOT field. This bit can be referred in case of AUTO-FLD or AUTO-DISP. This bit is changed at the timing of VI6_WPF1_IRQ_STA.FRE.
28	FLDST0	B'0	R	Field status of previous frame of WPF0. 0: Previous finished frame is TOP field. 1: Previous finished frame is BOT field. This bit can be referred in case of AUTO-FLD or AUTO-DISP. This bit is changed at the timing of VI6_WPF0_IRQ_STA.FRE.
9	SYS1_ACT	B'0	R	WPFn Operating Status (SYSn_ACT, n = 0 to 1) Each bit indicates the operating or stopped state of control channel n (WPFn). 0: WPFn is stopped. 1: WPFn is operating.
8	SYS0_ACT	B'0	R	

33.2.4.12 WPFn Interrupt Enable Registers (VI6_WPFn_IRQ_ENB: n = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	UNDE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DFEE	FREE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Each bit controls the interrupt enable of the corresponding interrupt source.

0: Interrupt Disabled

1: Interrupt Enabled

Bit	Bit Name	Initial Value	R/W	Description
31 to 17, 15 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	UNDE	B'0	R/W	Interrupt Enable for WPFn (n = 0 to 1) Underrun in case of DU connection.
1	DFEE	B'0	R/W	Interrupt Enable for WPFn (n = 0 to 1) Display List Frame End
0	FREE	B'0	R/W	Interrupt Enable for WPFn (n = 0 to 1) Frame End

Each bit in VI6_WPFn_IRQ_STA is set to 1 when the corresponding interrupt source is generated. VI6_WPFn_IRQ_ENB specifies whether to output an interrupt signal for the generated source. When an interrupt is disabled in this register, no interrupt signal is generated even when the corresponding bit in VI6_WPFn_IRQ_STA is set to 1. When an interrupt is enabled in this register, an interrupt signal is output when the corresponding bit in VI6_WPFn_IRQ_STA is set to 1.

33.2.4.13 WPFn Interrupt Status Registers (VI6_WPFn_IRQ_STA: n = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	UND
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DFE	FRE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

The read value from each bit is the status of the interrupt source, and the write access to each bit controls the interrupt status.

[Read Access] Interrupt Status

0: No interrupt

1: Interrupt activated

[Write Access] Interrupt Clear

0: The interrupt status is cleared to 0

1: Hold the interrupt status value

Bit	Bit Name	Initial Value	R/W	Description
31 to 17, 15 to 2	—	All 0	R	Reserved These bits are read as 0 or 1. Do not care about this value. The write value should always be 0.
16	UND	B'0	R/W	Interrupt Status and Clear for WPFn (n = 0 to 1) Underrun in case of DU connection. This interrupt source bit is set to 1 when data underrun occurs in case of DU connection. Timing that this bit is set to 1 is at end of 1 frame.
1	DFE	B'0	R/W	Interrupt Status and Clear for WPFn (n = 0 to 1) Display List Frame End This interrupt source bit is set to 1 when VSP2 completes one-frame processing while the current frame in enable value stored in the display list header is 1 (refer to section 33.3.3.2). When display lists are not used, this bit is not used. In this case, clear VI6_WPFn_IRQ_ENB.DFEE to 0 to mask the interrupt generation by this interrupt source. This bit can hold the most recent of two times of interrupt status at the maximum. When writing 0 to this bit, the oldest interrupt status is cleared. And the status bit becomes 0 after all interrupt statuses are cleared.

Bit	Bit Name	Initial Value	R/W	Description
0	FRE	B'0	R/W	Interrupt Status and Clear for WPFn (n = 0 to 1) Frame End This interrupt source bit is set to 1 when VSP2 completes one-frame processing. This bit is also set to 1 when one-frame processing using a display list is completed. The interrupt status is set to 1 by any of the following conditions. a) Processing one frame is finished normally b) Software reset is issued during VSP is processing. c) One frame's data from DU is displayed while VSP couldn't transfer one frame data to DU. (in case of Linked with DU) This bit can hold the most recent of two times of interrupt status at the maximum. When writing 0 to this bit, the oldest interrupt status is cleared. And the status bit becomes 0 after all interrupt statuses are cleared.

VI6_WPFn_IRQ_STA indicates the state of the interrupt sources generated in the VSP2. Whether to output a VSP2 interrupt when an interrupt source is generated and the corresponding bit is set to 1 is determined by the corresponding bit setting in VI6_WPFn_IRQ_ENB. While an interrupt is disabled in VI6_WPFn_IRQ_ENB, the VSP2 does not output an interrupt signal even when an interrupt source is generated, but the source flag in this register is set to 1.

Note that the interrupt source bits in this register cannot be cleared by write access using a display list.

33.2.4.14 Display-n Interrupt Enable Register (VI6_DISPn_IRQ_ENB: n = 0, 1)

[for n = 0]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[for n = 1]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DSTE	—	—	MAEE	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R/W	R	R	R	R	R

Each bit controls the interrupt enable of the corresponding interrupt source.

0: Interrupt Disabled

1: Interrupt Enabled

Bit	Bit Name	Initial Value	R/W	Description
31 to 9, 7 to 6, 4 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	DSTE	B'0	R/W	Interrupt Enable for Display Start
5	MAEE	B'0	R/W	Interrupt Enable for Display Read Data End

33.2.4.15 Display-n Interrupt Status Register (VI6_DISPn_IRQ_STA: n = 0, 1)

[for n = 0]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[for n = 1]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DST	—	—	MAE	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R/W	R	R	R	R	R

The read value from each bit is the status of the interrupt source, and the write access to each bit controls the interrupt status.

[Read Access] Interrupt Status

0: No interrupt

1: Interrupt activated

[Write Access] Interrupt Clear

0: The interrupt status is cleared to 0

1: Hold the interrupt status value

Bit	Bit Name	Initial Value	R/W	Description
31 to 9, 7, 6, 4 to 0	—	All 0	R	Reserved These bits are always read as 0 or 1. Do not care about this value. The write value should always be 0.
8	DST	B'0	R/W	Interrupt Status and Clear for Display Start This bit is set to 1 when LIF module transfers the first data to the display module at the beginning of each frame. The timing depends on the output buffer status of LIF module.
5	MAE	B'0	R/W	Interrupt Status and Clear for Display Read Data End This bit is set to 1 when all RPFs transfer the last data of the frame to LIF module. The RPF module which is not used by LIF module does not affect this bit.

33.2.5 Display List Control Registers

33.2.5.1 Display List Control Register (VI6_DL_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	AR_WAIT [15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

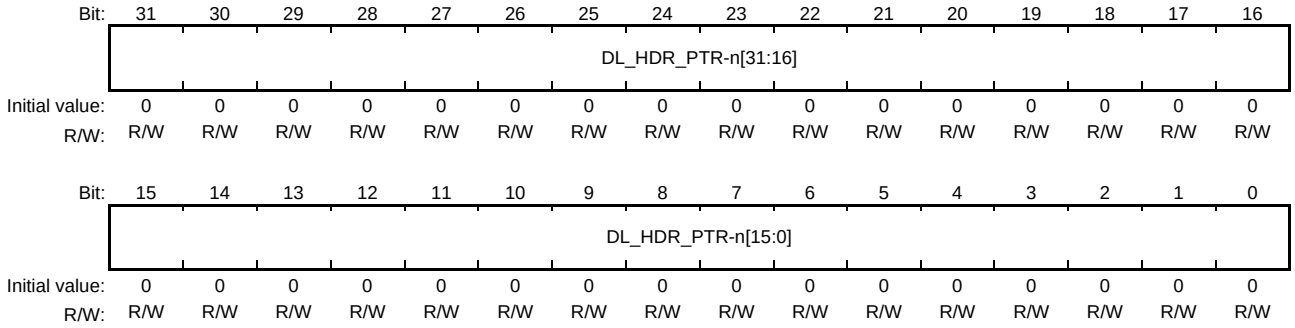
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	DC2	—	—	—	DC1	—	—	—	DLE 1	RLM 0	CFM 0	NH0	DLE 0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	AR_WAIT [15:0]	All 0	R/W	Display List Control Setting Always specify 256.
15 to 13, 11 to 9, 7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	DC2	B’0	R/W	This bit doesn’t affect anything to VSP (NOP)
8	DC1	B’0	R/W	This bit doesn’t affect anything to VSP (NOP)
4	DLE1	B’0	R/W	Display List Enable/Disable for WPF1 Enables or disables the WPF1 display list function. When using display lists, note the restrictions in section 33.2.3. 0: The display list function is disabled 1: The display list function is enabled
3	RLM0	B’0	R/W	Loading two plane Registers Mode for WPF0. 0: Reserved status (VI6_CMD0.UPDHDR) is accepted by next frame auto start. Two plane registers are downloaded by next_frame_start also. 1: Reserved status (VI6_CMD0.UPDHDR) is not accepted by next frame auto start. pNextHeader in previous frame's DLH is used for loading DisplayList. Two plane registers are not downloaded by next_frame_start also.

Bit	Bit Name	Initial Value	R/W	Description
2	CFM0	B'0	R/W	Continuous Frame Mode for Header-less Display List for WPF0 This bit determines whether the next frame is automatically started or not. When the updated flag of the display list, VI6_DL_BODY_SIZE0.UPD0, is not updated, the display list of the next frame is not transferred and the same register values are used for the next frame. When the value of VI6_DL_BODY_SIZE0.UPD0 is updated, the new display list is transferred. 0: Stopped at the end of every frame 1: The next frame is automatically started
1	NH0	B'0	R/W	Header-less Display List Mode This bit is used for specifying the header-less display list mode. In case of header-less mode, the number of the display lists is 1. The address of the display body is set in VI6_DL_HDR_ADDR0 register, and the body size is set in VI6_DL_BODY_SIZE0 register. When this bit is changed, make sure that VSP2 is stopped. And also make sure the following before starting VSP2. - Header Address (VI6_DL_HDR_ADDR0) - Body Size (VI6_DL_BODY_SIZE0) in case of header-less mode 0: Use Display List Header (Normal DL Mode) 1: Don't use Display List Header (Header-less Mode) Notes: 1. Only WPF0 supports header-less display list. WPF1 work as the normal display list mode even if the WPF0 is set to header-less display list mode. 2. When DLE0 bit is 0, set 0 to NH0 bit.
0	DLE0	B'0	R/W	Display List Enable/Disable for WPF0 Enables or disables the WPF0 display list function. When the display list function is enabled through this bit, all WPF processing channels work in display list mode. When using display lists, note the restrictions in section 33.2.3. 0: The display list function is disabled 1: The display list function is enabled

33.2.5.2 Display List-n Header Address Register (VI6_DL_HDR_ADDRn: n = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DL_HDR_PTR-n [31:0]	All 0	R/W	Display List-n Header Address These bits specify the address of the display list header to be read for display list-n in 16-byte units (the lower-order four bits are read-only). When WPFn is first started in display list mode, the display list header is loaded from the address specified in this register. After loading of the header is completed, the register value of the display list address is updated to the next header address stored in the loaded header to prepare for loading of the next display list header. After that, this header address updating is repeated. When VI6_DL_CTRL.NHn is 0, writing header address to this register reserves updating two plane registers for the next frame. Two plane registers are VI6_HGO_WBUFS, VI6_HGT_WBUFS and VI6_DL_HDR_ADDRn. Set VI6_HGO_WBUFS and VI6_HGT_WBUFS before setting this register. A value from H'0000_0000 to H'FFFF_FFF0 can be specified.

33.2.5.3 Display List-n Data Swapping Register (VI6_DL_SWAPn: n = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IND	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	LWS	WDS	BTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
30 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31	IND	B'0	R/W	Enabling independent swap setting per WPF. This bit is available only for VI6_DL_SWAP1. This bit is reserved for VI6_DL_SWAP0. 0: Display list swap for WPF1 is specified by LWS, WDS and BTS in VI6_DL_SWAP0. 1: Display list swap for WPF1 is specified by LWS, WDS and BTS in VI6_DL_SWAP1
2	LWS	B'0	R/W	Display List Data Swapping in long word Units The effect of this bit setting is defined in Table 33.8. 0: Data swapping in long word (32-bit) units is disabled 1: Data swapping in long word (32-bit) units is enabled
1	WDS	B'0	R/W	Display List Data Swapping in Word Units The effect of this bit setting is defined in Table 33.8. 0: Data swapping in word (16-bit) units is disabled 1: Data swapping in word (16-bit) units is enabled
0	BTS	B'0	R/W	Display List Data Swapping in Byte Units The effect of this bit setting is defined in Table 33.8. 0: Data swapping in byte (8-bit) units is disabled 1: Data swapping in byte (8-bit) units is enabled

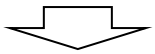
Table 33.8 shows the data order before and after swapping according to the long word, word, and byte swapping settings.

When data order in memory for each format is the same as Table 33.49, set 3'b111 to {LWS, WDS, BTS}. If data order is not the same as the definition, change data order within 8byte unit by these bits as shown in Table 33.8.

Table 33.8 Changing data order according to display list swap register

Data order in memory

Byte address	8n+0	8n+1	8n+2	8n+3	8n+4	8n+5	8n+6	8n+7	*_LWS	*_WDS	*_BTS
Data	0	1	2	3	4	5	6	7	1	1	1
	1	0	3	2	5	4	7	6	1	1	0
	2	3	0	1	6	7	4	5	1	0	1
	3	2	1	0	7	6	5	4	1	0	0
	4	5	6	7	0	1	2	3	0	1	1
	5	4	7	6	1	0	3	2	0	1	0
	6	7	4	5	2	3	0	1	0	0	1
	7	6	5	4	3	2	1	0	0	0	0



Data order defined in Table 33.49

Byte address	8n+0	8n+1	8n+2	8n+3	8n+4	8n+5	8n+6	8n+7
Data	0	1	2	3	4	5	6	7

33.2.5.4 Extended Display List-n Control Register (VI6_DL_EXT_CTRLn: n = 0, 1)

[for n = 0]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[for n = 1]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	NWE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	POLINT [5:0]						—	—	DLP RI	EXP RI	—	—	—	EXT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17, 15, 14, 7, 6, 3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	NWE	B'0	R/W	No Wait for Polling When this bit is set to 1, the polling condition for extended display lists is always assumed to be true.
13 to 8	POLINT [5:0]	All 0	R/W	Extended Display List Command Control Always specify 2.
5	DLPRI	B'0	R/W	Display List Control 0 Always specify 1.
4	EXPRI	B'0	R/W	Display List Control 1 Always specify 0.
0	EXT	B'0	R/W	Extended Display List for WPFn Enables or disables the extended display list function. When extended display lists are used, the display list header size is 96 bytes; when they are not used, the header size is 80 bytes. 0: No extended display lists are used 1: Extended display lists are used [Note] When using extended display lists, be sure to also use normal display list mode (VI6_DL_CTRL.DLEn); executing only extended display lists is not possible. When the header-less display list mode is activated, this bit should be set to 0. The extended display list cannot be used with the header-less display list mode. Extended Display List is available only for VSPD/LIF0 or VSPDL/LIFn (n = 0, 1) to realized AUTO-FLD or AUTO-DISP.

33.2.5.5 Display List Body Size Register-n (VI6_DL_BODY_SIZEn: n = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	UPD 0	—	—	—	—	—	—	—	BS0 [16]
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BS0[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25, 23 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	UPD0	B'0	R/W	Update Flag This bit controls the download of the display list at the next downloading timing in case that the header-less display list mode is used. Set 1 to this bit when display list need to be downloaded for next frame. This bit is automatically cleared to 0 after VI6_DL_HDR_ADDRn and VI6_DL_BODY_SIZEn.BS0 (n = 0) is downloaded in H/W side. When this bit is set to 1, the value of VI6_DL_HDR_ADDRn and VI6_DL_BODY_SIZEn.BS0 (n = 0) should not be changed. 0: Updating display list for the next frame is not reserved 1: Updating display list for the next frame is reserved
16 to 0	BS0[16:0]	All 0	R/W	Header-less Display List Body Size (WPFn, n = 0) These bits are used for specifying the body size of the display list in case of header-less display list mode. The unit of the size is byte. The value should be set in multiples of 8.

See section 33.3.6.2 for detail.

33.2.5.6 Display List-n Header Reference Address Register (VI6_DL_HDR_REF_ADDRn: n = 0, 1)

[for n = 0]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[for n = 1]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DL_HDR_REF_PTR-n[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DL_HDR_REF_PTR-n[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DL_HDR_REF_PTR-n[31:0]	All 0	R	Display List-n reference Header Address Following value is read out from the VI6_DL_HDR_REF_ADDRn for each period. (1) When H/W is reading display list from external memory, header address of the display list referred by VSP2-H/W is read out. (2) When H/W is not reading display list from external memory, the value of VI6_DL_HDR_ADDRn is read out. For details, refer to section 33.3.6.1.

33.2.6 RPF Control Registers

33.2.6.1 RPFn Basic Read Size Registers (VI6_RPFn_SRC_BSIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	BHSIZE[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	BVSIZE[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	BHSIZE [12:0]	All 0	R/W	Horizontal Size of RPF Basic Read Area These bits specify the horizontal size of the basic area to be read from the external RAM by the RPFn. When the input format is YCbCr4:2:2 or YCbCr4:2:0, specify the size in 2-pixel units. A value from 1 to 8190 can be specified. Specify a value equal to or smaller than the extended read size (VI6_RPFn_SRC_ESIZE.EHSIZE).
12 to 0	BVSIZE [12:0]	All 0	R/W	Vertical Size of RPF Basic Read Area These bits specify the vertical size of the basic area to be read from the external RAM by the RPFn. When the input format is YCbCr4:2:0, specify the size in 2-pixel units. A value from 1 to 8190 can be specified. Specify a value equal to or smaller than the extended read size (VI6_RPFn_SRC_ESIZE.EVSIZE).

Figure 33.12 shows the relationship between the basic read size and extended read size. The RPF reads data from the source memory area specified by the basic read size. The RPF repeats reading the basic read area in the horizontal and vertical directions up to the extended read size and sends the read data to the processing modules in the VSP2.

For basic read size reading, the reading start address, called the RPFn source image storing address, should be specified in VI6_RPFn_SRCM_ADDR_*. In the memory area where the basic read area image is stored, the distance (number of bytes) between addresses for lines n and n + 1 of two-dimensional image data, called the memory stride, should be specified in VI6_RPFn_SRCM_PSTRIDE.

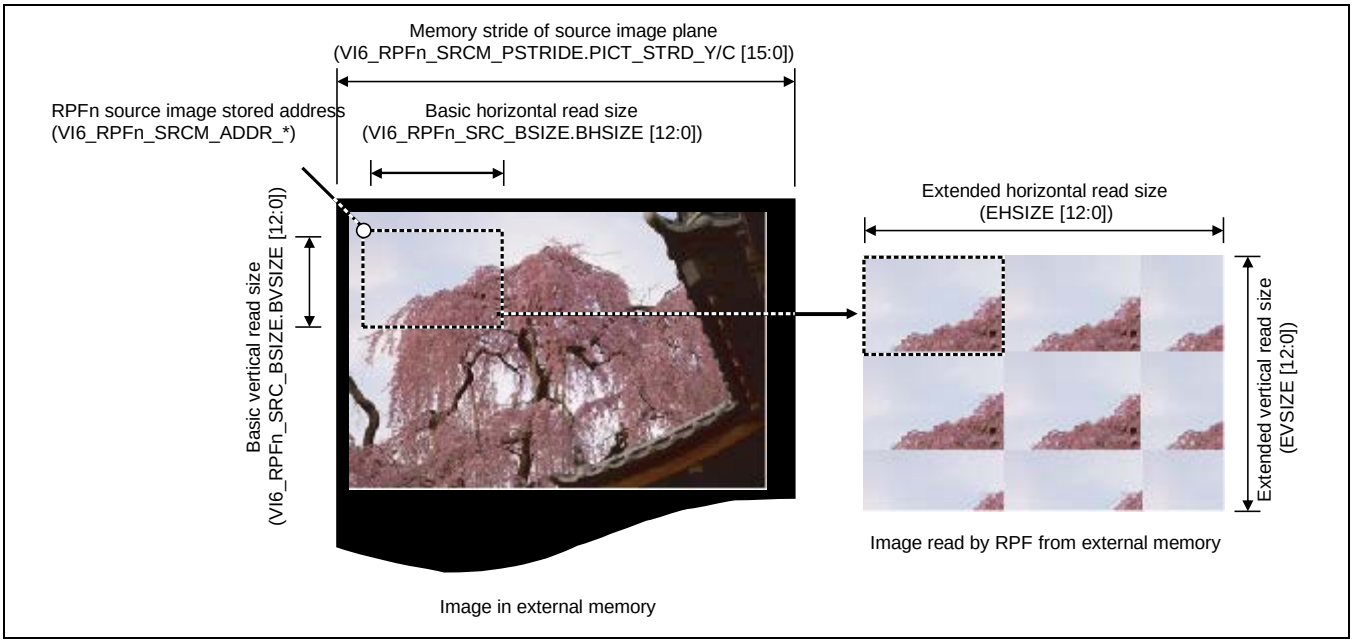


Figure 33.12 Relationship between Basic Read Size and Extended Read Size

Refer also to the following sections.

- Section 33.2.6.2, RPFn Extended Read Size Registers (VI6_RPFn_SRC_ESIZE)
- Section 33.2.6.13, RPFn Source Picture Memory Stride Setting Registers (VI6_RPFn_SRCM_PSTRIDE)
- Section 33.2.6.15, RPFn Source Y/RGB Address Registers (VI6_RPFn_SRCM_ADDR_Y)
- Section 33.2.6.16, RPFn Source Chroma Address Registers 0 (VI6_RPFn_SRCM_ADDR_C0)
- Section 33.2.6.17, RPFn Source Chroma Address Registers 1 (VI6_RPFn_SRCM_ADDR_C1)

33.2.6.2 RPFn Extended Read Size Registers (VI6_RPFn_SRC_ESIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	EHSIZE[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	EVSIZE[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	EHSIZE [12:0]	All 0	R/W	RPF Extended Horizontal Read Size These bits specify the horizontal size of the extended read area to which the RPFn reads data from the external RAM. As shown in Figure 33.12, the basic read area image is repeatedly placed in the extended read area; in the EHSIZE bits, specify a value not smaller than the horizontal size of the basic read area. When the input format is YCbCr4:2:2 or YCbCr4:2:0, specify the size in 2-pixel units (an even value). A value from 1 to 8190 can be specified.
12 to 0	EVSIZE [12:0]	All 0	R/W	RPF Extended Vertical Read Size These bits specify the vertical size of the extended read area to which the RPFn reads data from the external RAM. As shown in Figure 33.12, the basic read area image is repeatedly placed in the extended read area; in the EVSIZE bits, specify a value not smaller than the vertical size of the basic read area. When the input format is YCbCr4:2:0, specify the size in 2-pixel units (an even value). A value from 1 to 8190 can be specified.

VI6_RPFn_SRC_ESIZE specifies the extended size for RPFn. The extended horizontal and vertical sizes should be equal to or greater than the basic sizes specified in VI6_RPFn_SRC_BSIZE. The RPF internal data processing described later and image processing described in section 33.2.8 and later sections are all applied to the image in the extended read size shown on the right side in Figure 33.12.

33.2.6.3 RPFn Input Format Registers (VI6_RPFn_INFMT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	VIR	—	—	—	—	—	—	—	—	—	—	—	CIPM
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SPYCS	SPUVS	CEXT[1:0]		RDTM[2:0]			CSC	—	RDFMT[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 17, 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	VIR	B'0	R/W	Virtual Input Enable Enables or disables the virtual input function of the RPFn. The image to be processed by the RPFn is usually read from the external memory by the MAU. Instead of this input, the virtual input function generates a single-color image within the RPFn and sends it to the modules in VSP2. When the virtual input function is enabled, the fixed value specified in VI6_RPFn_VRTCOL_SET is used as the input to the RPFn. While the virtual input function is enabled, data is not read from the external memory; that is, the α plane is not read and the IROP calculation thus cannot be executed. In this case, set VI6_RPFn_ALPH_SEL.ASEL to 4. Neither the color space conversion through CSC nor the color keying described in section 33.2.6.11 can be used. 0: RPFn uses general input. 1: RPFn uses virtual input.
16	CIPM	B'0	R/W	Horizontal Chrominance Interpolation Method Setting Image data is processed in the YCbCr444 format inside VSP2 in case of YCbCr color space. When the chrominance format of the input image is YCbCr422 or YCbCr420, data is up-sampled as shown in Figure 33.13 for internal processing. This bit specifies the method of up-sampling for this purpose. 0: The nearest-neighbor method is used for horizontal chrominance interpolation. 1: The bilinear method is used for horizontal chrominance interpolation.
15	SPYCS	B'0	R/W	RPF Input Mode Setting 1 When the input format is YUY2, set this bit to 1 and set the RDFMT bits to 71 (H'47). When the input format is YVYU, set this bit and the SPUVS bit to 1 and set the RDFMT bits to 71 (H'47). In other cases, set this bit to 0.

Bit	Bit Name	Initial Value	R/W	Description
14	SPUVS	B’0	R/W	RPF Input Mode Setting 2 When the input format is NV61, set this bit to 1 and set the RDFMT bits to 65 (H’41). When the input format is NV21, set this bit to 1 and set the RDFMT bits to 66 (H’42). When the input format is YVYU, set this bit and the SPYCS bit to 1 and set the RDFMT bits to 71 (H’47). In other cases, set this bit to 0.
13, 12	CEXT [1:0]	B’00	R/W	Lower-Bit Color Data Extension Method Setting When an RGB input format where each color component is expressed in less than 8 bits are selected from Table 33.10 through the RDFMT bits, VSP2 internally extends each color component to 8 bits before using the data. These bits select this extension method. B'00: Lower-order bits of color data are extended with 0. B'01: Upper-order bits of color data are copied to the lower -order bits. B'10: Lower-order bits of color data are extended with 0. The maximum value is limited to H’FF. B'11: Setting prohibited
11 to 9	RDTM [2:0]	B’000	R/W	CSC Conversion Expression Setting These bits select the expression used for color space conversion. The conversion direction is RGB → YCbCr when RGB is selected through the RDFMT bits; the direction is YCbCr → RGB when YCbCr is selected. B'000: BT.601 YCbCr [16,235/240] ↔ RGB [0,255] B'001: BT.601 YCbCr [0,255] ↔ RGB [0,255] B'010: BT.709 YCbCr [16,235/240] ↔ RGB [0,255] B'011: BT.709 YCbCr [16,235/240] ↔ RGB [16,235] B'100 to B’111: Setting prohibited
8	CSC	B’0	R/W	Color Space Conversion Enable Enables or disables color space conversion between YCbCr and RGB to be executed in RPFn. The characteristics of color space conversion are determined by the RDTM bit setting. (*1) When using the virtual input (VIR = 1), specify 0. 0: Color space conversion is disabled. 1: Color space conversion is enabled.

Bit	Bit Name	Initial Value	R/W	Description
6 to 0	RDFMT [6:0]	All 0	R/W	RPF Input Image Format Setting These bits select the format of the image input from the external RAM to the RPFn. Select a value corresponding to the desired format from those shown in Table 33.10 and Table 33.11. When the virtual input function is used (VIR = 1), the color information for the virtual input should be specified in VI6_RPFn_VRTCOL_SET. If this color information is in the RGB format, set the RDFMT bits to 19. If the color information is in the YCbCr format, set these bits to 64. [Note 1] Number of input pixels When YCbCr4:2:2 is selected through the RDFMT bits, the horizontal size of the input image should be specified in 2-pixel units. When YCbCr4:2:0 is selected, the vertical and horizontal sizes should be specified in 2-pixel units. Observe these restrictions when specifying the image size in VI6_RPFn_SRC_BSIZE and VI6_RPFn_SRC_ESIZE. [Note 2] OSD-CLUT Setting When the RDFMT bits are set to H'3F, RGB color data should be stored in the OSD-CLUT. When these bits are set to H'7F, YCbCr color data should be stored in the OSD-CLUT. Note that while the target WPF is operating, the RPF is also operating and the OSD-CLUT cannot be read or written to.

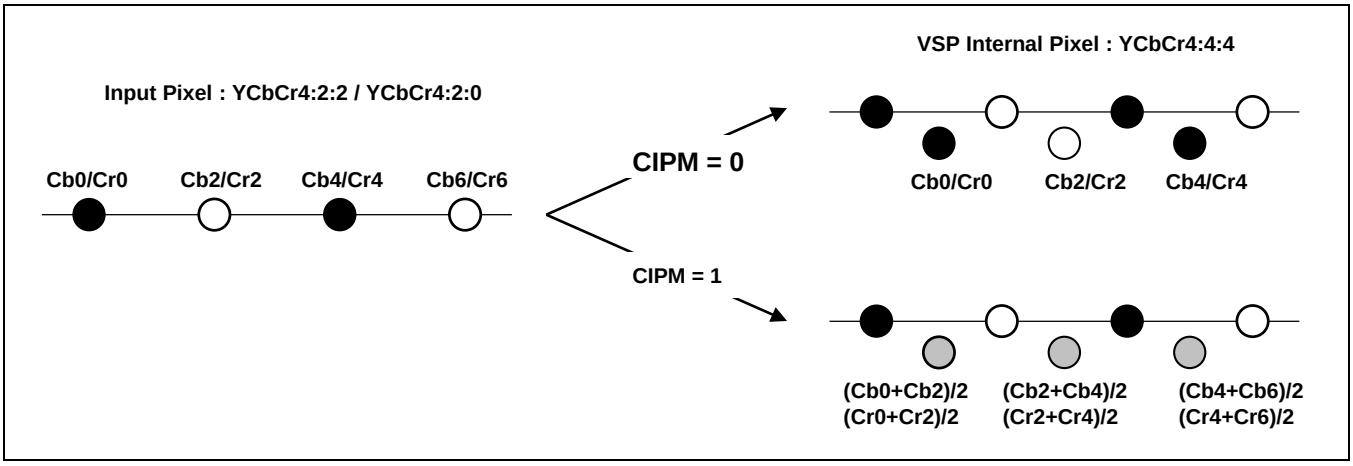


Figure 33.13 Chrominance Interpolation Methods Selectable through CIPM Setting

Note: * Note on color space settings

The color space for the image output from the RPF to VSP2 internal modules is determined by the combination of the color space for the image input to the RPF, which is selected through the VI6_RPFn_INFMT.RDFMT setting, and the enabled or disabled state of the color space conversion function, which is selected through the VI6_RPFn_INFMT.CSC setting (Table 33.9). For example, when the image input to the RPF is in the YCbCr format, the RPF outputs data to VSP2 internal modules in the YCbCr format if color space conversion is disabled through the CSC bit, and the RPF outputs data in the RGB format if color space conversion is enabled. When the image input to the RPF is in the RGB format, the relationship between the output format and the color space conversion setting is the opposite of the YCbCr case. For some VSP2 internal modules, the YCbCr format is recommended for image processing because of the characteristics of the processing, or the same color space needs to be specified between multiple RPF outputs. In these cases, set VI6_RPFn_INFMT.RDFMT and VI6_RPFn_INFMT.CSC appropriately so that the RPFs can output the required color space according to the color space conditions described above.

Table 33.9 RPFn Input Color Space and Output Color Space

RPFn Input Color Space (VI6_RPFn_INFMT. RDFMT)		Color Space Conversion Setting (VI6_RPFn_INFMT.CSC)		RPFn Output Color Space
RGB	(H'00 to H'3F)*	Disabled	(0) *	RGB
		Enabled	(1) *	YCbCr
YCbCr	(H'40 to H'7F)*	Disabled	(0) *	YCbCr
		Enabled	(1) *	RGB

Note: * Value specified in the register

A color space conversion function equivalent to that in the RPFn is also provided by the WPF. As shown in Table 33.9, the color space (YCbCr or RGB) output from the RPF becomes the input format for the WPF. Here, the color space of the output image obtained by the color space conversion function of the WPF must match the color space of the format specified through VI6_WPFn_OUTFMT.WRFMT.

Figure 33.14 shows the relationship between the input/output format and color space. The input color space for the RPF is determined when the input image format for the RPF is specified through the RDFMT bits. The color space for the image output from the RPF to subsequent VSP2 internal modules depends on the combination of the RPF input format and CSC (color space conversion function) enabled or disabled state in the RPF as shown in Table 33.9 and Figure 33.14. The user should first determine whether the image processing in the VSP2 is done in YCbCr or RGB, and then specify the RPF input format and CSC enabled or disabled state to obtain the desired color space. The color space of the RPF output image is also that of the WPF input image; the color space of the data output from the WPF to the outside of VSP2 depends on the combination of the WPF input color space and the enabled or disabled state of the CSC implemented in the WPF as shown in Figure 33.14. The color space of the WPF output image must match that of the WPF output format (determined by VI6_WPFn_OUTFMT.WRFMT). For example, in the flow shown in Figure 33.14, YCbCr should not be specified as the WPF output format regardless of the fact that the color space of the WPF output image is in RGB format.

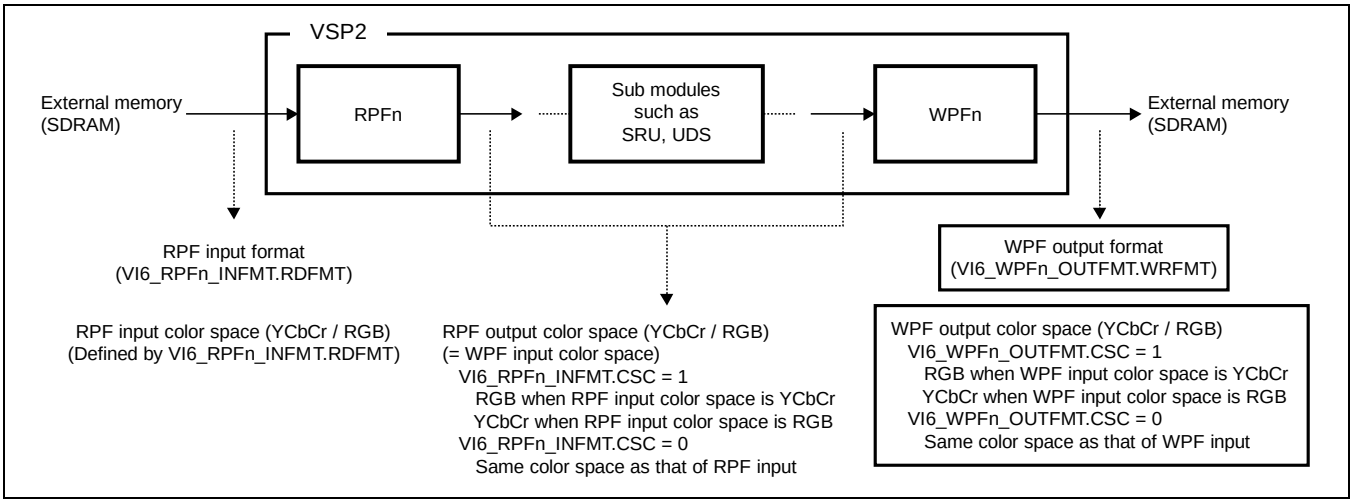


Figure 33.14 Relationship between Input/output Format and Color Space

Table 33.10 Packed Formats for RPF Input

RDFMT [6:0]	Bit per pixel	Phase	upper row - address / bottom row - bit field																													
			n								n+1								n+2								n+3							
			7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
H'00	8	-	R0	R0	R0	G0	G0	G0	B0	B0	R1	R1	R1	G1	G1	G1	B1	B1	R2	R2	R2	G2	G2	G2	B2	B2	R3	R3	R3	G3	G3	G3	B3	B3
H'01	12	-					R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0					R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1
H'02			R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0					R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1				
H'03	-	-	Reserved								Reserved								Reserved								Reserved							
H'04	15	-		R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0		R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
H'05			R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0		R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	
H'06	16	-	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
H'07	18	–	A	A	A	A	A	A	A	A							R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0
H'08			R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0							A	A	A	A	A	A	A	A
H'09									R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	A	A	A	A	A	A	A	A
H'0A			A	A	A	A	A	A	A	A	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0						
H'0B			A	A	A	A	A	A	A	A			R0	R0	R0	R0	R0	R0			G0	G0	G0	G0	G0	G0			B0	B0	B0	B0	B0	B0
H'0C					R0	R0	R0	R0	R0	R0			G0	G0	G0	G0	G0	G0			B0	B0	B0	B0	B0	B0	A	A	A	A	A	A	A	A
H'0D			A	A	A	A	A	A	A	A	R0	R0	R0	R0	R0	R0			G0	G0	G0	G0	G0	G0			B0	B0	B0	B0	B0	B0		
H'0E			R0	R0	R0	R0	R0	R0			G0	G0	G0	G0	G0	G0			B0	B0	B0	B0	B0	B0			A	A	A	A	A	A	A	A
H'0F		0							R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0							R1	R1
		1	R1	R1	R1	R1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1							R2	R2	R2	R2	R2	R2	G2	G2	G2	G2
		2	G2	G2	B2	B2	B2	B2	B2	B2							R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3
H'10		0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0							R1	R1	R1	R1	R1	R1	G1	G1
		1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1							R2	R2	R2	R2	R2	R2	G2	G2	G2	G2	G2	G2	B2	B2		
		2	B2	B2							R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3						
H'11		0			R0	R0	R0	R0	R0	R0			G0	G0	G0	G0	G0	G0			B0	B0	B0	B0	B0	B0			R1	R1	R1	R1	R1	R1
		1			G1	G1	G1	G1	G1	G1			B1	B1	B1	B1	B1	B1			R2	R2	R2	R2	R2	R2			G2	G2	G2	G2	G2	G2
		2			B2	B2	B2	B2	B2	B2			R3	R3	R3	R3	R3	R3			G3	G3	G3	G3	G3	G3			B3	B3	B3	B3	B3	B3
H'12		0	R0	R0	R0	R0	R0	R0			G0	G0	G0	G0	G0	G0			B0	B0	B0	B0	B0	B0			R1	R1	R1	R1	R1	R1		
		1	G1	G1	G1	G1	G1	G1			B1	B1	B1	B1	B1	B1			R2	R2	R2	R2	R2	R2			G2	G2	G2	G2	G2	G2		
		2	B2	B2	B2	B2	B2	B2			R3	R3	R3	R3	R3	R3			G3	G3	G3	G3	G3	G3			B3	B3	B3	B3	B3	B3		
H'13	24	–	A	A	A	A	A	A	A	A	R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0
H'14			R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0	A	A	A	A	A	A	A	A
H'15		0	R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0	R1	R1	R1	R1	R1	R1	R1	R1
		1	G1	G1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1	B1	B1	R2	R2	R2	R2	R2	R2	R2	R2	G2	G2	G2	G2	G2	G2	G2	G2
		2	B2	B2	B2	B2	B2	B2	B2	B2	R3	R3	R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3	B3	B3
H'16	18	–								R0	R0	R0	R0	R0	R0	G0	G0	G0								G0	G0	G0	B0	B0	B0	B0	B0	B0
H'17																	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0
H'18	24	0	B0	B0	B0	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	R0	R0	R0	B1	B1	B1	B1	B1	B1	B1	B1
		1	G1	G1	G1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1	R1	R1	R1	B2	B2	B2	B2	B2	B2	B2	B2	G2	G2	G2	G2	G2	G2	G2	G2
		2	R2	R2	R2	R2	R2	R2	R2	R2	B3	B3	B3	B3	B3	B3	B3	B3	G3	G3	G3	G3	G3	G3	G3	G3	R3	R3	R3	R3	R3	R3	R3	R3
H'19	12	–	A	A	A	A	R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	A	A	A	A	R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1
H'1A		–	R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	A	A	A	A	R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1	A	A	A	A
H'1B	15	–	A	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	A	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
H'1C		–	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	A	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	A
H'1D	12	–	A	A	A	A	B0	B0	B0	B0	G0	G0	G0	G0	R0	R0	R0	R0	A	A	A	A	B1	B1	B1	B1	G1	G1	G1	G1	R1	R1	R1	R1
H'1E		–	B0	B0	B0	B0	G0	G0	G0	G0	R0	R0	R0	R0	A	A	A	A	B1	B1	B1	B1	G1	G1	G1	G1	R1	R1	R1	R1	A	A	A	A
H'1F	15	–	A	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	A	B1	B1	B1	B1	B1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1
H'20		–	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	A	B1	B1	B1	B1	B1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1	A
H'21	18	0			B0	B0	B0	B0	B0	B0			G0	G0	G0	G0	G0	G0			R0	R0	R0	R0	R0	R0			B1	B1	B1	B1	B1	B1
		1			G1	G1	G1	G1	G1	G1			R1	R1	R1	R1	R1	R1			B2	B2	B2	B2	B2	B2			G2	G2	G2	G2	G2	G2
		2			R2	R2	R2	R2	R2	R2			B3	B3	B3	B3	B3	B3			G3	G3	G3	G3	G3	G3			R3	R3	R3	R3	R3	R3
H'22	24	-	A	A	A	A	A	A	A	A	B0	B0	B0	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	R0	R0	R0
H'23	16	-																	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0
H'24 ~ H'3E	-	-	Reserved								Reserved								Reserved								Reserved							
H'3F	-	-	RGB_CLUT_DATA0								RGB_CLUT_DATA1								RGB_CLUT_DATA2								RGB_CLUT_DATA3							

When the RDFMT [6:0] bits are set to H'3F, it is necessary to set up the OSD-CLUT in the RGB color space.

Table 33.11 Packed YCbCr Formats for RPF Input

RDFMT [6:0]	Packed YCbCr Input Format	Reference
H'40	YCbCr4:4:4 semi-planar	Figure 33.15*6
H'41	YCbCr4:2:2 semi-planar (NV16, NV61*1)	
H'42	YCbCr4:2:0 semi-planar (NV12, NV21*1) *7	
H'43 to H'45	Reserved	—
H'46	YCbCr4:4:4 interleaved	Figure 33.16*6
H'47	YCbCr4:2:2 interleaved type 0 (UYVY, YUY2*2, YVYU*3)	
H'48	YCbCr4:2:2 interleaved type 1	
H'49	YCbCr4:2:0 interleaved*8	
H'4A	YCbCr4:4:4 planar	Figure 33.17*6
H'4B	YCbCr4:2:2 planar (YV16)	
H'4C	YCbCr4:2:0 planar (YV12, I420) *7	
H'4D to H'7E	Reserved	—
H'7F	YCBCR_CLUT_DATA*4 *5	—

Notes: 1. When the input format is NV61 or NV21, set the SPUVS bit to 1.
2. When the input format is YUY2, set the SPYCS bit to 1.
3. When the input format is YVYU, set the SPUVS bit to 1 and SPYCS bit to 1.
4. When the RDFMT [6:0] bits are set to H'7F, it is necessary to set up the OSD-CLUT in the YCbCr color space.
5. The Monochrome format can be implemented through the OSD-CLUT.
6. Figure 33.18 shows the definition of memory address for each pixel in Figure 33.15 to Figure 33.17.
7. Each line of C plane is read twice, so byte/pixel of YCbCr420 is 2 byte/pixel (same as YCbCr422).
8. Each line of plane is read twice, so byte/pixel of YCbCr420ITL is 3 byte/pixel (same as YCbCr444ITL).

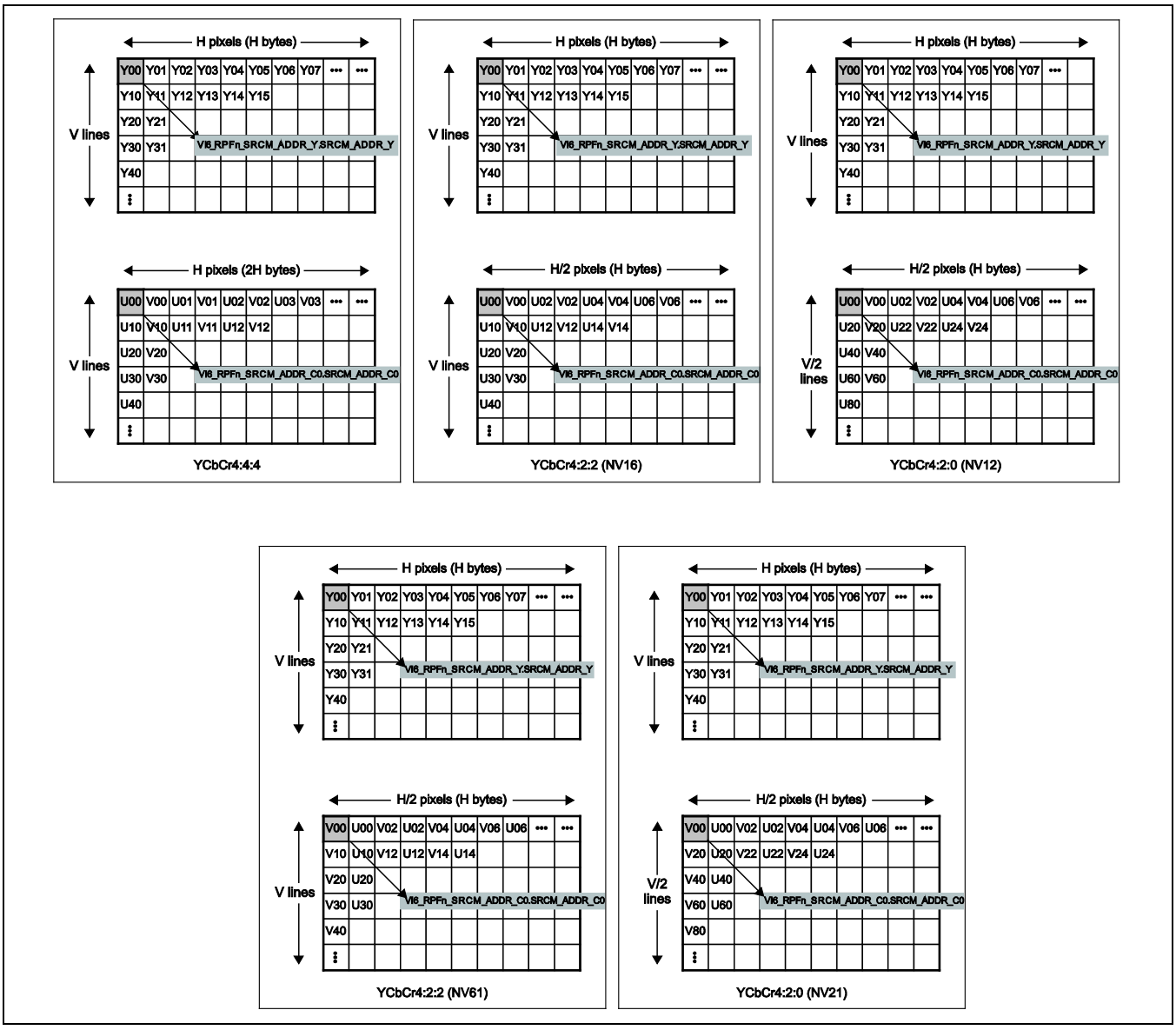


Figure 33.15 YCbCr Semi-Planar Formats

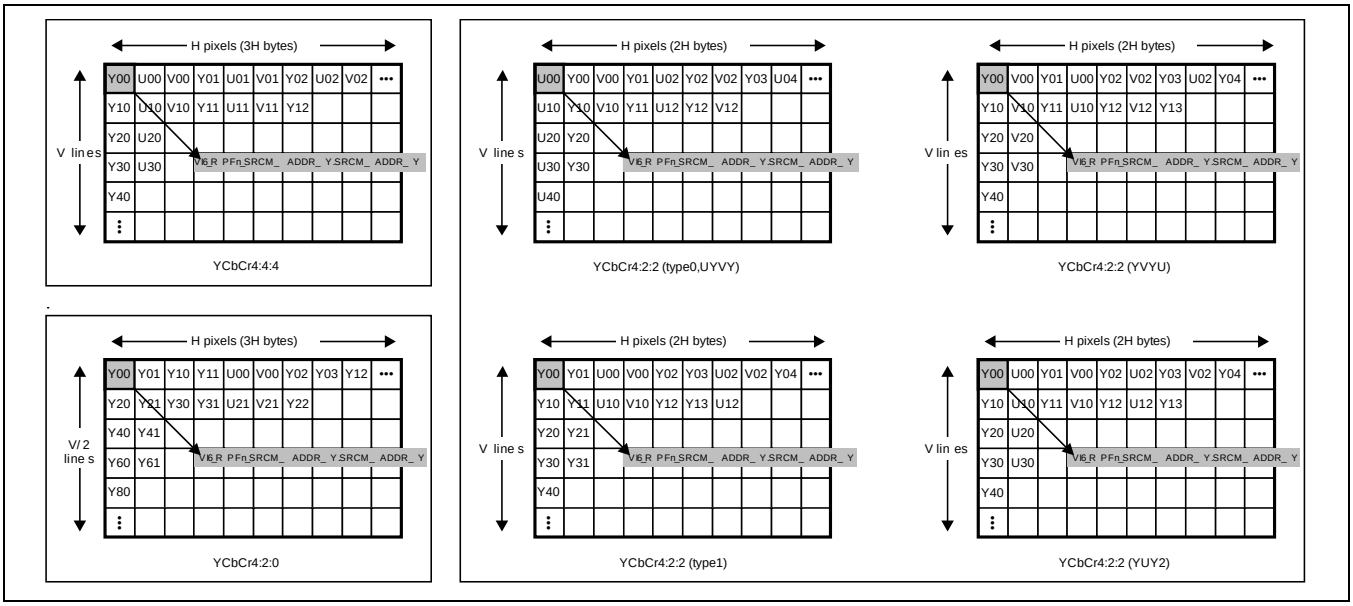


Figure 33.16 YCbCr Interleaved Formats

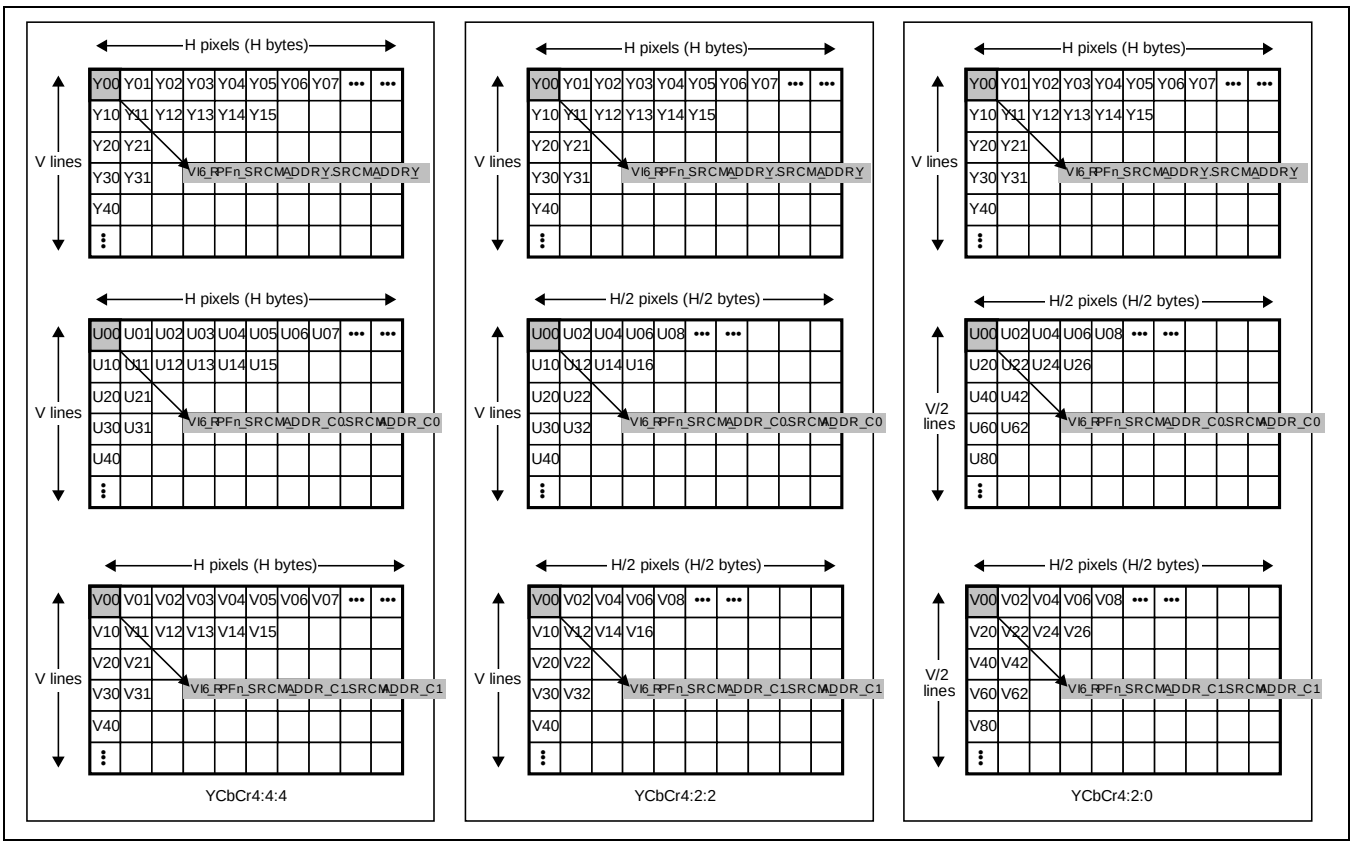


Figure 33.17 YCbCr Planar Formats

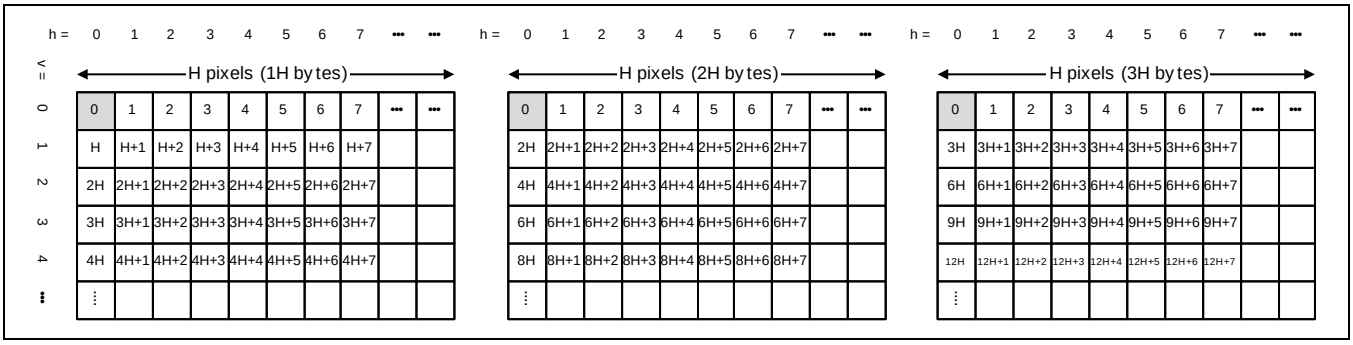


Figure 33.18 Memory address for the corresponding pixel's position

Legend of Figure 33.18

— H is horizontal image size in pixel unit.

— 1H, 2H and 3H is corresponding to the case 1 pixel has 1byte, 2bytes, 3bytes of data respectively.

[OSD-CLUT Setting]

To set up the OSD-CLUT, store the values to replace each of R (Cr), G (Y), and B (Cb) components in the OSD-CLUT allocated as shown in Table 33.12. The OSD-CLUT space has 256 32-bit entries, which should be accessed in 32 bits in the same way as for register access. The address for each entry is obtained from the start address of each space (Table 33.12) + entry number × 4. For example, the OSD-CLUT address of entry 7 for RPF2 is (offset address) + H'481C. Figure 33.19 shows the OSD-CLUT format.

Table 33.12 OSD-CLUT Space for Each RPF

RPF	Address Area for CLUT Space
RPF0	(offset address) + H'4000 to (offset address) + H'43FF
RPF1	(offset address) + H'4400 to (offset address) + H'47FF
RPF2	(offset address) + H'4800 to (offset address) + H'4BFF

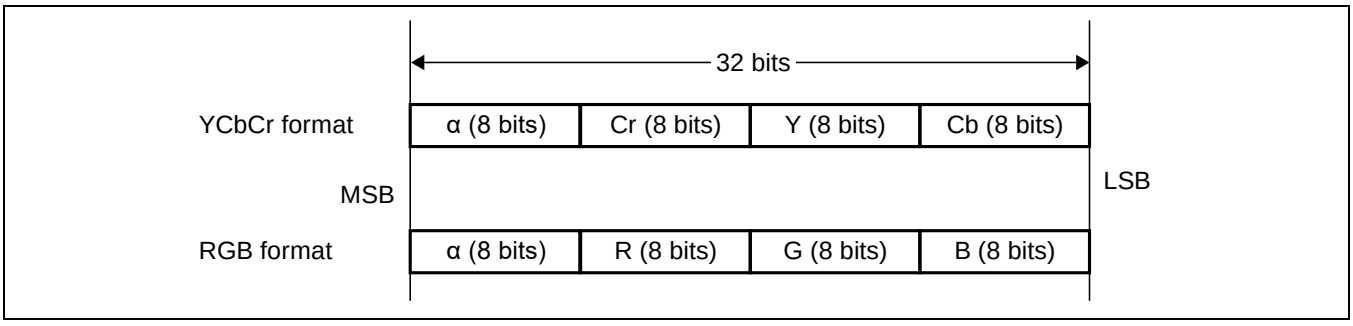


Figure 33.19 OSD-CLUT Format

According to the specified 256-entry replacement table (OSD-CLUT), input data is replaced as shown in Figure 33.20. Input data is 8 bits but output data is 32 bits including α and RGB or YCbCr components.

When writing to an entry in the OSD-CLUT, the host CPU writes all components at the same time. Therefore, specify replacement data for all components in the OSD-CLUT at the same time as shown in Figure 33.19.

Note that write access to the OSD-CLUT space is prohibited while the RPF is operating.

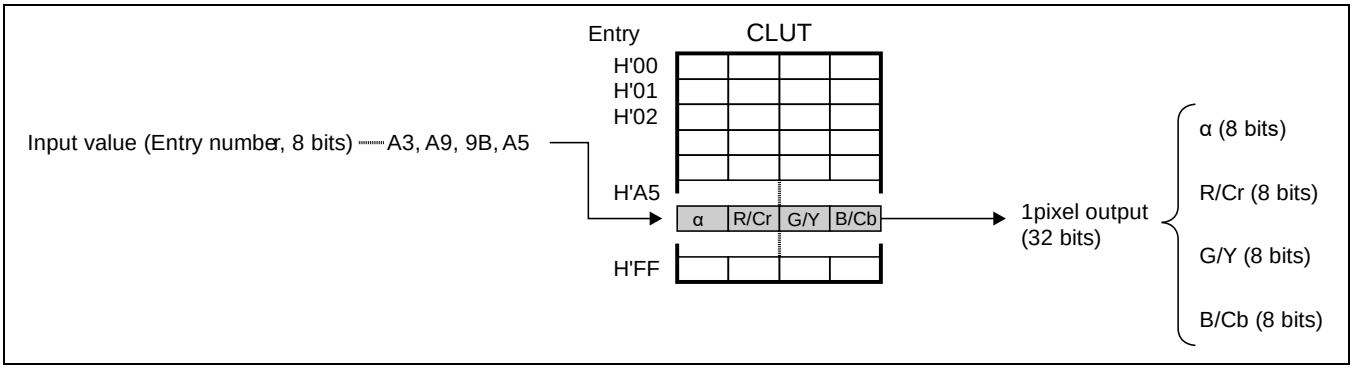


Figure 33.20 Replacement of Input Data with Pixel Values Specified in OSD-CLUT

33.2.6.4 RPFn Data Swapping Registers (VI6_RPFn_DSWAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	A_LLS	A_LWS	A_WDS	A_BTS	—	—	—	—	P_LLS	P_LWS	P_WDS	P_BTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12, 7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11	A_LLS	B'0	R/W	α Plane Data Swapping in LONG LWORD Units The effect of this bit setting is defined in Table 33.13. 0: Data swapping in LONG LWORD (64-bit) units is disabled 1: Data swapping in LONG LWORD (64-bit) units is enabled
10	A_LWS	B'0	R/W	α Plane Data Swapping in long word Units The effect of this bit setting is defined in Table 33.13. 0: Data swapping in long word (32-bit) units is disabled 1: Data swapping in long word (32-bit) units is enabled
9	A_WDS	B'0	R/W	α Plane Data Swapping in Word Units The effect of this bit setting is defined in Table 33.13. 0: Data swapping in word (16-bit) units is disabled 1: Data swapping in word (16-bit) units is enabled
8	A_BTS	B'0	R/W	α Plane Data Swapping in Byte Units The effect of this bit setting is defined in Table 33.13. 0: Data swapping in byte (8-bit) units is disabled 1: Data swapping in byte (8-bit) units is enabled
3	P_LLS	B'0	R/W	Picture Plane Data Swapping in LONG LWORD Units The effect of this bit setting is defined in Table 33.13. 0: Data swapping in LONG LWORD (64-bit) units is disabled 1: Data swapping in LONG LWORD (64-bit) units is enabled
2	P_LWS	B'0	R/W	Picture Plane Data Swapping in long word Units The effect of this bit setting is defined in Table 33.13. 0: Data swapping in long word (32-bit) units is disabled 1: Data swapping in long word (32-bit) units is enabled
1	P_WDS	B'0	R/W	Picture Plane Data Swapping in Word Units The effect of this bit setting is defined in Table 33.13. 0: Data swapping in word (16-bit) units is disabled 1: Data swapping in word (16-bit) units is enabled

Bit	Bit Name	Initial Value	R/W	Description
0	P_BTS	B'0	R/W	Picture Plane Data Swapping in Byte Units The effect of this bit setting is defined in Table 33.13. 0: Data swapping in byte (8-bit) units is disabled 1: Data swapping in byte (8-bit) units is enabled

When the virtual input function of the RPFn is used (VI6_RPFn_INFMT.VIR = 1), this register setting is ignored. Swapping of RPF input data can be specified separately for the α plane and picture plane.

Table 33.13 shows the data order before and after swapping according to the long long word, long word, word, and byte swapping settings.

When data order in memory for each format is the same as Table 33.10 for RGB format and Figure 33.15 to Figure 33.17 for YCbCr format, set 4'b1111 to {*_LLS, *_LWS, *_WDS, *_BTS}. If data order is not the same as the definition, change data order within 16byte unit by these bits as shown in Table 33.13.

Table 33.13 Changing data order according to swap register

Data order in memory

Byte address	16n +0	16n+ 1	16n+ 2	16n+ 3	16n+ 4	16n+ 5	16n+ 6	16n+ 7	16n+ 8	16n+ 9	16n+ 10	16n+ 11	16n+ 12	16n+ 13	16n+ 14	16n+ 15	*_LLS	*_LWS	*_WDS	*_BTS
Data	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	1	1	1	1
	1	0	3	2	5	4	7	6	9	8	11	10	13	12	15	14	1	1	1	0
	2	3	0	1	6	7	4	5	10	11	8	9	14	15	12	13	1	1	0	1
	3	2	1	0	7	6	5	4	11	10	9	8	15	14	13	12	1	1	0	0
	4	5	6	7	0	1	2	3	12	13	14	15	8	9	10	11	1	0	1	1
	5	4	7	6	1	0	3	2	13	12	15	14	9	8	11	10	1	0	1	0
	6	7	4	5	2	3	0	1	14	15	12	13	10	11	8	9	1	0	0	1
	7	6	5	4	3	2	1	0	15	14	13	12	11	10	9	8	1	0	0	0
	8	9	10	11	12	13	14	15	0	1	2	3	4	5	6	7	0	1	1	1
	9	8	11	10	13	12	15	14	1	0	3	2	5	4	7	6	0	1	1	0
	10	11	8	9	14	15	12	13	2	3	0	1	6	7	4	5	0	1	0	1
	11	10	9	8	15	14	13	12	3	2	1	0	7	6	5	4	0	1	0	0
	12	13	14	15	8	9	10	11	4	5	6	7	0	1	2	3	0	0	1	1
	13	12	15	14	9	8	11	10	5	4	7	6	1	0	3	2	0	0	1	0
	14	15	12	13	10	11	8	9	6	7	4	5	2	3	0	1	0	0	0	1
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0

⇩

Data order defined in Table 33.10 for RGB format and Figure 33.15 to Figure 33.17 for YCbCr format

Byte address	16n +0	16n+ 1	16n+ 2	16n+ 3	16n+ 4	16n+ 5	16n+ 6	16n+ 7	16n+ 8	16n+ 9	16n+ 10	16n+ 11	16n+ 12	16n+ 13	16n+ 14	16n+ 15
Data	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Note: When reading data is FCNL compressed data, follow section 35 FCP User's Manual about setting this swap register.

33.2.6.5 RPFn Display Location Registers (VI6_RPFn_LOC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	HCOORD [12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VCOORD [12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	HCOORD [12:0]	All 0	R/W	Horizontal Coordinate of Sublayer Display Location on Master Layer These bits specify the left-end location of the sublayer displayed by the RPFn and the subsequent module connected through the DPR. Specify the horizontal coordinate of the location in pixel units with the left-end pixel of the master layer set at coordinate 0. When the RPFn is the master layer, set these bits to 0. If the sublayer extends beyond the master layer according to the HCOORD setting, the extended section is cut off at the right end of the master layer. Even in this case, however, a bus transfer that is unnecessary for output image generation is executed since the whole sublayer data is read from the external memory. Appropriate coordinate setting is required so that the sublayer does not extend beyond the right end of the master layer. A value from 0 to 8189 can be specified.
12 to 0	VCOORD [12:0]	All 0	R/W	Vertical Coordinate of Sublayer Display Location on Master Layer These bits specify the top-end location of the sublayer displayed by the RPFn and the subsequent module connected through the DPR. Specify the vertical coordinate of the location in pixel units with the top-end pixel of the master layer set at coordinate 0. When the RPFn is the master layer, set these bits to 0. If the sublayer extends beyond the master layer according to the VCOORD setting, the extended section is cut off at the bottom end of the master layer. Even in this case, however, a bus transfer that is unnecessary for output image generation is executed since the whole sublayer data is read from the external memory. Appropriate coordinate setting is required so that the sublayer does not extend beyond the bottom end of the master layer. A value from 0 to 8189 can be specified.

Figure 33.21 shows an example of RPF1 and RPF2 offsets with respect to master layer RPF0. Although this figure only shows sublayers RPF1 and RPF2, specify offsets for all RPFs other than the master layer in the same way as shown in this example.

Whether an RPFn is the master layer or a sublayer is determined through the selection of the source RPF for WPFn (the VI6_WPFn_SRCRPF setting). For details, refer to section 33.2.7.1.

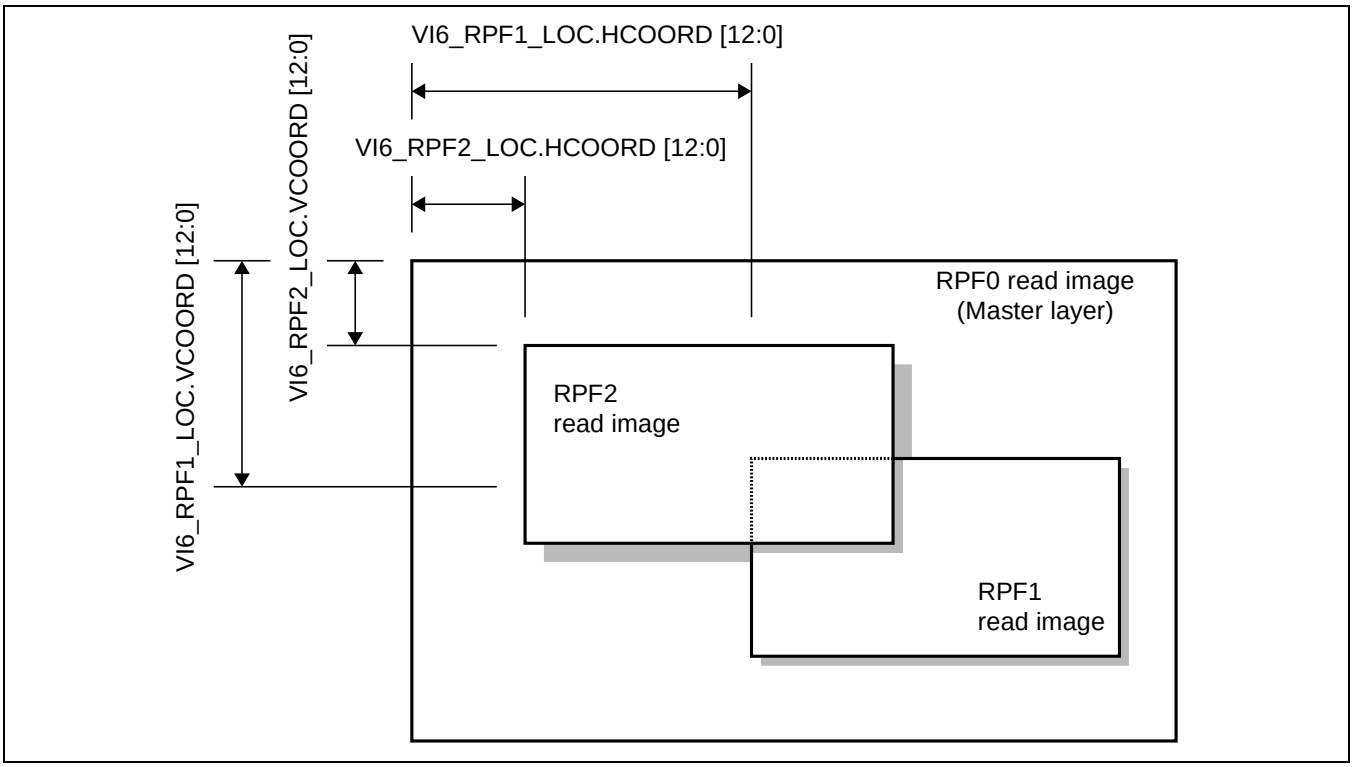


Figure 33.21 RPF1 and RPF2 Offsets from Master Layer

33.2.6.6 RPFn α Plane Selection Control Registers (VI6_RPFn_ALPH_SEL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	ASEL[2:0]			IROP[3:0]				BSEL	—	—	—	AEXT[1:0]		—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ALPHA1[7:0]								ALPHA0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 22 to 20, 17, 16	—	All 0	R	Reserved This bit is always read as 0. The write value should always be 0.
30 to 28	ASEL[2:0]	B'000	R/W	α Format and Processing Method Select These bits select how to handle the α value to be used. The RPF handles two types of α value; 8-bit and 1-bit values. When a 1-bit α value is used, VSP2 assumes that the 1-bpp α value for each pixel is stored in the order from MSB to LSB in each byte (big endian). The α value is used as either transparency information or mask information. Transparency information is included in the α plane read from external memory when the ASEL bits are set to 1 or 3 and in the α value stored in the packed RGB bit field when these bits are set to 0 or 2. The α value as transparency information is sent as the destination value to the IROP as shown in Figure 33.22 and then output to the subsequent modules. The output α value is used, for example, for blending in the BRU. The α value as mask information is used for IROP operation in the RPF. The mask information is included in the α plane read from external RAM when the ASEL bits are set to 0 or 2 and the source value is used in IROP operation (IROP setting other than 0, 5, 10, or 15). This α value is sent as the source value to the IROP as shown in Figure 33.22. Note that the α value selected through the ASEL bits has a lower priority than the VI6_RPFn_CKEY_SET*.AP* value replaced through the color keying function. When the color keying function is used, the α value may be replaced with the VI6_RPFn_CKEY_SET*.AP* value regardless of the ASEL bit setting. When using the virtual input function (VI6_RPFn_INFMT.VIR = 1), specify 4. 0: 1, 4, or 8-bit packed α + plane α (IROP ! = 0, 5, 10, 15) The α bit field in 1, 4, or 8-bit packed α is handled as transparency information. Be sure to specify the packed format that includes α through VI6_RPFn_INFMT.RDFMT. When VI6_RPFn_MSKCTRL.MSK_EN is 0 and the IROP bit value is not 0, 5, 10, or 15, the α plane should be read as mask information. Specify the number of α data bits (BSEL) stored in the α plane and the α plane read start address (VI6_RPFn_SRCM_ADDR_AI). When the IROP bits are set to 0, 5, 10, or 15, the α plane is not read.

Bit	Bit Name	Initial Value	R/W	Description
30 to 28	ASEL[2:0]	B’000	R/W	B’001: 8-bit plane α The 8-bit α plane is read from external RAM as transparency information. When the packed RGB format has a bit field for α, the information in the α bit field is discarded. The α plane read start address (VI6_RPFn_SRCM_ADDR_AI) should be specified. The α value goes through the 8-bit transparent α generator shown in Figure 33.22 without change. When VI6_RPFn_MSKCTRL.MSK_EN is 0, IROP operation cannot be executed; set the IROP bits to 0 in this case. When VI6_RPFn_MSKCTRL.MSK_EN is 1. IROP operation can be executed. B’010: 1-bit packed α + plane α (IROP ! = 0, 5, 10, 15) The 1-bit packed α input is converted by the 8-bit transparent α generator shown in Figure 33.22 according to the ALPHA0/1 setting into the 8-bit α value as transparency information. Select the packed input format that includes a 1-bit α field. When VI6_RPFn_MSKCTRL.MSK_EN is 0 and the IROP value is not 0, 5, 10, or 15, the α plane should be read as mask information. Specify the number of α data bits (BSEL) stored in the α plane and the α plane read start address (VI6_RPFn_SRCM_ADDR_AI). When the IROP bits are set to 0, 5, 10, or 15, the α plane is not read. B’011: 1-bit plane α The 1-bit α plane is read from external RAM and converted by the 8-bit transparent α generator shown in Figure 33.22 according to the ALPHA0/1 setting into the 8-bit α value as transparency information. When the packed RGB format has a bit field for α, the information in the α bit field is discarded. The α plane read start address (VI6_RPFn_SRCM_ADDR_AI) should be specified. When VI6_RPFn_MSKCTRL.MSK_EN is 0, IROP operation cannot be executed; set the IROP bits to 0 in this case. When VI6_RPFn_MSKCTRL.MSK_EN is 1. IROP operation can be executed. B’100: Fixed α The fixed α value (VI6_RPFn_VRTCOL_SET.LAYA value) is output from the RPF. IROP operation cannot be executed; set the IROP bits to 0 in this case. B’101 to B’111: Setting prohibited.

Bit	Bit Name	Initial Value	R/W	Description
27 to 24	IROP[3:0]	H'0	R/W	IROP Operation Setting These bits specify the operator to be executed in the IROP operation unit shown in Figure 33.22. The source (S) for the IROP operation is the pixel data and α data specified in the VI6_RPFn_MSKSET0 or VI6_RPFn_MSKSET1 IROP input value register, which is selected according to the value (0 or 1) generated by the 1-bit mask generator. The destination (D) is the image data (RGB/YCbCr) and 8-bit α data output from the unpack/OSD processor. IROP operation is applied both for the image data and α data between the source and destination data. If these bits are set to the operation that involves the source (S) (IROP setting other than 0, 5, 10, or 15) while VI6_RPFn_MSKCTRL.MSK_EN is 0, the α plane is read from the external RAM to be used for the α value for IROP operation; specify the α plane read start address (VI6_RPFn_SRCM_ADDR_A). When the virtual input function is used (VI6_RPFn_INFMT.VIR = 1), IROP operation is not available; set these bits to B'0000. B'0000: NOP(D) B'0001: AND(S & D) B'0010: AND_REVERSE(S & ~D) B'0011: COPY(S) B'0100: AND_INVERTED(~S & D) B'0101: CLEAR(0) B'0110: XOR(S ^ D) B'0111: OR(S | D) B'1000: NOR(~(S | D)) B'1001: EQUIV(~(S ^ D)) B'1010: INVERT(~D) B'1011: OR_REVERSE(S | ~D) B'1100: COPY_INVERTED(~S) B'1101: OR_INVERTED(~S | D) B'1110: NAND(~(S & D)) B'1111: SET(all 1)
23	BSEL	B'0	R/W	α Bit Count Conversion Selection for 1-Bit Mask Generator Specifies the number of bits in the α plane to be read as mask information from the external RAM. The α value in mask information is used for the source (S) in IROP. When α plane data is 8 bits, it is converted to one bit through the 1-bit mask generator shown in Figure 33.22. Note that this bit setting is valid when the ASEL bits are set to 0 or 2 and VI6_RPFn_MSKCTRL.MSK_EN is set to 0. In other cases, this bit setting has no effect. 0: 8-bit α is converted to 1-bit α through the 1-bit mask generator. When the 8-bit α value input to the RPF is not 0, it is converted to B'1; when the value is 0, it is converted to B'0. 1: α value goes through the 1-bit mask generator. The 1-bit α value input to the RPF is output through the 1-bit mask generator without change.

Bit	Bit Name	Initial Value	R/W	Description
19, 18	AEXT[1:0]	B'00	R/W	Lower-Bit α Value Extension Method Set These bits specify the method for extending the input α data to 8 bits through the unpack processing. B'00: The lower-order bits of α value are extended with 0. B'01: The upper-order bits of α value are copied to the lower-order bits. B'10: The lower-order bits of α value are extended with 0. The maximum value is limited to H'FF. B'11: Setting prohibited
15 to 8	ALPHA1[7:0]	All 0	R/W	8-Bit α Value Output when 1-Bit α Value is 1 These bits specify the 8-bit α value to be output when 1-bit α data is input and the α value input to the 8-bit transparent α generator shown in Figure 33.22 is B'1. This setting is valid when the ASEL bits are set to B'010 or B'011. A value from 0 to 255 can be specified.
7 to 0	ALPHA0 [7:0]	All 0	R/W	8-Bit α Value Output when 1-Bit α Value is 0 These bits specify the 8-bit α value to be output when 1-bit α data is input and the α value input to the 8-bit transparent α generator shown in Figure 33.22 is B'0. This setting is valid when the ASEL bits are set to B'010 or B'011. A value from 0 to 255 can be specified.

Figure 33.22 shows the relationship between the α selector, IROP operation unit, color keying unit, and related registers. The IROP operation unit receives two inputs, source and destination. The image data input from the external memory is processed through the unpack processor and 8-bit transparent α generator and then input to the IROP operation unit as destination data. The α plane data input from the external memory is sent to the 8-bit transparent α generator when the ASEL bits are set to 1 or 3, or sent to the 1-bit mask α generator when the ASEL bits are set to 0 or 2. For the pixel data and 8-bit α value on the source side of the IROP operation unit, either the VI6_RPFn_MSKSET0 value or VI6_RPFn_MSKSET1 values will be selected according to the 1-bit α value output by the 1-bit mask α generator.

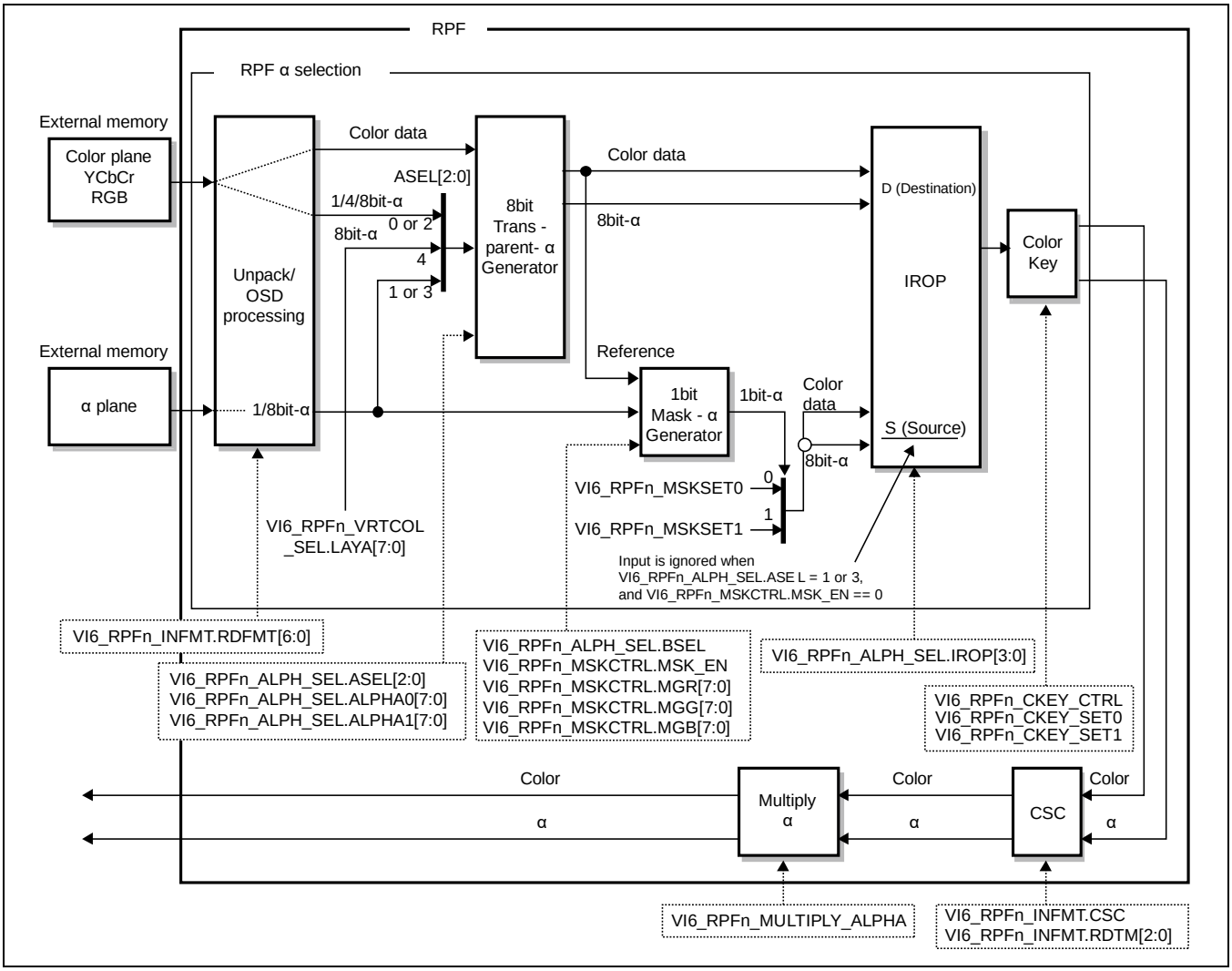


Figure 33.22 Configuration of alpha Selector and IROP Operation Unit in RPF

The following describes the function of each block shown in Figure 33.22. Read the following while referring to the figure as necessary.

Unpack/OSD processor:

Unpacks each component and α value of the image data according to the packed format specified in VI6_RPFn_INFMT.RDFMT.

8-bit transparent α generator:

Converts the input α value into 8-bit α when the input α is four bits or one bit.

When VI6_RPFn_ALPH_SEL.ASEL are set to 0 (8-, 4-, or 1-bit packed α), this generator outputs the input α value without change if the α bit field in the packed α data is 8 bits; if the α bit field is less than 8 bits, it is converted to an 8-bit α value by extending the LSB side according to the VI6_RPFn_ALPH_SEL.AEXT setting.

When VI6_RPFn_ALPH_SEL.ASEL are set to 1 (8-bit plane α) or 4 (fixed α), this generator outputs the input 8-bit plane α without change. If a packed α value is included in RGB data, it is discarded.

When VI6_RPFn_ALPH_SEL.ASEL are set to 2 (1-bit packed α) or 3 (8-bit α generated from 1-bit plane α), an 8-bit α value is generated by using the VI6_RPFn_ALPH_SEL.ALPHA0 [7:0] value when the input 1-bit α value is 0 or by using the VI6_RPFn_ALPH_SEL.ALPHA1 [7:0] value when the input 1-bit α value is 1. When VI6_RPFn_ALPH_SEL.ASEL is set to 3, a packed α value that is included in RGB data is discarded.

1-bit mask α generator:

Generates 1-bit α data from the input 8-bit α data or pixel data. When the input α data is one bit, this generator outputs it without change.

When VI6_RPFn_ALPH_SEL.ASEL are set to 0 (8-, 4-, or 1-bit packed α) or 2 (plane α) and VI6_RPFn_MSKCTRL.MSK_EN is set to 0, the α plane read from the external memory to be used in IROP is converted to 1-bit α data when necessary. When the α plane data read from the external RAM is 8 bits (BSEL = 0), if the value is 0, a 1-bit α value of B'0 is generated; if the value is not 0, a 1-bit α value of B'1 is generated. When the α plane data is one bit (BSEL = 1), this generator outputs it without change.

When the value of the 1-bit α generated by the 1-bit mask α generator is B'0, the 8-bit α and pixel data specified in VI6_RPFn_MSKSET0 are output as the source. When the generated 1-bit α value is B'1, the 8-bit α and pixel data specified in VI6_RPFn_MSKSET1 are output as the source.

As shown in Figure 33.22, when VI6_RPFn_ALPH_SEL.ASEL are set to 1 (8-bit plane α) or 3 (1-bit plane α), the α plane read from the external RAM is sent to the 8-bit transparent α generator as transparency information. When VI6_RPFn_MSKCTRL.MSK_EN is set to 0, the 1-bit α for masking is generated according to the input α plane (refer to section 33.2.6.8), but the 1-bit mask α generator does not refer to the input α plane because it is input to the 8-bit transparent α generator as transparency information. Accordingly, the 1-bit mask α generator does not generate a 1-bit α for masking and the data on the source side becomes invalid; that is, IROP operation cannot be executed. Set the IROP bits to 0 in this case. In contrast, when VI6_RPFn_MSKCTRL.MSK_EN is set to 1, the 1-bit mask α generator creates α data for masking according to the pixel data instead of the input α plane data, and IROP operation can be executed in this case.

IROP operation unit

Executes ROP operation according to the opcode specified in VI6_RPFn_ALPH_SEL.IROP. For ROP operation (other than NOP), valid values should be input both for the source and destination. As described in the above (description of the 1-bit mask α generator), when VI6_RPFn_ALPH_SEL.ASEL are set to 1 or 3 and VI6_RPFn_MSKCTRL.MSK_EN is set to 0, the source data for the IROP operation unit is treated as invalid; set VI6_RPFn_ALPH_SEL.IROP to 0 (NOP). When VI6_RPFn_ALPH_SEL.ASEL are set to 4, a fixed α value is output from the RPF and IROP operation is not available. In the same way as the above case, set VI6_RPFn_ALPH_SEL.IROP to 0 (NOP).

To specify a valid source value for the IROP operation unit and execute IROP operation (specify an opcode other than NOP in the IROP bits), specify register values as shown in Table 33.14. Where the source input state is indicated as "Valid" in the table, IROP operation can be executed. In the cases where IROP operation is not available, set the IROP bits to 0 (NOP).

Table 33.14 Source Input State in IROP Operation Unit

		VI6_RPFn_MSKCTRL.MSK_EN		
VI6_RPFn_ALPH_SEL.ASEL [2:0]		0 (Source data is generated according to input α plane)		1 (Source data is generated according to the destination-side pixel data)
B'000	(1-, 4-, or 8-bit packed α + plane α)	Valid	(α plane input)	Valid
B'001	(8-bit α plane)	Invalid	(IROP operation is not available; α plane is output to the subsequent modules behind RPF)	Valid
B'010	(8-bit α generated from 1-bit packed α + plane α)	Valid	(α plane input)	Valid
B'011	(8-bit α generated from 1-bit plane α)	Invalid	(IROP operation is not available; α plane is output to the subsequent modules behind RPF)	Valid
B'100	(Fixed α)	Invalid (IROP operation is not available; fixed α is output to the subsequent modules behind RPF)		

For the handling of the α values shown in Figure 33.22 and Table 33.14, the relationship between the RPF input format and RPF output α value is shown in Table 33.15. Where only bit names are shown in the table, the bits are in VI6_RPFn_ALPH_SEL described in this section.

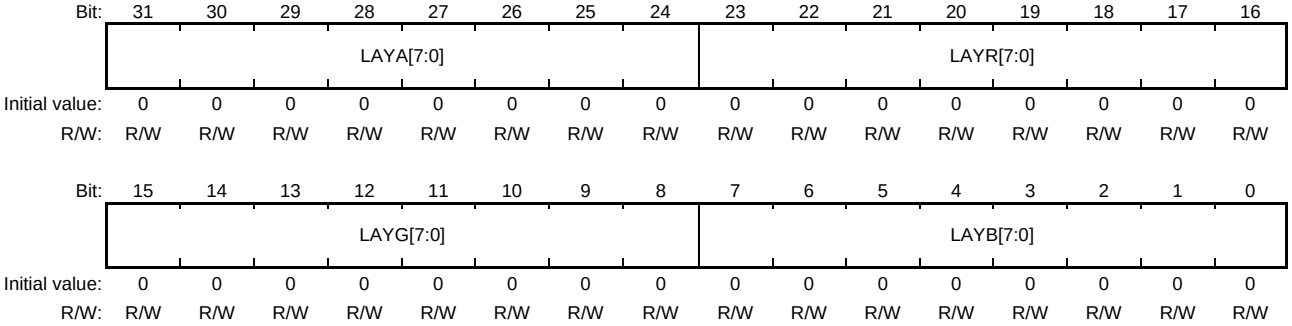
Table 33.15 α Value Selected and Output according to ASEL Bits in Each Input Format

*Fixed value H'FF is output because packed α is not included in YCbCr.

		α Value Output for Each Input Format		
ASEL Setting		RGB	YCbCr	OSD-CLUT
B'000	(8-, 4-, or 1-bit packed α is input)	1- ,4-, or 8-bit pixel α	H'FF*	α value in CLUT
B'001	(8-bit plane α is input)	8-bit α plane	8-bit α plane	8-bit α plane
B'010	(8-bit α is generated from the 1-bit packed α input)	ALPHA0 or ALPHA1 setting	H'FF*	H'FF
B'011	(8-bit α is generated from the 1-bit plane α input)	ALPHA0 or ALPHA1 setting	ALPHA0 or ALPHA1 setting	ALPHA0 or ALPHA1 setting
B'100	(Fixed α is output)	VI6_RPFn_VRTCOL_SET.LAYA setting		

33.2.6.7 RPFn Virtual Plane Color Information Registers (VI6_RPFn_VRTCOL_SET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	LAYA [7:0]	All 0	R/W	Virtual-Input Fixed α Value These bits specify the fixed α value generated in the RPFn when the virtual input function is enabled through the VI6_RPFn_INFMT.VIR setting. When the virtual input function is disabled (VI6_RPFn_INFMT.VIR = 0), these bits are used to specify the fixed α value to be output from the RPF while VI6_RPFn_ALPH_SEL.ASEL are set to 4. A value from 0 to 255 can be specified.
23 to 16	LAYR [7:0]	All 0	R/W	Virtual-Input Fixed R/Cr Component Value These bits specify the fixed R or Cr value generated in the RPFn when the virtual input function is enabled through the VI6_RPFn_INFMT.VIR setting. When VI6_RPFn_INFMT.RDFMT is set to 19, the value specified in these bits is used as the R value. When VI6_RPFn_INFMT.RDFMT is set to 64, the value specified in these bits is used as the Cr value. A value from 0 to 255 can be specified.
15 to 8	LAYG [7:0]	All 0	R/W	Virtual-Input Fixed G/Y Component Value These bits specify the fixed G or Y value generated in the RPFn when the virtual input function is enabled through the VI6_RPFn_INFMT.VIR setting. When VI6_RPFn_INFMT.RDFMT is set to 19, the value specified in these bits is used as the G value. When VI6_RPFn_INFMT.RDFMT is set to 64, the value specified in these bits is used as the Y value. A value from 0 to 255 can be specified.
7 to 0	LAYB [7:0]	All 0	R/W	Virtual-Input Fixed B/Cb Component Value These bits specify the fixed B or Cb value generated in the RPFn when the virtual input function is enabled through the VI6_RPFn_INFMT.VIR setting. When VI6_RPFn_INFMT.RDFMT is set to 19, the value specified in these bits is used as the B value. When VI6_RPFn_INFMT.RDFMT is set to 64, the value specified in these bits is used as the Cb value. A value from 0 to 255 can be specified.

33.2.6.8 RPFn Mask Control Registers (VI6_RPFn_MSKCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	MSK_EN	MGR [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

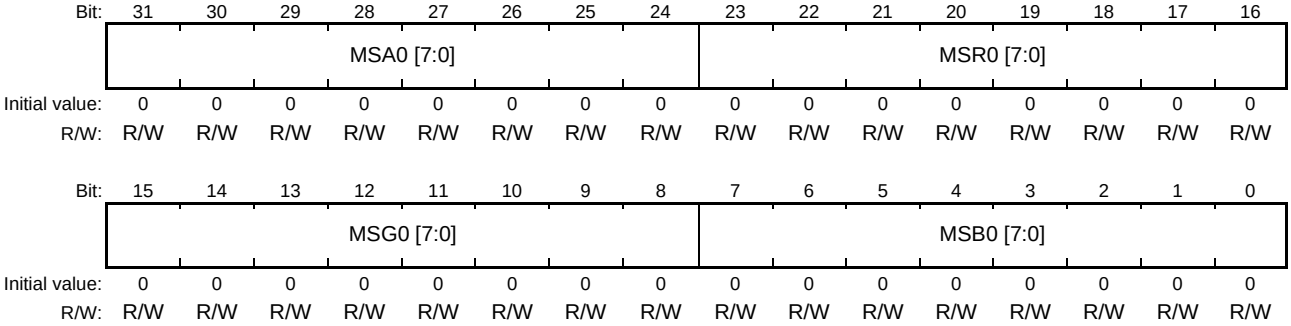
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MGG [7:0]								MGB [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	MSK_EN	B'0	R/W	Mask Generation Specification Specifies the method of α value generation in the 1-bit mask α generator shown in Figure 33.22. 0: A 1-bit mask value is generated according to the input α plane value. When the input α is in the 1-bit format (VI6_RPFn_ALPH_SEL.BSEL = 1), the 1-bit mask value is output without change. When the input α is in the 8-bit format (VI6_RPFn_ALPH_SEL.BSEL = 0), the 1-bit mask value is 0 if the α value is H'00; otherwise, the 1-bit mask value is 1. 1: The R/Cr, G/Y, and B/Cb components of the image input to the destination side of the IROP operation unit are compared with the values specified in the MGR, MGG, and MGB bits, respectively. When all values match, 1 is output as the 1-bit mask value, and in other cases, 0 is output. When the generated 1-bit mask data is not used, set VI6_RPFn_ALPH_SEL.IROP to 0.
23 to 16	MGR [7:0]	All 0	R/W	R/Cr Comparison Value for 1-Bit α Generation These bits specify the R/Cr value to be compared for 1-bit α generation by using the pixel data on the destination side. When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify an R value for comparison. When YCbCr is specified, specify a Cr value for comparison. This setting is ignored when the MSK_EN bit is set 0. A value from 0 to 255 can be specified.
15 to 8	MGG [7:0]	All 0	R/W	G/Y Comparison Value for 1-Bit α Generation These bits specify the G/Y value to be compared for 1-bit α generation by using the pixel data on the destination side. When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify a G value for comparison. When YCbCr is specified, specify a Y value for comparison. This setting is ignored when MSK_EN is set to 0. A value from 0 to 255 can be specified.

Bit	Bit Name	Initial Value	R/W	Description
7 to 0	MGB [7:0]	All 0	R/W	B/Cb Comparison Value for 1-Bit α Generation These bits specify the B/Cb value to be compared for 1-bit α generation by using the pixel data on the destination side. When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify a B value for comparison. When YCbCr is specified, specify a Cb value for comparison. This setting is ignored when MSK_EN is set to 0. A value from 0 to 255 can be specified.

33.2.6.9 RPFn IROP-SRC Input Value Registers 0 (VI6_RPFn_MSKSET0)

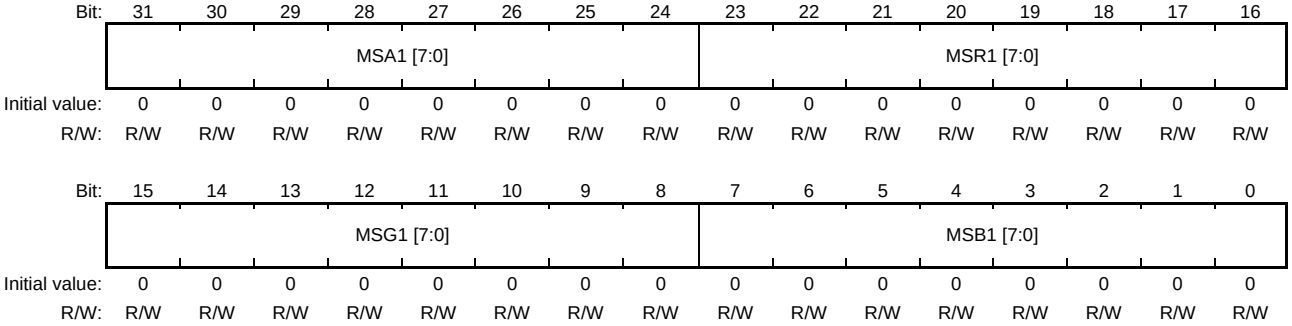
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	MSA0 [7:0]	All 0	R/W	IROP-Source Input α Value when 1-Bit α is 0 These bits specify the 8-bit α value to be input as the source to the IROP operation unit when the internal 1-bit α value generated through the 1-bit mask generator is 0 (Figure 33.22). A value from 0 to 255 can be specified.
23 to 16	MSR0 [7:0]	All 0	R/W	IROP-Source Input R/Cr Value when 1-Bit α is 0 These bits specify the R/Cr value to be input as the source to the IROP operation unit when the internal 1-bit α value generated through the 1-bit mask generator is 0 (Figure 33.22). When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify an R component value. When YCbCr is specified, specify a Cr component value. A value from 0 to 255 can be specified.
15 to 8	MSG0 [7:0]	All 0	R/W	IROP-Source Input G/Y Value when 1-Bit α is 0 These bits specify the G/Y value to be input as the source to the IROP operation unit when the internal 1-bit α value generated through the 1-bit mask generator is 0 (Figure 33.22). When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify a G component value. When YCbCr is specified, specify a Y component value. A value from 0 to 255 can be specified.
7 to 0	MSB0 [7:0]	All 0	R/W	IROP-Source Input B/Cb Value when 1-Bit α is 0 These bits specify the B/Cb value to be input as the source to the IROP operation unit when the internal 1-bit α value generated through the 1-bit mask generator is 0 (Figure 33.22). When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify a B component value. When YCbCr is specified, specify a Cb component value. A value from 0 to 255 can be specified.

33.2.6.10 RPFn IROP-SRC Input Value Registers 1 (VI6_RPFn_MSKSET1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	MSA1 [7:0]	All 0	R/W	IROP-Source Input α Value when 1-Bit α is 1 These bits specify the 8-bit α value to be input as the source to the IROP operation unit when the internal 1-bit α value generated through the 1-bit mask generator is 1. A value from 0 to 255 can be specified (Figure 33.22).
23 to 16	MSR1 [7:0]	All 0	R/W	IROP-Source Input R/Cr Value when 1-Bit α is 1 These bits specify the R/Cr value to be input as the source to the IROP operation unit when the internal 1-bit α value generated through the 1-bit mask generator is 1 (Figure 33.22). When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify an R component value. When YCbCr is specified, specify a Cr component value. A value from 0 to 255 can be specified.
15 to 8	MSG1 [7:0]	All 0	R/W	IROP-Source Input G/Y Value when 1-Bit α is 1 These bits specify the G/Y value to be input as the source to the IROP operation unit when the internal 1-bit α value generated through the 1-bit mask generator is 1 (Figure 33.22). When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify a G component value. When YCbCr is specified, specify a Y component value. A value from 0 to 255 can be specified.
7 to 0	MSB1 [7:0]	All 0	R/W	IROP-Source Input B/Cb Value when 1-Bit α is 1 These bits specify the B/Cb value to be input as the source to the IROP operation unit when the internal 1-bit α value generated through the 1-bit mask generator is 1 (Figure 33.22). When RGB is specified as the RPFn input format through VI6_RPFn_INFMT.RDFMT, specify a B component value. When YCbCr is specified, specify a Cb component value. A value from 0 to 255 can be specified.

33.2.6.11 RPFn Color Keying Control Registers (VI6_RPFn_CKEY_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

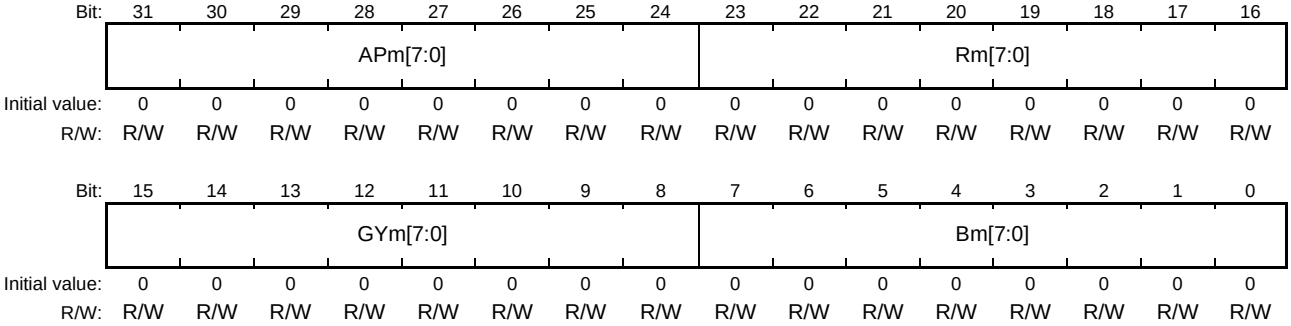
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	LTH	—	—	—	CV	—	—	SAPE1	SAPE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9, 7 to 5, 3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	LTH	B'0	R/W	Transparent color-luma Threshold Mode Enable/Disable This bit enables or disables transparent color-luma threshold mode for the color keying module. In transparent color-luma threshold mode, color information 0 (GY0) specified in VI6_RPFn_CKEY_SET0 register is compared with the input luma values. When the input data is in YCbCr format, and if input Y value is equal to or smaller than specified color information (VI6_RPFn_CKEY_SET0.GY0), the input α value is replaced with the value specified in VI6_RPFn_CKEY_SET0.AP0. This bit is available only when the input data is in YCbCr format. When the input data is in an RGB format, set this bit to 0. This bit setting is valid only when the CV bit is set to 0; it is ignored when the CV bit is set to 1. When using the virtual input function (VI6_RPFn_INFMT.VIR = 1), set this bit to 0. 0: Luma threshold mode is disabled (Matched color mode) 1: Luma threshold mode is enabled

Bit	Bit Name	Initial Value	R/W	Description
4	CV	B'0	R/W	Color Replacement Control This bit controls the color replacement function in the color keying module shown in Figure 33.7. When an RGB format is specified as the color space of the RPFn input data through VI6_RPFn_INFMT.RDFMT, and if all components of an input pixel match the color components specified in VI6_RPFn_CKEY_SET0, the color replacement function replaces the values of the input α and all RGB components with the α and color components specified in VI6_RPFn_CKEY_SET1. When a YCbCr format is specified as the color space of the RPFn input data through VI6_RPFn_INFMT.RDFMT, only the Y data is compared; if the luminance component of an input pixel matches the value specified in VI6_RPFn_CKEY_SET0.GY0, the color replacement function replaces the values of the input α and all YCbCr components with the α and color components specified in VI6_RPFn_CKEY_SET1. When the CV bit is set to 1, the color replacement function is enabled. When using the virtual input function (VI6_RPFn_INFMT.VIR = 1), set this bit to 0. 0: Color replacement function is disabled (transparent color mode). 1: Color replacement function is enabled.
1	SAPE1	B'0	R/W	Comparison Color Data Setting 1 Enable/Disable This bit enables or disables comparison color data setting 1 in the transparent color mode for the color keying module. This bit setting is valid when the CV bit and the LTH bit are set to 0; it is ignored when the CV bit or the LTH bit is set to 1. In transparent color mode, color information 1 (VI6_RPFn_CKEY_SET1.R1/GY1/B1) specified in VI6_RPFn_CKEY_SET1 is compared with the input component values. When the input data is in an RGB format, and if all input values match the specified color information, the input α value is replaced with the value specified in VI6_RPFn_CKEY_SET1.AP. When the input data is in YCbCr format, only the Y data is compared. When using the virtual input function (VI6_RPFn_INFMT.VIR = 1), set this bit to 0. 0: Comparison color data setting 1 is disabled. 1: Comparison color data setting 1 is enabled.
0	SAPE0	B'0	R/W	Comparison Color Data Setting 0 Enable/Disable This bit enables or disables comparison color data setting 0 in the transparent color mode for the color keying module. This bit setting is valid when the CV bit and the LTH bit are set to 0; it is ignored when the CV bit or the LTH bit is set to 1. In transparent color mode, color information 0 (VI6_RPFn_CKEY_SET0.R0/GY0/B0) specified in VI6_RPFn_CKEY_SET0 is compared with the input component values. When the input data is in an RGB format, and if all input values match the specified color information, the input α value is replaced with the value specified in VI6_RPFn_CKEY_SET0.AP. When the input data is in YCbCr format, only the Y data is compared. When using the virtual input function (VI6_RPFn_INFMT.VIR = 1), clear this bit to 0. 0: Comparison color data setting 0 is disabled. 1: Comparison color data setting 0 is enabled.

33.2.6.12 RPFn Color Keying Color Setting Registers-m (VI6_RPFn_CKEY_SETm: m = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



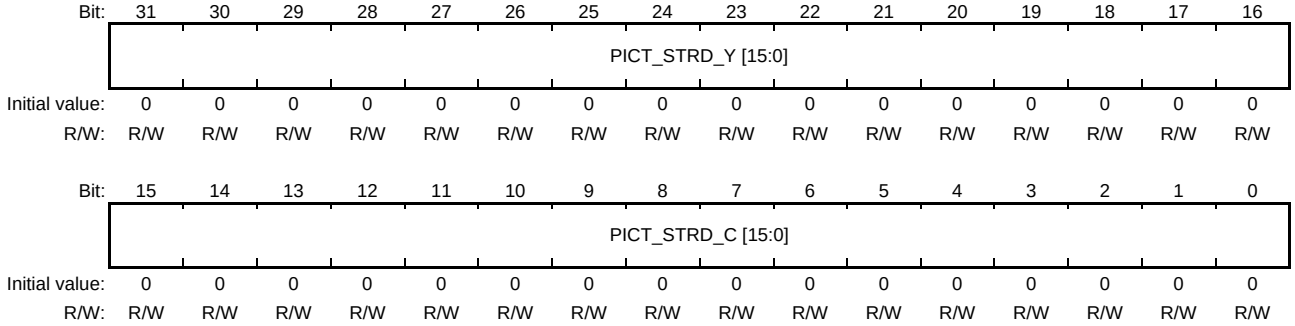
Bit	Bit Name	Initial Value	R/W	Description
31 to 24	APm [7:0]	All 0	R/W	α Data in Color Keying Color Information-m • In transparent color-matched color mode for color keying When the input data matches color setting-m (Rm, GYm, and Bm) for transparent color comparison in the color keying module, the input α value is replaced with the value specified in these bits. Specify the α value to replace the input value. • In transparent color-luma threshold mode for color keying When the input data is in YCbCr format, and if input Y value is equal to or smaller than GY0, the input α value is replaced with the value specified in this bit field (AP0). Specify the α value in this bit field (AP0) to replace the input value. AP1 is not used in this mode. Set AP1 to 0 value. • In color replacement mode for color keying These bits are not used in this mode. Clear them to 0. α value replacement through these bits in transparent color mode for color keying takes priority over the α value selected through the VI6_RPFn_ALPH_SEL.ASEL setting. A value from 0 to 255 can be specified.
23 to 16	Rm [7:0]	All 0	R/W	R*/Cr Component Data in Color Keying Color Information-m • In transparent color-matched color mode for color keying Specify the R component value for comparison enabled through the VI6_RPFn_CKEY_CTRL.SAPEm setting. When the RPFn input is in YCbCr format, the color keying module does not compare the Cr component, and the setting of these bits is ignored. • In transparent color-luma threshold mode for color keying The color keying module does not refer this bit field, and the setting of these bits is ignored. • In color replacement mode for color keying Specify the R component value to be compared with the input data in the color replacement function of the color keying module. A value from 0 to 255 can be specified.

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	GYm [7:0]	All 0	R/W	G*/Y Component Data in Color Keying Color Information-m • In transparent color-matched color mode for color keying Specify the G/Y component value for comparison enabled through the VI6_RPFn_CKEY_CTRL.SAPEm setting. • In transparent color-luma threshold mode for color keying Specify the Y component value in the GY0 to be compared. • In color replacement mode for color keying Specify the G/Y component value to be compared with the input data in the color replacement function of the color keying module. A value from 0 to 255 can be specified.
7 to 0	Bm [7:0]	All 0	R/W	B*/Cb Component Data in Color Keying Color Information-m • In transparent color-matched color mode for color keying Specify the B component value for comparison enabled through the VI6_RPFn_CKEY_CTRL.SAPEm setting. When the RPFn input is in YCbCr format, the color keying module does not compare the Cb component, and the setting of these bits is ignored. • In transparent color-luma threshold mode for color keying The color keying module does not refer this bit field, and the setting of these bits is ignored. • In color replacement mode for color keying Specify the B component value to be compared with the input data in the color replacement function of the color keying module. A value from 0 to 255 can be specified.

Note: * When comparison data is specified in an RGB format, if a packed format is selected for RGB input and each of the RGB components is not 8 bits, the lower-order bits of input data are extended as specified through VI6_RPFn_INFMT.CEXT before comparison. The RGB components to be compared with the input should also be extended in the same way and the extended values should be specified in this register.

33.2.6.13 RPFn Source Picture Memory Stride Setting Registers (VI6_RPFn_SRCM_PSTRIDE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	PICT_STRD_Y [15:0]	All 0	R/W	Memory Stride of Source Picture Y/RGB Plane These bits specify in 1-byte units the memory stride of the source picture Y/RGB plane read by the RPFn. A value from 0 to 65535 can be specified. Refer to Figure 33.23 for settings.
15 to 0	PICT_STRD_C [15:0]	All 0	R/W	Memory Stride of Source Picture C Plane These bits specify in 1-byte units the memory stride of the source picture C plane read by the RPFn. When an RGB-format picture is read, these bits do not need to be set. A value from 0 to 65535 can be specified. Refer to Figure 33.23 for settings. In the YCbCr planar format, this setting is used as the memory stride of the Cb and Cr planes.

This register specifies the memory stride of the picture planes in the source area as shown in Figure 33.23. The memory stride of the α plane should be specified through VI6_RPFn_SRCM_ASTRIDE.ALPH_STRD. When the RPF input is in an RGB format, only the RGB plane is read; when the input is in YCbCr format, the Y and C planes are read as shown in Figure 33.23. When the α plane is used, the α plane is also read. According to the image format and the necessity of the α plane, specify the necessary addresses where the source image is stored (VI6_RPFn_SRCM_ADDR_Y, VI6_RPFn_SRCM_ADDR_C, and VI6_RPFn_SRCM_ADDR_AI).

Whether the α plane needs to be read is determined according to the α plane selection method and IROP operation type. For details, refer to section 33.2.6.6.

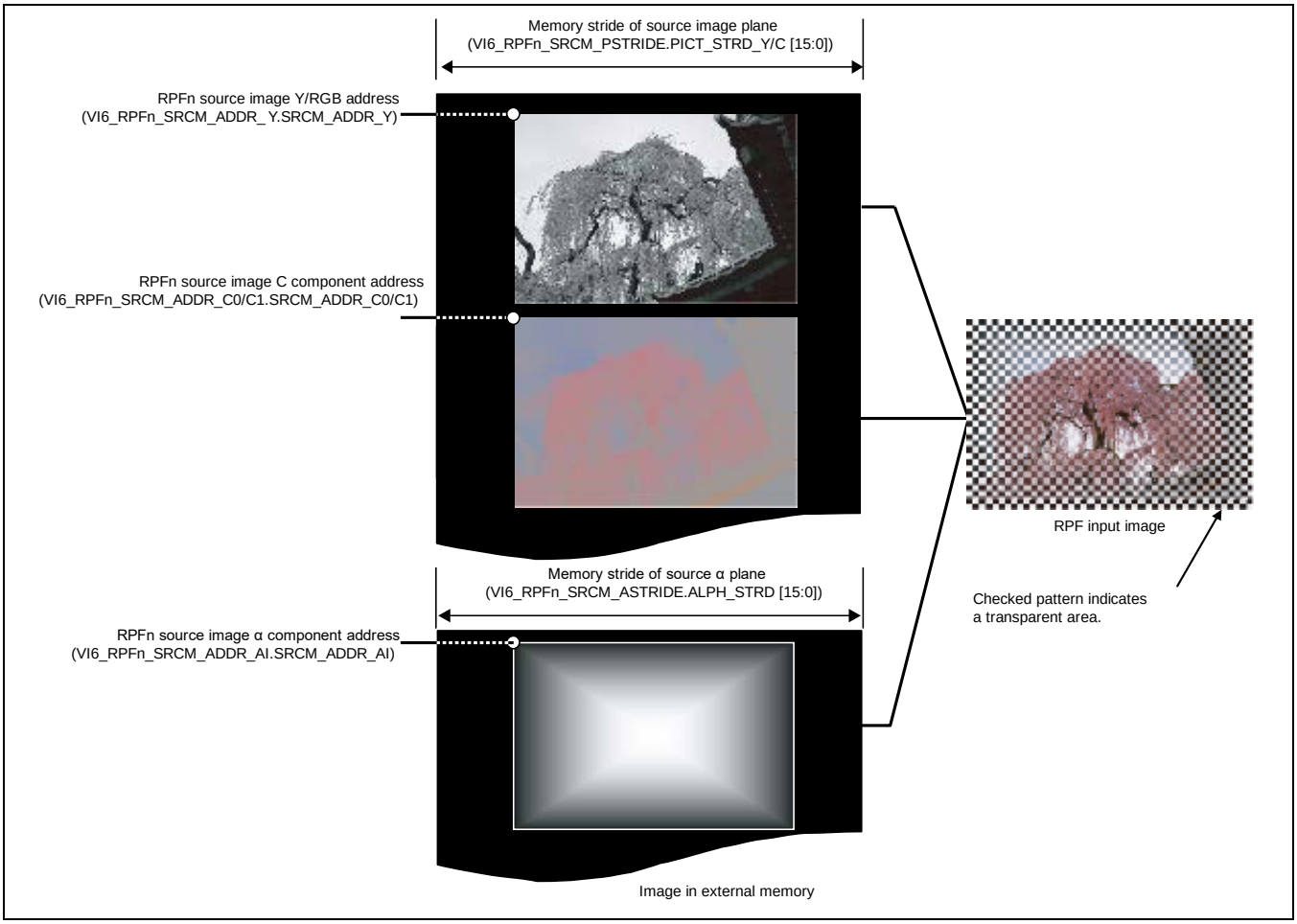


Figure 33.23 Reading an Image from RPFn Source Area

33.2.6.14 RPFn Source α Memory Stride Setting Registers (VI6_RPFn_SRCM_ASTRIDE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

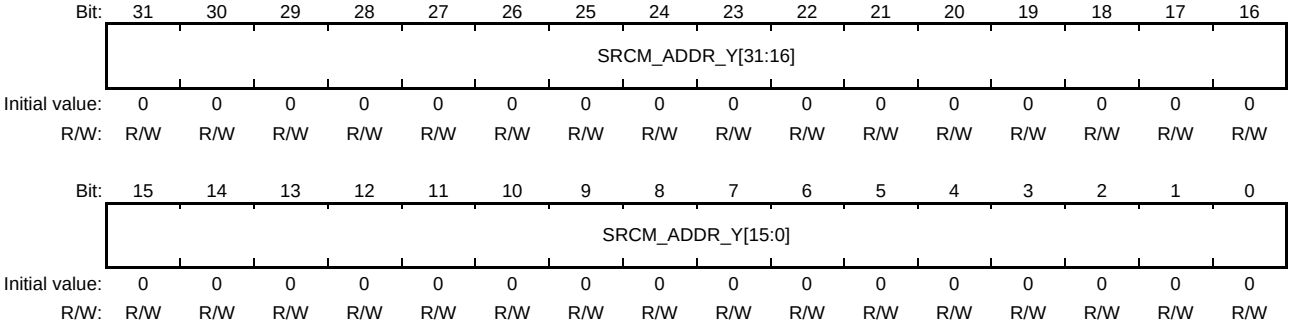
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ALPH_STRD[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	ALPH_STRD [15:0]	All 0	R/W	Memory Stride of Source α Plane These bits specify in 1-byte units the memory stride of the source α plane read by the RPFn. A value from 0 to 65535 can be specified. Refer to Figure 33.23 for settings.

33.2.6.15 RPFn Source Y/RGB Address Registers (VI6_RPFn_SRCM_ADDR_Y)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SRCM_ ADDR_Y [31:0]	All 0	R/W	Source Image Y/RGB Plane Storing Address These bits specify in 1-byte units the start address of the source image Y plane and packed RGB plane read by the RPFn. A value from H'0000_0000 to H'FFFF_FFFF can be specified. Refer to Figure 33.23 in section 33.2.6.13 for settings.

33.2.6.16 RPFn Source Chroma Address Registers 0 (VI6_RPFn_SRCM_ADDR_C0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRCM_ADDR_C0[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRCM_ADDR_C0[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SRCM_ ADDR_C0 [31:0]	All 0	R/W	Source Image C Plane Storing Address 0 These bits specify in 1-byte units the start address of the source image C plane read by the RPFn. Here, the C plane indicates the combined CbCr plane when a semi-planar format is selected from the packed YCbCr formats shown in Table 33.11 or the Cb plane when a planar format is selected. When an interleaved format is selected or the RPF input is in an RGB format, this setting is not used. A value from H'0000_0000 to H'FFFF_FFFF can be specified. Refer to Figure 33.23 in section 33.2.6.13 for settings.

33.2.6.17 RPFn Source Chroma Address Registers 1 (VI6_RPFn_SRCM_ADDR_C1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

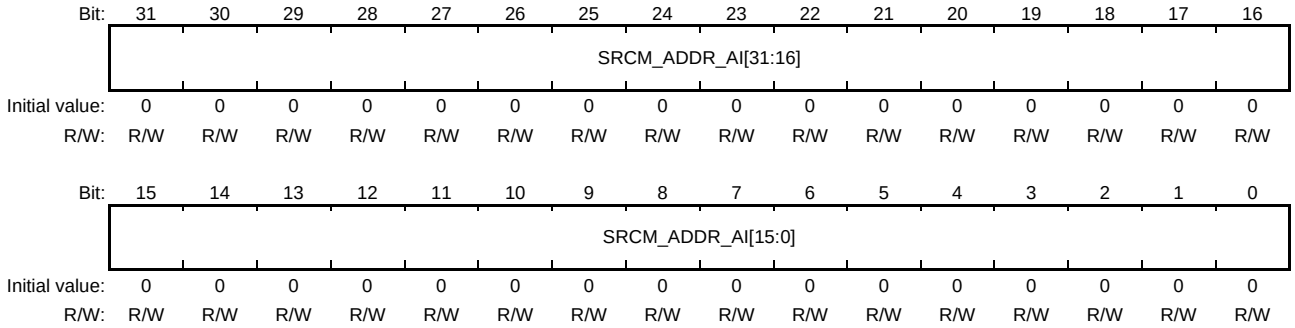
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRCM_ADDR_C1[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRCM_ADDR_C1[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SRCM_ ADDR_C1 [31:0]	All 0	R/W	Source Image C Plane Storing Address 1 These bits specify in 1-byte units the start address of the Cr plane when a planar YCbCr format shown in Table 33.11 is read by the RPFn. This setting is not used when the RPF input is in YCbCr format that is not a planar format or in an RGB format. A value from H'0000_0000 to H'FFFF_FFFF can be specified. Refer to Figure 33.23 in section 33.2.6.13 for settings.

33.2.6.18 RPFn Source α Address Registers (VI6_RPFn_SRCM_ADDR_AI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SRCM_ ADDR_AI [31:0]	All 0	R/W	Source Image α Plane Storing Address These bits specify in 1-byte units the start address of the α plane of the source image read by the RPFn. Specify in the same way as the start address of the picture plane. When the α plane is not read from the source area, these bits do not need to be set. A value from H'0000_0000 to H'FFFF_FFFF can be specified. Refer to Figure 33.23 in section 33.2.6.13 for settings.

33.2.6.19 RPFn Bus Access Control Registers (VI6_RPFn_BAC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	B512
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 17, 15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	B512	B'0	R/W	Burst access in 512 pixels' enable 0: burst access in 256 pixels 1: burst access in 512 pixels This bit is used to vary the bus access between VSPBC and VSPBD in order to enhance the bus efficiency. For the case using both VSPBC and VSPBD in RZ/G2H: Always set 1 to this bit for VSPBC and set 0 to this bit for VSPBD. For other cases: Always set 0 to this bit

33.2.6.20 RPFn Multiple Alpha Control (VI6_RPFn_MULT_ALPH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	A_MMD	—	—	P_MMD[1:0]		ALPHA_RATIO[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 13, 11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	A_MMD	B'0	R/W	0: Alpha data go through multiply-alpha unit. 1: Multiply-alpha unit multiplies alpha data by specified alpha (ALPHA_RATIO [7:0]. When output format from CSC unit is YCbCr, set 0 to this bit.
9 to 8	P_MMD[1:0]	B'00	R/W	B'00: Image data go through multiply-alpha unit. B'01: Multiply-alpha unit multiplies image data by specified alpha (ALPHA_RATIO [7:0]). B'10: Multiply-alpha unit multiplies image data by alpha data. B'11: Multiply-alpha unit multiplies image data by alpha data and specified alpha (ALPHA_RATIO [7:0]. When output format from CSC unit is YCbCr, set 0 to this bit.
7 to 0	ALPHA_RATIO [7:0]	All 0	R/W	Multiply alpha value

ALPin: Input Alpha data to Multiply-alpha unit

PIXin(R): Input R data to Multiply-alpha unit

PIXin(G): Input G data to Multiply-alpha unit

PIXin(B): Input B data to Multiply-alpha unit

ALPout: Output Alpha data from Multiply-alpha unit

PIXout(R): Output R data from Multiply-alpha unit

PIXout(G): Output G data from Multiply-alpha unit

PIXout(B): Output B data from Multiply-alpha unit

Table 33.16 Expression of output alpha data from Multiply-alpha unit

A_MMD	ALPHA_RATIO[7:0]	Expression
0	Don't care	ALPout = ALPin
1	Not 255	ALPout = ALPin * ALPHA_RATIO / 256
	255	ALPout = ALPin

Table 33.17 Expression of output pixel data from Multiply-alpha unit

P_MMD[1:0]	ALPHA_RATIO[7:0]	ALPin	Expression
0	Don't care	Don't care	PIXout(R) = PIXin(R) PIXout(G) = PIXin(G) PIXout(B) = PIXin(B)
1	Not 255	Don't care	PIXout(R) = PIXin(R) * ALPHA_RATIO / 256 PIXout(G) = PIXin(G) * ALPHA_RATIO / 256 PIXout(B) = PIXin(B) * ALPHA_RATIO / 256
	255	Don't care	PIXout(R) = PIXin(R) PIXout(G) = PIXin(G) PIXout(B) = PIXin(B)
2	Don't care	Not 255	PIXout(R) = PIXin(R) * ALPin / 256 PIXout(G) = PIXin(G) * ALPin / 256 PIXout(B) = PIXin(B) * ALPin / 256
	Don't care	255	PIXout(R) = PIXin(R) PIXout(G) = PIXin(G) PIXout(B) = PIXin(B)
3	Not 255	Not 255	PIXout(R) = PIXin(R) * ALPin * ALPHA_RATIO / 256 / 256 PIXout(G) = PIXin(G) * ALPin * ALPHA_RATIO / 256 / 256 PIXout(B) = PIXin(B) * ALPin * ALPHA_RATIO / 256 / 256
	255	Not 255	PIXout(R) = PIXin(R) * ALPin / 256 PIXout(G) = PIXin(G) * ALPin / 256 PIXout(B) = PIXin(B) * ALPin / 256
	Not 255	255	PIXout(R) = PIXin(R) * ALPHA_RATIO / 256 PIXout(G) = PIXin(G) * ALPHA_RATIO / 256 PIXout(B) = PIXin(B) * ALPHA_RATIO / 256
	255	255	PIXout(R) = PIXin(R) PIXout(G) = PIXin(G) PIXout(B) = PIXin(B)

33.2.7 WPF Control Registers

33.2.7.1 WPFn-Source-RPF Registers (VI6_WPFn_SRCRPF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	VIR_ACT[1:0]		—	—	VIR_ACT2[1:0]		—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	RPF4_ACT[1:0]		RPF3_ACT[1:0]		RPF2_ACT[1:0]		RPF1_ACT[1:0]		RPF0_ACT[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30, 27, 26, 23 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29, 28	VIR_ACT[1:0]	B'00	R/W	Virtual RPF Start Enable in BRU These bits enable start of the virtual RPF in the BRU as the source RPF for the WPFn when the WPFn is started. For details of the virtual RPF, refer to the following. Section 33.2.15.1, BRU Input Control Register (VI6_BRU_INCTRL) Section 33.2.15.2, Size Register of BRU Input Virtual RPF (VI6_BRU_VIRRPF_SIZE) Section 33.2.15.3, Display Location Register of BRU Input Virtual RPF (VI6_BRU_VIRRPF_LOC) Section 33.2.15.4, Color Information Register of BRU Input Virtual RPF (VI6_BRU_VIRRPF_COL) Note that the virtual RPF is in the BRU as shown in Figure 33.45 and there are no register bits for DPR setting related to the virtual RPF. B'00: The virtual RPF in the BRU is not started. B'01: The virtual RPF in the BRU is started as a sublayer source RPF for the WPFn. B'10: The virtual RPF in the BRU is started as the master-layer source RPF for the WPFn. B'11: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
25, 24	VIR_ACT2 [1:0]	B’00	R/W	Virtual RPF Start Enable in BRS [RZ/G2H, RZ/G2N] These bits enable start of the virtual RPF in the BRS as the source RPF for the WPF0 when the WPF0 is started. For details of the virtual RPF, refer to the following. Section 33.2.19.1, BRS Input Control Register (VI6_BRS_INCTRL) Section 33.2.19.2, Size Register of BRS Input Virtual RPF (VI6_BRS_VIRRPF_SIZE) Section 33.2.19.3, Display Location Register of BRS Input Virtual RPF (VI6_BRS_VIRRPF_LOC) Section 33.2.19.4, Color Information Register of BRS Input Virtual RPF (VI6_BRS_VIRRPF_COL) Note that the virtual RPF is in the BRS as shown in Figure 33.55 and there are no register bits for DPR setting related to the virtual RPF. B’00: The virtual RPF in the BRS is not started. B’01: The virtual RPF in the BRS is started as a sublayer source RPF for the WPFn. B’10: The virtual RPF in the BRS is started as the master-layer source RPF for the WPFn. B’11: Setting prohibited
9, 8	RPF4_ACT [1:0]	B’00	R/W	RPFn Start Enable (RPFn_ACT, n = 0 to 4) These bits enable start of RPFn as the source RPF for the WPFn when the WPFn is started. When RPFn is not started by any of the WPF0 to WPF1, set the VI6_DPR_RPFn_ROUTE.RT_RPFn bits to D'63. When ILV is used and image size of ILV output is equal to output size of the WPFn, set the RPFn_ACT, which ILVL (ILV left) is connected, to 2. B’00: RPFn is not started. B’01: RPFn is started as a sublayer source RPF for the WPFn. B’10: RPFn is started as the master-layer source RPF for the WPFn. B’11: Setting prohibited
7, 6	RPF3_ACT [1:0]	B’00	R/W	
5, 4	RPF2_ACT [1:0]	B’00	R/W	
3, 2	RPF1_ACT [1:0]	B’00	R/W	
1, 0	RPF0_ACT [1:0]	B’00	R/W	

When the WPFn is started through the VSP2 start register n (VI6_CMDn: n = 0, 1), the RPF and virtual RPF in the BRU specified as the source RPF in this register are also started to supply data to the VSP2 internal modules.

Note the following when specifying the source RPF.

(1) Each source RPF can be assigned to only one target WPFn; a single RPF cannot be assigned as the source RPF for multiple WPFs. For example, when setting VI6_WPF0_SRCRPF to H’0000_0008 and VI6_WPF1_SRCRPF to H’0000_0004 is attempted, the VSP2 will not operate correctly (these settings are prohibited) because RPF1 is assigned as both the master-layer source RPF for WPF0 and a sublayer source RPF for WPF1.

(2) When blending or ROP operation is applied to multiple images through the BRU or BRS, multiple source RPFs are necessary for one WPF. When multiple source RPFs are used, images should be classified into a master layer and sublayers; assign one of the source RPFs as the master-layer source RPF and other RPFs as sublayer source RPFs. Do not assign all RPFs as sublayer source RPFs (VI6_WPF1_SRCRPF = H’0000_0015) or two or more RPFs as the master-layer source RPF (VI6_WPF0_SRCRPF = H’0000_025A) (such settings are prohibited).

(3) When the BRU is not used, there should be only one source RPF for one WPF. In this case, the source RPF should be assigned as the master-layer source RPF.

33.2.7.2 WPFn Horizontal Input Size Clipping Registers (VI6_WPFn_HSZCLIP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	HCEN	—	—	—	—	HCL_OFST[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	HCL_SIZE[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 24, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	HCEN	B'0	R/W	Horizontal Size Clipping Enable/Disable Enables or disables clipping of the horizontal size of the WPFn input image. 0: Horizontal size clipping is disabled 1: Horizontal size clipping is enabled
23 to 16	HCL_OFST [7:0]	All 0	R/W	Horizontal Size Clipping Offset Value Setting These bits specify the offset size (pixels) from the left end of the image in horizontal size clipping when the HCEN bit is 1 (Figure 33.24). The left side of the image input to the WPF is cut off for the size specified in these bits. When the HCEN bit is 0, this setting is ignored. For WPF0, specify the left-side offset size (pixels) for the image before rotation. A value from 0 to 255 can be specified. (HCL_OFST + HCL_SIZE) should not exceed the horizontal size of the WPF input. If the setting shown in the bottom example in Figure 33.24 is made, VSP2 does not operate correctly.

Bit	Bit Name	Initial Value	R/W	Description
12 to 0	HCL_SIZE [12:0]	All 0	R/W	Horizontal Clipping Size Setting When the HCEN bit is 1, these bits specify the clipping size for horizontal clipping processing. Through this processing, the area of the horizontal size specified through the HCL_SIZE bits starting from the offset position specified through the HCL_OFST bits is determined as the valid image area. Accordingly, the right-side pixels beyond the (HCL_OFST + HCL_SIZE) size in the WPFn input image are discarded. When the HCEN bit is 0, this setting is ignored. For WPF0, specify the horizontal clipping size for the image before rotation. A value from 1 to 8190 can be specified. (HCL_OFST + HCL_SIZE) should not exceed the horizontal size of the WPF input. If the setting shown in the bottom example in Figure 33.24 is made, VSP2 does not operate correctly. (Note) When the WPFn does not execute 90° or 270° rotation (bit 2 in VI6_WPFn_OUTFMT.ROT is 0) and the WPFn output format is YCbCr4:2:2 or YCbCr4:2:0, specify an even value in these bits. When the WPFn executes 90° or 270° rotation (bit 2 in VI6_WPFn_OUTFMT.ROT is 1) and the WPFn output format is YCbCr4:2:0, specify an even value in these bits.

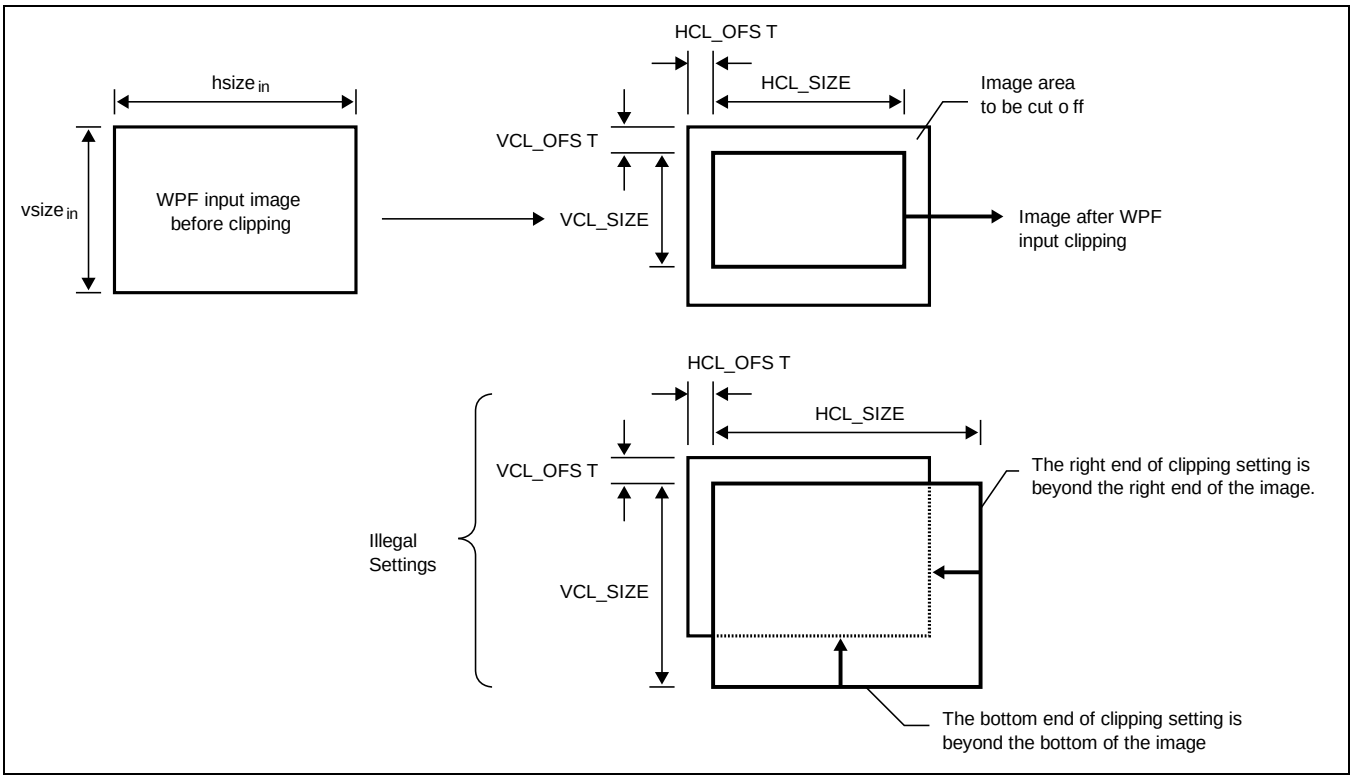
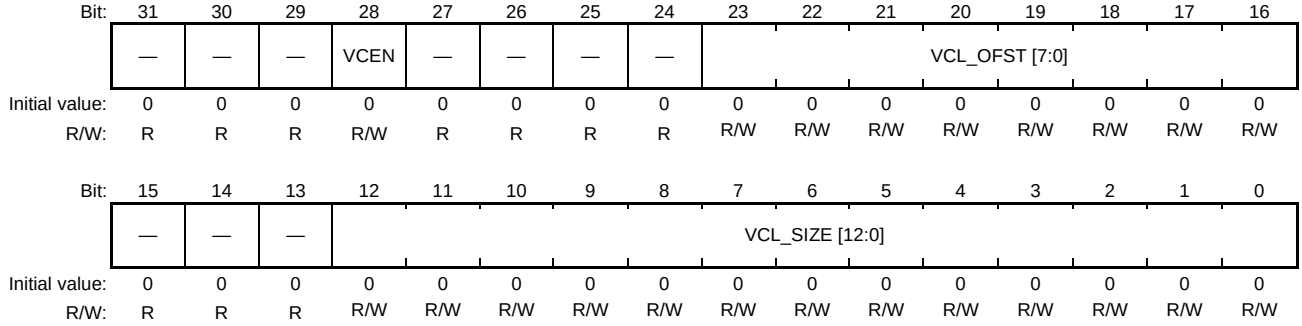


Figure 33.24 Image Clipping in WPF Input Section

33.2.7.3 WPFn Vertical Input Size Clipping Registers (VI6_WPFn_VSZCLIP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 24, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	VCEN	B'0	R/W	Vertical Size Clipping Enable/Disable Enables or disables clipping of the vertical size of the WPFn input image. 0: Vertical size clipping is disabled 1: Vertical size clipping is enabled
23 to 16	VCL_OFST [7:0]	All 0	R/W	Vertical Size Clipping Offset Value Setting These bits specify the offset size (pixels) from the top end of the image in vertical size clipping when the VCEN bit is 1 (Figure 33.24). The top of the image input to the WPF is cut off for the size specified in these bits. When the VCEN bit is 0, this setting is ignored. For WPF0, specify the top offset size (pixels) for the image before rotation. A value from 0 to 255 can be specified. (VCL_OFST + VCL_SIZE) should not exceed the vertical size of the WPF input. If the setting shown in the bottom example in Figure 33.24 is made, VSP2 does not operate correctly.

Bit	Bit Name	Initial Value	R/W	Description
12 to 0	VCL_SIZE [12:0]	All 0	R/W	Vertical Clipping Size Setting When the VCEN bit is 1, these bits specify the clipping size for vertical clipping processing. Through this processing, the area of the vertical size specified through the VCL_SIZE bits starting from the offset position specified through the VCL_OFST bits is determined as the valid image area. Accordingly, the bottom pixels beyond the (VCL_OFST + VCL_SIZE) size in the WPFn input image are discarded. When the VCEN bit is 0, this setting is ignored. For WPF0, specify the vertical clipping size for the image before rotation. A value from 1 to 8190 can be specified. (VCL_OFST + VCL_SIZE) should not exceed the vertical size of the WPF input. If the setting shown in the bottom example in Figure 33.24 is made, VSP2 does not operate correctly. (Note) When the WPFn does not execute 90° or 270° rotation (bit 2 in VI6_WPFn_OUTFMT.ROT is 0) and the WPFn output format is YCbCr4:2:0, specify an even value in these bits. When the WPFn executes 90° or 270° rotation (bit 2 in VI6_WPFn_OUTFMT.ROT is 1) and the WPFn output format is YCbCr4:2:2 or YCbCr4:2:0, specify an even value in these bits.

33.2.7.4 WPFn Output Format Registers (VI6_WPFn_OUTFMT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PDV [7:0]								PXA	ODE	—	FCNL	—	ROT [2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SPYCS	SPUVS	DITH [1:0]		WRTM [2:0]			CSC	—	WRFMT [6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
21,19, 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31 to 24	PDV [7:0]	All 0	R/W	PAD Value in Output Packed Data These bits specify the value to be stored in the bit field indicated as PAD or P in the output formats shown in Table 33.18. To store this value in PAD, specify 0 in the PXA bit. A value from 0 to 255 can be specified.
23	PXA	B'0	R/W	PAD Data Select Selects the value to be stored in the bit field indicated as PAD or P in the packed RGB output formats shown in Table 33.18. Both the value specified in the PDV bits and the α data input from the DPR to WPF are 8 bits, but some of the PAD and P bit fields shown in Table 33.18 are four bits or one bit. When the target bit field is not 8 bits, the number of bits in the PDV value and the α data input from the DPR to WPF is reduced according to the VI6_WPFn_RNDCTRL.ABRM setting. For bit count reduction, refer to Figure 33.25 and the description of VI6_WPFn_RNDCTRL.ABRM. 0: The value specified in the PDV bits is stored in the PAD shown in Table 33.18. 1: The α value output from DPR in pixel units is stored in the PAD shown in Table 33.18.
22	ODE	B'0	R/W	Ordered Dither (mode A) Enable/Disable 0: Ordered dither (mode A) is disabled. 1: Ordered dither (mode A) is enabled. When the output format specified through the WRFMT bits is YCbCr, specify 0 in this bit. And when VI6_WPFn_OUTFMT.CSC is set to 1, specify 0 in this bit even in the case that the output format specified through the WRFMT bits is RGB. Ordered dither is available only for 18bpp. So, when ODE bit is equal to 1, set WRFMT at 18bpp format. When ODE bit is equal to 0, WPF dither method is specified by DITH[1:0] in the register Ordered dither (mode A) is recommended rather than ordered dither (mode B) in case of 18bpp.

Bit	Bit Name	Initial Value	R/W	Description
20	FCNL	B'0	R/W	FCNL compression activation. 0: Not compress data with FCNL 1: Compress data with FCNL. FCNL compression is realized in the FCPV, but setting of FCNL is in the VSP2 register. Setting timing of the FCNL should be same with other bit in the register. FCNL compression cannot be enabled for VSPBS, VSPD and VSPDL. Set 0 to this bit for VSPBS, VSPD and VSPDL. See section 35 FCP User's Manual for register setting related to FCNL.
18 to 16	ROT [2:0]	B'000	R/W	Rotation Processing Select These bits select the rotation/flipping processing to be applied to the WPFn output image. 90° rotation and 270° rotation are done clockwise. Figure 33.26 and Figure 33.27 show the correspondence between the original image and the rotation/flipping result according to each setting. B'000: No rotation or flipping B'001: Vertical flipping B'010: Horizontal flipping B'011: 180° rotation B'100: 90° rotation B'101: 90° rotation + vertical flipping (equal to 270° rotation + horizontal flipping) B'110: 90° rotation + horizontal flipping (equal to 270° rotation + vertical flipping) B'111: 270° rotation Rotation/flipping can be specified only in VSPI - WPF0. In other channels, refer to section 33.4.5 for restriction of these bits. Note that the destination address setting should be changed according to the setting of these bits. For details, refer to section 33.2.7.10. When the LIF module is used (VI6_LIF_CTRL.LIF_EN = 1), set 0 to ROT [2:0].
15	SPYCS	B'0	R/W	WPF Output Mode Setting 1 When the output format is YUY2, set this bit to 1 and set the WRFMT bits to 71 (H'47). When the output format is YVYU, set this bit and the SPUVS bit to 1 and set the WRFMT bits to 71 (H'47). In other cases, set this bit to 0.
14	SPUVS	B'0	R/W	WPF Output Mode Setting 2 When the output format is NV61, set this bit to 1 and set the WRFMT bits to 65 (H'41). When the output format is NV21, set this bit to 1 and set the WRFMT bits to 66 (H'42). When the output format is YVYU, set this bit and the SPYCS bit to 1 and set the WRFMT bits to 71 (H'47). In other cases, set this bit to 0.

Bit	Bit Name	Initial Value	R/W	Description
13, 12	DITH [1:0]	B’00	R/W	Ordered Dither (mode B) Enable/Disable When the output format specified through the WRFMT bits is RGB with 18 bpp (260000 colors) or less, the color reduction processing is applied to match the number of colors. The color reduction processing may generate the artifacts of pseudo gradation, which can be suppressed through dithering. The DITH bits enable or disable dithering during color reduction. When the output format specified through the WRFMT bits is YCbCr, specify 0 in these bits. And when VI6_WPFn_OUTFMT.CSC is set to 1, specify 0 in these bits even in the case that the output format specified through the WRFMT bits is RGB. B’00: Dithering (mode B) is disabled B’11: Dithering (mode B) is enabled B’01, B’10: Setting prohibited When ODE bit in the register is 1, set this bit to 0.
11 to 9	WRTM [2:0]	B’000	R/W	CSC Conversion Expression Setting These bits select the expression for color space conversion. The conversion direction is RGB to YCbCr when the format specified in the WRFMT bits is YCbCr, or YCbCr to RGB when the format specified in the WRFMT bits is RGB. B’000: BT.601 YCbCr [16,235/240] ↔ RGB [0,255] B’001: BT.601 YCbCr [0,255] ↔ RGB [0,255] B’010: BT.709 YCbCr [16,235/240] ↔ RGB [0,255] B’011: BT.709 YCbCr [16,235/240] ↔ RGB [16,235] B’100 to B’111: Setting prohibited
8	CSC	B’0	R/W	Color Space Conversion Setting Enables or disables YCbCr ↔ RGB color space conversion to be executed in the WPFn. The characteristics of color space conversion are determined by the WRTM setting. There are some points to be noted about the relationship between the CSC setting and output format (WRFMT). For details refer to (*1) in section 33.2.6.3, RPFn Input Format Registers (VI6_RPFn_INFMT). 0: Color space is not converted. 1: Color space is converted.

Bit	Bit Name	Initial Value	R/W	Description
6 to 0	WRFMT [6:0]	All 0	R/W	WPF Output Image Format Setting These bits select the format of the image output from the WPFn to the external memory from among those listed in Table 33.18 and Table 33.19. [Note 1] Number of output pixels When YCbCr4:2:2 is specified through WRFMT, the horizontal size of the output image should be a multiple of 2 pixels. When YCbCr4:2:0 is specified, the vertical and horizontal sizes of the output image should be multiples of 2 pixels. Specify an appropriate data flow of the source RPF → DPR → target WPF so that the size of the image input to the target WPF satisfies the above restrictions. In particular, when the data flow includes a module or a function that modifies (up-scales, down-scales, or clips) the image size, take special care about the module or function settings. In addition, note the rotation function of the WPF shown in Figure 33.10. When 90° or 270° rotation is used (bit 2 in the ROT bits has a value of 1), the horizontal size of the WPF output image is equal to the vertical size of the WPF input image, and the vertical size of the output image is equal to the horizontal size of the input image; that is, the horizontal and vertical sizes are switched between the input and output. For example, because of the above restriction on YCbCr4:2:2 that the horizontal output size should be a multiple of 2 pixels, the vertical size of the WPF input should be a multiple of 2 pixels. [Note 2] Output lines in YCbCr4:2:0 In the YCbCr4:2:0 output format, the number of chrominance lines in the vertical direction is one-half the number of luminance lines. For this reason, the WPF outputs only even-numbered chrominance lines (lines 0, 2, 4, 6, ...) (conversion from (A) to (B) in. When vertical flipping is also specified through the ROT bits, the flipping processing is executed last and the chrominance line locations are inverted (lines 1, 3, 5, 7, …) in the output image ((C) in Figure 33.28). [Note 3] Down sampling of CbCr in horizontal direction in YCbCr4:2:0 or YCbCr4:2:2 In the YCbCr4:2:2 or YCbCr4:2:0 output format, method of down sample of Cb/Cr in horizontal direction is average of neighbor two pixels.

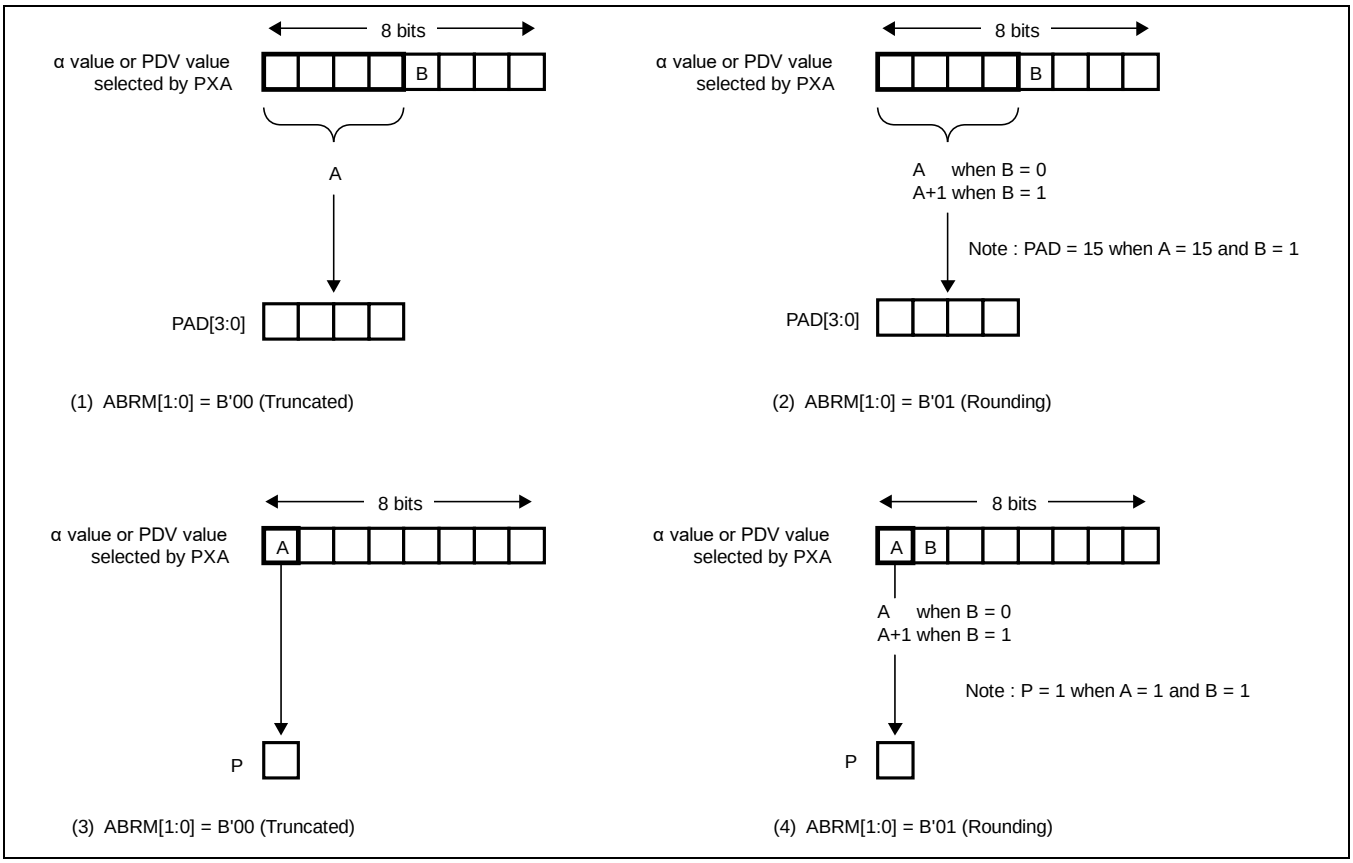


Figure 33.25 Selection of PAD Value and Reduction of Bit Count through PXA Setting

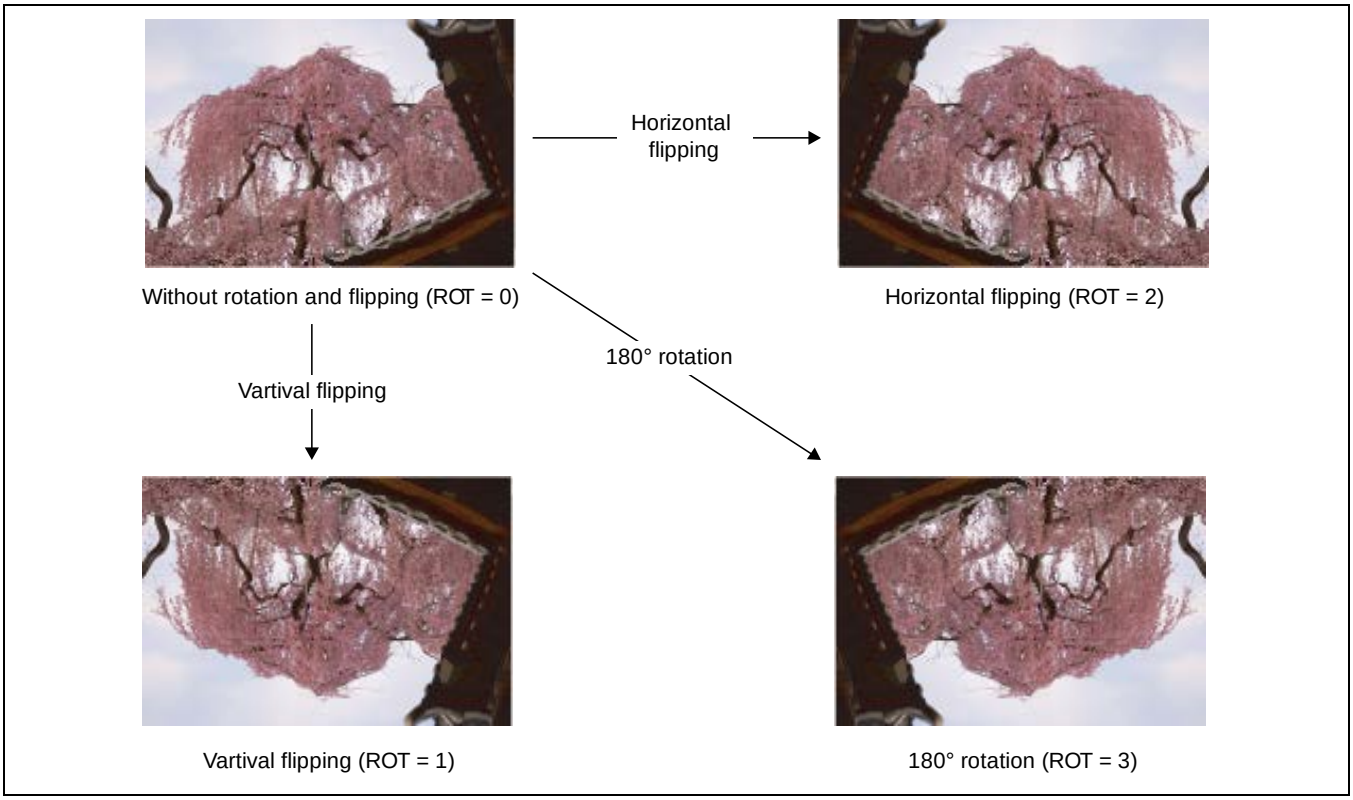


Figure 33.26 Correspondence between Original Image and Rotation/Flipping Result according to ROT Setting (1)

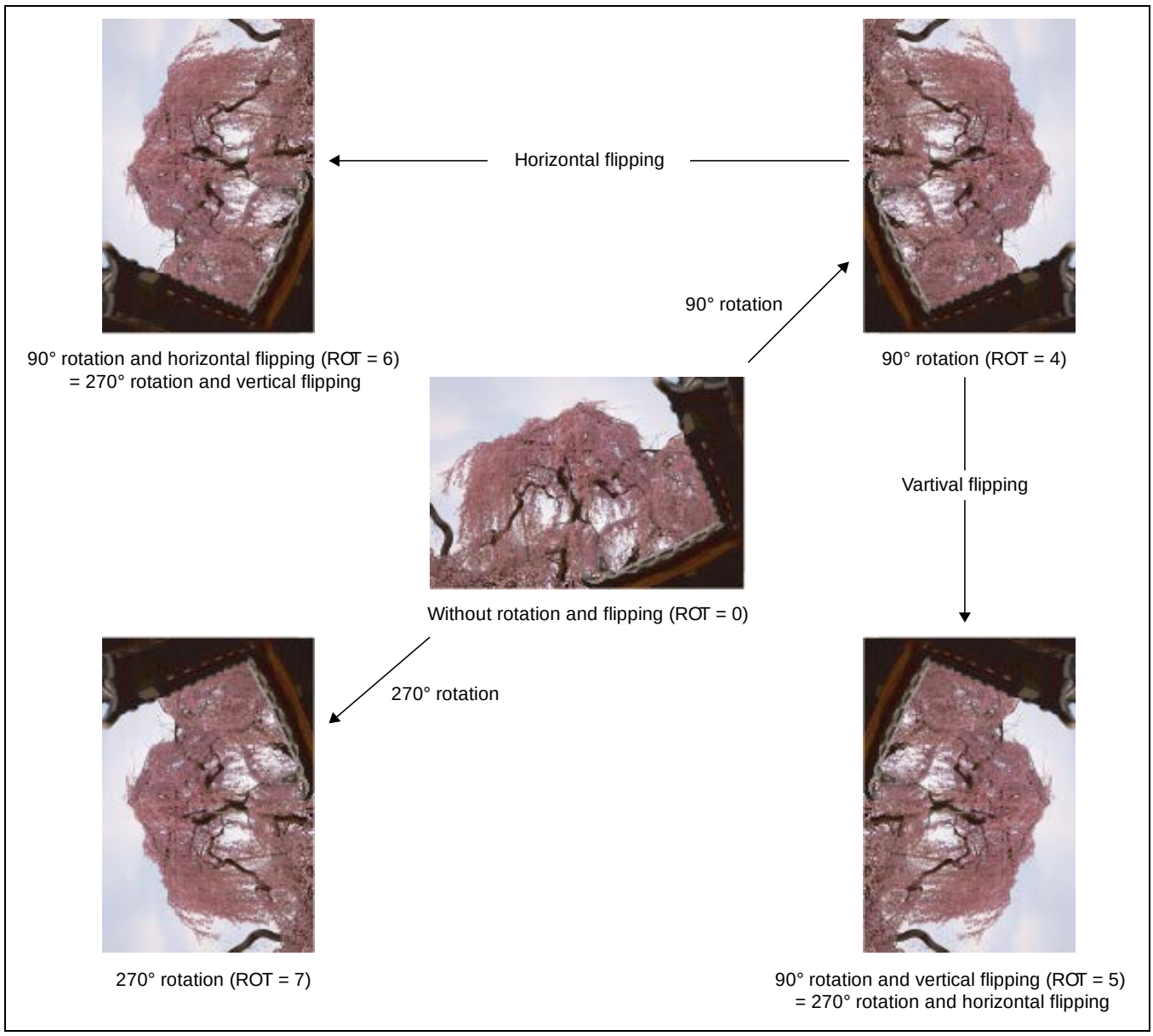


Figure 33.27 Correspondence between Original Image and Rotation/Flipping Result according to ROT Setting (2)

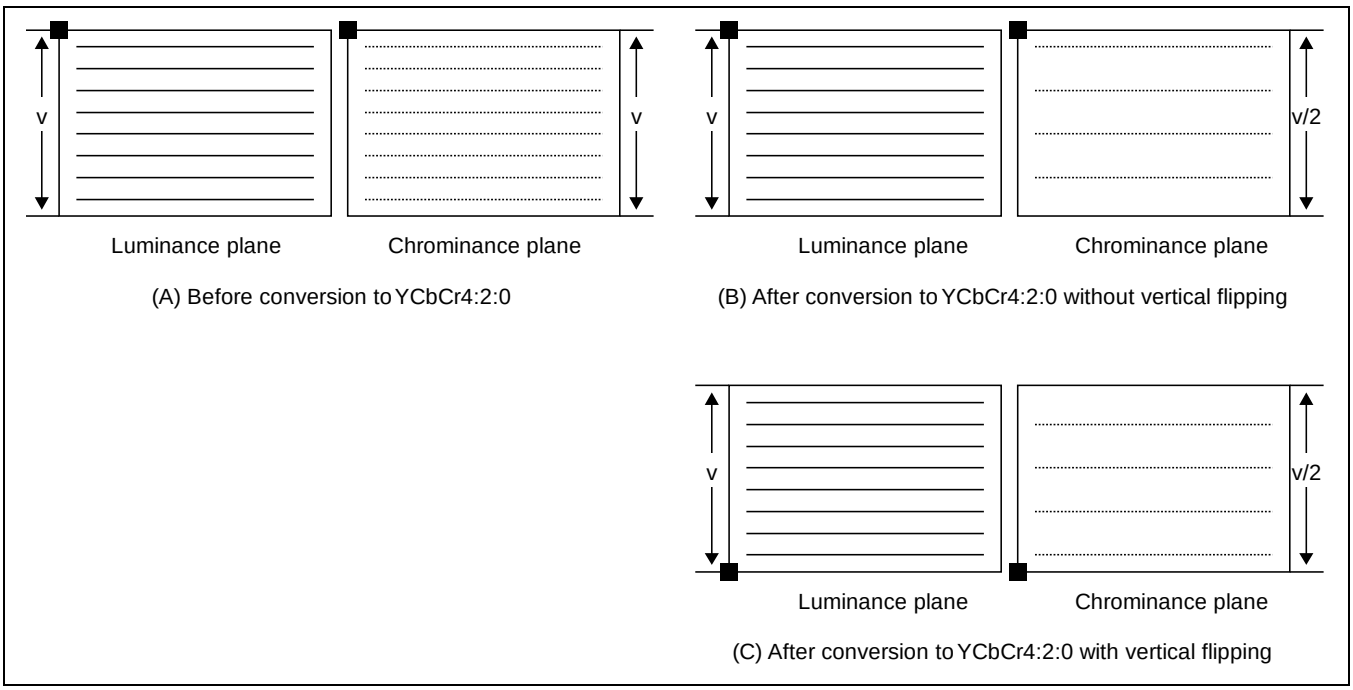


Figure 33.28 Chrominance Output Lines in YCbCr4:2:0 and Vertical Flipping Result

Table 33.18 Packed RGB Formats for WPF Output

WRFMT [6:0]	Bit per pixel	Phase	upper row - address / bottom row - bit field																											
			n								n+1								n+2								n+3			
			7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
0x00	8	-	R0	R0	R0	G0	G0	G0	B0	B0	R1	R1	R1	G1	G1	G1	B1	B1	R2	R2	R2	G2	G2	G2	B2	B2	R3	R3	R3	G3	G3	G3	B3	B3
0x01	12	-	0	0	0	0	R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	0	0	0	0	R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1
0x02			R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	0	0	0	0	R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1	0	0	0	0
0x03	-	-	Reserved								Reserved								Reserved								Reserved							
0x04	15	–	0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	0	R1	R1	R1	R1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
0x05			R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	0	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	0
0x06	16	–	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
0x07			PAD								0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0
0x08			R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	0	0	0	0	0	0	PAD							
0x09			0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	PAD							
0x0A		–	PAD								R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	0	0	0	0	0	0
0x0B			PAD								0	0	R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0
0x0C			0	0	R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	PAD							
0x0D			PAD								R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	0	0
0x0E	18		R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	0	0	PAD							
0x0F		0	0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	0	0	0	0	0	0	R1	R1
		1	R1	R1	R1	R1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1	0	0	0	0	0	0	R2	R2	R2	R2	R2	R2	G2	G2	G2	G2
		2	G2	G2	B2	B2	B2	B2	B2	B2	0	0	0	0	0	0	R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3
0x10		0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	0	0	0	0	0	0	R1	R1	R1	R1	R1	R1	G1	G1
		1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1	0	0	0	0	0	0	R2	R2	R2	R2	R2	R2	G2	G2	G2	G2	G2	G2	B2	B2	B2	B2
		2	B2	B2	0	0	0	0	0	0	R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3	0	0	0	0	0	0
0x11		0	0	0	R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	0	0	R1	R1	R1	R1	R1	R1
		1	0	0	G1	G1	G1	G1	G1	G1	0	0	B1	B1	B1	B1	B1	B1	0	0	R2	R2	R2	R2	R2	R2	0	0	G2	G2	G2	G2	G2	G2
		2	0	0	B2	B2	B2	B2	B2	B2	0	0	R3	R3	R3	R3	R3	R3	0	0	G3	G3	G3	G3	G3	G3	0	0	B3	B3	B3	B3	B3	B3
0x12		0	R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	0	0	R1	R1	R1	R1	R1	R1	0	0
		1	G1	G1	G1	G1	G1	G1	0	0	B1	B1	B1	B1	B1	B1	0	0	R2	R2	R2	R2	R2	R2	0	0	G2	G2	G2	G2	G2	G2	0	0
		2	B2	B2	B2	B2	B2	B2	0	0	R3	R3	R3	R3	R3	R3	0	0	G3	G3	G3	G3	G3	G3	0	0	B3	B3	B3	B3	B3	B3	0	0
0x13		–	PAD								R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0
0x14			R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0	PAD							
0x15	24	0	R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0	R1	R1	R1	R1	R1	R1	R1	R1
		1	G1	G1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1	B1	B1	R2	R2	R2	R2	R2	R2	R2	R2	G2	G2	G2	G2	G2	G2	G2	G2
		2	B2	B2	B2	B2	B2	B2	B2	B2	R3	R3	R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3	B3	B3
0x16	18	–	0	0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	0	0	0	0	0	0	0	G0	G0	G0	B0	B0	B0	B0	B0	B0
0x17			0	0	0	0	0	0	0	0	0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0
0x18	24	0	B0	B0	B0	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	R0	R0	R0	B1	B1	B1	B1	B1	B1	B1	B1
		1	G1	G1	G1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1	R1	R1	R1	B2	B2	B2	B2	B2	B2	B2	B2	G2	G2	G2	G2	G2	G2	G2	G2
		2	R2	R2	R2	R2	R2	R2	R2	R2	B3	B3	B3	B3	B3	B3	B3	B3	G3	G3	G3	G3	G3	G3	G3	G3	R3	R3	R3	R3	R3	R3	R3	R3
0x19	12	–	PAD				R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	PAD				R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1
0x1A		–	R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	PAD				R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1	PAD			
0x1B	15	–	P	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	P	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
0x1C		–	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	P	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	P
0x1D	12	–	PAD				B0	B0	B0	B0	G0	G0	G0	G0	R0	R0	R0	R0	PAD				B1	B1	B1	B1	G1	G1	G1	G1	R1	R1	R1	R1
0x1E		–	B0	B0	B0	B0	G0	G0	G0	G0	R0	R0	R0	R0	PAD				B1	B1	B1	B1	G1	G1	G1	G1	R1	R1	R1	R1	PAD			
0x1F	15	–	P	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	P	B1	B1	B1	B1	B1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1
0x20		–	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	P	B1	B1	B1	B1	B1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1	P
0x21	18	0	0	0	B0	B0	B0	B0	B0	B0	0	0	G0	G0	G0	G0	G0	G0	0	0	R0	R0	R0	R0	R0	R0	0	0	B1	B1	B1	B1	B1	B1
		1	0	0	G1	G1	G1	G1	G1	G1	0	0	R1	R1	R1	R1	R1	R1	0	0	B2	B2	B2	B2	B2	B2	0	0	G2	G2	G2	G2	G2	G2
		2	0	0	R2	R2	R2	R2	R2	R2	0	0	B3	B3	B3	B3	B3	B3	0	0	G3	G3	G3	G3	G3	G3	0	0	R3	R3	R3	R3	R3	R3
0x22	24	-	PAD								B0	B0	B0	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	R0	R0	R0
0x23	16	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0
0x24 ~ 0x3F	-	-	Reserved								Reserved								Reserved								Reserved							

Table 33.19 Packed YCbCr Formats for WPF Output

WRFMT [6:0]	Packed YCbCr Output Format	Reference
H'40	YCbCr4:4:4 semi-planar	Figure 33.15*4
H'41	YCbCr4:2:2 semi-planar (NV16, NV61*1)	
H'42	YCbCr4:2:0 semi-planar (NV12, NV21*1)	
H'43 to H'45	Reserved	—
H'46	YCbCr4:4:4 interleaved	Figure 33.16*4
H'47	YCbCr4:2:2 interleaved type 0 (UYVY, YUY2*2, YVYU*3)	
H'48	YCbCr4:2:2 interleaved type 1	
H'49	YCbCr4:2:0 interleaved *5	
H'4A	YCbCr4:4:4 planar	Figure 33.17*4
H'4B	YCbCr4:2:2 planar (YV16)	
H'4C	YCbCr4:2:0 planar (YV12, I420)	
H'4D to H'7F	Reserved	—

Notes: 1. When the output format is NV61 or NV21, set SPUVS (bit 14) to 1.
2. When the output format is YUY2, set SPYCS (bit 15) to 1.
3. When the output format is YVYU, set SPUVS (bit 14) to 1 and SPYCS (bit 15) to 1.
4. Figure 33.18 shows the definition of memory address for each pixel in Figure 33.15 to Figure 33.17.
5. Each line of plane is written twice, so byte/pixel of YCbCr420ITL is 3 byte/pixel (same as YCbCr444ITL).

For details of each YCbCr format, refer to Figure 33.15, Figure 33.16, Figure 33.17, and Figure 33.18. In these figures, registers for the RPF are indicated; read them as registers for the WPF as follows.

(RPF registers in the figures) → (Corresponding WPF registers)

VI6_RPFn_SRCM_ADDR_Y.SRCM_ADDR_Y → VI6_WPFn_DSTM_ADDR_Y.DSTM_ADDR_Y

VI6_RPFn_SRCM_ADDR_C0.SRCM_ADDR_C0 → VI6_WPFn_DSTM_ADDR_C0.DSTM_ADDR_C0

VI6_RPFn_SRCM_ADDR_C1.SRCM_ADDR_C1 → VI6_WPFn_DSTM_ADDR_C1.DSTM_ADDR_C1

33.2.7.5 WPFn Data Swapping Registers (VI6_WPFn_DSWAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	P_LLS	P_LWS	P_WDS	P_BTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3	P_LLS	B'0	R/W	WPF Output Data Swapping in LONG LWORD Units The effect of this bit setting is the same as data swapping in the RPF; refer to Table 33.13. 0: Data swapping in LONG LWORD (64-bit) units is disabled 1: Data swapping in LONG LWORD (64-bit) units is enabled
2	P_LWS	B'0	R/W	WPF Output Data Swapping in long word Units The effect of this bit setting is the same as data swapping in the RPF; refer to Table 33.13. 0: Data swapping in long word (32-bit) units is disabled 1: Data swapping in long word (32-bit) units is enabled
1	P_WDS	B'0	R/W	WPF Output Data Swapping in Word Units The effect of this bit setting is the same as data swapping in the RPF; refer to Table 33.13. 0: Data swapping in word (16-bit) units is disabled 1: Data swapping in word (16-bit) units is enabled
0	P_BTS	B'0	R/W	WPF Output Data Swapping in Byte Units The effect of this bit setting is the same as data swapping in the RPF; refer to Table 33.13. 0: Data swapping in byte (8-bit) units is disabled 1: Data swapping in byte (8-bit) units is enabled

Table 33.13 shows the data order before and after swapping according to the long long word, long word, word, and byte swapping settings.

When data order in memory for each format is the same as in Table 33.18 for RGB format and Figure 33.15 to Figure 33.17 for YCbCr format, set 4'b1111 to {*_LLS, *_LWS, *_WDS, *_BTS}. If data order is not the same as the definition, change data order within 16byte unit by these bits as shown in Table 33.13.

Note: When writing data is FCNL compressed data, follow section 35 FCP User's Manual about setting this swap register.

33.2.7.6 WPFn Rounding Control Registers (VI6_WPFn_RNDCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	CBRM	—	—	ABRM [1:0]		ATHRESH [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CLMD [1:0]		—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27, 26, 15,14, 11 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	CBRM	B'0	R/W	Bit Count Reduction Method Selection for Data Storage in Packed RGB This bit specifies the method for reducing the number of bits when data is stored in the bit fields indicated as R, G, and B in Table 33.18 and the target bit fields are not 8 bits. 0: Bit count conversion: The lower-order bits are truncated 1: Bit count conversion: Rounding (rounding off)
25, 24	ABRM [1:0]	B'00	R/W	Bit Count Reduction Method Selection for Data Storage in PAD These bits specify the method for reducing the number of bits when the data selected through VI6_WPFn_OUTFMT.PXA is stored in the bit fields indicated as PAD or P in Table 33.18 and the target bit field is four bits or one bit. A value of B'10 can be specified only when the packed RGB format specified through VI6_WPFn_OUTFMT.WRFMT includes a 1-bit P field. In this case, when the data selected through VI6_WPFn_OUTFMT.PXA is greater than the ATHRESH value, 1 is stored in the P field; when the selected data is not greater than the ATHRESH value, 0 is stored. B'00: Bit count conversion: The lower-order bits are truncated B'01: Bit count conversion: Rounding (rounding off) B'10: Bit count conversion: Comparison with the threshold value (this setting is allowed only when the storage field is one bit) B'11: Setting prohibited
23 to 16	ATHRESH [7:0]	All 0	R/W	Threshold for Conversion to 1-Bit α Data These bits specify the threshold value used for conversion from 8-bit α data to one bit when the ABRM bits are set to B'10. When the 8-bit α value before bit count reduction is equal to or smaller than the ATHRESH value, 0 is stored as the reduced 1-bit α data. In other cases, 1 is stored as the 1-bit α data. A value from 0 to 255 can be specified.

Bit	Bit Name	Initial Value	R/W	Description
13, 12	CLMD [1:0]	B’00	R/W	Color Data Clipping These bits specify the method for clipping the YCbCr color data output from the WPF. When RGB color data is output from the WPF, specify 0 in these bits. B’00: Output value is not clipped (0-255) B’01: Output value is clipped: YCbCr mode 1 (16-235 (Y), 16-240 (Cb/Cr)) B’10: Output value is clipped: YCbCr mode 2 (Y/Cb/Cr = 1-254) B’11: Setting prohibited

33.2.7.7 WPF0 Rotation Control Registers (VI6_WPF0_ROT_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LN16	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	LMEM_WD [12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18, 16 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17	LN16	B'0	R/W	16-Line Rotation Mode Selects the mode for rotation processing. The 16-line rotation mode can improve the bus transfer efficiency in rotation processing, but the maximum horizontal image size that can be rotated is one half of that in 8-line rotation mode. 0: 8-line rotation mode 1: 16-line rotation mode Set 1 to this bit for transfer efficiency.
12 to 0	LMEM_WD [12:0]	All 0	R/W	Rotation Memory Word Count Always specify 256here.

33.2.7.8 WPFn Destination Y Plane Memory Stride Registers (VI6_WPFn_DSTM_STRIDE_Y)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PICT_STRD_Y[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	PICT_STRD_Y [15:0]	All 0	R/W	Memory Stride of Destination Picture Y/RGB Plane These bits specify in 1-byte units the memory stride of the destination picture in the external memory to be written to by the WPFn as shown in Figure 33.29. A value from H'0000 to H'FFFF can be specified.

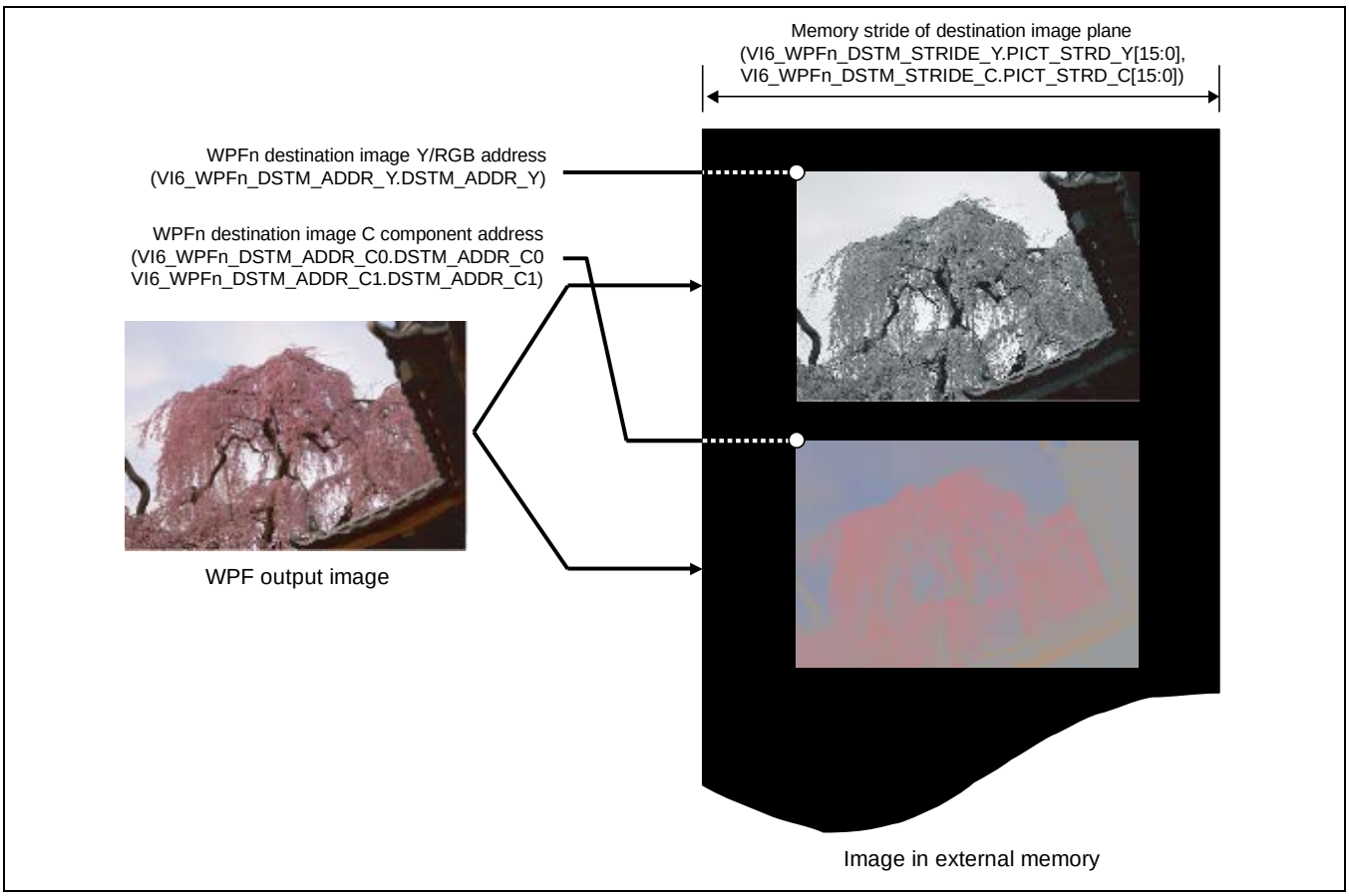


Figure 33.29 Writing Image Data to Destination Area in WPFn

33.2.7.9 WPFn Destination C Plane Memory Stride Registers (VI6_WPFn_DSTM_STRIDE_C)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

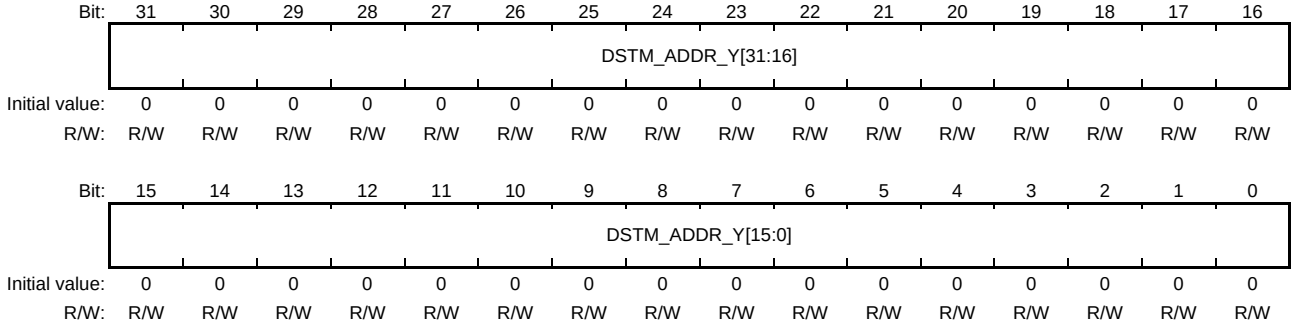
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PICT_STRD_C [15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	PICT_STRD_C [15:0]	All 0	R/W	Memory Stride of Destination Picture C Plane These bits specify in 1-byte units the memory stride for the C plane of the destination picture in the external memory to be written to by the WPFn as shown in Figure 33.29. When the WPFn outputs images in an RGB format, this setting is not used. When the WPFn outputs images in YCbCr planar format, this setting is applied to both the Cb and Cr planes. A value from H'0000 to H'FFFF can be specified.

33.2.7.10 WPFn Destination Y/RGB Address Registers (VI6_WPFn_DSTM_ADDR_Y)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DSTM_ ADDR_Y [31:0]	All 0	R/W	Destination Image Y/RGB Plane Storing Address These bits specify in 1-byte units the address for storing the destination-image Y plane or packed RGB plane to be written to by the WPFn in the method described later. A value from H'0000_0000 to H'FFFF_FFFF can be specified.

(Destination Address Specification Method)

When rotation/flipping is not used, the start address of a frame (address FHA shown in Figure 33.30) should be specified as the destination address. When flipping/rotation is used, the destination address is not the frame start address (FHA); one of addresses A_0 to A_3 shown in Figure 33.30 should be selected according to the combination of desired rotation and flipping (VI6_WPFn_OUTFMT.ROT setting).

To strictly define locations A_0 to A_3, let the horizontal size of the output image after rotation be H, the vertical size of the output image after rotation be V, and the memory stride (VI6_WPFn_DSTM_STRIDE_Y/C setting) be S as shown in Figure 33.30. Calculate the destination address (one of A_0 to A_3) using the formula shown in Table 33.20 and specify it in the destination address storing register.

The values of variables N, P, and L in Table 33.20 depend on the other register settings and luminance and chrominance components. These values should be obtained by referring to Table 33.21 to Table 33.23 when calculating the address to be specified in VI6_WPFn_DSTM_ADDR_Y, or Table 33.21 and Table 33.24 to Table 33.25 when calculating the address to be specified in VI6_WPFn_DSTM_ADDR_C0 or VI6_WPFn_DSTM_ADDR_C1.

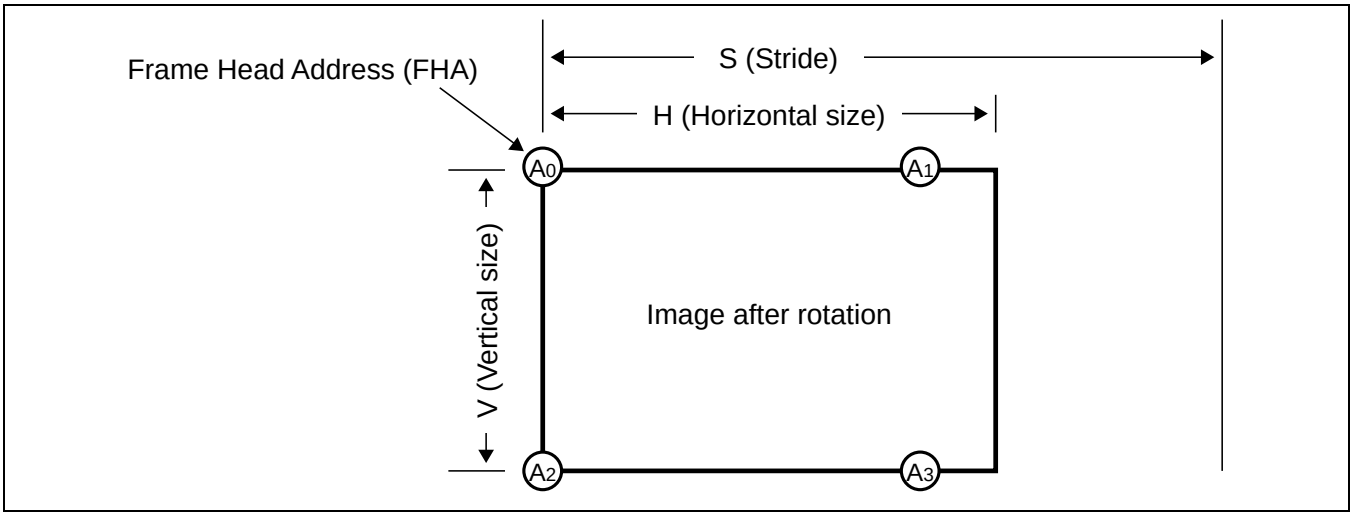


Figure 33.30 Location of Destination Address to be Specified for Rotation/Flipping

Table 33.20 Destination Address A_0, A_1, A_2, and A_3 Calculation Formulas

VI6_WPFn_OUTFMT.ROT Setting	Formula for Calculating Address to be Set in VI6_WPFn_DSTM_ADDR_Y, VI6_WPFn_DSTM_ADDR_C0, and VI6_WPFn_DSTM_ADDR_C1
0, 2, or 6	A_0 = FHA
4	A_1 = FHA + clip0 ((H – N) × P)
1, 3, or 7	A_2 = FHA + (V×L – 1) × S
5	A_3 = FHA + (V×L – 1) × S + clip0 ((H – N) × P)

Table 33.21 Value of N according to VI6_WPFn_ROT_CTRL.LN16 Setting (Used in Common for RGB, Y, and C)

VI6_WPFn_ROT_CTRL.LN16	N
0	8
1	16

Table 33.22 Value of P according to VI6_WPFn_OUTFMT.WRFMT Setting (for RGB and Luminance Y Address Calculation)

VI6_WPFn_OUTFMT.WRFMT	P
0, 64 to 66, or 74 to 76	1
1 to 2, 4 to 6, 25 to 32, or 71 to 72,	2
15 to 18, 21, 24, 33, 70, or 73	3
7 to 14, 19 to 20, 22 to 23, or 34 to 35	4

Table 33.23 Value of L according to VI6_WPFn_OUTFMT.WRFMT Setting (for RGB and Luminance Y Address Calculation)

VI6_WPFn_OUTFMT.WRFMT	L
73	0.5
0 to 2, 4 to 35, 64 to 66, 70 to 72, or 74 to 76	1

Table 33.24 Value of P according to VI6_WPFn_OUTFMT.WRFMT Setting (for Chrominance C0 and C1 Address Calculation)

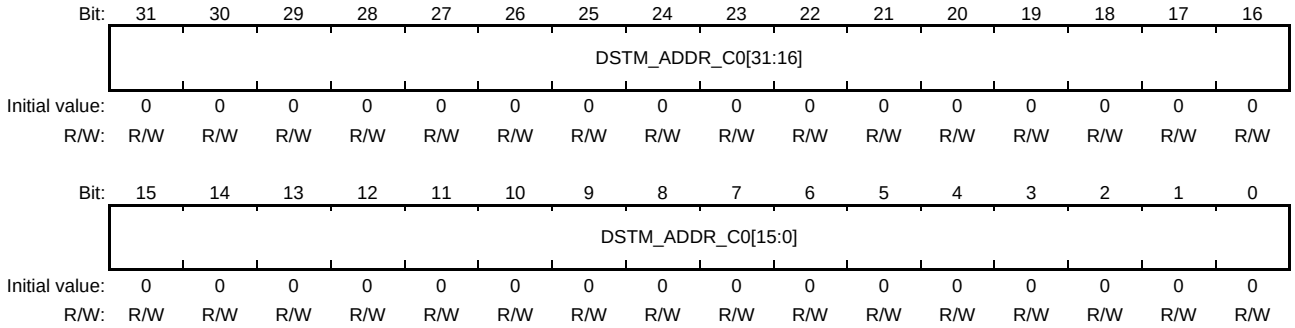
VI6_WPFn_OUTFMT.WRFMT	P
70 to 73	Not defined
75 to 76	0.5
65 to 66, 74	1
64	2

Table 33.25 Value of L according to VI6_WPFn_OUTFMT.WRFMT Setting (for Chrominance C0 and C1 Address Calculation)

VI6_WPFn_OUTFMT.WRFMT	L
70 to 73	Not defined
66, 76	0.5
64 to 65, 74 to 75	1

33.2.7.11 WPFn Destination Chroma Address Registers 0 (VI6_WPFn_DSTM_ADDR_C0)

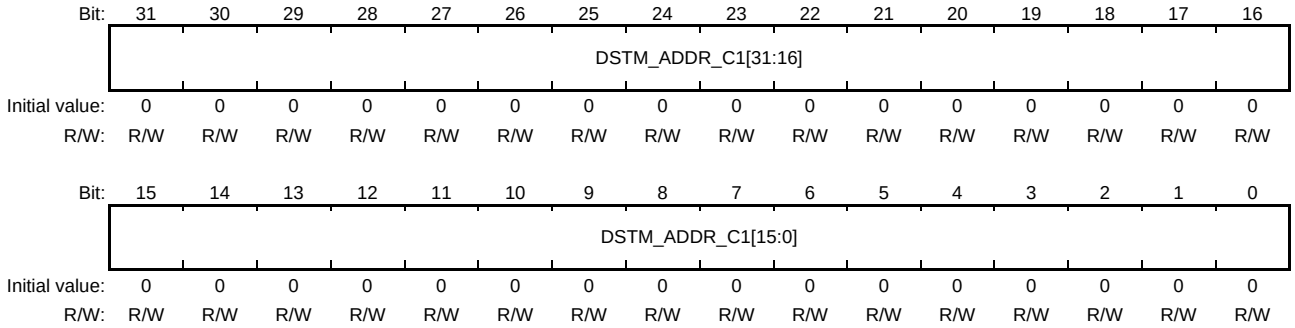
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DSTM_ ADDR_C0 [31:0]	All 0	R/W	Destination Image C Plane Storing Address 0 These bits specify in 1-byte units the address for storing the destination-image C plane to be written to by the WPFn. Refer to the description of VI6_WPFn_DSTM_ADDR_Y for settings. Here, the C plane indicates the combined CbCr plane when a semi-planar format is selected from the packed YCbCr formats shown in Table 33.19 or the Cb plane when a planar format is selected. When an interleaved format is selected or the output is in an RGB format, this setting is not used. A value from H'0000_0000 to H'FFFF_FFFF can be specified. Refer to Figure 33.30 in section 33.2.7.10 for settings.

33.2.7.12 WPFn Destination Chroma Address Registers 1 (VI6_WPFn_DSTM_ADDR_C1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DSTM_ ADDR_C1 [31:0]	All 0	R/W	Destination Image C Plane Storing Address 1 These bits specify in 1-byte units the address for storing the Cr plane when the WPFn outputs images to the external memory in YCbCr planar format shown in Table 33.19. Refer to the description of VI6_WPFn_DSTM_ADDR_Y for settings. This setting is not used when the WPF outputs in YCbCr format that is not a planar format or in an RGB format. A value from H'0000_0000 to H'FFFF_FFFF can be specified. Refer to Figure 33.30 in section 33.2.7.10 for settings.

33.2.7.13 WPFn LIF Write Back Control Registers (VI6_WPFn_WRBCK_CTRL: n = 0, 1)

[for n = 0]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[for n = 1]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	WBMD[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	WBMD[1:0]	B'00	R/W	Display Data Write Back Control This bit is used for selecting the write back mode when the value of VI6_LIFn_CTRL.LIF_EN bit is set to 1. 0: Write Back Disabled 1: Write Back Enabled

33.2.8 DPR Control Registers

33.2.8.1 Concept of DPR Settings

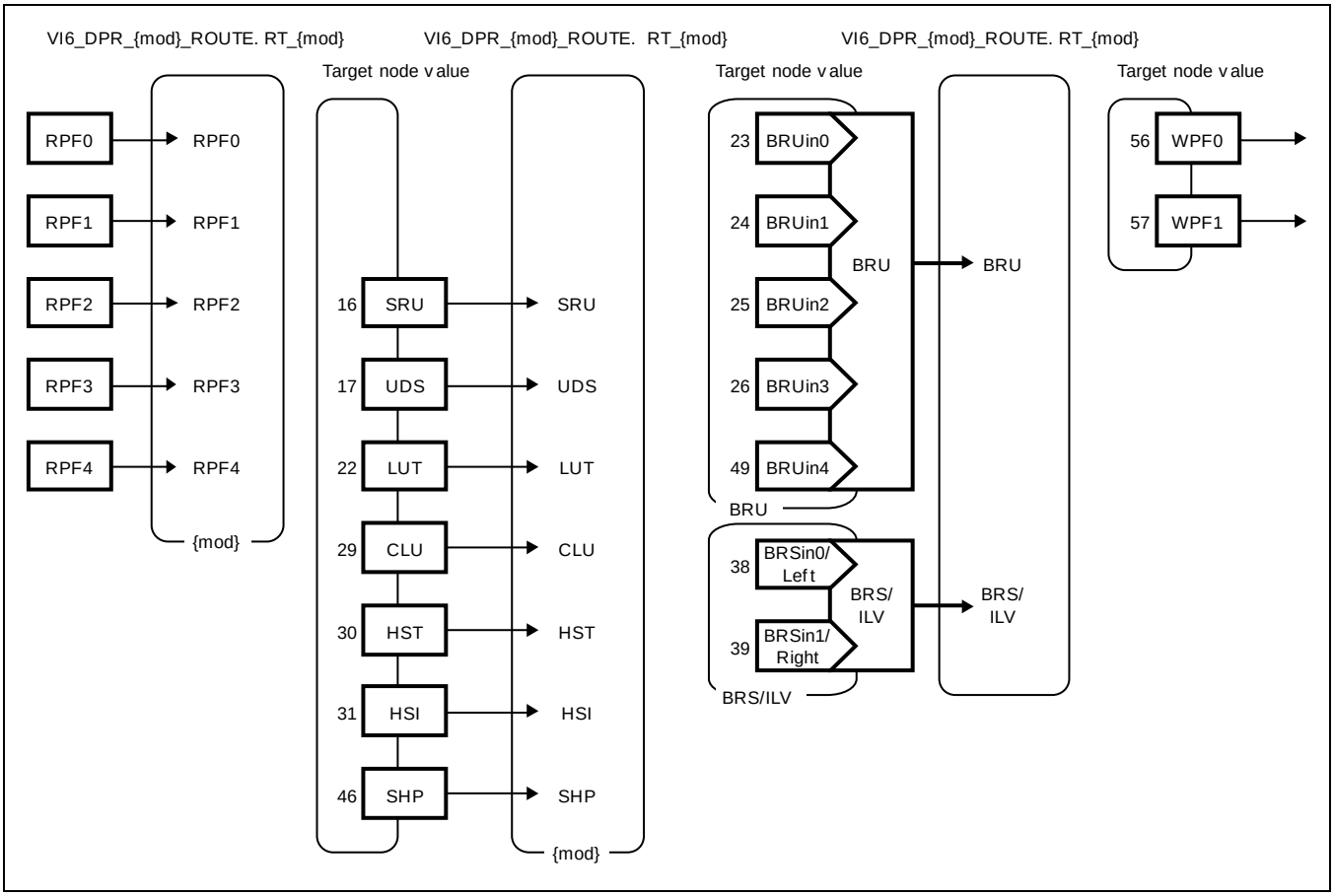


Figure 33.31 Node Register Names and Target Node Values on Data Path Router [RZ/G2H, RZ/G2N]

Note: * Figure 33.31 shows node value of all sub modules implemented in all VSPs of RZ/G2H, RZ/G2N.

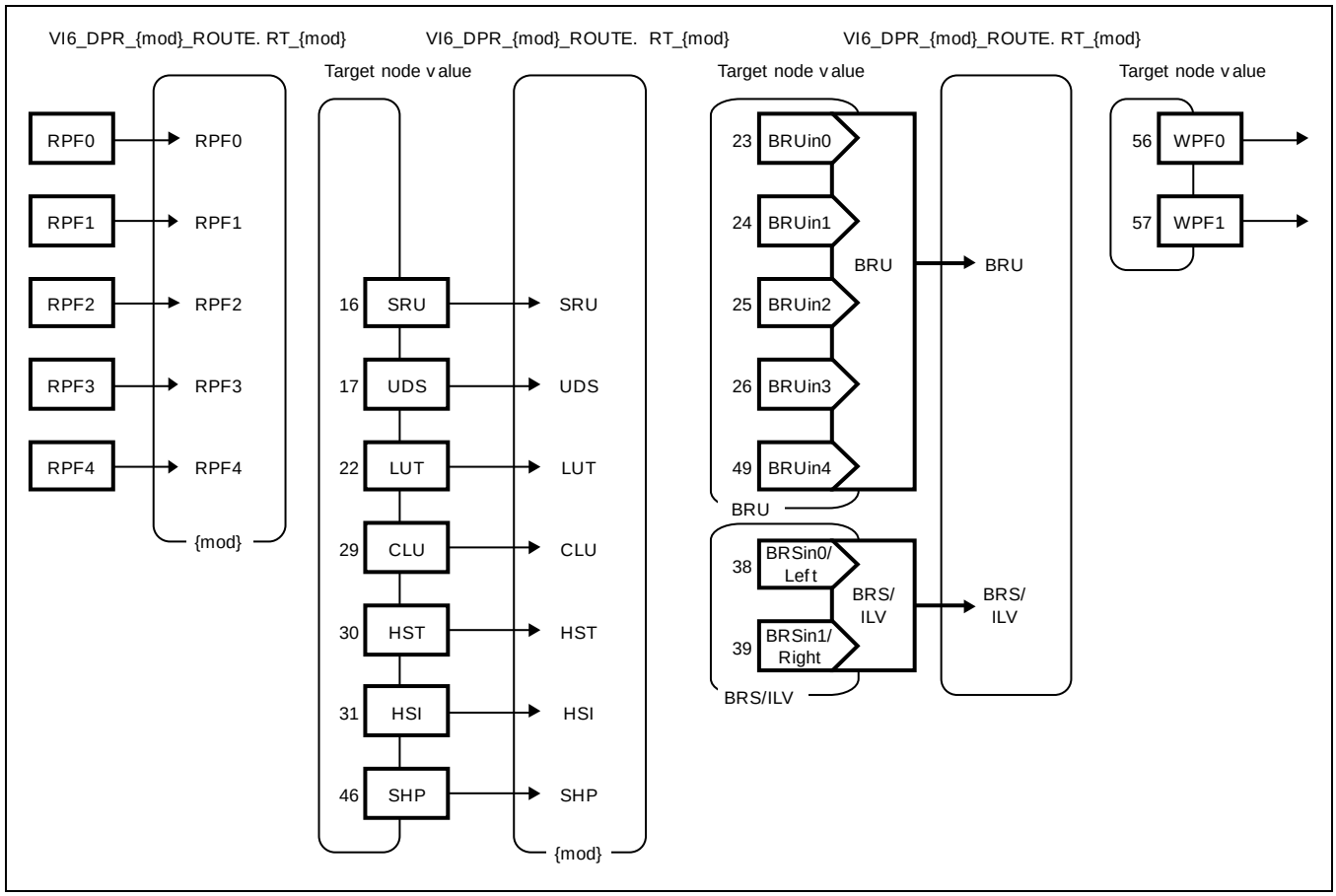


Figure 33.32 Node Register Names and Target Node Values on Data Path Router [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

Note: * Figure 33.32 shows node value of all sub modules implemented in all VSPs of RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E.

In the VSP2 internal data path, the order of processes can be specified as desired. The module for performing each process has a unique node value. Set each bit field in VI6_DPR_*_ROUTE to an appropriate node value shown in Figure 33.31 (RZ/G2H, RZ/G2N), Figure 33.32 (RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E) to specify the target node to be connected behind each module.

For DPR settings, all of the following restrictions should be observed. If any of them is violated, even the WPF paths operating correctly at that time will be affected as well as the WPF paths connected through the DPR, and correct operation will not be guaranteed (for example, if a restriction is violated for the DPR setting related to WPF1, even WPF0 that are operating correctly will be affected).

1. Specify 63 for the output node values of all RPFs and processing modules that are not used in the DPR. Here, make sure that no module is connected to a module for which 63 is specified as the node value.

Note: VI6_DPR_{mod}_ROUTE and VI6_DPR_{mod}_SMPPT corresponding to {mod} are not implemented in VSP which doesn't have {mod}. VI6_DPR_RPFn_ROUTE (n = 1 to 4) corresponding to RPFn is not implemented in VSP which doesn't have RPFn (n = 1 to 4). See Figure 33.1 to Figure 33.6 about module configuration of each VSP.

2. When specifying a value other than 63 for an output node value in the DPR, make sure that valid inputs (RPF0 to RPF4 or virtual RPF) and a target WPF are determined.
3. Only one module can be connected to each module; specifying the same target node value for two or more modules is prohibited.

4. Desired modules can be connected between each RPF and BRU input port, but all RPFs specified as the sources for a BRU input port should have the same target WPF. Same manner must be applied for ILV and BRS.
5. Make appropriate routing or RPF register settings so that the color space formats (RGB/YCbCr) for all BRU input ports are the same. Same manner must be applied for ILV and BRS.
6. Do not connect the output of any module as the input to the same module (in the BRU case, any input port) even when there is another module between the output and input (creating a loop is prohibited).
7. Each node can be used only once throughout all paths from RPFn to WPFn. When a module shown in Figure 33.31 is assigned in one RPF → WPF path, it cannot be used in another RPF → WPF path.
8. While a WPF is operating, modifying the DPR connection settings in VI6_DPR_*_ROUTE is prohibited for modules used by the WPF but allowed for modules not used by the WPF. Be careful not to accidentally modify the settings of the modules included in the WPF path that is operating.
9. Be careful to do the following setting when ILV or BRS is used.
   VI6_DPR_ILV_BRS_ROUTE.BRSSEL = 0 (ILV is sued)
   VI6_DPR_ILV_BRS_ROUTE.BRSSEL = 1 (BRS is used)
   BRS and ILV can be used exclusively.

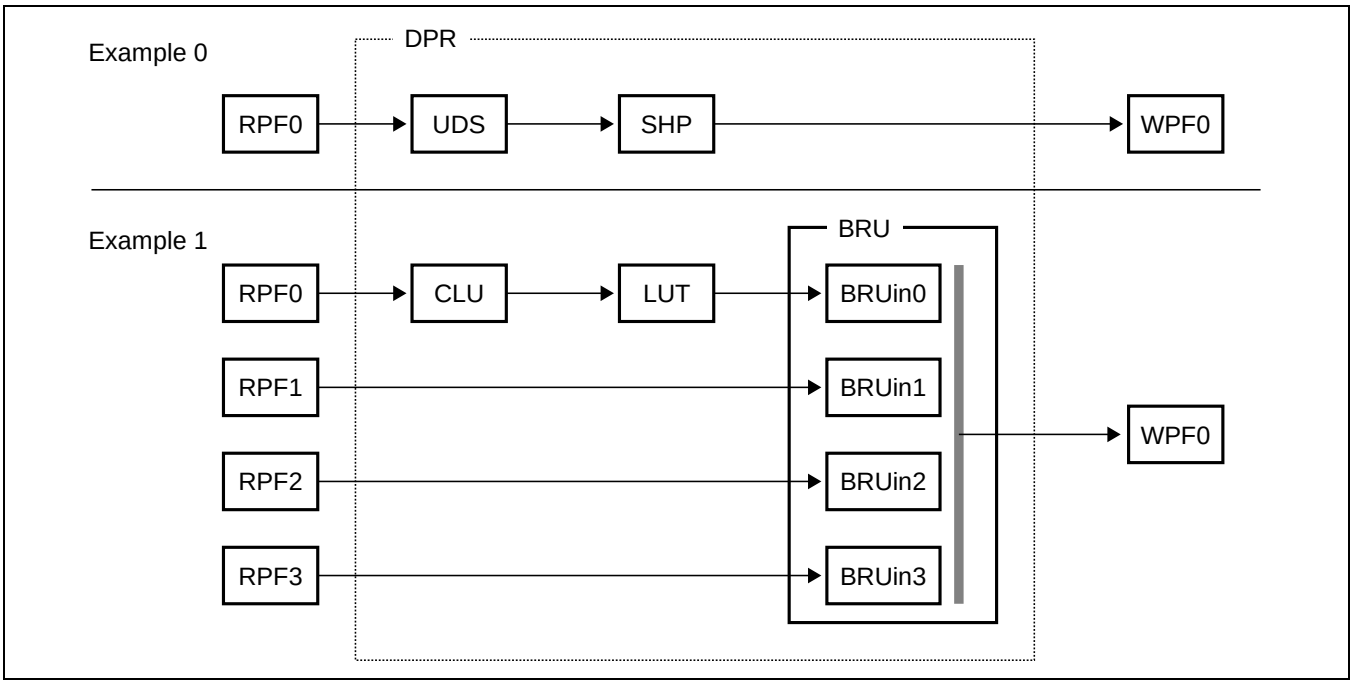


Figure 33.33 Examples of Internal Data Path Routing

Figure 33.33 shows examples of internal data path routing. Example 0 is WPF0 processing (RPF0 is the source RPF), and example 1 is also WPF0 (RPF0 to RPF3 are the source RPFs). Each example has the configuration shown in Figure 33.33. Example 0 performs UDS (up/down scaling) and SHP (sharpness) processing. Example 1 performs CLU and LUT processing (e.g. γ correction), for input 0 (RPF0) and then applies blending or raster operation between the resultant data and input data 1 to 3 (RPF1 to RPF3). The VI6_ DPR_*_ROUTE settings for these examples are shown in table 33.26. The bit fields for the modules that are not used in the examples should be set to 63.

Table 33.26 VI6_DPR_*_ROUTE Register Settings in Connection Examples Shown in Figure 33.33

	Register Name	Setting	
Example 0	VI6_DPR_RPF0_ROUTE.RT_RPF0	17	(To UDS)
	VI6_DPR_RPF1_ROUTE.RT_RPF1	63	(UNUSED)
	VI6_DPR_RPF2_ROUTE.RT_RPF2	63	(UNUSED)
	VI6_DPR_RPF3_ROUTE.RT_RPF3	63	(UNUSED)
	VI6_DPR_RPF4_ROUTE.RT_RPF4	63	(UNUSED)
	VI6_DPR_SRU_ROUTE.RT	63	(UNUSED)
	VI6_DPR_UDS_ROUTE.RT	46	(To SHP)
	VI6_DPR_UIF4_ROUTE.RT	63	(UNUSED)
	VI6_DPR_SHP_ROUTE.RT	56	(To WPF0)
	VI6_DPR_LUT_ROUTE.RT	63	(UNUSED)
	VI6_DPR_CLU_ROUTE.RT	63	(UNUSED)
	VI6_DPR_HST_ROUTE.RT	63	(UNUSED)
	VI6_DPR_HSI_ROUTE.RT	63	(UNUSED)
	VI6_DPR_ILV_BRS_ROUTE.RT	63	(UNUSED)
	VI6_DPR_BRU_ROUTE.RT	63	(UNUSED)
Example 1	VI6_DPR_RPF0_ROUTE.RT_RPF0	29	(To CLU)
	VI6_DPR_RPF1_ROUTE.RT_RPF1	24	(To BRUin1)
	VI6_DPR_RPF2_ROUTE.RT_RPF2	25	(To BRUin2)
	VI6_DPR_RPF3_ROUTE.RT_RPF3	26	(To BRUin3)
	VI6_DPR_RPF4_ROUTE.RT_RPF4	63	(UNUSED)
	VI6_DPR_SRU_ROUTE.RT	63	(UNUSED)
	VI6_DPR_UDS_ROUTE.RT	63	(UNUSED)
	VI6_DPR_UIF4_ROUTE.RT	63	(UNUSED)
	VI6_DPR_SHP_ROUTE.RT	63	(UNUSED)
	VI6_DPR_LUT_ROUTE.RT	56	(To WPF0)
	VI6_DPR_CLU_ROUTE.RT	22	(To LUT)
	VI6_DPR_HST_ROUTE.RT	63	(UNUSED)
	VI6_DPR_HSI_ROUTE.RT	63	(UNUSED)
	VI6_DPR_ILV_BRS_ROUTE.RT	63	(UNUSED)
	VI6_DPR_BRU_ROUTE.RT	63	(UNUSED)

Although both examples shown in figure 33.33 include operation in image processing modules, connect the RPF to the WPF directly when only image format conversion or packed format conversion is required.

33.2.8.2 RPFn Routing Register (VI6_DPR_RPFn_ROUTE : n = 0, 1, 2, 3, 4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	RT_RPFn[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	RT_RPFn [5:0]	All 0	R/W	RPFn Target Node Value These bits specify the target node value for RPFn. When using RPFn, refer to Figure 33.31 to Figure 33.32 for settings. When RPFn is not started through the VI6_WPFn_SRCRPF setting, specify 63.

33.2.8.3 WPFn Timing Control Register (VI6_DPR_WPFn_FPORCH: n = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	FP_WPFn[5:0]						—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 14, 7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13 to 8	FP_WPFn [5:0]	All 0	R/W	WPFn Internal Operation Timing Setting Specify 5.

33.2.8.4 {mod} Routing Register (VI6_DPR_{mod}_ROUTE: {mod} = ILV_BRS, SRU, UDS, LUT, CLU, HST, HSI, BRU, SHP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	BRS SEL	—	—	—	—	FXA[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	FP[5:0]						—	—	RT[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 24, 15, 14, 7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	BRSSEL	B'0	R/W	Select ILV or BRS 0: ILV is selected 1: BRS is selected. BRS and ILV shares data path route. Setting VI6_DPR_ILV_BRS_ROUTE is needed in case of using ILV or BRS. This bit select ILV or BRS for VI6_DPR_ILV_BRS_ROUTE. Set 0 to this bit in case of using ILV. Set 1 to this bit in case of using BRS. This bit is available in only VI6_DPR_ILV_BRS_ROUTE.
23 to 16	FXA [7:0]	All 0	R/W	Fixed α Output Value for {mod} The {mod} does not support input/output of the α value. The α value input to the {SHP, SRU, LUT, CLU, HST and HSI} is discarded, and the fixed α value specified in these bits is always output from the {SHP, SRU, LUT, CLU, HST and HSI}. A value from 0 to 255 can be specified. These bits are valid for SHP, SRU, LUT, CLU, HST and HSI modules. For UDS, ILV, BRS and BRU modules, these bits are reserved.
13 to 8	FP [5:0]	All 0	R/W	{mod} Internal Operation Timing Setting Specify 0.
5 to 0	RT [5:0]	All 0	R/W	{mod}Target Node Value These bits specify the target node value for the {mod}. When using the {mod}, refer to Figure 33.31 to Figure 33.32 for settings. When not using the {mod}, specify 63.

33.2.8.5 {mod} Sampling Point Register (VI6_DPR_{mod}_SMPPT: {mod} = HGO, HGT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	TGW[2:0]			—	—	PT[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11, 7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 8	TGW[2:0]	B'000	R/W	Target WPF Index for {mod} These bits are used for specifying the target WPF index of {mod}. If {mod} is not used, set 7 to these bits.
5 to 0	PT[5:0]	All 0	R/W	Target Node Index for {mod} Histogram Sampling {mod} generates the histogram for the target node specified by these bits. For example, if these bits are set to 0, {mod} module generates the histogram for the output data of RPF0. Refer to below table for the target node index which can be used for {mod}. If {mod} is not used, set 63 to these bits.

Table 33.27 Target node index for {mod} module

Node Index	Module for Histogram Generation
0 to 4	RPF0 to 4
16	SRU
17	UDS
22	LUT
27	BRU
29	CLU
30	HST
31	HSI
46	SHP

33.2.9 SRU Control Registers

33.2.9.1 Super Resolution Control Register 0 (VI6_SRU_CTRL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	SRU_PARAM0[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRU_PARAM1[4:0]					—	SRU_MODE [2:0]			SRU_PARAM2	SRU_PARAM3	SRU_PARAM4	SRU_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25, 15 to 13, 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	SRU_PARAM0 [8:0]	All 0	R/W	Super Resolution Parameter 0 Specify an appropriate value shown in Table 33.28; do not specify any other value.
12 to 8	SRU_PARAM1 [4:0]	All 0	R/W	Super Resolution Parameter 1 Specify an appropriate value shown in Table 33.28; do not specify any other value.
6 to 4	SRU_MODE [2:0]	B’000	R/W	Super Resolution Mode Setting These bits specify a super resolution mode. In super resolution without scaling, the output size is the same as the input size. In super resolution with double scale-up, the output size is twice the input size. B’000: Super resolution without scaling B’100: Super resolution with double scale-up Other settings are prohibited.
3	SRU_PARAM2	B’0	R/W	Super Resolution Parameter 2 This parameter setting depends on the color space of the image input to the SRU. Specify an appropriate value shown in Table 33.29; do not specify any other value.
2	SRU_PARAM3	B’0	R/W	Super Resolution Parameter 3 Specify an appropriate value shown in Table 33.29; do not specify any other value.
1	SRU_PARAM4	B’0	R/W	Super Resolution Parameter 4 This parameter setting depends on the color space of the image input to the SRU. Specify an appropriate value shown in Table 33.29; do not specify any other value.

Bit	Bit Name	Initial Value	R/W	Description
0	SRU_EN	B'0	R/W	Super Resolution Processing Enable/Disable Enables or disables super resolution processing. This setting has the highest priority over all other SRU registers. 0: Super resolution processing is disabled (input goes through the SRU without change) 1: Super resolution processing is enabled

YCbCr format is recommended for the super resolution processing. If the super resolution processing is applied to an RGB-format image, adverse effects such as color blur may be generated; when using an RGB format, evaluate the image quality carefully before applying the processing to practical use.

To execute the super resolution processing in YCbCr format, set up the RPF and DPR appropriately so that YCbCr-format image data is input to the SRU. Specifically, make the RPFn output YCbCr-format image data and send the output data to the SRU through the DPR. For details of RPFn input/output settings, refer to section 33.2.6.3. For DPR settings, refer to section 33.2.8.1 to 33.2.8.4.

Table 33.28 Super Resolution Parameter Setting 1

		VI6_SRU_CTRL0			VI6_SRU_CTRL1	VI6_SRU_CTRL2		
Intensity		SRU_MODE	SRU_PARAM0	SRU_PARAM1	SRU_PARAM5	SRU_PARAM6	SRU_PARAM7	SRU_PARAM8
Weak	1	0 or 4	256	4	H'7FF	24	40	255
	2	0 or 4	256	4	H'7FF	8	16	255
	3	0 or 4	384	5	H'7FF	36	60	255
	4	0 or 4	384	5	H'7FF	12	27	255
	5	0 or 4	511	6	H'7FF	48	80	255
Strong	6	0 or 4	511	6	H'7FF	16	36	255

Table 33.29 Super Resolution Parameter Setting 2

Color Space of SRU Input Image	SRU_PARAM2	SRU_PARAM3	SRU_PARAM4
YCbCr*	0	1	0
RGB	1	1	1

Note: * YCbCr format is recommended for the image input to the SRU.

33.2.9.2 Super Resolution Control Register 1 (VI6_SRU_CTRL1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	SRU_PARAM5 [10:0]										
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 0	SRU_PARAM5 [10:0]	All 0	R/W	Super Resolution Parameter 5 Specify an appropriate value shown in Table 33.28; do not specify any other value.

33.2.9.3 Super Resolution Control Register 2 (VI6_SRU_CTRL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SRU_PARAM6 [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRU_PARAM7 [7:0]								SRU_PARAM8 [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	SRU_PARAM6 [7:0]	All 0	R/W	Super Resolution Parameter 6 Specify an appropriate value shown in Table 33.28; do not specify any other value.
15 to 8	SRU_PARAM7 [7:0]	All 0	R/W	Super Resolution Parameter 7 Specify an appropriate value shown in Table 33.28; do not specify any other value.
7 to 0	SRU_PARAM8 [7:0]	All 0	R/W	Super Resolution Parameter 8 Specify an appropriate value shown in Table 33.28; do not specify any other value.

33.2.10 UDS Control Registers

33.2.10.1 Scaling Control Registers (VI6_UDS_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	AMD	FMD	BLADV	—	—	AON	ATHON	—	—	—	BC	NE_A	NE_RCR	NE_GY	NE_BCB
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	AMDSLH	EXT (TDIPC)	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31, 27, 26, 23 to 21, 15 to 3, 0	—	All 0	R	Reserved This bit is always read as 0. The write value should always be 0.
30	AMD	B'0	R/W	Pixel Count at Scale-Up Specifies the number of pixels generated through scale-up in the UDS. This bit setting is ignored for scale-down. 0: Pixel count after scale-up is 1 + ⟨(n − 1) × scale-up factor⟩ 1: Pixel count after scale-up is ⟨n × scale-up factor⟩ *n: Number of pixels input to UDS
29	FMD	B'0	R/W	Padding for Insufficient Clipping Size When the scaling filter outputs an image that is smaller than the clipping size (VI6_UDS_CLIP_SIZE), pixels are interpolated to match the clipping size. This bit specifies the pixel filling method. 0: Pixels are filled by copying pixels at the right edge and the bottom edge 1: Pixels are filled with the color specified by VI6_UDS_FILL_COLOR
28	BLADV	B'0	R/W	Bilinear or Nearest Neighbor Interpolation Characteristic Control Controls the characteristics of bilinear or nearest neighbor interpolation. Setting this bit to 1 improves the aliasing characteristics at ×1/2 to 1/8 scaling (VI6_UDS_SCALE.VMANT/HMANT = 2 to 8). Note that the apparent resolution around edges may deteriorate. In multi-tap mode, this control is not available; to use this control, set the BC bit to 0.
25	AON	B'0	R/W	Scale-Up/Down of α Plane These bits specify whether to enable or disable scale-up/-down of the α plane when scaling up/down in the RGB format. When the AON bit is set to 0, the UDS outputs the value of the VI6_UDS_ALPVAL. ALPH_VAL0 bits as a fixed α value. 0: α scale-up/-down is not performed 1: α scale-up/-down is performed

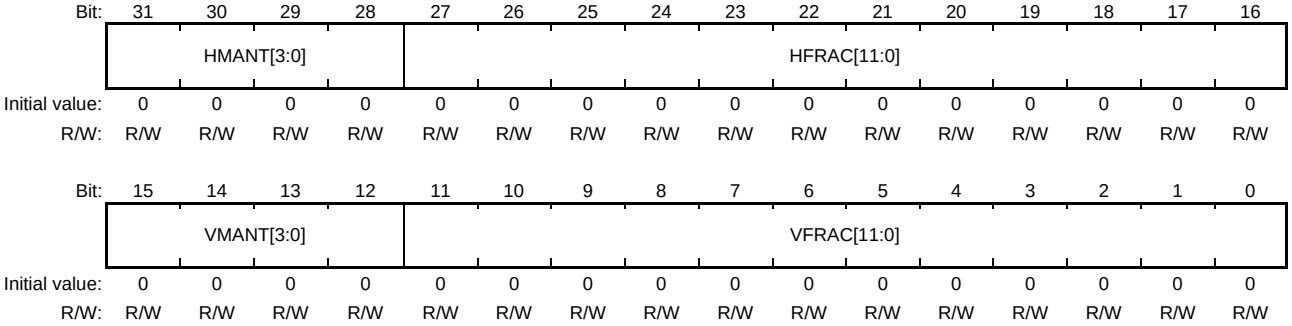
Bit	Bit Name	Initial Value	R/W	Description
24	ATHON	B'0	R/W	α Output Data Threshold Comparison Enable/Disable Enables or disables comparison with the α output data threshold. When this bit is 1, the output α value is replaced according to the VI6_UDS_ALPTH and VI6_UDS_ALPVAL values. When the AON bit is 0 (scale-up/-down of the α plane is disabled), this bit setting has no effect. 0: α output data threshold comparison is disabled 1: α output data threshold comparison is enabled
20	BC	B'0	R/W	Pixel Component Interpolation Method at Scale-Up/Down Specifies the method for interpolating pixel components at scale-up/-down. 0: Bilinear or nearest neighbor interpolation method is used 1: Interpolation method equivalent to 4 to 17 taps in accordance with the scaling factor is used (multi-tap mode) Setting 1 to BC bit (Multi tap mode) is recommended. Note that the α component is interpolated by the method specified in the NE_A bit instead of the multi-tap method. When the BC and AON bits are both set to 1, the scaling shall be scale-up, no scaling, or scale-down with scaling factor 1/1 to 1/2.
19	NE_A	B'0	R/W	α Interpolation Method Specifies the interpolation method of the α plane. When the AON bit is 0 (scale-up/-down of the α plane is disabled), this bit setting has no effect. 0: Bilinear method 1: Nearest neighbor method*
18	NE_RCR	B'0	R/W	R/Cr Interpolation Method When Bilinear/Nearest Neighbor Interpolation is Selected Specifies the interpolation method of the R/Cr component when bilinear/nearest neighbor interpolation is selected (BC = 0). 0: Bilinear method 1: Nearest neighbor method*
17	NE_GY	B'0	R/W	G/Y Interpolation Method When Bilinear/Nearest Neighbor Interpolation is Selected Specifies the interpolation method of the G/Y component when bilinear/nearest neighbor interpolation is selected (BC = 0). 0: Bilinear method 1: Nearest neighbor method*
16	NE_BCB	B'0	R/W	B/Cb Interpolation Method When Bilinear/Nearest Neighbor Interpolation is Selected Specifies the interpolation method of the B/Cb component when bilinear/nearest neighbor interpolation is selected (BC = 0). 0: Bilinear method 1: Nearest neighbor method*
2	AMDSLH	B'0	R/W	Horizontal Filter Phase 0: The horizontal start and end phase is automatically determined by the setting of AMD. In this case, the value of VI6_UDS_HPHASE.HSTP/HEDP is not valid. 1: The horizontal start and end phase is determined by the value of VI6_UDS_HPHASE.HSTP/HEDP.

Bit	Bit Name	Initial Value	R/W	Description
1	EXT (TDIPC)	B'0	R/W	Extended UDS function Enable/Disable Select 0: Extended UDS function Disable 1: 2D IPC function or low pass filter Enable UDS execute 2D IPC function based on this bit and the setting of VI6_UDS_IPC register. UDS execute low pass filter based on this bit and the setting of VI6_UDS_IPC register. See section 33.2.10.7, 2D IPC Setting Register (VI6_UDS_IPC) for more details.

Note: * This method can be used only when the scale-up/-down factor is 1/1 to 1/4.

33.2.10.2 Scaling Factor Registers (VI6_UDS_SCALE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 28	HMANT [3:0]	All 0	R/W	Multiplier (Integral Part) of Horizontal Scaling Factor These bits specify the integral part of the horizontal scaling factor. The image size to be obtained changes according to this setting. Calculate an appropriate value using the formula shown later to obtain a desired image size. A value from H'0 to H'F can be specified. Select a value within the range shown in Table 33.30.
27 to 16	HFRAC [11:0]	All 0	R/W	Multiplier (Fractional Part) of Horizontal Scaling Factor These bits specify the fractional part of the horizontal scaling factor. The image size to be obtained changes according to this setting. Calculate an appropriate value using the formula shown later to obtain a desired image size. A value from H'100 to H'FFF can be specified when an image is up-scaled (the HMANT value is 0) in the horizontal direction. A value from H'000 to H'FFF can be specified when an image is downscaled (the HMANT value is not 0) in the horizontal direction. Select a value within the range shown in Table 33.30.
15 to 12	VMANT [3:0]	H'0	R/W	Multiplier (Integral Part) of Vertical Scaling Factor These bits specify the integral part of the vertical scaling factor. The image size to be obtained changes according to this setting. Calculate an appropriate value using the formula shown later to obtain a desired image size. A value from H'0 to H'F can be specified. Select a value within the range shown in Table 33.30.
11 to 0	VFRAC [11:0]	All 0	R/W	Multiplier (Fractional Part) of Vertical Scaling Factor These bits specify the fractional part of the vertical scaling factor. The image size to be obtained changes according to this setting. Calculate an appropriate value using the formula shown later to obtain a desired image size. A value from H'100 to H'FFF can be specified when an image is up-scaled (the VMANT value is 0) in the vertical direction. A value from H'000 to H'FFF can be specified when an image is downscaled (the VMANT value is not 0) in the vertical direction. Select a value within the range shown in Table 33.30.

The HMANT and HFRAC bits set the scale-up/-down factor for an image in the horizontal direction, and the VMANT and VFRAC bits set the scale-up/-down factor for an image in the vertical direction. The UDS operation switches between horizontal scale-up and horizontal scale-down according to the HMANT and HFRAC bit settings, as shown in Table 33.30. (Setting a value outside the ranges of Table 33.30 in UDS operation is prohibited). Table 33.30 is for the horizontal direction, but it is similar for the vertical direction. In this case, replace HMANT with VMANT and HFRAC with VFRAC when reading.

Note that settings for scaling in the horizontal direction and settings for scaling in the vertical direction can be made independently. Therefore, a setting for scale-up in the horizontal direction and scale-down in the vertical direction is possible. In such a case, because the formula (described later) for obtaining the image size after scale-up/-down is different between scale-up and scale-down, a formula matching the scale-up or scale-down operation should be selected independently for the horizontal direction and vertical direction.

Table 33.30 Switching of Horizontal Scale-Up/Down Operation According to HMANT and HFRAC Bit Settings

HMANT	HFRAC	UDS Operation
H'0	H'100 to H'FFF	Scale-up
H'1	H'000	Same size (no scale-up/-down)
	H'001 to H'FFF	Scale-down
H'2 to H'F	H'000 to H'FFF	

Described here is the method for calculating the size of the up-scaled/downscaled image that was obtained based on this register setting. First, define the variables necessary for calculating the horizontal size of the up-scaled/downscaled image, as shown below.

$$hscale = \frac{4096}{4096 \times m_h + f_h}$$

m_h is the value of VI6_UDS_SCALE.HMANT, and f_h is the value of VI6_UDS_SCALE.HFRAC. This formula expresses the estimate of the scale-up/-down factor processed by the UDS. If the horizontal size of the image before scale-up/-down is set as $hsize_{org}$, the horizontal size of the image after scale-up/-down can be roughly obtained through $hsize_{org} \times hscale$.

Similarly, define the variables necessary for calculating the vertical size of the up-scaled/down-scaled image.

$$vscale = \frac{4096}{4096 \times m_v + f_v}$$

When setting m_v as the value of VI6_UDS_SCALE.VMANT, f_v as the value of VI6_UDS_SCALE.VFRAC, and $vsize_{org}$ as the vertical size of the image before scale-up/-down, the vertical size of the image after scale-up/-down can be roughly obtained through $vsize_{org} \times vscale$.

When the UDS performs scale-down with the settings of Table 33.30, using the variables defined so far, the horizontal size of the downscaled image $hsize_{down\_scaled}$ and the vertical size of the downscaled image $vsize_{down\_scaled}$ become as follows:

$$hsize_{down\_scaled} = \left\langle 1 + \left(\left(\left\langle 1 + \frac{\langle hsize_{org} - 1 \rangle}{m_h'} \right\rangle - 1 \right) \times m_h' \times 4096 + hstp + hedp \right) \middle/ \left(4096 \times m_h + f_h \right) \right\rangle$$

$$vsize_{down\_scaled} = \left\langle 1 + \left(\left(\left\langle 1 + \frac{\langle vsize_{org} - 1 \rangle}{m_v'} \right\rangle - 1 \right) \times m_v' \times 4096 \right) \Big/ (4096 \times m_v + f_v) \right\rangle$$

hstp is the value of VI6_UDS_HPHASE.HSTP, *hedp* is the value of VI6_UDS_HPHASE.HEDP.

The value of m_h' or m_v', which is shown in Table 33.31, changes according to the setting of VI6_UDS_SCALE.HMANT or VI6_UDS_SCALE.VMANT and VI6_UDS_CTRL.BLADV.

Table 33.31 m_h' or m_v' Setting

VI6_UDS_SCALE.HMANT Setting (VI6_UDS_SCALE.VMANT Setting)	VI6_UDS_CTRL.BLADV	m_h' (m_v')
0 to 3	0	1
4 to 7	0	2
8 to 15	0	4
2 to 3	1	2
4 to 7	1	4
0, 1, 8 to 15	1	Forbidden

When the UDS performs scale-up with the settings of Table 33.30 and VI6_UDS_CTRL.AMD is 0, the horizontal size of the up-scaled image $hsize_{up\_scaled}$ and the vertical size of the up-scaled image $vsize_{up\_scaled}$ become as follows:

$$hsize_{up\_scaled} = \langle 1 + ((hsize_{org} - 1) \times 4096 + hstp + hedp) / (4096 \times m_h + f_h) \rangle$$

$$vsize_{up\_scaled} = \langle 1 + ((vsize_{org} - 1) \times 4096) / (4096 \times m_v + f_v) \rangle$$

When VI6_UDS_CTRL.AMD is 1, the horizontal size of the up-scaled image $hsize_{up\_scaled}$ and the vertical size of the up-scaled image $vsize_{up\_scaled}$ become as follows:

$$hsize_{up\_scaled} = \langle hsize_{org} \times hscale \rangle$$

$$vsize_{up\_scaled} = \langle vsize_{org} \times vscale \rangle$$

After considering the division of hscale and vscale, the formulas become as follows:

$$hsize_{up\_scaled} = \langle (hsize_{org} \times 4096) / (4096 \times m_h + f_h) \rangle$$

$$vsize_{up\_scaled} = \langle (vsize_{org} \times 4096) / (4096 \times m_v + f_v) \rangle$$

33.2.10.3 α Data Threshold Setting Registers (VI6_UDS_ALPTH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ALPH_TH1[7:0]								ALPH_TH0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 8	ALPH_TH1 [7:0]	All 0	R/W	α Data Threshold Setting 1 When the α value is equal to or greater than the value of the ALPH_TH1 bits, the α value is replaced with that of VI6_UDS_ALPVAL.ALPH_VAL2. When VI6_UDS_CTRL.AON is 0 (scale-up/-down of the α plane is disabled), the setting of these bits has no effect. A value from H'00 to H'FF can be specified.
7 to 0	ALPH_TH0 [7:0]	All 0	R/W	α Data Threshold Setting 0 When the α value is equal to or smaller than the value of the ALPH_TH0 bits, the α value is replaced with that of VI6_UDS_ALPVAL.ALPH_VAL0. When VI6_UDS_CTRL.AON is 0 (scale-up/-down of the α plane is disabled), the setting of these bits has no effect. A value from H'00 to H'FF can be specified.

33.2.10.4 α Data Replacing Value Setting Registers (VI6_UDS_ALPVAL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	ALPH_VAL2[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ALPH_VAL1[7:0]								ALPH_VAL0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	ALPH_VAL2 [7:0]	All 0	R/W	Replacing α Value Setting 2 These bits set a value that replaces the α value when it is equal to or greater than the value of VI6_UDS_ALPTH.ALPH_TH1. When VI6_UDS_CTRL.AON is 0 (scale-up/-down of the α plane is disabled), the setting of these bits has no effect. A value from H'00 to H'FF can be specified.
15 to 8	ALPH_VAL1 [7:0]	All 0	R/W	Replacing α Value Setting 1 These bits set a value that replaces the α value when it is greater than the value of VI6_UDS_ALPTH.ALPH_TH0 and also smaller than that of VI6_UDS_ALPTH.ALPH_TH1. When VI6_UDS_CTRL.AON is 0 (scale-up/-down of the α plane is disabled), the setting of these bits has no effect. A value from H'00 to H'FF can be specified.
7 to 0	ALPH_VAL0 [7:0]	All 0	R/W	Replacing α Value Setting 0 These bits set a value that replaces the α value when it is equal to or smaller than the value of VI6_UDS_ALPTH.ALPH_TH0. When VI6_UDS_CTRL.AON is 0 (scale-up/-down of the α plane is disabled), α output value for the UDS is the fixed value specified in these bits. A value from H'00 to H'FF can be specified.

33.2.10.5 Passband Registers (VI6_UDS_PASS_BWIDTH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	BWIDTH_H[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	BWIDTH_V[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23, 15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22 to 16	BWIDTH_H [6:0]	All 0	R/W	Horizontal Signal Passband at Image Scale-Up/Down Set these bits following the method described later.
6 to 0	BWIDTH_V [6:0]	All 0	R/W	Vertical Signal Passband at Image Scale-Up/Down Set these bits following the method described later.

The method for setting the passband in the horizontal direction of an image is described. When the VI6_UDS_SCALE.HMANT bits for horizontal scale-up/-down factor setting are not 0, set the BWIDTH_H bits according to the following formula. When the VI6_UDS_SCALE.HMANT bits are 0, set 64 in the BWIDTH_H bits.

$$BWIDTH\_H = \left\langle 64 \times \frac{4096 \times m_h'}{4096 \times m_h + f_h} \right\rangle \quad \text{(VI6\_UDS\_SCALE.HMANT} \neq 0\text{)}$$

$$BWIDTH\_H = 64 \quad \text{(VI6\_UDS\_SCALE.HMANT = 0)}$$

m_h is the value of VI6_UDS_SCALE.HMANT, and f_h is the value of VI6_UDS_SCALE.HFRAC. For the m_h' value, see Table 33.31. The method for setting the passband in the vertical direction of an image is similar to that for the horizontal direction described earlier. Since only the correspondence relationship of the registers is changed as shown below, replace the variables in the previous explanation as shown below when reading.

BWIDTH_H → BWIDTH_V

$m_h' \rightarrow m_v'$

$m_h \rightarrow m_v$

$f_h \rightarrow f_v$

VI6_UDS_SCALE.HMANT → VI6_UDS_SCALE.VMANT

VI6_UDS_SCALE.HFRAC → VI6_UDS_SCALE.VFRAC

33.2.10.6 Scaling Filter Horizontal Phase Registers (VI6_UDS_HPHASE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	HSTP[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	HEDP[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28, 15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27 to 16	HSTP [11:0]	All 0	R/W	Horizontal Starting Phase
11 to 0	HEDP [11:0]	All 0	R/W	Horizontal Ending Phase

This register can be used for the image division mode. When this register is not used, set VI6_UDS_CTRL.AMDSLH to 0, and set HSTP and HEDP to 0. When the value of HSTP or HEDP is not equal to 0, the size is different from the value shown in section 33.2.10.2.

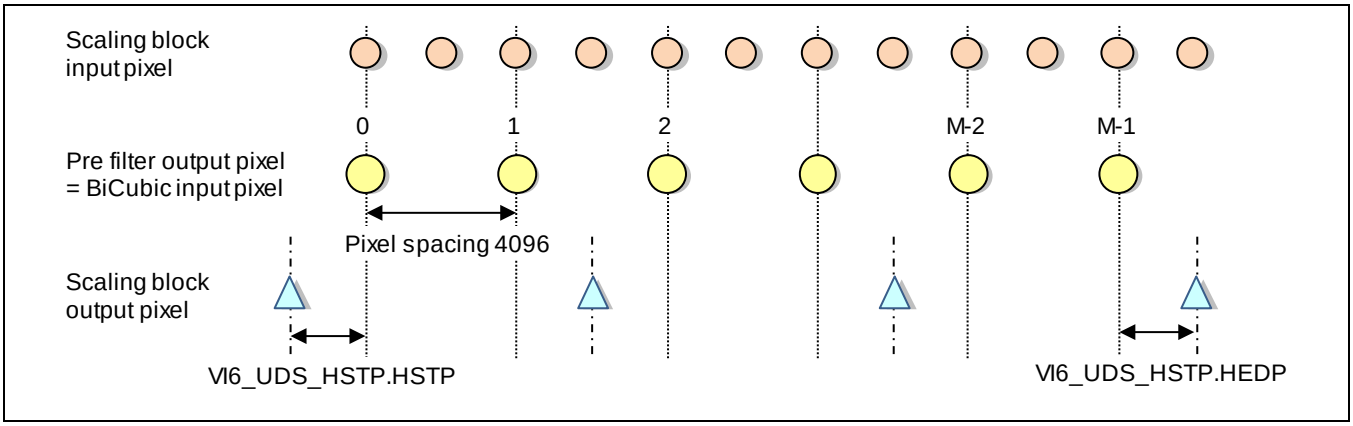


Figure 33.34 Horizontal Starting and Ending Phase

33.2.10.7 2D IPC Setting Register (VI6_UDS_IPC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	FIELD	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LPFE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28, 26 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27	FIELD	B'0	R/W	Top/Bottom Field Select Select Top/Bottom Field of image data when 2D IPC function is enabled (VI6_UDSn_CTRL.EXT = 1). 0: Top Field 1: Bottom Field
0	LPFE	B'0	R/W	Low Pass Filter Enable 0: low pass filter disable 1: low pass filter enable

IPC setting is shown below.

1. Set 1 to VI6_UDSn_CTRL.EXT.
2. Set UDS register as double up-scale in vertical direction and no scaling in horizontal direction.
3. Set appropriate setting of processing image.
   Top Field: H'0000_0000
   Bottom Field: H'0800 0000
4. Set 0 to VI6_UDS_CTRL.FMD
5. Set 1 to VI6_UDS_CTRL.BC

Low pass filter setting is show in below

1. Set 1 to VI6_UDS0_CTRL.EXT and set 1 to VI6_UDS0_CTRL.BC
2. Set equal setting (x1) to VI6_UDS_SCALE
3. Set 0 - 64 to VI6_UDS_PASS_BWIDTH. BWIDTH_H for low pass filter in horizontal direction.
4. Set 0 - 64 to VI6_UDS_PASS_BWIDTH. BWIDTH_V for low pass filter in vertical direction.

Strength of low pass filter can be set by VI6_UDS_PASS_BWIDTH.

When UDS is used for IPC processing, low pass filter cannot be enabled.

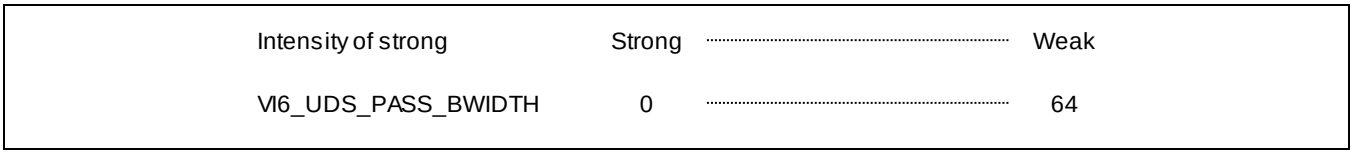


Figure 33.35 Strength of Low Pass Filter and setting of pass band width

33.2.10.8 UDS Horizontal Input Clipping Registers (VI6_UDS_HSZCLIP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	HCEN	—	—	—	—	HCL_OFST[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	HCL_SIZE[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 24, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	HCEN	B'0	R/W	Horizontal Input Size Clipping Enable This bit is used for setting the horizontal size clipping of UDS. 0: Disable Horizontal Size Clipping 1: Enable Horizontal Size Clipping
23 to 16	HCL_OFST [7:0]	All 0	R/W	Horizontal Offset Value for Input Size Clipping
12 to 0	HCL_SIZE [12:0]	All 0	R/W	Horizontal Clipping Size

This register can be used for the image division mode. If the image partition mode is used, contact to RENESAS for detail.

33.2.10.9 UDS Output Size Clipping Registers (VI6_UDS_CLIP_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	CL_HSIZE[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CL_VSIZE[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	CL_HSIZE [12:0]	All 0	R/W	Clipping Size of Horizontal Pixel Count after Scale-Up/-Down The horizontal width of an image output from the scaling filter is adjusted (clipped or padded) to match the pixel count set in the CL_HSIZE bits. The setting range is 4 to 2048 in a scale-down operation (see Table 33.30) and 4 to 8190 in a scale-up operation. These bits always have to be set when using the UDS, regardless of the scale-up, scale-down, or no-scaling setting by the VI6_UDS_SCALE register.
12 to 0	CL_VSIZE [12:0]	All 0	R/W	Clipping Size of Vertical Pixel Count after Scale-Up/-Down The vertical width of an image output from the scaling filter is adjusted (clipped or padded) to match the pixel count set in the CL_VSIZE bits. The setting range is 4 to 2048 in a scale-down operation (see Table 33.30) and 4 to 8190 in a scale-up operation. These bits always have to be set when using the UDS, regardless of the scale-up, scale-down, or no-scaling setting by the VI6_UDS_SCALE register.

Figure 33.36 shows the configuration of the UDS. The UDS consists of a scaling filter and clipping circuit, such as the configuration shown in Figure 33.36. The scaling filter and clipping circuit are independent of each other.

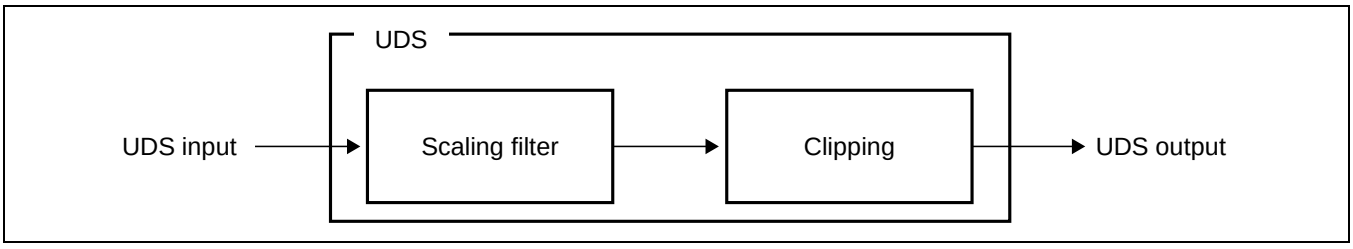


Figure 33.36 UDS Configuration

The size of the image actually output by the scaling filter (refer to section 33.2.10.2 for calculation) is determined from the size of the image input to the scaling filter and the VI6_UDS_SCALE setting; that is, three types of image are output by the UDS according to the relationship between the size of the image actually output from the scaling filter ($hsize_{scaled}$ and $vsize_{scaled}$) and this register setting as shown in Figure 33.37.

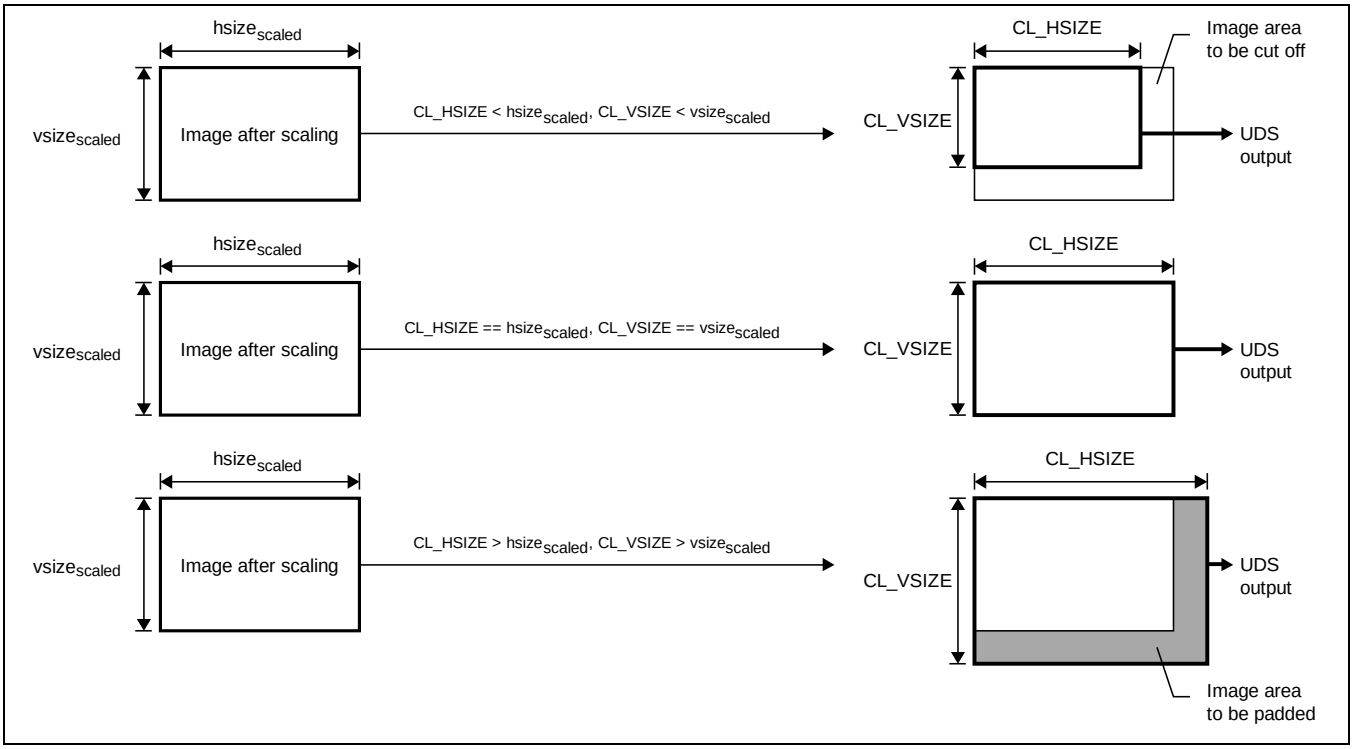


Figure 33.37 UDS Output Image for Each CL_HSIZE/VSIZE Setting

When the settings of the CL_HSIZE and CL_VSIZE bits are smaller than the horizontal and vertical pixel counts ($hsize_{scaled}$ and $vsize_{scaled}$) actually output by the scaling filter, the up-scaled/down-scaled image is clipped to become the UDS output image.

When the settings of the CL_HSIZE and CL_VSIZE bits are equal to the horizontal and vertical pixel counts ($hsize_{scaled}$ and $vsize_{scaled}$) actually output by the scaling filter, the image actually output by the scaling filter becomes the UDS output image without change.

When the settings of the CL_HSIZE and CL_VSIZE bits are greater than the horizontal and vertical pixel counts ($hsize_{scaled}$ and $vsize_{scaled}$) actually output by the scaling filter, in order to obtain the UDS output image, the image is padded in the mode set by VI6_UDS_CTRL.FMD for the area in which the settings of the CL_HSIZE and CL_VSIZE bits have exceeded the number of pixels actually output by the scaling filter.

33.2.10.10 Color Fill Register (VI6_UDS_FILL_COLOR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	RFILC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GFILC[7:0]								BFILC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	RFILC [7:0]	All 0	R/W	R/Cr Component of Fill Color A value from H'00 to H'FF can be specified.
15 to 8	GFILC [7:0]	All 0	R/W	G/Y Component of Fill Color A value from H'00 to H'FF can be specified.
7 to 0	BFILC [7:0]	All 0	R/W	B/Cb Component of Fill Color A value from H'00 to H'FF can be specified.

The scaling filter creates an up-scaled/down-scaled image based on the scaling factor settings of the VI6_UDS_SCALE register. If the size of the up-scaled/down-scaled image created by the scaling filter smaller than the clipping size set in the VI6_UDS_CLIP_SIZE register (lowest case in Figure 33.37) while VI6_UDS_CTRL.FMD is set to 1, the color specified by this register is used to fill the space until the clipping size is reached.

The α value of the area to be padded by this register is dependent on VI6_UDS_CTRL.FMD setting. When VI6_UDS_CTRL.FMD is 0 (repetition), the pixel value at the right edge (bottom edge) of the image is repeated as the α value. When VI6_UDS_CTRL.FMD is 1 (color information of this register is used), the α value is 0.

33.2.11 LUT Control Register

33.2.11.1 LUT Control Register (VI6_LUT_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LUT_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	LUT_EN	B'0	R/W	1D-LUT Enable/Disable Enables or disables the 1D-LUT function by the LUT. When the 1D-LUT is used, the color component curve information needs to be set separately in the LUT table. For the LUT table settings, refer to section 33.3.5.1. 0: 1D-LUT function is disabled 1: 1D-LUT function is enabled

In the LUT, various image processing, such as curves with high operation load (e.g., γ correction), negative-positive conversion, and gain adjustment of images, can be achieved by the data replacement processing by the 1D-LUT. As shown in Figure 33.38, the LUT replaces each component of the input pixel data using the set replacement table of 256 entries. For example, if the LUT is set as in Figure 33.39, when there is an input of 150, the data stored in address 150 of the 1D-LUT is read and output as the LUT output. Figure 33.39 shows a case in which the input and output become equal for convenience in explaining.

In the LUT settings shown in Figure 33.40, the input bits are reversed. This has the effect of negative-positive flipping. In Figure 33.41, γ correction (γ = 1.8 is shown as an example) is possible. As described above, information to be set in the LUT indicates LUT processing characteristics. If the same value is set for each component in the LUT, an equal effect can be obtained for each component of the input image when it is processed. If the LUT is set with different characteristics for each component, the processing characteristics can be changed for each component.

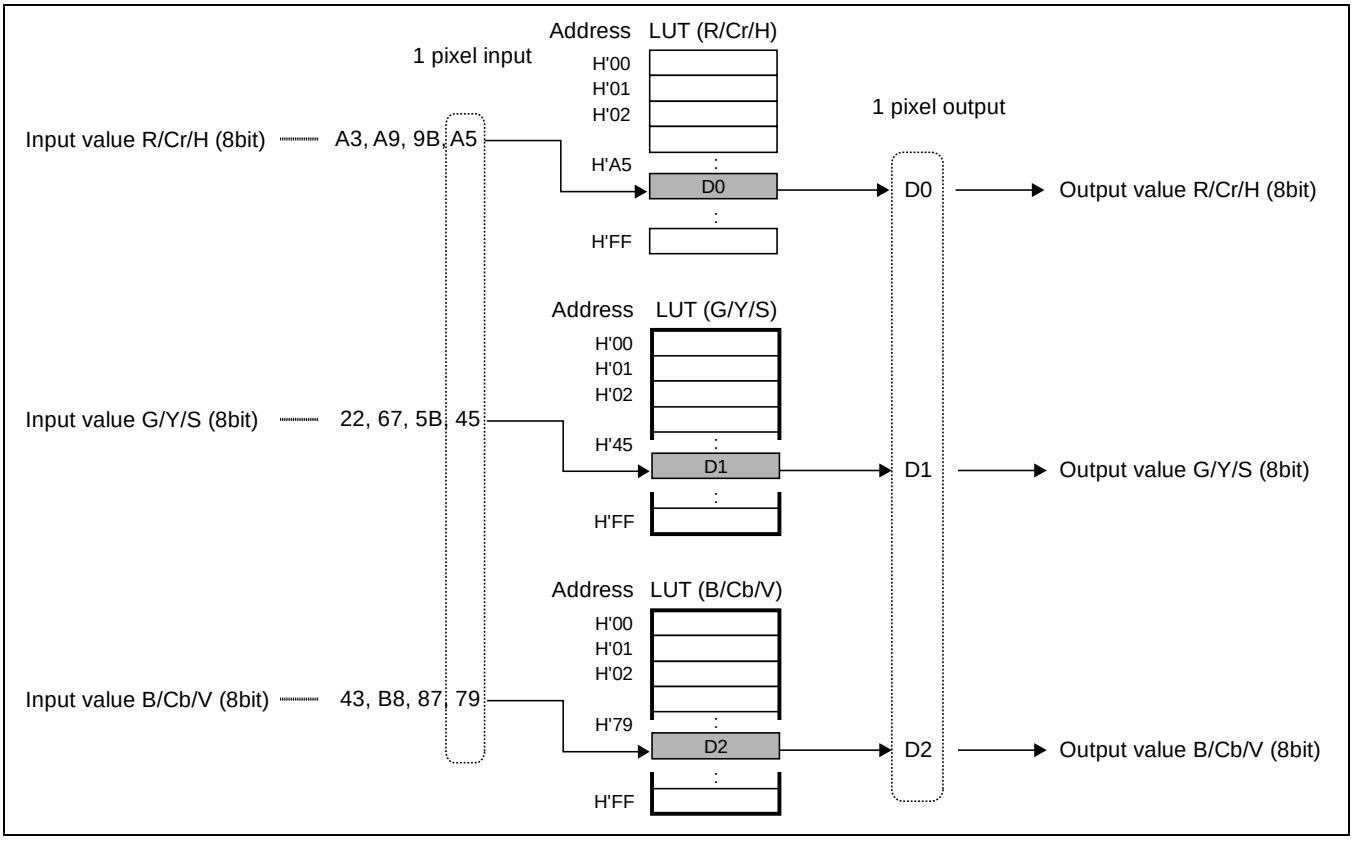


Figure 33.38 Relationship between Input and Output for 1D-LUT Table

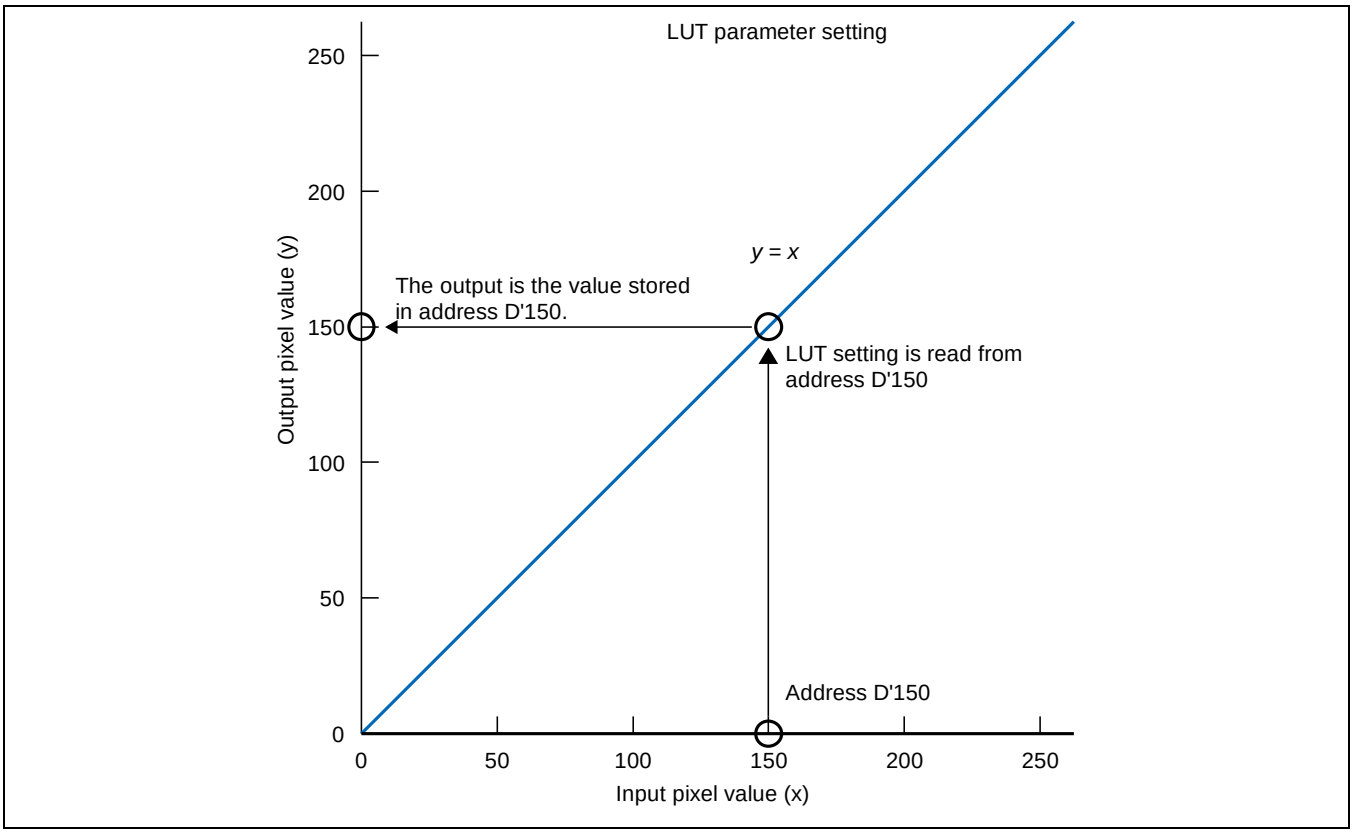


Figure 33.39 Setting Example in Which Output Becomes Equal to Input

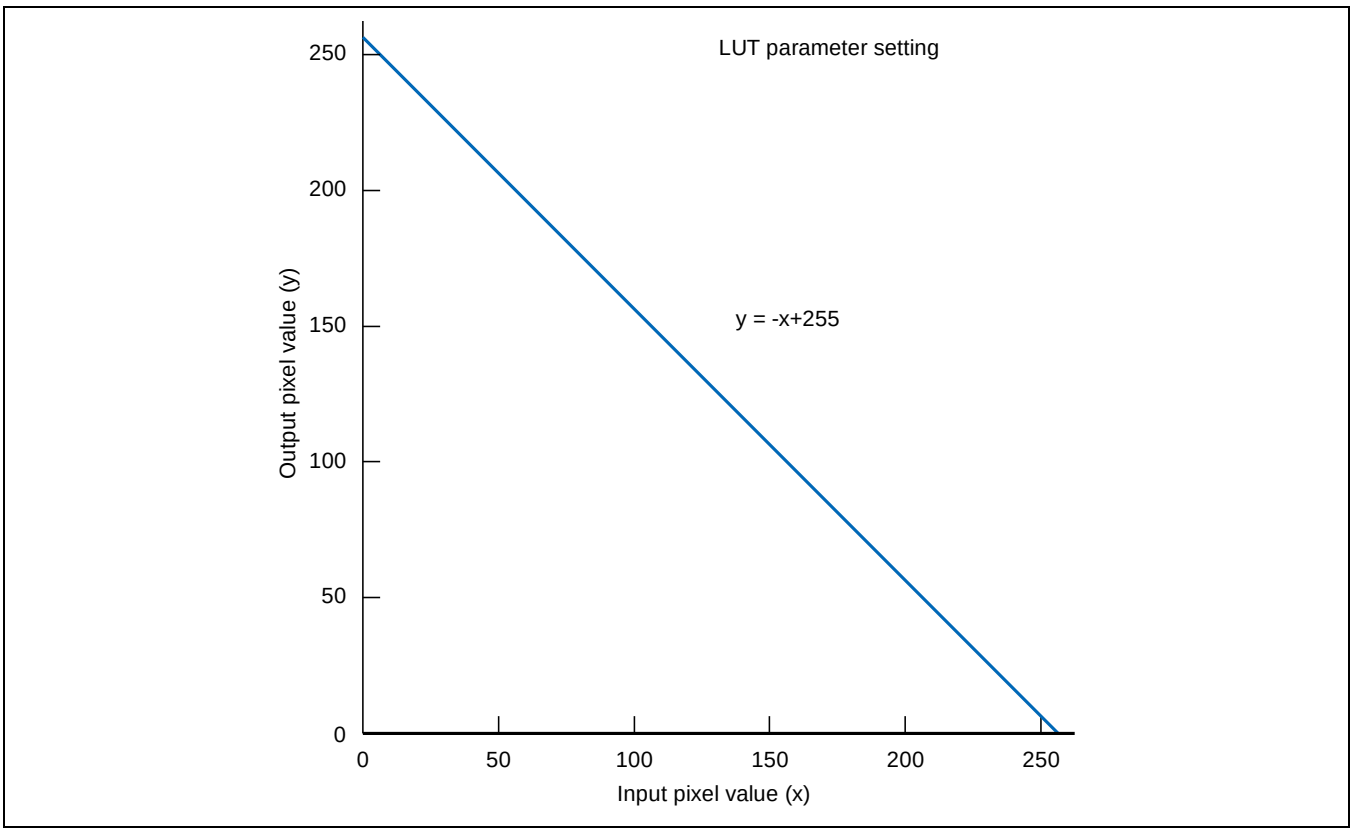


Figure 33.40 Setting Example of Negative-Positive Conversion

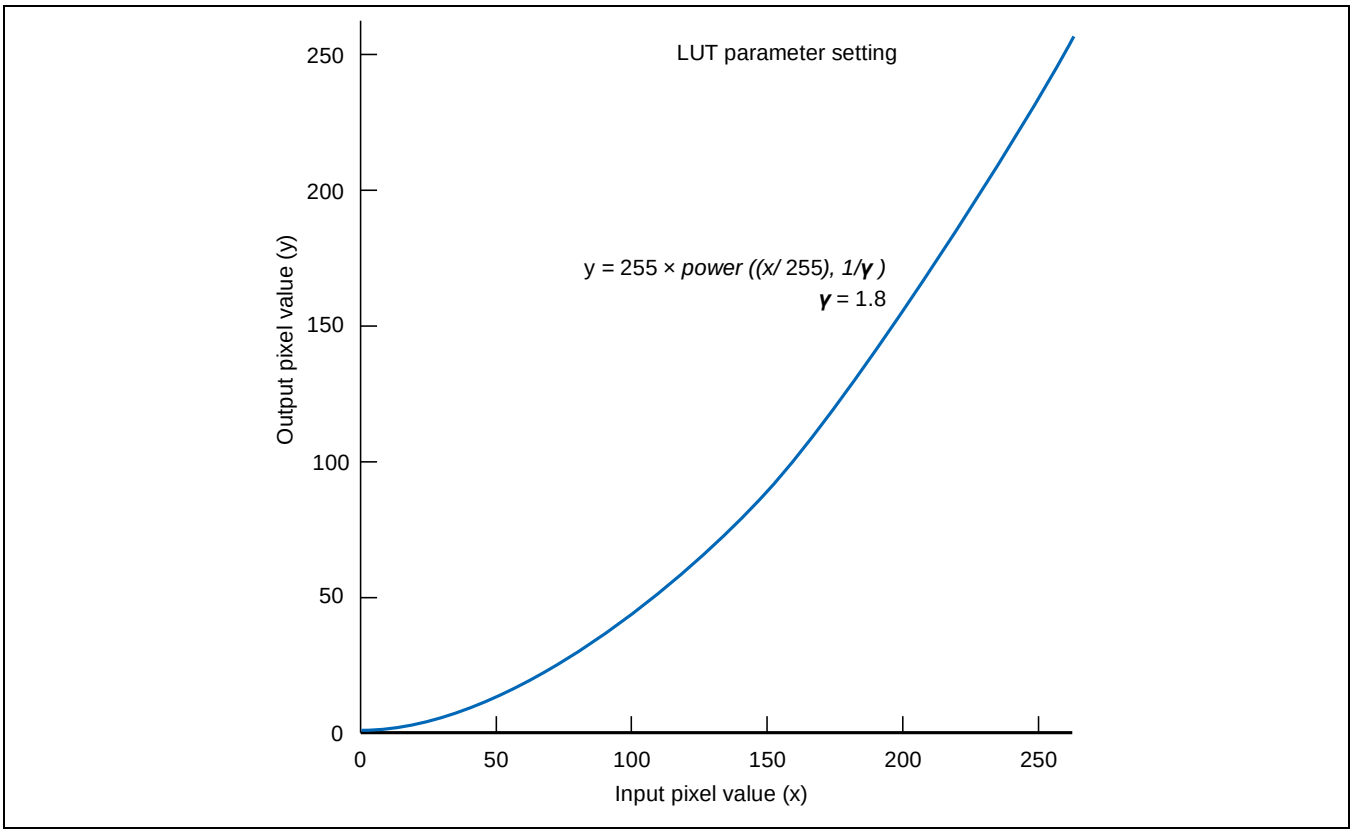


Figure 33.41 Setting Example of γ Correction

33.2.12 CLU Control Register

33.2.12.1 CLU Control Register (VI6_CLU_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	AAI	—	—	—	MVS	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R/W	R	R	R	R	R	R	R	R

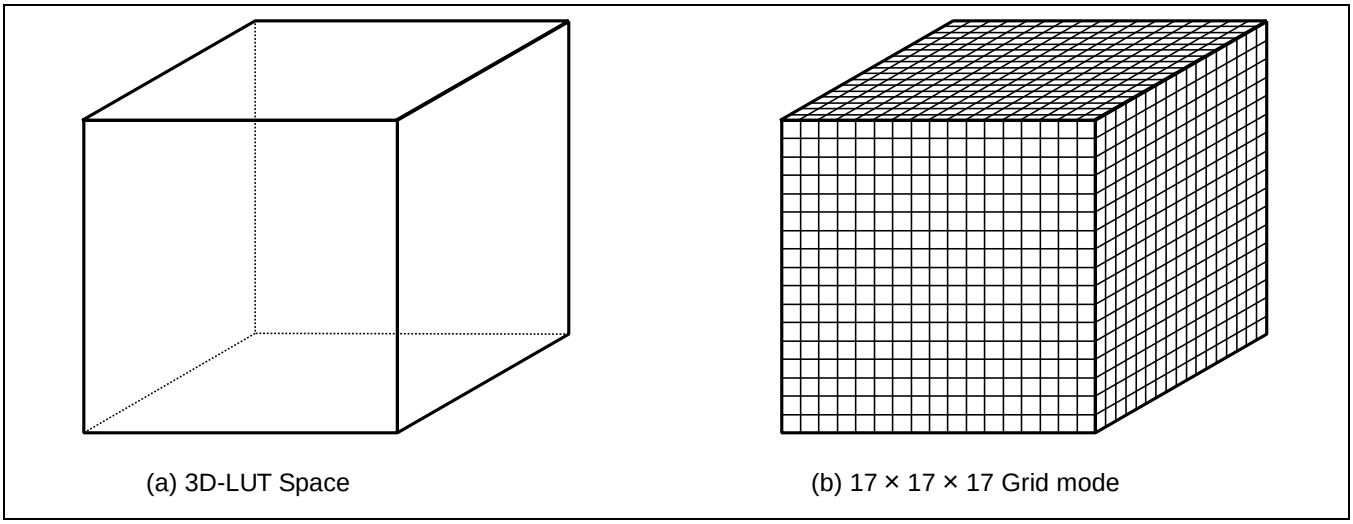
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AX1I[1:0]		AX2I[1:0]		—	—	OS0[1:0]		OS1[1:0]		OS2[1:0]		—	—	M2D	CLU _EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 25, 23 to 16, 11, 10, 3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	AAI	B'0	R/W	Automatic Table Address Increment Selects whether to specify the CLU table address in VI6_CLU_ADDR (refer to section 33.3.5.2) every time or update the address automatically. For details, refer to section 33.3.5.2 0: CLU table address should be specified every time 1: CLU table address is automatically incremented
24	MVS	B'0	R/W	Max Value Stretch Select calculation method in max value region. 0: Method 0 (Lower compatible) 1: Method 1 (Improved characteristics) Setting 1 to MVS bit is recommended.
15, 14	AX1I [1:0]	B'00	R/W	Input Control 0 in 2D Mode When setting the M2D bit to 0, be sure to set these bits to 0. When setting the M2D bit to 1, be sure to set these bits to 3.
13, 12	AX2I [1:0]	B'00	R/W	Input Control 1 in 2D Mode When setting the M2D bit to 0, be sure to set these bits to 0. When setting the M2D bit to 1, be sure to set these bits to 1.
9, 8	OS0 [1:0]	B'00	R/W	Output Control 0 in 2D Mode When setting the M2D bit to 0, be sure to set these bits to 0. When setting the M2D bit to 1, be sure to set these bits to 3.
7, 6	OS1 [1:0]	B'00	R/W	Output Control 1 in 2D Mode When setting the M2D bit to 0, be sure to set these bits to 0. When setting the M2D bit to 1, be sure to set these bits to 1.
5, 4	OS2 [1:0]	B'00	R/W	Output Control 2 in 2D Mode When setting the M2D bit to 0, be sure to set these bits to 0. When setting the M2D bit to 1, be sure to set these bits to 3.

Bit	Bit Name	Initial Value	R/W	Description
1	M2D	B'0	R/W	LUT Dimension Number Specifies the number of LUT dimensions. The details of each mode will be described later. 2D mode can be used only when the CLU input color space is YCbCr. 0: Operates in 3D mode 1: Operates in 2D mode
0	CLU_EN	B'0	R/W	CLU Processing Enable/Disable Enables or disables the 3D/2D color correction function by the CLU. When the CLU is used, the color component information needs to be set in the CLU table. For how to set data in the CLU table, see section 33.3.5.2. 0: CLU color correction is disabled 1: CLU color correction is enabled

The CLU handles three-dimensional or two-dimensional LUTs. A three-dimensional LUT is called a 3D-LUT and a two-dimensional LUT is called a 2D-LUT. The 3D or 2D operating mode of the CLU is selected by the M2D bit.

In 3D mode, a three-dimensional space such as that shown in Figure 33.42(a) is considered. The total number of coordinate points that can exist in this three-dimensional space is the total number of combinations of input data. For the CLU, this becomes the cube of each 8-bit component (= 16777216 points). Since it is impractical to have table values (= table memory) for the same number of these coordinate points, the CLU divides the three-dimensional space of Figure 33.42 (a) into grids as shown in Figure 33.42 (b) in 3D mode. The apex in each divided grid is defined as the coordinate point in the three-dimensional space, and a table value with three component values is set for all of these coordinate points. The total number of coordinate points in Figure 33.42 (b) is $17^3 = 4913$. For the method of setting the table value for these 4913 points, refer to section 33.3.5.2.



(a) 3D-LUT Space (b) 17 × 17 × 17 Grid mode

Figure 33.42 Concept and Division Count of a 3-Dimensional LUT

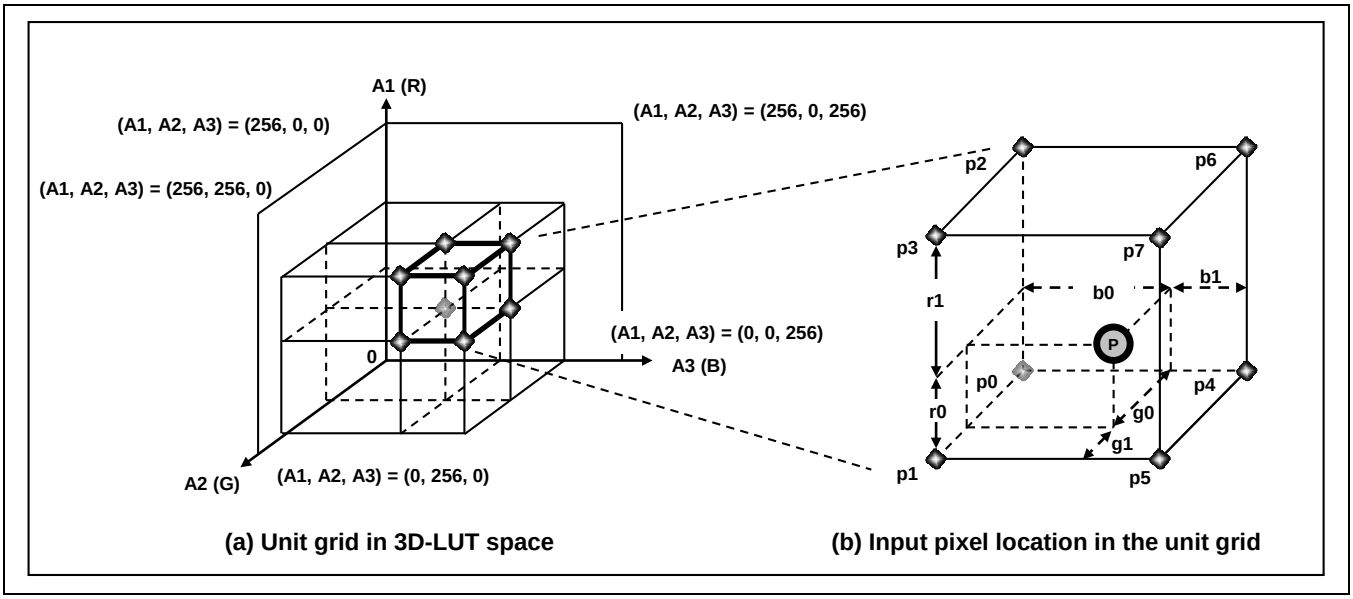


Figure 33.43 Conceptual Diagram of LUT Space When CLU Is in 3D Mode

To express a three-dimensional space such as that shown in Figure 33.42, consider the three-dimensional coordinates and axes shown in Figure 33.43 and define the minimum value and maximum value of each axis as 0 and 256, respectively. In 3D-LUT operation, the CLU forcibly assigns the four components of input data (α, R/Cr/H, G/Y/S, and B/Cb/V) to axes: R, Cr, and H components to the first axis (A1), G, Y, and S components to the second axis (A2), and B, Cb, and V components to the third axis (A3). (The case of 2D mode is described later.) Among multiple components assigned to each axis (e.g., R, Cr, and H components for the first axis), one component is selected according to the format of the data input to the CLU. For example, when the color space of the data input to the CLU is RGB, the first axis (A1) shows the R component, the second axis (A2) shows the G component, and the third axis (A3) shows the B component. In a YCbCr color space, the first axis (A1) shows the Cr component, the second axis (A2) shows the Y component, and the third axis (A3) shows the Cb component.

Each component value of the CLU input data becomes a value on each axis. Since the input data ranges from 0 to 255, the maximum value of 256 is handled as a virtual point in a grid space like that shown in Figure 33.42. In a case where the coordinates obtained by plotting the values of the input three components on axes are exactly on a grid point (e.g., p0 in Figure 33.43 (b)), the 3-component value of the table value (p0) set to that location becomes the CLU output. If the input value of the three components result in an intermediate location between grid points and not on a grid point, such as position P in Figure 33.43 (b), value P of the three components is interpolated from the table values (p0 to p7 in Figure 33.43 (b)) for the eight surrounding grid points and this is used as the CLU output.

By setting arbitrary table value for a three-dimensional LUT space (three-dimensional color space) such as that shown in Figure 33.42 using the processing described above, not only color conversion or color correction for the entire color space, but color conversion or color correction (memory color correction, skin smoothing, etc.) for a particular color area can be achieved.

Next, a 2D-LUT that is used when the CLU is operating in 2D mode is described (M2D bit should be set to 1 for operation in 2D mode). 2D-LUT mode is similar to 3D-LUT mode. However, since the axes for selecting the LUT become two-dimensional, the concept of a 3D-LUT space illustrated in Figure 33.43 changes to a 2D-LUT space like that shown in Figure 33.44.

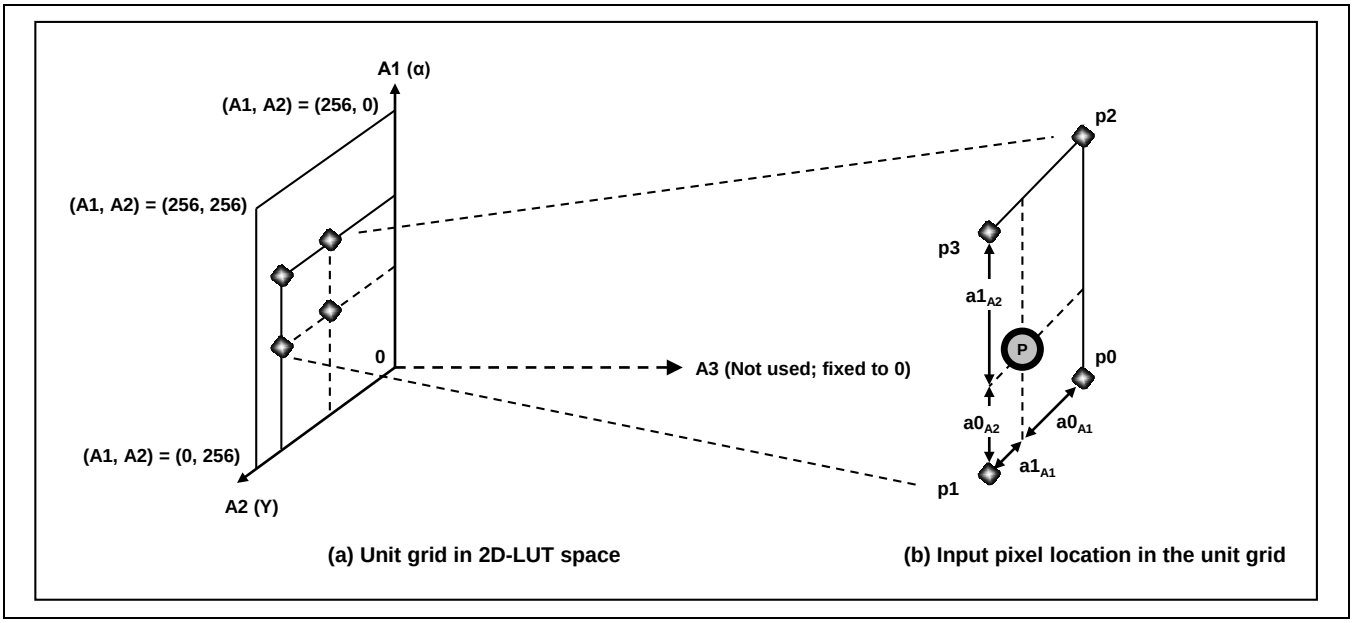


Figure 33.44 Conceptual Diagram of LUT Space When CLU Is in 2D Mode

As shown in Figure 33.44 (a), the first axis (A1) and second axis (A2) are used, and the A1-A2 plane becomes the LUT space in 2D mode. Because the third axis (A3) is not used, the CLU always handles the value on the A3 axis as 0.

2D mode can be used only when the CLU input is in the YCbCr color space. The input value of axis A1 is the input α value of the CLU, and the input value of axis A2 is the input luminance Y of the CLU. If the coordinates in the 2D-LUT space which were determined by the input values are exactly on a grid point (e.g., p2 in Figure 33.44 (b)), the table value (p2) set to that location becomes the output value of the 2D-LUT. If the input 2-component value exists at an intermediate location between grid points and not on a grid point, such as position P in Figure 33.44 (b), value P is interpolated from the table values (p0 to p3 in Figure 33.44 (b)) for the four surrounding grid points and this is used as the 2D-LUT output. The interpolated component of the second axis of the 2D-LUT output acquired in this manner becomes the Y component output of the CLU. In 2D mode, the Cb/Cr component is a pass-through output.

For the CLU table values in Figure 33.44 in 2D mode, set a value for only the component value of the second axis, and set 0 for the component values of the first and third axes. For details on the setting method, see section 33.3.5.2.

33.2.13 HST Control Register

33.2.13.1 HST Control Register (VI6_HST_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	HST_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	HST_EN	B'0	R/W	HSV Conversion (RGB → HSV) Enable/Disable Enables or disables RGB → HSV conversion. H indicates hue, S indicates saturation, and V indicates a value (brightness). 0: RGB → HSV conversion is disabled 1: RGB → HSV conversion is enabled

Various color correction processing can be applied to HSV-format images by combining the 1D-LUT and 3D-LUT. For details on the 1D-LUT and 3D-LUT, see sections 33.2.11.1 and 33.2.12.1.

To return HSV-converted data to RGB data, HSV → RGB conversion is used (see section 33.2.14.1). RGB ↔ HSV conversion causes an operation error. Therefore, even when only just performing conversion of RGB → HSV → RGB, the original RGB value and converted RGB value will not completely match.

33.2.14 HSI Control Register

33.2.14.1 HSI Control Register (VI6_HSI_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	HSI_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	HSI_EN	B'0	R/W	Reversed HSV Conversion (HSV → RGB) Enable/Disable Enables or disables HSV → RGB conversion to return HSV data that was converted by HSV conversion (see section 33.2.13.1) back to RGB data. 0: HSV → RGB conversion is disabled 1: HSV → RGB conversion is enabled

RGB ↔ HSV conversion causes an operation error. Therefore, even when only just performing conversion of RGB → HSV → RGB, the original RGB value and converted RGB value will not completely match.

33.2.15 BRU Control Registers

33.2.15.1 BRU Input Control Register (VI6_BRU_INCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	NRM	ODE4	DITH 4 [2:0]			—	—	—	D4ON	D3ON	D2ON	D1ON	D0ON
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ODE3	DITH3[2:0]			ODE2	DITH2 [2:0]			ODE1	DITH1 [2:0]			ODE0	DITH0 [2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 23 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	NRM	B'0	R/W	Color Data Normalization Enables or disables division by the α value of the color data in BRU blending operation. This is used when converting the RGB color data format to which the α value is multiplied (pre-multiplied color) into the RGB color data format to which the α value is not multiplied (non pre-multiplied color). Do not use this for the YCbCr format. 0: Divider (DIV unit in Figure 33.45) does not divide the color value by α 1: Divider (DIV unit in Figure 33.45)) divides the color value by α
27	ODE4	B'0	R/W	Ordered Dither (mode A) of CH4 Input to BRU Enable/Disable 0: Ordered dither (mode A) of BRUin4 is disabled. 1: Ordered dither (mode A) of BRUin4 is enabled. Ordered dither is available only for 18bpp. So, when ODE4 bit is equal to 1, set DITH4 = 1. When ODE4 bit is equal to 0, BRUin4 dither method is specified by D4ON in the register Ordered dither (mode A) is recommended rather than ordered dither (mode B) in case of 18bpp.
26 to 24	DITH4[2:0]	B'000	R/W	Dithering of CH4 Input to BRU These bits specify how to perform dithering of the CH4 input to the BRU. The setting method is the same as that for the DITH3 bits. Read the description of the DITH3 bits with BRUin4 and D4ON replacing BRUin4 and D4ON, respectively.
20	D4ON	B'0	R/W	Ordered dither (mode B) Enable of BRU Input 4 Enables or disables dithering (color reduction) of BRU input 4 (BRUin4 in Figure 33.45)). 0: Dithering (mode B) of BRUin4 is disabled 1: Dithering (mode B) of BRUin4 is enabled When ODE4 in this bit is set to 1, set 0 to this bit.

Bit	Bit Name	Initial Value	R/W	Description
19	D3ON	B’0	R/W	Ordered dither (mode B) Enable of BRU Input 3 Enables or disables dithering (color reduction) of BRU input 3 (BRUin3 in Figure 33.45)). 0: Dithering (mode B) of BRUin3 is disabled 1: Dithering (mode B) of BRUin3 is enabled When ODE3 in this bit is set to 1, set 0 to this bit.
18	D2ON	B’0	R/W	Ordered dither (mode B) Enable of BRU Input 2 Enables or disables dithering (color reduction) of BRU input 2 (BRUin2 in Figure 33.45). 0: Dithering (mode B) of BRUin2 is disabled 1: Dithering (mode B) of BRUin2 is enabled When ODE2 in this bit is set to 1, set 0 to this bit.
17	D1ON	B’0	R/W	Ordered dither (mode B) Enable of BRU Input 1 Enables or disables dithering (color reduction) of BRU input 1 (BRUin1 in Figure 33.45). 0: Dithering (mode B) of BRUin1 is disabled 1: Dithering (mode B) of BRUin1 is enabled When ODE1 in this bit is set to 1, set 0 to this bit.
16	D0ON	B’0	R/W	Ordered dither (mode B) Enable of BRU Input 0 Enables or disables dithering (color reduction) of BRU input 0 (BRUin0 in Figure 33.45). 0: Dithering (mode B) of BRUin0 is disabled 1: Dithering (mode B) of BRUin0 is enabled When ODE0 in this bit is set to 1, set 0 to this bit.
15	ODE3	B’0	R/W	Ordered Dither (mode A) of CH3 Input to BRU Enable/Disable 0: Ordered dither (mode A) of BRUin3 is disabled. 1: Ordered dither (mode A) of BRUin3 is enabled. Ordered dither is available only for 18bpp. So, when ODE3 bit is equal to 1, set DITH3 = 1. When ODE3 bit is equal to 0, BRUin3 dither method is specified by D3ON in the register Ordered dither (mode A) is recommended rather than ordered dither (mode B) in case of 18bpp.
14 to 12	DITH3[2:0]	B’000	R/W	Dithering of CH3 Input to BRU These bits specify the number of colors for pixels after dithering (color reduction) when dithering (color reduction) for pixel information is enabled through the D3ON bit. When dithering (color reduction) for pixel information is disabled, specify 0 in these bits. B'000: Dithering of BRUin3 input image is disabled B'001: Dithering of BRUin3 input image at 18 bpp (RGB666: 260000 colors) B'010: Dithering of BRUin3 input image at 16 bpp (RGB565: 65535 colors) B'011: Dithering of BRUin3 input image at 15 bpp (RGB555: 32768 colors) B'100: Dithering of BRUin3 input image at 12 bpp (RGB444: 4096 colors) B'101: Dithering of BRUin3 input image at 8 bpp (RGB332: 256 colors) B'110, B'111: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
11	ODE2	B'0	R/W	Ordered Dither (mode A) of CH2 Input to BRU Enable/Disable 0: Ordered dither (mode A) of BRUin2 is disabled. 1: Ordered dither (mode A) of BRUin2 is enabled. Ordered dither is available only for 18bpp. So, when ODE2 bit is equal to 1, set DITH2 = 1. When ODE2 bit is equal to 0, BRUin2 dither method is specified by D2ON in the register Ordered dither (mode A) is recommended rather than ordered dither (mode B) in case of 18bpp.
10 to 8	DITH2 [2:0]	B'000	R/W	Dithering of CH2 Input to BRU These bits specify how to perform dithering of the CH2 input to the BRU. The setting method is the same as that for the DITH3 bits. Read the description of the DITH3 bits with BRUin2 and D2ON replacing BRUin3 and D3ON, respectively.
7	ODE1	B'0	R/W	Ordered Dither (mode A) of CH1 Input to BRU Enable/Disable 0: Ordered dither (mode A) of BRUin1 is disabled. 1: Ordered dither (mode A) of BRUin1 is enabled. Ordered dither is available only for 18bpp. So, when ODE1 bit is equal to 1, set DITH1 = 1. When ODE1 bit is equal to 0, BRUin1 dither method is specified by D1ON in the register Ordered dither (mode A) is recommended rather than ordered dither (mode B) in case of 18bpp.
6 to 4	DITH1 [2:0]	B'000	R/W	Dithering of CH1 Input to BRU These bits specify how to perform dithering of the CH1 input to the BRU. The setting method is the same as that for the DITH3 bits. Read the description of the DITH3 bits with BRUin1 and D1ON replacing BRUin3 and D3ON, respectively.
3	ODE0	B'0	R/W	Ordered Dither (mode A) of CH0 Input to BRU Enable/Disable 0: Ordered dither (mode A) of BRUin0 is disabled. 1: Ordered dither (mode A) of BRUin0 is enabled. Ordered dither is available only for 18bpp. So, when ODE0 bit is equal to 1, set DITH0 = 1. When ODE0 bit is equal to 0, BRUin0 dither method is specified by D0ON in the register Ordered dither (mode A) is recommended rather than ordered dither (mode B) in case of 18bpp.
2 to 0	DITH0 [2:0]	B'000	R/W	Dithering of CH0 Input to BRU These bits specify how to perform dithering of the CH0 input to the BRU. The setting method is the same as that for the DITH3 bits. Read the description of the DITH3 bits with BRUin0 and D0ON replacing BRUin3 and D3ON, respectively.

Figure 33.45 shows the configuration of the BRU. For the BRU inputs, there are five inputs from the DPR and one internal input as a virtual RPF. BRUin0 to BRUin4 are input ports that have the target node values shown in Figure 33.31 to Figure 33.32, and they can be connected to any module on the DPR. The same color space (YCbCr or RGB) has to be used for the five inputs from the DPR to the BRU.

The virtual RPF inside the BRU is an input unit not connected to the DPR. It is called the "virtual RPF" because it outputs images internally created by the BRU. Starting of the virtual RPF is controlled by VI6_WPFn_SRCRPF.VIR_ACT, and the single-color data created at the virtual RPF can be used for blending or raster operation (ROP) with data from the

other input units BRUin0 to BRUin4. The color space for the single color to be set for the virtual RPF needs to match the color space of the five inputs from the DPR to the BRU. For this setting method, see section 33.2.15.4.

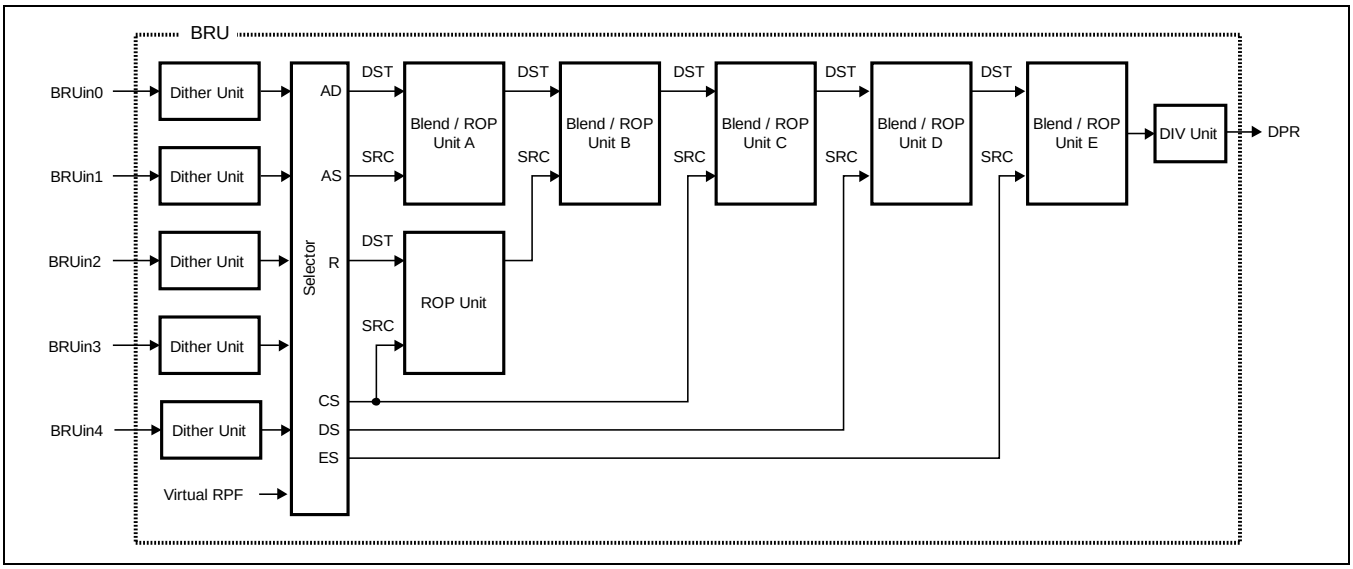


Figure 33.45 BRU Configuration

The selector in Figure 33.45 is used to select the SRC and DST inputs to blending/ROP units A to E and the ROP unit from BRUin0 to BRUin4 which are inputs from the DPR and the virtual RPF. The SRC and DST input sources for blending/ROP units A to E and the ROP unit are either uniquely determined based on the configuration shown in Figure 33.45 (Table 33.32) or selected as desired by registers. The input sources that can be arbitrarily selected by registers are AD, AS, R, CS, DS and ES, which correspond to the registers shown in Table 33.33.

Table 33.32 SRC and DST with Unique Input Sources

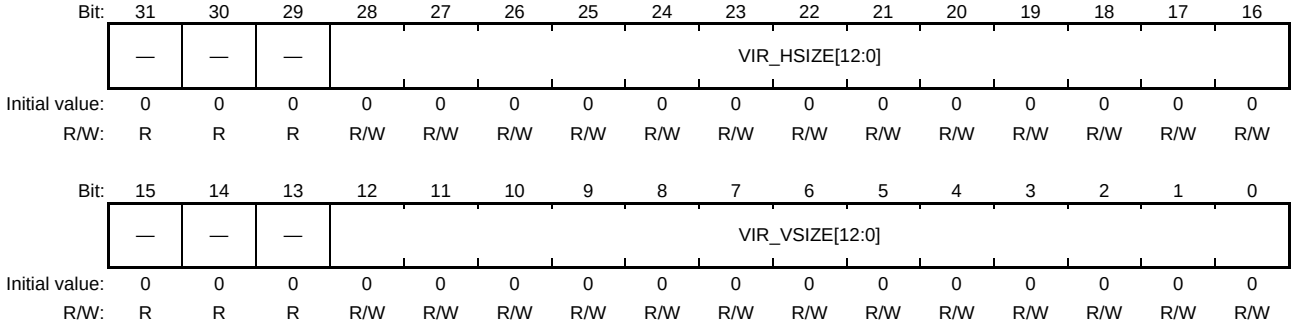
Input	Input Source	Register Bits
Blending/ROP unit B - DST	Output from blending/ROP unit A	—
Blending/ROP unit B - SRC	Output from ROP unit	—
Blending/ROP unit C - DST	Output from blending/ROP unit B	—
Blending/ROP unit D - DST	Output from blending/ROP unit C	—
Blending/ROP unit E - DST	Output from blending/ROP unit D	—
ROP unit - SRC	CS which is a selector output	VI6_BRUC_CTRL.SRCSEL

Table 33.33 Correspondence between Selector Output Destinations and Register Bits

Selector Output	Output Destination	Register Bits
AD	Blending/ROP unit A - DST	VI6_BRUA_CTRL.DSTSEL
AS	Blending/ROP unit A - SRC	VI6_BRUA_CTRL.SRCSEL
R	ROP unit - DST	VI6_BRU_ROP.DSTSEL
CS	Blending/ROP unit C - SRC	VI6_BRUC_CTRL.SRCSEL
DS	Blending/ROP unit D - SRC	VI6_BRUD_CTRL.SRCSEL
ES	Blending/ROP unit E - SRC	VI6_BRUE_CTRL.SRCSEL

33.2.15.2 Size Register of BRU Input Virtual RPF (VI6_BRU_VIRRPF_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	VIR_HSIZE [12:0]	All 0	R/W	Virtual RPF Horizontal Size These bits set the horizontal size of an image from the virtual RPF shown in Figure 33.45. A value from 1 to 8190 can be specified.
12 to 0	VIR_VSIZE [12:0]	All 0	R/W	Virtual RPF Vertical Size These bits set the vertical size of an image from the virtual RPF shown in Figure 33.45. A value from 1 to 8190 can be specified.

The virtual RPF has only a function to output a fixed α value and a fixed pixel value. The virtual RPF can internally create a single-color image without accessing external memory via the MAU. Same as images from the other BRU input ports, a sublayer can be blended on an image created in this manner with the image used as the background (master layer). In turn, when using the image as a sublayer, it can be drawn on the master layer as a window.

Note that the virtual RPF is fixed to input port 5 of the BRU, and the data path route cannot be changed by the DPR.

33.2.15.3 Display Location Register of BRU Input Virtual RPF (VI6_BRU_VIRRPF_LOC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

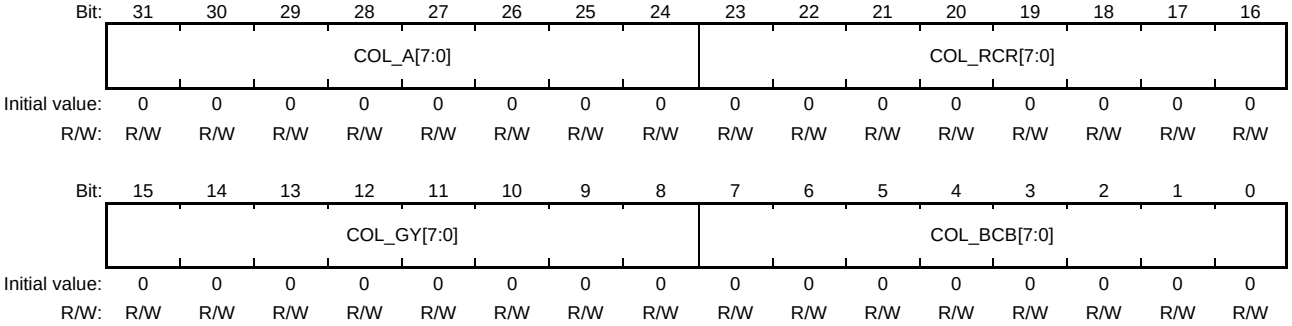
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	HCOORD[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VCOORD[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	HCOORD [12:0]	All 0	R/W	Horizontal Coordinate of Virtual RPF Location on Master Layer These bits specify the horizontal coordinate of where to locate the left-edge pixel of the virtual RPF's layer, with the left-edge pixel of the master layer set at coordinate 0. This setting should be made in pixel units. A value from 0 to 8189 can be specified. When the virtual RPF is specified as the master layer by VI6_WPFn_SRCRPF.VIR_ACT, set these bits to 0.
12 to 0	VCOORD [12:0]	All 0	R/W	Vertical Coordinate of Virtual RPF Location on Master Layer These bits specify the vertical coordinate of where to locate the top-edge pixel of the virtual RPF's layer, with the top-edge pixel of the master layer set at coordinate 0. This setting should be made in pixel units. A value from 0 to 8189 can be specified. When the virtual RPF is specified as the master layer by VI6_WPFn_SRCRPF.VIR_ACT, set these bits to 0.

33.2.15.4 Color Information Register of BRU Input Virtual RPF (VI6_BRU_VIRRPF_COL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	COL_A [7:0]	All 0	R/W	Fixed α of Virtual RPF These bits set the fixed α value when the virtual RPF creates a virtual plane. A value from 0 to 255 can be specified.
23 to 16	COL_RCR [7:0]	All 0	R/W	Fixed R/Cr of Virtual RPF These bits set the fixed R/Cr value when the virtual RPF creates a virtual plane. A value from 0 to 255 can be specified.
15 to 8	COL_GY [7:0]	All 0	R/W	Fixed G/Y of Virtual RPF These bits set the fixed G/Y value when the virtual RPF creates a virtual plane. A value from 0 to 255 can be specified.
7 to 0	COL_BCB [7:0]	All 0	R/W	Fixed B/Cb of Virtual RPF These bits set the fixed B/Cb value when the virtual RPF creates a virtual plane. A value from 0 to 255 can be specified.

The transparency information and color information of the single color that is created by the virtual RPF are set in the bits of this register. As described earlier, the color information is set for the YCbCr or RGB color space. The color space to be set in this register depends on the register settings of the environment and other modules to which the BRU is connected by the DPR. Two cases can be considered. Since the α value (COL_A) is transparency information and irrelevant to the concept of color space, the same setting is made for either the YCbCr or RGB color space.

(Case 1: When an input other than the virtual RPF is used)

When the source RPF is connected to any one of the BRU input ports (BRUin0 to BRUin4) other than the virtual RPF and valid data is being supplied, the same color space data as the color space for the BRU inputs should be set in this register as the color space for the virtual RPF's color information. This is based on the restriction of "all BRU inputs must have the same color space", as described in section 33.2.8.1 or 33.2.15.1.

(Case 2: When only the virtual RPF is used)

When only the virtual RPF is used as the source RPF of WPFn, RPFn is not connected to the BRU, as shown in Figure 33.46. Thus, there is no color space for another input that the color space for the virtual RPF has to follow, as in case 1. This means that the color space of the data output by the BRU is determined by the WPF setting.

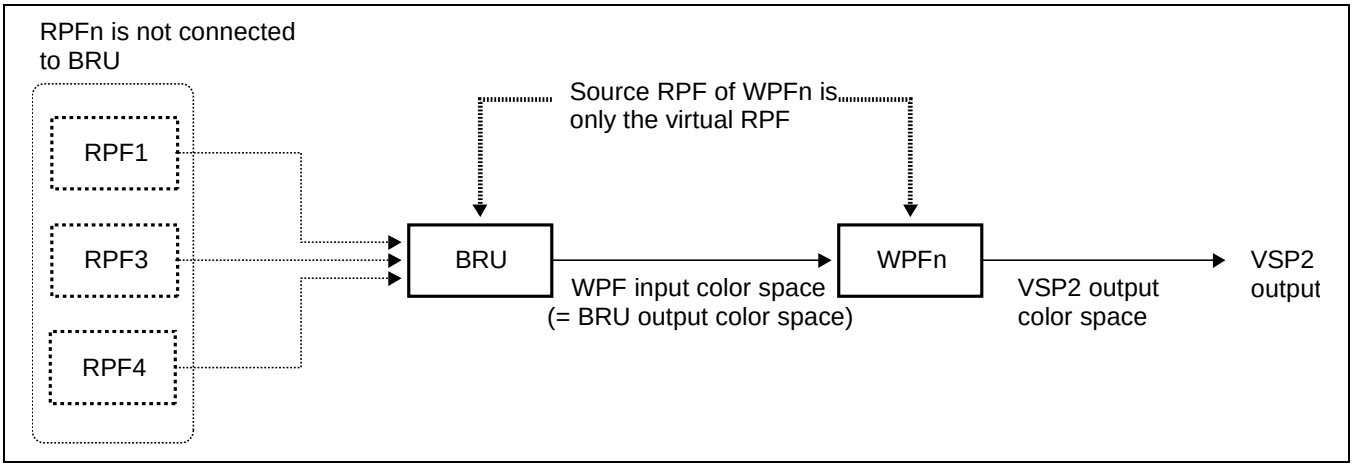


Figure 33.46 Relationship between DPR Connection and Color Space When Only Virtual RPF is Used

Figure 33.46, the output color space of the VSP2 (= output color space of WPFn) is determined by VI6_WPFn_OUTFMT.WRFMT. When bit 6 in VI6_WPFn_OUTFMT.WRFMT (WRFMT [6]) is 0, the color space is RGB, while when it is 1, the color space is YCbCr. Next, the WPF input color space (= BRU output color space) is determined by the relationship between the WPF output color space and VI6_WPFn_OUTFMT.CSC. When VI6_WPFn_OUTFMT.CSC is 0, the WPF output color space and WPF input color space (= BRU output color space) are the same. When VI6_WPFn_OUTFMT.CSC is 1, the WPF output color space and WPF input color space (= BRU output color space) are the opposite. This relationship is summarized in Table 33.34.

The color space for the virtual RPF's color information should be set in this register according to the "BRU output color space" shown in Table 33.34.

Table 33.34 Relationship between WPF Output Color Space and BRU Output Color Space

VI6_WPFn_OUTFMT Register Bit Settings				BRU Output Color Space (= WPF Input Color Space)
Bit 6 in WRFMT		CSC		
0	(WPF output is RGB)	0	(YCbCr → RGB conversion is disabled)	RGB
0	(WPF output is RGB)	1	(YCbCr → RGB conversion is enabled)	YCbCr
1	(WPF output is YCbCr)	0	(RGB → YCbCr conversion is disabled)	YCbCr
1	(WPF output is YCbCr)	1	(RGB → YCbCr conversion is enabled)	RGB

33.2.15.5 BRU Control Registers (VI6_BRUm_CTRL: m = A, B, C, D, E)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RBC	—	—	—	—	—	—	—	—	DSTSEL [2:0]			–	SRCSEL [2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CROP [3:0]				AROP [3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RBC	B’0	R/W	Operation Type of Blending/ROP Unit m (m = A, B, C, D, E) Specifies the operation type for blending/ROP unit m (m = A, B, C, D, E) shown in Figure 33.45. 0: ROP (raster operation) 1: Blending operation
30 to 23, 19, 15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22 to 20	DSTSEL [2:0]	B’000	R/W	Input Selection for DST Side of Blending/ROP Unit A These bits select the input for the DST side of blending/ROP unit A shown in Figure 33.45. These bits specify the connection between the BRU input port and the DST separately from the setting of connections between other modules and the BRU input port through the DPR. B'000: BRU input 0 (BRUin0) is input to DST B'001: BRU input 1 (BRUin1) is input to DST B'010: BRU input 2 (BRUin2) is input to DST B'011: BRU input 3 (BRUin3) is input to DST B'100: Virtual RPF is input to DST B’101: BRU input 4 (BRUin4) is input to DST B'110 to B'111: Setting prohibited [Note] The DSTSEL bits for blending/ROP unit m (m = B, C, D, E) are reserved according to Table 33.32. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
18 to 16	SRCSEL [2:0]	B’000	R/W	Input Selection for SRC Side of Blending/ROP Unit m (m = A, C, D, E) These bits select the input for the SRC side of blending/ROP unit m (m = A, C, D, E) shown in Figure 33.45. These bits specify the connection between the BRU input port and the SRC separately from the setting of connections between other modules and the BRU input port through the DPR. B'000: BRU input 0 (BRUin0) is input to SRC B'001: BRU input 1 (BRUin1) is input to SRC B'010: BRU input 2 (BRUin2) is input to SRC B'011: BRU input 3 (BRUin3) is input to SRC B'100: Virtual RPF is input to SRC B'101: BRU input 4 (BRUin4) is input to SRC B'110 to B'111: Setting prohibited [Note] The SRCSEL bits for blending/ROP unit B are reserved according to Table 33.32. The write value should always be 0.
7 to 4	CROP [3:0]	H’0	R/W	Color Data ROP Operator These bits select the ROP operator of the color data in blending/ROP unit m (m = A, B, C, D, E). Select the opcode for ROP operation from Table 33.35.
3 to 0	AROP [3:0]	H’0	R/W	α Data ROP Operator These bits select the ROP operator of the α data in blending/ROP unit m (m = A, B, C, D, E). Select the opcode for ROP operation from Table 33.35.

Table 33.35 ROP Operator of Blending/ROP Unit m (m = A, B, C, D)

Opcode	Operator
B’0000	NOP(D)
B’0001	AND(S & D)
B’0010	AND_REVERSE(S & ~D)
B’0011	COPY(S)
B’0100	AND_INVERTED(~S & D)
B’0101	CLEAR(0)
B’0110	XOR(S ^ D)
B’0111	OR(S | D)
B’1000	NOR(~(S | D))
B’1001	EQUIV(~(S ^ D))
B’1010	INVERT(~D)
B’1011	OR_REVERSE(S | ~D)
B’1100	COPY_INVERTED(~S)
B’1101	OR_INVERTED(~S | D)
B’1110	NAND(~(S & D))
B’1111	SET(all1)

33.2.15.6 BRU Blend Control Registers (VI6_BRUm_BLD: m = A, B, C, D, E)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CBES	CCMDX[2:0]			—	CCMDY[2:0]			ABES	ACMDX[2:0]			—	ACMDY[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	COEFX[7:0]								COEFY[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	CBES	B’0	R/W	Blending Expression Selection Selects the blending expression of the color data in the BRU (VI6_BRUm_CTRL.RBC = 1). Blending coefficients are specified by the CCMDX and CCMDY bits. 0: CCMDX * (DST color data) + CCMDY * (SRC color data) 1: CCMDX * (DST color data) – CCMDY * (SRC color data)
30 to 28	CCMDX [2:0]	B’000	R/W	Blending Coefficient X Selection These bits specify coefficient X used in the blending expression determined by the CBES bit. B’000: DST α data is used as blending coefficient X B’001: 255 – (DST α data) is used as blending coefficient X B’010: SRC α data is used as blending coefficient X B’011: 255 – (SRC α data) is used as blending coefficient X B’100: Fixed α value 0 (COEFX setting)
27, 19	—	All 0	R	Reserved This bit is always read as 0. The write value should always be 0.
26 to 24	CCMDY [2:0]	B’000	R/W	Blending Coefficient Y Selection These bits specify coefficient Y used in the blending expression determined by the CBES bit. B’000: DST α data is used as blending coefficient Y B’001: 255 – (DST α data) is used as blending coefficient Y B’010: SRC α data is used as blending coefficient Y B’011: 255 – (SRC α data) is used as blending coefficient Y B’100: Fixed α value 1 (COEFY setting)
23	ABES	B’0	R/W	Blending α Creation Expression Specifies the expression for creating α data after blending by blending/ROP unit m (m = A, B, C, D, E). α creation coefficients are specified by the ACMDX and ACMDY bits. 0: ACMDX * (DST α data) + ACMDY * (SRC α data) 1: ACMDX * (DST α data) – ACMDY * (SRC α data)

Bit	Bit Name	Initial Value	R/W	Description
22 to 20	ACMDX [2:0]	B’000	R/W	α Creation Coefficient X These bits specify α creation coefficient X used in the α creation expression determined by the ABES bit. B’000: (α creation coefficient X) = (DST α data) B’001: (α creation coefficient X) = 255 – (DST α data) B’010: (α creation coefficient X) = (SRC α data) B’011: (α creation coefficient X) = 255 – (SRC α data) B’100: (α creation coefficient X) = Fixed α value 0 (COEFX setting) B’101 to B’111: Setting prohibited
18 to 16	ACMDY [2:0]	B’000	R/W	α Creation Coefficient Y These bits specify α creation coefficient Y used in the α creation expression determined by the ABES bit. B’000: (α creation coefficient Y) = (DST α data) B’001: (α creation coefficient Y) = 255 – (DST α data) B’010: (α creation coefficient Y) = (SRC α data) B’011: (α creation coefficient Y) = 255 – (SRC α data) B’100: (α creation coefficient Y) = Fixed α value 1 (COEFY setting) B’101 to B’111: Setting prohibited
15 to 8	COEFX [7:0]	All 0	R/W	Fixed α Value 0 These bits specify fixed α value 0 used when the CCMDX or ACMDX bits are set to B’100. A value from H’00 to H’FF can be specified.
7 to 0	COEFY [7:0]	All 0	R/W	Fixed α Value 1 These bits specify fixed α value 1 used when the CCMDY or ACMDY bits are set to B’100. A value from H’00 to H’FF can be specified.

33.2.15.7 BRU Raster Operation Control Register (VI6_BRU_ROP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	DSTSEL[2:0]			—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CROP[3:0]				AROP[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23, 19 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22 to 20	DSTSEL [2:0]	B’000	R/W	Input Selection for DST Side of ROP Unit These bits select the input for the DST side of the ROP unit. For the SRC side, the same data as the input for the SRC side of blending/ROP unit C is input. B’000: BRU input 0 (BRUin0) is input to DST B’001: BRU input 1 (BRUin1) is input to DST B’010: BRU input 2 (BRUin2) is input to DST B’011: BRU input 3 (BRUin3) is input to DST B’100: Virtual RPF is input to DST B’101: BRU input 4 (BRUin4) is input to DST B’110 to B’111: Setting prohibited
7 to 4	CROP [3:0]	H’0	R/W	Color Data ROP Operator These bits select the ROP operator of the color data in the ROP unit. Select the opcode for ROP operation from Table 33.35.
3 to 0	AROP [3:0]	H’0	R/W	α Data ROP Operator These bits select the ROP operator of the α data in the ROP unit. Select the opcode for ROP operation from Table 33.35.

33.2.16 HGO Control Registers

33.2.16.1 HGO Detection Window Offset Register (VI6_HGO_OFFSET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	HOFFSET[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	VOFFSET[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30, 15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	HOFFSET[13:0]	All 0	R/W	Horizontal Offset of Histogram Detection Window The HGO creates a histogram for the detection window in the input image (Figure 33.47). In these bits, specify the value of horizontal offset (hoffset shown in Figure 33.47) in pixel units. A value from 0 to 8189 can be specified. The value of HOFFSET shall be smaller than that of the input image size of HGO.
13 to 0	VOFFSET[13:0]	All 0	R/W	Vertical Offset of Histogram Detection Window The HGO creates a histogram for the detection window in the input image (Figure 33.47). In these bits, specify the value of vertical offset (voffset shown in Figure 33.47) in pixel units. A value from 0 to 8189 can be specified. The value of VOFFSET shall be smaller than that of the input image size of HGO.

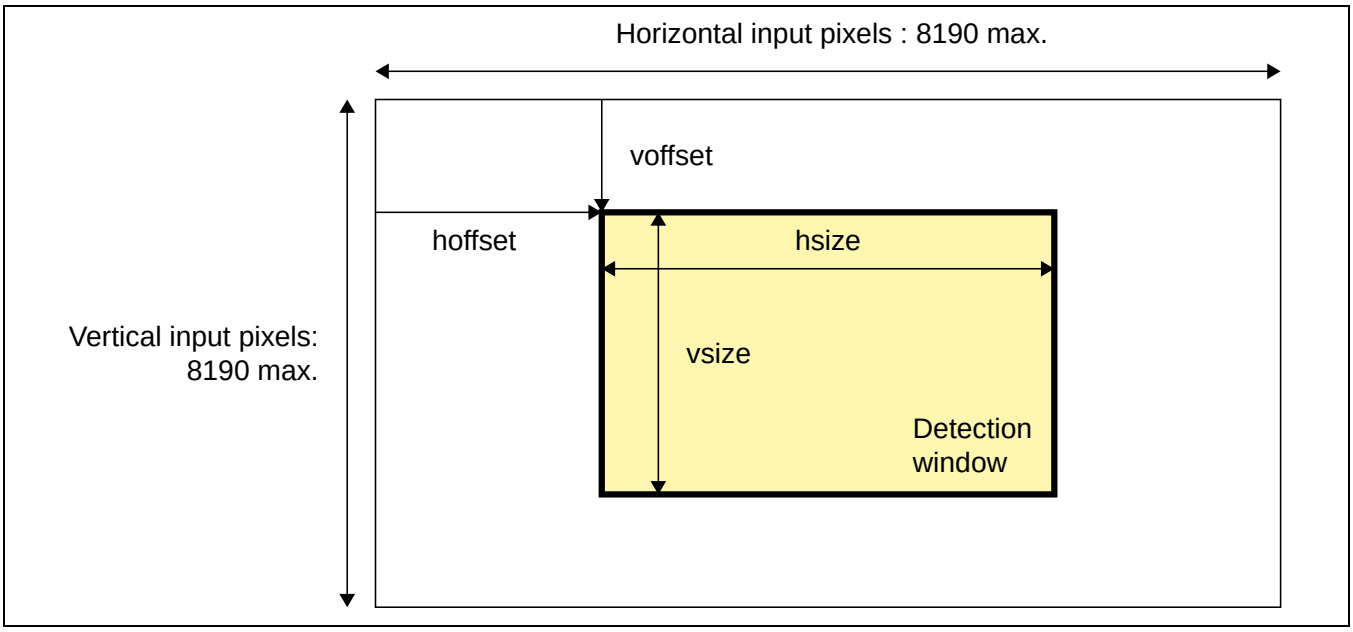


Figure 33.47 Histogram Detection Window of HGO

33.2.16.2 HGO Detection Window Size Register (VI6_HGO_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	HSIZE[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	VSIZE[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30, 15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	HSIZE[13:0]	All 0	R/W	Horizontal Size of Histogram Detection Window The HGO creates a histogram for the detection window in the input image (Figure 33.47). In these bits, specify the value of horizontal size (hsize shown in Figure 33.47) in pixel units. A value from 1 to 8190 can be specified.
13 to 0	VSIZE[13:0]	All 0	R/W	Vertical Size of Histogram Detection Window The HGO creates a histogram for the detection window in the input image (Figure 33.47). In these bits, specify the value of vertical size (vsize shown in Figure 33.47) in pixel units. A value from 1 to 8190 can be specified.

33.2.16.3 HGO Mode Register (VI6_HGO_MODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	AUTOW	—	STEP	—	—	MAXRGB	OFSB_R	OFSB_G	OFSB_B	HRATIO[1:0]		VRATIO[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 13, 11, 9, 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	AUTOW	B'0	R/W	HGO automatically histogram write. [RZ/G2H/RZ/G2N, RZ/G2E] 0: Histogram is not dumped to external memory automatically. S/W needs to dump histogram from histogram registers to external memory. 1: Histogram is dumped to SDRAM automatically. Dump format is shown in Figure 33.48. HGO histogram swapping register in section 33.2.16.16 specifies data order in 4byte unit as Table 33.36.
10	STEP	B'0	R/W	Histogram step of Y/MaxRGB. 0: 64 step mode. 1: 256 step mode for Y/MaxRGB histogram. Restriction of color format is shown in Table 33.37 about 64 step mode and Table 33.38 about 256 step mode.
7	MAXRGB	B'0	R/W	Histogram Source Component Setting 0: The histogram is generated from 3 color components independently. 1: The histogram is generated from the maximum value of input R, G and B data.
6	OFSB_R	B'0	R/W	Offset Binary Mode for R/Cr/H Component 0: Straight binary 1: Offset binary In offset binary mode, values are converted to absolute values before they are used to detect the maximum value, minimum value, sum, and black band. Note that values without conversion are always used for histogram creation regardless of this mode setting.

Bit	Bit Name	Initial Value	R/W	Description
5	OFSB_G	B'0	R/W	Offset Binary Mode for G/Y/S Component 0: Straight binary 1: Offset binary In offset binary mode, values are converted to absolute values before they are used to detect the maximum value, minimum value, sum, and black band. Note that values without conversion are always used for histogram creation regardless of this mode setting.
4	OFSB_B	B'0	R/W	Offset Binary Mode for B/Cb/V Component 0: Straight binary 1: Offset binary In offset binary mode, values are converted to absolute values before they are used to detect the maximum value, minimum value, sum, and black band. Note that values without conversion are always used for histogram creation regardless of this mode setting.
3, 2	HRATIO[1:0]	B'00	R/W	Horizontal Pixel Skipping Mode for Histogram Detection B'00: No skipping for horizontal pixels. B'01: Horizontal 1/2 skipping. One pixel is discarded from every two pixels before a histogram is created. B'10: Horizontal 1/4 skipping. Three pixels are discarded from every four pixels before a histogram is created. B'11: Setting prohibited. The first pixel in the horizontal direction is not discarded but subsequent pixels are discarded (regardless of the histogram detection window). Among the pixels that have not been discarded, only the pixels within the detection window are used to create a histogram.
1, 0	VRATIO[1:0]	B'00	R/W	Vertical Pixel Skipping Mode for Histogram Detection B'00: No skipping for vertical pixels. B'01: Vertical 1/2 skipping. One pixel is discarded from every two pixels before a histogram is created. B'10: Vertical 1/4 skipping. Three pixels are discarded from every four pixels before a histogram is created. B'11: Setting prohibited. The first pixel in the vertical direction is not discarded but subsequent pixels are discarded (regardless of the histogram detection window). Among the pixels that have not been discarded, only the pixels within the detection window are used to create a histogram.

Mode	64 step mode & maxRGB disable		64 step mode & maxRGB enable		256 step mode	
Address (Offset)	Component	Bit[31:0]	Component	Bit[31:0]	Component	Bit[31:0]
4 × 0	R/Cr/H	VI6_HGO_R_HISTO_0	N.A	N.A	Y or max (R, G, B)	VI6_HGO_EXT_HIST_DATA (0)
4 × 1		VI6_HGO_R_HISTO_1				VI6_HGO_EXT_HIST_DATA (1)
~		~				~
4 × 62		VI6_HGO_R_HISTO_62				VI6_HGO_EXT_HIST_DATA (62)
4 × 63		VI6_HGO_R_HISTO_63				VI6_HGO_EXT_HIST_DATA (63)
4 × 64	G/Y/S	VI6_HGO_G_HISTO_0	max (R, G, B)	VI6_HGO_G_HISTO_0		VI6_HGO_EXT_HIST_DATA (64)
4 × 65		VI6_HGO_G_HISTO_1		VI6_HGO_G_HISTO_1		VI6_HGO_EXT_HIST_DATA (65)
~		~		~		~
4 × 126		VI6_HGO_G_HISTO_62		VI6_HGO_G_HISTO_62		VI6_HGO_EXT_HIST_DATA (126)
4 × 127		VI6_HGO_G_HISTO_63		VI6_HGO_G_HISTO_63		VI6_HGO_EXT_HIST_DATA (127)
4 × 128	B/Cb/V	VI6_HGO_B_HISTO_0	N.A	N.A		VI6_HGO_EXT_HIST_DATA (128)
4 × 129		VI6_HGO_B_HISTO_1				VI6_HGO_EXT_HIST_DATA (129)
~		~				~
4 × 190		VI6_HGO_B_HISTO_62				VI6_HGO_EXT_HIST_DATA (190)
4 × 191		VI6_HGO_B_HISTO_63				VI6_HGO_EXT_HIST_DATA (191)
4 × 192	N.A	N.A	N.A	N.A		VI6_HGO_EXT_HIST_DATA (192)
4 × 193						VI6_HGO_EXT_HIST_DATA (193)
~						~
4 × 254						VI6_HGO_EXT_HIST_DATA (254)
4 × 255						VI6_HGO_EXT_HIST_DATA (255)
4 × 256	R/Cr/H	VI6_HGO_R_MAXMIN	N.A	N.A	N.A	N.A
4 × 257		VI6_HGO_R_SUM				
4 × 258		VI6_HGO_R_LB_DET				
4 × 259	N.A	N.A				
4 × 260	G/Y/S	VI6_HGO_G_MAXMIN	max (R, G, B)	VI6_HGO_G_MAXMIN	max (R, G, B)	VI6_HGO_G_MAXMIN
4 × 261		VI6_HGO_G_SUM		VI6_HGO_G_SUM		VI6_HGO_G_SUM
4 × 262		VI6_HGO_G_LB_DET		VI6_HGO_G_LB_DET		VI6_HGO_G_LB_DET
4 × 263	N.A	N.A	N.A	N.A	N.A	N.A
4 × 264	B/Cr/B	VI6_HGO_B_MAXMIN	N.A	N.A	N.A	N.A
4 × 265		VI6_HGO_B_SUM				
4 × 266		VI6_HGO_B_LB_DET				
4 × 267	N.A	N.A				
4 × 268	N.A	N.A	N.A	N.A	N.A	N.A
4 × 269						
4 × 270						
4 × 271						

Figure 33.48 HGO Histogram dump format in case of automatically histogram write

Table 33.36 Data order of HGO histogram in 4 byte

	Data order in 4 byte	
Memory address	**H_LWS = 1 H_WDS = 1 H_BTS = 1**	**H_LWS = 1 H_WDS = 0 H_BTS = 0**
4n + 0	Bit[31:24]	Bit[7:0]
4n + 1	Bit[23:15]	Bit[15:8]
4n + 2	Bit[15:8]	Bit[23:15]
4n + 3	Bit[7:0]	Bit[31:24]

33.2.16.4 HGO LB Detection Threshold Register (VI6_HGO_LB_TH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	BLACK_TH[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	BLACK_TH[7:0]	All 0	R/W	Threshold for Black Level Determination in Letter Box Detection In letter box detection, when all input pixels have the value equal to or smaller than the value specified in these bits, the image data is determined as black. Note that the letter box detection is not affected by the histogram detection window illustrated in Figure 33.47. A value from 0 to 255 can be specified.

33.2.16.5 HGO Horizontal Position Register for LB Detection Zone-n (VI6_HGO_LBn_H: n = 0, 1, 2, 3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	HPOS0 [13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	HPOS1 [13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30, 15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	HPOS0[13:0]	All 0	R/W	Horizontal Start Position for Letter Box Detection Zone-n When all pixels on a line (shown in Figure 33.49) in the input image have the value equal to or smaller than the threshold value, the HGO determines that there is a letter box. In these bits, specify the value of hpos0 of the detection zone-n (Figure 33.47) in pixel units. A value from 0 to 8189 can be specified. hpos0 ≤ hpos1 should be satisfied. These bits are valid for Zone-0 and 1. For Zone-2 and 3, these bits are reserved.
13 to 0	HPOS1[13:0]	All 0	R/W	Horizontal End Position for Letter Box Detection Zone-n When all pixels on a line (shown in Figure 33.49) in the input image have the value equal to or smaller than the threshold value, the HGO determines that there is a letter box. In these bits, specify the value of hpos1 of the detection zone-n (Figure 33.49) in pixel units. A value from 0 to 8189 can be specified. hpos0 ≤ hpos1 should be satisfied.

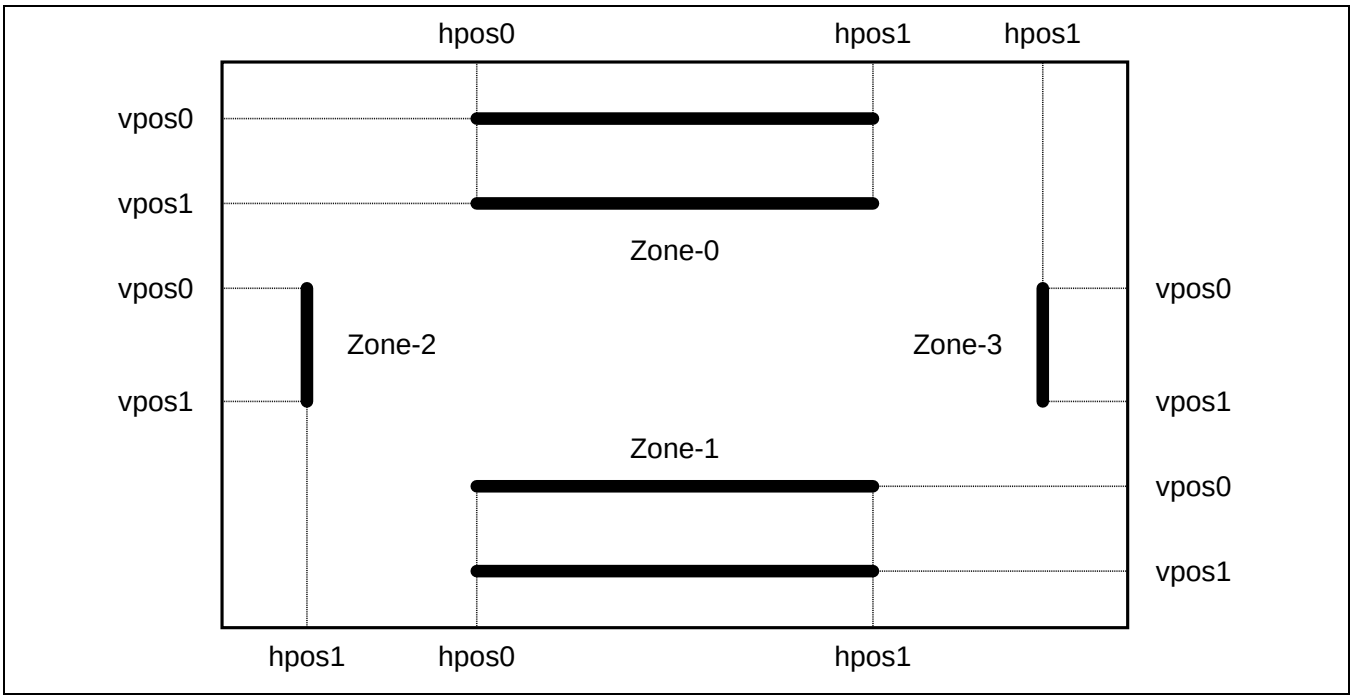


Figure 33.49 Letter Box Detection Position Settings for HGO

33.2.16.6 HGO Vertical Position Register for LB Detection Zone-n (VI6_HGO_LBn_V: n = 0, 1, 2, 3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	VPOS0[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	VPOS1[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30, 15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	VPOS0[13:0]	All 0	R/W	Vertical Start Position for Letter Box Detection Zone-n When all pixels on a line (shown in Figure 33.49) in the input image have the value equal to or smaller than the threshold value, the HGO determines that there is a letter box In these bits, specify the value of vpos0 of the detection zone-n (Figure 33.49) in pixel units. A value from 0 to 8189 can be specified. vpos0 ≤ vpos1 should be satisfied.
13 to 0	VPOS1[13:0]	All 0	R/W	Vertical End Position for Letter Box Detection Zone-n When all pixels on a line (shown in Figure 33.49) in the input image have the value equal to or smaller than the threshold value, the HGO determines that there is a letter box. In these bits, specify the value of vpos1 of the detection zone-n (Figure 33.49) in pixel units. A value from 0 to 8189 can be specified. vpos0 ≤ vpos1 should be satisfied.

33.2.16.7 HGO Component-m Histogram Register (VI6_HGO_m_HISTO_n: n = 0 to 63: m = R, G, B)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	HISTOGRAM_n[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	HISTOGRAM_n[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	HISTOGRAM_n [23:0]	All 0	R	Frequency of Component-m in the value range-n From these bits, the count of the pixels whose component-m value (val) satisfies the following condition within the histogram detection window (Figure 33.47) is read (after pixel skipping is applied when skipping mode is selected). $4*n \leq val < 4*(n + 1)$ Counting starts after the HGO is activated. To read the histogram, read these bits after the HGO has completed processing of one screen of data and before the HGO is activated again. These bits are available when VI6_HGO_MODE.step is 0 (64 step mode). When VI6_HGO_MODE.step is 1 (256 step mode), read Y/MaxRGB histogram from the VI6_HGO_EXT_HIST_DATA after setting histogram address in the VI6_HGO_EXT_HIST_ADDR.

The component-m in a color space is determined by the following table in case of VI6_HGO_MODE.step = 0 (64 step mode)

Table 33.37 The component of index-m for each color space in 64 step mode.

	Color Space			
	RGB		YCbCr	HSV
Index-m	VI6_HGO_MODE. MAXRGB = 0	VI6_HGO_MODE. MAXRGB = 1	VI6_HGO_MODE MAXRGB = 0 (*1)	VI6_HGO_MODE. MAXRGB = 0(*1)
R	R	n/a (*2)	Cr	H
G	G	max(R, G, B) (*3)	Y	S
B	B	n/a (*2)	Cb	V

Notes: 1. When color space of input data is in YCbCr or HSV, set VI6_HGO_MODE.MAXRGB = 0
2. When VI6_HGO_MODE.MAXRGB = 1, the histogram of index-R / index-B are not ensured.
3. max(R, G, B) indicates maximum value of input R, G and B data.

33.2.16.8 HGO Component-m Min/Max Value Register (VI6_HGO_m_MAXMIN: m = R, G, B)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	MAXVAL[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	MINVAL[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24, 15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	MAXVAL[7:0]	All 0	R	Maximum Value of Component-m From these bits, the maximum value of the component-m of the pixels within the histogram detection window (Figure 33.47) is read (after pixel skipping is applied when skipping mode is selected). Maximum value detection starts after the HGO is activated. To read the maximum value, read these bits after the HGO has completed processing of one screen of data and before the HGO is activated again.
7 to 0	MINVAL[7:0]	All 0	R	Minimum Value of Component-m From these bits, the minimum value of the component-m of the pixels within the histogram detection window (Figure 33.47) is read (after pixel skipping is applied when skipping mode is selected). Minimum value detection starts after the HGO is activated. To read the minimum value, read these bits after the HGO has completed processing of one screen of data and before the HGO is activated again.

33.2.16.9 HGO Component-m Sum Register (VI6_HGO_m_SUM: m = R, G, B)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SUMVAL[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SUMVAL[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SUMVAL[31:0]	All 0	R	Sum of Component-m From these bits, the sum of the component-m of the pixels within the histogram detection window (Figure 33.47) is read (after pixel skipping is applied when skipping mode is selected). Accumulation starts after the HGO is activated. To read the sum, read these bits after the HGO has completed processing of one screen of data and before the HGO is activated again.

33.2.16.10 HGO Component-m LB Detection Result Register (VI6_HGO_m_LB_DET: m = R, G, B)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	LTRBOX1	LTRBOX2	SIDE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	LTRBOX1	B'0	R	Letter Box Detection Result #1 of Zone-0/1 for Component-m This bit is set to 1 when none of the component-m of the pixels on the lines of zone-0/vpos0 and zone-1/vpos1 (two lines in total) in Figure 33.49 exceeds the threshold (BLACK_TH). If any pixel is greater than the threshold, this bit is set to 0. Read this bit after the HGO has completed processing of one screen of data and before the HGO is activated again. The value read during processing is not guaranteed to be correct.
1	LTRBOX2	B'0	R	Letter Box Detection Result #2 of Zone-0/1 for Component-m This bit is set to 1 when none of the component-m of the pixels on the four lines of zone-0 and 1 in Figure 33.49 exceeds the threshold (BLACK_TH). If any pixel is greater than the threshold, this bit is set to 0. Read this bit after the HGO has completed processing of one screen of data and before the HGO is activated again. The value read during processing is not guaranteed to be correct.
0	SIDE	B'0	R	Letter Box Detection Result of Zone-2/3 for Component-m This bit is set to 1 when none of the component-m of the pixels on the two lines of zone-2 and 3 in Figure 33.49 exceeds the threshold (BLACK_TH). If any pixel is greater than the threshold, this bit is set to 0. Read this bit after the HGO has completed processing of one screen of data and before the HGO is activated again. The value read during processing is not guaranteed to be correct.

33.2.16.11 HGO Y/MaxRGB Extended Histogram Address Register (VI6_HGO_EXT_HIST_ADDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	EXT_HIST_ADDR[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	EXT_HIST_ADDR [7:0]	All 0	R/W	Histogram address in case of 256 step histogram mode. Set value-m when user wants to read frequency of Y or MaxRGB pixel value-m. After setting VI6_HGO_EXT_HIST_ADDR, read VI6_HGO_EXT_HIST_DATA to read frequency of Y or MaxRGB pixel value-m. This is in-direct addressing way. This in-direct addressing way is available in case of VI6_HGO_MODE.STEP=1(256 step histogram mode).

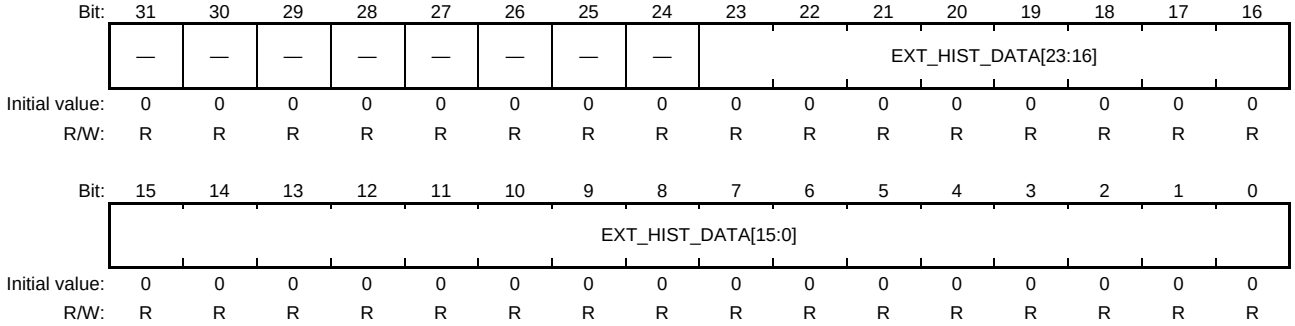
Table 33.38 Restriction in case of 256 step mode (VI6_HGO_MODE.STEP = 1)

Color Space			
RGB		**YCbCr**	**HSV**
VI6_HGO_MODE. MAXRGB = 0	**VI6_HGO_MODE. MAXRGB = 1**	**VI6_HGO_MODE MAXRGB = 0 (*1)**	**VI6_HGO_MODE. MAXRGB = 0(*1)**
N/A	max(R, G, B) (*2)	Y	N/A

Notes: 1. When color space of input data is in YCbCr or HSV, set VI6_HGO_MODE.MAXRGB = 0
2. max(R, G, B) indicates maximum value of input R, G and B data.

33.2.16.12 HGO Y/MaxRGB Extended Histogram Data Register (VI6_HGO_EXT_HIST_DATA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	EXT_HIST_DATA [23:0]	All 0	R	Histogram data in case of 256 step histogram mode. See VI6_HGO_EXT_HIST_ADDR register's explanation. This in-direct addressing way is available in case of VI6_HGO_MODE.STEP = 1 (256 step histogram mode).

33.2.16.13 HGO Write Buffer Side (VI6_HGO_WBUFS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	WRBUFS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	WRBUFS	B'0	R/W	HGO-Histogram buffer side (Writing side by H/W) Setting value is reflected to internal register at the timing of frame start. Set this bit before setting VI6_DL_HDR_ADDRn (reservation of updating two plane registers). 0: 1D-Histogram side A is written by next VSP-operation. 1: 1D-Histogram side B is written by next VSP-operation.

33.2.16.14 HGO Read Buffer Side (VI6_HGO_RBUFS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	—	—

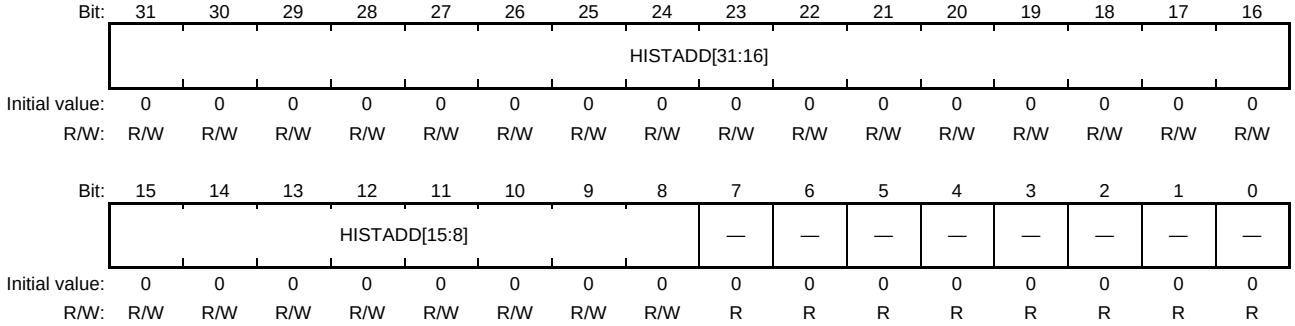
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RDB UFS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	RDBUFS	B'0	R/W	HGO-Histogram buffer side (Read side by S/W) Set this bit to specify reading side of 1D-Histogram before reading 1D-histgram registers. 0: 1D-Histogram side A can be read by S/W. 1: 1D-Histogram side B can be read by S/W.

33.2.16.15 HGO Histogram Storing Address Register (VI6_HGO_HISTADD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 8	HISTADD[31:8]	All 0	R/W	HGO histogram storing address These bits specify the start address of storing the HGO histogram plane to be written in case of enabling histogram auto write (VI6_HGO_MODE.AUTOW = 1). Start address of HGO histogram can be set in 256-byte units. And HISTADD [31:8] × 256 is recognized as start address to write HGO histogram.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

33.2.16.16 HGO Histogram Swapping Register (VI6_HGO_HSWAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	H_LWS	H_WDS	H_BTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	H_LWS	B'0	R/W	HGO histogram Swapping in Longword Units 0: Data swapping in longword (32-bit) units is disabled 1: Data swapping in longword (32-bit) units is enabled
1	H_WDS	B'0	R/W	HGO histogram Swapping in Word Units 0: Data swapping in word (16-bit) units is disabled 1: Data swapping in word (16-bit) units is enabled
0	H_BTS	B'0	R/W	HGO histogram Swapping in Byte Units 0: Data swapping in byte (8-bit) units is disabled 1: Data swapping in byte (8-bit) units is enabled

See Figure 33.48 and Table 33.36 for setting HGO histogram swap.

33.2.16.17 HGO Parameter Register Reset (VI6_HGO_REGRST)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	RCPART	—	—	—	RCLEA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	W	R	R	R	W

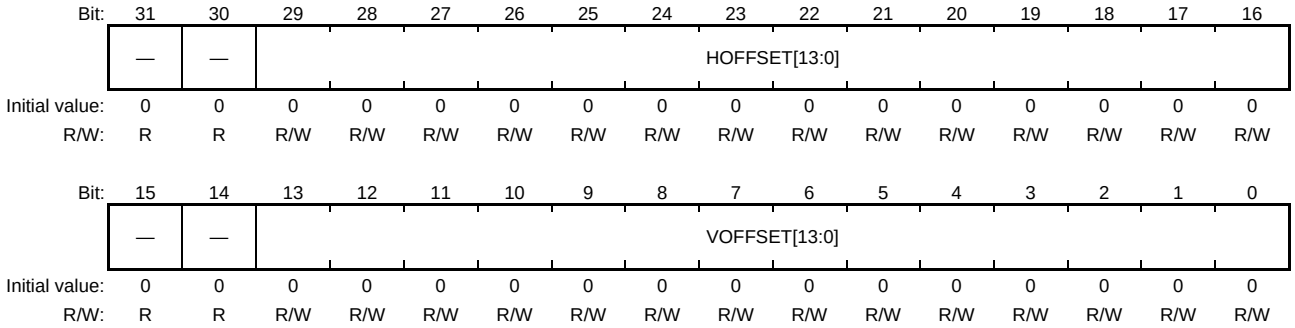
Bit	Bit Name	Initial Value	R/W	Description
31 to 5, 3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	RCPART	B'0	W	Status Reset Writing 1 to this bit resets counter bits in HGO.
0	RCLEA	B'0	W	Register Reset Writing 1 to this bit resets all read-only registers (33.2.16.7 to 33.2.16.10) to their initial values. This register is write-only and is always read as 0. Note that R/W registers (33.2.16.1 to 33.2.16.6) are not affected by write access to this register.

When image partition is used, refer to section 33.3.7.7.

33.2.17 HGT Control Registers

33.2.17.1 HGT Detection Window Offset Register (VI6_HGT_OFFSET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31, 30, 15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	HOFFSET [13:0]	All 0	R/W	Horizontal Offset of Histogram Detection Window The HGT creates a histogram for the detection window in the input image (Figure 33.50). In these bits, specify the value of horizontal offset (hoffset shown Figure 33.50) in pixel units. A value from 0 to 8189 can be specified. The value of HOFFSET shall be smaller than that of the input image size of HGT.
13 to 0	VOFFSET [13:0]	All 0	R/W	Vertical Offset of Histogram Detection Window The HGT creates a histogram for the detection window in the input image (Figure 33.50). In these bits, specify the value of vertical offset (voffset shown in Figure 33.50) in pixel units. A value from 0 to 8189 can be specified. The value of VOFFSET shall be smaller than that of the input image size of HGT.

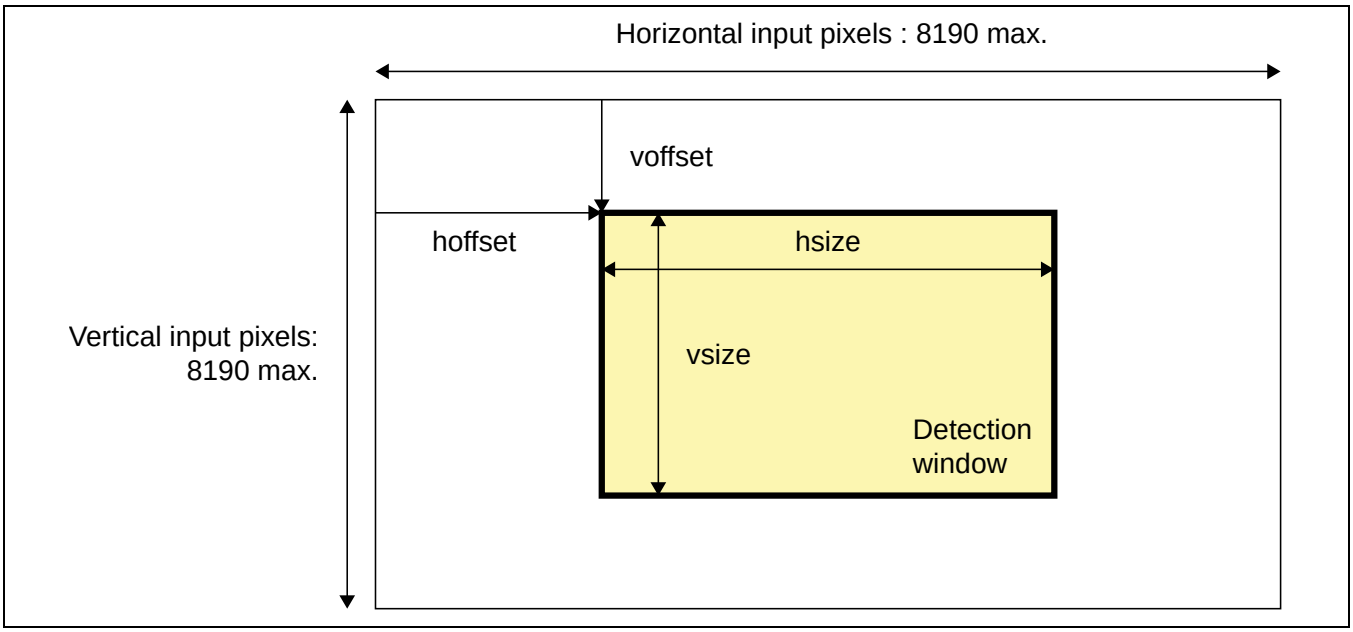


Figure 33.50 Histogram Detection Window of HGT

33.2.17.2 HGT Detection Window Size Register (VI6_HGT_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	HSIZE[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	VSIZE[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30, 15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	HSIZE[13:0]	All 0	R/W	Horizontal Size of Histogram Detection Window The HGT creates a histogram for the detection window in the input image (Figure 33.50). In these bits, specify the value of horizontal offset (hsize shown in Figure 33.50) in pixel units. A value from 1 to 8190 can be specified.
13 to 0	VSIZE[13:0]	All 0	R/W	Vertical Size of Histogram Detection Window The HGT creates a histogram for the detection window in the input image (Figure 33.50). In these bits, specify the value of vertical offset (vsize shown in Figure 33.50) in pixel units. A value from 1 to 8190 can be specified.

33.2.17.3 HGT Mode Register (VI6_HGT_MODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	AUTOW	—	—	—	—	—	—	—	—	HRATIO[1:0]		VRATIO[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to13, 11 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	AUTOW	B'0	R/W	HGT automatically histogram write. [RZ/G2H/RZ/G2N, RZ/G2E] 0: Histogram is not dumped to external memory automatically. S/W needs to dump histogram from histogram registers to external memory. 1: Histogram is dumped to SDRAM automatically. Dump format is shown in Figure 33.51. HGT Histogram Swapping Register in section 33.2.17.16 specifies data order in 4byte unit as Table 33.39.
3, 2	HRATIO[1:0]	B'00	R/W	Horizontal Pixel Skipping Mode for Histogram Detection B'00: No skipping for horizontal pixels. B'01: Horizontal 1/2 skipping. One pixel is discarded from every two pixels before a histogram is created. B'10: Horizontal 1/4 skipping. Three pixels are discarded from every four pixels before a histogram is created. B'11: Setting prohibited. The first pixel in the horizontal direction is not discarded but subsequent pixels are discarded (regardless of the histogram detection window). Among the pixels that have not been discarded, only the pixels within the detection window are used to create a histogram.
1, 0	VRATIO[1:0]	B'00	R/W	Vertical Pixel Skipping Mode for Histogram Detection B'00: No skipping for vertical pixels. B'01: Vertical 1/2 skipping. One pixel is discarded from every two pixels before a histogram is created. B'10: Vertical 1/4 skipping. Three pixels are discarded from every four pixels before a histogram is created. B'11: Setting prohibited. The first pixel in the vertical direction is not discarded but subsequent pixels are discarded (regardless of the histogram detection window). Among the pixels that have not been discarded, only the pixels within the detection window are used to create a histogram.

Address (Offset)	Hue area	Bit[31:0]
4 × 0	HueArea 0	VI6_HGT_HISTO_0_0
4 × 1		VI6_HGT_HISTO_0_1
~		~
4 × 30		VI6_HGT_HISTO_0_30
4 × 31		VI6_HGT_HISTO_0_31
4 × 32	HueArea 1	VI6_HGT_HISTO_1_0
4 × 33		VI6_HGT_HISTO_1_1
~		~
4 × 62		VI6_HGT_HISTO_1_30
4 × 63		VI6_HGT_HISTO_1_31
4 × 64	HueArea 2	VI6_HGT_HISTO_2_0
4 × 65		VI6_HGT_HISTO_2_1
~		~
4 × 94		VI6_HGT_HISTO_2_30
4 × 95		VI6_HGT_HISTO_2_31
4 × 96	HueArea 3	VI6_HGT_HISTO_3_0
4 × 97		VI6_HGT_HISTO_3_1
~		
4 × 126		VI6_HGT_HISTO_3_30
4 × 127		VI6_HGT_HISTO_3_31
4 × 128	HueArea 4	VI6_HGT_HISTO_4_0
4 × 129		VI6_HGT_HISTO_4_1
~		~
4 × 158		VI6_HGT_HISTO_4_30
4 × 159		VI6_HGT_HISTO_4_31
4 × 160	HueArea 5	VI6_HGT_HISTO_5_0
4 × 161		VI6_HGT_HISTO_5_1
~		~
4 × 190		VI6_HGT_HISTO_5_30
4 × 191		VI6_HGT_HISTO_5_31
4 × 192	S	VI6_HGT_MAXMIN
4 × 193	S	VI6_HGT_SUM
4 × 194	V	VI6_HGT_LB_DET
4 × 195	N.A	N.A
~		
4 × 199		

Figure 33.51 HGT Histogram dump format in case of automatically histogram write

Table 33.39 Data order of HGT histogram in 4 byte

	Data order in 4 byte	
Memory address	H_LWS = 1 H_WDS = 1 H_BTS = 1	H_LWS = 1 H_WDS = 0 H_BTS = 0
4n + 0	Bit[31:24]	Bit[7:0]
4n + 1	Bit[23:15]	Bit[15:8]
4n + 2	Bit[15:8]	Bit[23:15]
4n + 3	Bit[7:0]	Bit[31:24]

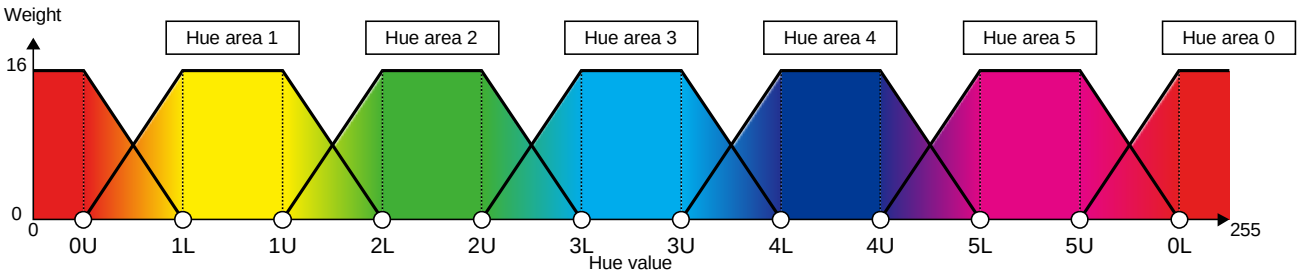
33.2.17.4 HGT Hue Area Register (VI6_HGT_HUE_AREA_n: n = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	HUE_LOWER_n[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	HUE_UPPER_n[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24, 15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	HUE_LOWER_n [7:0]	All 0	R/W	Lower Boundary Value for Hue Area - n The HGT creates a two-dimensional histogram of H (hue) and S (saturation) components. Division of hue areas and overlapping of adjacent hue areas can be specified through these bits. In these bits, specify the value of n L (hue_lower n) shown in Figure 33.52. A value from 0 to 255 can be specified. The specified value should satisfy the restrictions shown in Figure 33.52.
7 to 0	HUE_UPPER_n [7:0]	All 0	R/W	Upper Boundary Value for Hue Area - n The HGT creates a two-dimensional histogram of H (hue) and S (saturation) components. Division of hue areas and overlapping of adjacent hue areas can be specified through these bits. In these bits, specify the value of n U (hue_upper n) shown in Figure 33.52. A value from 0 to 255 can be specified. The specified value should satisfy the restrictions shown in Figure 33.52.



Restrictions: 0U ≤ 1L ≤ 1U ≤ 2L ≤ 2U ≤ 3L ≤ 3U ≤ 4L ≤ 4U ≤ 5L ≤ 5U, 0L ≤ 0U, or 5U ≤ 0L

- Values are rounded down in the diagonal-line sections.
- When overlapped areas are not specified, the boundary value is included in the lower-value area.

0L = HUE_LOWER_0 register setting	0U = HUE_UPPER_0 register setting
1L = HUE_LOWER_1 register setting	1U = HUE_UPPER_1 register setting
2L = HUE_LOWER_2 register setting	2U = HUE_UPPER_2 register setting
3L = HUE_LOWER_3 register setting	3U = HUE_UPPER_3 register setting
4L = HUE_LOWER_4 register setting	4U = HUE_UPPER_4 register setting
5L = HUE_LOWER_5 register setting	5U = HUE_UPPER_5 register setting

Figure 33.52 Weighting Histogram Using Hue

33.2.17.5 HGT LB Detection Threshold Register (VI6_HGT_LB_TH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	BLACK_TH[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	BLACK_TH[7:0]	All 0	R/W	Threshold for Black Level Determination in Letter Box Detection In letter box detection, when all pixels of the input image data have the value equal to or smaller than the value specified in these bits, the data is determined as black. Note that the letter box detection is not affected by the histogram detection window illustrated in Figure 33.50. A value from 0 to 255 can be specified.

33.2.17.6 HGT Horizontal Position Register for LB Detection Zone-n (VI6_HGT_LBn_H : n = 0, 1, 2, 3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	HPOS0[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	HPOS1[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30, 15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	HPOS0[13:0]	All 0	R/W	Horizontal Start Position for Letter Box Detection Zone-n When all pixels on a line (shown in Figure 33.53) in the input image have the value equal to or smaller than the threshold value, the HGT determines that there is a letter box. In these bits, specify the value of hpos0 of the detection zone-n (Figure 33.53) in pixel units. A value from 0 to 8189 can be specified. hpos0 ≤ hpos1 should be satisfied. These bits are valid for Zone-0 and 1. For Zone-2 and 3, these bits are reserved.
13 to 0	HPOS1[13:0]	All 0	R/W	Horizontal End Position for Letter Box Detection Zone-n When all pixels on a line (shown in Figure 33.53) in the input image have the value equal to or smaller than the threshold value, the HGT determines that there is a letter box. In these bits, specify the value of hpos1 of the detection zone-n (Figure 33.53) in pixel units. A value from 0 to 8189 can be specified. hpos0 ≤ hpos1 should be satisfied.

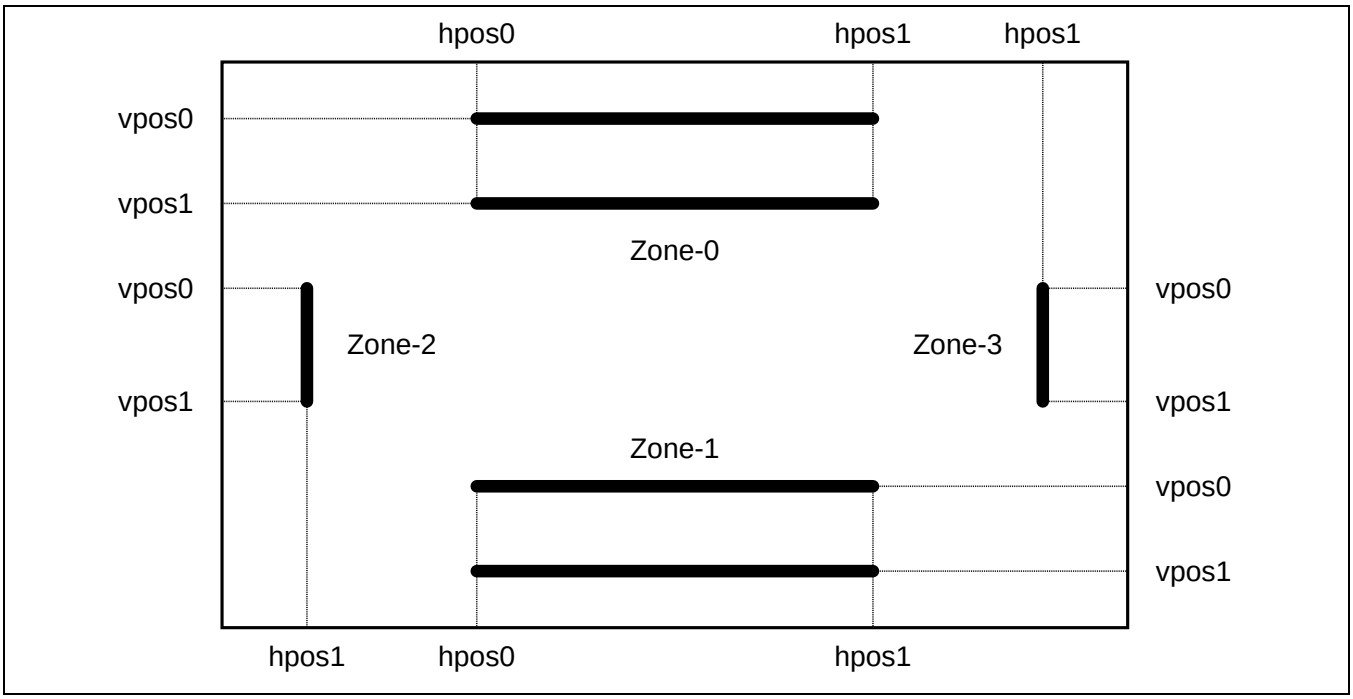


Figure 33.53 Letter Box Detection Position Settings for HGT

33.2.17.7 HGT Vertical Position Register for LB Detection Zone-n (VI6_HGT_LBn_V: n = 0, 1, 2, 3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	VPOS0[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	VPOS1[13:0]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30, 15, 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 16	VPOS0[13:0]	All 0	R/W	Vertical Start Position for Letter Box Detection Zone-n When all pixels on a line (shown in Figure 33.53) in the input image have the value equal to or smaller than the threshold value, the HGT determines that there is a letter box. In these bits, specify the value of vpos0 of the detection zone-n (Figure 33.53) in pixel units. A value from 0 to 8189 can be specified. vpos0 ≤ vpos1 should be satisfied.
13 to 0	VPOS1[13:0]	All 0	R/W	Vertical Position for Letter Box Detection Zone-n When all pixels on a line (shown in Figure 33.53) in the input image have the value equal to or smaller than the threshold value, the HGT determines that there is a letter box. In these bits, specify the value of vpos1 of the detection zone-n (Figure 33.53) in pixel units. A value from 0 to 8189 can be specified. vpos0 ≤ vpos1 should be satisfied.

33.2.17.8 HGT Histogram Register (VI6_HGT_HISTO_m_n: m = 0 to 5, n = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	HISTOGRAM_m_n[25:16]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	HISTOGRAM_m_n[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25 to 0	HISTOGRAM_m_n[25:0]	All 0	R	Weighted Frequency of Hue Area-m and Saturation Area-n From these bits, the count of weighting for the pixels whose H component value is in hue area m (Figure 33.52) and whose S component value (val) satisfies the following condition within the histogram detection window (Figure 33.50) is read (after pixel skipping is applied when skipping mode is selected). $8*n \leq val < 8*(n + 1)$ The weight is determined by the H component value as shown in Figure 33.52 and the maximum weight is 16. Counting starts after the HGT is activated. To read the histogram, read these bits after the HGT has completed processing of one screen of data and before the HGT is activated again.

33.2.17.9 HGT Max/Min Value Register (VI6_HGT_MAXMIN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	MAXVAL[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	MINVAL[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24, 15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	MAXVAL[7:0]	All 0	R	Maximum Value of S Components From these bits, the maximum value of the S components of the pixels within the histogram detection window (Figure 33.50) is read (after pixel skipping is applied when skipping mode is selected). Maximum value detection starts after the HGT is activated. To read the maximum value, read these bits after the HGT has completed processing of one screen of data and before the HGT is activated again.
7 to 0	MINVAL[7:0]	All 0	R	Minimum Value of S Components From these bits, the minimum value of the S components of the pixels within the histogram detection window (Figure 33.50) is read (after pixel skipping is applied when skipping mode is selected). Minimum value detection starts after the HGT is activated. To read the minimum value, read these bits after the HGT has completed processing of one screen of data and before the HGT is activated again.

33.2.17.10 HGT Sum Register (VI6_HGT_SUM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	SUMVAL[29:16]													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SUMVAL[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 0	SUMVAL[29:0]	All 0	R	Sum of S Components From these bits, the sum of the S components of the pixels within the histogram detection window (Figure 33.50) is read (after pixel skipping is applied when skipping mode is selected). Accumulation starts after the HGT is activated. To read the sum, read these bits after the HGT has completed processing of one screen of data and before the HGT is activated again.

33.2.17.11 HGT LB Detection Result Register (VI6_HGT_LB_DET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	LTR BOX1	LTR BOX2	SIDE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	LTRBOX1	B'0	R	Letter Box Detection Result #1 of Zone-0/1 for V Component This bit is set to 1 when none of the V components of the pixels on the lines of zone-0/vpos0 and zone-1/vpos1 (two lines in total) in Figure 33.53 exceeds the threshold (BLACK_TH). If any pixel is greater than the threshold, this bit is set to 0. Read this bit after the HGT has completed processing of one screen of data and before the HGT is activated again. The value read during processing is not guaranteed to be correct.
1	LTRBOX2	B'0	R	Letter Box Detection Result #2 of Zone-0/1 for V Component This bit is set to 1 when none of the V components of the pixels on the four lines of zone-0 and 1 in Figure 33.53 exceeds the threshold (BLACK_TH). If any pixel is greater than the threshold, this bit is set to 0. Read this bit after the HGT has completed processing of one screen of data and before the HGT is activated again. The value read during processing is not guaranteed to be correct.
0	SIDE	B'0	R	Letter Box Detection Result of Zone-2/3 for V Component This bit is set to 1 when none of the V components of the pixels on the two lines of zone-2 and 3 in Figure 33.53 exceeds the threshold (BLACK_TH). If any pixel is greater than the threshold, this bit is set to 0. Read this bit after the HGT has completed processing of one screen of data and before the HGT is activated again. The value read during processing is not guaranteed to be correct.

33.2.17.12 HGT Parameter Register Reset (VI6_HGT_REGRST)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	RCPART	—	—	—	RCLEA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	W	R	R	R	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5, 3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	RCPART	B'0	W	Status Reset Writing 1 to this bit resets counter bits in HGT.
0	RCLEA	B'0	W	Register Reset Writing 1 to this bit resets all read-only registers (33.2.17.8 to 33.2.17.11) to their initial values. This register is write-only and is always read as 0. Note that R/W registers (33.2.17.1 to 33.2.17.7) are not affected by write access to this register.

When image partition is used, refer to section 33.3.7.7.

33.2.17.13 HGT Write Buffer Side (VI6_HGT_WBUFS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	WRBUFS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	WRBUFS	B'0	R/W	HGT-Histogram buffer side (Writing side by H/W) Setting value is reflected to internal register at the timing of frame start. Set this bit before setting VI6_DL_HDR_ADDRn (reservation of updating two plane registers). 0: 2D-Histogram side A is written by next VSP-operation. 1: 2D-Histogram side B is written by next VSP-operation.

33.2.17.14 HGT Read Buffer Side (VI6_HGT_RBUFS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	—	—

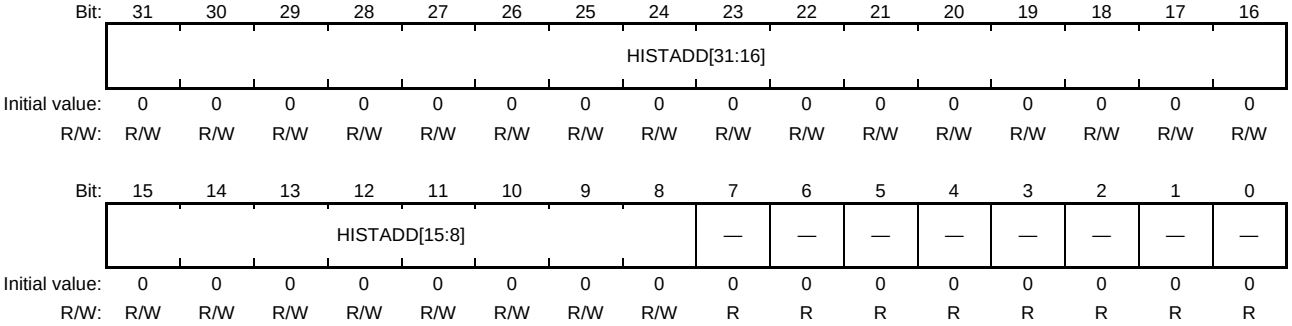
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RDB UFS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	RDBUFS	B'0	R/W	HGT-Histogram buffer side (Read side by S/W) Set this bit to specify reading side of 2D-Histogram before reading 2D-histgram registers. 0: 2D-Histogram side A can be read by S/W. 1: 2D-Histogram side B can be read by S/W.

33.2.17.15 HGT Histogram Storing Address Register (VI6_HGT_HISTADD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 8	HISTADD[31:8]	All 0	R/W	HGT histogram storing address These bits specify the start address of storing the HGT histogram plane to be written in case of enabling histogram auto write (VI6_HGT_MODE.AUTOW = 1). Start address of HGT histogram can be set in 256-byte units. And HISTADD [31:8] × 256 is recognized as start address to write HGT histogram.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

33.2.17.16 HGT Histogram Swapping Register (VI6_HGT_HSWAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	H_LWS	H_WDS	H_BTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	H_LWS	B'0	R/W	HGT histogram Swapping in Longword Units 0: Data swapping in longword (32-bit) units is disabled 1: Data swapping in longword (32-bit) units is enabled
1	H_WDS	B'0	R/W	HGT histogram Swapping in Word Units 0: Data swapping in word (16-bit) units is disabled 1: Data swapping in word (16-bit) units is enabled
0	H_BTS	B'0	R/W	HGT histogram Swapping in Byte Units 0: Data swapping in byte (8-bit) units is disabled 1: Data swapping in byte (8-bit) units is enabled

See Figure 33.51 and Table 33.39 for setting HGT histogram swap.

33.2.18 ILV Control Register

33.2.18.1 ILV Control Register (VI6_ILV_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ILV_MODE [1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ILV_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18, 15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17, 16	ILV_MODE [1:0]	B’0	R/W	Format Setting for 3D-Format Conversion These bits specify the format for 3D-format conversion. B’00: Side by side (output is enlarged twice in horizontal direction) B’01: Line by line (output is enlarged twice in vertical direction) B’10: Pixel by pixel (output is enlarged twice in horizontal direction) B’11: Doubler (output is enlarged twice in horizontal and vertical directions)
0	ILV_EN	B’0	R/W	3D-Format Conversion Enable/Disable Enables or disables 3D-format conversion by the ILV. Before setting this bit to 1, make appropriate connections with the DPR so that valid image data is sent to two input lines of the ILV. When this bit is set to 0, the input to the ILVL passes through the ILV and the output size becomes the same as the input size. 0: 3D-format conversion is disabled. 1: 3D-format conversion is enabled.

Interleave method of ILVL and ILVR is shown in Figure 33.54. "ILVL" or "L" in the figure is output image from module that target node setting is 38. "ILVR" or "R" in the figure is output image from module that target node setting is 39. See section 33.2.8.1 about target node.

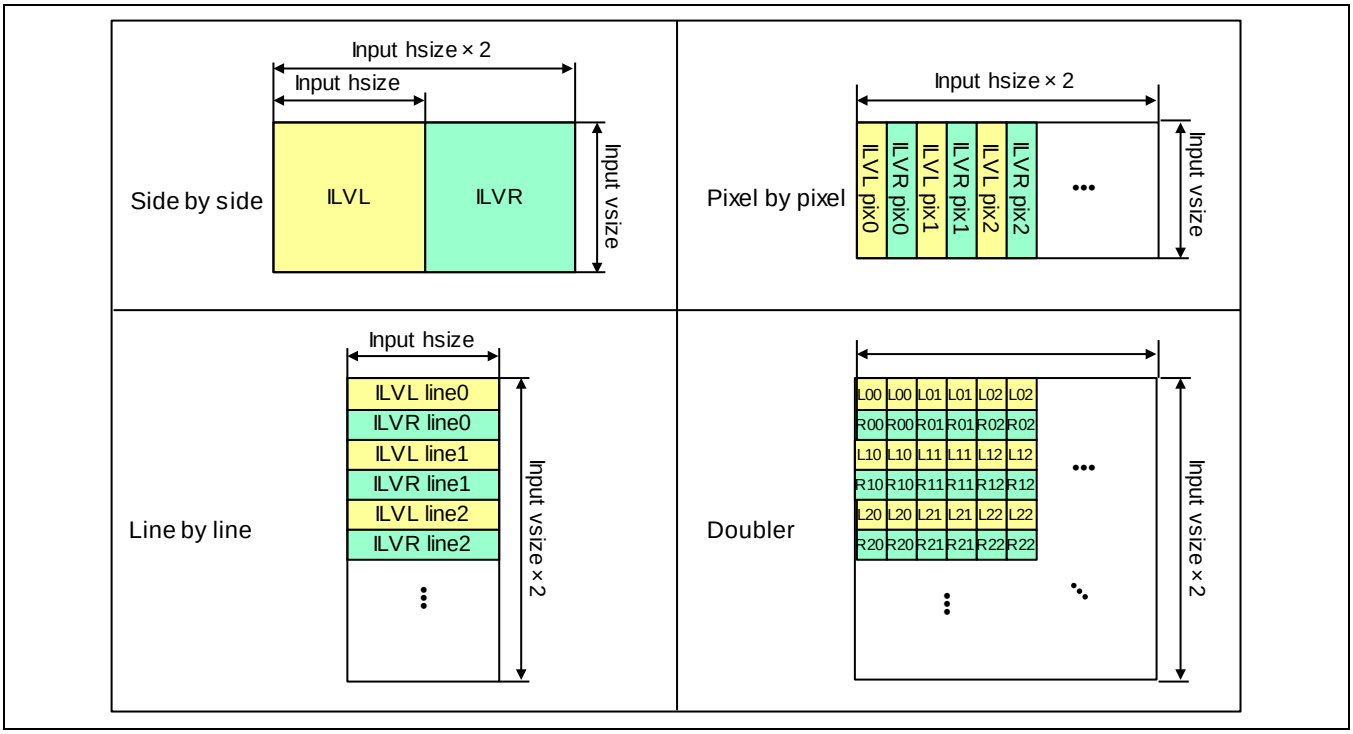


Figure 33.54 Interleave method of ILVL and ILVR

33.2.19 BRS Control Registers

33.2.19.1 BRS Input Control Register (VI6_BRS_INCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	NRM	—	—	—	—	—	—	—	—	—	—	D1ON	D0ON
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ODE1	DITH1[2:0]			ODE0	DITH0[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 18, 15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	NRM	B'0	R/W	Color Data Normalization Enables or disables division by the α value of the color data in BRS blending operation. This is used when converting the RGB color data format to which the α value is multiplied (pre-multiplied color) into the RGB color data format to which the α value is not multiplied (non pre-multiplied color). Do not use this for the YCbCr format. 0: Divider (DIV unit in Figure 33.55) does not divide the color value by α 1: Divider (DIV unit in Figure 33.55) divides the color value by α
17	D1ON	B'0	R/W	Ordered dither (mode B) Enable of BRS Input 1 Enables or disables dithering (color reduction) of BRS input 1 (BRSin1 in Figure 33.55). 0: Dithering (mode B) of BRSin1 is disabled 1: Dithering (mode B) of BRSin1 is enabled When ODE1 in this bit is set to 1, set 0 to this bit.
16	D0ON	B'0	R/W	Ordered dither (mode B) Enable of BRS Input 0 Enables or disables dithering (color reduction) of BRS input 0 (BRSin0 in Figure 33.55). 0: Dithering (mode B) of BRSin0 is disabled 1: Dithering (mode B) of BRSin0 is enabled When ODE0 in this bit is set to 1, set 0 to this bit.

Bit	Bit Name	Initial Value	R/W	Description
7	ODE1	B'0	R/W	Ordered Dither (mode A) of CH1 Input to BRS Enable/Disable 0: Ordered dither (mode A) of BRSin1 is disabled. 1: Ordered dither (mode A) of BRSin1 is enabled. Ordered dither is available only for 18bpp. So, when ODE1 bit is equal to 1, set DITH1 = 1. When ODE1 bit is equal to 0, BRSin1 dither method is specified by D1ON in the register Ordered dither (mode A) is recommended rather than ordered dither (mode B) in case of 18bpp.
6 to 4	DITH1 [2:0]	B'000	R/W	Dithering of CH1 Input to BRS These bits specify the number of colors for pixels after dithering (color reduction) when dithering (color reduction) for pixel information is enabled through the D1ON bit. When dithering (color reduction) for pixel information is disabled, specify 0 in these bits. B'000: Dithering of BRSin1 input image is disabled B'001: Dithering of BRSin1 input image at 18 bpp (RGB666: 260000 colors) B'010: Dithering of BRSin1 input image at 16 bpp (RGB565: 65535 colors) B'011: Dithering of BRSin1 input image at 15 bpp (RGB555: 32768 colors) B'100: Dithering of BRSin1 input image at 12 bpp (RGB444: 4096 colors) B'101: Dithering of BRSin1 input image at 8 bpp (RGB332: 256 colors) B'110, B'111: Setting prohibited
3	ODE0	B'0	R/W	Ordered Dither (mode A) of CH0 Input to BRS Enable/Disable 0: Ordered dither (mode A) of BRSin0 is disabled. 1: Ordered dither (mode A) of BRSin0 is enabled. Ordered dither is available only for 18bpp. So, when ODE0 bit is equal to 1, set DITH0 = 1. When ODE0 bit is equal to 0, BRSin0 dither method is specified by D0ON in the register Ordered dither (mode A) is recommended rather than ordered dither (mode B) in case of 18bpp.
2 to 0	DITH0 [2:0]	B'000	R/W	Dithering of CH0 Input to BRS These bits specify how to perform dithering of the CH0 input to the BRS. The setting method is the same as that for the DITH1 bits. Read the description of the DITH1 bits with BRSin0 and D0ON replacing BRSin1 and D1ON, respectively.

Figure 33.55 shows the configuration of the BRS. For the BRS inputs, there are two inputs from the DPR and one internal input as a virtual RPF. BRSin0 to BRSin1 are input ports that have the target node values shown in Figure 33.31, and they can be connected to any module on the DPR. The same color space (YCbCr or RGB) has to be used for the two inputs from the DPR to the BRS.

The virtual RPF inside the BRS is an input unit not connected to the DPR. It is called the "virtual RPF" because it outputs images internally created by the BRS. Starting of the virtual RPF is controlled by VI6_WPFn_SRCRPF.VIR_ACT2, and the single-color data created at the virtual RPF can be used for blending or raster operation (ROP) with data from the other input units BRSin0 to BRSin1. The color space for the single color to be set for the virtual RPF needs to match the color space of the two inputs from the DPR to the BRS. For this setting method, see section 33.2.19.4.

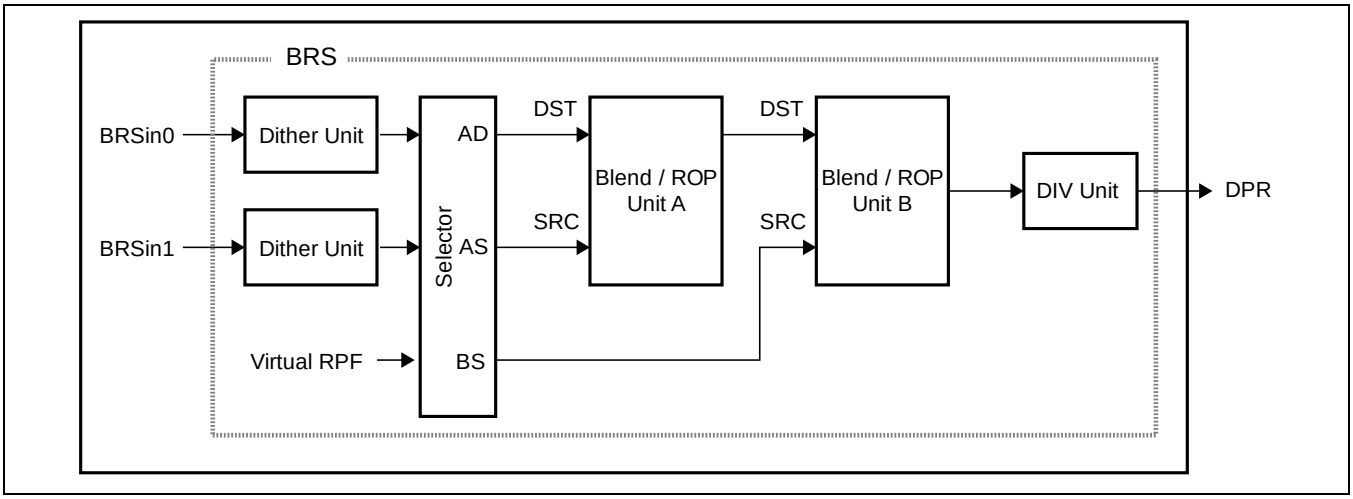


Figure 33.55 BRS Configuration

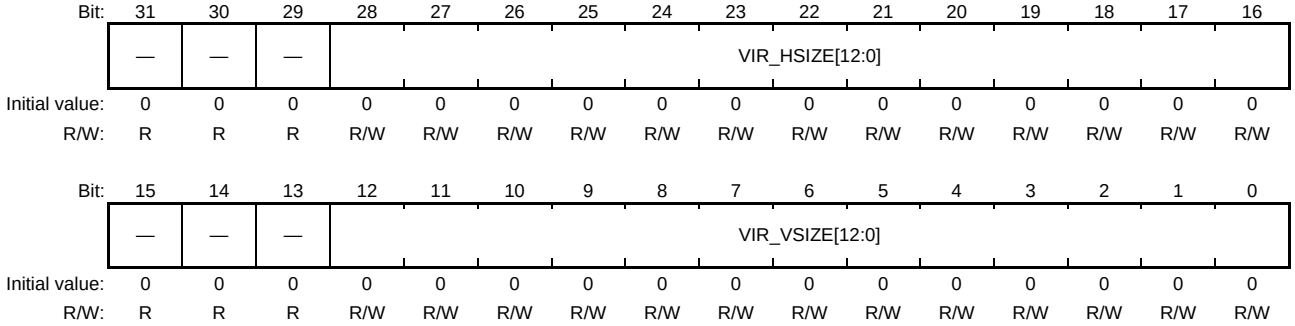
The selector in Figure 33.55 is used to select the SRC and DST inputs to blending/ROP units A to B from BRSin0 to BRSin1 which are inputs from the DPR and the virtual RPF. The SRC and DST input sources for blending/ROP units A to B are either uniquely determined based on the configuration shown in Figure 33.55 or selected as desired by registers. The input sources that can be arbitrarily selected by registers are AD, AS and BS, which correspond to the registers shown in Table 33.40.

Table 33.40 Correspondence between Selector Output Destinations and Register Bits for BRS

Selector Output	Output Destination	Register Bits
AD	Blending/ROP unit A - DST	VI6_BRSA_CTRL.DSTSEL
AS	Blending/ROP unit A - SRC	VI6_BRSA_CTRL.SRCSEL
BS	Blending/ROP unit B - SRC	VI6_BRSB_CTRL.SRCSEL

33.2.19.2 Size Register of BRS Input Virtual RPF (VI6_BRS_VIRRPF_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—



Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	VIR_ HSIZE [12:0]	All 0	R/W	Virtual RPF Horizontal Size These bits set the horizontal size of an image from the virtual RPF shown in Figure 33.55. A value from 1 to 8190 can be specified.
12 to 0	VIR_ VSIZE [12:0]	All 0	R/W	Virtual RPF Vertical Size These bits set the vertical size of an image from the virtual RPF shown in Figure 33.55. A value from 1 to 8190 can be specified.

The virtual RPF has only a function to output a fixed α value and a fixed pixel value. The virtual RPF can internally create a single-color image without accessing external memory via the MAU. Same as images from the other BRS input ports, a sublayer can be blended on an image created in this manner with the image used as the background (master layer). In turn, when using the image as a sublayer, it can be drawn on the master layer as a window.

33.2.19.3 Display Location Register of BRS Input Virtual RPF (VI6_BRS_VIRRPF_LOC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

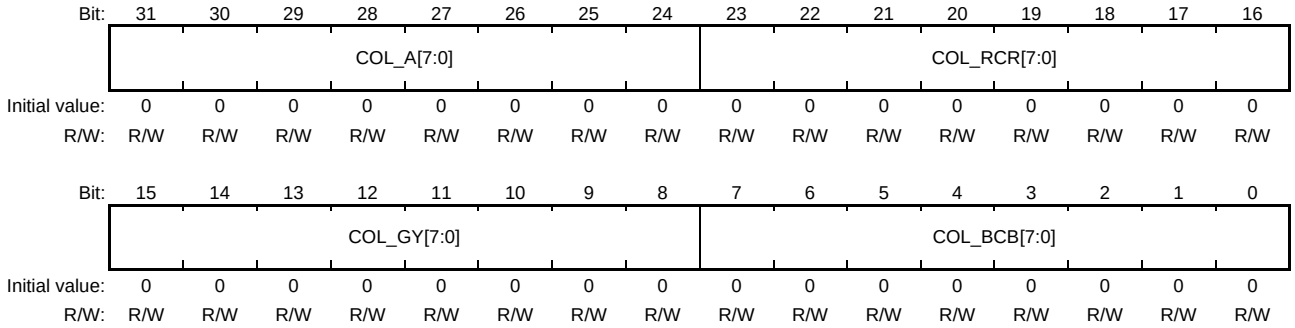
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	HCOORD[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VCOORD[12:0]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	HCOORD [12:0]	All 0	R/W	Horizontal Coordinate of Virtual RPF Location on Master Layer These bits specify the horizontal coordinate of where to locate the left-edge pixel of the virtual RPF's layer, with the left-edge pixel of the master layer set at coordinate 0. This setting should be made in pixel units. A value from 0 to 8189 can be specified. When the virtual RPF is specified as the master layer by VI6_WPFn_SRCRPF.VIR_ACT2, set these bits to 0.
12 to 0	VCOORD [12:0]	All 0	R/W	Vertical Coordinate of Virtual RPF Location on Master Layer These bits specify the vertical coordinate of where to locate the top-edge pixel of the virtual RPF's layer, with the top-edge pixel of the master layer set at coordinate 0. This setting should be made in pixel units. A value from 0 to 8189 can be specified. When the virtual RPF is specified as the master layer by VI6_WPFn_SRCRPF.VIR_ACT2, set these bits to 0.

33.2.19.4 Color Information Register of BRS Input Virtual RPF (VI6_BRS_VIRRPF_COL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	COL_A [7:0]	All 0	R/W	Fixed α of Virtual RPF These bits set the fixed α value when the virtual RPF creates a virtual plane. A value from 0 to 255 can be specified.
23 to 16	COL_RCR [7:0]	All 0	R/W	Fixed R/Cr of Virtual RPF These bits set the fixed R/Cr value when the virtual RPF creates a virtual plane. A value from 0 to 255 can be specified.
15 to 8	COL_GY [7:0]	All 0	R/W	Fixed G/Y of Virtual RPF These bits set the fixed G/Y value when the virtual RPF creates a virtual plane. A value from 0 to 255 can be specified.
7 to 0	COL_BCB [7:0]	All 0	R/W	Fixed B/Cb of Virtual RPF These bits set the fixed B/Cb value when the virtual RPF creates a virtual plane. A value from 0 to 255 can be specified.

The way to set this register is same as BRU virtual RPF shown in section 33.2.15.4. See section 33.2.15.4 for more detail explanation.

33.2.19.5 BRS Control Registers (VI6_BRSm_CTRL: m = A, B)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RBC	—	—	—	—	—	—	—	—	DSTSEL[2:0]			—	SRCSEL[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CROP[3:0]				AROP[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RBC	B’0	R/W	Operation Type of Blending/ROP Unit m (m = A, B) Specifies the operation type for blending/ROP unit m (m = A, B) shown in Figure 33.55. 0: ROP (raster operation) 1: Blending operation
30 to 23, 19, 15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22 to 20	DSTSEL [2:0]	B’000	R/W	Input Selection for DST Side of Blending/ROP Unit A These bits select the input for the DST side of blending/ROP unit A shown in Figure 33.55. These bits specify the connection between the BRS input port and the DST separately from the setting of connections between other modules and the BRS input port through the DPR. B’000: BRS input 0 (BRSin0) is input to DST B’001: BRS input 1 (BRSin1) is input to DST B’100: Virtual RPF is input to DST B’010, B’011, B’101 to B’111: Setting prohibited [Note] The DSTSEL bits for blending/ROP unit B is reserved. The write value should always be 0.
18 to 16	SRCSEL [2:0]	B’000	R/W	Input Selection for SRC Side of Blending/ROP Unit m (m = A, B) These bits select the input for the SRC side of blending/ROP unit m (m = A, B) shown in Figure 33.55. These bits specify the connection between the BRS input port and the SRC separately from the setting of connections between other modules and the BRS input port through the DPR. B’000: BRS input 0 (BRSin0) is input to SRC B’001: BRS input 1 (BRSin1) is input to SRC B’100: Virtual RPF is input to SRC B’010, B’011, B’101 to B’111: Setting prohibited [Note] The SRCSEL bits for blending/ROP unit B are reserved. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	CROP [3:0]	H'0	R/W	Color Data ROP Operator These bits select the ROP operator of the color data in blending/ROP unit m (m = A, B). Select the opcode for ROP operation from Table 33.35.
3 to 0	AROP [3:0]	H'0	R/W	α Data ROP Operator These bits select the ROP operator of the α data in blending/ROP unit m (m = A, B). Select the opcode for ROP operation from Table 33.35.

33.2.19.6 BRS Blend Control Registers (VI6_BRSm_BLD: m = A, B)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CBES	CCMDX[2:0]			—	CCMDY[2:0]			ABES	ACMDX[2:0]			—	ACMDY[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	COEFX[7:0]								COEFY[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	CBES	B’0	R/W	Blending Expression Selection Selects the blending expression of the color data in the BRS (VI6_BRSm_CTRL.RBC = 1). Blending coefficients are specified by the CCMDX and CCMDY bits. 0: CCMDX * (DST color data) + CCMDY * (SRC color data) 1: CCMDX * (DST color data) – CCMDY * (SRC color data)
30 to 28	CCMDX [2:0]	B’000	R/W	Blending Coefficient X Selection These bits specify coefficient X used in the blending expression determined by the CBES bit. B’000: DST α data is used as blending coefficient X B’001: 255 – (DST α data) is used as blending coefficient X B’010: SRC α data is used as blending coefficient X B’011: 255 – (SRC α data) is used as blending coefficient X B’100: Fixed α value 0 (COEFX setting)
27, 19	—	All 0	R	Reserved This bit is always read as 0. The write value should always be 0.
26 to 24	CCMDY [2:0]	B’000	R/W	Blending Coefficient Y Selection These bits specify coefficient Y used in the blending expression determined by the CBES bit. B’000: DST α data is used as blending coefficient Y B’001: 255 – (DST α data) is used as blending coefficient Y B’010: SRC α data is used as blending coefficient Y B’011: 255 – (SRC α data) is used as blending coefficient Y B’100: Fixed α value 1 (COEFY setting)
23	ABES	B’0	R/W	Blending α Creation Expression Specifies the expression for creating α data after blending by blending/ROP unit m (m = A, B, C, D, E). α creation coefficients are specified by the ACMDX and ACMDY bits. 0: ACMDX * (DST α data) + ACMDY * (SRC α data) 1: ACMDX * (DST α data) – ACMDY * (SRC α data)

Bit	Bit Name	Initial Value	R/W	Description
22 to 20	ACMDX [2:0]	B’000	R/W	α Creation Coefficient X These bits specify α creation coefficient X used in the α creation expression determined by the ABES bit. B’000: (α creation coefficient X) = (DST α data) B’001: (α creation coefficient X) = 255 – (DST α data) B’010: (α creation coefficient X) = (SRC α data) B’011: (α creation coefficient X) = 255 – (SRC α data) B’100: (α creation coefficient X) = Fixed α value 0 (COEFX setting) B’101 to B’111: Setting prohibited
18 to 16	ACMDY [2:0]	B’000	R/W	α Creation Coefficient Y These bits specify α creation coefficient Y used in the α creation expression determined by the ABES bit. B’000: (α creation coefficient Y) = (DST α data) B’001: (α creation coefficient Y) = 255 – (DST α data) B’010: (α creation coefficient Y) = (SRC α data) B’011: (α creation coefficient Y) = 255 – (SRC α data) B’100: (α creation coefficient Y) = Fixed α value 1 (COEFY setting) B’101 to B’111: Setting prohibited
15 to 8	COEFX [7:0]	All 0	R/W	Fixed α Value 0 These bits specify fixed α value 0 used when the CCMDX or ACMDX bits are set to B’100. A value from H’00 to H’FF can be specified.
7 to 0	COEFY [7:0]	All 0	R/W	Fixed α Value 1 These bits specify fixed α value 1 used when the CCMDY or ACMDY bits are set to B’100. A value from H’00 to H’FF can be specified.

33.2.20 LIF Control Registers

33.2.20.1 LIFn Control Register (VI6_LIFn_CTRL)

[for n = 0]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[for n = 1]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	OBTH[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	CFMT	—	—	REQSEL	LIF_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28, 15 to 5, 3 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27 to 16	OBTH [11:0]	All 0	R/W	Buffer Threshold for Start Ready Notification to Display Module [For VSPD] Always specify 3000, when LIF_EN is set to 1. [For VSPDL] RZ/G2H, RZ/G2N: Always specify 1500, when LIF_EN is set to 1.
4	CFMT	B'0	R/W	Chroma Format This bit selects the output format from the LIF module to the display module. When RGB format is used, this bit shall be set to 0. 0: YCbCr444 or RGB Format 1: YCbCr422 Format [Note] The DU cannot receive YCbCr422 format. Therefore, when CFMT is 1, YCbCr444 data which information contents is equal to YCbCr422 is output to DU as shown in Figure 33.56. Set 1 to DEF10Rm.YCDF{0,1} (DU register) for DU to perform simple down sample for Cb/Cr.
1	REQSEL	B'0	R/W	External Display Module Selection 0: This value is setting prohibited when 1 is set to LIF_EN 1: DU is selected as the destination external display module.
0	LIF_EN	B'0	R/W	Enable/Disable of Data Output to External Display Module Enables or disables data output from the LIF to the external display module (DU). 0: Data output to the external display module is disabled. 1: Data output to the external display module is enabled.

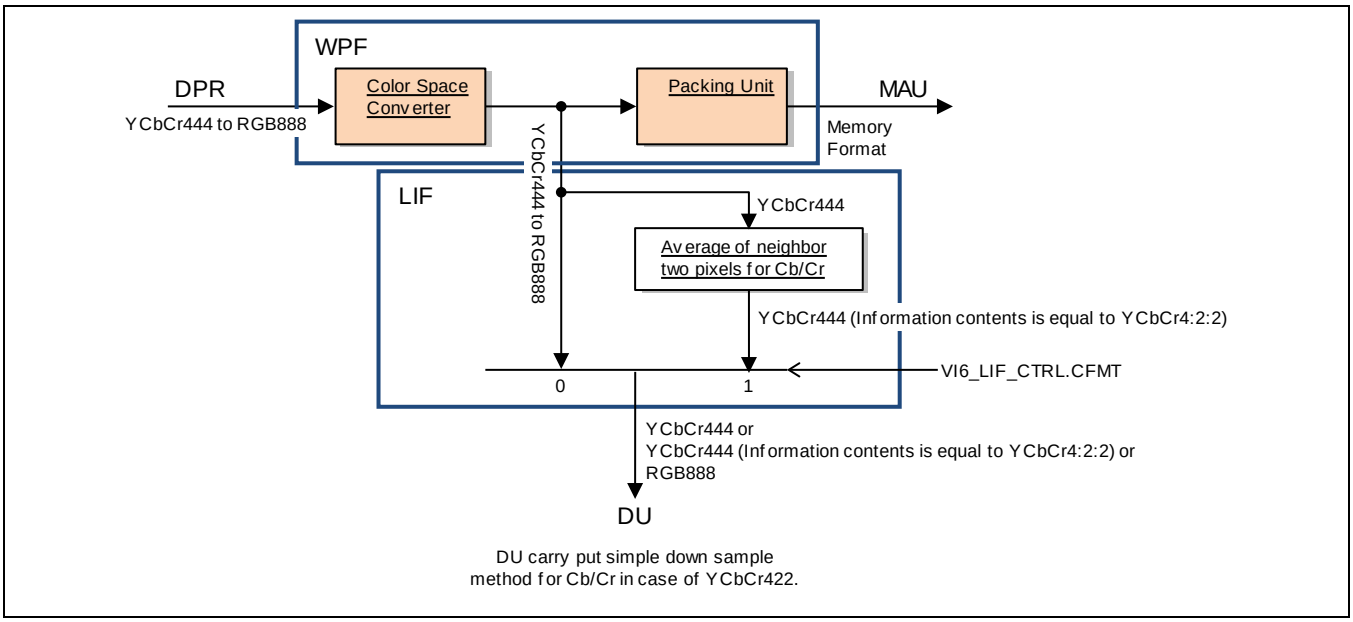


Figure 33.56 Data flow between LIF and DU

33.2.20.2 LIFn Clock Stop Buffer Control Register (VI6_LIFn_CSBTH)

[for n = 0]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[for n = 1]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	HBTH[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	LBTH[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28, 15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27 to 16	HBTH [11:0]	All 0	R/W	Buffer Threshold for Clock Stop in Dynamic Clock Control Set HBTH[11:0] = 0 (fixed value)
11 to 0	LBTH [11:0]	All 0	R/W	Buffer Threshold for Clock Start in Dynamic Clock Control Set LBTH[11:0] = 0 (fixed value)

33.2.20.3 LIF0 Buffer Attribute Register (VI6_LIF0_LBA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	—	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LBA0	—	—	—	LBA1[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	LBA2[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
30 to 28, 15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31	LBA0	B'0	R/W	LIF Buffer Attribute Register0 RZ/G2M V1.3, RZ/G2M V3.0: Always specify 0, when LIF_EN is set to 1
27 to 16	LBA1 [11:0]	All 0	R/W	LIF Buffer Attribute Register1 RZ/G2M V1.3, RZ/G2M V3.0: Always specify 0, when LIF_EN is set to 1
11 to 0	LBA2 [11:0]	All 0	R	LIF Buffer Attribute Register2 These bits are internal status for purpose of h/w debugging.

33.2.21 SHP control registers

33.2.21.1 SHP Control Register0 (VI6_SHP_CTRL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Limit0								Gain0							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SIGN	SHP_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31 to 24	Limit0	All 0	R/W	Sharpness Parameter Limit0 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
23 to 16	Gain0	All 0	R/W	Sharpness Parameter Gain0 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
1	SIGN	B’0	R/W	Sharpness Parameter SIGN There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
0	SHP_EN	B’0	R/W	Sharpness Processing Enable/Disable 0: Sharpness processing is disabled (input goes through the SHP without change) 1: Sharpness processing is enabled When this bit is set to 1, input format to the SHP module should be YCbCr format. Effect of sharpness is applied to Y component, not applied to Cb, Cr component. Effect of sharpness is applied to horizontal direction, not applied to vertical direction.

To execute sharpness processing in YCbCr format, set up the RPF and DPR appropriately so that YCbCr-format image data is input to the SHP. Refer to section 33.2.6.3. For DPR settings, refer to section 33.2.8.1 to 33.2.8.4. Refer to Table 33.41 to apply sharpness. The SHP also has a function of blurring. Refer to Table 33.42 to apply blurring.

Table 33.41 Sharpness Parameter Setting (Sharpness)

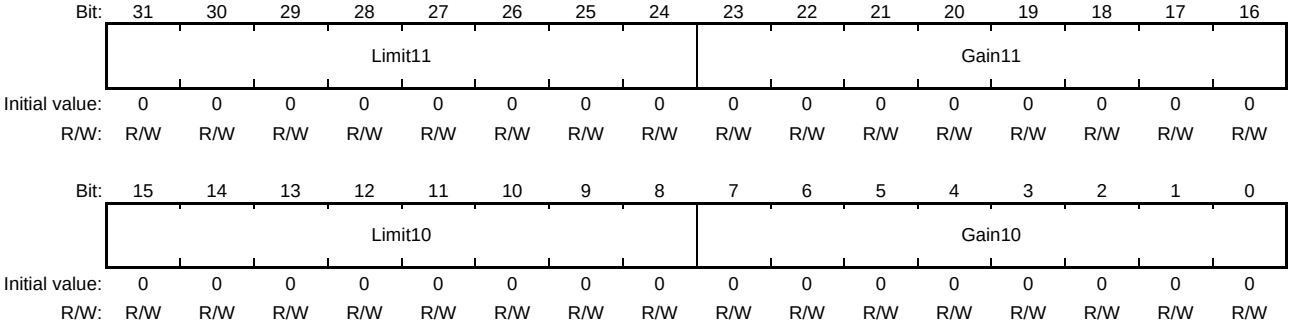
		VI6_SHP_CTRL0				VI6_SHP_CTRL1				VI6_SHP_CTRL2			
Intensity		**shp_en**	**sign**	**Gain0**	**Limit0**	**Gain10**	**Limit10**	**Gain11**	**Limit11**	**Gain20**	**Limit20**	**Gain21**	**Limit21**
Enhance weak	1	1	0	4	64	0	64	0	0	0	64	0	0
	2	1	0	8	64	0	64	0	0	0	64	0	0
	3	1	0	12	64	0	64	0	0	0	64	0	0
	4	1	0	16	64	0	64	0	0	0	64	0	0
	5	1	0	20	64	0	64	0	0	0	64	0	0
	6	1	0	24	64	0	64	0	0	0	64	0	0
	7	1	0	24	64	16	64	224	255	0	64	0	0
	8	1	0	24	64	32	64	224	255	0	64	0	0
	9	1	0	24	64	48	64	224	255	0	64	0	0
	10	1	0	24	64	64	64	224	255	0	64	0	0
	11	1	0	24	64	80	64	224	255	0	64	0	0
	12	1	0	24	64	96	64	224	255	0	64	0	0
	13	1	0	24	64	120	64	224	255	0	64	0	0
	14	1	0	24	64	144	64	224	255	0	64	0	0
	15	1	0	24	64	168	64	224	255	0	64	0	0
	16	1	0	24	64	192	64	224	255	0	64	0	0
	17	1	0	24	64	192	64	224	255	24	64	224	255
	18	1	0	24	64	192	64	224	255	48	64	224	255
	19	1	0	24	64	192	64	224	255	72	64	224	255
	20	1	0	24	64	192	64	224	255	96	64	224	255
	21	1	0	26	64	208	64	224	255	104	64	224	255
	22	1	0	28	64	224	64	224	255	112	64	224	255
	23	1	0	30	64	240	64	224	255	120	64	224	255
Enhance strong	24	1	0	32	64	255	64	224	255	128	64	224	255

Table 33.42 Sharpness Parameter Setting (Blurring)

		VI6_SHP_CTRL0				VI6_SHP_CTRL1				VI6_SHP_CTRL2			
Intensity		**shp_en**	**sign**	**Gain0**	**Limit0**	**Gain10**	**Limit10**	**Gain11**	**Limit11**	**Gain20**	**Limit20**	**Gain21**	**Limit21**
Blur weak	1	1	1	3	64	0	64	0	0	0	64	0	0
	2	1	1	6	64	0	64	0	0	0	64	0	0
	3	1	1	8	64	0	64	0	0	0	64	0	0
	4	1	1	11	64	0	64	0	0	0	64	0	0
	5	1	1	14	64	0	64	0	0	0	64	0	0
	6	1	1	16	64	0	64	0	0	0	64	0	0
	7	1	1	16	64	3	64	0	0	0	64	0	0
	8	1	1	16	64	6	64	0	0	0	64	0	0
	9	1	1	16	64	8	64	0	0	0	64	0	0
	10	1	1	16	64	11	64	0	0	0	64	0	0
	11	1	1	16	64	14	64	0	0	0	64	0	0
	12	1	1	16	64	16	64	0	0	0	64	0	0
	13	1	1	16	64	19	64	0	0	0	64	0	0
	14	1	1	16	64	22	64	0	0	0	64	0	0
	15	1	1	16	64	24	64	0	0	0	64	0	0
	16	1	1	16	64	27	64	0	0	0	64	0	0
	17	1	1	16	64	30	64	0	0	0	64	0	0
	18	1	1	16	64	32	64	0	0	0	64	0	0
	19	1	1	16	64	32	64	0	0	3	64	0	0
	20	1	1	16	64	32	64	0	0	6	64	0	0
	21	1	1	16	64	32	64	0	0	8	64	0	0
	22	1	1	16	64	32	64	0	0	11	64	0	0
	23	1	1	16	64	32	64	0	0	14	64	0	0
Blur Strong	24	1	1	16	64	32	64	0	0	16	64	0	0

33.2.21.2 SHP Control Register1 (VI6_SHP_CTRL1)

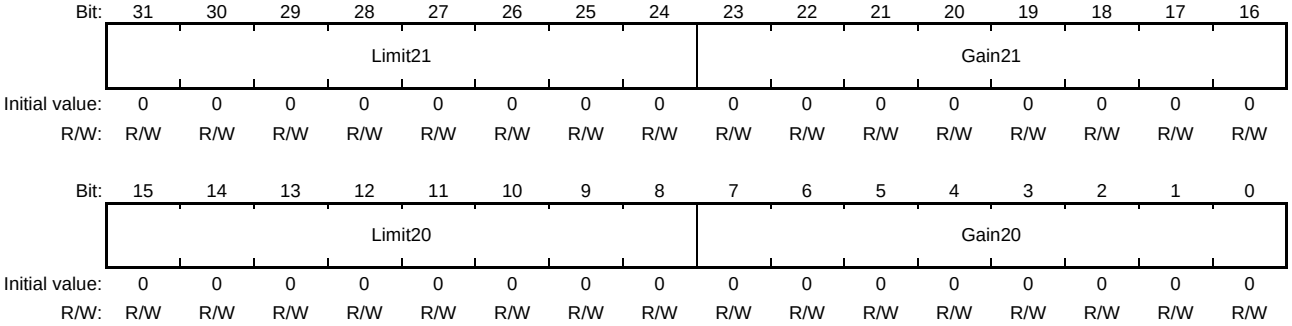
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Limit11	All 0	R/W	Sharpness Parameter Limit11 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
23 to 16	Gain11	All 0	R/W	Sharpness Parameter Gain11 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
15 to 8	Limit10	All 0	R/W	Sharpness Parameter Limit10 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
7 to 0	Gain10	All 0	R/W	Sharpness Parameter Gain10 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.

33.2.21.3 SHP Control Register2 (VI6_SHP_CTRL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

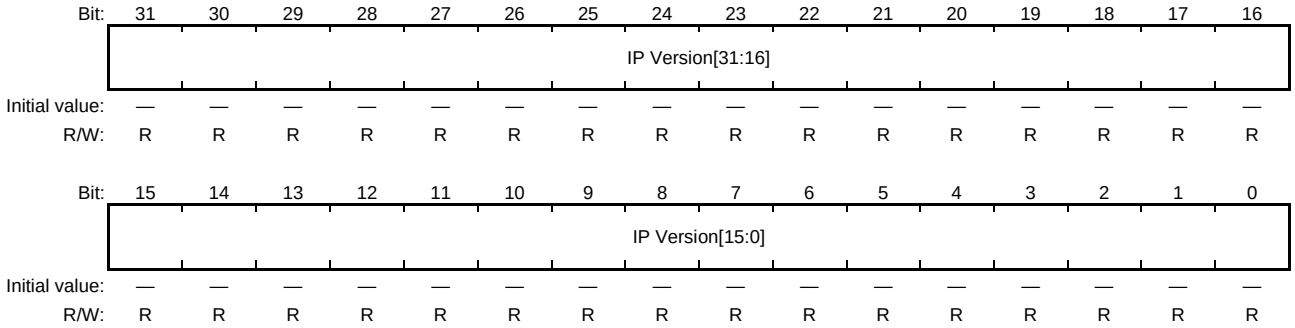


Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Limit21	All 0	R/W	Sharpness Parameter Limit21 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
23 to 16	Gain21	All 0	R/W	Sharpness Parameter Gain21 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
15 to 8	Limit20	All 0	R/W	Sharpness Parameter Limit20 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.
7 to 0	Gain20	All 0	R/W	Sharpness Parameter Gain20 There are 24 types of setting value to apply sharpness as shown in Table 33.41 and 24 types of setting value to apply blurring as shown in Table 33.42. Specify an appropriate value from among its combination.

33.2.22 VSP internal registers

33.2.22.1 IP Version Register (VI6_IP_VERSION)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	IP Version [31:0]	—	R	IP version register to indicate module kind and IP version. RZ/G2H VSPI: H'0101_1403 RZ/G2H VSPBD: H'0101_1503 RZ/G2H VSPBC: H'0101_1603 RZ/G2H VSPD: H'0101_1703 RZ/G2H VSPDL: H'0101_1903 RZ/G2M V1.3, RZ/G2M V3.0 VSPI: H'0101_1402 RZ/G2M V1.3, RZ/G2M V3.0 VSPB: H'0101_1502 RZ/G2M V1.3, RZ/G2M V3.0 VSPD: H'0101_1702 RZ/G2N VSPI: H'0101_1404 RZ/G2N VSPB: H'0101_1504 RZ/G2N VSPD: H'0101_1704 RZ/G2N VSPDL: H'0101_1904 RZ/G2E VSPI: H'0101_1404 RZ/G2E VSPB: H'0101_1504 RZ/G2E VSPD: H'0101_1704

33.2.23 RPFn OSD-CLUT Table

Refer to section 33.3.5.1.

33.2.24 LUT table

Refer to section 33.3.5.1.

33.2.25 CLU table address register and table data register

Refer to section 33.3.5.2.

33.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

33.3.1 Registers to set fixed value

Set fixed value to following registers in any case.

[1] Always set H'0000 0808 to VI6_CLK_DCSWT

[2] Always set D'256 to VI6_DL_CTRL.AR_WAIT [7:0] in case of using display list.

[3] Always set D'2 to VI6_DL_EXT_CTRLn.POLINT [5:0] in case of using extended display list of WPFn.

[4] Always set D'1 to VI6_DL_EXT_CTRLn.DLPRI in case of using extended display list of WPFn.

[5] Always set D'0 to VI6_DL_EXT_CTRLn.EXPRI in case of using extended display list of WPFn.

[6] Always set D'256 to VI6_WPF0_ROT_CTRL.LMEM_WD [12:0] in case of using rotation.

[7] Always set H'0000 0500 toVI6_DPR_WPFn_FPORCH (n = 0, 1) in case of using WPFn.

[8] For VSPD, always set D'3000 to VI6_LIF0_CTRL.OBTH[11:0] for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N or RZ/G2E in case of using LIF0 (VI6_LIF0_CTRL.LIF_EN = 1).

For VSPDL, always set D'1500 to VI6_LIFn_CTRL.OBTH[11:0] for RZ/G2H or RZ/G2N in case of using LIFn (VI6_LIFn_CTRL.LIF_EN = 1).

[9] Always set H' 0000_0000 to VI6_LIF0_LBA for RZ/G2M V1.3, RZ/G2M V3.0 in case of using LIF0 (VI6_LIF0_CTRL.LIF_EN = 1).

[10] Always set D'1 to VI6_LIFn_CTRL.REQSEL in case of using LIFn (VI6_LIFn_CTRL.LIF_EN = 1).

[11] Always set D'0 to VI6_LIFn_CSBTH in case of using LIFn (VI6_LIFn_CTRL.LIF_EN = 1).

33.3.2 Concept of VSP2 Operation Starting and Stopping

The VSP2 provides two channels of image processing. Each channel is started by setting the corresponding start register. Here, starting a processing channel means starting one of WPF0 to WPF1, which are output modules of the VSP2. Use the start registers shown in Table 33.43 to start WPF modules.

After a WPF module is started and specified processing is completed, the corresponding channel stops operation and notifies the end of processing through an end interrupt. End interrupts are generated through the end interrupt source registers shown in Table 33.43; clearing a source register cancels the corresponding interrupt signal (for details of interrupt processing, refer to section 33.3.4, Interrupt Processing). Each of the operating status registers shown in the table indicates the busy state after the corresponding channel is started through the start register until processing is completed and operation stops. Figure 33.57 shows these operation timings.

Table 33.43 Target Module and Corresponding Registers for Starting and Stopping Operation

Target Module	Start Register	End Interrupt Source Register	Operating Status Register
WPF0	VI6_CMD0.STRCMD	VI6_WPF0_IRQ_STA. FRE	VI6_STATUS.SYS0_ACT
WPF1	VI6_CMD1.STRCMD	VI6_WPF1_IRQ_STA. FRE	VI6_STATUS.SYS1_ACT

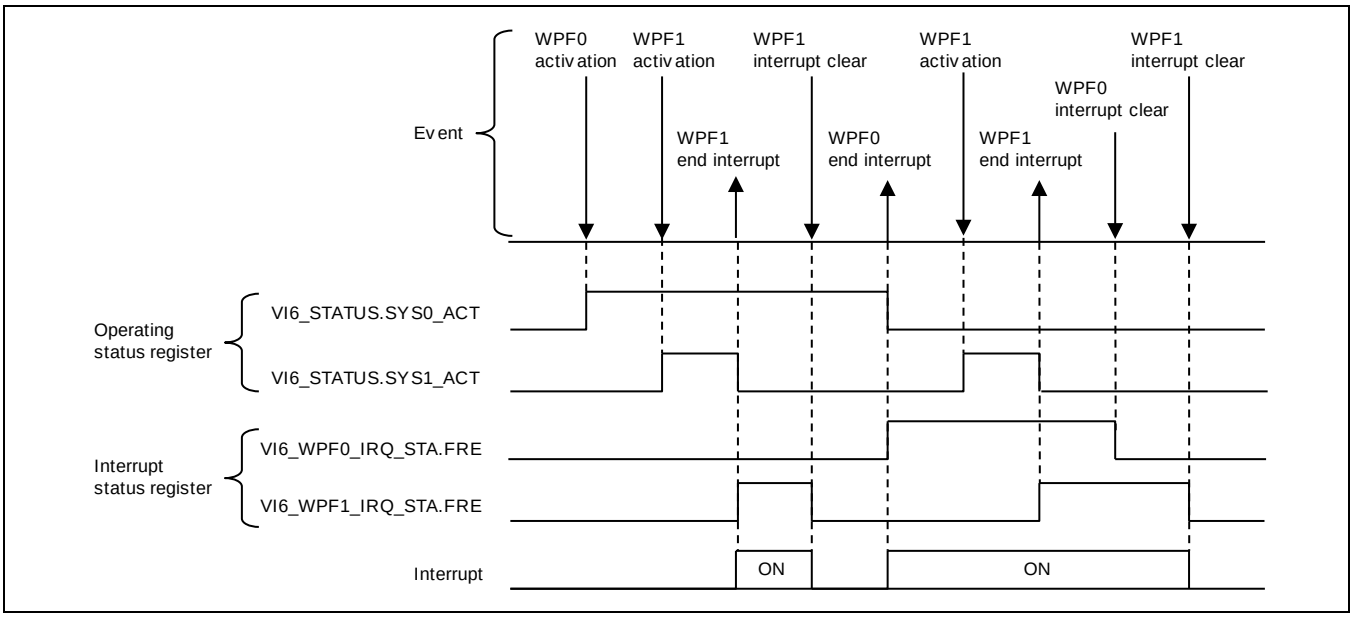


Figure 33.57 VSP2 Startup and Status of Each Register and Interrupt

The following describes the operating states (operating or stopped) of VSP2 internal modules. As described in section 33.1.2, the VSP2 has several image processing modules and the connections between modules are determined by the DPR. Accordingly, the operating state of a module is the same as that of the target WPF for that module. For example, when the target WPF for the BRU is WPF0, the BRU operating state is the same as that of WPF0; that is, the BRU operating state is indicated by the VI6_STATUS.SYS0_ACT as shown in Table 33.43 and the status change timing is shown as VI6_STATUS. SYS0_ACT in Figure 33.57. Likewise, the operating states of all modules connected to WPF0 is indicated by VI6_STATUS. SYS0_ACT.

After connections through the DPR are changed and the target WPF for a module is changed, refer to the correct register for the new target WPF to check the operating state of that module. In the above example, after the target WPF for the BRU is changed from WPF0 to WPF1, the BRU operating state is indicated by VI6_STATUS. SYS1_ACT.

Connections should be changed through the DPR-related registers (described later) while all modules to be affected by any change in connections are stopped. If connections through the DPR are changed during operation, the VSP2 will hang.

Figure 33.58 shows relation between start reservation and operating status. When start is reserved while VSP2 is operating, the reservation is accepted after VSP2 status is moved from "operating" into "idle" as shown in Figure 33.58. Therefore, when start reservation is used for VSPI and VSPB as shown in section 33.3.7.3 and section 33.3.8, take following procedure to confirm VSP2 isn't operating.

<1> Check VI6_CMD0.STRCMD is zero (Start is not reserved)

<2> Check VI6_STATUS.SYS0_ACT is zero (VSP2 is IDLE status)

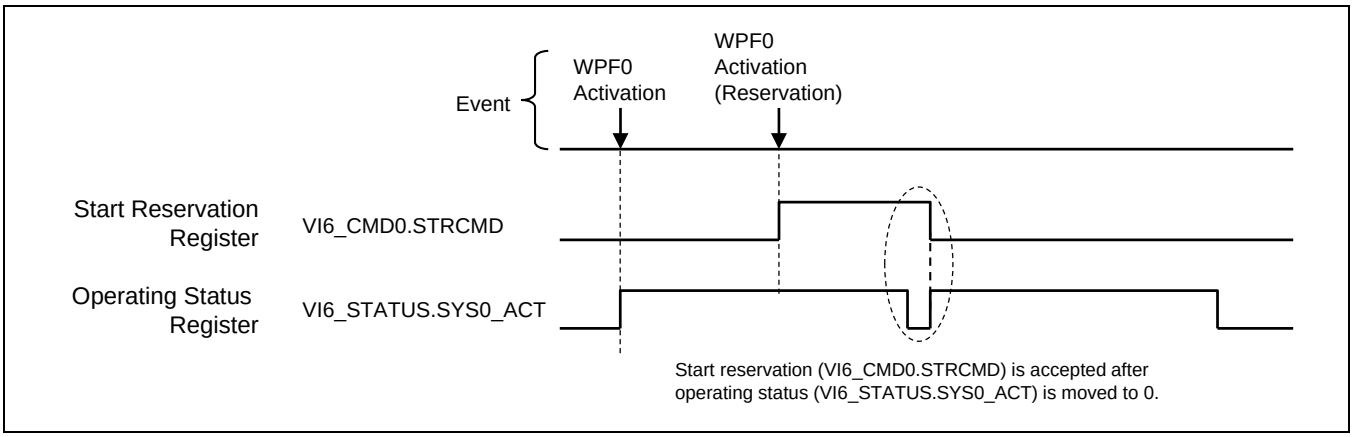


Figure 33.58 VSP2 Start reservation and Operating status

Note: WPF0 and WPF1 cannot be executed at same time for VSPD

33.3.3 Display List

33.3.3.1 Functional Description

The VSP2 provides the display list function. As a display list, the VSP2 automatically downloads the register settings except for the control registers (section 33.2.4 and 33.2.5) from external memory and stores the settings in the VSP2 registers. This function is advantageous in that the interrupt processing or register setting modification processing can be executed without CPU intervention during multiple-frame processing because the register settings used for VSP2 processing are prepared in advance in external memory such as SDRAM.

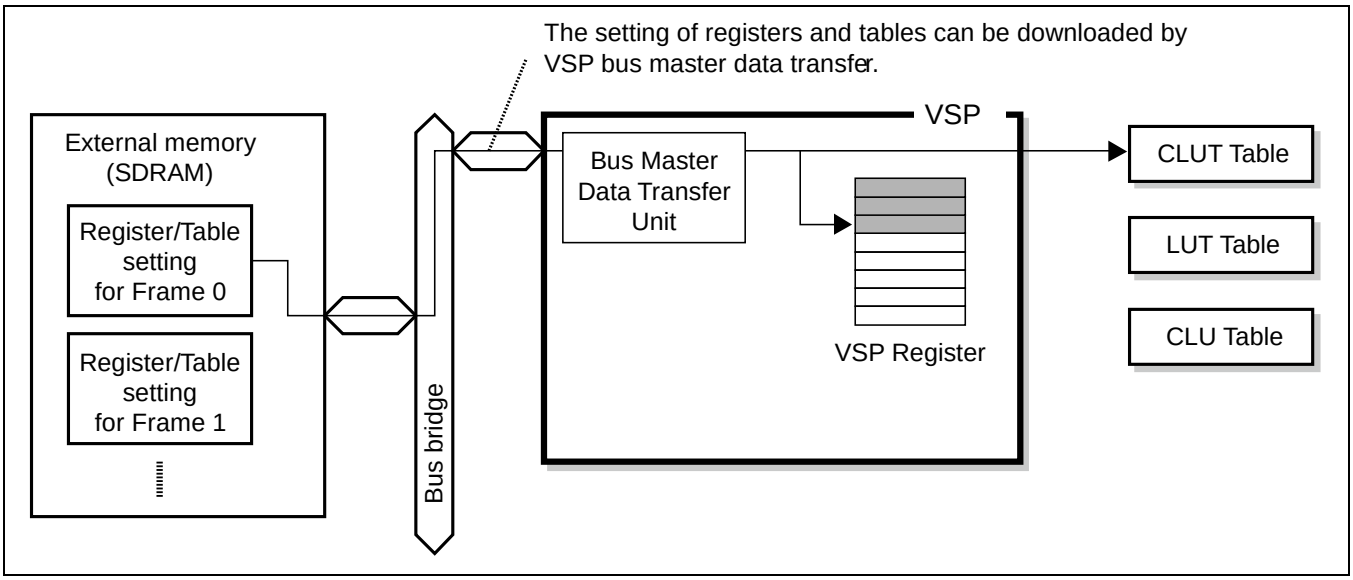


Figure 33.59 Concept of Display List

To use display lists, specify the external memory addresses to the display list control registers described in section 33.2.5. The register settings or various types of information should be stored in external memory in the format described in section 33.3.3.2. Figure 33.60 shows the difference between VSP2 operation through normal register settings and through display lists.

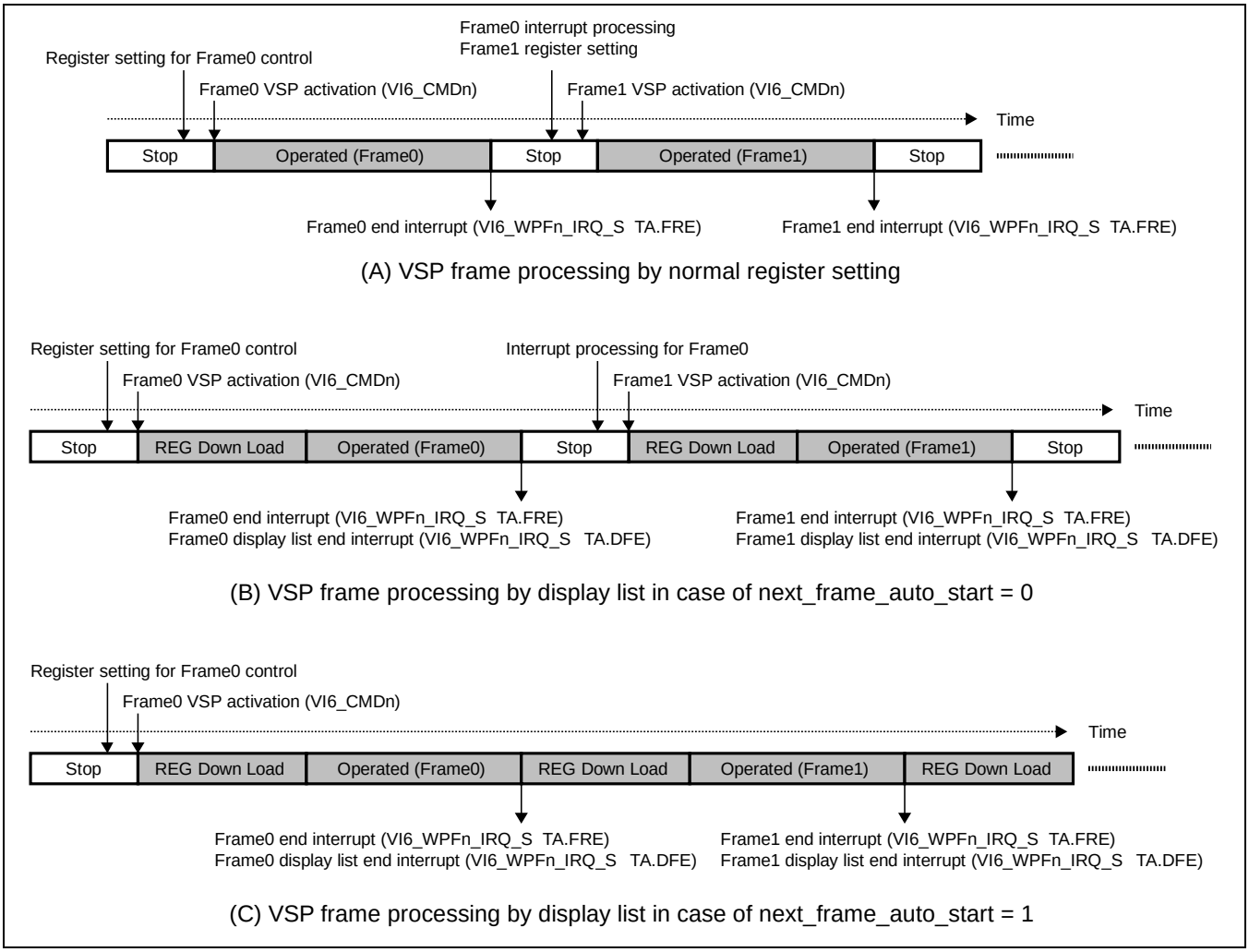


Figure 33.60 Comparison of VSP2 Operation between Normal Register Settings and Display Lists

As shown in Figure 33.60 (A), in the VSP2 processing through normal register settings, all registers should be set up before the VSP2 is started for each frame. After the VSP2 processing is completed, the VSP2 outputs a frame end interrupt (VI6_WPFn_IRQ_STA.FRE). This method requires a certain amount of time for register settings or interrupt processing by the CPU between frames. In contrast, when display lists are used, the VSP2 automatically downloads register settings from external memory as shown in Figure 33.60 (B) and (C), which reduces the load on the CPU between frames.

Figure 33.60 (B) shows the display list usage where the VSP2 stops at the end of every frame; only the VSP2 start processing for each frame is done by the CPU. This is suitable for the cases when the CPU controls synchronization of frame processing in frame buffer management or when the amount of register values or table data to be set in the VSP2 is large. In the case shown in Figure 33.60 (C), as soon as the frame processing ends, the VSP2 automatically begins next frame operation and starts downloading new register settings. This is the fastest operation using display lists.

Table 33.44 shows the modes of the display list and the supported functions for each mode. The detail of each mode is described in the following sections.

Table 33.44 Display list mode and supported functions

Mode	Extended Display List	Continuous Frames
Normal Display List Mode	Supported	Controlled by “next frame auto start” in the header of the display list.
Header-less Display List Mode	Not Supported	Controlled by VI6_DL_CTRL.CFM0 bit.

33.3.3.2 Normal Display List Mode

The VSP2 display lists include control information as well as simple register settings in order to control multiple-frame processing in an optimum way for each application. Figure 33.61 shows the display list structure.

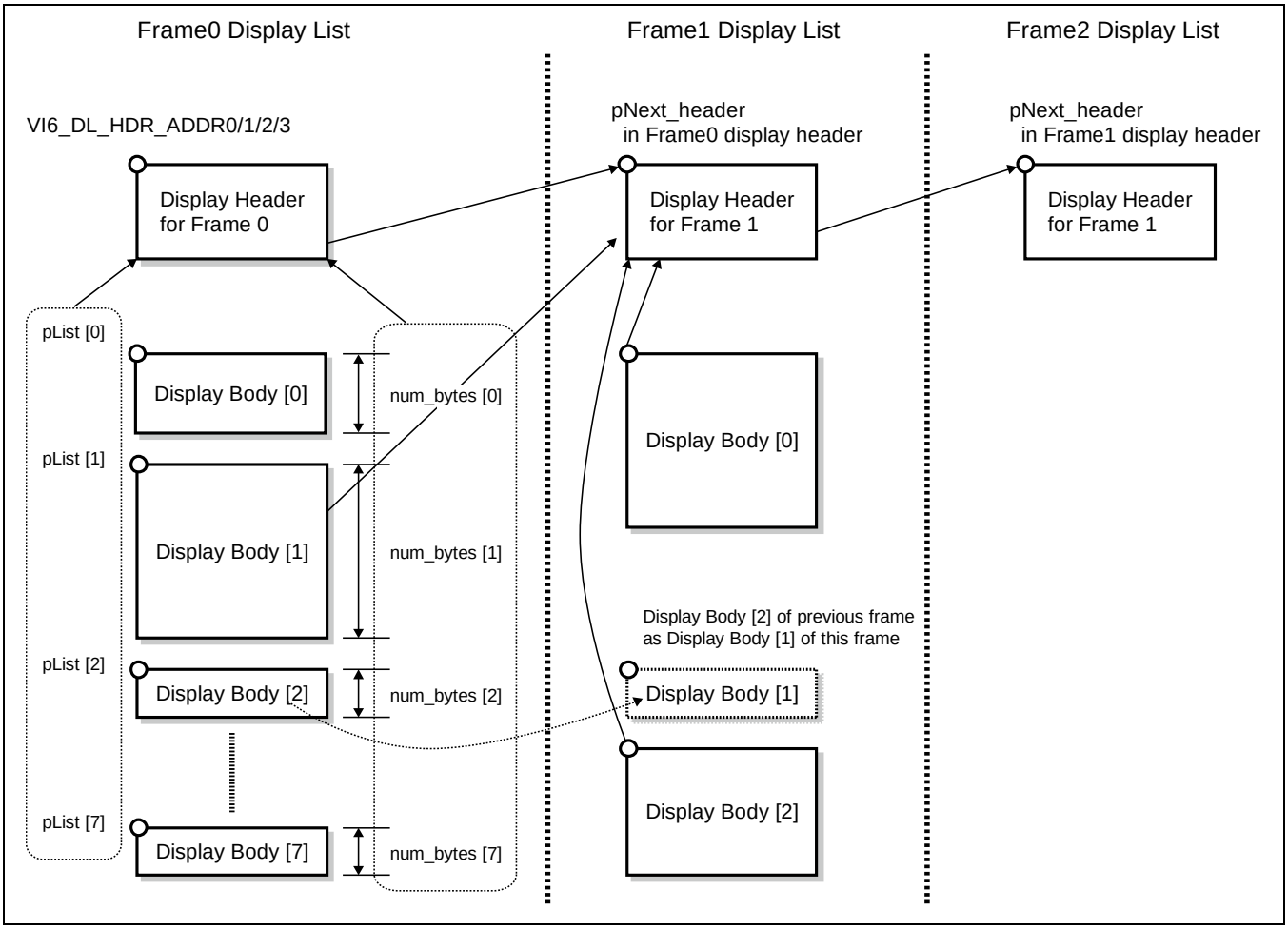


Figure 33.61 Structure and Concept of VSP2 Display List

A VSP2 display list consists of two sections; a header section for storing various information and control flags and a body section for storing register and table settings. A combination of these two sections is defined as a display list for a frame. The register and table settings can be divided and stored in up to eight separate bodies allocated in memory. Therefore, the separate bodies storing the register settings for one frame (for example, frame 0) can have non-sequential start addresses; that is, the bodies for one frame can be allocated to areas distant from each other in memory. To gather these bodies and configure the register settings for one frame, a header is used. A display header stores the number of bodies linked with the header and the start address and size of each body.

The VSP2 analyzes the header to gather register and table settings stored in separate memory areas and reconfigures the complete register settings.

The addresses of display headers should be specified in the VSP2 registers described in section 33.2.5. When activated in a mode that uses display lists, the VSP2 downloads display headers from the addresses specified in VI6_DL_HDR_ADDR0/1/2/3 (numbers 0 to 3 correspond to the WPF channel index numbers), analyzes the numbers of bodies and the address and data size of each body, downloads the bodies, and completes register and table settings. After display list downloading is completed, the VSP2 becomes ready for frame image processing; the VSP2 then starts the actual frame processing.

After processing of a frame ends, the VSP2 proceeds to the next frame processing. Here, there are two modes for starting the next frame processing as shown in Figure 33.60. In one mode, the VSP2 stops operation and waits for the next

activation by the CPU in the same way as when display lists are not used. In this mode, the address used for downloading the display header of the next frame is kept by the internal hardware. Therefore, if valid address information is not stored in the display header for the previous frame, a correct value should be specified in VI6_DL_HDR_ADDR0/1/2/3 while the VSP2 is stopped. When the VSP2 is started after a correct value is specified, the VSP2 starts next frame processing with the same procedure for the previous frame. In contrast to this mode, which stops the VSP2 after the end of one-frame processing, there is another mode for automatically starting next frame processing. In automatic start mode, the VSP2 downloads the next display header as soon as the previous frame processing ends. After downloading ends, the VSP2 starts image processing. The information regarding mode selection, that is, whether to automatically start next frame processing, should be stored in the display header downloaded for the previous frame.

In the automatic start mode, the VSP2 continues processing until the display header for a frame specifies that the next frame should not be started automatically. To stop processing during automatic execution, use a software reset (VI6_SRESET).

To strictly define the display list format described above, the following shows the grammatical structure of a display list using pseudo-code. First, to simplify the description of the display list format in the following pages, Table 33.45 defines a function. Function zero bits (num bits) generates a string of one-bit 0s for the number of bits specified by the parameter for the function. By using this function, Table 33.46 defines the header section format of a display list and Table 33.47 defines the body section format and Table 33.48 defines the extended display list body section format.

Data order of Display List Header Section, Display List Body Section and Extended Display List Body Section are assumed as the data is stored in SDRAM by big endian. Table 33.49 shows an example of data order. If data order is not same as the definition, data order within 8byte unit can be adjusted by setting VI6_DL_SWAP (33.2.5.3).

Table 33.45 Definition of a Function for Simple Description

Syntax	Bit Count
zero_bits (num_bits)	
{	
for (i=0; i<num_bits; i++) {	
zero_bit	1
}	
}	

Bit String	Contents
zero_bit	zero_bit indicates a 1-bit integer having a value of 0.

Table 33.46 Format of Display List Header Section

Syntax	Bit Count
display_header () /* Fixed length */	
{	
zero_bits (29)	
num_list_minus1	3
for (i = 0; i<8; i++)	
zero_bits (15)	
num_bytes [i]	17
pList [i]	32
}	
pNext_header	32
zero_bits (30)	
current_frame_int_enable	1
next_frame_auto_start /* 76 bytes from the beginning of this header*/	1
if (VI6_DL_EXT_CTRL.EXT) {	
zero_bits (32) /* padding zero 4 bytes for alignment */	
zero_bits (6)	
pre_ext_dl_exec	1
post_ext_dl_exec	1
zero_bits (8)	
pre_ext_dl_num_cmd	16
pre_ext_dl_pList	32
zero_bits (16)	
post_ext_dl_num_cmd	16
post_ext_dl_pList /* 96 bytes from the beginning of this header*/	32
}	
}	

Bit String	Contents
num_list_minus1	Specifies the value obtained by subtracting 1 from the total number of display list bodies linked with the display header. For example, when this bit field is set to 0, this display list uses one body.
num_bytes [i]	Specifies the number of bytes in the i-th display list body (indicated by index i). Be sure to specify a multiple of eight bytes. For the bodies that are not defined in num_list_minus1 (for example, i = 5 to 7 when num_list_minus1 is set to 4), specify 0.
pList [i]	Specifies the start address of the i-th display list body (indicated by index i). Be sure to specify an address aligned with an 8-byte boundary (the lower-order three bits are 0). For the bodies that are not defined in num_list_minus1 (for example, i = 5 to 7 when num_list_minus1 is set to 4), specify 0.
pNext_header	Specifies the address of the display list header for the next frame. After display list downloading ends, the VSP2 keeps its value in the internal memory and uses it in the next display list header downloading. Be sure to specify an address aligned with an 8-byte boundary (the lower-order three bits are 0).
current_frame_int_enable	This is a flag that indicates whether to set the display list end interrupt source (VI6_WPFn_IRQ_STA.DFE) to 1 when the current frame processing ends. If this flag is set to 0, the display list end interrupt source (VI6_WPFn_IRQ_STA.DFE) is not set to 1 when one-frame processing by this display header ends. In this state, even if the display list end interrupt is enabled (VI6_WPFn_IRQ_ENB.DFEE is set to 1), no interrupt will be generated. If this flag is set to 1, the display list end interrupt source (VI6_WPFn_IRQ_STA.DFE) is set to 1 when one-frame processing by this display header ends. In this state, if the display list end interrupt is enabled (VI6_WPFn_IRQ_ENB.DFEE is set to 1), the VSP2 generates an interrupt.
Next_frame_auto_start	Enables or disables automatic start of next frame processing when one-frame processing by this display header ends. If this bit is set to 1, the VSP2 starts next frame processing as soon as one-frame processing by this display header ends, and starts downloading the next frame display header from the pNext_header address specified in this display header. If this bit is set to 0, the VSP2 stops operation when one-frame processing by this display header ends. In this case, start the VSP2 through VI6_CMDn to process the next frame.
pre_ext_dl_exec	Enables execution of the extended display list for frame preprocessing when VI6_DL_EXT_CTRL.EXT is 1. If this bit is set to 1, the VSP2 executes the extended display list for frame preprocessing. The VSP2 does not execute it if this bit is set to 0. This bit setting is ignored when VI6_DL_EXT_CTRL.EXT is 0.
post_ext_dl_exec	Set 0 to this bit.
pre_ext_dl_num_cmd	Specifies the number of commands in the extended display list body section for frame preprocessing when VI6_DL_EXT_CTRL.EXT is 1. The number of commands that can be specified is 1, and a command is 16 bytes. When pre_ext_dl_exec is set to 0, the extended display list for frame preprocessing is not executed; specify 0 in this bit. This bit setting is ignored when VI6_DL_EXT_CTRL.EXT is 0.
pre_ext_dl_pList	Specifies the start address of the area where the extended display list body section for frame preprocessing is stored when VI6_DL_EXT_CTRL.EXT is 1. Be sure to specify an address aligned with a 16-byte boundary (lower-order four bits are 0). When pre_ext_dl_exec is set to 0, the extended display list for frame preprocessing is not executed; specify 0 in this bit. This bit setting is ignored when VI6_DL_EXT_CTRL.EXT is 0.
post_ext_dl_num_cmd	Set 0 to this bit.
post_ext_dl_pList	Set 0 to this bit.

Table 33.47 Format of Display List Body Section

Syntax	Bit Count
display_list (num_bytes) /* Variable length (num_bytes) */	
for (i = 0; i<num_bytes; i+ = 8) {	
set_address	32
set_data	32
}	
}	

Bit String	Contents
set_address	Specifies the address where the value specified by set_data is to be stored. Specify a register address. Note: Register space of VSP is 32Kbyte (H'0000 - H'7FFC). So, set 0 to upper 17bit of set_address in Display List Body Section.
set_data	Specifies the value to be stored in the address specified by set_address. Specify a value to be set in a register.

Table 33.48 Format of Extended Display List Body Section

Syntax	Bit width
ext_dl_display_list (num_llw) /* Variable length (pre/post_ext_dl_num_bytes) */	
for (i = 0; i<num_llw; i+ = 2) {	
ext_dl_cmd	64
ext_dl_data	64
}	
}	

See section 33.3.6.3 and section 33.3.6.4 for setting extended display list body section.

Table 33.49 Data order of display list body

Address	Syntax
pList	set_address [0] (bit31-24)
pList + 1	set_address [0] (bit23-16)
pList + 2	set_address [0] (bit15-8)
pList + 3	set_address [0] (bit7-0)
pList + 4	set_data [0] (bit31-24)
pList + 5	set_data [0] (bit23-16)
pList + 6	set_data [0] (bit15-8)
pList + 7	set_data [0] (bit7-0)
pList + 8	set_address [1] (bit31-24)
pList + 9	set_address [1] (bit23-16)
pList + 10	set_address [1] (bit15-8)
pList + 11	set_address [1] (bit7-0)
pList + 12	set_data [1] (bit31-24)
pList + 13	set_data [1] (bit23-16)
pList + 14	set_data [1] (bit15-8)

Address	Syntax
pList + 15	set_data [1] (bit7-0)
~~	~~~

33.3.3.3 Header-less Display List Mode

The header-less display list does not have the display header listed in Table 33.46, and it has the simplest structure that has only single body. The extended display list function is not available in case of the header-less display list mode. Set the value 1 to VI6_DL_CTRL.NH0 (see the section 33.2.5.1) to use the header-less display list. The start address downloaded by the header-less display list should be set to VI6_DL_HDR_ADDR0. And the size of the display body which is originally defined in the display header should be set to VI6_DL_BODY_SIZE0. The header-less display list is available only in WPF0.

33.3.3.4 Restrictions on Display List Usage

Access to the general control registers and display list control registers through a display list is prohibited. When using display lists, be sure to observe the following restrictions on register access by the CPU.

1. Do not execute write access to the same register (same address) from the CPU and through a display list at the same time. If such a conflict occurs, correct operation of the VSP2 is not guaranteed.
2. Do not execute write access to the same OSD-CLUT, CLU, or LUT lookup table from the CPU and through a display list at the same time. If such a conflict occurs, correct operation of the VSP2 is not guaranteed. Here, the same lookup table means the address space having the same space name shown in Table 33.50 or Table 33.51.
3. When read access by the CPU and write access through a display list to the same register (same address) occur at the same time, the read value returned to the CPU is not guaranteed.
4. When read access by the CPU and write access through a display list to the same OSD-CLUT, CLU, or LUT lookup table occur at the same time, the read value returned to the CPU is not guaranteed. Here, the same lookup table means the address space having the same space name shown in Table 33.50 or Table 33.51.
5. For other restrictions on values and timing of register setting through display lists, refer to the restrictions on normal register settings described in section 33.2.3.
6. Manipulation and setting of the registers described in section 33.2.4 and 33.2.5 through a display list is prohibited.
7. The extended display list function enabled by VI6_DL_EXT_CTRL.EXT is to control the registers of the ICB connected with the VSP2. Do not use extended display lists for any other purpose.

33.3.4 Interrupt Processing

The VSP2 provides multiple image processing channels (WPF0 to WPF1) and they can operate simultaneously in parallel. When a WPF module generates an internal source that should be notified, an interrupt signal is output. As internal sources are generated in each WPF independently, the VSP2 has the following registers to control interrupts in each WPF.

WPFn Interrupt Enable Registers (VI6_WPFn_IRQ_ENB: n = 0, 1) (refer to section 33.2.4.12)

WPFn Interrupt Status Registers (VI6_WPFn_IRQ_STA: n = 0, 1) (refer to section 33.2.4.13)

While multiple WPF modules operate in parallel, they may output interrupt requests at the same time (this is called a multiple interrupt state). Read the WPFn Interrupt Status Registers (VI6_WPFn_IRQ_STA: n = 0, 1) in sequence and execute the interrupt response processing for each interrupt source.

(Note1)

To use interrupts, enable them through WPF interrupt enable registers. If an interrupt source register has already been set to 1 for some reason, an unintended interrupt will occur as soon as the corresponding interrupt enable register is set as enabled. To avoid this, before enabling interrupts through WPF interrupt enable registers, be sure to clear all WPF interrupt sources to be enabled to 0. Be careful about this procedure when setting up registers before starting the VSP2.

(Note2)

WPF0 and WPF1 cannot be executed at same time for VSPD.

33.3.5 Lookup Table Settings

33.3.5.1 OSD-CLUT or LUT

For a single entry to the OSD-CLUT space (see Table 33.50) or LUT space (see Table 33.50) of the VSP2, the OSD-CLUT or LUT data is set by a write access in the format shown in Figure 33.62.

The entry address of each space is (start address of the space) + (entry number counting from the base point 0 × 4). For example, the address of entry 7 to the LUT space is (offset address) + H'7000 + 7 × 4 = (offset address) + H'701C.

Table 33.50 shows the spaces for which entries can be made. Note that if the module that references that space is operating, write accesses to the relevant space are prohibited. For example, while RPF2 is operating, accesses to the entire space of VI6_CLUT2_TBL are prohibited. When a read access is made to the relevant space during operation of the referencing module, undefined values will be read out.

The operating/stopped state of each module in Table 33.50 is the operating state of the WPF to which each module is connected. Determine whether the module is operating or stopped using each WPF operating status bit in the VI6_STATUS register.

Table 33.50 OSD-CLUT Space and LUT Space Addresses

Space Name	Space Addresses	Entry Count	Module that References the Space in the Left Column
VI6_CLUT0_TBL	(offset address) + H'4000 to (offset address) + H'43FC	256	RPF0
VI6_CLUT1_TBL	(offset address) + H'4400 to (offset address) + H'47FC	256	RPF1
VI6_CLUT2_TBL	(offset address) + H'4800 to (offset address) + H'4BFC	256	RPF2
VI6_LUT_TBL	(offset address) + H'7000 to (offset address) + H'73FC	256	LUT

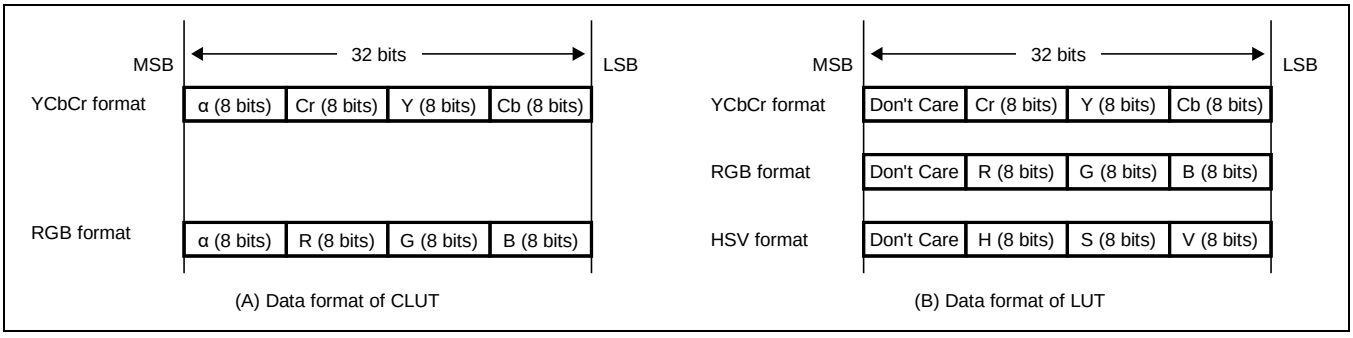


Figure 33.62 VI6_CLUT_TBL and VI6_LUT_TBL Formats

33.3.5.2 CLU Table

Data is set in the CLU table in the space shown in Table 33.51 through indirect addressing.

Table 33.51 CLU Space Addresses

Space Name	Space Addresses	Module that References the Space in the Left Column
VI6_CLU_TBL	(offset address) + H'7400 to (offset address) + H'7407	CLU

The addresses used in indirect addressing (VI6_CLU_ADDR, VI6_CLU_DATA) are shown in Table 33.52. The CLU table can be accessed by setting the VI6_CLU_ADDR register and then reading from or writing to the VI6_CLU_DATA register. To write-access the CLU table continuously, such as when setting data to the CLU table, perform the following.

(1) Set the first CLU table coordinates in VI6_CLU_ADDR.
(2) Write the first data to be set in VI6_CLU_DATA.
(3) Set the next CLU table coordinates in VI6_CLU_ADDR.
(4) Write the next data to be set in VI6_CLU_DATA.
Execute these processes in a similar manner.

Accesses to VI6_CLU_ADDR and VI6_CLU_DATA registers are repeated in this way. The location where to access the CLU table to write the VI6_CLU_DATA contents immediately takes effect after a value is set in the VI6_CLU_ADDR register.

To read-access the CLU table continuously, change the write-access operation to the read-access operation in the sequence of processes of (1) to (4) above.

The following describes how to specify VI6_CLU_ADDR.

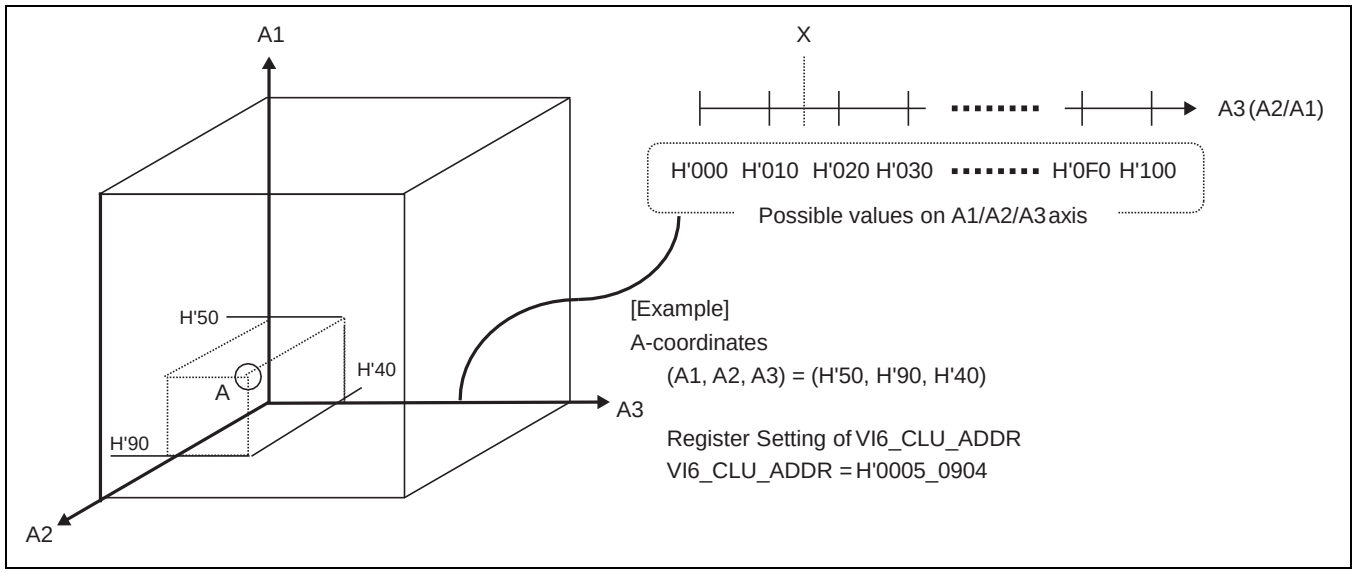


Figure 33.63 VI6_CLU_ADDR Setting

In the CLU table, a table value should be specified for every increase by H'10 along each of the axes and for every intersection between two axes. For a certain axis, as shown in the top right of Figure 33.63, a value to be set in the table corresponds to a scale mark at an interval of H'10. The location of a point between two scale marks (for example, point X in Figure 33.63) is calculated through interpolation by the CLU (refer to section 33.2.12.1). Accordingly, the lower four bits of table settings for each axis has no meaning; only the upper-order five bits of the desired coordinate for each component should be specified in VI6_CLU_ADDR (which should be shifted to the right by four bits) as shown in Figure 33.63.

Table 33.52 Address Spaces Used in Indirect Addressing to CLU Table

Address (Name)	Bit	Initial Value	R/W	Description
(offset address) + H'7400 (VI6_CLU_ADDR)	31 to 24	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
	23 to 16	All 0	R/W	Coordinate Value of First Axis These bits set the coordinate value of the first axis on the three-dimensional space coordinates of the CLU table. A value from 0 to 16 can be specified.
	15 to 8	All 0	R/W	Coordinate Value of Second Axis These bits set the coordinate value of the second axis on the three-dimensional space coordinates of the CLU table. A value from 0 to 16 can be specified.
	7 to 0	All 0	R/W	Coordinate Value of Third Axis These bits set the coordinate value of the third axis on the three-dimensional space coordinates of the CLU table. A value from 0 to 16 can be specified when the CLU is in 3D mode. In 2D mode, these bits must be set to 0.
(offset address) + H'7404 (VI6_CLU_DATA)	31 to 24	Undefined	R	Reserved These bits are always read as 0. The write value should always be 0.
	23 to 16	Undefined	R/W	Component Value of First Axis These bits set the component value of the first axis on the three-dimensional space coordinates of the CLU table, which is defined by the VI6_CLU_ADDR register. A value from 0 to 255 can be specified when the CLU is in 3D mode. In 2D mode, these bits must be set to 0.
	15 to 8	Undefined	R/W	Component Value of Second Axis These bits set the component value of the second axis on the three-dimensional space coordinates of the CLU table, which is defined by the VI6_CLU_ADDR register. A value from 0 to 255 can be specified.
	7 to 0	Undefined	R/W	Component Value of Third Axis These bits set the component value of the third axis on the three-dimensional space coordinates of the CLU table, which is defined by the VI6_CLU_ADDR register. A value from 0 to 255 can be specified when the CLU is in 3D mode. In 2D mode, these bits must be set to 0.

Accessing way of “Automatic Table Address Increment (VI6_CLU_CTRL.AAI = 1)” is shown below.

(1) Set 1 in VI6_CLU_CTRL.AAI
(2) Set H’0000_0000 in VI6_CLU_ADDR (initial coordinate)
(3) Write the data in VI6_CLU_DATA by following order (pseudo-code).

```
for (ax3 = 0; ax3 < 17; ax3 ++) {
    for (ax2 = 0; ax2 < 17; ax2 ++) {
        for (ax1 = 0; ax1 < 17; ax1 ++) {
            Write the data in VI6_CLU_DATA
            for the coordinate of "VI6_CLU_ADDR = (ax1 << 16) + (ax2 << 8) + ax3".
        }
    }
}
```

33.3.6 Linked with DU

33.3.6.1 Operation flow of VSPD and DU

This section shows operation flow of VSPD and VSPDL by using Normal Display List Mode. For details of Normal Display List Mode, refer to section 33.3.3.2.

Figure 33.64 to Figure 33.66 shows a procedure (register setting flow) to display image data to display panel. Setting not only VSPD or VSPDL registers, but also FCPV/ DU registers are needed. So, see section 35 FCP User's Manual / section 36 DU User's Manual to know the contents of FCPV/ DU registers mentioned in Figure 33.64 and Figure 33.66.

Figure 33.64 shows setting flow to start VSPD/LIF0 linked with DU. Figure 33.65 shows setting flow to update display image. Figure 33.66 shows setting flow to stop VSPD/LIF0 linked with DU.

Using display list with enabling next_frame_auto_start shown in section 33.3.3 is required to take the flow from Figure 33.64 to Figure 33.66.

Same flow can be applied for VSPDL/LIF0 and VSPDL/LIF1. Correspondence between ch number of VSPD/LIF and ch number of DU is shown in Table 33.6. VSPDL/LIF0 and VSPDL/LIF1 can be operated in parallel.

Note: If display sync operation ([1-8] step in Figure 33.64) is set before activating the VSPD/VSPDL, background color specified in DU register (BPORn or DOORn) is displayed until image data read from external memory is ready to be transferred to DU. In this case, image data from external memory is displayed late by one vsync or more.

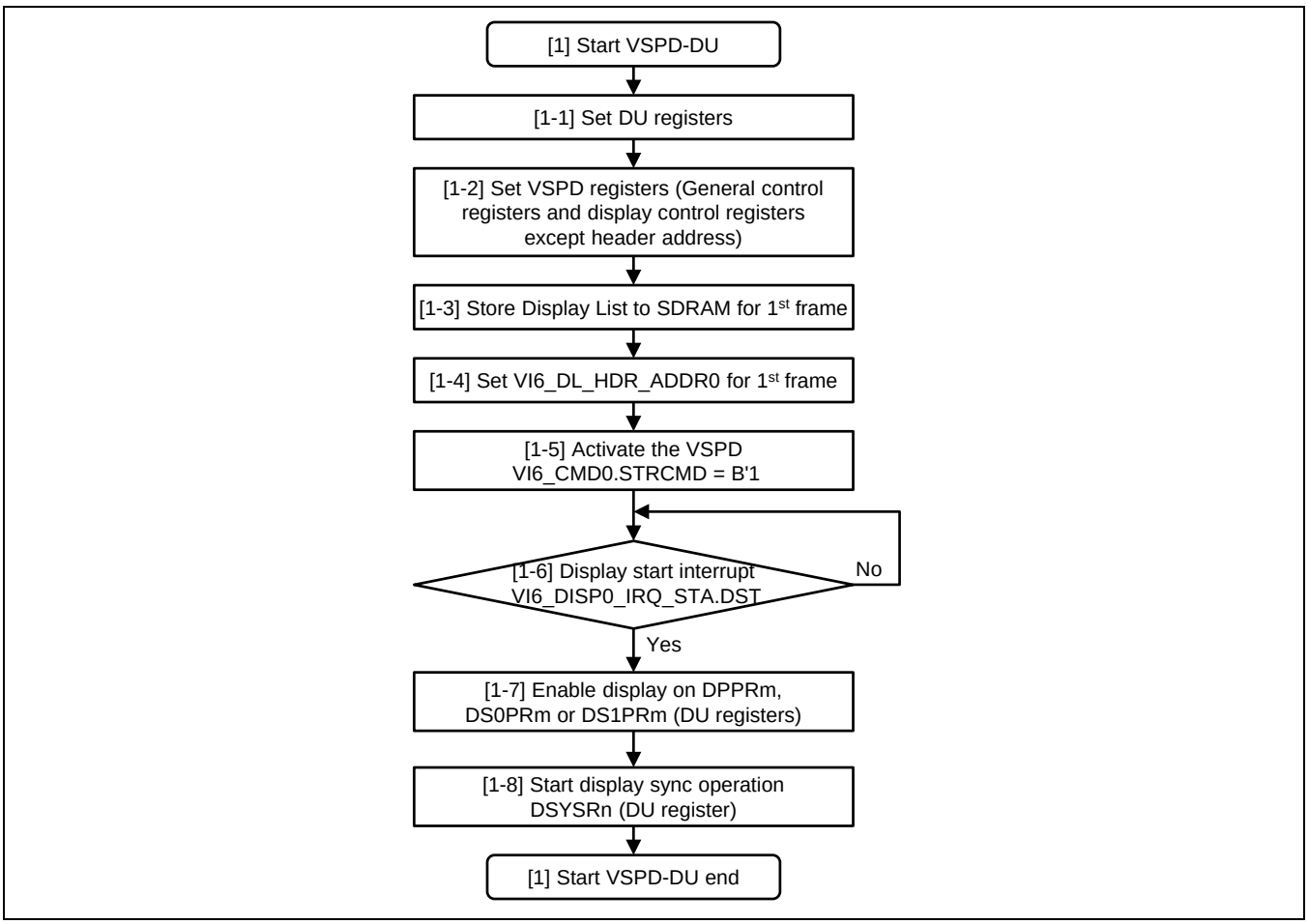


Figure 33.64 Setting flow to start VSPD linked with DU

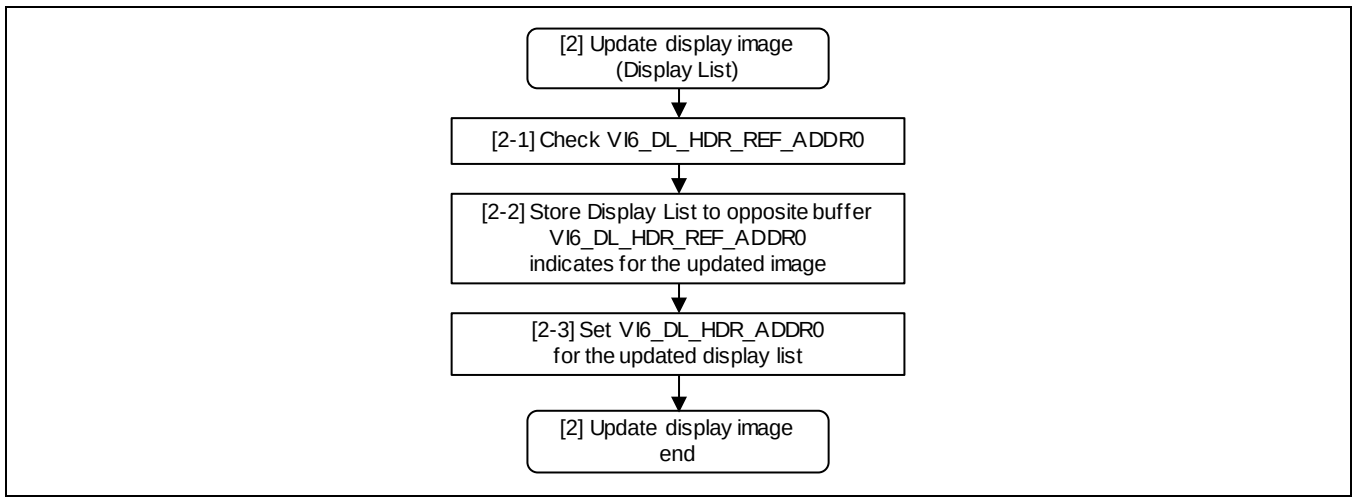
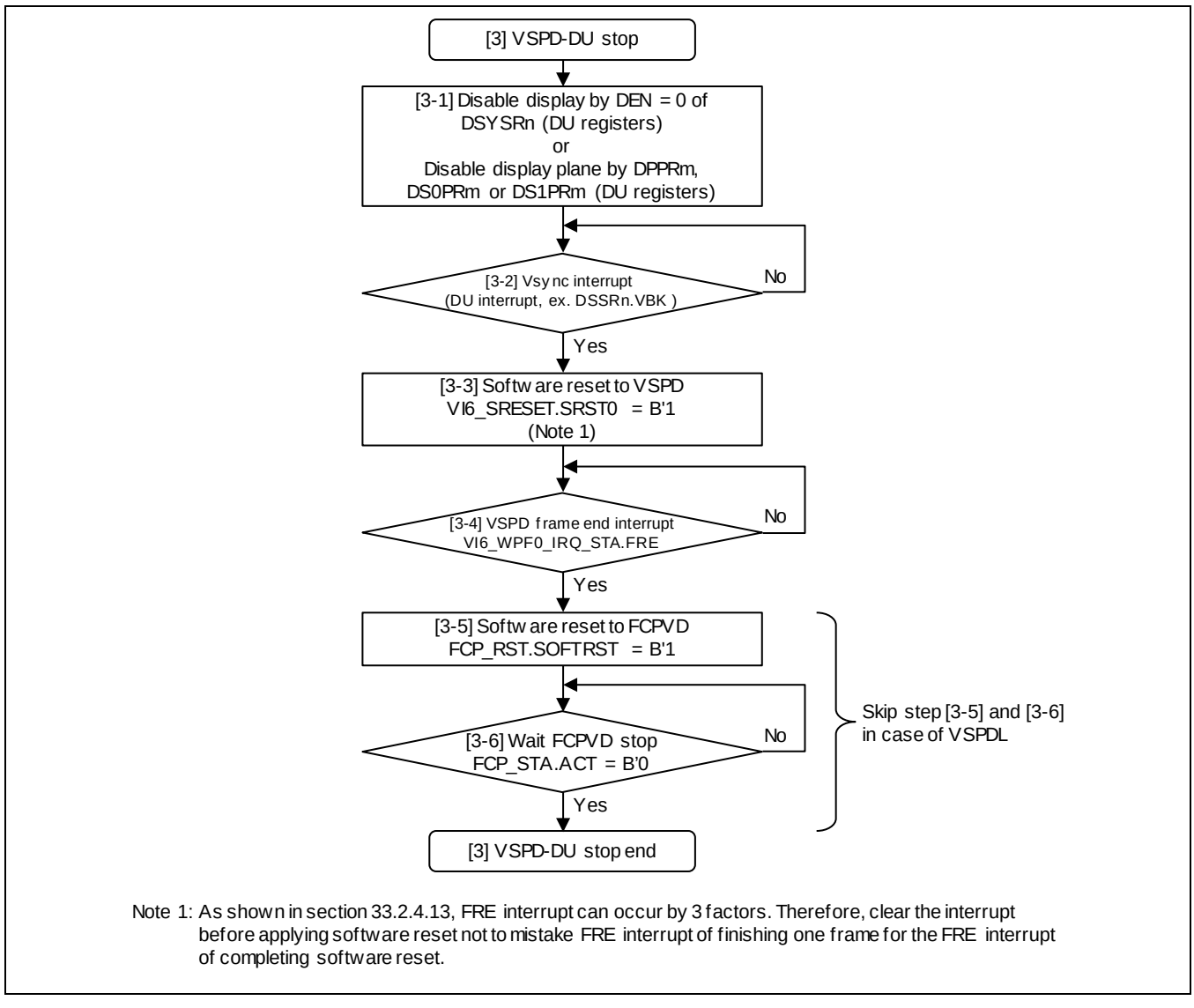


Figure 33.65 Setting flow to update display image



Note 1: As shown in section 33.2.4.13, FRE interrupt can occur by 3 factors. Therefore, clear the interrupt before applying software reset not to mistake FRE interrupt of finishing one frame for the FRE interrupt of completing software reset.

Figure 33.66 Setting flow to stop VSPD linked with DU

Note1: As shown in section 33.2.4.13, FRE interrupt can occur by 3 factors. Therefore, clear the interrupt before applying software reset not to mistake FRE interrupt of finishing one frame for the FRE interrupt of completing software reset.

It is possible to update display list at any time (arbitrary timing) as shown in Figure 33.65. Don't overwrite display list in external memory pointed by VI6_DL_HDR_REF_ADDR. It is because VSP2 is reading the display list pointed by VI6_DL_HDR_REF_ADDR or will be reading the display list soon.

Detail explanation is shown below.

As shown in section 33.2.5.6, when VSP2 is reading display list from external memory (Period [A] in Figure 33.67), VI6_DL_HDR_REF_ADDRn indicates header address of the display list referred by VSP2. When VSP2 is not reading display list from external memory (Period [B] in Figure 33.67), VI6_DL_HDR_REF_ADDRn indicates the value of VI6_DL_HDR_ADDRn, and there is possibility that the display list is being read soon by VSP2 at next frame start timing. Therefore, keep display list in external memory pointed by VI6_DL_HDR_REF_ADDR. Detail software sequence to update display list and VSP2-H/W behavior are shown below.

[1] Store latest display list in external memory area different from the area pointed by VI6_DL_HDR_REF_ADDR, because the area pointed by VI6_DL_HDR_REF_ADDR is being read or is being read soon by VSP2.

[2] Set header address of new display list into VI6_DL_HDR_ADDRn.

[3] VSP2 reads display list from the external memory area pointed by VI6_DL_HDR_ADDRn at frame start timing.

Refer also to section 33.2.5.2 and section 33.2.5.6.

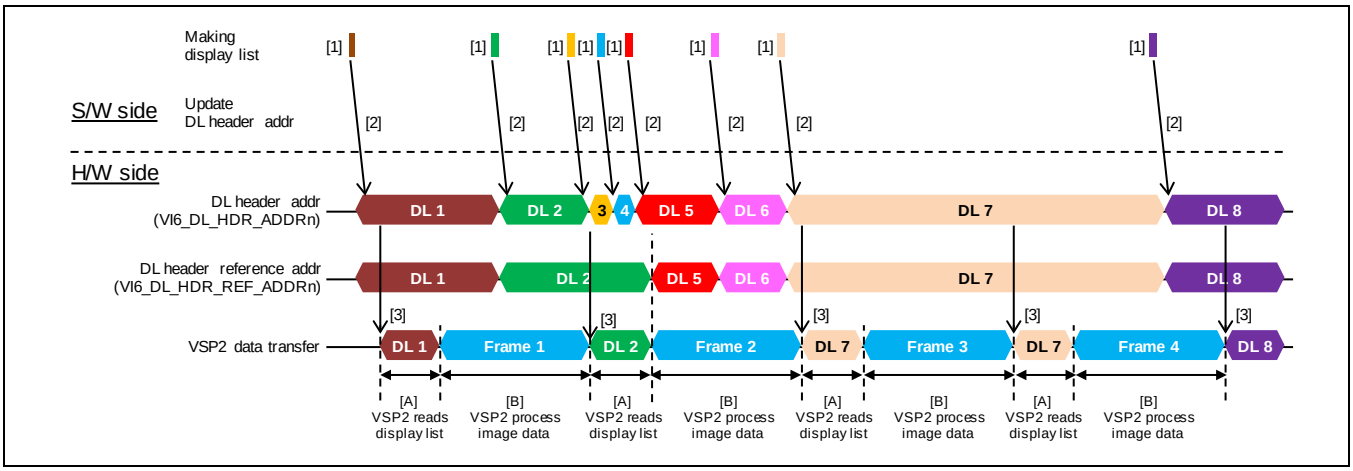


Figure 33.67 Updating display list at arbitrary timing

33.3.6.2 Controlling Two Register Planes Using Display Lists

This section shows operation flow of VSPD and VSPDL (*) by using Header-less Display List Mode. Start procedure and stop procedure are same with Normal Display List Mode in section 33.3.6.1 except for the point that VI6_DL_BODY_SIZE0 should be set before step [1-5] in start procedure shown in Figure 33.64. The procedure to update display list is different with Normal Display List Mode, and is described later. Figure 33.68 shows the control of two register planes using header-less display lists (see section 33.3.3.3) and its timing. In the description hereafter, the use of header-less display lists is always assumed and they are simply called display lists.

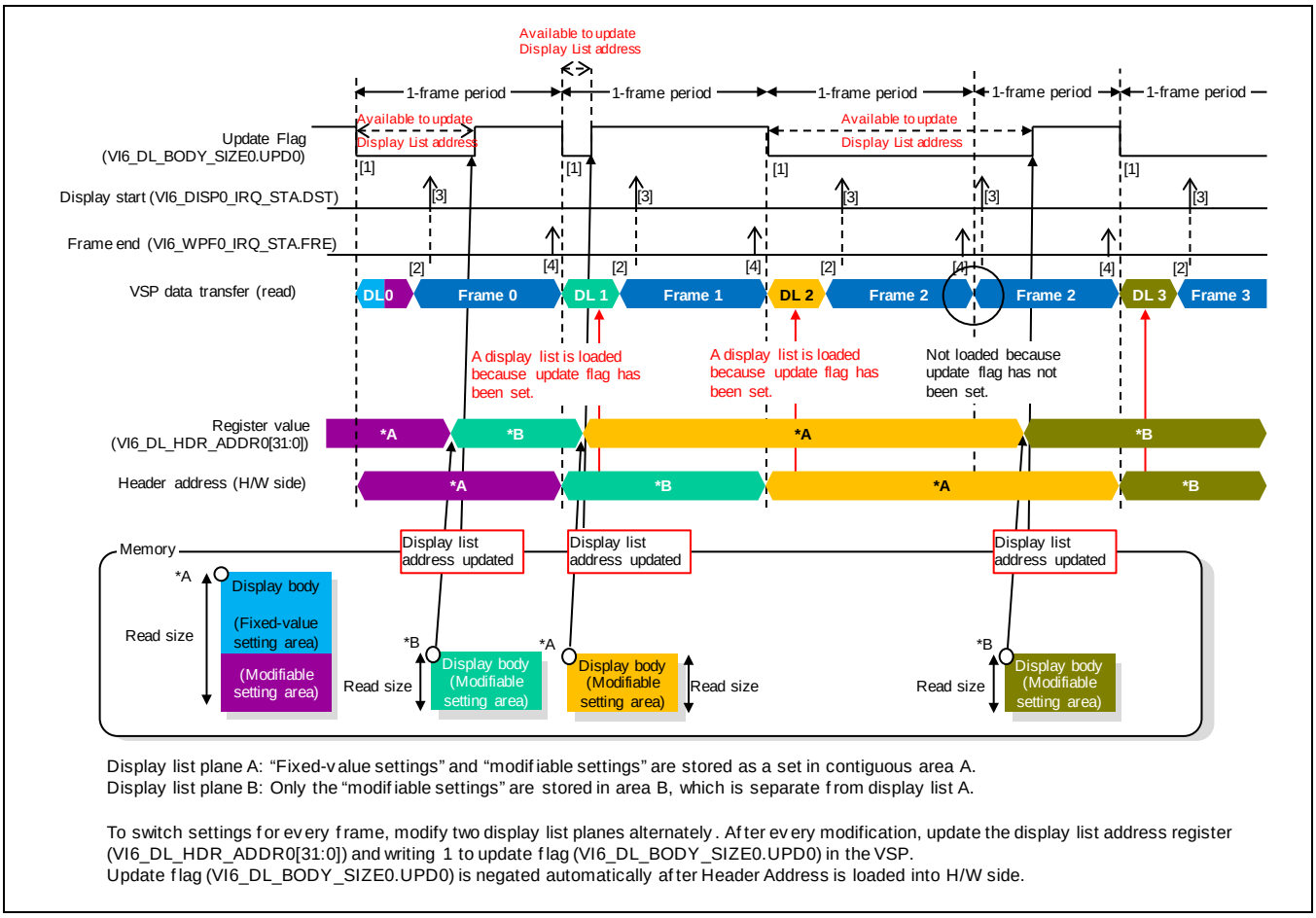


Figure 33.68 Controlling Two Register Planes Using a Display List

The VSP2 downloads a display list immediately after activation. In the start frame, download the display list that contains all necessary settings. From the next frame on, only the necessary register or table values should be specified in a display list.

When the update flag of VI6_DL_BODY_SIZE0.UPD0 is set to 1, VSP2 downloads a new display list at the start of the next frame. When the update flag of VI6_DL_BODY_SIZE0.UPD0 is set to 0, the register settings acquired from the display list previously downloaded are retained and used for the next operation without downloading a new display list.

Order of each VSP2-H/W Events mentioned as [1], [2], [3] and [4] in Figure 33.68 are shown below.

[1] VI6_DL_BODY_SIZE0.BS0 and VI6_DL_HDR_ADDR0 are downloaded in H/W side. And Update Flag (VI6_DL_BODY_SIZE0.UPD0) is negated automatically.

[2] Reading DisplayList from external memory into VSP2-H/W is finished through master access.

[3] Display start interrupt status (VI6_DISP0_IRQ_STA.DST) asserts.

[4] Frame end interrupt status (VI6_WPF0_IRQ_STA.FRE) asserts.

Don’t overwrite the display list in external memory for a period from "[4] VI6_WPF0_IRQ_STA.FRE" to next "[3] VI6_DISP0_IRQ_STA.DST", because VSP is reading the display list for the period.

Note: * Header-less Display List Mode is supported only in LIF0 and is not supported in LIF1. Use Normal Display List Mode for VSPDL/LIF1.

33.3.6.3 Auto display function (AUTO-DISP)

VSPD and VSPDL have AUTO-DISP function. This function allows VSPD/VSPDL to display latest image in triple buffer output from VIN without S/W control of triple buffer. And VSPD/VSPDL selects the field which should be read from TOP or BOTTOM automatically without S/W control. Outline of this function is shown in

Figure 33.69. VSPD/VSPDL replaces source address registers with source address information stored in pre extended display list according to latest buffer information from VIN and field information from DU.

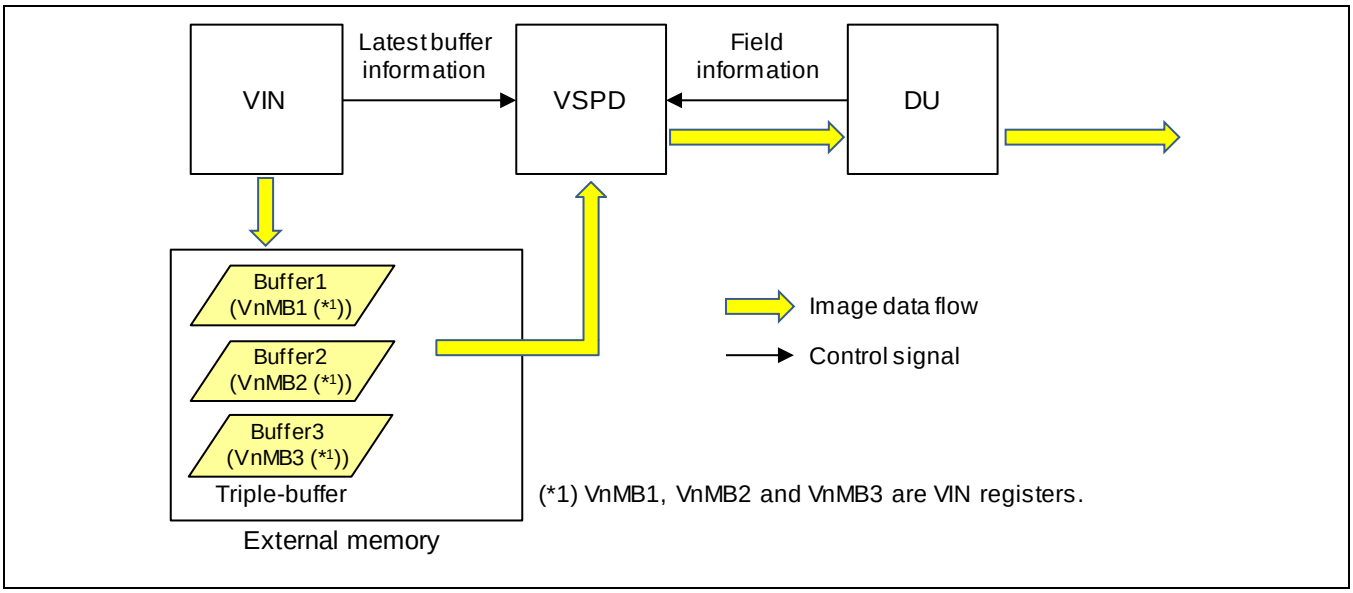


Figure 33.69 Outline of AUTO-DISP

Method to realize this function is shown below.

[1] Use Display List (Normal Display List Mode)

Register setting about display list in case of LIFn AUTO-DISP is shown below.

VI6_DL_CTRL.DLEn = 1

VI6_DL_CTRL.NH0 = 0 [Only for LIF0]

VI6_DL_CTRL.CFM0 = 0 [Only for LIF0]

VI6_DL_CTRL.RLM0 = 0 [Only for LIF0]

VI6_DL_HDR_ADDRn = <Set start address of Display list header>

[2] Use extended display list.

Register setting about extended display list in case of LIFn AUTO-DISP is shown below.

VI6_DL_EXT_CTRLn = H'0000_0221

[3] Contents of display list

Structure of display list to realize AUTO-DISP function is shown in Figure 33.70. Contents of each display list is shown below.

— Display List Header: Table 33.53

— Display List Body: Prepare it in the same way with the case which AUTO-DISP is not used.

— Pre Extended Display List Body: Table 33.54

— Pre Extended Display List Source Address Set: Table 33.55

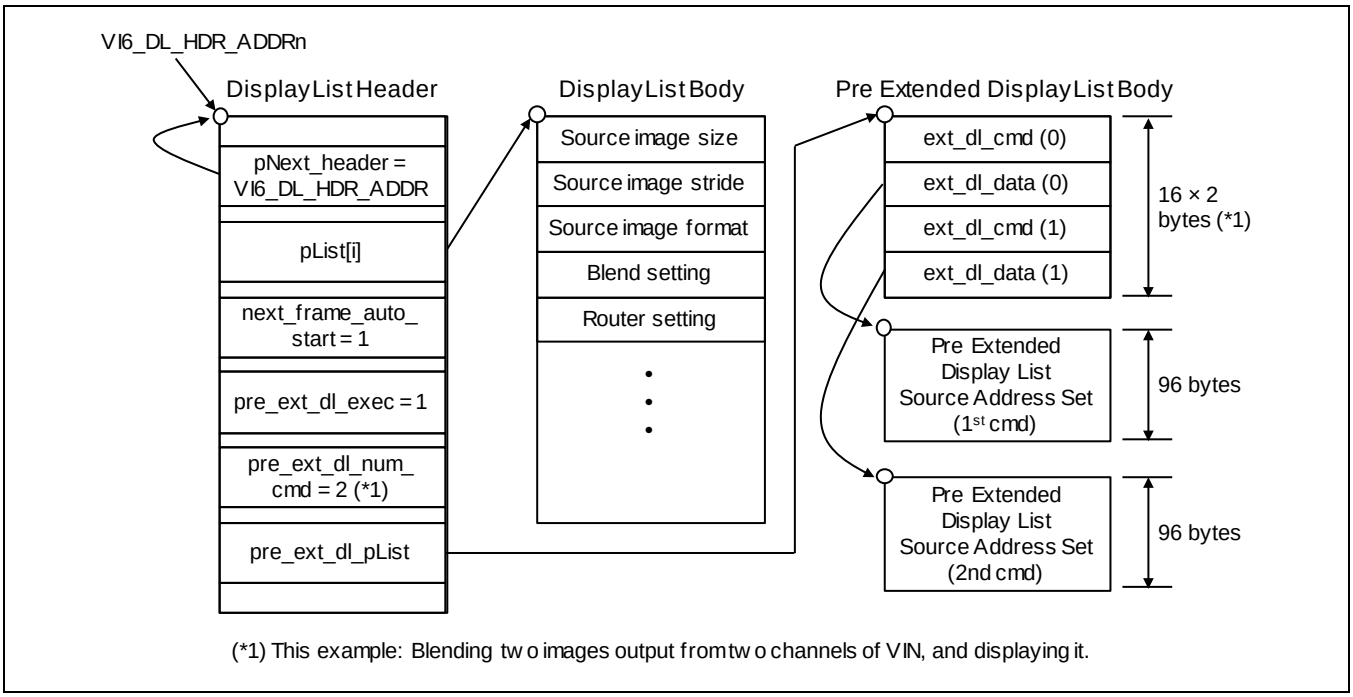


Figure 33.70 Structure of DisplayList of AUTO-DISP

Table 33.53 Display List Header for AUTO-DISP

Syntax	Value
num_list_minus1	Set these bits in the same way with the case which AUTO-DISP is not used.
num_bytes [i]	Set these bits in the same way with the case which AUTO-DISP is not used.
pList [i]	Set these bits in the same way with the case which AUTO-DISP is not used.
pNext_header	Set same address of VI6_DL_HDR_ADDRn for progressive display. See Figure 33.72 and Figure 33.73 for interlace display. Be sure to specify an address aligned with a 8-byte boundary (lower-order three bits are 0).
current_frame_int_enable	0
next_frame_auto_start	1
pre_ext_dl_exec	1
post_ext_dl_exec	0
pre_ext_dl_num_cmd	Set the number of connected VIN channels <1 to 5>
pre_ext_dl_pList	Set start address of extended display list body Be sure to specify an address aligned with a 16-byte boundary (lower-order four bits are 0).
post_ext_dl_num_cmd	0
post_ext_dl_pList	0

Table 33.54 Pre Extended Display List Body for AUTO-DISP

Bit String	bits	Symbol	value
ext_dl_cmd	63 to 40	—	0
	39 to 32	Opcode	2 (AUTO_DISP is selected)
	31 to 14	—	0
	13 to 11	VIN ch no	Set VIN channel number <0 ~ 7>
	10 to 8	RPF ch no	Set RPF channel number <0 ~ 4>
	7 to 3	—	0
	2	1st field	0: TOP field first (DSMRn.ODEV = 1) 1: BOT field first (DSMRn.ODEV = 0)
	1	Correction	Set 0 for progressive display. See Figure 33.72 and Figure 33.73 for interlace display.
	0	Int	0: Progressive display 1: Interlace display
ext_dl_data	63 to 32	pAddres_set	Set start address of Source Address Set Be sure to specify an address aligned with a 16-byte boundary (lower-order four bits are 0).
	31 to 0	Reserved	0

Note: Don't specify RPF channels which are not connected to the LIF in ext_dl_cmd [10:8]. Otherwise, operation of the WPF causes wrong on the other WPF in case of VSPDL.

Table 33.55 Pre Extended Display List Source Address Set for AUTO-DISP

Address	Contents
ext_dl_data [63:32] + 0	Buffer1 TOP field address of Y/RGB
ext_dl_data [63:32] + 4	Buffer1 BOTTOM field address of Y/RGB
ext_dl_data [63:32] + 8	Buffer1 TOP field address of C0
ext_dl_data [63:32] + 12	Buffer1 BOTTOM field address of C0
ext_dl_data [63:32] + 16	0
ext_dl_data [63:32] + 20	0
ext_dl_data [63:32] + 24	0
ext_dl_data [63:32] + 28	0
ext_dl_data [63:32] + 32	buffer2 TOP field address of Y/RGB
ext_dl_data [63:32] + 36	buffer2 BOTTOM field address of Y/RGB
ext_dl_data [63:32] + 40	buffer2 TOP field address of C0
ext_dl_data [63:32] + 44	buffer2 BOTTOM field address of C0
ext_dl_data [63:32] + 48	0
ext_dl_data [63:32] + 52	0
ext_dl_data [63:32] + 56	0
ext_dl_data [63:32] + 60	0
ext_dl_data [63:32] + 64	buffer3 TOP field address of Y/RGB
ext_dl_data [63:32] + 68	buffer3 BOTTOM field address of Y/RGB
ext_dl_data [63:32] + 72	buffer3 TOP field address of C0
ext_dl_data [63:32] + 76	buffer3 BOTTOM field address of C0
ext_dl_data [63:32] + 80	0
ext_dl_data [63:32] + 84	0
ext_dl_data [63:32] + 88	0
ext_dl_data [63:32] + 92	0

How VSPD/VSPDL replaces source address registers is described as below. VSP reads extended display list body specified in Table 33.54 and source address set specified in Table 33.55 during the term of “Ext-DL” specified in Figure 33.71. And VSPD/VSPDL replaces source address registers by step 1 to step 7 as below.

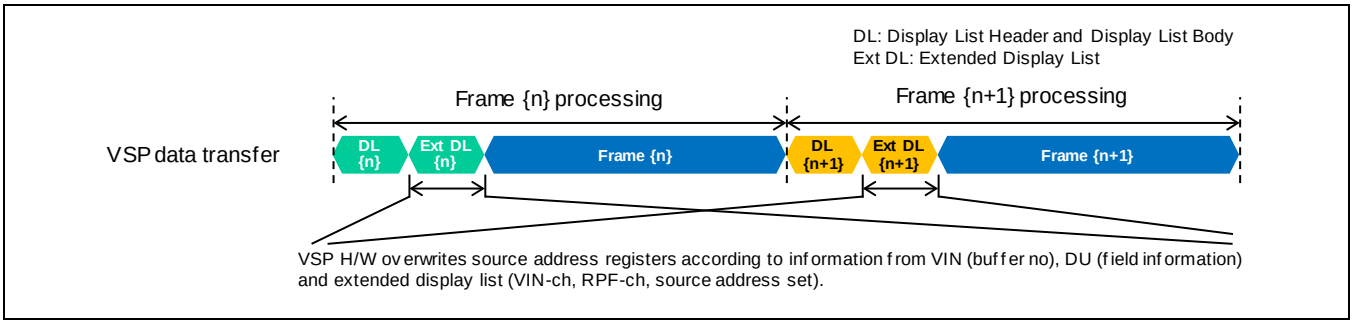


Figure 33.71 Timing to read extended display list

1. VSP reads extended display list body from external memory
2. VSP gets latest buffer information from VINs.
   Note: information is updated at only 1st field in case of interlace.
3. VSP gets field information from DU.
4. VSP reads address information of the latest buffer of the VIN ext_dl_cmd [13:11] indicates from source address set specified in Table 33.55.
5. VSP selects source address from TOP (*) address or BOTTOM (*) address in source address set according to ext_dl_cmd [2:0].
   Note: Set start address of progressive image in both TOP address bits and BOTTOM address bits in extended display list source address set in case of progressive display.
6. VSP overwrites source address registers for the RPF specified in ext_dl_cmd [10:8] at source address read from external memory.
   Note: C1 address and Alpha address registers for the RPF are overwritten by 0 value for the RPF specified in ext_dl_cmd [10:8].
7. VSP repeats step 4 to step 6 for number of times of pre_ext_dl_num_cmd.

Note: * In this document, TOP field is used as field image including 0th, 2nd, 4th … line. BOTTOM field is used as field image including 1st, 2nd, 5th … line.

[4] Progressive and Interlace

There are restrictions about combination of interlace and progressive for input/output as shown in Table 33.56. When VIN captures interlace image, DU should display image in interlace method. When VIN captures progressive image, DU should display image in progressive method.

[4-1] Particular restriction for VIN registers

- Set full interlace mode in VIN register (VnMC.IM[1:0] = 3) in case of interlace display.
- No particular restriction is required in case of progressive display.

[4-2] Particular restriction for DU registers

- No particular restriction is required

[4-3] Particular setting and status of VSP

- Set <2 x source stride> to source stride register (VI6_RPFn_SRCM_PSTRIDE) in case of interlace display.
- VI6_STATUS.FLDSTn in section 33.2.4.11 indicates field information of last displayed frame.

[4-4] The number of Display List Header and Pre Extended Display List body

One display list header and one pre extended display list body is needed for progressive display as shown in Figure 33.70. All frames can be controlled by one display list. Set same value of VI6_DL_HDR_ADDRn to pNext_haeder.

Field signal from DU is not stable in first two fields. Therefore, to display first two fields by appropriate field (TOP or BOTTOM), set bit1 in ext_dl_cmd as shown in Figure 33.72 for TOP field first and Figure 33.73 for BOTTOM field first. Three display list headers and three pre extended display list bodies are needed to adjust first two fields for interlace display.

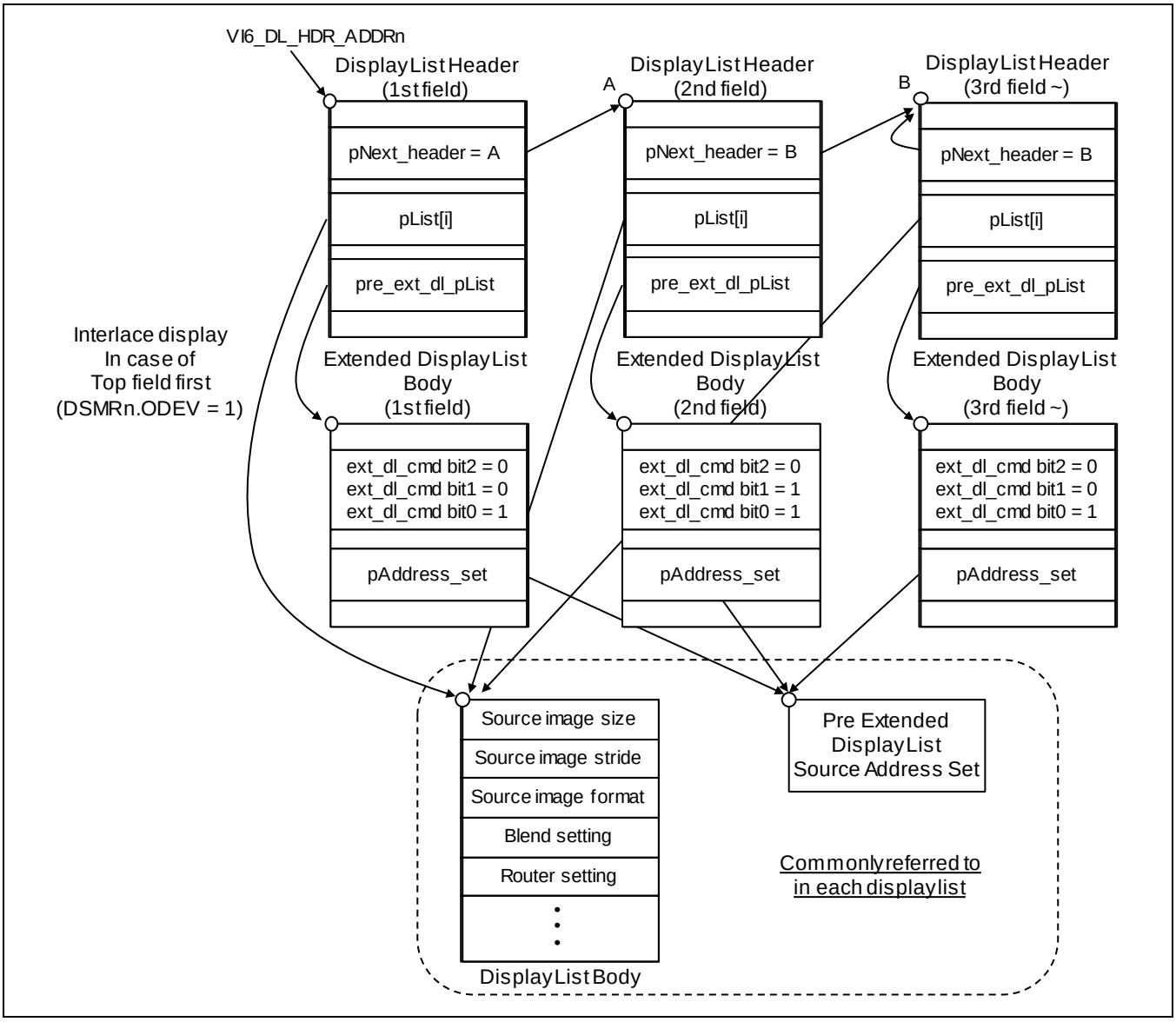


Figure 33.72 Correcting first two fields in case of TOP field first

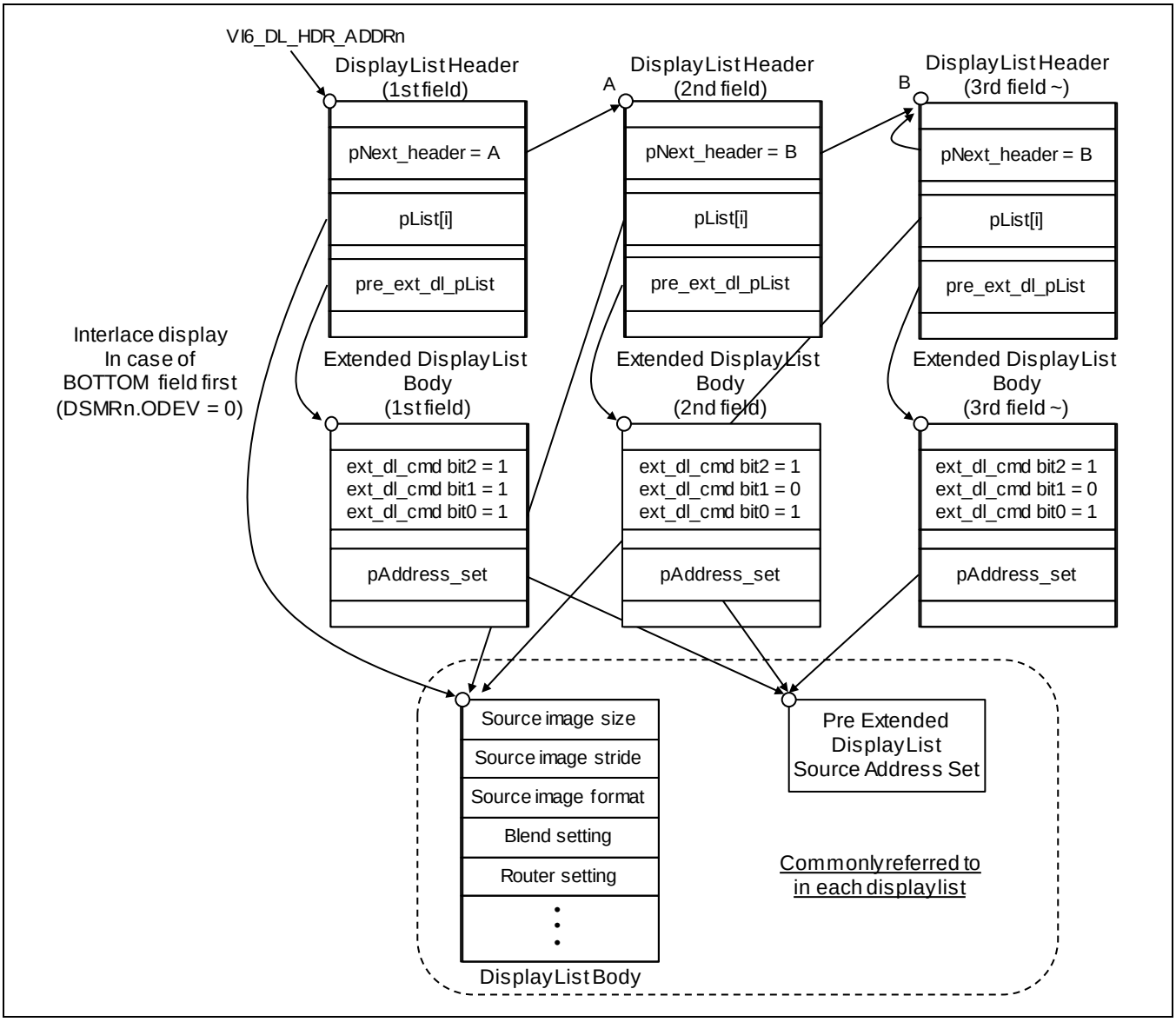


Figure 33.73 Correcting first two fields in case of BOTTOM field first

[5] Startup image before first image is output from VIN

VSP reads image data in buffer3 address specified in extended display list source address set until VIN completes writing first frame's image into buffer1. Therefore, prepare startup image in buffer3. This image is overwritten after VIN is activated.

[6] Procedure of activation

Activate VIN with continuous frame capture mode (VnFC.CC = 1). After that, activate VSPD and DU by procedure of Figure 33.64

[7] Restrictions

There are several restrictions as shown below.

[7-1] Restriction about combination of interlace and progressive for input/output

There are restriction about combination of interlace and progressive for input/output as shown in Table 33.56.

Table 33.56 Restriction about combination of interlace and progressive for input/output

Video IN	Display	Support
Progressive	Progressive	√
Progressive	Interlace	
Interlace	Progressive	
Interlace	Interlace	√

[7-2] Restriction about frame rate of input and output

Frame rate of VIN should be equal to or smaller than frame rate of display.

[7-3] Restriction about selecting VIN channel.

(a) For RZ/G2M V1.3, RZ/G2M V3.0, there are following restrictions about connection between VIN and VSPD.

VSPD0 can read only VIN0 output image when this function is used.

VSPD1 can read only VIN2 output image when this function is used.

VSPD2 can read only VIN4 output image when this function is used.

(b) For RZ/G2H, RZ/G2N and RZ/G2E, there is no restriction about selecting VIN channel.

33.3.6.4 Auto field function (AUTO-FLD)

VSPD and VSPDL have AUTO-FLD function. VSPD/VSPDL selects the field which should be read from TOP or BOTTOM automatically without S/W control. Outline of this function is shown in Figure 33.74. VSPD/VSPDL replaces source address registers with source address information stored in pre extended display list according to field information from DU.

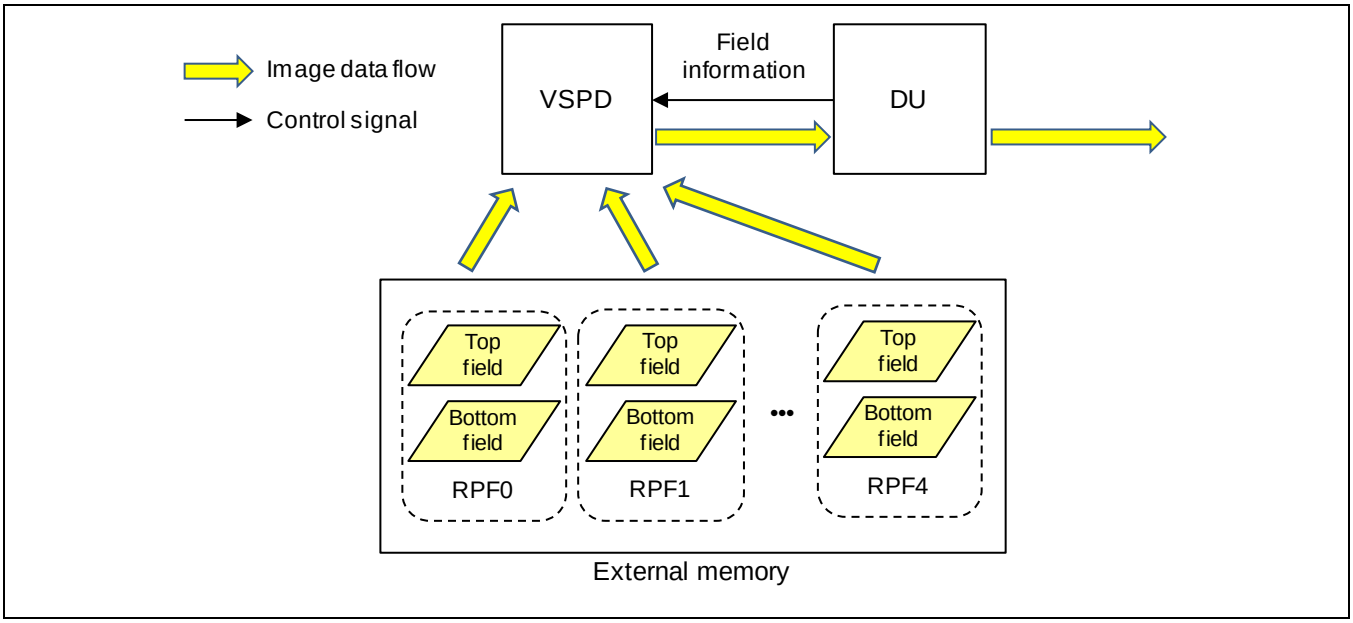


Figure 33.74 Outline of AUTO-FLD

Method to realize this function is shown below.

[1] Use Display List (Normal Display List Mode)

Take same setting with AUTO-DISP shown in 33.3.6.3.

[2] Use extended display list.

Take same setting with AUTO-DISP shown in 33.3.6.3.

[3] Contents of display list for AUTO-FLD

Structure of display list to realize AUTO-FLD function is shown in Figure 33.75. Contents of each display list is shown below.

— Display List Header: Table 33.57
— Display List Body: Prepare it in the same way with the case which AUTO-FLD is not used.
— Pre Extended Display List Body: Table 33.58
— Pre Extended Display List Source Address Set: Table 33.59

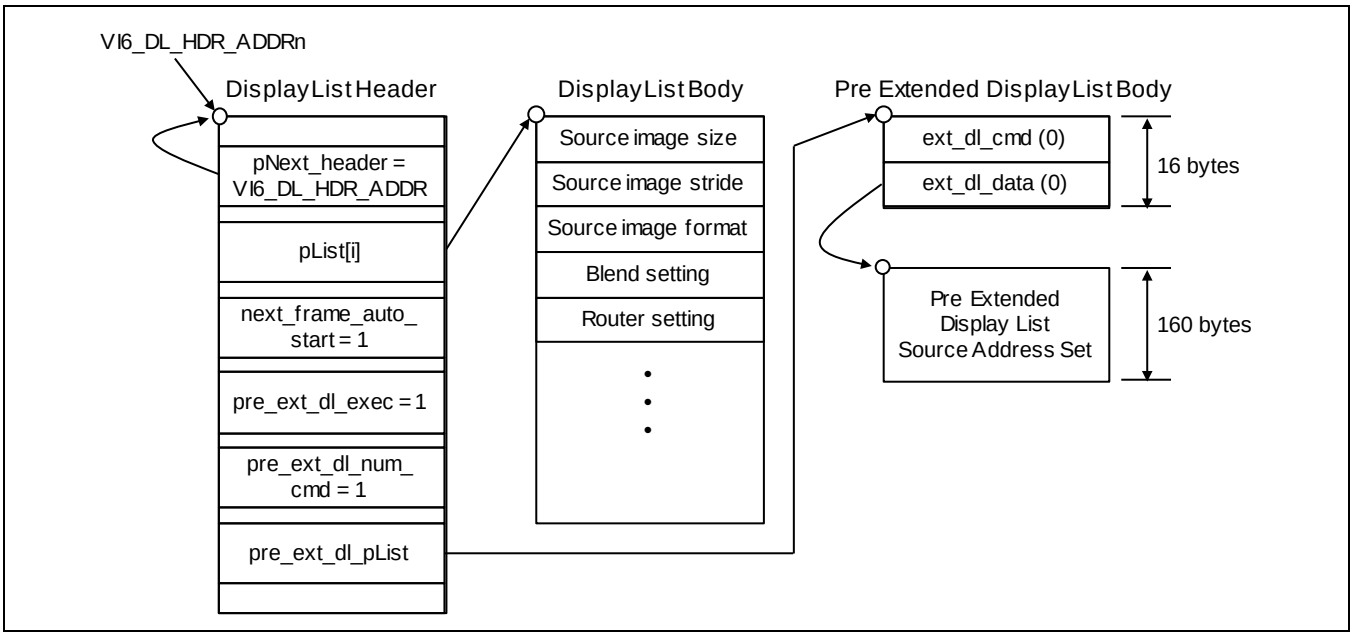


Figure 33.75 Structure of DisplayList of AUTO-FLD

Table 33.57 Display List Header for AUTO-FLD

Syntax	Value
num_list_minus1	Set these bits in the same way with the case which AUTO-FLD is not used.
num_bytes [i]	Set these bits in the same way with the case which AUTO-FLD is not used.
pList [i]	Set this bits in the same way with the case which AUTO-FLD is not used.
pNext_header	Set same address of VI6_DL_HDR_ADDRn for progressive display. See Figure 33.72 and Figure 33.73 for interlace display. Be sure to specify an address aligned with a 8-byte boundary (lower-order three bits are 0).
current_frame_int_enable	0
next_frame_auto_start	1
pre_ext_dl_exec	1
post_ext_dl_exec	0
pre_ext_dl_num_cmd	1
pre_ext_dl_pList	Set start address of extended display list body Be sure to specify an address aligned with a 16-byte boundary (lower-order four bits are 0).
post_ext_dl_num_cmd	0
post_ext_dl_pList	0

Table 33.58 Pre Extended Display List Body for AUTO-FLD

Bit String	bits	Symbol	value
ext_dl_cmd	63 to 40	—	0
	39 to 32	Opcode	3 (AUTO_FLD is selected)
	31 to 21	—	0
	20	RPF4 enable	0: Not replace RPF4 source address registers. 1: Replace RPF4 source address registers.
	19	RPF3 enable	0: Not replace RPF3 source address registers. 1: Replace RPF3 source address registers.
	18	RPF2 enable	0: Not replace RPF2 source address registers. 1: Replace RPF2 source address registers.
	17	RPF1 enable	0: Not replace RPF1 source address registers. 1: Replace RPF1 source address registers.
	16	RPF0 enable	0: Not replace RPF0 source address registers. 1: Replace RPF0 source address registers.
	15 to 2	—	0
	1	Correction	Set 0 for progressive display. See Figure 33.72 and Figure 33.73 for interlace display.
	0	Int	1
ext_dl_data	63 to 32	pAddres_set	Set start address of Source Address Set Be sure to specify an address aligned with a 16-byte boundary (lower-order four bits are 0).
	31 to 0	Reserved	0

Note: For RPFn enable in pre extended display list body shown in Table 33.58, don't enable RPF channels which are not connected to the LIF. Otherwise, operation of the WPF causes wrong on the other WPF in case of VSPDL.

Example. When RPF0, RPF1 and RPF2 are connected to WPF0/LIF0, and RPF3 and RPF4 are connected to WPF1/LIF1,
- Disable RPF3 and RPF4 (ext_dl_cmd [20:16] = 5'b00111) for WPF0 display list.
- Disable RPF0, RPF1 and RPF2 (ext_dl_cmd [20:16] = 5'b11000) for WPF1 display list.

Table 33.59 Pre Extended Display List Source Address Set for AUTO-FLD

Address	Contents
ext_dl_data [63:32] + 0	RPF0 TOP field address of Y/RGB
ext_dl_data [63:32] + 4	RPF0 BOTTOM field address of Y/RGB
ext_dl_data [63:32] + 8	RPF0 TOP field address of C0
ext_dl_data [63:32] + 12	RPF0 BOTTOM field address of C0
ext_dl_data [63:32] + 16	RPF0 TOP field address of C1
ext_dl_data [63:32] + 20	RPF0 BOTTOM field address of C1
ext_dl_data [63:32] + 24	0
ext_dl_data [63:32] + 28	0
ext_dl_data [63:32] + 32	RPF1 TOP field address of Y/RGB
ext_dl_data [63:32] + 36	RPF1 BOTTOM field address of Y/RGB
ext_dl_data [63:32] + 40	RPF1 TOP field address of C0
ext_dl_data [63:32] + 44	RPF1 BOTTOM field address of C0
ext_dl_data [63:32] + 48	RPF1 TOP field address of C1
ext_dl_data [63:32] + 52	RPF1 BOTTOM field address of C1
ext_dl_data [63:32] + 56	0
ext_dl_data [63:32] + 60	0
ext_dl_data [63:32] + 64	RPF2 TOP field address of Y/RGB
ext_dl_data [63:32] + 68	RPF2 BOTTOM field address of Y/RGB
ext_dl_data [63:32] + 72	RPF2 TOP field address of C0
ext_dl_data [63:32] + 76	RPF2 BOTTOM field address of C0
ext_dl_data [63:32] + 80	RPF2 TOP field address of C1
ext_dl_data [63:32] + 84	RPF2 BOTTOM field address of C1
ext_dl_data [63:32] + 88	0
ext_dl_data [63:32] + 92	0
ext_dl_data [63:32] + 96	RPF3 TOP field address of Y/RGB
ext_dl_data [63:32] + 100	RPF3 BOTTOM field address of Y/RGB
ext_dl_data [63:32] + 104	RPF3 TOP field address of C0
ext_dl_data [63:32] + 108	RPF3 BOTTOM field address of C0
ext_dl_data [63:32] + 112	RPF3 TOP field address of C1
ext_dl_data [63:32] + 116	RPF3 BOTTOM field address of C1
ext_dl_data [63:32] + 120	0
ext_dl_data [63:32] + 124	0
ext_dl_data [63:32] + 128	RPF4 TOP field address of Y/RGB
ext_dl_data [63:32] + 132	RPF4 BOTTOM field address of Y/RGB
ext_dl_data [63:32] + 136	RPF4 TOP field address of C0
ext_dl_data [63:32] + 140	RPF4 BOTTOM field address of C0
ext_dl_data [63:32] + 144	RPF4 TOP field address of C1
ext_dl_data [63:32] + 148	RPF4 BOTTOM field address of C1
ext_dl_data [63:32] + 152	0
ext_dl_data [63:32] + 156	0

How VSPD/VSPDL replaces source address registers is described as below. VSP reads extended display list body specified in Table 33.58 and source address set specified in Table 33.59 during the term of “Ext-DL” specified in Figure 33.71. And VSPD/VSPDL replaces source address registers by step 1 to step 5 as below.

1. VSP reads extended display list body from external memory.
2. VSP gets field information from DU.
3. VSP reads address information of RPFs which ext_dl_cmd [20:16] indicates from source address set.
4. VSP selects source address from TOP address or BOTTOM address in source address set according to ext_dl_cmd [2:0]
5. VSP overwrites source address registers for the RPF specified in ext_dl_cmd [20:16] at source address read from external memory.

Note: Alpha address registers for the RPF are overwritten by 0 value for the RPF specified in ext_dl_cmd [20:16].

[4] Interlace

[4-1] Status of VSP

- VI6_STATUS.FLDSTn in section 33.2.4.11 indicates field information of last displayed frame.

[4-2] The number of Display List Header and Pre Extended Display List body

Field signal from DU is not stable in first two fields. Therefore, to display first two fields by appropriate field (TOP or BOTTOM), set bit1 in ext_dl_cmd as shown in Figure 33.72 for TOP field first and Figure 33.73 for BOTTOM field first. Three display list headers and three pre extended display list bodies are needed to adjust first two fields for interlace display.

Note: For AUTO_FLD, set 0 to ext_dl_cmd bit2 regardless of that first field is TOP or BOTTOM.

[5] Procedure of activation

Activate VSPD and DU by procedure of Figure 33.64

[6] Restrictions

There is no restriction about AUTO-FLD.

33.3.7 Image partition for VSPI processing

33.3.7.1 Necessity of image partition

Because SRU, UDS and WPF/Rotation (VI6_WPF0_OUTFMT.ROT > 1) need to satisfy horizontal size restriction as shown in Table 33.60. Several executions of VSPI by partitioning one frame's image is needed to realize larger size in horizontal direction. In the chapter, the method is called as image partition. This section shows how to realize image partition for VSPI.

When either restriction shown in Table 33.60 applies, image partition method is needed.

Table 33.60 Condition of necessity to take image partition

Location of restriction	Max horizontal size	Condition of necessity to take the restriction.
Input to UDS after clipping horizontal size by VI6_UDS_HSZCLIP register	304 pixels	UDS is used by up-scaling in horizontal direction.
Output from UDS after clipping horizontal size by VI6_UDS_CLIP_SIZE	304 pixels	UDS is used by down-scaling or no scaling in horizontal direction.
Input to SRU	288 pixels	SRU is used.
Input to WPF after clipping horizontal size by VI6_WPF0_HSZCLIP	256 pixels	WPF/rotation (VI6_WPF0_OUTFMT.ROT > 1) is used.

To realize image partition, see five items below.

(1) Auto execution of VSPI by using automatic start of next frame processing (next_frame_auto_start) of DisplayList is recommended. See section 33.3.7.2 for more detail.

(2) Start reservation is available to reduce overhead of interrupt response. See section 33.3.7.3 to use start reservation.

(3) Discontinuous line is generated by VSPI end processing at partition boundary. So, reading overlapped pixels with neighbor partition and clipping discontinuous line at partition boundary is needed. Figure 33.76 shows example of overlap pixel and clipping in case of 3 partition. See section 33.3.7.4 for more detail.

(4) The number of taps for each function's filter in horizontal direction is shown in section 33.3.7.5 for user to realize how many overlapped pixels to be read and how many pixels to be clipped.

(5) Horizontal size clipping registers are explained in section 33.3.7.6.

(6) How to set HGO and HGT registers related to image partition is shown in section 33.3.7.7.

(7) There are some restrictions when VSPI image partition is used. See section 33.3.7.8.

src_d0: input partition position 0
src_d1: input partition position 1

P0 horizontal input size = $src\_h_0 + m_0$
P1 horizontal input size = $src\_h_1 + m_1 + m_2$
P2 horizontal input size = $src\_h_2 + m_3$

$src\_h_0 = src\_d_0 + 1$
$src\_h_1 = src\_d_1 - src\_d_0$
$src\_h_2 = src\_h - src\_d_1 - 1$

Gray hatching is discontinuous region.

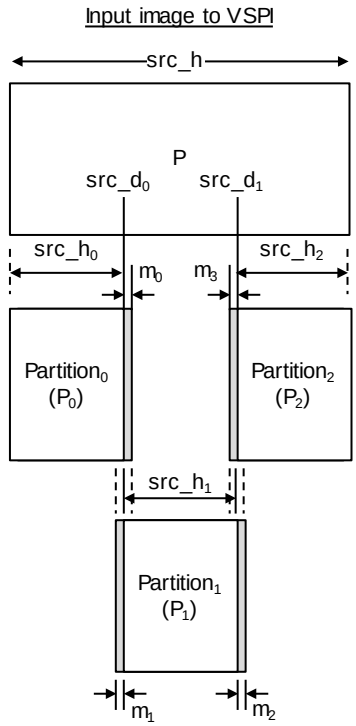


Figure 33.76 Example of overlap pixel and clipping in case of 3 partitions

33.3.7.2 Auto execution by using display list

Because partitioning one frame image into several partitioned images, several activations of VSPI for one frame processing are needed. So, using display list and auto execution by next frame auto start is recommended. Detail way is shown below.

(1) Store all partitions' display list in SDRAM as shown in Figure 33.77.

(2) In order to get better performance, don't set registers which are not updated per partition in display body from 2nd partition to last partition as shown in Figure 33.77. Registers which need to be updated per partition is listed in Table 33.61.

(3) Set 1 to next_frame_auto_start in display list header from 1st partition to 2nd partition from the last. Then S/W has to activate VSPI only once for 1st partition.

(4) Set 1 to current_frame_int_enable in display list header for only last partition. Set H'0000_0002 to VI6_WPF0_IRQ_ENB to enable Display List Frame End (DFE) interrupt and to disable Frame End (FRE) interrupt. Then DFE interrupt occurs after all partitions' processing is finished by VSPI-H/W.

(5) Set below to VI6_DL_CTRL

- VI6_DL_CTRL.DLE0 = 1 (Use display list)
- VI6_DL_CTRL.NH0 = 0 (Use Header Mode)
- VI6_DL_CTRL.RLM0 = 1 (Registers with two planes are not downloaded into H/W side at partition boundary)

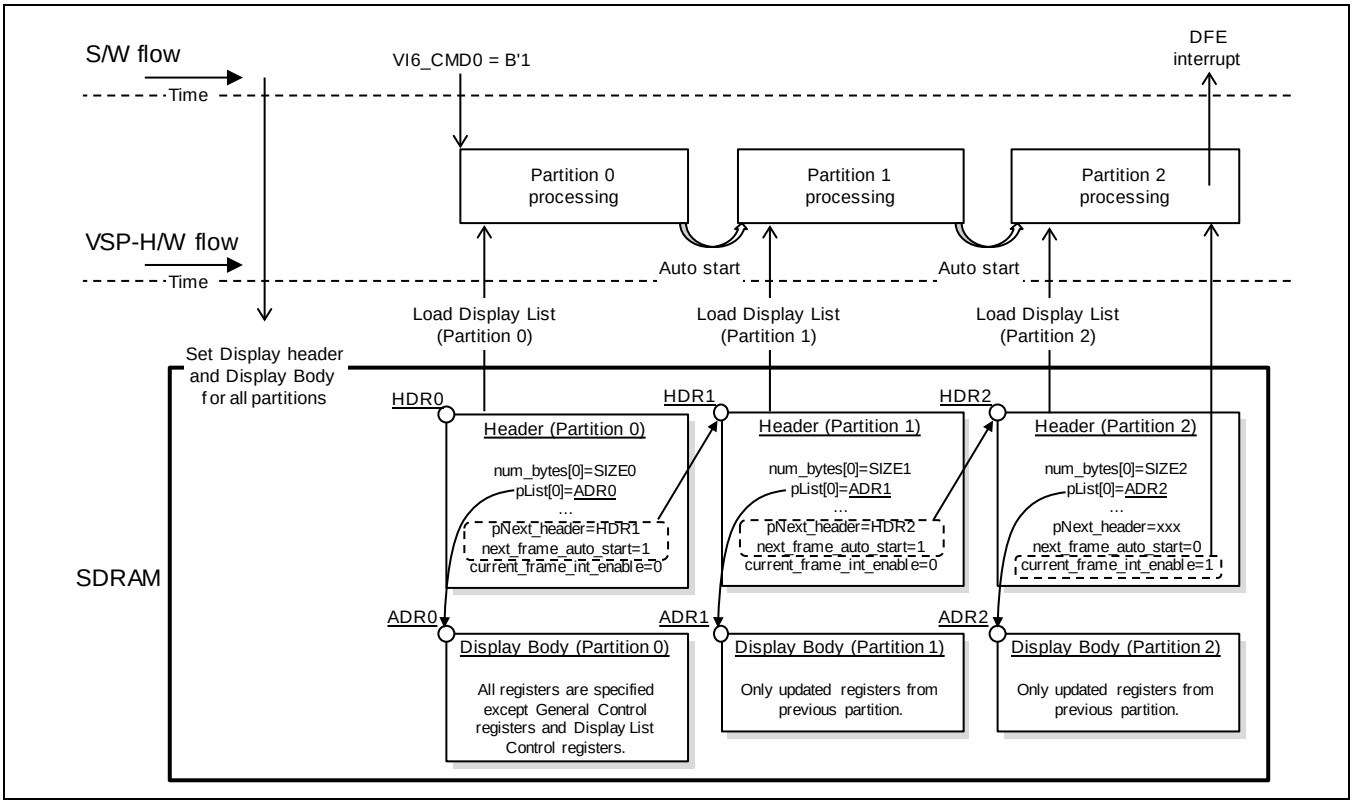


Figure 33.77 Flow of image partition process (Example of 3 partitions case)

Table 33.61 Registers which need to be updated per partition

1	VI6_RPF0_SRC_BSIZE
2	VI6_RPF0_SRC_ESIZE
3	VI6_RPF0_SRCM_ADDR_Y
4	VI6_RPF0_SRCM_ADDR_C0
5	VI6_RPF0_SRCM_ADDR_C1
6	VI6_RPF0_SRCM_ADDR_AI
7	VI6_WPF0_HSZCLIP
8	VI6_WPF0_DSTM_ADDR_Y
9	VI6_WPF0_DSTM_ADDR_C0
10	VI6_WPF0_DSTM_ADDR_C1
11	VI6_UDS_HPHASE
12	VI6_UDS_HSZCLIP
13	VI6_UDS_CLIP_SIZE
14	VI6_HGO_MODE
15	VI6_HGO_OFFSET
16	VI6_HGO_SIZE
17	VI6_HGO_REGRST
18	VI6_HGT_MODE
19	VI6_HGT_OFFSET
20	VI6_HGT_SIZE
21	VI6_HGT_REGRST
22	VI6_DPR_HGO_SMPPT
23	VI6_DPR_HGT_SMPPT

33.3.7.3 Start Reservation for VSPI

This section shows sequence of software when start reservation is used. Software can reserve starting VSPI before VSPI processing of one frame is completed. Start reservation can remove interrupt response time and software overhead by reserving execution of VSPI before completion of previous frame.

(a) below shows software sequence of start reservation.

(b) below shows software sequence to manage the number of interrupt generation.

Note: Follow section 33.3.7.2 about the setting of display list and VI6_WPF0_IRQ_ENB.

(a) Software sequence of start reservation

[1] ~ [9] shown in Figure 33.78 and Figure 33.79 shows S/W flow to set registers for start reservation of VSPI

[1] Wait until 0 is read from VI6_CMD0.STRCMD to confirm that starting WPF0 is not reserved.

[2] Wait until 0 is read from VI6_STATUS.SYS0_ACT to confirm WPF0 is IDLE.

[3] Set registers with two planes for frame 0 (1st frame) except DLH (Display List Header) address. Vi6_DL_HDR_ADDR0, VI6_HGO_WBUFS and VI6_HGT_WBUFS has two planes.

[4] Set header address of display list for frame 0 to VI6_DL_HDR_ADDR0. Then VI6_CMD0.UPDHDR is asserted automatically by VSP2 to indicate downloading registers with two planes is reserved.

[5] Activate WPF0 for frame 0 (1st frame) by writing H'0000_0001 to VI6_CMD0.
If next frame's execution of VSPI is needed, go to step [6].

[6] Wait until start reservation is accepted and registers with two planes are downloaded into H/W side. If 0 is read from VI6_CMD0, it means that starting WPF0 is accepted and register with two planes are downloaded into internal registers H/W side refers.

[7] Set registers with two planes for next frame (fr{m}) except DLH (Display List Header) address.

[8] Set header address of display list for next frame (fr{m}) to VI6_DL_HDR_ADDR0. Then VI6_CMD0.UPDHDR is asserted automatically by VSP2 to indicate downloading registers with two planes is reserved.

[9] Reserve activating WPF0 for next frame (fr{m}) by writing H'0000_0001 to VI6_CMD0.
If next frame's execution of VSPI is needed, go to step [6].

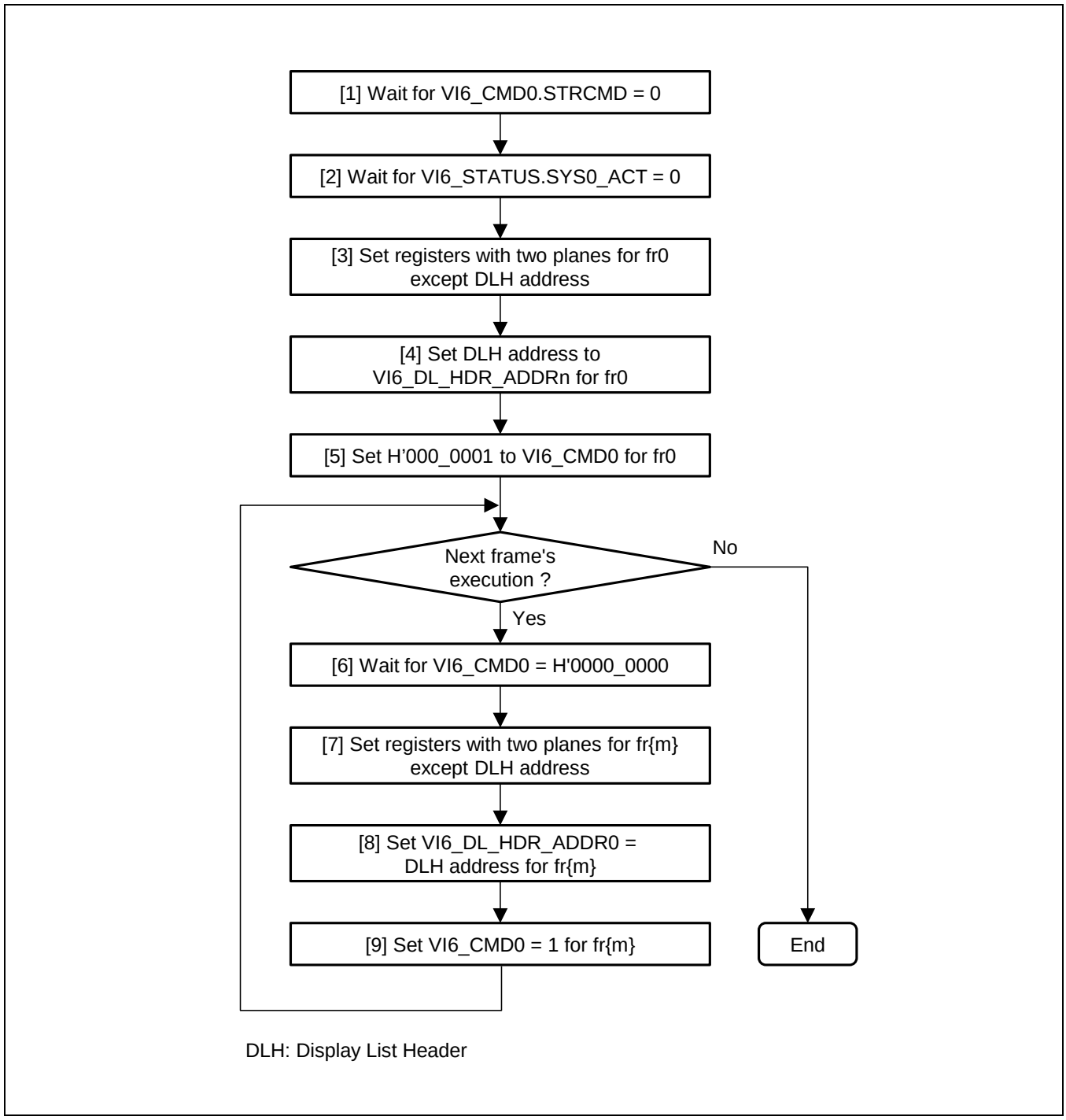


Figure 33.78 Flow chart of setting registers by S/W in case of VSPI start reservation

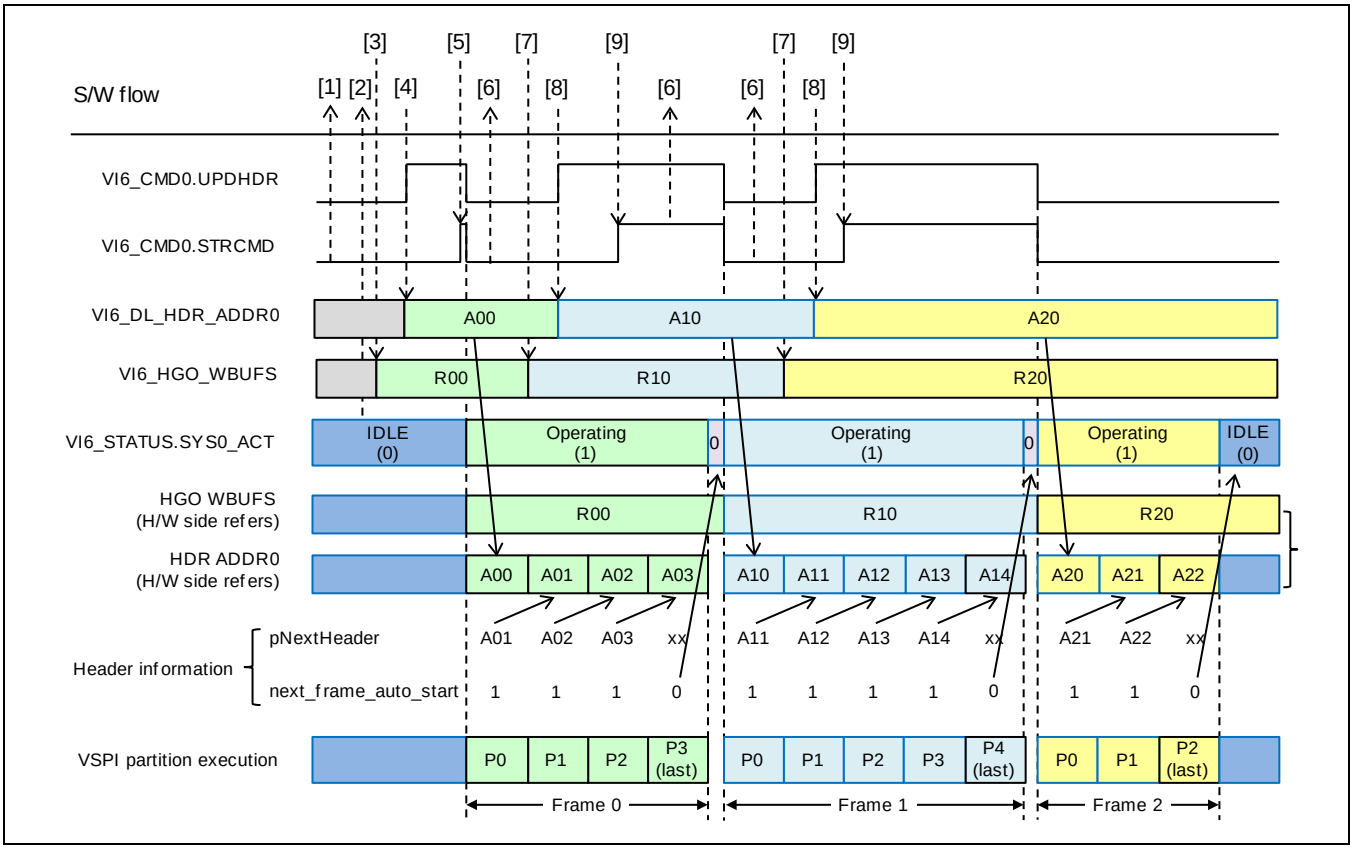


Figure 33.79 Timing of setting registers by S/W in case of VSPI start reservation

(b) Software sequence to manage the number of interrupt generation.

The way of using interrupt is shown below.

[1] Set 1 to the VI6_WPF0_IRQ_ENB.DFEE to use frame end interrupt (VI6_WPF0_IRQ_STA.DFE)

[2] Write 0 to VI6_WPF0_IRQ_STA.DFE to clear status after interrupt processing as shown in **Figure 33.80**.

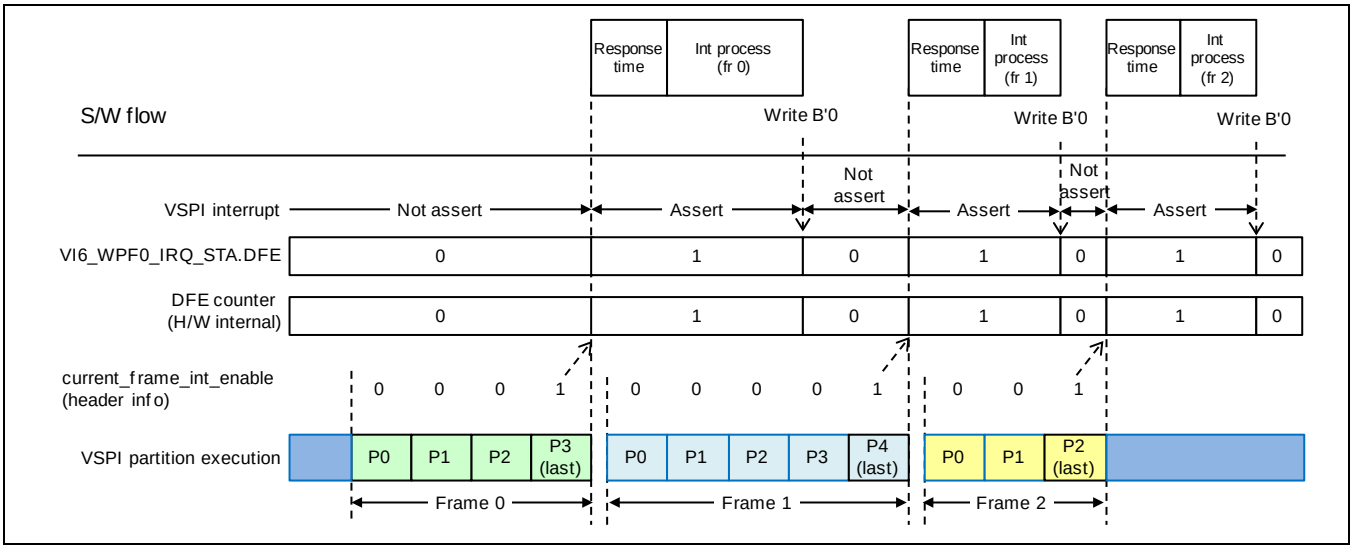


Figure 33.80 Timing of interrupt processing by S/W in case of VSPI start reservation (Case1)

Be careful following points as shown in Figure 33.81.

[1] Set 0 to VI6_WPF0_IRQ_STA.DFE for the number of interrupt generation to clear VI6_WPF0_IRQ_STA.DFE.

[2] The VSPI H/W can count at most two of interrupt generation. If three times of interrupts occur before clearing the interrupt factor, interrupt counter overflows. Therefore, wait to reserve starting VSPI of frame {n+2} until interrupt factor of the frame {n} is cleared.

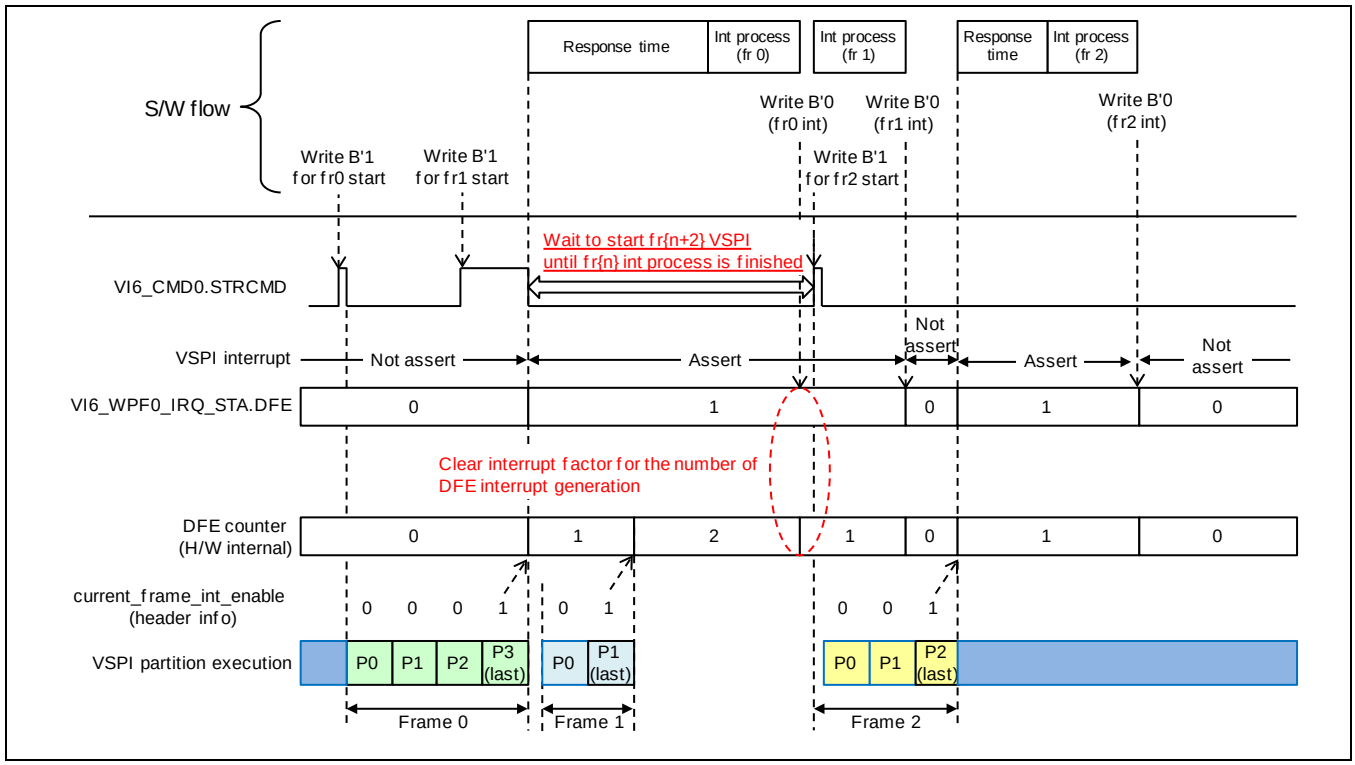


Figure 33.81 Timing of interrupt processing by S/W in case of VSPI start reservation (Case2)

33.3.7.4 Reading overlapped pixels and clipping discontinuous line

The VSPI processes partition boundary as end processing, and discontinuous line is generated at partition boundary. Figure 33.82 shows why reading overlapped pixels and clipping discontinuous line are needed. As example that 3 tap filter is used inside VSPI, right neighbor pixel and left neighbor pixel are referred to generate output pixel. (a), (b) and (c) pixels are referred to generate (b') in left partition. But if the VSPI doesn't read (c), right end pixel (b) is copied inside VSPI. And (b) is referred instead of (c) to generate (b'). And (b') is recognized as discontinuous line. So reading overlapped pixels and clipping discontinuous line are needed.

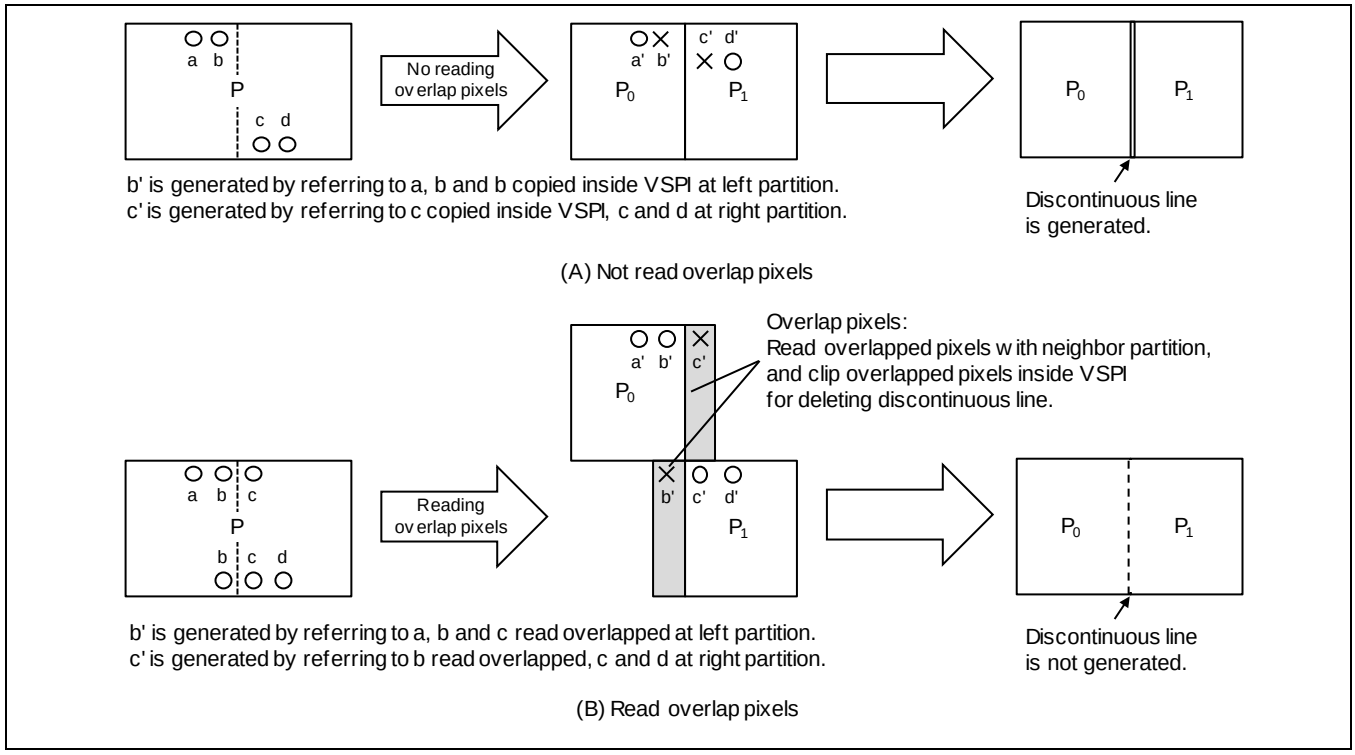


Figure 33.82 Discontinuous line at partition boundary (The example is 3 tap filter)

33.3.7.5 The number of taps for each function's filter in horizontal direction

SRU, SHP, UDS and RPF have filter function which refer to not only current position's pixel but also several neighbor pixels to generate current position's output pixel. The number of taps for each function's filter are shown in this section to realize how many overlapped pixels to be read and how many pixels to be clipped.

(1) RPF (YCbCr42x -> YCbCr444 up sampling for Chroma)

Treatment of Cb and Cr is same as up sampling method. So C is used as Cb or Cr in the explanation.

(1-1) In case of VI6_RPF0_INFMT.CIPM = 0 for YCbCr42x input format

- Duplicate C component twice in horizontal direction.
- Horizontal size setting is restricted as 2-pixels units as shown in Table 33.65

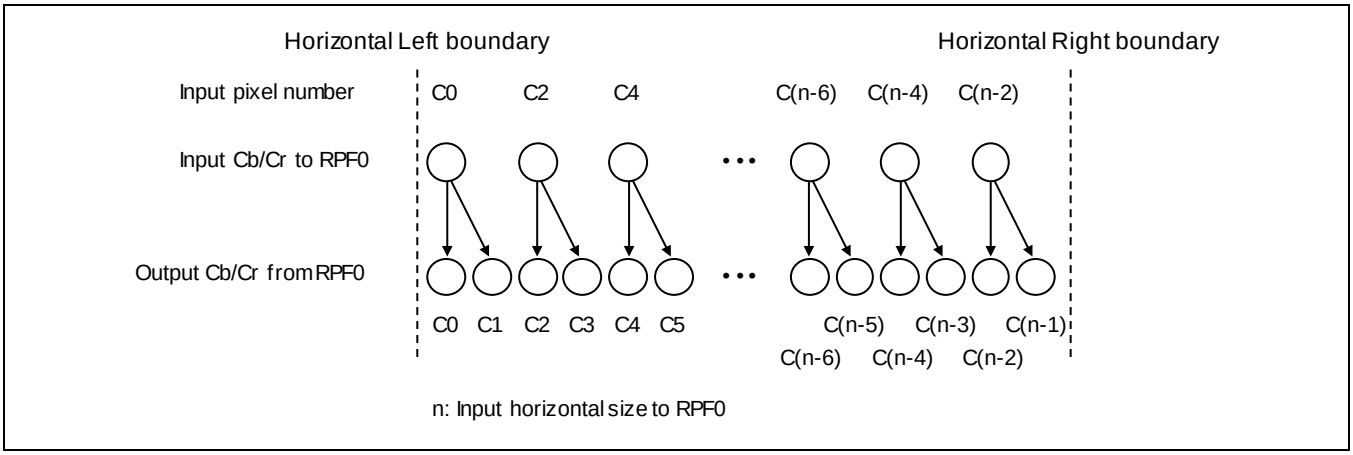


Figure 33.83 Chroma (Cb, Cr) interpolation way in RPF0 (VI6_RPF0_INFMT.CIPM = 0)

(1-2) In case of VI6_RPF0_INFMT.CIPM = 1 for YCbCr42x input format

- Even (0, 2, 4 …) output pixel of C is generated as copy of input pixel.
- Odd (1, 3, 5 …) output pixel of C is generated as 2 taps filter.
- Output pixel at right boundary is influenced by copied pixel C (n-2) of input pixel as shown in Figure 33.84. So it needs to clip C (n-1) output pixel for deleting discontinuous line when horizontal partition's right boundary is not frame boundary.
- Horizontal size setting is restricted as 2-pixels units as shown in Table 33.65.

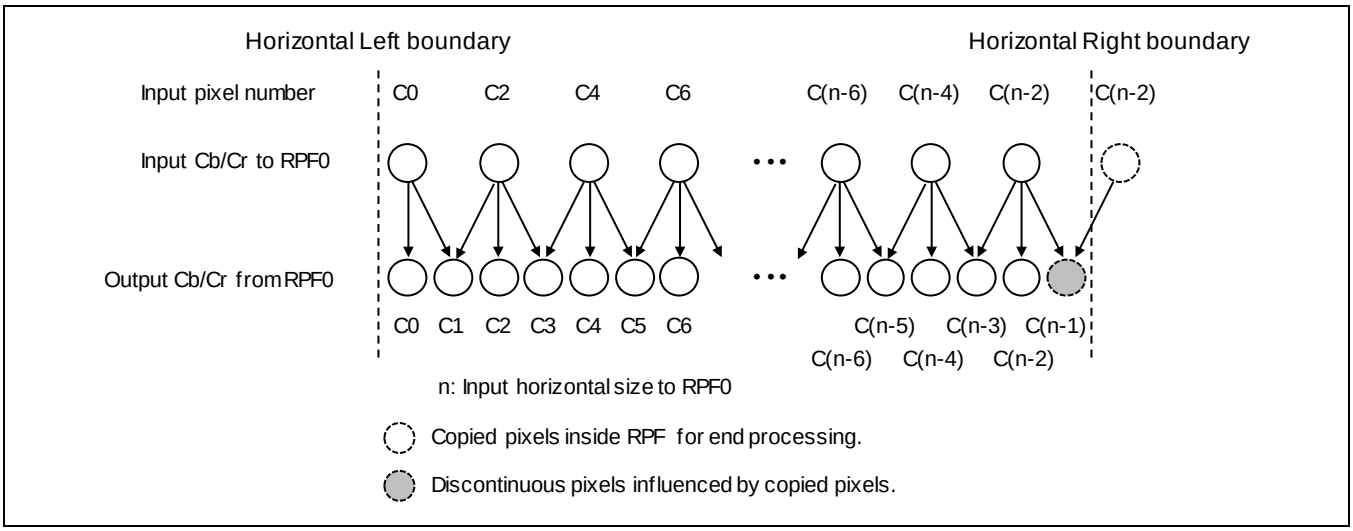


Figure 33.84 Chroma (Cb, Cr) interpolation way in RPF0 (VI6_RPF0_INFMT.CIPM = 1)

(2) SHP

- 9 taps filter
- From n-4 to n-1 output pixels are influenced by copied pixel of n-1 input pixel as shown in Figure 33.85. So it needs to clip from n-4 to n-1 output pixel for deleting discontinuous line when horizontal partition's right boundary is not frame boundary.
- From 0 to 3 output pixels are influenced by copied pixel of 0 input pixel as shown in Figure 33.85. So it needs to clip from 0 to 3 output pixels for deleting discontinuous line when horizontal partition's left boundary is not frame boundary.

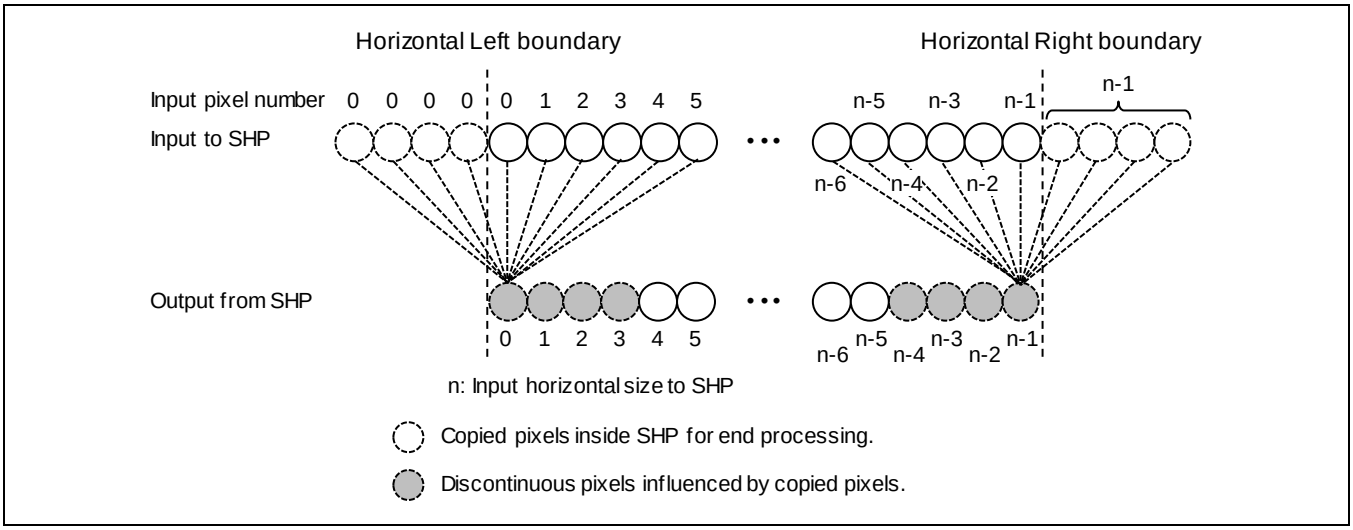


Figure 33.85 The way of applying tap in SHP filter

(3) SRU

SRU filter processing is composed of pre filter and post filter as shown in Figure 33.86.

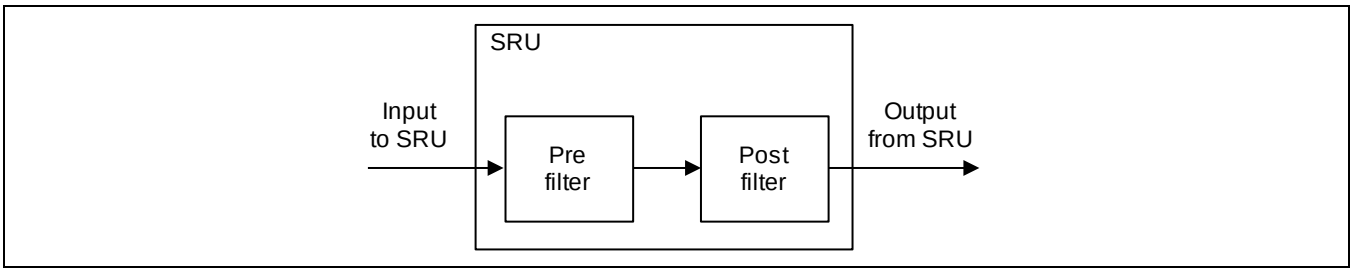


Figure 33.86 Structure of SRU filter processing

(3-1) In case of super resolution without scaling (VI6_SRU_CTRL0.SRU_MODE= B'000)

- Pre filter is 3 taps filter and go through post filter
- N-1 output pixel is influenced by copied pixel of n-1 input pixel as shown in Figure 33.87. So it needs to clip from n-1 output pixel for deleting discontinuous line when horizontal partition's right boundary is not frame boundary.
- 0 output pixel is influenced by copied pixel of 0 input pixel as shown in Figure 33.87. So it needs to clip 0 output pixel for deleting discontinuous line when horizontal partition's left boundary is not frame boundary.

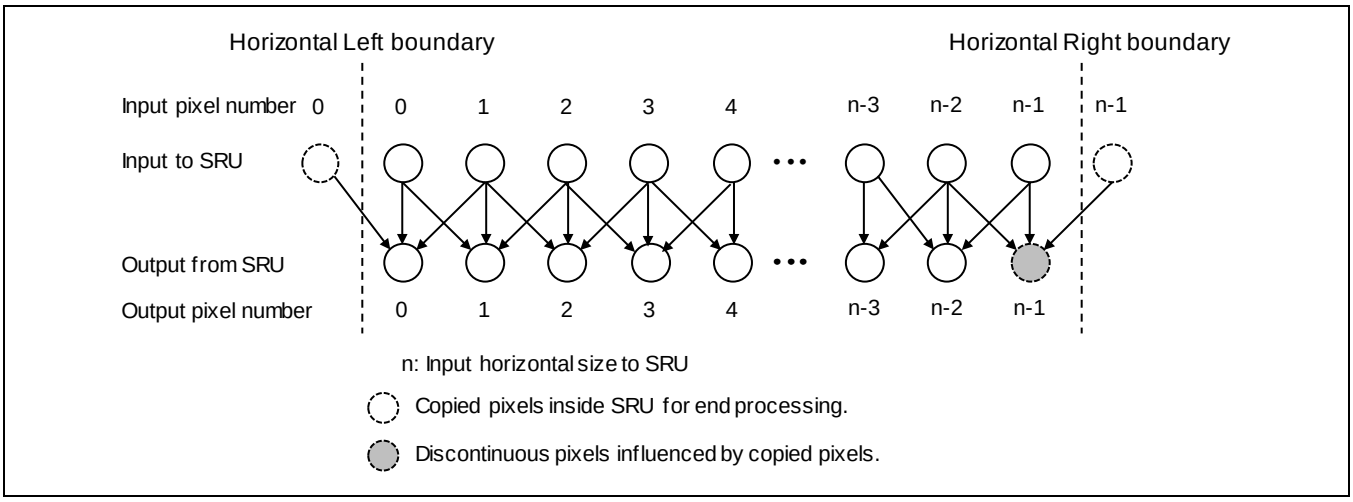


Figure 33.87 The way of applying tap in SRU filter (VI6_SRU_CTRL0.SRU_MODE = B'000)

(3-2) In case of super resolution with double scale-up (VI6_SRU_CTRL0.SRU_MODE = B'100)

- Pre filter is 3 taps filter and post filter is 2 taps filter.
- Even (0, 2, 4 …) output pixel is generated by 3 pixels (3 taps).
- Odd (1, 3, 5 …) output pixel is generated by 4 pixels (4 taps).
- From m-3 to m-1 output pixels are influenced by copied pixel of n-1 input pixel as shown in Figure 33.88. So it needs to clip from m-3 to m-1 output pixels for deleting discontinuous line when horizontal partition's right boundary is not frame boundary.
- From 0 to 1 output pixels are influenced by copied pixel of 0 input pixel as shown in Figure 33.88. So it needs to clip from 0 to 1 output pixels for deleting discontinuous line when horizontal partition's left boundary is not frame boundary.

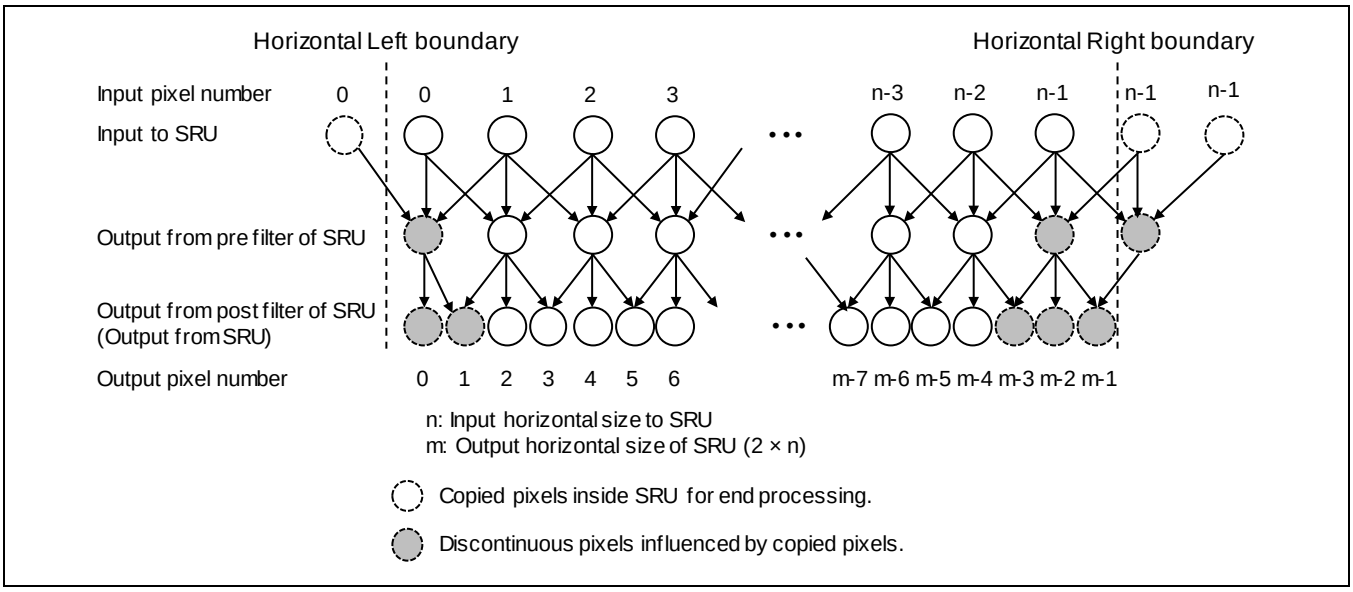


Figure 33.88 The way of applying tap in SRU filter (VI6_SRU_CTRL0.SRU_MODE = B'100)

(4) UDS

This section shows the way to calculate necessary input pixels of UDS (from src_pos0 position to src_pos1 position shown in Figure 33.89), discontinuous pixels generated by UDS (left position of discontinuous pixels is dst_pos0_pb as shown in Figure 33.89), necessary setting of horizontal start phase (hstp) and necessary setting of horizontal end phase (hedp) for UDS in order to generate valid output pixels from dst_pos0 position to dst_pos1 position as shown in Figure 33.89. Each parameter's definition is shown in (a) and (b) below. The way to calculate each parameter is shown in (c) below.

(a) Input parameters decided by user

- dst_pos0: Left position of desired valid pixels output from UDS.
- dst_pos1: Right position of desired valid pixels output from UDS.

(b) Parameters calculated in this section

- dst_pos0_pb: Left position of discontinuous pixels output from UDS.
- src_pos0: Left position of input pixels to UDS to generate valid pixels from dst_pos0 position.
- src_pos1: Right position of input pixels to UDS to generate valid pixels to dst_pos1 position.
- hstp: Horizontal start phase corresponding to dst_pos0_pb position.
- hedp: Horizontal end phase.

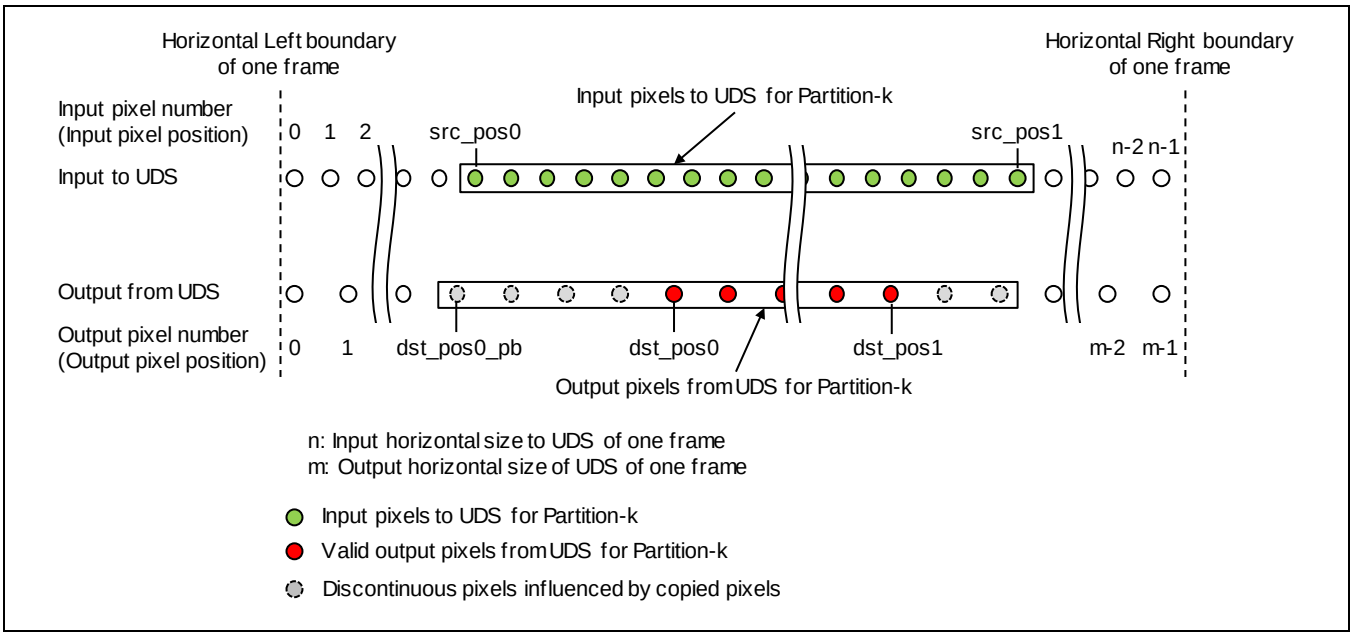


Figure 33.89 Relation between valid output pixels' position and necessary input pixels' position of UDS

(c) The way to calculate each parameter.

<procedure1> Calculate temporary src_pos0 position

For 1st partition (left end partition of source image)

src_pos0 (temporal) = 0

For from 2nd partition to last partition (except left end partition of source image)

src_pos0 (temporal) = (rdown ((dst_pos0 x alpha - phase_edge x m_h') / (4096 x m_h')) – sub_src) x m_h'

m_h is the value of VI6_UDS_SCALE.HMANT, and f_h is the value of VI6_UDS_SCALE.HFRAC. m_h' is defined in Table 33.31. phase_edge is defined in Table 33.62. rdown is defined in section 33.4.7. sub_src is 1 in case of m_h' = 1, sub_src is 2 in case of m_h' = 2 or 4. alpha can be expressed as below.

alpha = 4096 x m_h + f_h

Table 33.62 Value of phase_edge referenced in above calculation

VI6_UDS_SCALE.HMANT	VI6_UDS_CTRL.AMD	phase_edge
0	0	0
	1	rdown ((4096-VI6_UDS_SCALE.HFRAC)/2)
1 to 15	0 to 1	0

<procedure2> Calculate temporary dst_pos0_pb position

For 1st partition (left end partition of source image)

dst_pos0_pb (temporal) = 0

For from 2nd partition to last partition (except left end partition of source image)

dst_pos0_pb (temporal) = rdown ((src_pos0 (temporal) x 4096 + phase_edge x m_h') / alpha)

<procedure3> Decide dst_pos0_pb position from temporal dst_pos0_pb

There is a restriction about the left position which UDS outputs including discontinuous pixels. So it's necessary to shift the position of dst_pos0_pb (temporal) to the left so that the restrictions may be satisfied. dst_pos0_pb can be expressed as below.

dst_pos0_pb = dst_pos0_pb (temporal) - dst_pos0_pb_shift

Here, dst_pos0_pb_shift means the number of pixels by which dst_pos0_pb (temporal) is shifted to the left. Decide dst_pos0_pb_shift as satisfying restriction of [(dst_pos0_pb x alpha) should be multiple of m_h']. The restriction can be expressed as below in other word.

There is no restriction in case of m_h' = 1

- (dst_pos0_pb x alpha) must be multiple of 2 in case of m_h' = 2
- (dst_pos0_pb x alpha) must be multiple of 4 in case of m_h' = 4

Because clip register of UDS output (VI6_UDS_CLIP_SIZE) doesn't have clip offset setting, set the number of pixels of sum of valid output pixels and left discontinuous pixels to VI6_UDS_CLIP_SIZE.CL_HSIZE as shown in Figure 33.90. The number of sum of valid output pixels and left discontinuous pixels is (dst_pos1 - dst_pos0_pb + 1) in the case. Left discontinuous pixels output from UDS should be clipped by offset register of WPF input clip (VI6_WPF0_HSZCLIP.HCL_OFST) as shown in Figure 33.90. The number of left discontinuous pixels is (dst_pos0 - dst_pos0_pb) in the case. When modules which output discontinuous pixels such as SRU and/or SHP are connected after UDS as shown in Figure 33.91, discontinuous pixels are generated by also those modules. Add the number of pixels to the offset setting in the case.

The number of valid pixels from UDS should be set in size setting of WPF input clip register (VI6_WPF0_HSZCLIP.HCL_SIZE) as shown in Figure 33.90. The number of valid pixels is (dst_pos1 - dst_pos0 + 1) in the case. When modules which output discontinuous pixels such as SRU and/or SHP is connected after UDS as shown in Figure 33.91, subtract the number of the discontinuous pixels from the size setting.

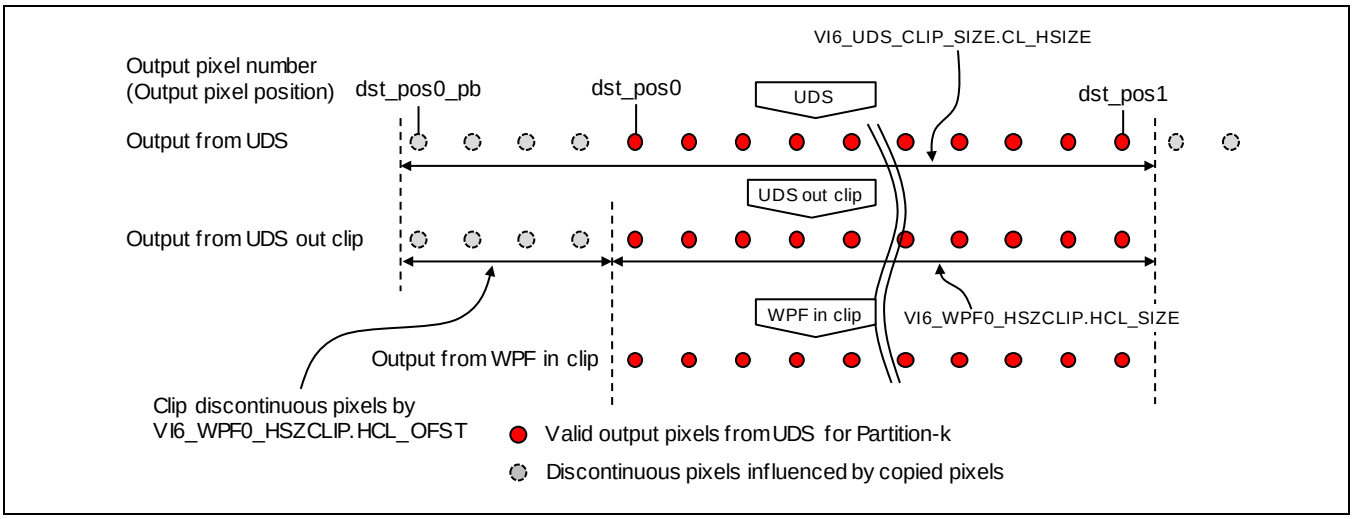


Figure 33.90 UDS output pixels and clip register's setting (Case 1)

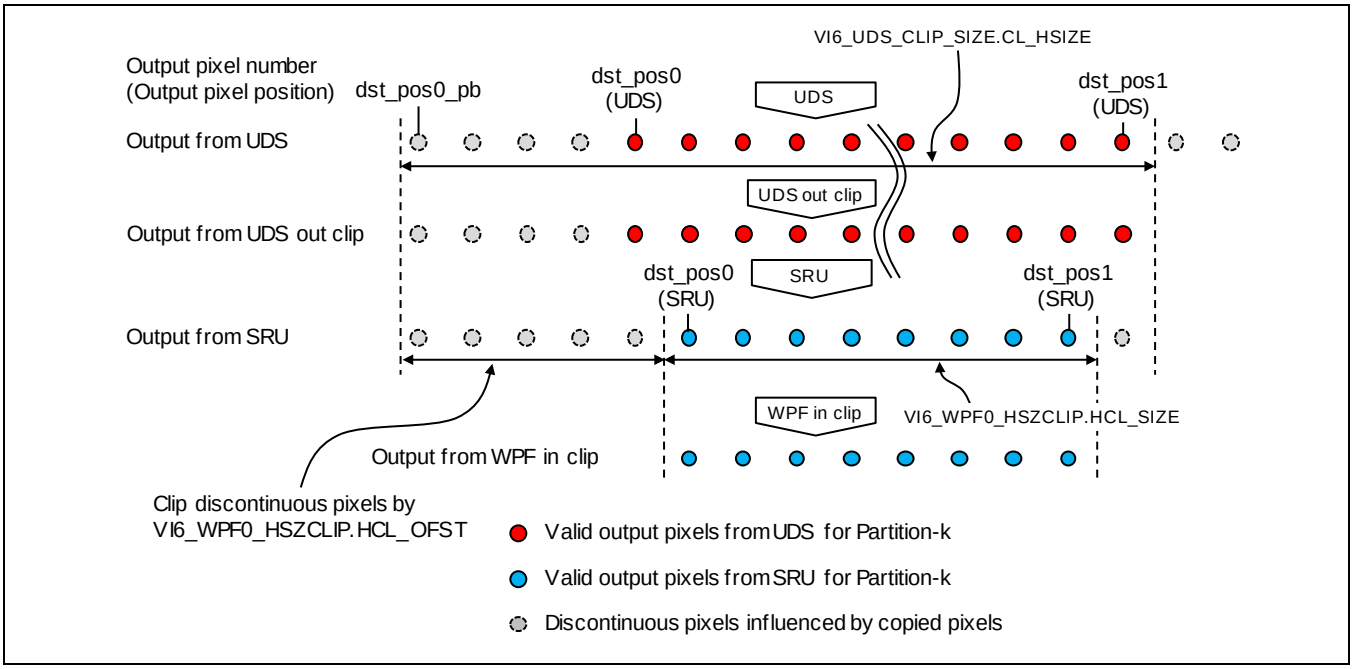


Figure 33.91 UDS output pixels and clip register's setting (Case 2)

<procedure4> Calculate src_pos0 position from dst_pos0_pb

For 1st partition (left end partition of source image)

src_pos0 = 0

For from 2nd partition to last partition (except left end partition of source image)

src_pos0 = rdown ((dst_pos0_pb x alpha - phase_edge x m_h') / (4096 x m_h') + add_src} x m_h'

add_src is 0 in case that phase_residual expressed below is 0, add_src is 1 in case that phase_residual expressed below is not 0. phase_residual can be expressed as below.

phase_residual = rdown ((alpha x dst_pos0_pb – phase_edge x m_h') % (4096 x m_h'))

<procedure5> Calculate src_pos1 position from dst_pos1

For from 1st partition to 2nd last partition (except right end partition of source image)

src_pos1 = (rdown ((dst_pos1 x alpha - phase_edge x m_h') / (4096 x m_h')) + 2) x m_h' + rdown (m_h'/2)

For last partition (right end partition of source image)

src_pos1 = n - 1

n is horizontal input size of UDS of one frame as shown in Figure 33.89

<procedure6> Calculate hstp

For 1st partition (left end partition of source image)

hstp = phase_edge

For from 2nd partition to last partition (except left end partition of source image)

hstp = 4096 – rdown (phase_residual/ m_h') in case that phase_residual is not 0

hstp = 0 in case that phase_residual is 0

Set the value of hstp to VI6_UDS_HPHASE.HSTP. To enable VI6_UDS_HPHASE, set 1 to VI6_UDS_CTRL.AMDSLH.

<procedure7> Calculate hedp

For from 1st partition to 2nd last partition (except right end partition of source image)

hedp = 0

For last partition (right end partition of source image)

hedp = phase_edge

Set the value of hedp to VI6_UDS_HPHASE.HEDP. To enable VI6_UDS_HPHASE, set 1 to VI6_UDS_CTRL.AMDSLH.

33.3.7.6 Horizontal size clipping registers for image partition

As explained in section 33.3.7.1 and section 33.3.7.4, discontinuous line is generated at partition boundary. So clipping discontinuous line is needed at boundary of image partition.

Horizontal input size clipping can be realized at input point of UDS module, input point of WPF0 module, input point of HGO module, input point of HGT module and output point of UDS module as shown in Figure 33.92. Table 33.63 shows horizontal size clipping registers of each modules.

Other than an output point of UDS, arbitrary horizontal size can be specified from arbitrary horizontal offset position.

For an output point of UDS, arbitrary horizontal size can be specified from the left edge.

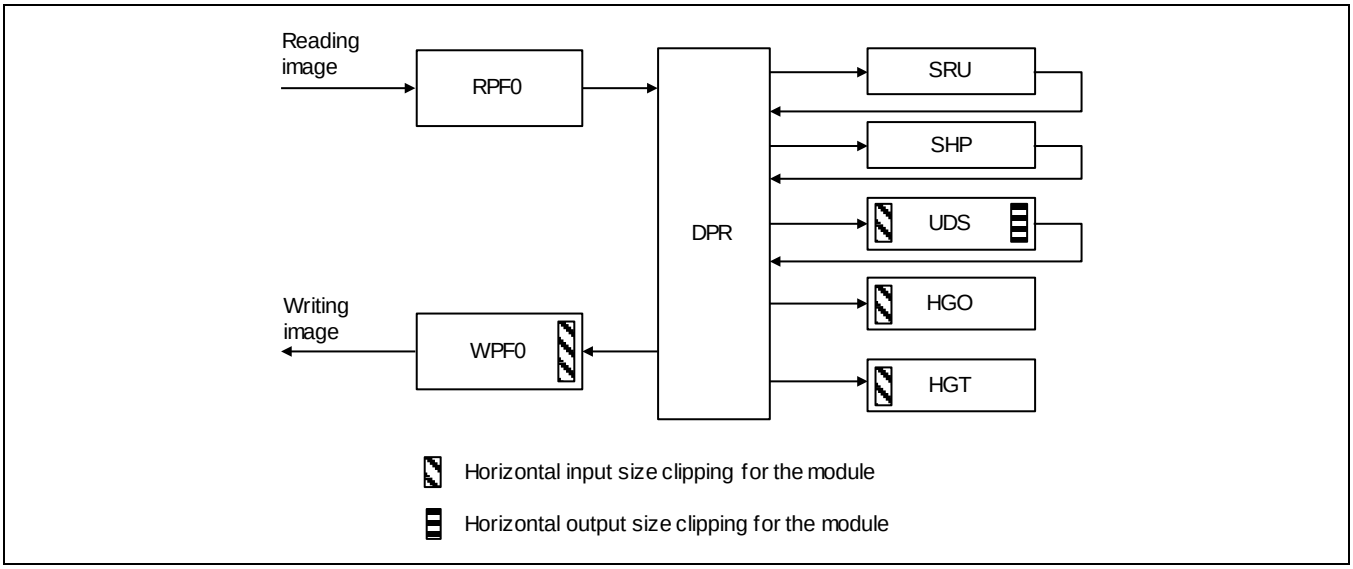


Figure 33.92 Horizontal input size clipping in VSPI

Table 33.63 Horizontal size clipping registers of each modules

Point	Size or offset	Registers
UDS input (*1)	Horizontal offset	VI6_UDS_HSZCLIP.HCL_OFST [7:0]
	Horizontal size	VI6_UDS_HSZCLIP.HCL_SIZE [12:0]
UDS output (*2)	Horizontal size	VI6_UDS_CLIP_SIZE.CL_HSIZE [12:0]
WPF input (*3)	Horizontal offset	VI6_WPF0_HSZCLIP.HCL_OFST [7:0]
	Horizontal size	VI6_WPF0_HSZCLIP.HCL_SIZE [12:0]
HGO input	Horizontal offset	VI6_HGO_OFFSET.HOFFSET [13:0]
	Horizontal size	VI6_HGO_SIZE.HSIZE [13:0]
HGT input	Horizontal offset	VI6_HGT_OFFSET.HOFFSET [13:0]
	Horizontal size	VI6_HGT_SIZE.HSIZE [13:0]

Notes: 1. Set 1 to VI6_UDS_HSZCLIP.HCEN to enable clipping horizontal size at input to UDS
2. Horizontal offset at the UDS output point cannot be specified
3. Set 1 to VI6_WPF0_HSZCLIP.HCEN to enable clipping horizontal size at input to WPF0

33.3.7.7 Histogram of HGO/HGT

This section shows the setting value of registers about histogram detection of HGO and HGT. Figure 33.93 shows the example of getting HGO histogram for UDS output. Those registers shown in Figure 33.93 can be set by display list.

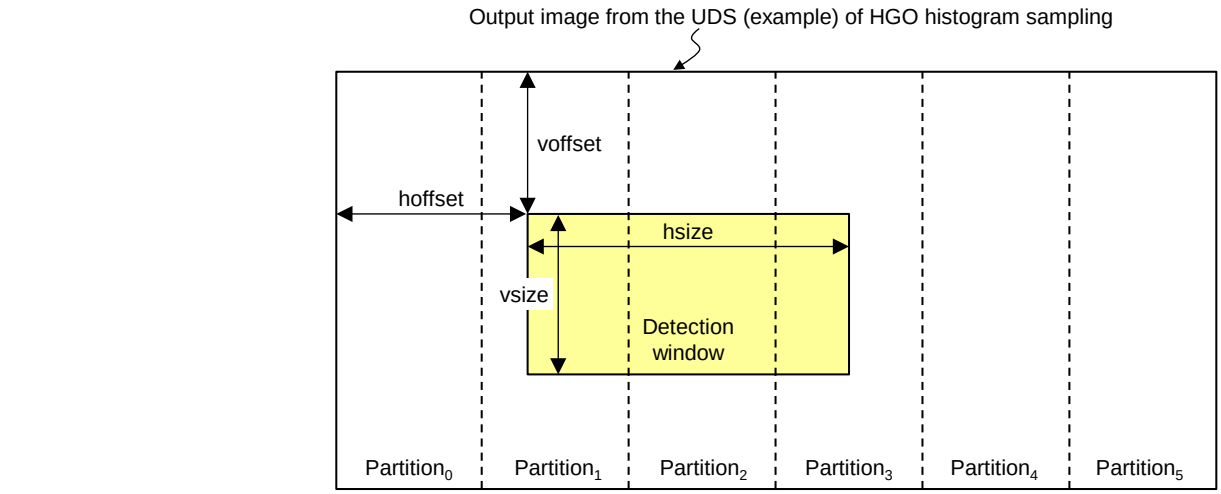
If user wants to get histogram for partial window (like Figure 33.93), set H'0000_073F to VI6_DPR_HGO_SMPPT/VI6_DPR_HGT_SMPPT for partitions without detection window of histogram.

Set 1 to VI6_HGO_REGRST.RCLEA (VI6_HGT_REGRST.RCLEA) to initialize histogram counter for 1st partition including detection window of histogram (Partition1 in case of Figure 33.93). Then histogram counter is initialized before starting processing of the partition. To accumulate counting histogram for all partitions to get one frame's histogram, don't set 1 to VI6_HGO_REGRST.RCLEA (VI6_HGT_REGRST.RCLEA) after the partition.

Set 1 to VI6_HGO_REGRST.RCPART (VI6_HGT_REGRST.RCPART) for all partitions to initialize HGO (HGT) except histogram counter.

If user wants to dump histogram to external memory automatically [RZ/G2H, RZ/G2N, RZ/G2E], set 1 to VI6_HGO_MODE.AUTOW (VI6_HGT_MODE.AUTOW) for last partition with detection window (partition3 in case of Figure 33.93). Then histogram is dumped to external memory after processing the partition with VI6_HGO_MODE.AUTOW =1 (VI6_HGT_MODE.AUTOW =1).

hsize and hoffset in Figure 33.93 means horizontal size and horizontal offset as one frame. Set hsize and hoffset as each partition to VI6_HGO_SIZE.HSIZE, VI6_HGT_SIZE.HSIZE, VI6_HGO_OFFSET.HOFFSET and VI6_HGT_OFFSET.HOFFSET. If target node of histogram sampling generates discontinuous pixels, consider the number of discontinuous pixels and set offset register (VI6_HGO_OFFSET.HOFFSET, VI6_HGT_OFFSET.HOFFSET) as clipping also discontinuous pixels.



Register (display list setting)	Partition 0	Partition 1	Partition 2	Partition 3	Partition 4	Partition 5
VI6_HGO_REGRST.RCPART	1	1	1	1	1	1
VI6_HGO_REGRST.RCLEA	0	1	0	0	0	0
VI6_HGO_MODE.AUTOW	0	0	0	1	0	0
VI6_DPR_HGO_SMPPT	H'0000_073F	H'0000_0011			H'0000_073F	

Figure 33.93 Example of histogram detection for image partition

33.3.7.8 Restriction when VSPI image partition is used

When VSPI image partition is used, there are some restrictions below.

Note: SRU (x1) means SRU without scaling. SRU (x2) means SRU with double scale-up.

- RPF
  - Tiling (VI6_RPF0_SRC_BSIZE.BHSIZE != VI6_RPF0_SRC_ESIZE.EHSIZE) is prohibited.
  - Reading 1bit/pixel alpha plane is prohibited.
- SRU and UDS
  - There are restriction when SRU and UDS are used in a VSP execution. The restriction depends on SRU resolution mode, UDS horizontal scaling factor, the order of UDS and SRU and usage of SHP. The restriction is shown in Table 33.64.

    Example1. RPF0 -> UDS -> LUT -> SRU (x2) -> WPF0 is prohibited.

    Example2. RPF0 -> SRU (x2) -> LUT -> UDS (hscale=2) -> WPF0 can be used.

    Example3. RPF0 -> SRU (x1) -> LUT -> UDS (hscale=4) -> WPF0 can be used.

    Example4. RPF0 -> SRU (x1) -> UDS (hscale=1/2) -> WPF0 is prohibited.

Table 33.64 Restriction in case of connecting SRU and UDS

Order	SRU	UDS (*)	VSP2 supports	Note
UDS -> SRU (x1)	x1	1/16 < hscale <= 16	√	
SRU (x1) -> UDS	x1	hscale < 1	N.A	
		1 <= hscale	√	
UDS -> SRU (x2)	x2	1/16 < hscale <= 16	N.A	
SRU (x2) -> UDS	x2	hscale =< 1/4	N.A	
		1/4 < hscale	√	SHP cannot be used in this case

Note: * hscale is defined in section 33.2.10.2

- HGO/HGT
  - HGO/HGT sampling points should not be specified at modules before UDS or SRU(x2).

    Ex. In case of RPF0 -> SHP -> UDS -> SRU(x1) -> CLU -> LUT -> WPF0 connection

    UDS, SRU, CLU or LUT can be specified as HGO/HGT sampling points

    RPF0 or SHP cannot be specified as HGO/HGT sampling points.

    Ex. In case of RPF0 -> SHP -> SRU(x2) -> CLU -> LUT -> WPF0 connection

    SRU, CLU or LUT can be specified as HGO/HGT sampling points

    RPF0 or SHP cannot be specified as HGO/HGT sampling points.
  - Letter box detection (VI6_HGO_m_LB_DET: m = R, G, B and VI6_HGT_LB_DET) cannot be available.
  - Horizontal Pixel Skipping Mode cannot be used. Fix 0 to VI6_HGO_MODE.HRATIO [1:0], Fix 0 to VI6_HGT_MODE.HRATIO [1:0].
- WPF
  - Mode B dither cannot be used.

33.3.8 Start Reservation for VSPBD, VSPBC, VSPBS or VSPB

This section shows sequence of software when start reservation is used. The way of start reservation is common in VSPBD, VSPBC, VSPBS and VSPB, so we call VSPB* in this section. Software can reserve starting VSPB* before VSPB* processing of one frame is completed. Start reservation can remove interrupt response time and software overhead by reserving execution of VSPB* before completion of previous frame. Use frame end interrupt (VI6_WPF0_IRQ_ENB.FRE) for VSPB*.

(a) below shows software sequence of start reservation.

(b) below shows software sequence to manage the number of interrupt generation.

(a) Software sequence of start reservation

Same step of [1] ~ [9] shown in Figure 33.78 (Flow chart of setting registers by S/W in case of VSPI start reservation) can be applied for start reservation of VSPB*. Figure 33.94 shows timing chart of S/W flow to set registers for start reservation of VSPB*.

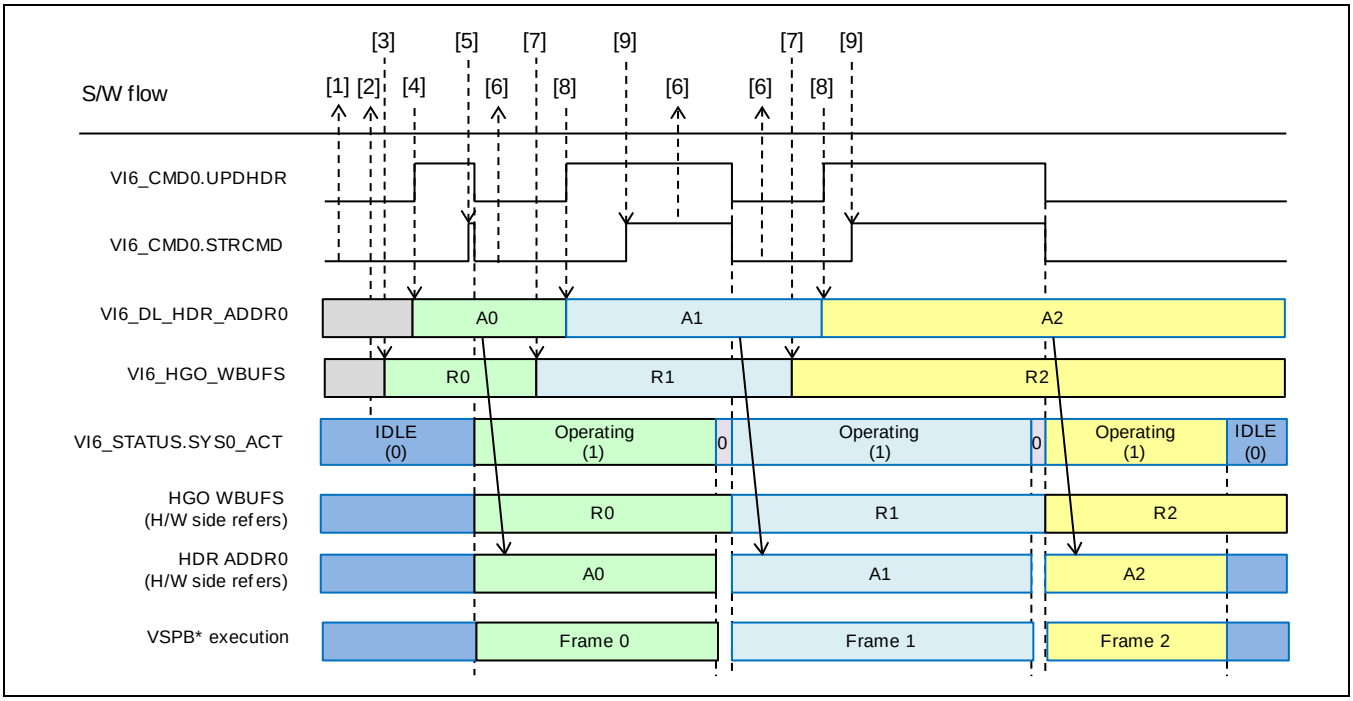


Figure 33.94 Timing of setting registers by S/W in case of VSPB* start reservation

(b) Software sequence to manage the number of interrupt generation.

The way of using interrupt is shown below.

[1] Set 1 to the VI6_WPF0_IRQ_ENB.FREE to use frame end interrupt (VI6_WPF0_IRQ_STA.FRE)

[2] Write 0 to VI6_WPF0_IRQ_STA.FRE to clear status after interrupt processing as shown in Figure 33.95.

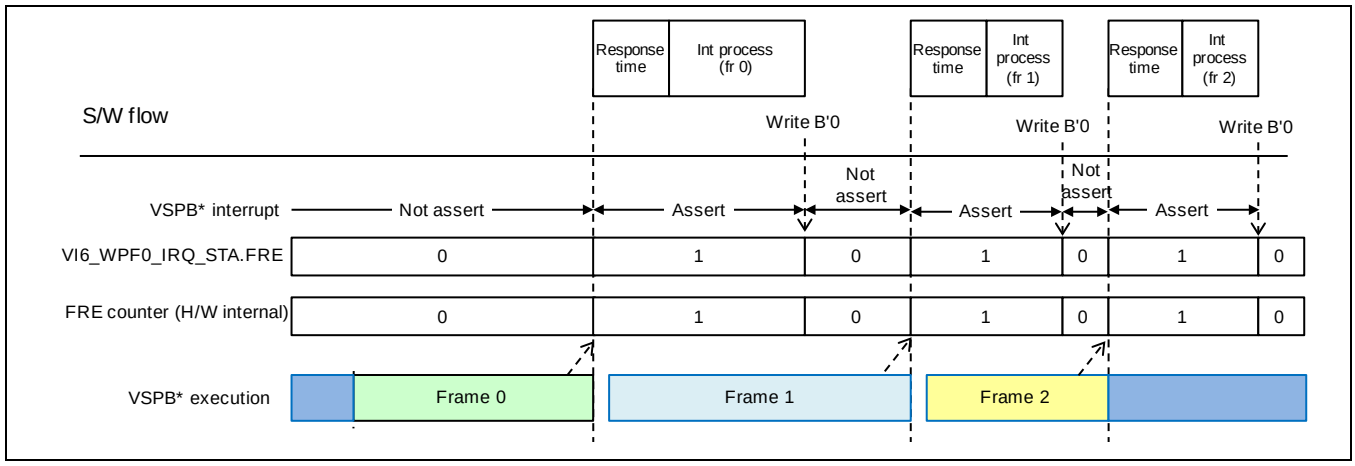


Figure 33.95 Timing of interrupt processing by S/W in case of VSPB* start reservation (Case1)

Be careful following points as shown in Figure 33.96.

[1] Set 0 to VI6_WPF0_IRQ_STA.FRE for the number of interrupt generation to clear VI6_WPF0_IRQ_STA.FRE.

[2] The VSPB* H/W can count at most two of interrupt generation. If three times of interrupts occur before clearing the interrupt factor, interrupt counter overflows. Therefore, wait to reserve starting VSPB* of frame {n+2} until interrupt factor of the frame {n} is cleared.

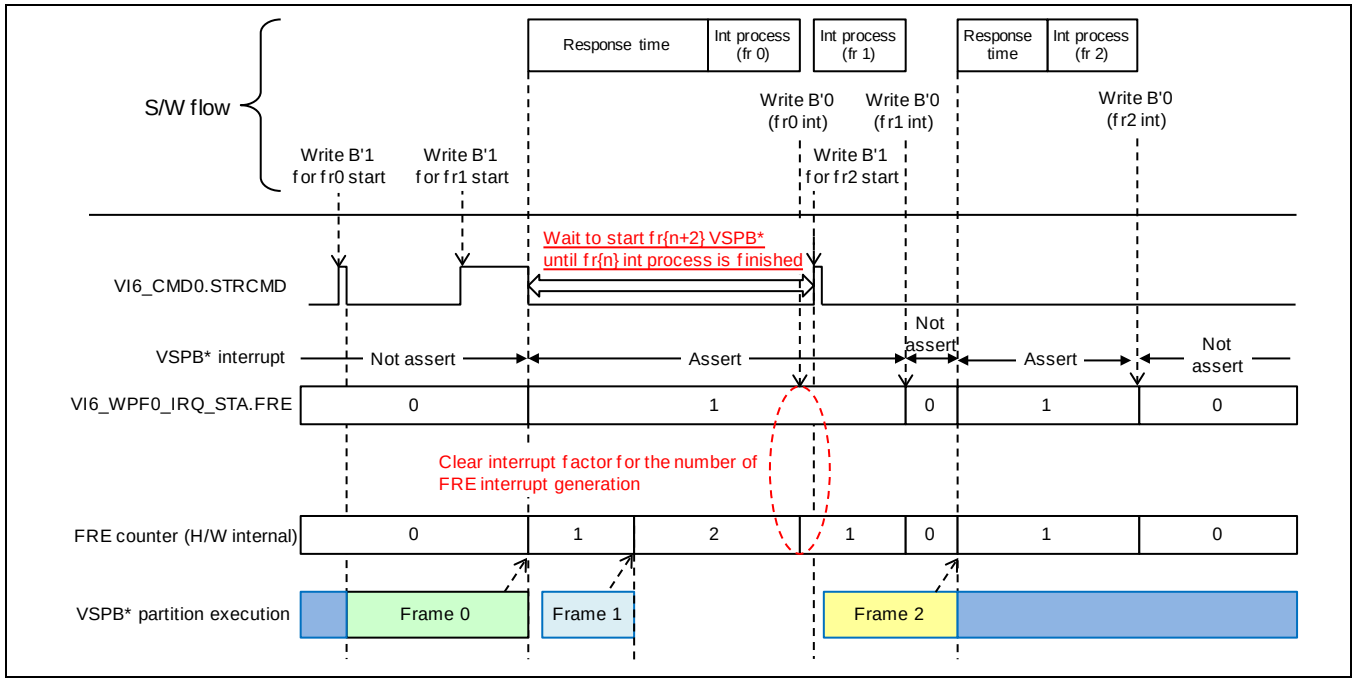


Figure 33.96 Timing of interrupt processing by S/W in case of VSPB start reservation (Case2)

33.3.9 The step to read HGO histogram registers of 256 step mode by indirect addressing

When HGO is used as 256 step mode (VI6_HGO_MODE.STEP = 1) and HGO histogram is not automatically dumped to external memory (VI6_HGO_MODE.AUTOW = 0), read HGO histogram registers by indirect addressing. The step is shown below.

(1) Set VI6_HGO_RBUFS (section 33.2.16.14) to specify buffer side of reading HGO histogram. [RZ/G2M V1.3, RZ/G2M V3.0 only]

(2) Set value-m in VI6_HGO_EXT_HIST_ADDR (section 33.2.16.11). m is frequency of Y or MaxRGB pixel with value-m.

(3) Read VI6_HGO_EXT_HIST_DATA (section 33.2.16.12) to get frequency of Y or MaxRGB pixel with value-m.

Repeat step (2) and step (3) 256 times from m = 0 to m = 255.

33.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2N
RZ/G2M V3.0 RZ/G2E

33.4.1 Assignment in Memory Space

Make sure that VSP2 memory space shall be mapped to Non-Cache region.

33.4.2 Limitations on Software Reset and Module Standby

Refer to Usage Notes of section 35 FCP User's Manual

33.4.3 Input Image Size

Table 33.65 is a list of input size specifications.

Table 33.65 List of Input Size Specifications

Module	Min. Input Size	Max. Input Size	Restrictions on Setting Unit
RPF	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	YCbCr422: 2-pixel units horizontally and 1-pixel units vertically. YCbCr420: 2-pixel units both horizontally and vertically. Other formats: 1-pixel units both horizontally and vertically. Notes: 1. When the 1-bpp alpha plane*1 is input, the size can always be specified in 8-pixel units both horizontally and vertically regardless of the input format. 2. These restrictions including note 1 are applied to the following. VI6_RPFn_SRC_BSIZE VI6_RPFn_SRC_ESIZE
SRU*2	4 (horizontal) × 4 (vertical) pixels	Without scaling (same size): 288 (horizontal) × 8190 (vertical) pixels With double scale-up: 288 (horizontal) × 4095 (vertical) pixels	1-pixel units both horizontally and vertically.
UDS*2	4 (horizontal) × 4 (vertical) pixels	304 (horizontal) *3 × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
SHP	4 (horizontal) × 4(vertical) pixels	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
ILV	1 (horizontal) × 1 (vertical) pixel	Side by Side Mode 4095 (horizontal) × 8190 (vertical) pixels Line by Line Mode 8190 (horizontal) × 4095 (vertical) pixels Pixel by Pixel Mode 4095 (horizontal) × 8190 (vertical) pixels Doubler Mode 4095 (horizontal) × 4095 (vertical) pixels	1-pixel units both horizontally and vertically.
LUT	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
CLU	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
HST	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
HSI	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
BRU	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.

Module	Min. Input Size	Max. Input Size	Restrictions on Setting Unit
BRS	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
HGO	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
HGT	1 (horizontal) × 1 (vertical) pixel	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
LIF	128 (horizontal) × 96 (vertical) pixels	8190 (horizontal) × 8190 (vertical) pixels	1-pixel units both horizontally and vertically.
WPF*2	1 (horizontal) × 1 (vertical) pixel	When VI6_WPF0_OUTFMT.ROT is smaller than 2 8190 (horizontal) × 8190 (vertical) pixels When VI6_WPF0_OUTFMT.ROT is bigger than 1, 256(horizontal) × 8190(vertical) pixels	YCbCr422: 2-pixel units horizontally and 1-pixel units vertically. YCbCr420: 2-pixel units both horizontally and vertically. Other formats: 1-pixel units both horizontally and vertically. Note 1: This restriction on the WPF only applies to the WPF output size. The WPF input size should be specified in 1-pixel units. Note 2: In case of image rotation and flipping, other restrictions are applied. Refer to section 33.2.7.7, which explains LMEM_WD.

Notes: 1. When VI6_RPFn_ALPH_SEL.ASEL is set to B'011.
2. To support horizontal input size is larger than 256 pixels about SRU, UDS and/or WPF/ROT (VI6_WPF0_OUTFMT.ROT>1), the way of image partition is needed. Refer to section 33.3.7 for realizing the way of image partition.
3. The restriction of horizontal size is applied to input size of UDS in case of up-scaling in horizontal direction. The restriction of horizontal size is applied to output size of UDS in case of down-scaling or no-scaling in horizontal direction.

The most important restriction shown in Table 33.65 is the setting unit. Make appropriate register settings so that the size of the image input to each module does comply with setting units and does not exceed the limits shown in Table 33.65. Especially for the register settings of SRU and UDS, where the size can be changed within the modules, be careful not to exceed the input size limit for the module connected behind each of them.

33.4.4 Output Image Size

The size of the output from each WPF is determined by the results of processing in the modules connected with the DPR. As shown in Figure 33.1 to Figure 33.6, the data input to the VSP2 is sent to the WPF output modules through the RPF and the modules connected with the DPR. When there is no processing that changes the image size through this data path, the WPF output size is the same as the RPF input size. Table 33.66 is a list of the processing that changes image size.

Table 33.66 Image Processing that changes image size

Module	Function*1	Related Register	Size of Output from Module
SRU	Super resolution with double scale-up	VI6_SRU_CTRL0	Super resolution without scaling (same size): Input size Super resolution with double scale-up: Input size × 2
UDS	Output size clipping	VI6_UDS_CLIP_SIZE	Horizontal output size: VI6_UDS_CLIP_SIZE.CL_HSIZE setting Vertical output size: VI6_UDS_CLIP_SIZE.CL_VSIZE setting
WPF	Input size clipping	VI6_WPFn_HSZCLIP VI6_WPFn_VSZCLIP	When this function is disabled, the input size and the output size are the same. When this function is enabled, the output is in the following size. Horizontal output size: VI6_WPFn_HSZCLIP.HCL_SIZE *2 setting Vertical output size: VI6_WPFn_VSZCLIP.VCL_SIZE *2 setting
ILV	3D format conversion	VI6_ILV_CTRL	Side by side mode or Pixel by pixel mode Horizontal: Input size × 2, Vertical: Input size Line by line mode Horizontal: Input size, Vertical: Input size × 2 Doubler mode Horizontal: Input size × 2, Vertical: Input size × 2

Notes: 1. For details of each function, refer to the descriptions of the related registers.
2 Refer to Section 33.2.1 "Notational Conventions for Registers and Bit Fields" for explanation of register bit field.

The input image size can be changed only with the modules and functions shown in Table 33.66. With the other modules and functions, the input size and output size are the same. Accordingly, after module connections with the DPR are determined, the VSP2 output size can also be determined through the following steps.

1. The image size (VI6_RPFn_SRC_ESIZE) read from the external memory and sent to the DPR by the RPFn is the initial value.
2. When the module connected with the DPR is not a module (function) shown in Table 33.66, the output size from the module is the same as the input size; the image size does not need to be updated.
3. When a module connected with the DPR is a module (function) shown in Table 33.66, the output image size should be updated to the size shown in the table, which should be used as the input image size for the module connected behind it.
4. When the final image size at the WPFn is determined, this size is the VSP2 output size for that WPFn path.

Figure 33.97 shows how to determine the image size in a sample DPR connection through the above steps. The related conditions that determine the image size are also shown.

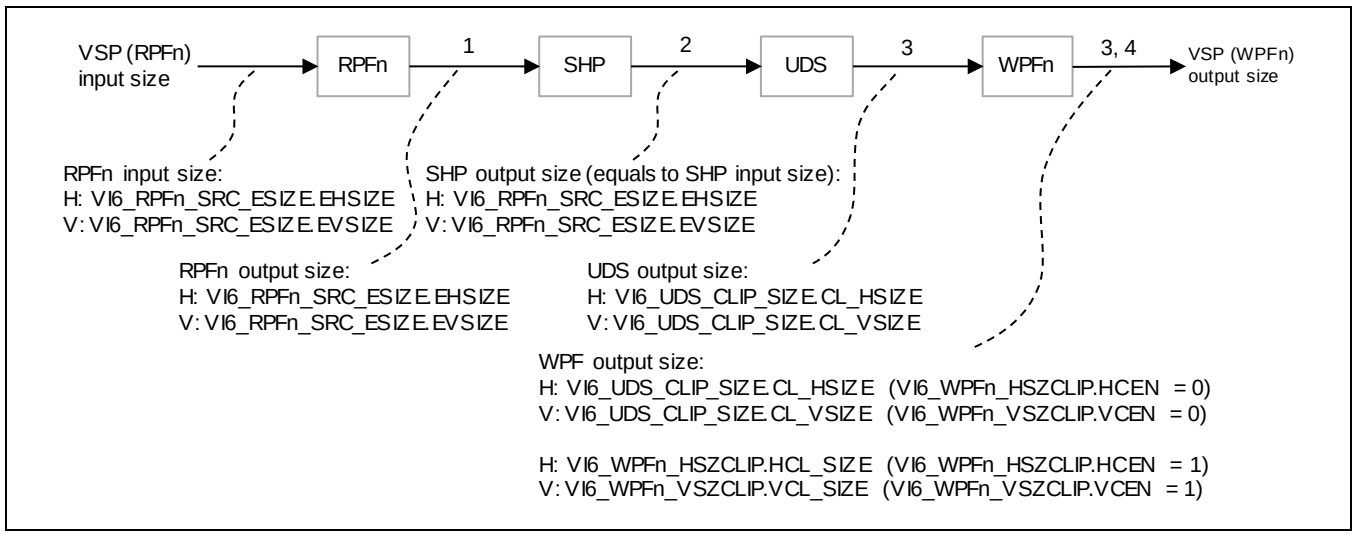


Figure 33.97 Input/output Size for Each Module in a Sample DPR Connection

Make appropriate register settings in each module so that the VSP2 output image size determined as shown in the figure does not violate the restrictions shown in Table 33.66.

33.4.5 Configuration of VSP2

Table 33.67 to Table 33.72 show the configuration of each type of VSP2 unit on this LSI.

All the registers and functions listed in [Module] category of Table 33.67 to Table 33.72 should be treated as un-implemented functions in each VSP2 unit. Do not set any registers related to the un-implemented function without any statement.

Table 33.67 VSPI configuration

Category	Configuration	Restricted contents
Restriction	WPF/format	When FCNL compression is enabled, write format is restricted. See section 35 FCP User's Manual for more detail. Related registers: VI6_WPF0_OUTFMT.ROT, VI6_WPF0_OUTFMT.FCNL, VI6_WPF0_OUTFMT.WRFMT
	WPF/Addr, Stride	When FCNL compression is enabled, destination address and destination memory stride are restricted. See section 35 FCP User's Manual for more detail. Related registers : VI6_WPFn_STRIDE_Y. VI6_WPFn_STRIDE_C VI6_WPFn_DSTM_ADDR_Y VI6_WPFn_DSTM_ADDR_C0 VI6_WPFn_DSTM_ADDR_C1

Table 33.68 VSPBC configuration [RZ/G2H]

Category	Configuration	Restricted contents
Function	RPF/OSD-CLUT	OSD-CLUT is available only in RPF1 and RPF2. OSD-CLUT is not available in RPF0, RPF3 and RPF4. Related registers. VI6_RPFn_INFMT.RDFMT, VI6_CLUT0_TBL*, VI6_CLUT3_TBL*, VI6_CLUT4_TBL*
	WPF/rotation and reflection	Only vertical flipping is available. Horizontal filliping and rotation are not available. ROT = 0 and ROT = 1 are available. ROT = 2, 3, 4, 5, 6 and 7 are not available. Related registers: VI6_WPF0_OUTFMT.ROT, VI6_WPFn_ROT_CTRL
Restriction	WPF/format	When FCNL compression is enabled, write format is restricted. See section 35 FCP User's Manual for more detail. Related registers: VI6_WPF0_OUTFMT.ROT, VI6_WPF0_OUTFMT.FCNL, VI6_WPF0_OUTFMT.WRFMT
	WPF/Addr, Stride	When FCNL compression is enabled, destination address and destination memory stride are restricted. See section 35 FCP User's Manual for more detail. Related registers: VI6_WPFn_STRIDE_Y. VI6_WPFn_STRIDE_C VI6_WPFn_DSTM_ADDR_Y VI6_WPFn_DSTM_ADDR_C0 VI6_WPFn_DSTM_ADDR_C1

Table 33.69 VSPBD configuration [RZ/G2H]

Category	Configuration	Restricted contents
Function	RPF/OSD-CLUT	OSD-CLUT is available only in RPF1 and RPF2. OSD-CLUT is not available in RPF0, RPF3 and RPF4. Related registers. VI6_RPFn_INFMT.RDFMT, VI6_CLUT0_TBL*, VI6_CLUT3_TBL*, VI6_CLUT4_TBL*
	WPF/rotation and reflection	Only vertical flipping is available. Horizontal filliping and rotation are not available. ROT = 0 and ROT = 1 are available. ROT = 2, 3, 4, 5, 6 and 7 are not available. Related registers: VI6_WPF0_OUTFMT.ROT, VI6_WPFn_ROT_CTRL
Restriction	WPF/format	When FCNL compression is enabled, write format is restricted. See section 35 FCP User's Manual for more detail. Related registers: VI6_WPF0_OUTFMT.ROT, VI6_WPF0_OUTFMT.FCNL, VI6_WPF0_OUTFMT.WRFMT
	WPF/Addr, Stride	When FCNL compression is enabled, destination address and destination memory stride are restricted. See section 35 FCP User's Manual for more detail. Related registers: VI6_WPFn_STRIDE_Y. VI6_WPFn_STRIDE_C VI6_WPFn_DSTM_ADDR_Y VI6_WPFn_DSTM_ADDR_C0 VI6_WPFn_DSTM_ADDR_C1

Table 33.70 VSPB configuration [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Category	Configuration	Restricted contents
Function	RPF/OSD-CLUT	OSD-CLUT is available only in RPF1 and RPF2. OSD-CLUT is not available in RPF0, RPF3 and RPF4. Related registers. VI6_RPFn_INFMT.RDFMT, VI6_CLUT0_TBL*, VI6_CLUT3_TBL*, VI6_CLUT4_TBL*
	WPF/rotation and reflection	Only vertical flipping is available. Horizontal filliping and rotation are not available. ROT = 0 and ROT=1 are available. ROT = 2, 3, 4, 5, 6 and 7 are not available. Related registers: VI6_WPF0_OUTFMT.ROT, VI6_WPFn_ROT_CTRL
Restriction	WPF/format	When FCNL compression is enabled, write format is restricted. See section 35 FCP User's Manual for more detail. Related registers: VI6_WPF0_OUTFMT.ROT, VI6_WPF0_OUTFMT.FCNL, VI6_WPF0_OUTFMT.WRFMT
	WPF/Addr, Stride	When FCNL compression is enabled, destination address and destination memory stride are restricted. See section 35 FCP User's Manual for more detail. Related registers: VI6_WPFn_STRIDE_Y. VI6_WPFn_STRIDE_C VI6_WPFn_DSTM_ADDR_Y VI6_WPFn_DSTM_ADDR_C0 VI6_WPFn_DSTM_ADDR_C1

Table 33.71 VSPD configuration

Category	Configuration	Restricted contents
Function	RPF/OSD-CLUT	OSD-CLUT is available only in RPF2. OSD-CLUT is not available in RPF0, RPF1, RPF3 and RPF4. Related registers. VI6_RPFn_INFMT.RDFMT, VI6_CLUT0_TBL*, VI6_CLUT1_TBL*,VI6_CLUT3_TBL*, VI6_CLUT4_TBL*
	WPF/rotation and reflection	Horizontal filliping, vertical flipping and rotation are not available. ROT = 0 is available. ROT = 1, 2, 3, 4, 5, 6 and 7 are not available. Related registers: VI6_WPF0_OUTFMT.ROT
	Role of WPF0 and WPF1	WPF0 and WPF1 cannot be executed in parallel. Following 3 use cases is possible for VSPD (Use Case 1) WPF0 output image data to DU without writing back the image data to memory. WPF1 cannot be executed. (Use Case 2) WPF0 output image data to DU with writing back the image data to memory. WPF1 cannot be executed. (Use Case 3) WPF1 is executed by memory to memory. WPF0 cannot be executed.
Restriction	WPF/format	FCNL compression cannot be used. Related registers : VI6_WPFn_OUTFMT.FCNL

Table 33.72 VSPDL configuration [RZ/G2H, RZ/G2N]

Category	Configuration	Restricted contents
Function	RPF/OSD-CLUT	OSD-CLUT is available only in RPF2. OSD-CLUT is not available in RPF0, RPF1, RPF3 and RPF4. Related registers. VI6_RPFn_INFMT.RDFMT, VI6_CLUT0_TBL*, VI6_CLUT1_TBL*, VI6_CLUT3_TBL*, VI6_CLUT4_TBL*
	WPF/rotation and reflection	Horizontal filliping, vertical flipping and rotation are not available. ROT = 0 is available. ROT = 1, 2, 3, 4, 5, 6 and 7 are not available. Related registers: VI6_WPF0_OUTFMT.ROT
Restriction	WPF/format	FCNL compression cannot be used. Related registers : VI6_WPFn_OUTFMT.FCNL

33.4.6 Performance of VSP2

VSPI, VSPBD, VSPBC, VSPBS, VSPB, VSPD and VSPDL performance is shown in this section. VSP performance shown in below is based on evaluation under the condition that only one IP is operated.

33.4.6.1 Performance of VSPI

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

500 Mpix/s process rate per 1 set of VSPI except following cases. When one of following conditions is true, performance of VSPI is lower than 500 Mpix/s process rate. The execution of the VSPI is up to at most 480 frames per second.

[RZ/G2E]

125 Mpix/s process rate per 1 set of VSPI except following cases. When one of following conditions is true, performance of VSPI is lower than 125 Mpix/s process rate. The execution of the VSPI is up to at most 120 frames per second.

(1) 90 degree or 270 degree rotation (VI6_WPF0_OUTFMT.ROT > 3) is enabled
(2) Horizontal scaling ratio is larger than x4 times and SRU (x1) is used at same time.
(3) At least one RPF has all following conditions.
- RGB32bpp or YCbCr planar or YCbCr444 semi-planar
- Reading alpha plane

33.4.6.2 Performance of VSPBD, VSPBC or VSPB

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

500 Mpix/s process rate per 1 set of VSPBD, VSPBC or VSPB except following cases. If one of following conditions is true, performance of VSPBD/VSPBC/VSPB is lower than 500 Mpix/s process rate. The execution of the VSPBD/VSPBC/VSPB are up to at most 480 frames per second.

[RZ/G2E]

125 Mpix/s process rate per 1 set of VSPB except following cases. If one of following conditions is true, performance of VSPB is lower than 125 Mpix/s process rate. The execution of the VSPB is up to at most 120 frames per second.

(1) At least one RPF has all following conditions.
- RGB32bpp or YCbCr planar or YCbCr444 semi-planar
- Reading alpha plane
- Source stride or start address of either plane is not multiple of 256 bytes.

(2) Two RPFs have RGB32bpp and alpha plane.
(3) At least three RPFs are used, and at least one of the RPF has RGB32bpp and alpha plane.
(4-1) Total amount of byte/pixel of all RPFs is larger than 16 bytes. [for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]
Following example shows 16 byte/pixel.
- RPF0 = YCbCr420SPL (2 byte/pixel)
- RPF1 = YCbCr420SPL (2 byte/pixel)
- RPF2 = ARGB (4 byte/pixel)
- RPF3 = ARGB (4 byte/pixel)
- RPF4 = ARGB (4 byte/pixel)

(4-2) Total amount of byte/pixel of all RPFs and WPF is larger than 12 bytes. [for RZ/G2N]
Following example shows 12 byte/pixel.
- RPF0 = YCbCr420SPL (2 byte/pixel)

- RPF1 = YCbCr420SPL (2 byte/pixel)
- RPF2 = YCbCr420SPL (2 byte/pixel)
- RPF3 = YCbCr420SPL (2 byte/pixel)
- WPF0 = ARGB (4 byte/pixel)

33.4.6.3 Performance of VSPD or VSPDL

In this section, the maximum dot clock frequency is the one VSPD/VSPDL can support regardless of display type. Therefore, it may be higher than the maximum dot clock frequency specified by an particular display type such as LVDS or DPAD can support. Refer to section 36 DU User's Manual and Electrical Characteristics to grasp the maximum dot clock frequency.

[RZ/G2H, RZ/G2N]

250 Mpix/s process rate (support up to 300MHz in case of DU display) per 1 set of VSPD.

125 Mpix/s process rate (support up to 150MHz in case of DU display) per 1 video path (1WPF) of VSPDL.

[RZ/G2M V1.3, RZ/G2M V3.0]

250 Mpix/s process rate (support up to 300MHz in case of DU display) per 1 set of VSPD.

[RZ/G2E]

125 Mpix/s process rate (support up to 150MHz in case of DU display) per 1 set of VSPD except following cases. If one of following conditions is true, the maximum process rate is 83.3 Mpix/sec (support up to 100MHz in case of DU display).

(1) At least one RPF has all following conditions.
- RGB32bpp or YCbCr planar or YCbCr444 semi-planar
- Reading alpha plane
- Source stride or start address of either plane is not multiple of 256 bytes.

(2) Two RPFs have RGB32bpp and alpha plane.

(3) At least three RPFs are used, and at least one of the RPF has RGB32bpp and alpha plane.

(4) Total amount of byte/pixel of all RPFs is larger than 16 bytes.

Following example shows 16 byte/pixel.
- RPF0 = YCbCr420SPL (2 byte/pixel)
- RPF1 = YCbCr420SPL (2 byte/pixel)
- RPF2 = ARGB (4 byte/pixel)
- RPF3 = ARGB (4 byte/pixel)
- RPF4 = ARGB (4 byte/pixel)

33.4.7 Legend of terms

This section describes the configurations of VSP2 on this LSI. Descriptions in this section show the full-function specifications of the VSP2 IP. Some of the functions described in this section are not available on VSP2 with restrictions written here.

(1) Terminology

This section explains the terminology for VSP2.

Virtual RPF

There is an image compositing sub module named as BRU which can execute image blending or raster operation. The BRU has 5 input ports for compositing multiple images. There must be a RPF module as the start of data processing. Each RPF can be a source of data input to BRU. In addition to these RPF modules, the BRU has a function which generates monochrome color image internally. This functionality is useful because the data access to an external memory is not required. This function is called as virtual RPF.

Refer to section 33.2.7.1, 33.2.15.2, 33.2.15.3 and 33.2.15.4 for virtual RPF.

The BRS has also virtual RPF. Refer to section 33.2.7.1, 33.2.19.2, 33.2.19.3 and 33.2.19.4 for virtual RPF in the BRS.

Target WPF

The VSP2 has five RPFs (RPF 0 to 4) and four WPFs (WPF0 to 1) and execute image processing. One data path consists of more than one RPF, one WPF and other image functional modules if necessary. The WPF which is reached from specific RPF(s) in the data path is called as target WPF for the RPF(s). The number of target WPFs is always one for the data path.

Source RPF

The data source in the data path for the specific WPF is called as source RPF for that WPF. The number of source RPFs is not always one, may be more than one for image blend operation or raster operation.

Layer

In case of image composite operation such as image blending or raster operation for multiple images, there is hierarchical relationship for each image. One layer is assigned to one RPF or one virtual RPF indicating one image in hierarchical relationship.

Master Layer

The master layer is a base layer for image compositing of multiple images, and the size of the master layer equals to that of BRU output. When the image compositing is not applied, there is one layer. This layer is also called as the master layer.

Sub Layer

The Layers except the master layer are called as sub layer.

Alpha

The VSP2 can execute both color data and its transparent data. The alpha is 8-bit data and expresses the transparency of pixel. The value H’FF represents opaque pixel, and the value H’00 represents transparent pixel.

Plane

One layer consists of color components such as R/G/B or Y/Cb/Cr, and alpha data representing its transparency of the pixel. The frame which is one of color components and alpha data is called as a plane.

Picture Plane

The picture plane represents color data in one layer.

Alpha Plane

The alpha plane represents transparent data in one layer.

Blending

The image blending means the image composite operation with alpha data. The composite ratio of image blending depends on the relationship of each layer and alpha values.

Raster Operation (ROP)

The bitwise operation such as AND or OR is called as raster operation (ROP).

(2) Definition of operators and functions

The following operators, notations are defined for explaining the functions of VSP2.

$\langle x \rangle$

Discard decimal places of value x

rdown (*x*)

Discard decimal places of value *x*: Ex, rdown (3.81) = 3

clip0 (*x*)

Clip to 0 value if x is less than 0. [$x = (x < 0)? 0 : x$]

clip3 (*min, max, x*)

The value x shall be clipped so that x shall be $min < x < max$. [$x = (x < min)? min : ((x > max)? max : x)$]

(3) Unit

The unit is defined here for explaining VSP2's functions.

[bpp]: bits per pixel

VSP2 can handle a number of image formats. Each image format has different number of data bits. The unit [bpp] shows a number of data bits for one pixel. For example, RGB 8bpp means that its format is RGB and the pixel consists of 8 data bits.

34. Fine Display Processor (FDP1)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

34.1 Overview

The FDP1 is the de-interlacing module which converts the interlaced video to progressive video. Require software or the library to RENESAS for operating this module.

The RZ/G2H provides two channels.

The RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E provides one channel respectively.

34.1.1 Features

This module has the following features.

- High image quality motion adaptive de-interlacing algorithm (*)
  - Combines the best aspects of both Bob (2D) and Weave (3D)
  - 2D and 3D comparisons are performed to decide whether or not an individual pixel has motion.
  - Diagonal interpolation is supported in 2D compensation.
- Support 8190 x 8190 resolution
- Performance of FDP is as following:
  - Output performance of each channel is 500Mpixs/s for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N.
  - Output performance of each channel is 125Mpixs/s for RZ/G2E.
  - Input performance (interlace mode) per one active RPF of each channel is half of output performance.
  - Input performance (progressive mode) per one active RPF of each channel is equal to output performance.

Note: * This algorithm is applied for luma only. The chroma is de-interlaced by fixed 2D without diagonal interpolation.

Main Function of the FDP1

Read Pixel Formatter (RPF)

Number of channels			**Three channels (RPF0 to RPF2)**
Image Format	Input (*1)	YCbCr	YCbCr444-PL, SP, ILV (*2) YCbCr422-PL, SP, ILV (*2) YCbCr420-PL, SP (*2)
		Maximum size	H8190 x V8190 pixels (Frame) H8190 x V4095 pixels (Field)
		Minimum size	H3 2 x V32 pixels (Frame) H32 x V16 pixels (Field)
		Size setting unit	YCbCr420: 2-pixel units both horizontally and vertically. YCbCr422: 2-pixel units horizontally and 1-pixel units vertically. In other formats, the size can be set in 1-pixel units.

Write Pixel Formatter (WPF)

Number of channels			**One channel (WPF)**
Image format	Output	RGB	RGB332, RGB444, RGB565, RGB666, RGB888, αRGB8666, αRGB8888, αRGB4444, αRGB1555 α value is fixed.
		YCbCr	YCbCr444-PL, SP, ILV (*2) YCbCr422-PL, SP, ILV (*2) YCbCr420-PL, SP (*2)
		Maximum size	H8190 x V8190 pixels
		Minimum size	H32 x V32 pixel
		Size setting unit	YCbCr420: 2-pixel units both horizontally and vertically. YCbCr422: 2-pixel units horizontally and 1-pixel units vertically. In other formats, the size can be set in 1-pixel units.
Color space conversion	YCbCr to RGB	Conversion expression	BT.601 (16, 235/240) to RGB (0, 255) BT.709 (16, 235/240) to RGB (0, 255) BT.601 (0, 255) to RGB (0, 255) BT.709 (16, 235/240) to RGB (16, 235)
Changing number of colors	Output	Reducing RGB color depth	Dithering, lower-order bit truncation, or rounding
		YCbCr422/420	CbCr skipping or CbCr vertical skipping and horizontal skipping

Interlace to Progressive Converter (IPC)

De-interlacing	Output frame rate	Per one input field output one frame (Example: 60i to 60p)
	Interpolation mode	2D-3D adaptive (*3) 2D fixed 3D fixed (*3)
	Algorithm	Motion adaptive (luma only)
Diagonal line interpolation		Supported (luma only)

Notes: 1. Chroma component (Cb, Cr or U, V) of RPF0, RPF2 is not read from bus in case of planar or semi-planar format and discarded after reading in package with luma component in case of interleaved format because it is processed in fixed 2D de-interlacing.
2. PL: Planar, SP: Semi-planar, ILV: Interleaved
3. Source picture structures (field-structure or frame-structure) should be the same structure among the all input pictures.

34.1.2 Block Diagram

Figure 34.1 shows the block diagram of FDP1.

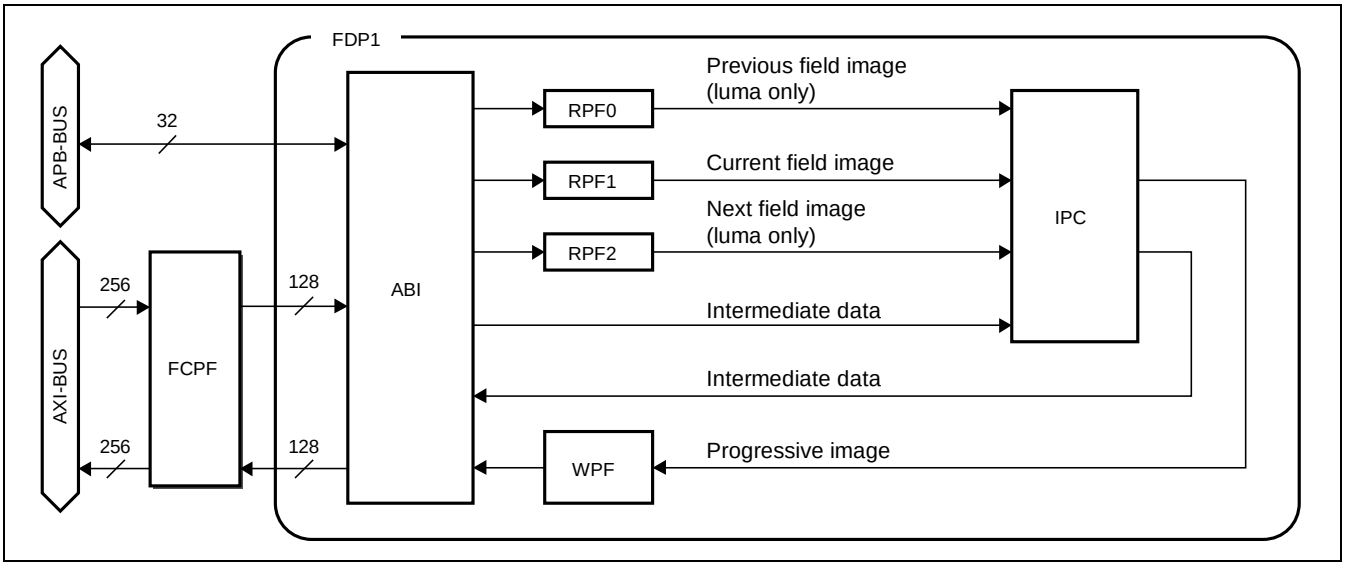


Figure 34.1 FDP1 Block diagram

The following gives an overview of each block function shown in Figure 34.1.

The operation of these functions is determined by the register setting explained in section 34.2. See section 34.2 for the relationship between the register setting and the functional behavior.

34.1.2.1 ABI (AXI Bus Interface)

The FDP1 applies processing to the image data stored in the external memory and writes the resultant data back to the external memory. The data transfer between the external memory and FDP1 necessary for this operation is done by the ABI, which works as the bus master, according to the register settings. The ABI executes this data transfer between the external memory and FDP1 through FCPF.

34.1.2.2 RPF (Read Pixel Formatter)

The RPF reads image data from the external memory through the ABI, unpacks data according to the specified format, and outputs the resultant data to the IPC. The input format unpacking unit expands the image data input from the ABI into the image format for internal processing.

The FDP1 provides three RPF modules (RPF0 to RPF2). RPF0 reads the previous field, RPF1 reads the current field and RPF2 reads the next field for processing de-interlacing operation.

34.1.2.3 IPC (Interlace to Progressive Converter)

The IPC is the de-interlacing module which reads the field image through RPFn (n = 0, 1, 2) and writes back to the progressive image to the external memory through WPF. The IPC uses the motion adaptive algorithm which enhances the image resolution of still pixels compared with conventional 2D de-interlacing.

Note: the motion adaptive algorithm is applied to only luma component. Conventional 2D de-interlacing is applied to chroma component.

34.1.2.4 WPF (Write Pixel Formatter)

The WPF is an output module that receives image data from the IPC, converts the color space, number of colors, and format of the data, and outputs the results of FDP1 image processing to external memory through the ABI. The WPF is mainly configured from a color space converter and an output format converter (the packing unit).

The color space converter converts the color space between RGB and YCbCr, and the packing unit converts the format into the picture plane storing format. The FDP1 provides one WPF.

34.1.2.5 Input/output Data Format

The FDP1 input/output data should be stored in a format where the address is incremented in the direction from the MSB to the LSB as in big endian. For example, the FDP1 reads and writes data to and from the external memory through the dedicated bus interface with a 128-bit width, and the data that should come first should be stored in the MSB side regardless of the unit data size as shown in Figure 34.2.

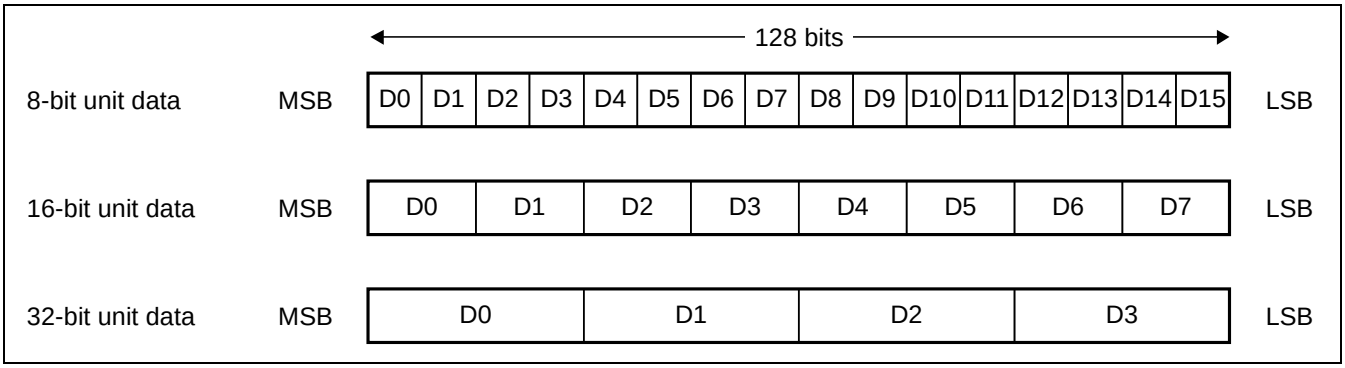


Figure 34.2 FDP1 Input/output Data Format

However, data may be arranged in a way unexpected by the FDP1 depending on the address handling method (such as little endian) of the FDP1 access destination in some cases as in the external memory format shown in Figure 34.3. In such a case, use the data swapping function (Refer to section 34.2.7.6 and 34.2.8.4) in the FDP1 to convert the data format to be suitable for the FDP1.

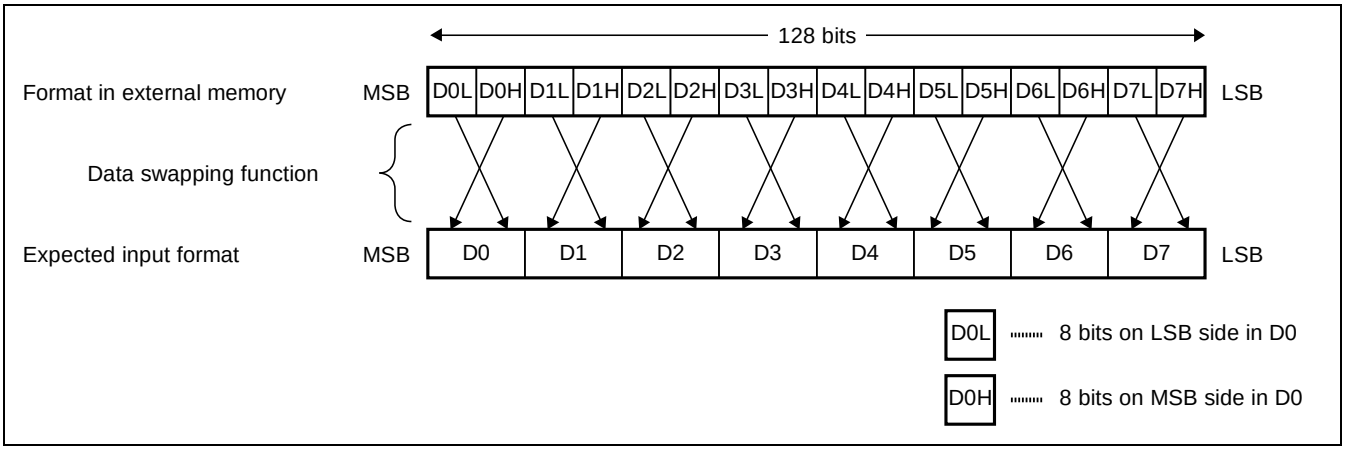


Figure 34.3 Input Data Alignment by Data Swapping Function

34.1.3 Register Configuration

Table 34.1 shows the FDP1 memory map. Immediate registers are specified as “Imm”, the V-update registers are indicated as “Vupdt” and the V-update status registers are indicated as “VupdtSt” in register type column in Table 34.1.

Base address of each FDP1:

Ch0: H'FE94_0000

Ch1: H'FE94_4000 (RZ/G2H only)

Table 34.1 List of FDP1 registers

							Second Generation RZ/G Series Products			
Name of Registers	Abbreviation	Register Type	R/W	Address (offset from base address)	Initial value	size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
FDP1 Start Register	FD1_CTL_CMD	Imm	R/W	H’0000	H’0000_0000	32	√	√	√	√
Sync Generator Register	FD1_CTL_SGCMD	Imm	R/W	H’0004	H’0000_0000	32	√	√	√	√
Register Set End Register	FD1_CTL_REGEND	Imm	R/W	H’0008	H’0000_0000	32	√	√	√	√
Channel Activation Register	FD1_CTL_CHACT	Vupdt	R/W	H’000C	H’0000_0000	32	√	√	√	√
Operation Mode Register	FD1_CTL_OPMODE	Vupdt	R/W	H’0010	H’0000_0000	32	√	√	√	√
V-Period Register	FD1_CTL_VPERIOD	Vupdt	R/W	H’0014	H’0000_0000	32	√	√	√	√
Clock Control Register	FD1_CTL_CLKCTRL	Imm	R/W	H’0018	H’0000_0000	32	√	√	√	√
Software Reset Register	FD1_CTL_SRESET	Imm	R/W	H’001C	H’0000_0000	32	√	√	√	√
Operating Status Register	FD1_CTL_STATUS	VupdtSt	R	H’0024	H’0000_0000	32	√	√	√	√
V-Cycles Status Register	FD1_CTL_VCYCLE_STAT	VupdtSt	R	H’0028	H’0000_0000	32	√	√	√	√
Interrupt Enable Register	FD1_CTL_IRQENB	Imm	R/W	H’0038	H’0000_0000	32	√	√	√	√
Interrupt Status Register	FD1_CTL_IRQSTA	Imm	R/W	H’003C	H’0000_0000	32	√	√	√	√
Interrupt Control Register	FD1_CTL_IRQFSET	Imm	R/W	H’0040	H’0000_0000	32	√	√	√	√
Source Picture Size Register	FD1_RPF_SIZE	Vupdt	R/W	H’0060	H’0000_0000	32	√	√	√	√
Source Picture Format Register	FD1_RPF_FORMAT	Vupdt	R/W	H’0064	H’0000_0000	32	√	√	√	√
Source Picture Stride Register	FD1_RPF_PSTRIDE	Vupdt	R/W	H’0068	H’0000_0000	32	√	√	√	√
RPF0 Source Component Y Address Register	FD1_RPF0_ADDR_Y	Vupdt	R/W	H’006C	H’0000_0000	32	√	√	√	√

Name of Registers	Abbreviation	Register Type	R/W	Address (offset from base address)	Initial value	size	Second Generation RZ/G Series Products			
							RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
RPF1 Source Component Y Address Register	FD1_RPF1_ ADDR_Y	Vupdt	R/W	H'0078	H'0000_ 0000	32	√	√	√	√
RPF1 Source Component C0 Address Register	FD1_RPF1_ ADDR_C0	Vupdt	R/W	H'007C	H'0000_ 0000	32	√	√	√	√
RPF1 Source Component C1 Address Register	FD1_RPF1_ ADDR_C1	Vupdt	R/W	H'0080	H'0000_ 0000	32	√	√	√	√
RPF2 Source Component Y Address Register	FD1_RPF2_ ADDR_Y	Vupdt	R/W	H'0084	H'0000_ 0000	32	√	√	√	√
Still Mask Address Register	FD1_RPF_ SMSK_ADDR	Vupdt	R/W	H'0090	H'0000_ 0000	32	√	√	√	√
RPF Data Swap Register	FD1_RPF_ SWAP	Vupdt	R/W	H'0094	H'0000_ 0000	32	√	√	√	√
Destination Picture Format Register	FD1_WPF_ FORMAT	Vupdt	R/W	H'00C0	H'0000_ 0000	32	√	√	√	√
Destination Picture Rounding Control Register	FD1_WPF_ RNDCTL	Vupdt	R/W	H'00C4	H'0000_ 0000	32	√	√	√	√
Destination Picture Stride Register	FD1_WPF_ PSTRIDE	Vupdt	R/W	H'00C8	H'0000_ 0000	32	√	√	√	√
Destination Component Y Address Register	FD1_WPF_ ADDR_Y	Vupdt	R/W	H'00CC	H'0000_ 0000	32	√	√	√	√
Destination Component C0 Address Register	FD1_WPF_ ADDR_C0	Vupdt	R/W	H'00D0	H'0000_ 0000	32	√	√	√	√
Destination Component C1 Address Register	FD1_WPF_ ADDR_C1	Vupdt	R/W	H'00D4	H'0000_ 0000	32	√	√	√	√
WPF Data Swap Register	FD1_WPF_ SWAP	Vupdt	R/W	H'00D8	H'0000_ 0000	32	√	√	√	√
IPC Mode Register	FD1_IPC_ MODE	Vupdt	R/W	H'0100	H'0000_ 0000	32	√	√	√	√
Still Mask Threshold Register	FD1_IPC_SMSK _THRESH	Vupdt	R/W	H'0104	H'0000_ 0000	32	√	√	√	√
Comb Detection Parameter Register	FD1_IPC_ COMB_DET	Vupdt	R/W	H'0108	H'0000_ 0000	32	√	√	√	√
Motion Decision Parameter Register	FD1_IPC_ MOTDEC	Vupdt	R/W	H'010C	H'0000_ 0000	32	√	√	√	√
DLI Blend Parameter Register	FD1_IPC_DLI_ BLEND	Vupdt	R/W	H'0120	H'0000_ 0000	32	√	√	√	√
DLI Horizontal Frequency Gain Register	FD1_IPC_DLI_ HGAIN	Vupdt	R/W	H'0124	H'0000_ 0000	32	√	√	√	√
DLI Suppression Parameter Register	FD1_IPC_DLI_ SPRS	Vupdt	R/W	H'0128	H'0000_ 0000	32	√	√	√	√

Name of Registers	Abbreviation	Register Type	R/W	Address (offset from base address)	Initial value	size	Second Generation RZ/G Series Products			
							RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DLI Angle Parameter Register	FD1_IPC_DLI_ANGLE	Vupdt	R/W	H'012C	H'0000_0000	32	√	√	√	√
DLI Isolated Pixel Parameter Register0	FD1_IPC_DLI_ISOPIX0	Vupdt	R/W	H'0130	H'0000_0000	32	√	√	√	√
DLI Isolated Pixel Parameter Register1	FD1_IPC_DLI_ISOPIX1	Vupdt	R/W	H'0134	H'0000_0000	32	√	√	√	√
IPC Sensor Threshold Register0	FD1_IPC_SENSOR_TH0	Vupdt	R/W	H'0140	H'0000_0000	32	√	√	√	√
IPC Sensor Threshold Register1	FD1_IPC_SENSOR_TH1	Vupdt	R/W	H'0144	H'0000_0000	32	√	√	√	√
Sensor Control Register0	FD1_SENSOR_CTL0	Vupdt	R/W	H'0170	H'0000_0000	32	√	√	√	√
Sensor Control Register1	FD1_SENSOR_CTL1	Vupdt	R/W	H'0174	H'0000_0000	32	√	√	√	√
Sensor Control Register2	FD1_SENSOR_CTL2	Vupdt	R/W	H'0178	H'0000_0000	32	√	√	√	√
Sensor Control Register3	FD1_SENSOR_CTL3	Vupdt	R/W	H'017C	H'0000_0000	32	√	√	√	√
Sensor Register0	FD1_SENSOR_0	Imm	R	H'0180	H'0000_0000	32	√	√	√	√
Sensor Register1	FD1_SENSOR_1	Imm	R	H'0184	H'0000_0000	32	√	√	√	√
Sensor Register2	FD1_SENSOR_2	Imm	R	H'0188	H'0000_0000	32	√	√	√	√
Sensor Register3	FD1_SENSOR_3	Imm	R	H'018C	H'0000_0000	32	√	√	√	√
Sensor Register4	FD1_SENSOR_4	Imm	R	H'0190	H'0000_0000	32	√	√	√	√
Sensor Register5	FD1_SENSOR_5	Imm	R	H'0194	H'0000_0000	32	√	√	√	√
Sensor Register6	FD1_SENSOR_6	Imm	R	H'0198	H'0000_0000	32	√	√	√	√
Sensor Register7	FD1_SENSOR_7	Imm	R	H'019C	H'0000_0000	32	√	√	√	√
Sensor Register8	FD1_SENSOR_8	Imm	R	H'01A0	H'0000_0000	32	√	√	√	√
Sensor Register9	FD1_SENSOR_9	Imm	R	H'01A4	H'0000_0000	32	√	√	√	√
Sensor Register10	FD1_SENSOR_10	Imm	R	H'01A8	H'0000_0000	32	√	√	√	√
Sensor Register11	FD1_SENSOR_11	Imm	R	H'01AC	H'0000_0000	32	√	√	√	√
Sensor Register12	FD1_SENSOR_12	Imm	R	H'01B0	H'0000_0000	32	√	√	√	√
Sensor Register13	FD1_SENSOR_13	Imm	R	H'01B4	H'0000_0000	32	√	√	√	√

Name of Registers	Abbreviation	Register Type	R/W	Address (offset from base address)	Initial value	size	Second Generation RZ/G Series Products			
							RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Sensor Register14	FD1_SENSOR_14	Imm	R	H'01B8	H'0000_0000	32	√	√	√	√
Sensor Register15	FD1_SENSOR_15	Imm	R	H'01BC	H'0000_0000	32	√	√	√	√
Sensor Register16	FD1_SENSOR_16	Imm	R	H'01C0	H'0000_0000	32	√	√	√	√
Sensor Register17	FD1_SENSOR_17	Imm	R	H'01C4	H'0000_0000	32	√	√	√	√
Line Memory Pixel Number Register	FD1_IPC_LMEM	Vupdt	R/W	H'01E0	H'0000_0000	32	√	√	√	√
IP Internal Data	FD1_IP_INTDATA	Imm	R	H'0800	INTDATA_INIT *	32	√	√	√	√
LUT DIF_ADJ	FD1_DIF_ADJ_00 to FD1_DIF_ADJ_FF	Imm	R/W	H'1000 to H'13FF	H'0000_0000	32	√	√	√	√
LUT SAD_ADJ	FD1_SAD_ADJ_00 to FD1_SAD_ADJ_FF	Imm	R/W	H'1400 to H'17FF	H'0000_0000	32	√	√	√	√
LUT BLD_GAIN	FD1_BLD_GAIN_00 to FD1_BLD_GAIN_FF	Imm	R/W	H'1800 to H'1BFF	H'0000_0000	32	√	√	√	√
LUT DIF_GAIN	FD1_DIF_GAIN_00 to FD1_DIF_GAIN_FF	Imm	R/W	H'1C00 to H'1FFF	H'0000_0000	32	√	√	√	√
LUT MDET	FD1_MDET_00 to FD1_MDET_FF	Imm	R/W	H'2000 to H'23FF	H'0000_0000	32	√	√	√	√

Note: * INTDATA_INIT: depend on product generation, refer to section 34.2.9.19 for detail

34.1.4 Connected Module

Following table shows the modules connected to the FDP1.

Table of connected Module

Module	Connected Module	Description
FDP1	FCPF	FCP for FDP

34.2 Register Description

34.2.1 Access Restrictions

FDP1 supports only 32 bit access to read or write all addresses in FDP1 area. Do not access any of otherwise access units. Therefore, read-modify-write is needed to change partial bits in 32bits register.

34.2.2 Register Type Definitions

There are 3 types of registers in FDP1: immediate register, V-update Register and V-update Status Register. The values of immediate registers are reflected to H/W behavior immediately after the changing its values. Hence, do not change these immediate registers while FDP1 is processing unless this manual allows it explicitly. The values of V-update registers are reflected to H/W behavior at the timing of V-interruption (at the timing of FD1_CTL_IRQSTA.VINT is set to 1). Users can change these V-update registers while FDP1 is processing. To reflect V-update registers to the H/W, users have to set FD1_CTL_REGEND.REGEND to 1 after the all V-update registers which are intended to be changed are completely set. The values of V-update Status Registers are updated at the timing of V-interruption. Therefore, the status (FD1_CTL_STATUS) of de-interlacing process which is conducted before a V-interruption must be referred after that V-interruption.
To confirm the types of registers, refer to Table 34.1.

34.2.3 Notational Conventions for Registers and Bit Fields

This document uses the following notational conventions for the FDP1 registers and bit fields.

1. The names of registers and bits are written in uppercase.
2. A bit or bit field in a register is indicated as [register name.bit name]. For example, the STRCMD bit in the FD1_CTL_CMD register is indicated as FD1_CTL_CMD.STRCMD.
3. Lowercase "n" in a register name or a bit name indicates an integer and the range of value n is defined when necessary. For example, FD1_RPFn_ADDR_Y.PSRC_ADDR (n = 0, 1, 2) indicates the PSRC_ADDR bits in three registers FD1_RPF0_ADDR_Y.PSRC_ADDR, FD1_RPF1_ADDR_Y.PSRC_ADDR, and FD1_RPF2_ADDR_Y.PSRC_ADDR. For RPFn when the range of value n is not defined, RPFn (n = 0, 1, 2) are assumed.
4. In each subsection for register description in section 34.2, when only a bit name is written without showing its register name, the bit is in the register described in that subsection.
5. A wildcard (*) indicates any characters in a name and represents all registers or bits that match the specified first part of a name. For example, when there are three registers FD1_RPF0_ADDR_Y, FD1_RPF0_ADDR_C0 and FD1_RPF0_ADDR_C1, FD1_RPF0_ADDR_* indicates three registers.

34.2.4 Register Classification

The FDP1 registers are arranged in the following order; the general control registers control the operation of the entire FDP1, and the other registers control each image processing and specify parameters for the processing. The functions of the registers are described in this order starting from section 34.2.6.

1. General control registers (FD1_CTL_*)
2. RPF control registers (FD1_RPF_*)
3. WPF control registers (FD1_WPF_*)
4. IPC control registers (FD1_IPC_*)

34.2.5 Restrictions on Access to Registers and Lookup Tables

The FDP1 has control registers and lookup tables. When accessing the addresses where these registers and lookup tables are allocated, the following restrictions should be satisfied. If any restriction is violated, the FDP1 will not operate correctly.

1. For the read-only bits and reserved bits in all FDP1 registers, writing 1 is prohibited unless otherwise specified.
2. Addresses undefined in section 34.1.3 are reserved areas and write access is prohibited in these areas.
3. For all immediate registers and lookup tables, except FD1_CTL_SGCMD, FD1_CTL_SRESET and FD1_CTL_IRQ*, modifying register values during operation of the module is prohibited. Modify registers while the FDP1 is stopped. For the operating status of the FDP1, refer to section 34.2.6.9.

34.2.6 General Control Registers

34.2.6.1 FDP1 Start Register (FD1_CTL_CMD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STRCMD
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	STRCMD	B'0	R/W	Start Command FDP1 starts the de-interlacing processing if this bit is set to 1. Set this bit after all relevant registers are surely set except for FD1_CTL_REGEND and FD1_CTL_SGCMD. Set this bit to 1 before the FD1_CTL_REGEND.REGEND and FD1_CTL_SGCMD if FDP1 has to execute process. This bit will keep the value 1 after the set. To clear this bit, write the value 0 to this bit. 0: NOP or stops process at the next timing of V-Interruption. 1: Start FDP1 process at the next timing of V-Interruption. Note that setting of this register is valid if the register FD1_CTL_REGEND.REGEND is set to the value 1 at the timing of next V-Interruption.

34.2.6.2 Sync Generator Register (FD1_CTL_SGCMD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SGEN
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SGEN	B'0	R/W	V-Interruption Generator Enable This bit controls V-Interruption. This bit should be set to the value 1 after other all registers are set, and only at the first field of the sequence. Set this bit to the value 1 to execute process in all V-Interruption modes described in the section 34.2.6.5. 0: Disable V-Interruption 1: Enable V-Interruption [Important] In case of software reset (FD1_CTL_SRESET.SRST), set this SGEN bit to the value 0. If this bit is cleared during process V-interruption will not occur after FDP1 finished current frame. As a result, FDP1 will not start the next frame because STRCMD is not captured and V-update status registers will not be updated about process information of current frame.

34.2.6.3 Register Set End Register (FD1_CTL_REGEND)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	REGEND
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	REGEND	B'0	R/W	Register Setting Ready Flag Set the value 1 to this bit after completing the setting of parameter registers. Do not write the value 0 to this bit. This bit will be cleared by FDP1 automatically. 0: Writing 0 is prohibited except for after the completion of S/W reset sequence. 1: Registers which are set by SW is ready to be reflected for Hardware reference. The V-update status registers is ready to be reflected for Software reference. The second or later V-interruption in the case No interrupt mode can be generated.

34.2.6.4 Channel Activation Register (FD1_CTL_CHACT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SMW	WR	—	—	—	—	SMR	RD2	RD1	RD0
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10, 7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 8 3 to 0	SMW, WR SMR, RD[2:0]	All 0	R/W	Refer to Table 34.2 for setting these register fields. The setting of each register field depends on the setting of FD1_IPC_MODE.DIM register bits. Do not set the other values which is specified in Table 34.2.

Table 34.2 FD1_CTL_CHACT setting for FD1_IPC_MODE.DIM parameter

					FD1_CTL_CHACT						
Use case			**PRG*1**	**DIM [2:0] *2**	**SMW**	**WR**	**SMR**	**RD2**	**RD1**	**RD0**	**LWord Expression**
Interlace Mode	Adaptive 2D/3D	First field *4	0	1	1	1	0	0	1	0	H'0000_0302
		Second field		0	1	1	0	1	1	1	H'0000_0307
		Final field		1	0	1	0	0	1	0	H'0000_0102
		Otherwise		0	1	1	1	1	1	1	H'0000_030F
	Fixed 3D	First field *4		1	0	1	0	0	1	0	H'0000_0102
		Second field		2	0	1	0	1	1	1	H'0000_0107
		Final field		1	0	1	0	0	1	0	H'0000_0102
		Otherwise		2	0	1	0	1	1	1	H'0000_0107
	Fixed 2D			1	0	1	0	0	1	0	H'0000_0102
	Select previous field for interpolated lines			3	0	1	0	0 *3	1	1	H'0000_0103
	Select next field for interpolated lines			4	0	1	0	1	1	0 *3	H'0000_0106
Progressive Mode	Progressive Mode		1	1	0	1	0	0	1	0	H'0000_0102

Notes: 1. FD1_CTL_OPMODE.PRG
2. FD1_IPC_MODE.DIM [2:0]
3. Value 1 can be set but the corresponding data is not read
4. the first field input for FDP process.

34.2.6.5 Operation Mode Register (FD1_CTL_OPMODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	PRG	—	—	VIMD[1:0]	
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5, 3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	PRG	B'0	R/W	Progressive Mode When the register field is set to 1, the de-interlacing processing is not executed, and the incoming image data is passed through IPC module. 0: Interlace Mode 1: Progressive Mode
1, 0	VIMD[1:0]	B'00	R/W	V-Interruption Mode This register field sets V-Sync interrupt mode of FDP1. Refer to Table 34.3 for detail. 0: Interrupt mode 1: Best Effort mode 2: No interrupt mode

Table 34.3 V-Interrupt Mode

	V-Interruption Timing		STRCMD Captured Timing
VIMD[1:0]	**First time**	**Second time or later**	
0 (Interrupt mode)	V-Interruption occurs when changes FD1_CTL_SGCMD.SGEN from 0 to 1 and FDP1 is not doing de-interlacing process.	Fixed period interrupt specified by FD1_CTL_VPERIOD in spite of the de-interlacing processing	Captured at V-Interruption
1 (Best effort)		Fixed period interrupt specified by FD1_CTL_VPERIOD If the de-interlacing processing is not completed at the timing specified by FD1_CTL_VPERIOD, V-Interruption is deferred to the end of the processing.	
2 (No interrupt)		If FD1_CTL_REGEND is set 1 before the end of the processing (frame end interruption FD1_CTL_IRQSTA .FRE is set as 1) V-Interruption occurs right after the end of the processing. If FD1_CTL_REGEND is set 1 after the end of processing (frame end interruption FD1_CTL_IRQSTA .FRE is set as 1) V-Interruption occurs right after FD1_CTL_REGEND is set. If FD1_CTL_REGEND is not set 1 V-Interruption does not occur.	

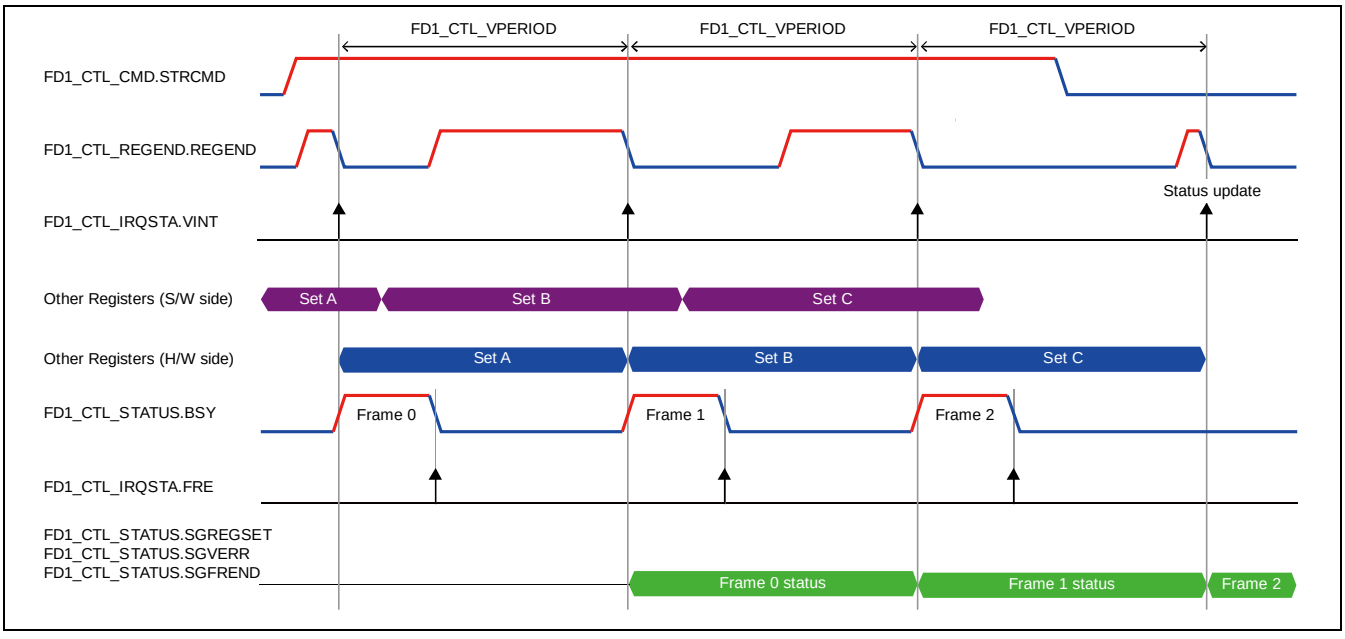


Figure 34.4 Timing Chart of Interrupt Mode (VIMD = 0) and Best Effort Mode (VIMD = 1)

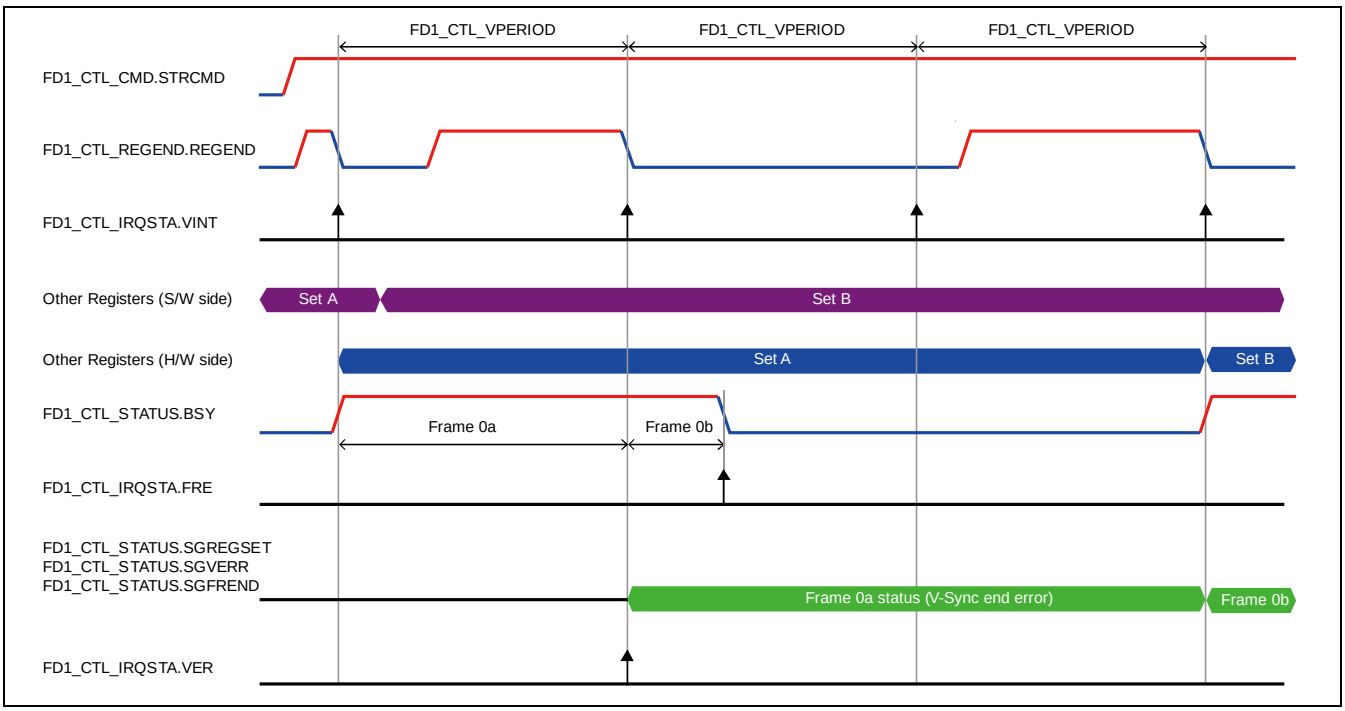


Figure 34.5 Timing Chart of Interrupt Mode (VIMD = 0) with Error

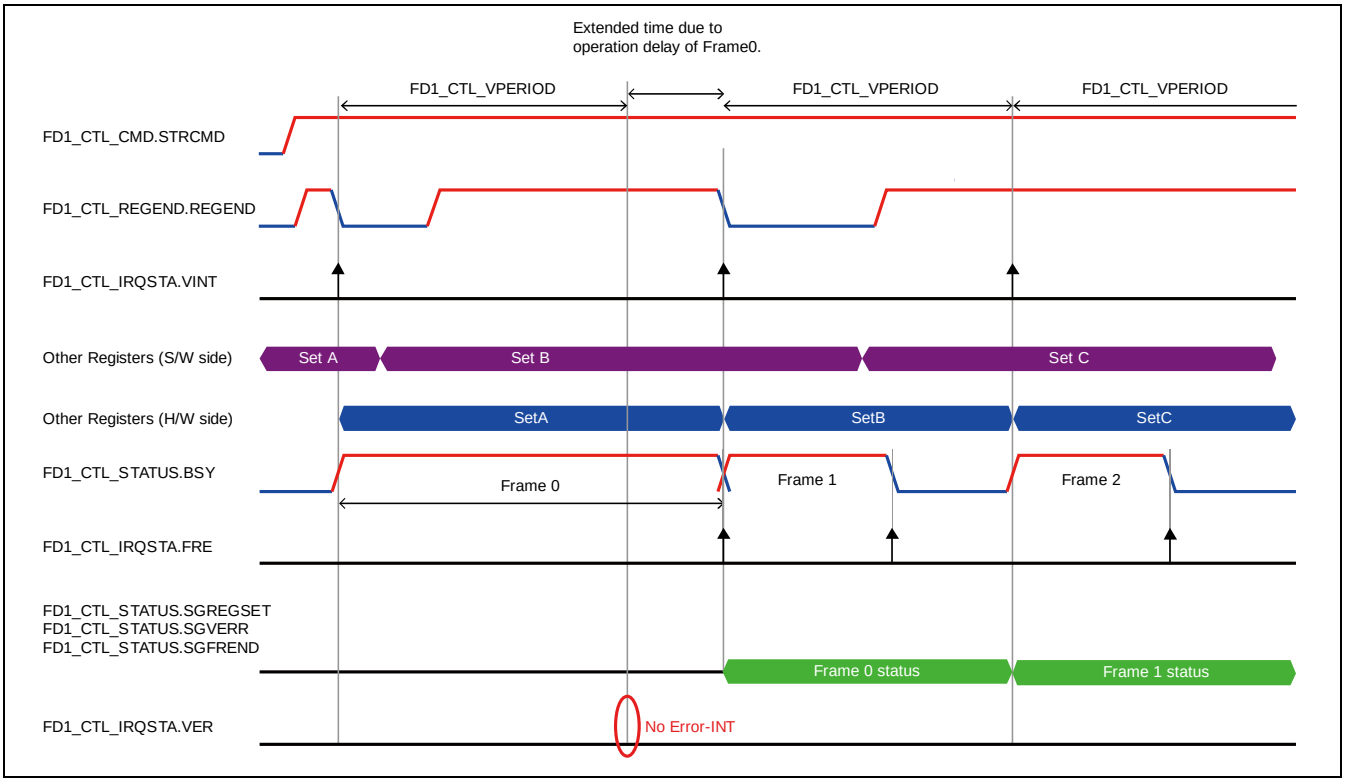


Figure 34.6 Timing Chart of Best Effort Mode (VIMD = 1) (In Case of Error at Interrupt Mode)

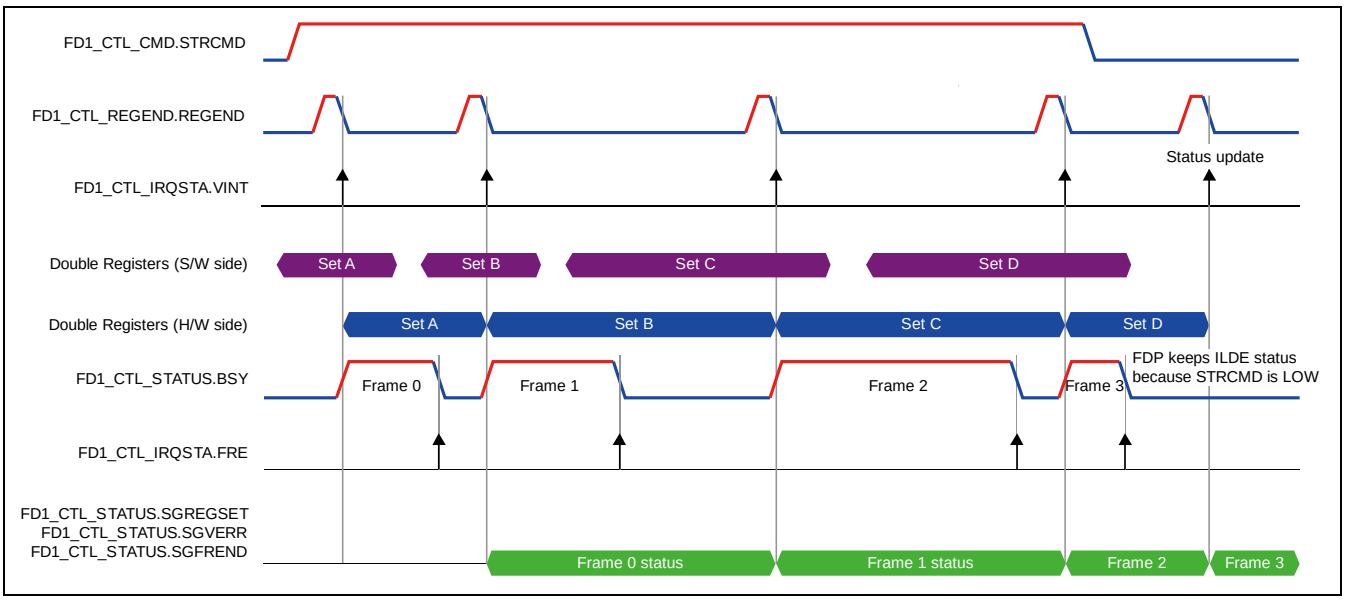


Figure 34.7 Timing Chart of No Interrupt Mode (VIMD = 2)

34.2.6.6 V-Period Register (FD1_CTL_VPERIOD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VPERIOD[31:16]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VPERIOD[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	VPERIOD [31:0]	All 0	R/W	V-Sync Period Set the period from the V-Sync to the next V-Sync in the unit of FDP1 clock frequency cycles.

34.2.6.7 Clock Control Register (FD1_CTL_CLKCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CSTP_N
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	CSTP_N	B'0	R/W	Set the value 1 to this bit.

34.2.6.8 Software Reset Register (FD1_CTL_SRESET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SRST
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SRST	B'0	R/W	FDP1 Software Reset FDP1 stops it operation after this bit is set to 1. FDP1 aborts all processing and quit bus/ memory accesses. Do not start next process by FD1_CTL_CMD until the software processing is completed. When this processing is completed, the FD1_ CTL_IRQSTA.FRE interrupt source bit is set to 1, when the FRE interrupt is enabled. This interrupt notifies the end of the reset processing. The end of software reset processing is notified through the FRE bit, but the software reset issued while FDP1 is stopped is ignored as NOP. As it takes a while until the reset is actually issued after the reset bit is set, the FDP1 may complete operation before the reset is actually issued. In this case, no interrupt is output for the software reset that is issued after the FDP1 completes operation. But even through in this case, not that the output image may be destroyed due to software reset process. This bit is always read as 0. 0: NOP 1: Software Reset [Important] Set FD1_CTL_SGCMD.SGEN to the value 0 before write 1 to this SRST bit.

34.2.6.9 Operating Status Register (FD1_CTL_STATUS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VINT_CNT [15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	SGREGSET	SGVERR	SGFREND	—	—	—	—	—	—	—	BSY
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 11, 7 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31 to 16	VINT_CNT [15:0]	All 0	R	V-Sync Interrupt Counter Status This bit field shows the number of interruption times of V-Sync interrupt. Hence, the value of this bit indicates the number of progressive output frames which is generated by FDP1. This counter value is reset to 0 when FD1_CTL_SGCMD.SGEN is set to 1.
10	SGREGSET	B'0	R	Register Set End Status This bit represents the register set status updated at V-Sync. The status is controlled by FD1_CTL_REGEND.REGEND bit and the internal timing. 0: Registers are not set for the operation 1: Registers are set for the operation
9	SGVERR	B'0	R	V-Sync End Error Status This bit represents the V-Sync end error status updated at V-Sync. 0: No error 1: V-Sync end error (De-interlacing cannot be finished by the timing of V-Sync)
8	SGFREND	B'0	R	Frame End Status This bit represents the frame end status updated at V-Sync. 0: The de-interlacing is not finished 1: Frame end (The de-interlacing is finished)
0	BSY	B'0	R	FDP1 Operating Status This bit indicates the operating or stopped state of control FDP1. 0: FDP1 is stopped. 1: FDP1 is operating.

34.2.6.10 V-Cycles Status Register (FD1_CTL_VCYCLE_STAT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VCYC[31:16]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VCYC[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	VCYC [31:0]	All 0	R	Number of Cycles of the Previous Frame Processing This status register shows the number of cycles of previous frame de-interlacing processing. FDP1 updates this register at the timing of V-Sync interrupt.

34.2.6.11 Interrupt Enable Register (FD1_CTL_IRQENB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VERE
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	VINTE	—	—	—	FREE
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17, 15 to 5, 3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	VERE	B'0	R/W	Interrupt Enable for V-Sync End Error The interrupt of V-Sync end error is asserted at the timing that FDP1 does not complete the de-interlacing processing at the V-Sync.
4	VINTE	B'0	R/W	Interrupt Enable for V-Sync The interrupt of V-Sync is asserted at the timing of V-Sync specified by FD1_CTL_OPMODE.VIMD register field. If VIMD is set to 2, this interrupt is not asserted.
0	FREE	B'0	R/W	Interrupt Enable for Frame End The interrupt of frame end is asserted at the timing that FDP1 completes the de-interlacing processing.

Each bit controls the interrupt enable of the corresponding interrupt source.
0: Interrupt Disabled
1: Interrupt Enabled

Each bit in FD1_CTL_IRQSTA is set to 1 when the corresponding interrupt source is generated. FD1_CTL_IRQENB specifies whether to output an interrupt signal for the generated source. When an interrupt is disabled in this register, no interrupt signal is generated even when the corresponding bit in FD1_CTL_IRQSTA is set to 1. When an interrupt is enabled in this register, an interrupt signal is output when the corresponding bit in FD1_CTL_IRQSTA is set to 1.

34.2.6.12 Interrupt Status Register (FD1_CTL_IRQSTA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VER
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	VINT	—	—	—	FRE
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17, 15 to 5, 3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	VER	B'0	R/W	Interrupt Status and Clear for V-Sync End Error
4	VINT	B'0	R/W	Interrupt Status and Clear for V-Sync
0	FRE	B'0	R/W	Interrupt Status and Clear for Frame End

The read value from each bit is the status of the interrupt source, and the write access to each bit controls the interrupt status.

[Read Access] Interrupt Status

0: No interrupt
1: Interrupt activated

[Write Access] Interrupt Clear

0: The interrupt status is cleared to 0
1: Hold the interrupt status value

FD1_CTL_IRQSTA indicates the state of the interrupt sources generated in the FDP1. Whether to output a FDP1 interrupt when an interrupt source is generated and the corresponding bit is set to 1 is determined by the corresponding bit setting in FD1_CTL_IRQENB.

While an interrupt is disabled in FD1_CTL_IRQENB, the FDP1 does not output an interrupt signal even when an interrupt source is generated, but the source flag in this register is set to 1.

34.2.6.13 Interrupt Control Register (FD1_CTL_IRQFSET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FRES
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	FRES	B'0	R/W	This bit is used to issue the dummy frame end interruption. [Read Access] Always 0 value is read. [Write Access] 0: Hold the current interrupt status value 1: The interrupt status of frame end (bit FRE of register FD1_CTL_IRQSTA) is forced to 1. After being forced to 1, the status value 1 of interrupt status bit FRE is hold until it is cleared by being written 0. The bit FRES turns to 0 automatically after being written 1.

34.2.7 RPF Control Registers

34.2.7.1 Source Picture Size Register (FD1_RPF_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	HSIZE[12:0]												
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VSIZE[12:0]												
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	HSIZE[12:0]	All 0	R/W	Horizontal Source Picture Size Specify the horizontal picture size of each input field in unit of pixels.
12 to 0	VSIZE[12:0]	All 0	R/W	Vertical Source Picture Size Specify the vertical picture size of each input field in unit of pixels.

34.2.7.2 Source Picture Format Register (FD1_RPF_FORMAT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CIPM
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	RSPYCS	RSPUVS	—	—	—	CF	—	RDFMT[6:0]						
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17, 15 to 14, 11 to 9, 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	CIPM	B'0	R/W	Horizontal Chrominance Interpolation Method Setting Image data is processed in the YCbCr444 format inside RPF in case of YCbCr color space. When the chrominance format of the input image is YCbCr422 or YCbCr420, data is up-sampled as shown in Figure 34.8. This bit specifies the method of up-sampling for this purpose. 0: The nearest-neighbor method is used for horizontal chrominance interpolation. 1: The bilinear method is used for horizontal chrominance interpolation. In the case all following conditions are true set 0 to this bit in order to prevent the image difference between input and output. If set 1 to this bit in this case the output image may be different from the input image, but it is not broken. 1) Operation mode is progressive (FD1_CTL_OPMODE.PRG = 1) 2) Input format is either YCbCr4:2:2 or YCbCr4:2:0 3) Output format is either YCbCr4:2:2 or YCbCr4:2:0
13	RSPYCS	B'0	R/W	RPF Input Mode Setting 1 When the input format is YUY2, set this bit to 1 and set the RDFM T bits to 71 (H'47). When the input format is YVYU, set this bit and the RSPUVS bit to 1 and set the RDFM T bits to 71 (H'47). In other cases, set this bit to 0.

Bit	Bit Name	Initial Value	R/W	Description
12	RSPUVS	B'0	R/W	RPF Input Mode Setting 2 When the input format is NV61, set this bit to 1 and set the RDFM T bits to 65 (H'41). When the input format is NV21, set this bit to 1 and set the RDFM T bits to 66 (H'42). When the input format is YVYU, set this bit and the RSPYCS bit to 1 and set the RDFM T bits to 71 (H'47). In other cases, set this bit to 0.
8	CF	B'0	R/W	Current Field This bit specifies current field parity. Note that the Previous or Next field pictures should be the opposite parity of the current field specified by this bit. 0: Current field is top field 1: Current field Bottom field
6 to 0	RDFMT [6:0]	All 0	R/W	RPF Input Image Format Setting These bits select the format of the image input from the external SDRAM to the RPFn (n = 0, 1, 2). Select a value corresponding to the desired format from those shown in Table 34.4. [Note 1] Number of input pixels When YCbCr4:2:2 is selected through the RDFMT bits, the horizontal size of the input image should be specified in 2-pixel units. When YCbCr4:2:0 is selected, the vertical and horizontal sizes should be specified in 2-pixel units. [Note 2] Input chroma horizontal up-sampling When the input format is YCbCr4:2:2 or YCbCr4:2:0 the chroma component is up-sampled horizontally to YCbCr4:4:4 (the format used for image process) with the method specified by the CIPM bit. In the interlace mode (FD1_CTL_OPMODE.PRG = 0) this up-sampling is processed before IP conversion. [Note 3] Input chroma vertical up-sampling When the input format is YCbCr4:2:0 the chroma component is up-sampled vertically to YCbCr4:4:4 (the format used for image process) by copying the neighbor upper input line. In the interlace mode (FD1_CTL_OPMODE.PRG = 0) this up-sampling is processed before IP conversion.

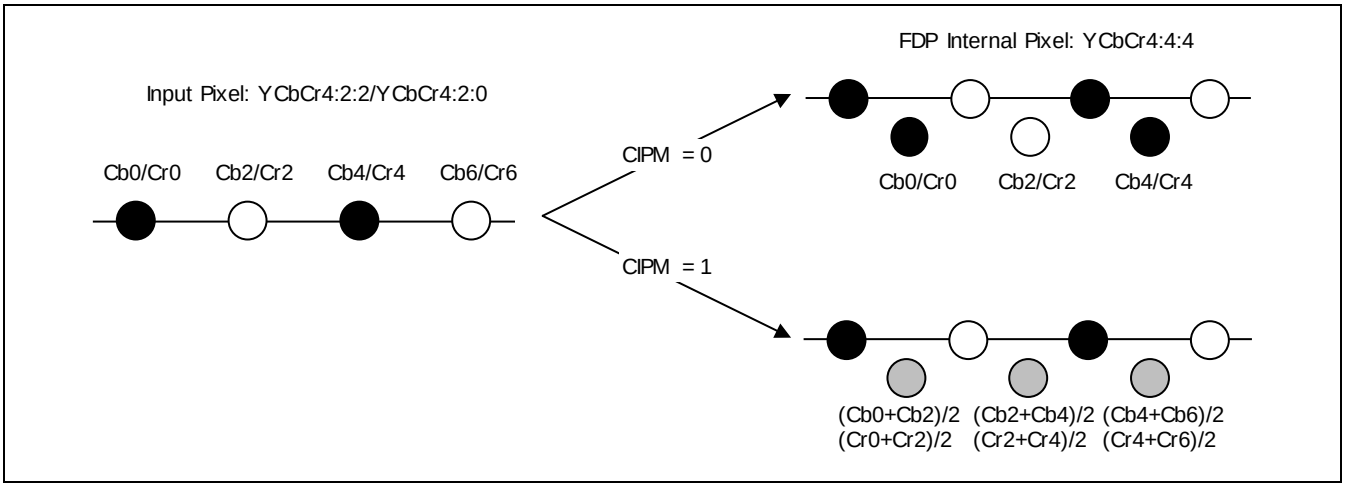


Figure 34.8. Chrominance Interpolation Methods Selectable through CIPM Setting

Table 34.4 YCbCr Formats for RPF Input*4 and WPF Output

RDFMT [6:0], WRFMT[6:0]	Packed YCbCr input/output Format	Reference
H'00 to H'3F	Reserved	—
H'40	YCbCr4:4:4 semi-planar	Figure 34.9
H'41	YCbCr4:2:2 semi-planar (NV16, NV61*1)	
H'42	YCbCr4:2:0 semi-planar (NV12, NV21*1)	
H'43 to H'45	Reserved	—
H'46	YCbCr4:4:4 interleaved	Figure 34.10
H'47	YCbCr4:2:2 interleaved type 0 (UYVY, YUY2*2, YVYU*3)	
H'48	YCbCr4:2:2 interleaved type 1	
H'49	Reserved	
H'4A	YCbCr4:4:4 planar	Figure 34.11
H'4B	YCbCr4:2:2 planar (YV16)	
H'4C	YCbCr4:2:0 planar (YV12, I420)	
H'4D to H'7F	Reserved	—

Notes: 1. when the input format is NV61 or NV21, set the RSPUVS bit to 1.
2. when the input format is YUY2, set the RSPYCS bit to 1.
3. when the input format is YVYU, set the RSPUVS bit to 1 and RSPYCS bit to 1.
4. Chroma component (Cb, Cr or U, V) of RPF0, RPF2 is not read from bus in case of YCbCr planar, YCbCr semi-planar formats, and discarded after reading in package with luma component in case YCbCr interleaved formats because it is processed in fixed 2D de-interlacing.

In write format case shown in section 34.2.8.1, FD1_WPF_FORMAT.WSPYCS, WSPUVS are corresponds to RSPYCS and RSPUVS, respectively.

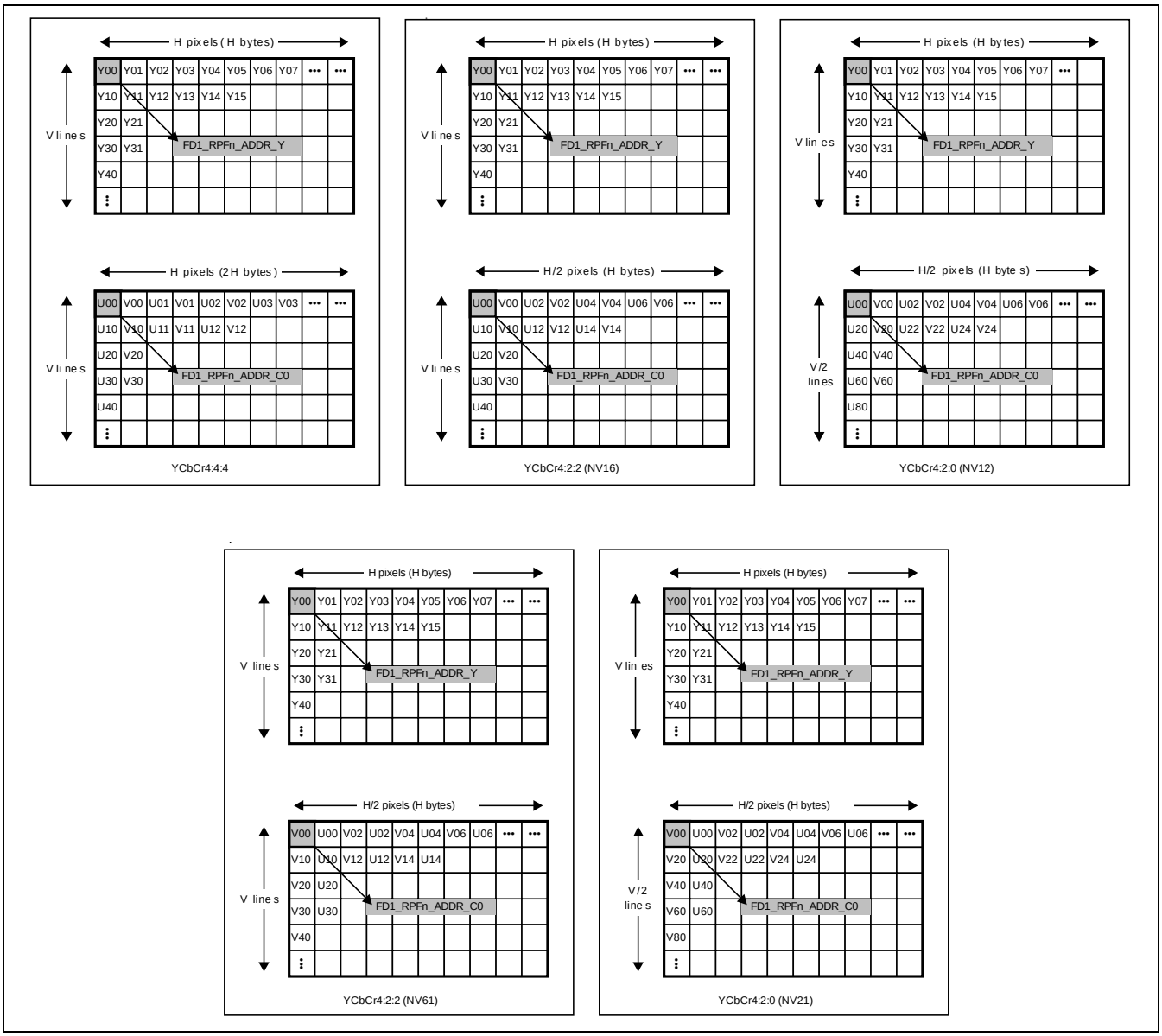


Figure 34.9. YCbCr Semi-Planar Formats

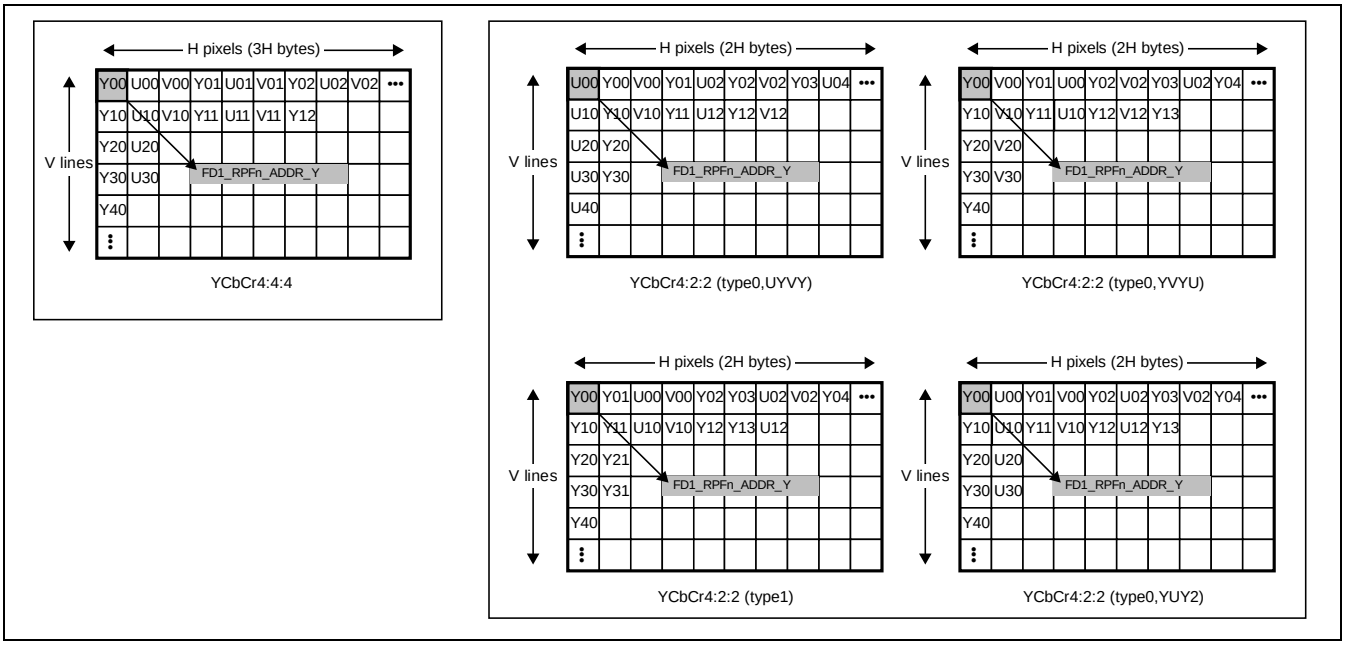


Figure 34.10. YCbCr Interleaved Formats

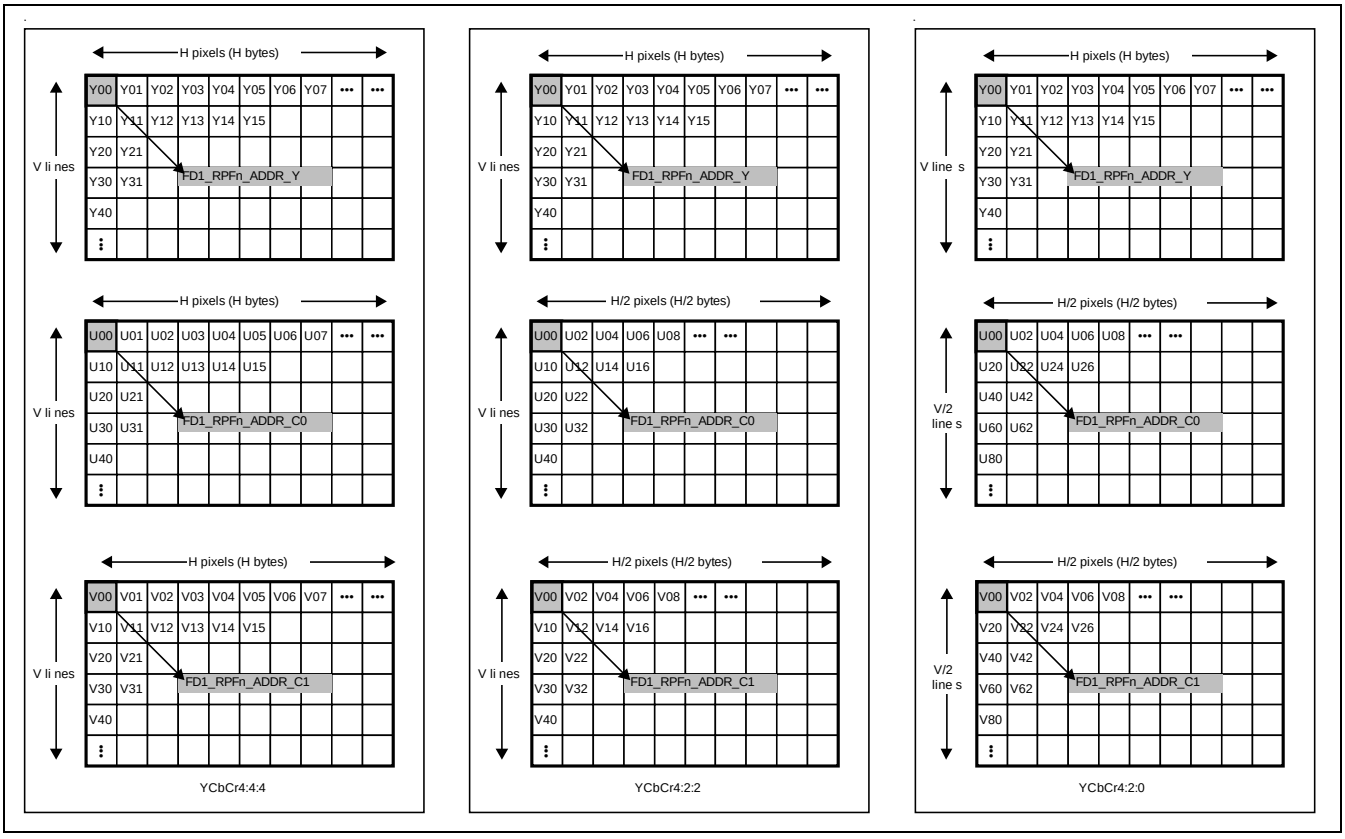


Figure 34.11. YCbCr Planar Formats

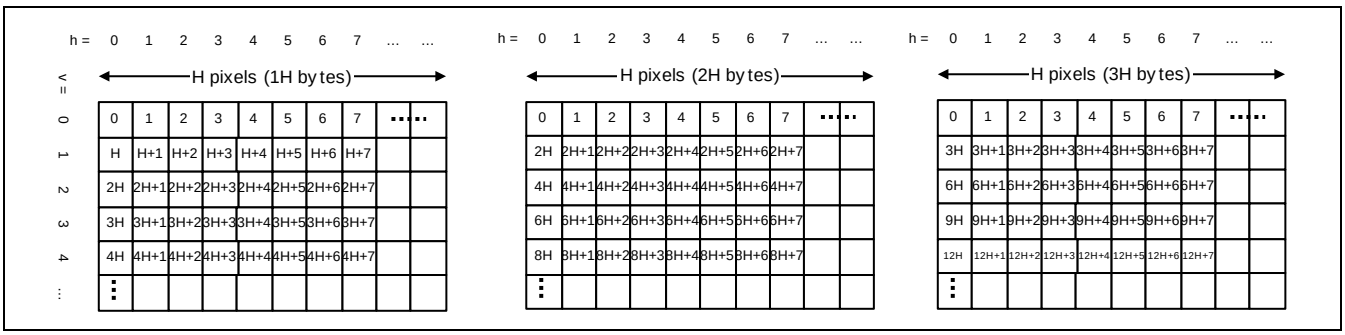


Figure 34.12. Memory address for the corresponding pixel's position

Legend of Figure 34.12, H is horizontal image size in pixel unit. 1H, 2H and 3H is corresponding to the case 1 pixel has 1byte, 2bytes, 3bytes of data respectively.

34.2.7.3 Source Picture Stride Register (FD1_RPF_PSTRIDE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SRC_STRD_Y[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRC_STRD_C[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

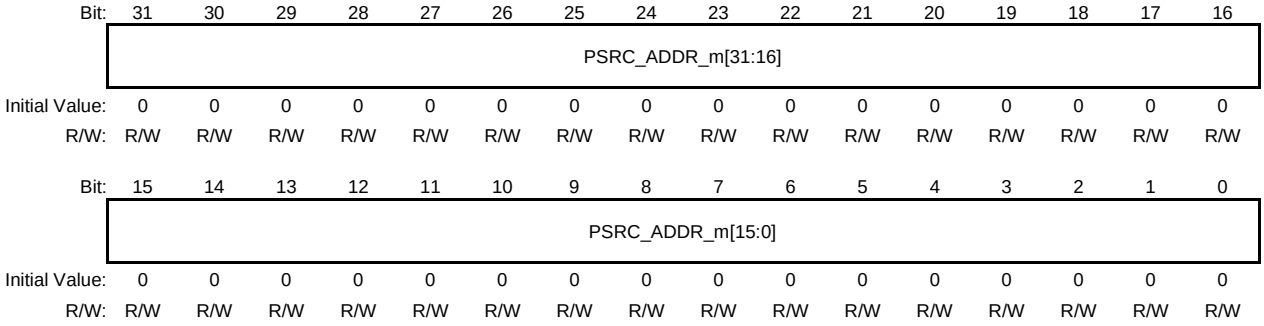
Bit	Bit Name	Initial Value	R/W	Description
31 to 16	SRC_STRD_Y [15:0]	All 0	R/W	Memory Stride of Source Picture Y Plane These bits specify in 1-byte units the memory stride of the source picture Y plane read by the RPFn (n = 0, 1, 2). A value from H'0020 to H'1FFE can be specified.
15 to 0	SRC_STRD_C [15:0]	All 0	R/W	Memory Stride of Source Picture C Plane These bits specify in 1-byte units the memory stride of the source picture C plane read by the RPF1. A value from H'0020 to H'1FFE can be specified. In the YCbCr planar format, this setting is used as the memory stride of the Cb and Cr planes.

[Note]

As described above, stride value of source pictures (past, current, future) are common one. Therefore, frame structures of all input pictures should be the same format. For example, the case that past picture which is supplied to RPF0 is frame-structure, and other input pictures to RPF1 and 2 are field picture, is prohibited.

34.2.7.4 RPFn Source Component-m Address Register (FD1_RPFn_ADDR_m: {n,m} is one of {0,Y},{1,Y},{1,C0},{1,C1},{2,Y})

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PSRC_ADDR_m [31:0]	All 0	R/W	RPFn Source Field Address for Component-m ({n,m} is one of {0,Y},{1,Y},{1,C0},{1,C1},{2,Y}) These bits specify in 1-byte units the start address of the source component-m plane read by the RPFn. A value from H'0000_0000 to H'FFFF_FFFF can be specified. Set same value with LSB 4bit of RPFn source field address of component C0 to LSB 4bit of RPFn source field address of component C1, when input image format is Planar(FD1_RPF_FORMAT.RDFMT = 74,75,76).

34.2.7.5 Still Mask Address Register (FD1_RPF_SMSK_ADDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SMSK_ADDR[31:16]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SMSK _ADDR[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SMSK_ADDR [31:0]	All 0	R/W	Still Mask Buffer Address. These bits specify the memory address which the still mask data is located. This bit field should take the value in the range of H'0000_0000 to H'FFFF_FFFF. Still mask is intermediate data for IP conversion only when adaptive 2D/3D (FD1_CTL_OPMODE.PRG = 0 and FD1_IPC_MODE.DIM [2:0] = 0). This data is active when one of the two bits FD1_CTL_CHACT.SMW and FD1_CTL_CHACT.SMR is set as 1. This data is generated and re-used by FDP. It should be kept on SDRAM. FDP1 needs two separated buffers of the same size for this data, one is common for all top fields and the other is common for all bottom fields. Therefore, the source address must be different between top and bottom field. When the register bit FD1_RPF_FORMAT.CF is 0 set the address of buffer of top filed to register. Otherwise set the address of buffer of bottom filed to register. The memory stride of each buffer is expressed as the following equation. 2 x {(FD1_RPF_SIZE.HSIZE + 7)/8} [byte] The memory space of each buffer is expressed as below. 2 x {(FD1_RPF_SIZE.HSIZE + 7)/8} x FD1_RPF_SIZE.VSIZE [byte] The Figure 34.13 shows the usage of still mask data buffers and the Table 34.5 shows how to set the register of still mask data buffer address.

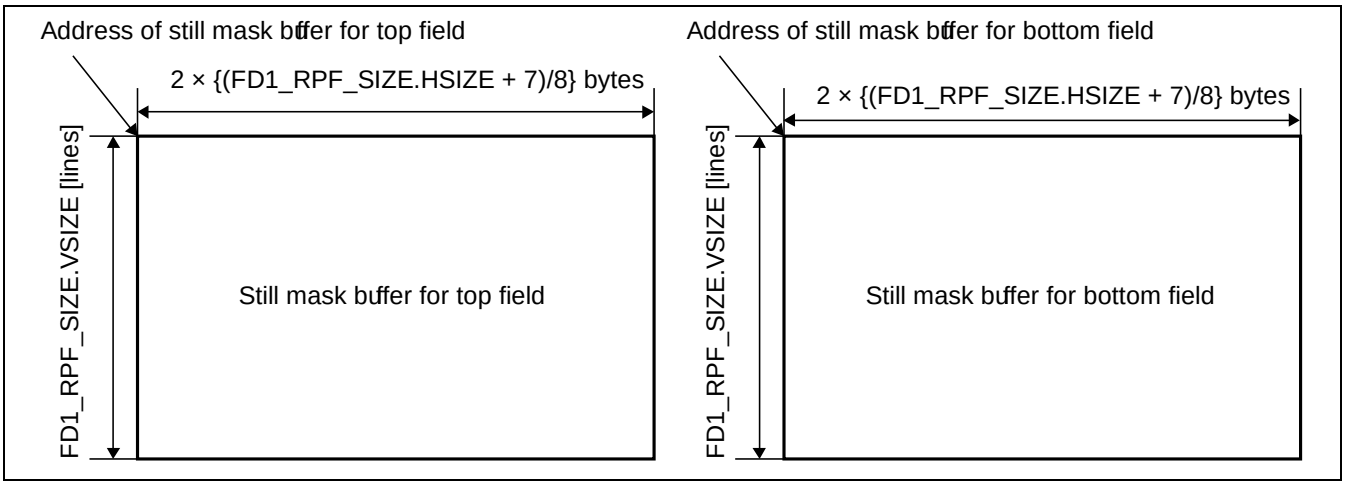


Figure 34.13 Usage of still mask buffers

Table 34.5 Setting of still mask buffer address register

Current Field Parity	FD1_RPF_FORMAT.CF	FD1_RPF_SMSK_ADDR.SMSK_ADDR
Top Field	0	Address of Still Mask buffer for Top Field
Bottom Field	1	Address of Still Mask buffer for Bottom Field

34.2.7.6 RPF Data Swap Register (FD1_RPF_SWAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	ISWAP[3:0]			
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

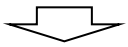
Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	ISWAP [3:0]	H'0	R/W	Input Swap Setting for Image Data This bit field specifies the data swapping function. Each bit corresponds to the following data swapping. Bit[3]: Long Long Word (64-bit) Swap Bit[2]: Long Word (32-bit) Swap Bit[1]: Word (16-bit) Swap Bit[0]: Byte (8-bit) Swap

When data order in memory for each format is defined as same as Figure 34.9 to Figure 34.11 set 4'b1111 to ISWAP[3:0]. If data order in memory is different from definitions of these figures, it can be adjusted to definitions of these figures in 16 bytes unit as shown in Table 34.6.

Note: Follow the section "34.4 FCP for FDP (FCPF)" about setting this swap register.

Table 34.6 Changing data order according to swap register

Data order in memory																	ISWAP[3:0]/OSWAP[3:0]			
Byte address	16n+ 0	16n+ 1	16n+ 2	16n+ 3	16n+ 4	16n+ 5	16n+ 6	16n+ 7	16n+ 8	16n+ 9	16n+ 10	16n+ 11	16n+ 12	16n+ 13	16n+ 14	16n+ 15	BIT3	BIT2	BIT1	BIT0
Data	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	1	1	1	1
	1	0	3	2	5	4	7	6	9	8	11	10	13	12	15	14	1	1	1	0
	2	3	0	1	6	7	4	5	10	11	8	9	14	15	12	13	1	1	0	1
	3	2	1	0	7	6	5	4	11	10	9	8	15	14	13	12	1	1	0	0
	4	5	6	7	0	1	2	3	12	13	14	15	8	9	10	11	1	0	1	1
	5	4	7	6	1	0	3	2	13	12	15	14	9	8	11	10	1	0	1	0
	6	7	4	5	2	3	0	1	14	15	12	13	10	11	8	9	1	0	0	1
	7	6	5	4	3	2	1	0	15	14	13	12	11	10	9	8	1	0	0	0
	8	9	10	11	12	13	14	15	0	1	2	3	4	5	6	7	0	1	1	1
	9	8	11	10	13	12	15	14	1	0	3	2	5	4	7	6	0	1	1	0
	10	11	8	9	14	15	12	13	2	3	0	1	6	7	4	5	0	1	0	1
	11	10	9	8	15	14	13	12	3	2	1	0	7	6	5	4	0	1	0	0
	12	13	14	15	8	9	10	11	4	5	6	7	0	1	2	3	0	0	1	1
	13	12	15	14	9	8	11	10	5	4	7	6	1	0	3	2	0	0	1	0
	14	15	12	13	10	11	8	9	6	7	4	5	2	3	0	1	0	0	0	1
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0



Data order defined in Table 34.7 for RGB format and Figure 34.9 to Figure 34.11 for YCbCr format

Byte	16n	16n	16n+	16n+	16n+	16n+	16n+	16n+	16n+	16n+	16n+	16n+	16n+	16n+	16n+	16n+
address	+0	+1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Data	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

34.2.8 WPF Control Registers

34.2.8.1 Destination Picture Format Register (FD1_WPF_FORMAT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PDV[7:0]								—	—	—	FCNL	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WSPYCS	WSPUVS	DITH[1:0]		WRTM[2:0]			CSC	—	WRFMT[6:0]						
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
23 to 21, 19 to 16, 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
31 to 24	PDV[7:0]	All 0	R/W	PAD Value in Output Packed Data These bits specify the value to be stored in the bit field indicated as PAD or P in the output formats shown in Table 34.7. A value from 0 to 255 can be specified.
20	FCNL	B'0	R/W	Frame Compress Near Lossless in FCPF 0: Not compress 1: Compress Although this bit is register of FCPF, the setting timing is same with other bits of FD1_WPF_FORMAT.
15	WSPYCS	B'0	R/W	WPF Output Mode Setting 1 When the output format is YUY2, set this bit to 1 and set the WRFMT bits to 71 (H'47). When the output format is YVYU, set this bit and the WSPUVS bit to 1 and set the WRFMT bits to 71 (H'47). In other cases, set this bit to 0.
14	WSPUVS	B'0	R/W	WPF Output Mode Setting 2 When the output format is NV61, set this bit to 1 and set the WRFMT bits to 65 (H'41). When the output format is NV21, set this bit to 1 and set the WRFMT bits to 66 (H'42). When the output format is YVYU, set this bit and the WSPYCS bit to 1 and set the WRFMT bits to 71 (H'47). In other cases, set this bit to 0.

Bit	Bit Name	Initial Value	R/W	Description
13 to 12	DITH[1:0]	B'00	R/W	Dithering Enable/Disable When the output format specified through the WRFMT bits is RGB with 18 bpp (262144 colors) or less, the color reduction processing is applied to match the number of colors. The color reduction processing may generate the artifacts of pseudo gradation, which can be suppressed through dithering. The DITH bits enable or disable dithering during color reduction. When the output format specified through the WRFMT bits is YCbCr, specify 0 in these bits. 0: Dithering is disabled 3: Dithering is enabled 1, 2: Setting prohibited
11 to 9	WRTM[2:0]	B'000	R/W	CSC Conversion Expression Setting These bits select the expression for color space conversion. The conversion direction is RGB to YCbCr when the format specified in the WRFMT bits is RGB, or YCbCr to RGB when the format is YCbCr. 0: BT.601 YCbCr [16,235/240] → RGB [0,255] 1: BT.601 YCbCr [0,255] → RGB [0,255] 2: BT.709 YCbCr [16,235/240] → RGB [0,255] 3: BT.709 YCbCr [16,235/240] → RGB [16,235] 4 to 7: Setting prohibited
8	CSC	B'0	R/W	Color Space Conversion Setting Enables or disables YCbCr ↔ RGB color space conversion to be executed in the WPF. The characteristics of color space conversion are determined by the WRTM setting. 0: Color space is not converted. 1: Color space is converted.
6 to 0	WRFMT [6:0]	All 0	R/W	WPF Output Image Format Setting These bits select the format of the image output from the WPF to the external memory from among those listed in Table 34.7 and Table 34.4. [Note 1] Number of output pixels When YCbCr4:2:2 is specified through WRFMT, the horizontal size of the output image should be a multiple of 2 pixels. When YCbCr4:2:0 is specified, the vertical and horizontal sizes of the output image should be multiples of 2 pixels. [Note 2] Output chroma horizontal down-sampling When the output format is YCbCr4:2:2 or YCbCr4:2:0 the chroma component is down-sampled horizontally from YCbCr4:4:4 (the format of image process result) by averaging the values of neighbor two pixels. In the interlace mode (FD1_CTL_OPMODE.PRG = 0) this down-sampling is processed after IP conversion. [Note 3] Output chroma vertical down-sampling When the output format is YCbCr4:2:0 the chroma component is down-sampled vertically from YCbCr4:4:4 (the format of image process result) by outputting only the even number line (line 0, 2, etc). In the interlace mode (FD1_CTL_OPMODE.PRG = 0) this down-sampling is processed after IP conversion.

Table 34.7 Packed RGB Formats for WPF Output

WRFMT [6:0]	Bit per pixel	Phase	upper row - address / bottom row - bit field																													
			n								n+1								n+2								n+3							
			7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
0x00	8	–	R0	R0	R0	G0	G0	G0	B0	B0	R1	R1	R1	G1	G1	G1	B1	B1	R2	R2	R2	G2	G2	G2	B2	B2	R3	R3	R3	G3	G3	G3	B3	B3
0x01	12	–	0	0	0	0	R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	0	0	0	0	R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1
0x02			R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	0	0	0	0	R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1	0	0	0	0
0x03	-	-	Reserved								Reserved								Reserved								Reserved							
0x04	15	–	0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	0	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
0x05			R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	0	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	0
0x06	16	–	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
0x07	18	–	PAD								0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0
0x08			R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	0	0	0	0	0	0	PAD							
0x09			0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	PAD							
0x0A			PAD								R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	0	0	0	0	0	0
0x0B			PAD								0	0	R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0
0x0C			0	0	R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	PAD							
0x0D			PAD								R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	0	0
0x0E			R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	0	0	PAD							
0x0F		0	0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	0	0	0	0	0	0	R1	R1
		1	R1	R1	R1	R1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1	0	0	0	0	0	0	R2	R2	R2	R2	R2	R2	G2	G2	G2	G2
		2	G2	G2	B2	B2	B2	B2	B2	B2	0	0	0	0	0	0	R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3
0x10		0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	0	0	0	0	0	0	R1	R1	R1	R1	R1	R1	G1	G1
		1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1	0	0	0	0	0	0	R2	R2	R2	R2	R2	R2	G2	G2	G2	G2	G2	G2	B2	B2	B2	B2
		2	B2	B2	0	0	0	0	0	0	R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3	0	0	0	0	0	0
0x11		0	0	0	R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	0	0	R1	R1	R1	R1	R1	R1
		1	0	0	G1	G1	G1	G1	G1	G1	0	0	B1	B1	B1	B1	B1	B1	0	0	R2	R2	R2	R2	R2	R2	0	0	G2	G2	G2	G2	G2	G2
		2	0	0	B2	B2	B2	B2	B2	B2	0	0	R3	R3	R3	R3	R3	R3	0	0	G3	G3	G3	G3	G3	G3	0	0	B3	B3	B3	B3	B3	B3
0x12		0	R0	R0	R0	R0	R0	R0	0	0	G0	G0	G0	G0	G0	G0	0	0	B0	B0	B0	B0	B0	B0	0	0	R1	R1	R1	R1	R1	R1	0	0
		1	G1	G1	G1	G1	G1	G1	0	0	B1	B1	B1	B1	B1	B1	0	0	R2	R2	R2	R2	R2	R2	0	0	G2	G2	G2	G2	G2	G2	0	0
		2	B2	B2	B2	B2	B2	B2	0	0	R3	R3	R3	R3	R3	R3	0	0	G3	G3	G3	G3	G3	G3	0	0	B3	B3	B3	B3	B3	B3	0	0
0x13	24	–	PAD								R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0
0x14			R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0	PAD							
0x15		0	R0	R0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0	B0	B0	R1	R1	R1	R1	R1	R1	R1	R1
		1	G1	G1	G1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	B1	B1	B1	R2	R2	R2	R2	R2	R2	R2	R2	G2	G2	G2	G2	G2	G2	G2	G2
		2	B2	B2	B2	B2	B2	B2	B2	B2	R3	R3	R3	R3	R3	R3	R3	R3	G3	G3	G3	G3	G3	G3	G3	G3	B3	B3	B3	B3	B3	B3	B3	B3
0x16	18	–	0	0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	0	0	0	0	0	0	0	G0	G0	G0	B0	B0	B0	B0	B0	B0
0x17			0	0	0	0	0	0	0	0	0	0	0	0	0	0	R0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	B0
0x18	24	0	B0	B0	B0	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	R0	R0	R0	B1	B1	B1	B1	B1	B1	B1	B1
		1	G1	G1	G1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1	R1	R1	R1	B2	B2	B2	B2	B2	B2	B2	B2	G2	G2	G2	G2	G2	G2	G2	G2
		2	R2	R2	R2	R2	R2	R2	R2	R2	B3	B3	B3	B3	B3	B3	B3	B3	G3	G3	G3	G3	G3	G3	G3	G3	R3	R3	R3	R3	R3	R3	R3	R3
0x19	12	–	PAD				R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	PAD				R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1
0x1A		–	R0	R0	R0	R0	G0	G0	G0	G0	B0	B0	B0	B0	PAD				R1	R1	R1	R1	G1	G1	G1	G1	B1	B1	B1	B1	PAD			
0x1B	15	–	P	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	P	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1
0x1C		–	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0	P	R1	R1	R1	R1	R1	G1	G1	G1	G1	G1	B1	B1	B1	B1	B1	P
0x1D	12	–	PAD				B0	B0	B0	B0	G0	G0	G0	G0	R0	R0	R0	R0	PAD				B1	B1	B1	B1	G1	G1	G1	G1	R1	R1	R1	R1
0x1E		–	B0	B0	B0	B0	G0	G0	G0	G0	R0	R0	R0	R0	PAD				B1	B1	B1	B1	G1	G1	G1	G1	R1	R1	R1	R1	PAD			
0x1F	15	–	P	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	P	B1	B1	B1	B1	B1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1
0x20		–	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	P	B1	B1	B1	B1	B1	G1	G1	G1	G1	G1	R1	R1	R1	R1	R1	P
0x21	18	0	0	0	B0	B0	B0	B0	B0	B0	0	0	G0	G0	G0	G0	G0	G0	0	0	R0	R0	R0	R0	R0	R0	0	0	B1	B1	B1	B1	B1	B1
		1	0	0	G1	G1	G1	G1	G1	G1	0	0	R1	R1	R1	R1	R1	R1	0	0	B2	B2	B2	B2	B2	B2	0	0	G2	G2	G2	G2	G2	G2
		2	0	0	R2	R2	R2	R2	R2	R2	0	0	B3	B3	B3	B3	B3	B3	0	0	G3	G3	G3	G3	G3	G3	0	0	R3	R3	R3	R3	R3	R3
0x22	24	–	PAD								B0	B0	B0	B0	B0	B0	B0	B0	G0	G0	G0	G0	G0	G0	G0	G0	R0	R0	R0	R0	R0	R0	R0	R0
0x23	16	–	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	R0	R0	R0	R0	R0	G0	G0	G0	G0	G0	G0	B0	B0	B0	B0	B0
0x24 ~ 0x3F	-	-	Reserved								Reserved								Reserved								Reserved							

Refer to Table 34.4 for YCbCr formats.

34.2.8.2 Destination Picture Rounding Control Register (FD1_WPF_RNDCTL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	CBRM	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CLMD[1:0]		—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 27 to 14, 11 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	CBRM	B’0	R/W	Bit Count Reduction Selection for Data Storage in Packed RGB This bit specifies the method for reducing the number of bits when data is stored in the bit fields indicated as R, G, and B in Table 34.7 and the target bit fields are not eight bits. 0: Bit count conversion: The lower-order bits are truncated 1: Bit count conversion: Rounding (rounding off)
13 to 12	CLMD[1:0]	B’00	R/W	Color Data Clipping These bits specify the method for clipping the YCbCr color data output from the WPF. When RGB color data is output from the WPF, specify 0 in these bits. b'00: Output value is not clipped (0-255) b'01: Output value is clipped: YCbCr mode 1 (16-235 (Y), 16-240 (Cb/Cr)) b'10: Output value is clipped: YCbCr mode 2 (Y/Cb/Cr = 1-254) b'11: Setting prohibited

34.2.8.3 Destination Picture Stride Register (FD1_WPF_PSTRIDE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DST_STRD_Y[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DST_STRD_C[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	DST_STRD_Y [15:0]	All 0	R/W	Memory Stride of Destination Picture Y/RGB Plane These bits specify in 1-byte units the memory stride of the destination picture in the external memory to be written to by the WPF. A value from H'0020 to H'1FFE can be specified.
15 to 0	DST_STRD_C [15:0]	All 0	R/W	Memory Stride of Destination Picture C Plane These bits specify in 1-byte units the memory stride for the C plane of the destination picture in the external memory to be written to by the WPF. When the WPF outputs images in an RGB format, this setting is not used. When the WPF outputs images in YCbCr planar format, this setting is applied to both the Cb and Cr planes. A value from H'0020 to H'1FFE can be specified.

34.2.8.4 Destination Component-m Address Register (FD1_WPF_ADDR_m: m = Y, C0, C1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DST_ADDR_m[31:16]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DST_ADDR_m[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DST_ADDR_m [31:0]	All 0	R/W	Destination Address for Component-m (m = Y, C0, C1) These bits specify in 1-byte units the address for storing the destination component-m plane to be written to the external memory by the WPF. A value from H'0000_0000 to H'FFFF_FFFF can be specified.

34.2.8.5 WPF Data Swap Register (FD1_WPF_SWAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SSWAP[3:0]				OSWAP[3:0]			
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 4	SSWAP [3:0]	All 0	R/W	Set the same value with FD1_RPF_SWAP.ISWAP.
3 to 0	OSWAP [3:0]	H'0	R/W	Output Swap Setting for Image Data This bit field specifies the data swapping function. Each bit corresponds to the following data swapping. Bit[3]: Long Long Word (64-bit) Swap Bit[2]: Long Word (32-bit) Swap Bit[1]: Word (16-bit) Swap Bit[0]: Byte (8-bit) Swap

When data order in memory for each format is defined as same as Table 34.7 for RGB format and Figure 34.9 to Figure 34.11 for YCbCr format set 4'b1111 to OSWAP[3:0]. If data order in memory is different from definitions of these table and figures, it can be adjusted to definitions of these table and figures in 16 bytes unit as shown in Table 34.6.

Note: Follow the section "34.4 FCP for FDP (FCPF)" about setting this swap register.

34.2.9 IPC Control Registers

Table 34.8 shows registers categorized in function of IPC.

Table 34.8 IPC registers categorized in function

Function	Registers
IP Conversion Control	FD1_IPC_MODE
3D de-interlace	FD1_IPC_COMB_DET
Adaptive 2D/3D de-interlacing	FD1_IPC_SMSK_THRESH
	FD1_IPC_MOTDEC
Diagonal line interpolation	FD1_IPC_DLI_BLEND
	FD1_IPC_DLI_HGAIN
	FD1_IPC_DLI_SPRS
	FD1_IPC_DLI_ANGLE
	FD1_IPC_DLI_ISOPIX0
	FD1_IPC_DLI_ISOPIX1
Film detection	FD1_SENSOR_m (m = 0, 1, …, 17)
	FD1_SENSOR_CTL0
	FD1_SENSOR_CTL1
	FD1_SENSOR_CTL2
	FD1_SENSOR_CTL3
	FD1_IPC_SENSOR_TH0
	FD1_IPC_SENSOR_TH1
Line memory pixel number	FD1_IPC_LMEM
IP Internal data	FD1_IP_INTDATA

For chroma component, IPC cannot process 3D de-interlace, adaptive 2D/3D de-interlacing, diagonal line interpolation and film detection but can process fixed 2D IP conversion.

34.2.9.1 IPC Mode Register (FD1_IPC_MODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DLI	—	—	—	—	—	DIM[2:0]		
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9, 7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	DLI	B’0	R/W	Set the value 1 to this bit.
2 to 0	DIM[2:0]	B’000	R/W	De-Interlacing Mode These bits specify the de-interlacing mode. B’000: Adaptive 2D/3D de-interlacing B’001: Fixed 2D de-interlacing B’010: Fixed 3D de-interlacing B’011: Select previous field for interpolated lines B’100: Select next field for interpolated lines B’101, B’110, B’111: setting prohibited The de-interlacing process of chroma component is fixed 2D de-interlacing regardless of these bits. In the case of first, second and last frame, DIM [2:0] should take other value than the upper guide. Refer to Table 34.2 for setting this register and FD1_CTL_OPMODE, FD1_CTL_CHACT according to each use case.

34.2.9.2 Still Mask Threshold Register (FD1_IPC_SMSK_THRESH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FSM0
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SMSK_TH[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17, 15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	FSM0	B'0	R/W	Set the value 1. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	SMSK_TH [7:0]	All 0	R/W	Set the value 2 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.3 Comb Detection Parameter Register (FD1_IPC_COMB_DET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CMB_OFST[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMB_MAX[7:0]								CMB_GRAD[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	CMB_OFST [7:0]	All 0	R/W	Set the value H'20 to this bit as default.
15 to 8	CMB_MAX [7:0]	All 0	R/W	Set the value 0 to this bit as default.
7 to 0	CMB_GRAD [7:0]	All 0	R/W	Set the value H'40 to this bit as default.

When combing noise appears obviously it is recommended to set value H'20, H'ff, H'ff to register CMB_OFST, CMB_MAX, CMB_GRAD respectively.

34.2.9.4 Motion Decision Parameter Register (FD1_IPC_MOTDEC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MOV_COEF[7:0]								STL_COEF[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 8	MOV_COEF [7:0]	All 0	R/W	Set the value H'80 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	STL_COEF [7:0]	All 0	R/W	Set the value H'20 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.5 DLI Blend Parameter Register (FD1_IPC_DLI_BLEND)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	BLD_GRAD[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BLD_MAX[7:0]								BLD_OFST[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	BLD_GRAD [7:0]	All 0	R/W	Set the value H'80 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
15 to 8	BLD_MAX [7:0]	All 0	R/W	Set the value H'ff to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	BLD_OFST [7:0]	All 0	R/W	Set the value H'02 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.6 DLI Horizontal Frequency Gain Register (FD1_IPC_DLI_HGAIN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	HG_GRAD[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	HG_OFST[7:0]								HG_MAX[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	HG_GRAD [7:0]	All 0	R/W	Set the value H'10 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
15 to 8	HG_OFST [7:0]	All 0	R/W	Set the value H'00 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	HG_MAX [7:0]	All 0	R/W	Set the value H'ff to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.7 DLI Suppression Parameter register (FD1_IPC_DLI_SPRS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SPRS_GRAD[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SPRS_OFST[7:0]								SPRS_MAX[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	SPRS_GRAD [7:0]	All 0	R/W	Set the value H'90 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
15 to 8	SPRS_OFST [7:0]	All 0	R/W	Set the value H'04 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	SPRS_MAX [7:0]	All 0	R/W	Set the value H'ff to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.8 DLI Angle Parameter Register (FD1_IPC_DLI_ANGLE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

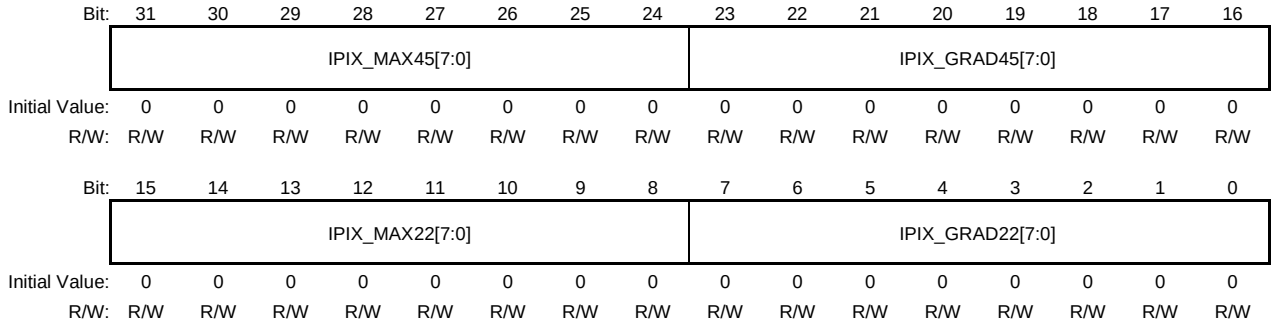
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	ASEL45[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ASEL22[7:0]								ASEL15[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	ASEL45	All 0	R/W	Set the value H'04 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
15 to 8	ASEL22	All 0	R/W	Set the value H'08 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	ASEL15	All 0	R/W	Set the value H'0c to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.9 DLI Isolated Pixel Parameter Register0 (FD1_IPC_DLI_ISOPIX0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	IPIX_MAX45	All 0	R/W	Set the value H'ff to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
23 to 16	IPIX_GRAD45	All 0	R/W	Set the value H'10 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
15 to 8	IPIX_MAX22	All 0	R/W	Set the value H'ff to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	IPIX_GRAD22	All 0	R/W	Set the value H'10 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.10 DLI Isolated Pixel Parameter Register1 (FD1_IPC_DLI_ISOPIX1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IPIX_MAX15[7:0]								IPIX_GRAD15[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 8	IPIX_MAX15	All 0	R/W	Set the value H'ff to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	IPIX_GRAD15	All 0	R/W	Set the value H'10 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.11 IPC Sensor Threshold Register0 (FD1_IPC_SENSOR_TH0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VFQ_TH[7:0]								HFQ_TH[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DIF_TH[7:0]								SAD_TH[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	VFQ_TH [7:0]	All 0	R/W	Set the value H'20 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
23 to 16	HFQ_TH [7:0]	All 0	R/W	Set the value H'20 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
15 to 8	DIF_TH [7:0]	All 0	R/W	Set the value H'80 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	SAD_TH [7:0]	All 0	R/W	Set the value H'80 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.12 IPC Sensor Threshold Register1 (FD1_IPC_SENSOR_TH1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	DETECTOR_SEL[4:0]				
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	COMB_TH[7:0]								FREQ_TH[7:0]							
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	DETECTOR_SEL [4:0]	All 0	R/W	Set the value 0 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
15 to 8	COMB_TH [7:0]	All 0	R/W	Set the value 0 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
7 to 0	FREQ_TH [7:0]	All 0	R/W	Set the value 0 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.13 Sensor Control Register0 (FD1_SENSOR_CTL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FRM_LVTH[3:0]				FLD_LVTH[3:0]				—	—	—	—	—	—	—	FD_EN
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16, 7 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 12	FRM_LVTH [3:0]	H'0	R/W	Set the value 2 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
11 to 8	FLD_LVTH [3:0]	All 0	R/W	Set the value 2 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
0	FD_EN	B'0	R/W	Set the value 1 to this bit.

34.2.9.14 Sensor Control Register1 (FD1_SENSOR_CTL1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	XS[12:0]												
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	YS[12:0]												
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	XS[12:0]	All 0	R/W	Set the value 0 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.
12 to 0	YS[12:0]	All 0	R/W	Set the value 0 to this bit. Other setting value is used for purpose of h/w debugging. Do not set other value.

34.2.9.15 Sensor Control Register2 (FD1_SENSOR_CTL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	XE[12:0]												
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	YE[12:0]												
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	XE[12:0]	All 0	R/W	Set the value (FD1_RPF_SIZE.HSIZE - 1) to this bit.
12 to 0	YE[12:0]	All 0	R/W	Set the value (FD1_RPF_SIZE.VSIZE – 1) to this bit if input picture is progressive. Set the value (FD1_RPF_SIZE.VSIZE x 2 - 1) to this bit if input picture is interlace.

34.2.9.16 Sensor Control Register3 (FD1_SENSOR_CTL3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	POSX0[12:0]												
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	POSX1[12:0]												
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29, 15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	POSX0 [12:0]	All 0	R/W	Set the value INT (FD1_RPF_SIZE.HSIZE/3) to this bit.
12 to 0	POSX1 [12:0]	All 0	R/W	Set the value INT (2 * FD1_RPF_SIZE.HSIZE/3) to this bit.

34.2.9.17 Sensor Register (FD1_SENSOR_m: m = 0, 1…17)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	SENSOR_INFO[27:16]											
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SENSOR_INFO[15:0]															
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27 to 0	SENSOR_ INFO [27:0]	All 0	R	Sensor information of FDP1.

34.2.9.18 Line Memory Pixel Number Register (FD1_IPC_LMEM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PNUM[11:0]											
Initial Value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 0	PNUM[11:0]	All 0	R/W	Specify 1024 in case of linear addressing access. In case of tile addressing access, set 960 to this bit. Refer to section “Operation”, section “FCP for FDP”, FCP HWM.

34.2.9.19 IP Internal Data (FD1_IP_INTDATA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IP_INTERNAL_DATA[31:16]															
Initial Value:	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IP_INTERNAL_DATA[15:0]															
Initial Value:	0	0	0	0	0	0	1	0	0	0	0	0	0	0/1	0/1	0/1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	IP_INTERNAL_DATA[31:0]	H'0201_0203 or H'0201_0202 or H'0201_0204 or H'0201_0205	R	Internal data specifies version of FDP H'0201_0203: FDP1 version is RZ/G2H H'0201_0202: FDP1 version is RZ/G2M V1.3, RZ/G2M V3.0 H'0201_0204: FDP1 version is RZ/G2N H'0201_0205: FDP1 version is RZ/G2E

34.2.10 LUT

34.2.10.1 LUT DIF_ADJ

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Refer to section 34.3.2.

34.2.10.2 LUT SAD_ADJ

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Refer to section 34.3.2.

34.2.10.3 LUT BLD_GAIN

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Refer to section 34.3.2.

34.2.10.4 LUT DIF_GAIN

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Refer to section 34.3.2.

34.2.10.5 LUT MDET

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Refer to section 34.3.2.

34.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

34.3.1 Procedure of FDP1 Start and Stop

34.3.1.1 Register usages for FDP1 Start and Stop

Registers FD1_CTL_CMD, FD1_CTL_SGCMD, and FD1_CTL_REGEND must be used correctly in the procedures of FDP1 start and stop as specified in Table 34.9 and Table 34.10.

Table 34.9 Register usages for starting FDP1

Register	Start the first frame (FR[0])	Start the second or later frame (FR[f], f = 1, 2, 3…)
FD1_CTL_SGCMD.SGEN	After all registers have been set completely, it must be set as 1 to generate V-Interruption.	It must be kept as 1 from the previous frame FR [f-1].
FD1_CTL_REGEND.REGEND	After all registers except FD1_CTL_SGCMD.SGEN have been set completely, it must be set 1. As the results, at the first V-interruption, all V-update registers are reflected for hardware reference, FD1_CTL_CMD.STRCMD is referred to start the first frame.	After V-interruption of starting the previous frame FR [f-1], it must be set 1 after all registers about FR[f] have been set completely. As the results, at the V-interruption of the end of frame FR [f-1], the V-update registers will be reflected to hardware reference, FD1_CTL_CMD.STRCMD is referred to start the frame FR[f].
FD1_CTL_CMD.STRCMD	It must be set 1 when all registers except FD1_CTL_SGCMD.SGEN, FD1_CTL_REGEND.REGEND are set. At the first V-Interruption it is referred by hardware to start the frame.	It must be set 1 when all registers except FD1_CTL_REGEND.REGEND are set at the next V-Interruption (boundary between FR [t-1] and FR[t]) it is referred by hardware to start the frame.

Table 34.10 Register usages for stopping FDP1

Register	Stopping immediately by Software reset	Stopping after current process finished
FD1_CTL_SGCMD.SGEN	It must be cleared before setting the value of FD1_CTL_SRESET.SRST as 1 so that no more V-Interruption after FDP1 stopped.	After V-interruption at the final frame end (FD1_CTL_IRQSTA.FRE is set as 1) occurred, it must be cleared so that no more V-Interruption is generated after FDP1 stopped
FD1_CTL_REGEND.REGEND	—	1) No Interrupt Mode After V-interruption of starting the final frame, it must be set 1 right after clearing FD1_CTL_CMD.STRCMD so that the final V-interruption occurs and operation status of the final frame is updated to V-update status registers for Software reference. 2) Other modes Right after V-interruption at starting the final frame, it must be set 1 right after clearing FD1_CTL_CMD.STRCMD so that operation status of the final frame is updated to V-update status registers for Software reference.
FD1_CTL_CMD.STRCMD	After FDP1 stopped successfully (FD1_CTL_IRQSTA.FRE is set as 1), it must be cleared to prevent wrong operation when restart FDP1.	After V-interruption of starting the final frame, it must be cleared to prevent wrong operation when restart FDP1.

34.3.1.2 Register setting order for FDP1 Start and Stop

(1) Interrupt Mode or Best Effort Mode

(1a) To start the first frame, set registers in following order.

1. Set 1 to FD1_CTL_CLKCTRL.CSTP_N
2. Set registers other than FD1_CTL_CMD, FD1_CTL_SGCMD, and FD1_CTL_REGEND.
3. Set FD1_CTL_CMD.STRCMD to the value 1. Set FD1_CTL_REGEND.REGEND to the value 1.
4. Set FD1_CTL_SGCMD.SGEN to the value 1, then FDP1 starts its process. FD1_CTL_SGCMD.SGEN must be not cleared if continue to the second or later frames.

(1b) To start the second or later frame, set registers in following order.

1. After V-interruption of the previous frame start timing occurred, set registers other than FD1_CTL_CMD and FD1_CTL_REGEND.
2. Set FD1_CTL_CMD.STRCMD to the value 1.
3. Set FD1_CTL_REGEND.REGEND to the value 1.
4. At the V-interruption of the previous frame end timing, FDP1 starts the target frame. The V-interruption of the previous frame end timing and the one of the target frame start timing are the same.

(1c) To stop FDP1 operation after current frame finished, set registers as the following.

1. After V-interruption of the current frame start timing occurred, set FD1_CTL_CMD.STRCMD to the value 0.
2. Set FD1_CTL_REGEND.REGEND to the value 1. If this register was completed before the V-Interruption of frame end timing, FDP1 stops its operation and current frame becomes the last frame of the image sequence. If these register setting could not be completed before the V-Interruption of frame end timing, FDP1 stops its operation in the next V-interruption. In the later case, V-update status registers are not updated at V-interruption of frame end but at the next V-interruption at which FD1_CTL_REGEND.REGEND is set as 1.
3. Set FD1_CTL_SGCMD.SGEN to the value 0, then FDP1 will stop generating V-interruption.

(1d) To stop FDP1 operation immediately, set registers as the following.

1. Set FD1_CTL_SGCMD.SGEN to the value 0, then FDP1 will stop generating V-interruption.
2. Set FD1_CTL_SRESET.SRST to the value 1. FDP1 will invoke termination process immediately.
3. Wait frame end interrupt from FDP1 or until the register bit FD1_CTL_IRQSTA.FRE is set to 1. After it occurs, FDP1 have finished its processing. With this operation, FDP1 can stop its process quickly, but the output frame of the last frame is corrupted.

(2) No interrupt mode

(2a) To start the first frame, set registers in following order.

Same as (1a).

(2b) To start the second or later frame, set registers in following order.

Same as (1b).

(2c) To stop FDP1 operation after current frame finished, set registers as the following.

1. After V-interruption of the current frame start timing occurred, set FD1_CTL_CMD.STRCMD to the value 0.
2. Set FD1_CTL_REGEND.REGEND to the value 1. At the V-Interruption of frame end timing, FDP1 stops its operation and current frame becomes the last frame of the image sequence.
3. Set FD1_CTL_SGCMD.SGEN to the value 0, then FDP1 will stop generating V-interruption.

(2d) To stop FDP1 operation immediately, set registers as the following.

Same as (1d).

34.3.2 Look Up Table (LUT) Setting

FDP1 has the Look-Up-Tables (LUT) shown in Table 34.11 to change the characteristic of the de-interlacing function. The LUT is an 8-bit entry and 8-bit output table. Note that users can access to LUT only by 32 bit access. Do not access other bit length such as 8bit access or 16bit access. LUT behaves like immediate registers described in section 34.2.2, so do not change the value in LUT while FDP1 is under processing.

Table 34.11 List of LUT

LUT Name
DIF_ADJ
SAD_ADJ
BLD_GAIN
DIF_GAIN
MDET

The LUT is used for making the non-linear characteristic shown in Figure 34.14 where X and Y are input and output of LUT respectively.

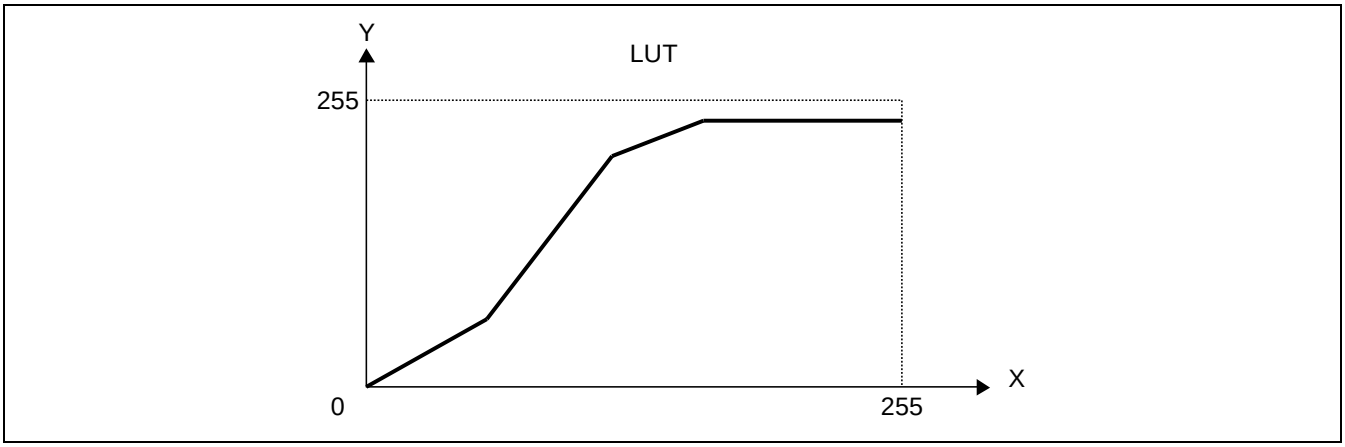


Figure 34.14 LUT for changing the de-interlacing characteristic

There are 3 types of setting values for those LUTs, “The setting 1 of each LUT”, “The setting 2 of each LUT” and “The setting 3 of each LUT”, respectively specified in Table 34.12, Table 34.13 and Table 34.14. “The setting 1 of each LUT” which keeps the balance ratio of 2D and 3D interpolated images on the output image, is recommended as default setting. When it is needed to strengthen the 3D interpolated images even if there is motion in the input image sequence, use “The setting 2 of each LUT” or “The setting 3 of each LUT” with which the ratio of 3D interpolated image increases as shown in the Figure 34.15.

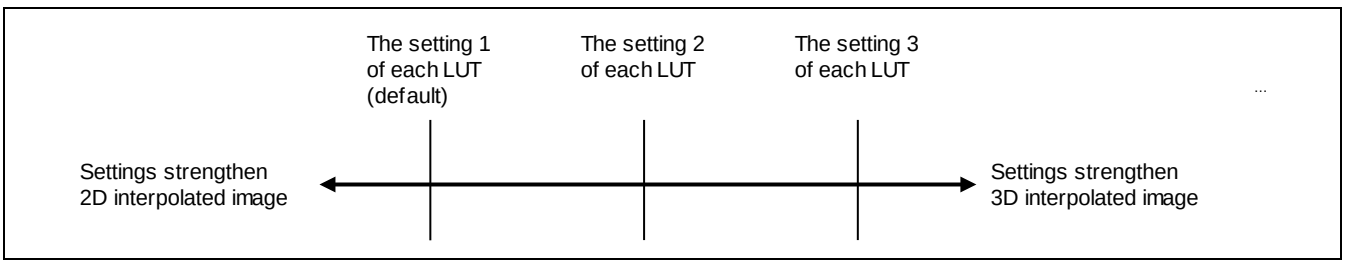


Figure 34.15 The target of each type of LUT settings

Table 34.12 The setting 1 of each LUT

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
0	H'00	H'00	H'80	H'80	H'00
1	H'24	H'24	H'80	H'80	H'01
2	H'43	H'43	H'80	H'80	H'02
3	H'5E	H'5E	H'80	H'80	H'03
4	H'76	H'76	H'80	H'80	H'04
5	H'8C	H'8C	H'80	H'80	H'05
6	H'9E	H'9E	H'80	H'80	H'06
7	H'AF	H'AF	H'80	H'80	H'07
8	H'BD	H'BD	H'80	H'80	H'08
9	H'C9	H'C9	H'80	H'80	H'09
10	H'D4	H'D4	H'80	H'80	H'0A
11	H'DD	H'DD	H'80	H'80	H'0B
12	H'E4	H'E4	H'80	H'80	H'0C
13	H'EA	H'EA	H'80	H'80	H'0D
14	H'EF	H'EF	H'80	H'80	H'0E
15	H'F3	H'F3	H'80	H'80	H'0F
16	H'F6	H'F6	H'80	H'80	H'10
17	H'F9	H'F9	H'80	H'80	H'11
18	H'FB	H'FB	H'80	H'80	H'12
19	H'FC	H'FC	H'80	H'80	H'13
20	H'FD	H'FD	H'80	H'80	H'14
21	H'FE	H'FE	H'80	H'80	H'15
22	H'FE	H'FE	H'80	H'80	H'16
23	H'FF	H'FF	H'80	H'80	H'17
24	H'FF	H'FF	H'80	H'80	H'18
25	H'FF	H'FF	H'80	H'80	H'19
26	H'FF	H'FF	H'80	H'80	H'1A
27	H'FF	H'FF	H'80	H'80	H'1B
28	H'FF	H'FF	H'80	H'80	H'1C
29	H'FF	H'FF	H'80	H'80	H'1D
30	H'FF	H'FF	H'80	H'80	H'1E
31	H'FF	H'FF	H'80	H'80	H'1F
32	H'FF	H'FF	H'80	H'80	H'20
33	H'FF	H'FF	H'80	H'80	H'21
34	H'FF	H'FF	H'80	H'80	H'22
35	H'FF	H'FF	H'80	H'80	H'23
36	H'FF	H'FF	H'80	H'80	H'24
37	H'FF	H'FF	H'80	H'80	H'25
38	H'FF	H'FF	H'80	H'80	H'26
39	H'FF	H'FF	H'80	H'80	H'27
40	H'FF	H'FF	H'80	H'80	H'28
41	H'FF	H'FF	H'80	H'80	H'29

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
42	H'FF	H'FF	H'80	H'80	H'2A
43	H'FF	H'FF	H'80	H'80	H'2B
44	H'FF	H'FF	H'80	H'80	H'2C
45	H'FF	H'FF	H'80	H'80	H'2D
46	H'FF	H'FF	H'80	H'80	H'2E
47	H'FF	H'FF	H'80	H'80	H'2F
48	H'FF	H'FF	H'80	H'80	H'30
49	H'FF	H'FF	H'80	H'80	H'31
50	H'FF	H'FF	H'80	H'80	H'32
51	H'FF	H'FF	H'80	H'80	H'33
52	H'FF	H'FF	H'80	H'80	H'34
53	H'FF	H'FF	H'80	H'80	H'35
54	H'FF	H'FF	H'80	H'80	H'36
55	H'FF	H'FF	H'80	H'80	H'37
56	H'FF	H'FF	H'80	H'80	H'38
57	H'FF	H'FF	H'80	H'80	H'39
58	H'FF	H'FF	H'80	H'80	H'3A
59	H'FF	H'FF	H'80	H'80	H'3B
60	H'FF	H'FF	H'80	H'80	H'3C
61	H'FF	H'FF	H'80	H'80	H'3D
62	H'FF	H'FF	H'80	H'80	H'3E
63	H'FF	H'FF	H'80	H'80	H'3F
64	H'FF	H'FF	H'80	H'80	H'40
65	H'FF	H'FF	H'80	H'80	H'41
66	H'FF	H'FF	H'80	H'80	H'42
67	H'FF	H'FF	H'80	H'80	H'43
68	H'FF	H'FF	H'80	H'80	H'44
69	H'FF	H'FF	H'80	H'80	H'45
70	H'FF	H'FF	H'80	H'80	H'46
71	H'FF	H'FF	H'80	H'80	H'47
72	H'FF	H'FF	H'80	H'80	H'48
73	H'FF	H'FF	H'80	H'80	H'49
74	H'FF	H'FF	H'80	H'80	H'4A
75	H'FF	H'FF	H'80	H'80	H'4B
76	H'FF	H'FF	H'80	H'80	H'4C
77	H'FF	H'FF	H'80	H'80	H'4D
78	H'FF	H'FF	H'80	H'80	H'4E
79	H'FF	H'FF	H'80	H'80	H'4F
80	H'FF	H'FF	H'80	H'80	H'50
81	H'FF	H'FF	H'80	H'80	H'51
82	H'FF	H'FF	H'80	H'80	H'52
83	H'FF	H'FF	H'80	H'80	H'53
84	H'FF	H'FF	H'80	H'80	H'54
85	H'FF	H'FF	H'80	H'80	H'55

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
86	H'FF	H'FF	H'80	H'80	H'56
87	H'FF	H'FF	H'80	H'80	H'57
88	H'FF	H'FF	H'80	H'80	H'58
89	H'FF	H'FF	H'80	H'80	H'59
90	H'FF	H'FF	H'80	H'80	H'5A
91	H'FF	H'FF	H'80	H'80	H'5B
92	H'FF	H'FF	H'80	H'80	H'5C
93	H'FF	H'FF	H'80	H'80	H'5D
94	H'FF	H'FF	H'80	H'80	H'5E
95	H'FF	H'FF	H'80	H'80	H'5F
96	H'FF	H'FF	H'80	H'80	H'60
97	H'FF	H'FF	H'80	H'80	H'61
98	H'FF	H'FF	H'80	H'80	H'62
99	H'FF	H'FF	H'80	H'80	H'63
100	H'FF	H'FF	H'80	H'80	H'64
101	H'FF	H'FF	H'80	H'80	H'65
102	H'FF	H'FF	H'80	H'80	H'66
103	H'FF	H'FF	H'80	H'80	H'67
104	H'FF	H'FF	H'80	H'80	H'68
105	H'FF	H'FF	H'80	H'80	H'69
106	H'FF	H'FF	H'80	H'80	H'6A
107	H'FF	H'FF	H'80	H'80	H'6B
108	H'FF	H'FF	H'80	H'80	H'6C
109	H'FF	H'FF	H'80	H'80	H'6D
110	H'FF	H'FF	H'80	H'80	H'6E
111	H'FF	H'FF	H'80	H'80	H'6F
112	H'FF	H'FF	H'80	H'80	H'70
113	H'FF	H'FF	H'80	H'80	H'71
114	H'FF	H'FF	H'80	H'80	H'72
115	H'FF	H'FF	H'80	H'80	H'73
116	H'FF	H'FF	H'80	H'80	H'74
117	H'FF	H'FF	H'80	H'80	H'75
118	H'FF	H'FF	H'80	H'80	H'76
119	H'FF	H'FF	H'80	H'80	H'77
120	H'FF	H'FF	H'80	H'80	H'78
121	H'FF	H'FF	H'80	H'80	H'79
122	H'FF	H'FF	H'80	H'80	H'7A
123	H'FF	H'FF	H'80	H'80	H'7B
124	H'FF	H'FF	H'80	H'80	H'7C
125	H'FF	H'FF	H'80	H'80	H'7D
126	H'FF	H'FF	H'80	H'80	H'7E
127	H'FF	H'FF	H'80	H'80	H'7F
128	H'FF	H'FF	H'80	H'80	H'80
129	H'FF	H'FF	H'80	H'80	H'81

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
130	H'FF	H'FF	H'80	H'80	H'82
131	H'FF	H'FF	H'80	H'80	H'83
132	H'FF	H'FF	H'80	H'80	H'84
133	H'FF	H'FF	H'80	H'80	H'85
134	H'FF	H'FF	H'80	H'80	H'86
135	H'FF	H'FF	H'80	H'80	H'87
136	H'FF	H'FF	H'80	H'80	H'88
137	H'FF	H'FF	H'80	H'80	H'89
138	H'FF	H'FF	H'80	H'80	H'8A
139	H'FF	H'FF	H'80	H'80	H'8B
140	H'FF	H'FF	H'80	H'80	H'8C
141	H'FF	H'FF	H'80	H'80	H'8D
142	H'FF	H'FF	H'80	H'80	H'8E
143	H'FF	H'FF	H'80	H'80	H'8F
144	H'FF	H'FF	H'80	H'80	H'90
145	H'FF	H'FF	H'80	H'80	H'91
146	H'FF	H'FF	H'80	H'80	H'92
147	H'FF	H'FF	H'80	H'80	H'93
148	H'FF	H'FF	H'80	H'80	H'94
149	H'FF	H'FF	H'80	H'80	H'95
150	H'FF	H'FF	H'80	H'80	H'96
151	H'FF	H'FF	H'80	H'80	H'97
152	H'FF	H'FF	H'80	H'80	H'98
153	H'FF	H'FF	H'80	H'80	H'99
154	H'FF	H'FF	H'80	H'80	H'9A
155	H'FF	H'FF	H'80	H'80	H'9B
156	H'FF	H'FF	H'80	H'80	H'9C
157	H'FF	H'FF	H'80	H'80	H'9D
158	H'FF	H'FF	H'80	H'80	H'9E
159	H'FF	H'FF	H'80	H'80	H'9F
160	H'FF	H'FF	H'80	H'80	H'A0
161	H'FF	H'FF	H'80	H'80	H'A1
162	H'FF	H'FF	H'80	H'80	H'A2
163	H'FF	H'FF	H'80	H'80	H'A3
164	H'FF	H'FF	H'80	H'80	H'A4
165	H'FF	H'FF	H'80	H'80	H'A5
166	H'FF	H'FF	H'80	H'80	H'A6
167	H'FF	H'FF	H'80	H'80	H'A7
168	H'FF	H'FF	H'80	H'80	H'A8
169	H'FF	H'FF	H'80	H'80	H'A9
170	H'FF	H'FF	H'80	H'80	H'AA
171	H'FF	H'FF	H'80	H'80	H'AB
172	H'FF	H'FF	H'80	H'80	H'AC
173	H'FF	H'FF	H'80	H'80	H'AD

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
174	H'FF	H'FF	H'80	H'80	H'AE
175	H'FF	H'FF	H'80	H'80	H'AF
176	H'FF	H'FF	H'80	H'80	H'B0
177	H'FF	H'FF	H'80	H'80	H'B1
178	H'FF	H'FF	H'80	H'80	H'B2
179	H'FF	H'FF	H'80	H'80	H'B3
180	H'FF	H'FF	H'80	H'80	H'B4
181	H'FF	H'FF	H'80	H'80	H'B5
182	H'FF	H'FF	H'80	H'80	H'B6
183	H'FF	H'FF	H'80	H'80	H'B7
184	H'FF	H'FF	H'80	H'80	H'B8
185	H'FF	H'FF	H'80	H'80	H'B9
186	H'FF	H'FF	H'80	H'80	H'BA
187	H'FF	H'FF	H'80	H'80	H'BB
188	H'FF	H'FF	H'80	H'80	H'BC
189	H'FF	H'FF	H'80	H'80	H'BD
190	H'FF	H'FF	H'80	H'80	H'BE
191	H'FF	H'FF	H'80	H'80	H'BF
192	H'FF	H'FF	H'80	H'80	H'C0
193	H'FF	H'FF	H'80	H'80	H'C1
194	H'FF	H'FF	H'80	H'80	H'C2
195	H'FF	H'FF	H'80	H'80	H'C3
196	H'FF	H'FF	H'80	H'80	H'C4
197	H'FF	H'FF	H'80	H'80	H'C5
198	H'FF	H'FF	H'80	H'80	H'C6
199	H'FF	H'FF	H'80	H'80	H'C7
200	H'FF	H'FF	H'80	H'80	H'C8
201	H'FF	H'FF	H'80	H'80	H'C9
202	H'FF	H'FF	H'80	H'80	H'CA
203	H'FF	H'FF	H'80	H'80	H'CB
204	H'FF	H'FF	H'80	H'80	H'CC
205	H'FF	H'FF	H'80	H'80	H'CD
206	H'FF	H'FF	H'80	H'80	H'CE
207	H'FF	H'FF	H'80	H'80	H'CF
208	H'FF	H'FF	H'80	H'80	H'D0
209	H'FF	H'FF	H'80	H'80	H'D1
210	H'FF	H'FF	H'80	H'80	H'D2
211	H'FF	H'FF	H'80	H'80	H'D3
212	H'FF	H'FF	H'80	H'80	H'D4
213	H'FF	H'FF	H'80	H'80	H'D5
214	H'FF	H'FF	H'80	H'80	H'D6
215	H'FF	H'FF	H'80	H'80	H'D7
216	H'FF	H'FF	H'80	H'80	H'D8
217	H'FF	H'FF	H'80	H'80	H'D9

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
218	H'FF	H'FF	H'80	H'80	H'DA
219	H'FF	H'FF	H'80	H'80	H'DB
220	H'FF	H'FF	H'80	H'80	H'DC
221	H'FF	H'FF	H'80	H'80	H'DD
222	H'FF	H'FF	H'80	H'80	H'DE
223	H'FF	H'FF	H'80	H'80	H'DF
224	H'FF	H'FF	H'80	H'80	H'E0
225	H'FF	H'FF	H'80	H'80	H'E1
226	H'FF	H'FF	H'80	H'80	H'E2
227	H'FF	H'FF	H'80	H'80	H'E3
228	H'FF	H'FF	H'80	H'80	H'E4
229	H'FF	H'FF	H'80	H'80	H'E5
230	H'FF	H'FF	H'80	H'80	H'E6
231	H'FF	H'FF	H'80	H'80	H'E7
232	H'FF	H'FF	H'80	H'80	H'E8
233	H'FF	H'FF	H'80	H'80	H'E9
234	H'FF	H'FF	H'80	H'80	H'EA
235	H'FF	H'FF	H'80	H'80	H'EB
236	H'FF	H'FF	H'80	H'80	H'EC
237	H'FF	H'FF	H'80	H'80	H'ED
238	H'FF	H'FF	H'80	H'80	H'EE
239	H'FF	H'FF	H'80	H'80	H'EF
240	H'FF	H'FF	H'80	H'80	H'F0
241	H'FF	H'FF	H'80	H'80	H'F1
242	H'FF	H'FF	H'80	H'80	H'F2
243	H'FF	H'FF	H'80	H'80	H'F3
244	H'FF	H'FF	H'80	H'80	H'F4
245	H'FF	H'FF	H'80	H'80	H'F5
246	H'FF	H'FF	H'80	H'80	H'F6
247	H'FF	H'FF	H'80	H'80	H'F7
248	H'FF	H'FF	H'80	H'80	H'F8
249	H'FF	H'FF	H'80	H'80	H'F9
250	H'FF	H'FF	H'80	H'80	H'FA
251	H'FF	H'FF	H'80	H'80	H'FB
252	H'FF	H'FF	H'80	H'80	H'FC
253	H'FF	H'FF	H'80	H'80	H'FD
254	H'FF	H'FF	H'80	H'80	H'FE
255	H'FF	H'FF	H'80	H'80	H'FF

Table 34.13 The setting 2 of each LUT

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
0	H'00	H'00	H'80	H'80	H'00
1	H'13	H'13	H'80	H'80	H'01
2	H'24	H'24	H'80	H'80	H'02
3	H'34	H'34	H'80	H'80	H'03
4	H'43	H'43	H'80	H'80	H'04
5	H'51	H'51	H'80	H'80	H'05
6	H'5E	H'5E	H'80	H'80	H'06
7	H'6A	H'6A	H'80	H'80	H'07
8	H'76	H'76	H'80	H'80	H'08
9	H'81	H'81	H'80	H'80	H'09
10	H'8C	H'8C	H'80	H'80	H'0A
11	H'95	H'95	H'80	H'80	H'0B
12	H'9E	H'9E	H'80	H'80	H'0C
13	H'A7	H'A7	H'80	H'80	H'0D
14	H'AF	H'AF	H'80	H'80	H'0E
15	H'B6	H'B6	H'80	H'80	H'0F
16	H'BD	H'BD	H'80	H'80	H'10
17	H'C3	H'C3	H'80	H'80	H'11
18	H'C9	H'C9	H'80	H'80	H'12
19	H'CF	H'CF	H'80	H'80	H'13
20	H'D4	H'D4	H'80	H'80	H'14
21	H'D8	H'D8	H'80	H'80	H'15
22	H'DD	H'DD	H'80	H'80	H'16
23	H'E0	H'E0	H'80	H'80	H'17
24	H'E4	H'E4	H'80	H'80	H'18
25	H'E7	H'E7	H'80	H'80	H'19
26	H'EA	H'EA	H'80	H'80	H'1A
27	H'ED	H'ED	H'80	H'80	H'1B
28	H'EF	H'EF	H'80	H'80	H'1C
29	H'F1	H'F1	H'80	H'80	H'1D
30	H'F3	H'F3	H'80	H'80	H'1E
31	H'F5	H'F5	H'80	H'80	H'1F
32	H'F6	H'F6	H'80	H'80	H'20
33	H'F8	H'F8	H'80	H'80	H'21
34	H'F9	H'F9	H'80	H'80	H'22
35	H'FA	H'FA	H'80	H'80	H'23
36	H'FB	H'FB	H'80	H'80	H'24
37	H'FC	H'FC	H'80	H'80	H'25
38	H'FC	H'FC	H'80	H'80	H'26
39	H'FD	H'FD	H'80	H'80	H'27
40	H'FD	H'FD	H'80	H'80	H'28
41	H'FE	H'FE	H'80	H'80	H'29
42	H'FE	H'FE	H'80	H'80	H'2A
43	H'FE	H'FE	H'80	H'80	H'2B
44	H'FE	H'FE	H'80	H'80	H'2C

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
45	H'FF	H'FF	H'80	H'80	H'2D
46	H'FF	H'FF	H'80	H'80	H'2E
47	H'FF	H'FF	H'80	H'80	H'2F
48	H'FF	H'FF	H'80	H'80	H'30
49	H'FF	H'FF	H'80	H'80	H'31
50	H'FF	H'FF	H'80	H'80	H'32
51	H'FF	H'FF	H'80	H'80	H'33
52	H'FF	H'FF	H'80	H'80	H'34
53	H'FF	H'FF	H'80	H'80	H'35
54	H'FF	H'FF	H'80	H'80	H'36
55	H'FF	H'FF	H'80	H'80	H'37
56	H'FF	H'FF	H'80	H'80	H'38
57	H'FF	H'FF	H'80	H'80	H'39
58	H'FF	H'FF	H'80	H'80	H'3A
59	H'FF	H'FF	H'80	H'80	H'3B
60	H'FF	H'FF	H'80	H'80	H'3C
61	H'FF	H'FF	H'80	H'80	H'3D
62	H'FF	H'FF	H'80	H'80	H'3E
63	H'FF	H'FF	H'80	H'80	H'3F
64	H'FF	H'FF	H'80	H'80	H'40
65	H'FF	H'FF	H'80	H'80	H'41
66	H'FF	H'FF	H'80	H'80	H'42
67	H'FF	H'FF	H'80	H'80	H'43
68	H'FF	H'FF	H'80	H'80	H'44
69	H'FF	H'FF	H'80	H'80	H'45
70	H'FF	H'FF	H'80	H'80	H'46
71	H'FF	H'FF	H'80	H'80	H'47
72	H'FF	H'FF	H'80	H'80	H'48
73	H'FF	H'FF	H'80	H'80	H'49
74	H'FF	H'FF	H'80	H'80	H'4A
75	H'FF	H'FF	H'80	H'80	H'4B
76	H'FF	H'FF	H'80	H'80	H'4C
77	H'FF	H'FF	H'80	H'80	H'4D
78	H'FF	H'FF	H'80	H'80	H'4E
79	H'FF	H'FF	H'80	H'80	H'4F
80	H'FF	H'FF	H'80	H'80	H'50
81	H'FF	H'FF	H'80	H'80	H'51
82	H'FF	H'FF	H'80	H'80	H'52
83	H'FF	H'FF	H'80	H'80	H'53
84	H'FF	H'FF	H'80	H'80	H'54
85	H'FF	H'FF	H'80	H'80	H'55
86	H'FF	H'FF	H'80	H'80	H'56
87	H'FF	H'FF	H'80	H'80	H'57
88	H'FF	H'FF	H'80	H'80	H'58
89	H'FF	H'FF	H'80	H'80	H'59
90	H'FF	H'FF	H'80	H'80	H'5A

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
91	H'FF	H'FF	H'80	H'80	H'5B
92	H'FF	H'FF	H'80	H'80	H'5C
93	H'FF	H'FF	H'80	H'80	H'5D
94	H'FF	H'FF	H'80	H'80	H'5E
95	H'FF	H'FF	H'80	H'80	H'5F
96	H'FF	H'FF	H'80	H'80	H'60
97	H'FF	H'FF	H'80	H'80	H'61
98	H'FF	H'FF	H'80	H'80	H'62
99	H'FF	H'FF	H'80	H'80	H'63
100	H'FF	H'FF	H'80	H'80	H'64
101	H'FF	H'FF	H'80	H'80	H'65
102	H'FF	H'FF	H'80	H'80	H'66
103	H'FF	H'FF	H'80	H'80	H'67
104	H'FF	H'FF	H'80	H'80	H'68
105	H'FF	H'FF	H'80	H'80	H'69
106	H'FF	H'FF	H'80	H'80	H'6A
107	H'FF	H'FF	H'80	H'80	H'6B
108	H'FF	H'FF	H'80	H'80	H'6C
109	H'FF	H'FF	H'80	H'80	H'6D
110	H'FF	H'FF	H'80	H'80	H'6E
111	H'FF	H'FF	H'80	H'80	H'6F
112	H'FF	H'FF	H'80	H'80	H'70
113	H'FF	H'FF	H'80	H'80	H'71
114	H'FF	H'FF	H'80	H'80	H'72
115	H'FF	H'FF	H'80	H'80	H'73
116	H'FF	H'FF	H'80	H'80	H'74
117	H'FF	H'FF	H'80	H'80	H'75
118	H'FF	H'FF	H'80	H'80	H'76
119	H'FF	H'FF	H'80	H'80	H'77
120	H'FF	H'FF	H'80	H'80	H'78
121	H'FF	H'FF	H'80	H'80	H'79
122	H'FF	H'FF	H'80	H'80	H'7A
123	H'FF	H'FF	H'80	H'80	H'7B
124	H'FF	H'FF	H'80	H'80	H'7C
125	H'FF	H'FF	H'80	H'80	H'7D
126	H'FF	H'FF	H'80	H'80	H'7E
127	H'FF	H'FF	H'80	H'80	H'7F
128	H'FF	H'FF	H'80	H'80	H'80
129	H'FF	H'FF	H'80	H'80	H'81
130	H'FF	H'FF	H'80	H'80	H'82
131	H'FF	H'FF	H'80	H'80	H'83
132	H'FF	H'FF	H'80	H'80	H'84
133	H'FF	H'FF	H'80	H'80	H'85
134	H'FF	H'FF	H'80	H'80	H'86
135	H'FF	H'FF	H'80	H'80	H'87
136	H'FF	H'FF	H'80	H'80	H'88

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
137	H'FF	H'FF	H'80	H'80	H'89
138	H'FF	H'FF	H'80	H'80	H'8A
139	H'FF	H'FF	H'80	H'80	H'8B
140	H'FF	H'FF	H'80	H'80	H'8C
141	H'FF	H'FF	H'80	H'80	H'8D
142	H'FF	H'FF	H'80	H'80	H'8E
143	H'FF	H'FF	H'80	H'80	H'8F
144	H'FF	H'FF	H'80	H'80	H'90
145	H'FF	H'FF	H'80	H'80	H'91
146	H'FF	H'FF	H'80	H'80	H'92
147	H'FF	H'FF	H'80	H'80	H'93
148	H'FF	H'FF	H'80	H'80	H'94
149	H'FF	H'FF	H'80	H'80	H'95
150	H'FF	H'FF	H'80	H'80	H'96
151	H'FF	H'FF	H'80	H'80	H'97
152	H'FF	H'FF	H'80	H'80	H'98
153	H'FF	H'FF	H'80	H'80	H'99
154	H'FF	H'FF	H'80	H'80	H'9A
155	H'FF	H'FF	H'80	H'80	H'9B
156	H'FF	H'FF	H'80	H'80	H'9C
157	H'FF	H'FF	H'80	H'80	H'9D
158	H'FF	H'FF	H'80	H'80	H'9E
159	H'FF	H'FF	H'80	H'80	H'9F
160	H'FF	H'FF	H'80	H'80	H'A0
161	H'FF	H'FF	H'80	H'80	H'A1
162	H'FF	H'FF	H'80	H'80	H'A2
163	H'FF	H'FF	H'80	H'80	H'A3
164	H'FF	H'FF	H'80	H'80	H'A4
165	H'FF	H'FF	H'80	H'80	H'A5
166	H'FF	H'FF	H'80	H'80	H'A6
167	H'FF	H'FF	H'80	H'80	H'A7
168	H'FF	H'FF	H'80	H'80	H'A8
169	H'FF	H'FF	H'80	H'80	H'A9
170	H'FF	H'FF	H'80	H'80	H'AA
171	H'FF	H'FF	H'80	H'80	H'AB
172	H'FF	H'FF	H'80	H'80	H'AC
173	H'FF	H'FF	H'80	H'80	H'AD
174	H'FF	H'FF	H'80	H'80	H'AE
175	H'FF	H'FF	H'80	H'80	H'AF
176	H'FF	H'FF	H'80	H'80	H'B0
177	H'FF	H'FF	H'80	H'80	H'B1
178	H'FF	H'FF	H'80	H'80	H'B2
179	H'FF	H'FF	H'80	H'80	H'B3
180	H'FF	H'FF	H'80	H'80	H'B4
181	H'FF	H'FF	H'80	H'80	H'B5
182	H'FF	H'FF	H'80	H'80	H'B6

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
183	H'FF	H'FF	H'80	H'80	H'B7
184	H'FF	H'FF	H'80	H'80	H'B8
185	H'FF	H'FF	H'80	H'80	H'B9
186	H'FF	H'FF	H'80	H'80	H'BA
187	H'FF	H'FF	H'80	H'80	H'BB
188	H'FF	H'FF	H'80	H'80	H'BC
189	H'FF	H'FF	H'80	H'80	H'BD
190	H'FF	H'FF	H'80	H'80	H'BE
191	H'FF	H'FF	H'80	H'80	H'BF
192	H'FF	H'FF	H'80	H'80	H'C0
193	H'FF	H'FF	H'80	H'80	H'C1
194	H'FF	H'FF	H'80	H'80	H'C2
195	H'FF	H'FF	H'80	H'80	H'C3
196	H'FF	H'FF	H'80	H'80	H'C4
197	H'FF	H'FF	H'80	H'80	H'C5
198	H'FF	H'FF	H'80	H'80	H'C6
199	H'FF	H'FF	H'80	H'80	H'C7
200	H'FF	H'FF	H'80	H'80	H'C8
201	H'FF	H'FF	H'80	H'80	H'C9
202	H'FF	H'FF	H'80	H'80	H'CA
203	H'FF	H'FF	H'80	H'80	H'CB
204	H'FF	H'FF	H'80	H'80	H'CC
205	H'FF	H'FF	H'80	H'80	H'CD
206	H'FF	H'FF	H'80	H'80	H'CE
207	H'FF	H'FF	H'80	H'80	H'CF
208	H'FF	H'FF	H'80	H'80	H'D0
209	H'FF	H'FF	H'80	H'80	H'D1
210	H'FF	H'FF	H'80	H'80	H'D2
211	H'FF	H'FF	H'80	H'80	H'D3
212	H'FF	H'FF	H'80	H'80	H'D4
213	H'FF	H'FF	H'80	H'80	H'D5
214	H'FF	H'FF	H'80	H'80	H'D6
215	H'FF	H'FF	H'80	H'80	H'D7
216	H'FF	H'FF	H'80	H'80	H'D8
217	H'FF	H'FF	H'80	H'80	H'D9
218	H'FF	H'FF	H'80	H'80	H'DA
219	H'FF	H'FF	H'80	H'80	H'DB
220	H'FF	H'FF	H'80	H'80	H'DC
221	H'FF	H'FF	H'80	H'80	H'DD
222	H'FF	H'FF	H'80	H'80	H'DE
223	H'FF	H'FF	H'80	H'80	H'DF
224	H'FF	H'FF	H'80	H'80	H'E0
225	H'FF	H'FF	H'80	H'80	H'E1
226	H'FF	H'FF	H'80	H'80	H'E2
227	H'FF	H'FF	H'80	H'80	H'E3
228	H'FF	H'FF	H'80	H'80	H'E4

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
229	H'FF	H'FF	H'80	H'80	H'E5
230	H'FF	H'FF	H'80	H'80	H'E6
231	H'FF	H'FF	H'80	H'80	H'E7
232	H'FF	H'FF	H'80	H'80	H'E8
233	H'FF	H'FF	H'80	H'80	H'E9
234	H'FF	H'FF	H'80	H'80	H'EA
235	H'FF	H'FF	H'80	H'80	H'EB
236	H'FF	H'FF	H'80	H'80	H'EC
237	H'FF	H'FF	H'80	H'80	H'ED
238	H'FF	H'FF	H'80	H'80	H'EE
239	H'FF	H'FF	H'80	H'80	H'EF
240	H'FF	H'FF	H'80	H'80	H'F0
241	H'FF	H'FF	H'80	H'80	H'F1
242	H'FF	H'FF	H'80	H'80	H'F2
243	H'FF	H'FF	H'80	H'80	H'F3
244	H'FF	H'FF	H'80	H'80	H'F4
245	H'FF	H'FF	H'80	H'80	H'F5
246	H'FF	H'FF	H'80	H'80	H'F6
247	H'FF	H'FF	H'80	H'80	H'F7
248	H'FF	H'FF	H'80	H'80	H'F8
249	H'FF	H'FF	H'80	H'80	H'F9
250	H'FF	H'FF	H'80	H'80	H'FA
251	H'FF	H'FF	H'80	H'80	H'FB
252	H'FF	H'FF	H'80	H'80	H'FC
253	H'FF	H'FF	H'80	H'80	H'FD
254	H'FF	H'FF	H'80	H'80	H'FE
255	H'FF	H'FF	H'80	H'80	H'FF

Table 34.14 The setting 3 of each LUT

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
0	H'00	H'00	H'80	H'80	H'00
1	H'0E	H'0E	H'80	H'80	H'01
2	H'19	H'19	H'80	H'80	H'02
3	H'24	H'24	H'80	H'80	H'03
4	H'2F	H'2F	H'80	H'80	H'04
5	H'39	H'39	H'80	H'80	H'05
6	H'43	H'43	H'80	H'80	H'06
7	H'4C	H'4C	H'80	H'80	H'07
8	H'55	H'55	H'80	H'80	H'08
9	H'5E	H'5E	H'80	H'80	H'09
10	H'66	H'66	H'80	H'80	H'0A
11	H'6E	H'6E	H'80	H'80	H'0B
12	H'76	H'76	H'80	H'80	H'0C
13	H'7E	H'7E	H'80	H'80	H'0D
14	H'85	H'85	H'80	H'80	H'0E
15	H'8C	H'8C	H'80	H'80	H'0F
16	H'92	H'92	H'80	H'80	H'10
17	H'98	H'98	H'80	H'80	H'11
18	H'9E	H'9E	H'80	H'80	H'12
19	H'A4	H'A4	H'80	H'80	H'13
20	H'AA	H'AA	H'80	H'80	H'14
21	H'AF	H'AF	H'80	H'80	H'15
22	H'B4	H'B4	H'80	H'80	H'16
23	H'B8	H'B8	H'80	H'80	H'17
24	H'BD	H'BD	H'80	H'80	H'18
25	H'C1	H'C1	H'80	H'80	H'19
26	H'C5	H'C5	H'80	H'80	H'1A
27	H'C9	H'C9	H'80	H'80	H'1B
28	H'CD	H'CD	H'80	H'80	H'1C
29	H'D0	H'D0	H'80	H'80	H'1D
30	H'D4	H'D4	H'80	H'80	H'1E
31	H'D7	H'D7	H'80	H'80	H'1F
32	H'DA	H'DA	H'80	H'80	H'20
33	H'DD	H'DD	H'80	H'80	H'21
34	H'DF	H'DF	H'80	H'80	H'22
35	H'E2	H'E2	H'80	H'80	H'23
36	H'E4	H'E4	H'80	H'80	H'24
37	H'E6	H'E6	H'80	H'80	H'25
38	H'E8	H'E8	H'80	H'80	H'26
39	H'EA	H'EA	H'80	H'80	H'27
40	H'EC	H'EC	H'80	H'80	H'28
41	H'EE	H'EE	H'80	H'80	H'29
42	H'EF	H'EF	H'80	H'80	H'2A
43	H'F1	H'F1	H'80	H'80	H'2B
44	H'F2	H'F2	H'80	H'80	H'2C

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
45	H'F3	H'F3	H'80	H'80	H'2D
46	H'F4	H'F4	H'80	H'80	H'2E
47	H'F5	H'F5	H'80	H'80	H'2F
48	H'F6	H'F6	H'80	H'80	H'30
49	H'F7	H'F7	H'80	H'80	H'31
50	H'F8	H'F8	H'80	H'80	H'32
51	H'F9	H'F9	H'80	H'80	H'33
52	H'FA	H'FA	H'80	H'80	H'34
53	H'FA	H'FA	H'80	H'80	H'35
54	H'FB	H'FB	H'80	H'80	H'36
55	H'FB	H'FB	H'80	H'80	H'37
56	H'FC	H'FC	H'80	H'80	H'38
57	H'FC	H'FC	H'80	H'80	H'39
58	H'FD	H'FD	H'80	H'80	H'3A
59	H'FD	H'FD	H'80	H'80	H'3B
60	H'FD	H'FD	H'80	H'80	H'3C
61	H'FE	H'FE	H'80	H'80	H'3D
62	H'FE	H'FE	H'80	H'80	H'3E
63	H'FE	H'FE	H'80	H'80	H'3F
64	H'FE	H'FE	H'80	H'80	H'40
65	H'FE	H'FE	H'80	H'80	H'41
66	H'FE	H'FE	H'80	H'80	H'42
67	H'FF	H'FF	H'80	H'80	H'43
68	H'FF	H'FF	H'80	H'80	H'44
69	H'FF	H'FF	H'80	H'80	H'45
70	H'FF	H'FF	H'80	H'80	H'46
71	H'FF	H'FF	H'80	H'80	H'47
72	H'FF	H'FF	H'80	H'80	H'48
73	H'FF	H'FF	H'80	H'80	H'49
74	H'FF	H'FF	H'80	H'80	H'4A
75	H'FF	H'FF	H'80	H'80	H'4B
76	H'FF	H'FF	H'80	H'80	H'4C
77	H'FF	H'FF	H'80	H'80	H'4D
78	H'FF	H'FF	H'80	H'80	H'4E
79	H'FF	H'FF	H'80	H'80	H'4F
80	H'FF	H'FF	H'80	H'80	H'50
81	H'FF	H'FF	H'80	H'80	H'51
82	H'FF	H'FF	H'80	H'80	H'52
83	H'FF	H'FF	H'80	H'80	H'53
84	H'FF	H'FF	H'80	H'80	H'54
85	H'FF	H'FF	H'80	H'80	H'55
86	H'FF	H'FF	H'80	H'80	H'56
87	H'FF	H'FF	H'80	H'80	H'57
88	H'FF	H'FF	H'80	H'80	H'58
89	H'FF	H'FF	H'80	H'80	H'59

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
90	H'FF	H'FF	H'80	H'80	H'5A
91	H'FF	H'FF	H'80	H'80	H'5B
92	H'FF	H'FF	H'80	H'80	H'5C
93	H'FF	H'FF	H'80	H'80	H'5D
94	H'FF	H'FF	H'80	H'80	H'5E
95	H'FF	H'FF	H'80	H'80	H'5F
96	H'FF	H'FF	H'80	H'80	H'60
97	H'FF	H'FF	H'80	H'80	H'61
98	H'FF	H'FF	H'80	H'80	H'62
99	H'FF	H'FF	H'80	H'80	H'63
100	H'FF	H'FF	H'80	H'80	H'64
101	H'FF	H'FF	H'80	H'80	H'65
102	H'FF	H'FF	H'80	H'80	H'66
103	H'FF	H'FF	H'80	H'80	H'67
104	H'FF	H'FF	H'80	H'80	H'68
105	H'FF	H'FF	H'80	H'80	H'69
106	H'FF	H'FF	H'80	H'80	H'6A
107	H'FF	H'FF	H'80	H'80	H'6B
108	H'FF	H'FF	H'80	H'80	H'6C
109	H'FF	H'FF	H'80	H'80	H'6D
110	H'FF	H'FF	H'80	H'80	H'6E
111	H'FF	H'FF	H'80	H'80	H'6F
112	H'FF	H'FF	H'80	H'80	H'70
113	H'FF	H'FF	H'80	H'80	H'71
114	H'FF	H'FF	H'80	H'80	H'72
115	H'FF	H'FF	H'80	H'80	H'73
116	H'FF	H'FF	H'80	H'80	H'74
117	H'FF	H'FF	H'80	H'80	H'75
118	H'FF	H'FF	H'80	H'80	H'76
119	H'FF	H'FF	H'80	H'80	H'77
120	H'FF	H'FF	H'80	H'80	H'78
121	H'FF	H'FF	H'80	H'80	H'79
122	H'FF	H'FF	H'80	H'80	H'7A
123	H'FF	H'FF	H'80	H'80	H'7B
124	H'FF	H'FF	H'80	H'80	H'7C
125	H'FF	H'FF	H'80	H'80	H'7D
126	H'FF	H'FF	H'80	H'80	H'7E
127	H'FF	H'FF	H'80	H'80	H'7F
128	H'FF	H'FF	H'80	H'80	H'80
129	H'FF	H'FF	H'80	H'80	H'81
130	H'FF	H'FF	H'80	H'80	H'82
131	H'FF	H'FF	H'80	H'80	H'83
132	H'FF	H'FF	H'80	H'80	H'84
133	H'FF	H'FF	H'80	H'80	H'85

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
134	H'FF	H'FF	H'80	H'80	H'86
135	H'FF	H'FF	H'80	H'80	H'87
136	H'FF	H'FF	H'80	H'80	H'88
137	H'FF	H'FF	H'80	H'80	H'89
138	H'FF	H'FF	H'80	H'80	H'8A
139	H'FF	H'FF	H'80	H'80	H'8B
140	H'FF	H'FF	H'80	H'80	H'8C
141	H'FF	H'FF	H'80	H'80	H'8D
142	H'FF	H'FF	H'80	H'80	H'8E
143	H'FF	H'FF	H'80	H'80	H'8F
144	H'FF	H'FF	H'80	H'80	H'90
145	H'FF	H'FF	H'80	H'80	H'91
146	H'FF	H'FF	H'80	H'80	H'92
147	H'FF	H'FF	H'80	H'80	H'93
148	H'FF	H'FF	H'80	H'80	H'94
149	H'FF	H'FF	H'80	H'80	H'95
150	H'FF	H'FF	H'80	H'80	H'96
151	H'FF	H'FF	H'80	H'80	H'97
152	H'FF	H'FF	H'80	H'80	H'98
153	H'FF	H'FF	H'80	H'80	H'99
154	H'FF	H'FF	H'80	H'80	H'9A
155	H'FF	H'FF	H'80	H'80	H'9B
156	H'FF	H'FF	H'80	H'80	H'9C
157	H'FF	H'FF	H'80	H'80	H'9D
158	H'FF	H'FF	H'80	H'80	H'9E
159	H'FF	H'FF	H'80	H'80	H'9F
160	H'FF	H'FF	H'80	H'80	H'A0
161	H'FF	H'FF	H'80	H'80	H'A1
162	H'FF	H'FF	H'80	H'80	H'A2
163	H'FF	H'FF	H'80	H'80	H'A3
164	H'FF	H'FF	H'80	H'80	H'A4
165	H'FF	H'FF	H'80	H'80	H'A5
166	H'FF	H'FF	H'80	H'80	H'A6
167	H'FF	H'FF	H'80	H'80	H'A7
168	H'FF	H'FF	H'80	H'80	H'A8
169	H'FF	H'FF	H'80	H'80	H'A9
170	H'FF	H'FF	H'80	H'80	H'AA
171	H'FF	H'FF	H'80	H'80	H'AB
172	H'FF	H'FF	H'80	H'80	H'AC
173	H'FF	H'FF	H'80	H'80	H'AD
174	H'FF	H'FF	H'80	H'80	H'AE
175	H'FF	H'FF	H'80	H'80	H'AF
176	H'FF	H'FF	H'80	H'80	H'B0
177	H'FF	H'FF	H'80	H'80	H'B1

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
178	H'FF	H'FF	H'80	H'80	H'B2
179	H'FF	H'FF	H'80	H'80	H'B3
180	H'FF	H'FF	H'80	H'80	H'B4
181	H'FF	H'FF	H'80	H'80	H'B5
182	H'FF	H'FF	H'80	H'80	H'B6
183	H'FF	H'FF	H'80	H'80	H'B7
184	H'FF	H'FF	H'80	H'80	H'B8
185	H'FF	H'FF	H'80	H'80	H'B9
186	H'FF	H'FF	H'80	H'80	H'BA
187	H'FF	H'FF	H'80	H'80	H'BB
188	H'FF	H'FF	H'80	H'80	H'BC
189	H'FF	H'FF	H'80	H'80	H'BD
190	H'FF	H'FF	H'80	H'80	H'BE
191	H'FF	H'FF	H'80	H'80	H'BF
192	H'FF	H'FF	H'80	H'80	H'C0
193	H'FF	H'FF	H'80	H'80	H'C1
194	H'FF	H'FF	H'80	H'80	H'C2
195	H'FF	H'FF	H'80	H'80	H'C3
196	H'FF	H'FF	H'80	H'80	H'C4
197	H'FF	H'FF	H'80	H'80	H'C5
198	H'FF	H'FF	H'80	H'80	H'C6
199	H'FF	H'FF	H'80	H'80	H'C7
200	H'FF	H'FF	H'80	H'80	H'C8
201	H'FF	H'FF	H'80	H'80	H'C9
202	H'FF	H'FF	H'80	H'80	H'CA
203	H'FF	H'FF	H'80	H'80	H'CB
204	H'FF	H'FF	H'80	H'80	H'CC
205	H'FF	H'FF	H'80	H'80	H'CD
206	H'FF	H'FF	H'80	H'80	H'CE
207	H'FF	H'FF	H'80	H'80	H'CF
208	H'FF	H'FF	H'80	H'80	H'D0
209	H'FF	H'FF	H'80	H'80	H'D1
210	H'FF	H'FF	H'80	H'80	H'D2
211	H'FF	H'FF	H'80	H'80	H'D3
212	H'FF	H'FF	H'80	H'80	H'D4
213	H'FF	H'FF	H'80	H'80	H'D5
214	H'FF	H'FF	H'80	H'80	H'D6
215	H'FF	H'FF	H'80	H'80	H'D7
216	H'FF	H'FF	H'80	H'80	H'D8
217	H'FF	H'FF	H'80	H'80	H'D9
218	H'FF	H'FF	H'80	H'80	H'DA
219	H'FF	H'FF	H'80	H'80	H'DB
220	H'FF	H'FF	H'80	H'80	H'DC
221	H'FF	H'FF	H'80	H'80	H'DD

Index	DIF_ADJ []	SAD_ADJ []	BLD_GAIN []	DIF_GAIN []	MDET []
222	H'FF	H'FF	H'80	H'80	H'DE
223	H'FF	H'FF	H'80	H'80	H'DF
224	H'FF	H'FF	H'80	H'80	H'E0
225	H'FF	H'FF	H'80	H'80	H'E1
226	H'FF	H'FF	H'80	H'80	H'E2
227	H'FF	H'FF	H'80	H'80	H'E3
228	H'FF	H'FF	H'80	H'80	H'E4
229	H'FF	H'FF	H'80	H'80	H'E5
230	H'FF	H'FF	H'80	H'80	H'E6
231	H'FF	H'FF	H'80	H'80	H'E7
232	H'FF	H'FF	H'80	H'80	H'E8
233	H'FF	H'FF	H'80	H'80	H'E9
234	H'FF	H'FF	H'80	H'80	H'EA
235	H'FF	H'FF	H'80	H'80	H'EB
236	H'FF	H'FF	H'80	H'80	H'EC
237	H'FF	H'FF	H'80	H'80	H'ED
238	H'FF	H'FF	H'80	H'80	H'EE
239	H'FF	H'FF	H'80	H'80	H'EF
240	H'FF	H'FF	H'80	H'80	H'F0
241	H'FF	H'FF	H'80	H'80	H'F1
242	H'FF	H'FF	H'80	H'80	H'F2
243	H'FF	H'FF	H'80	H'80	H'F3
244	H'FF	H'FF	H'80	H'80	H'F4
245	H'FF	H'FF	H'80	H'80	H'F5
246	H'FF	H'FF	H'80	H'80	H'F6
247	H'FF	H'FF	H'80	H'80	H'F7
248	H'FF	H'FF	H'80	H'80	H'F8
249	H'FF	H'FF	H'80	H'80	H'F9
250	H'FF	H'FF	H'80	H'80	H'FA
251	H'FF	H'FF	H'80	H'80	H'FB
252	H'FF	H'FF	H'80	H'80	H'FC
253	H'FF	H'FF	H'80	H'80	H'FD
254	H'FF	H'FF	H'80	H'80	H'FE
255	H'FF	H'FF	H'80	H'80	H'FF

34.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

34.4.1 Assignment in Memory Space

Make sure that FDP1 memory space shall be mapped to Non-Cache region.

34.4.2 FCPF connection

Bus access of FDP is carried out through FCPF (Frame Compression IP for FDP) module in RZ/G Gen2. So refer to also the section “35.4 FCP for FDP (FCPF)” in this manual.

There are some notices in FCPF connection system below.

1) FDP1 must be started, stopped in companion with FCPF as guided in section “Operation” of the section “35.4 FCP for FDP (FCPF)”.
2) There are some restrictions about register setting in FCPF connection system. Refer to the section “35.4 FCP for FDP (FCPF)” about restrictions of register setting.

34.4.3 Manipulate FDP with module stop, software reset of CPG

Please refer to Usage Notes of the section “35.4 FCP for FDP (FCPF)” about manipulating FCPF+FDP with CPG module stop, software reset.

34.4.4 Terminology

(1) Definition of operators and functions

The following operators, notations are defined for explaining the functions of FDP1.

clip0 (*x*)

Clip to 0 value if x is less than 0. [x = (x < 0)? 0: x]

clip3 (min, max, x)

The value x shall be clipped so that x shall be min < x < max. [x = (x < min)? min: ((x > max)? max:)]

(2) Unit

The unit is defined here for explaining FDP1’s functions.

[bpp]: Bits per pixel

FDP1 can handle a number of image formats. Each image format has different number of data bits. The unit [bpp] shows number of data bits for one pixel. For example, RGB 8bpp means that its format is RGB and the pixel consists of 8 data bits.

35. Frame Compression Processor (FCP)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

35.1 Overview

The FCP is a companion module of a video processing module in RZ/G 2nd generation. It provides data compression and decompression, data caching, and converting of AXI transaction in order to reduce the memory bandwidth.

There are three types of FCP. The configuration and behavior of each FCP highly depend on the module to be paired. The detail information is described in sub section as follows:

- 35.2 FCP for Codec (FCPC)
- 35.3 FCP for VSP (FCPV)
- 35.4 FCP for FDP (FCPF)

35.2 FCP for Codec (FCPC)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

The FCPC is a frame compression module which reduces the bandwidth with Renesas lossless data compression and decompression (FCL) for the Renesas video codec processor (VCP4). And it also has the reference picture cache for the VCP4. Require software or the library to RENESAS for operating this module.

The FCPC is connected to following codec IP cores which make up the VCP4.

1. VDPB: H.265/HEVC decoder
2. VCPLF: Multi-codec decoder and encoder

There are two configurations of the FCPC. One is FCPCS and other is FCPCI.

Table 35.1 Configuration Type of the FCPC

Type	Description
FCPCS	RZ/G2H RZ/G2M V3.0 RZ/G2N RZ/G2E Shared among VDPB, VCPLF, and iVDP1C. RZ/G2M V1.3 Shared between VDPB and VCPLF.
FCPCI	RZ/G2M V1.3 Dedicated for iVDP1C or VCPLF.

Table 35.2 Number of AXI master ports

Type	Number of AXI master ports
FCPCS	RZ/G2H RZ/G2M V3.0 2 (Each AXI master port is referred to as ch0 or ch1 in this User's Manual.) RZ/G2M V1.3 RZ/G2N RZ/G2E 1
FCPCI	RZ/G2M V1.3 1

For detail connection of the FCPCS, FCPCI and iVDP1C, refer to Section 31.

For detail connection of the FCPCS, FCPCI and VCP4, refer to Section 32.

35.2.1 Features

The FCPC has the following features.

- Support for Lossless compression for decoded picture and decompression for reference picture
- Support 3840 x 2160 resolution
- Support for reference picture cache
- Lossless compression ratio is typically 50%. It may not be compressed since Lossless compression relies on the statistical nature of the original image.

Table 35.3 Main Function of the FCPC

Item	Description
Data compression and decompression	Renesas lossless (FCL) compression and decompression, Compression for decoded picture, and decompression for reference picture YCbCr 4:2:0 semi-planar and 8-bit depth are supported
Reference picture cache	FCPCS: 64 Kbyte FCPCI: 32 Kbyte
AXI transaction	Read access: Out-of-order completion allowed. Outstanding transactions supported. Write access: Out-of-order completion allowed. Outstanding transactions supported.

35.2.2 Connected Module

Table 35.4 shows modules connected to the FCPC.

Table 35.4 Connected Module

Module	Connected Module	Description
FCPCS	VDPB	**RZ/G2H** **RZ/G2M V1.3** **RZ/G2M V3.0** **RZ/G2N** **RZ/G2E** H.265 decoder
	VCPLF	Multi-codec decoder and encoder
	iVDP1C	**RZ/G2H** **RZ/G2M V3.0** **RZ/G2N** **RZ/G2E** Low delay decoder
FCPCI	iVDP1C	Low delay decoder
	VCPLF	**RZ/G2M V1.3** Multi-codec decoder and encoder

35.2.3 Usage Notes

35.2.3.1 Limitations on Software Reset, Module Standby and power-shutoff

Before executing following operations for FCPC, confirm that connected modules (VDPB, VCPLF or iVDP1C) are not encoding or decoding a picture. If connected modules are encoding or decoding a picture, wait completion of encoding or decoding.

- Execute Software Reset by CPG
- Enter Module Standby (stop clock supply) by CPG
- Enter power-shutoff status (stop power supply) by SYSC

35.3 FCP for VSP (FCPV)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The FCPV is a frame compression module which reduces the bandwidth with Renesas near-lossless data compression (FCNL) and conducts the bus accesses with 256bit AXI bus for the Renesas video signal processor (VSP). This module is under control of software for the VSP with the control function of the FCPV executed on the host CPU.

There are three configurations of the FCPV. Those are FCPVI, FCPVB, and FCPVD.

Table 35.5 Configuration Type of the FCPV

Type	Description	Products
FCPVI	For VSPI	RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E
FCPVB	RZ/G2H: For VSPBC and VSPBD RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E: For VSPB	RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E
FCPVD	RZ/G2H, RZ/G2N: For VSPD and VSPDL RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E: For VSPD	RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E

35.3.1 Features

The FCPVI, FCPVB has the following features.

- Support FCNL compression with 50% bandwidth reduction
  - Note: FCNL decompression is executed by DBSC4, DDR3L/4 memory controller.
- Support out-of-order for the whole outstanding transactions

The FCPVD of has the following features.

- Support out-of-order for the whole outstanding transactions

Table 35.6 Main Function of the FCPV

Item	Description
Data compression	FCNL compression for formats ARGB8888, YCbCr Planar 444/422/420, YCbCr Interleave 422 YUY2
Picture size supported	Minimum: 1pixels x 1lines Maximum: 8190pixels x 8190 lines The picture sizes must follow the restriction specified in the section “33. Video Signal Processor (VSP2)” (sections “Usage Notes”, “Input Image Size” and “Output Image Size”).
Color format supported	FCNL compression: ARGB8888, YCbCr Planar 444/422/420, YCbCr Interleave 422 YUY2 Others: support all formats specified in the section “33. Video Signal Processor (VSP2)” (sections “Register Descriptions”, “RPFn Input Format Registers (VI6_RPFn_INFMT)” and “WPFn Output Format Registers (VI6_WPFn_OUTFMT)”).
AXI transactions	Read access: Access at 256 bytes boundary Support out-of-order for the whole outstanding transactions Support data interleaving Write access: Access at 256 bytes boundary Support out-of-order for the whole outstanding transactions

35.3.2 Block Diagram

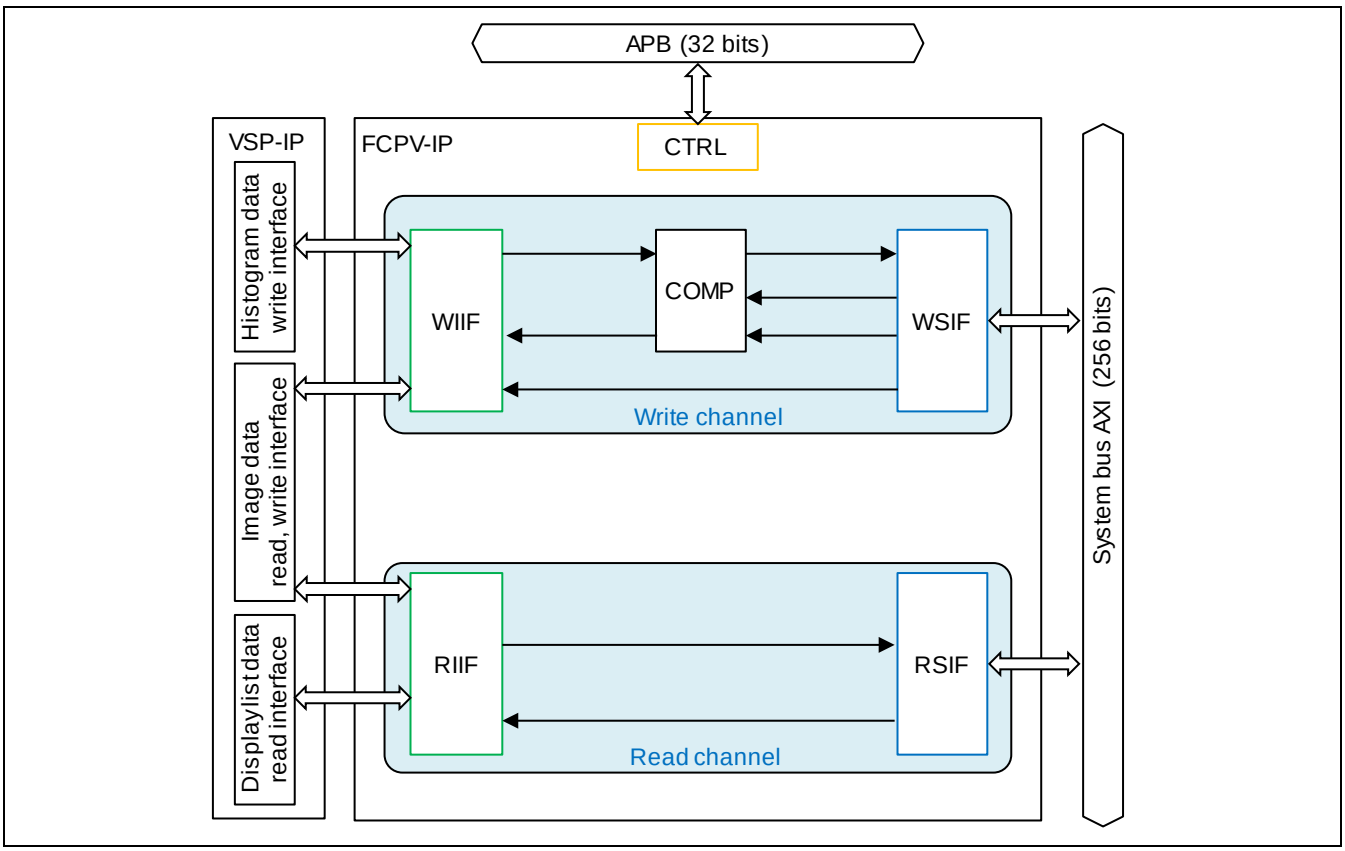


Figure 35.1 Overall Configuration of the FCPV

Table 35.7 Sub-module Description

Abbr.	Description	Abbr.	Description
COMP	Compression module	CTRL	FCPV controller
WIIF	VSP write channel interface	RIIF	VSP read channel interface
WSIF	System AXI write channel interface	RSIF	System AXI read channel interface

35.3.3 IP Set and Bus Access Functions

FCPV does not work alone but in companion with other IPs (VSP {I/B/D}) in an IP set. For each IP set the bus access function conducted by FCPV is different.

Table 35.8 Bus access function for each IP set

IP set	Bus access
VSPB + FCPVB VSPD + FCPVD VSPI + FCPVI	Following functions are conducted by FCPV • Read linear addressing image data • Read display list data • Write image data • Write histogram data *

Note: * This function is active when FCPV is connected to VSPI of RZ/G2H, RZ/G2N, RZ/G2E; VSPBC of RZ/G2H and VSPB of RZ/G2N, RZ/G2E.

35.3.4 Register Configuration

The FCPV contains the registers which can directly be read and written to by the host CPU. The host can access any long word (32 bits) in the registers. Therefore, read-modify-write is needed to change partial bits in 32bits register.

The grayed portions represent reserved areas for debugging or future functional expansion. Do not access the reserved areas. Never access the registers when the FCPV is in the module standby mode (with the operation clock placed in hold status).

The following are the base addresses of the FCPV channels in case of RZ/G2H.

- FCPVI0: H'FE9A_F000
- FCPVI1: H' FE9B_F000
- FCPVB0 (for VSPBD): H' FE96_F000
- FCPVB1 (for VSPBC): H' FE92_F000
- FCPVD0: H'FEA2_7000
- FCPVD1: H'FEA2_F000

The following are the base addresses of the FCPV channels in case of RZ/G2M V1.3, RZ/G2M V3.0.

- FCPVI0: H'FE9A_F000
- FCPVB0: H' FE96_F000
- FCPVD0: H'FEA2_7000
- FCPVD1: H'FEA2_F000
- FCPVD2: H'FEA3_7000

The following are the base addresses of the FCPV channels in case of RZ/G2N, RZ/G2E.

- FCPVI0: H'FE9A_F000
- FCPVB0: H' FE96_F000
- FCPVD0: H'FEA2_7000
- FCPVD1: H'FEA2_F000

Table 35.9 List of FCPV Register

Name of Register	Abbreviation	R/W	Offset from Base Address	Initial Value	Access size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
FCP version control register	FCP_VCR	R	H'0000	VCR_INIT *	32	√	√	√	√
FCPV configuration register 0	FCP_CFG0	R/W	H'0004	H'0000_0000	32	√	√	√	√
FCP reset register	FCP_RST	R/W	H'0010	H'0000_0000	32	√	√	√	√
			H'0014			√	√	√	√
FCP status register	FCP_STA	R	H'0018	H'0000_0000	32	√	√	√	√

Note: * VCR_INIT: depend on product generation, refer to section 35.3.6.1 for detail

35.3.5 Connected Module

Following table shows modules connected to the FCPV.

Table 35.10 Connected Module

Module	Connected Module	Description
FCPVI	VSPI	VSP for image processing
FCPVB	VSPBC (RZ/G2H only)	VSP for image blending
	VSPBD (RZ/G2H only)	VSP for image blending
	VSPB (RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E)	VSP for image blending
FCPVD	VSPD	VSP for blending and display output
	VSPDL (RZ/G2H, RZ/G2N)	VSP for blending and 2 display outputs

35.3.6 Register Description

35.3.6.1 FCP_VCR: FCP Version Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_VCR is the version control register of the FCPV. The value read is fixed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CATEGORY								REVISION							
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0/1	0/1	0/1	0/1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 8	CATEGORY	H'01	R	FCP use case category. 1: RZ/G
7 to 0	REVISION	H'04 or H'02 or H'06 or H'08	R	Version of LSI product H'04: FCP revision is RZ/G2H H'02: FCP revision is RZ/G2M V1.3, RZ/G2M V3.0 H'06: FCP revision is RZ/G2N H'08: FCP revision is RZ/G2E

35.3.6.2 FCP_CFG0: FCPV Configuration Register 0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_CFG0 specifies the configuration of the FCPV.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FCPV SEL	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	FCPVSEL	B'0	R/W	FCPV Mode Select This bit specifies the FCPV processing mode. 0: FCPVB, FCPVD 1: FCPVI This bit must not be changed during operation of the FCPV.
0	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.

35.3.6.3 FCP_RST: FCP Reset Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_RST controls the FCPV reset operation. The reset operation of the FCPV highly depends on the reset sequence of the connected VSP. For detailed information, refer to the section 35.3.7.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	MODRST	—	—	—	SOFTRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	MODRST	B’0	R/W	FCPV MODule ReSeT This reset stops the FCPV module immediately regardless of the bus transaction state. To operate the FCPV after this reset, reconfigure all FCPV registers. After the active period of MODRST is finished, it is switched back to 0 automatically. 0: NOP 1: Forcibly terminate the FCPV operation. Note: Do not set both MODRST and SOFTRST bit to 1.
3 to 1	—	B’000	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SOFTRST	B’0	R/W	FCPV SOFT ReSeT This reset stops the FCPV module after finishing active bus transaction. To operate the FCPV after this reset, reconfigure all FCPV registers. After the active period of SOFTRST is finished, it is switched back to 0 automatically. 0: NOP 1: Terminates the FCPV operation. Note: Do not set both MODRST and SOFTRST bit to 1.

35.3.6.4 FCP_STA: FCP Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_STA indicates the FCPV status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ACT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0 or 1. Do not care about this value. The write value should always be 0.
0	ACT	B'0	R	FCPV Active Flag 0: Indicates the FCPV is not active. 1: Indicates the FCPV is active.

35.3.7 Operation

FCPV is not invoked directly by register setting. It works if there are bus accesses from the connected IP VSP. This section explains how to control operation for FCPV connected with VSP.

35.3.7.1 Operation Control Setting IP set VSPI+FCPVI

(a) FCPVI initialization

FCPVI must be initialized with following settings. This initialization must be conducted before starting image process. After initialization, those settings are kept no change until power-off or hardware reset, therefore, they don't need to be set for every image process.

- Set 1 to FCP_CFG0.FCPVSEL to enable configuration of FCPVI.

(b) To start image process of VSPI + FCPVI

FCPVI registers do not need to be set when starting an image process. Therefore, refer to section "33. Video Signal Processor (VSP2)" for the guidance of starting an image process.

The register setting of VSPI should follow restrictions in section 35.3.7.5.

Set value 1 to VI6_WPF0_OUTFMT.FCNL if writing FCNL data.

(c) To stop image process of VSPI+FCPVI immediately

Do following steps to stop immediately an image process of VSPI + FCPVI

1. Set value 1 to VSPI register VI6_WPF0_IRQ_ENB.FREE so that frame end interruption can be issued.
2. Set value 1 to VSPI register VI6_SRESET.SRST0. VSPI will invoke termination process immediately.
3. Wait frame end interruption from VSPI or until the register bit VI6_WPF0_IRQ_STA.FRE is set to 1. After it occurs, VSPI has finished its processing.
4. Set value 1 to FCPVI register FCP_RST.SOFTRST. FCPVI will invoke termination process immediately.
5. Wait until ACT bit of the FCP_STA register and become 0. After it occurs, FCPVI has finished its processing.

With this procedure, VSPI can stop its process quickly, but the output frame of the last frame is corrupted.

35.3.7.2 Operation Control Setting for IP set VSPB+FCPVB

(a) FCPVB initialization

FCPVB must be initialized with following settings. This initialization must be conducted before starting image process. After initialization, those settings are kept no change until power-off or hardware reset, therefore, they don't need to be set for every image process.

- Set 0 to FCP_CFG0.FCPVSEL to enable configuration of FCPVB.

(b) To start image process of VSPB+FCPVB

FCPVB registers do not need to be set when starting an image process. Therefore, refer to the section "33. Video Signal Processor (VSP2)" for the guidance of starting an image process.

The register setting of VSPB should follow restrictions in section 35.3.7.5.

Set value 1 to VI6_WPF0_OUTFMT.FCNL if writing FCNL data.

(c) To stop image process of VSPB+FCPVB immediately

Do following steps to stop immediately an image process

1. Set value 1 to VSPB register VI6_WPF0_IRQ_ENB.FREE so that frame end interruption can be issued.
2. Set value 1 to VSPB register VI6_SRESET.SRST0. VSPB will invoke termination process immediately.
3. Wait frame end interruption from VSPB or until the register bit VI6_WPF0_IRQ_STA.FRE is set to 1. After it occurs, VSPB has finished its processing.
4. Set value 1 to FCPVB register FCP_RST.SOFTRST. FCPVB will invoke termination process immediately.
5. Wait until ACT bit of the FCP_STA register become 0. After it occurs, FCPVB has finished its processing.

With this procedure, VSP can stop its process quickly, but the output frame of the last frame is corrupted.

35.3.7.3 Operation Control Setting for IP set VSPD+FCPVD, VSPDL+FCPVD

(a) FCPVD initialization

FCPVD must be initialized with following settings. This initialization must be conducted before starting image process. After initialization, those settings are kept no change until power-off or hardware reset, therefore, they don't need to be set for every image process.

- Set 0 to FCP_CFG0.FCPVSEL to enable configuration of FCPVD.

(b) To start image process of VSPD+FCPVD, VSPDL+FCPVD

FCPVD registers do not need to be set when starting an image process. Therefore, refer to the section "33. Video Signal Processor (VSP2)" for the guidance of starting an image process.

The register setting of VSPD should follow restrictions in section 35.3.7.5.

(c) To stop image process of VSPD+FCPVD, VSPDL+FCPVD immediately

Do following steps to stop immediately an image process

1. Stop the DU first if it is connected with VSPD (VI6_LIF{0/1}_CTRL.LIF_EN = 1). Refer to the section "36. Display Unit (DU)" for the way of stopping the DU. Not do this step if DU is not connected with VSPD (VI6_LIF{0/1}_CTRL.LIF_EN = 0).
2. Set value 1 to VSPD register VI6_WPF {0/1} _IRQ_ENB.FREE so that frame end interruption can be issued.
3. Set value 1 to VSPD register VI6_SRESET.SRST {0/1}. VSPD will invoke termination process immediately.
4. Wait frame end interruption from VSPD or until the register bit VI6_WPF {0/1} _IRQ_STA.FRE is set to 1. After it occurs, VSPD has finished its processing.
5. Set value 1 to FCPVD register FCP_RST.SOFTRST. FCPVD will invoke termination process immediately. *
6. Wait until ACT bit of the FCP_STA register become 0. After it occurs, FCPVD has finished its processing. *

Note: * In case of VSPDL+FCPVD, not apply step 5, step 6.

With this procedure, VSP can stop its process quickly, but the output frame of the last frame is corrupted.

35.3.7.4 Reset Operation

FCPV reset can be conducted by software reset and power on reset. The software reset which is controlled by software, is used to stop the FCPV operation. The software reset operation is not executed immediately; it is executed on completion of the bus transaction. The other is power on reset which initialize the whole FCPV logic immediately.

(1) Software Reset

1) Activate software reset sequence
   Set FCP_RST.SOFTRST to the value 1.
2) Confirm software reset sequence finished:
   FCP_STA.ACT becomes 0. All remain transactions with the bus system finished.

The procedure to stop operation of FCPV and connected IP is descripted at section 35.3.7.1, 35.3.7.2.

(2) Power-on Reset, Hardware reset

The power-on reset is controlled by an externally input signal called hardware reset. This reset initializes the whole internal logic of FCPV.

35.3.7.5 Register Settings and Restrictions on Connected VSP

The connected IP VSP {I/B} have to follow the setting and restrictions in following tables.

(1) Register settings on VSP{I/B}

Table 35.11 Register setting when writing FCNL data

Register	Register value	Use cases
VI6_WPF0_OUTFMT.FCNL	0	Write non FCNL data
	1	Write FCNL data

(2) Restrictions on VSP {I/B} in case of writing data via FCPV

In case of writing FCNL data (VI6_WPF0_OUTFMT.FCNL = 1), the write data swap register of VSP must be set as shown in Table 35.12.

Table 35.12 Setting restriction about data swap

Register	Register Value	Target IP
VI6_WPF0_DSWAP.{P_LLS, P_LWS, P_WDS, P_BTS}	H'8	VSP{I/B} *

Table 35.13 Setting restriction about output color formats

	Format setting (VI6_WPF0_OUTFMT)		Restrictions	
Register	**FCNL**	**ROT[2:0]**	**Register Value (explanation)**	**Target IP**
VI6_WPF0_ROT_CTRL.LN16	Don't care	4-7	1 (always output in 16 lines mode)	VSPI
VI6_WPF0_OUTFMT.WRFMT[6:0]	1	0,1	H'13 (ARGB8888)	VSP{I/B}(*2)
			H'47 (YCbCr 422 Interleave YUY2) (*1)	
			H'4A (YCbCr 444 Planar)	
			H'4B (YCbCr 422 Planar)	
			H'4C (YCbCr 420 Planar)	
		2-3	H'13 (ARGB8888)	VSPI
			H'47 (YCbCr 422 Interleave YUY2) (*1)	
			H'4A (YCbCr 444 Planar)	
			H'4B (YCbCr 422 Planar)	
			H'4C (YCbCr 420 Planar)	
		4-7	H'13 (ARGB8888)	VSPI

Notes: 1 For the format YCbCr422 Interleave YUY2, VI6_WPF0_OUTFMT.SPYCS must be set to 1 and VI6_WPF 0_OUTFMT.SPUVS must be set to 0.

Table 35.14 Setting restriction about destination stride and address for FCNL data, VSPB (*1)

Register	Restriction value
VI6_WPF0_STRIDE_Y.PICT_STRD_Y[15:0]	256n (*2)
VI6_WPF0_STRIDE_C. PICT_STRD_C[15:0]	256n
VI6_WPF0_DSTM_ADDR_Y.DSTM_ADDR_Y[31:0]	256n
VI6_WPF0_DSTM_ADDR_m.DSTM_ADDR_m[31:0] (m = C0, C1)	256n

Notes: 1. VI6_WPF0_OUTFMT.FCNL = 1
2. 256n means multiple of 256

Table 35.15 Setting restriction about destination stride and address for FCNL data, VSPI (*1)(*5)

	Format setting (VI6_WPF0_OUTFMT)		Restrictions	
Register	**ROT[2:0]**	**WRFMT[6:0]**	**Value for whole frame or first partition (*4)**	**Value for second or later partition**
VI6_WPF0_STRIDE_Y. PICT_STRD_Y[15:0]	—	—	256n (*3)	256n
VI6_WPF0_STRIDE_C. PICT_STRD_C[15:0]	—	—	256n	256n
VI6_WPF0_DSTM_ADDR_Y. DSTM_ADDR_Y[31:0]	0, 1, 2, 3	H'47(*2), H'13	256n	64n
		H'4A, H'4B, H'4C	256n	16n
	4, 5	H'13	256n + 192	64n
	6, 7	H'13	256n	64n
VI6_WPF0_DSTM_ADDR_m. DSTM_ADDR_m[31:0] (m = C0, C1)	0, 1, 2, 3	H'4A, H'4B, H'4C	256n	16n

Notes: 1. VI6_WPF0_OUTFMT.FCNL = 1
2. For the format YCbCr422 Interleave YUY2, VI6_WPF0_OUTFMT.SPYCS must be set to 1 and VI6_WPF 0_OUTFMT.SPUVS must be set to 0.
3. 256n/64n/16n means multiple of 256/64/16
4. first partition means the left edge partition in case VI6_WPF0_OUTFMT.ROT[2:0] != 4, 5 and right edge partition in case VI6_WPF0_OUTFMT.ROT[2:0] = 4, 5, as shown in Figure 35.2.

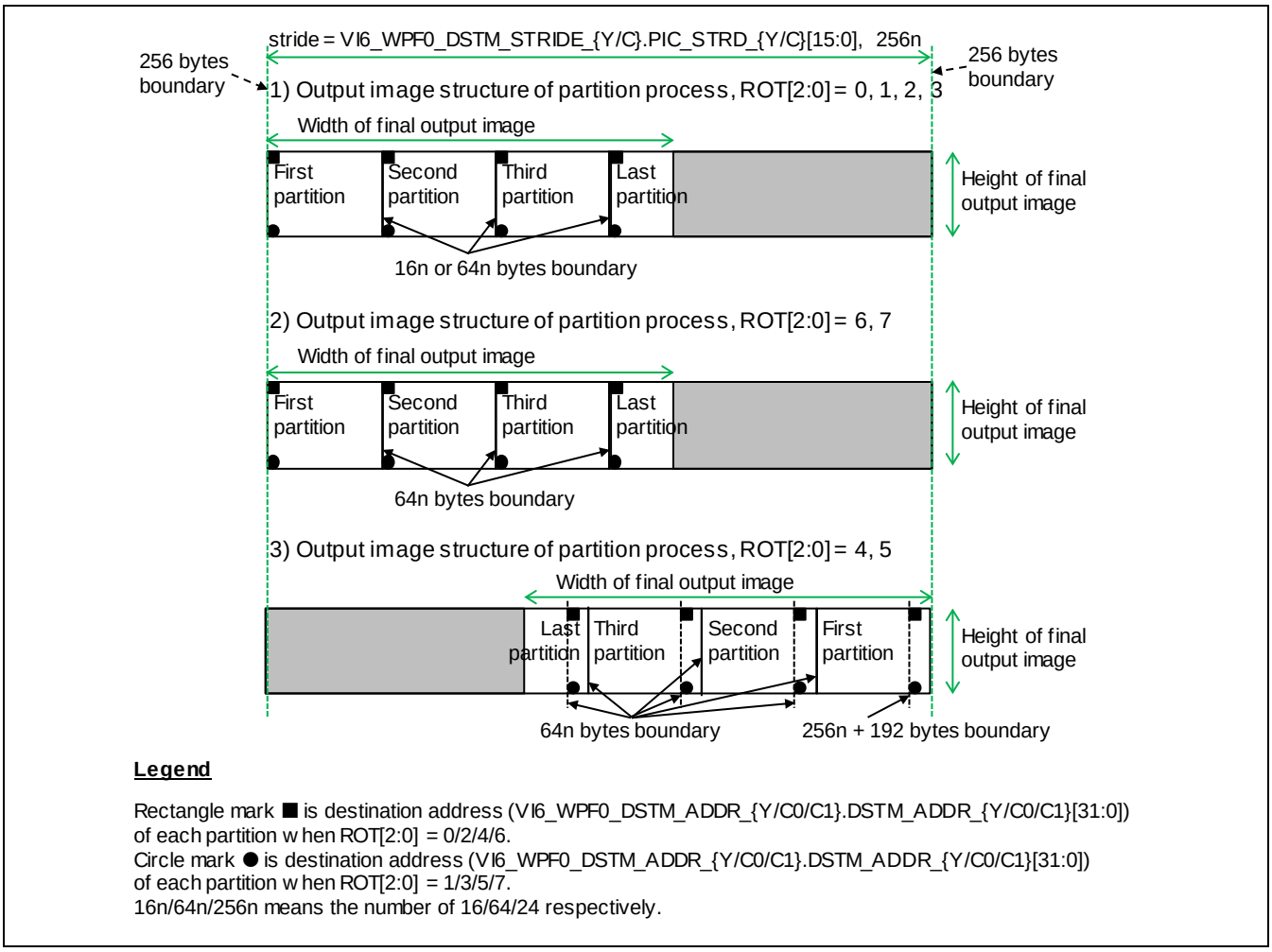


Figure 35.2 Restriction of write stride, address in case of partition process of VSPI

(3) Restrictions on VSP {I/B/D} in case of reading data via FCPV

In case of reading FCNL data, the read data swap register of VSP must be set as shown in Table 35.16. Note that this restriction is needed for only RZ/G2H, RZ/G2M V1.3, RZ/G2N, RZ/G2E which supports FCNL.

Table 35.2 Setting restriction on data swap in case of reading FCNL data

Register	Value	Target IP
VI6_RPFm_DSWAP.{P_LLS, P_LWS, P_WDS, P_BTS} (m = 0-4) in case of reading FCNL data.	H'F	VSP{I/B/D}

35.3.8 Memory Layout of FCNL Image Data

35.3.8.1 In Cases of VI6_WPF0_OUTFMT.ROT [2:0] = 0, 1, 2, 3, 6, 7

Figure 35.3 shows the memory layout of a FCNL image in cases of VI6_WPF0_OUTFMT.ROT [2:0] = 0, 1, 2, 3, 6, 7 for a final output image (distinct with output image of one partition in VSPI case). The output memory area of FCNL image data is specified as a rectangle linear address area with a destination address and a stride, as same as the raw data. However, the FCNL image data is stored in shadow address area of the rectangle linear address area. That is, in each 256 bytes area starting from 256 bytes boundary, FCNL data is stored on 128 bytes area of the lower side address.

The register setting of destination address and memory stride must follow the section “33. Video Signal Processor (VSP2)” and satisfy the restriction on section 35.3.7.5.

The buffer size for a FCNL image is equal to *stride * height*. Here, height is half of the picture height if the plane is Cb (U), Cr (V) for format YCbCr 420 planar and equal to the picture height for other cases. The buffer size doesn’t change regardless of the FCNL compression.

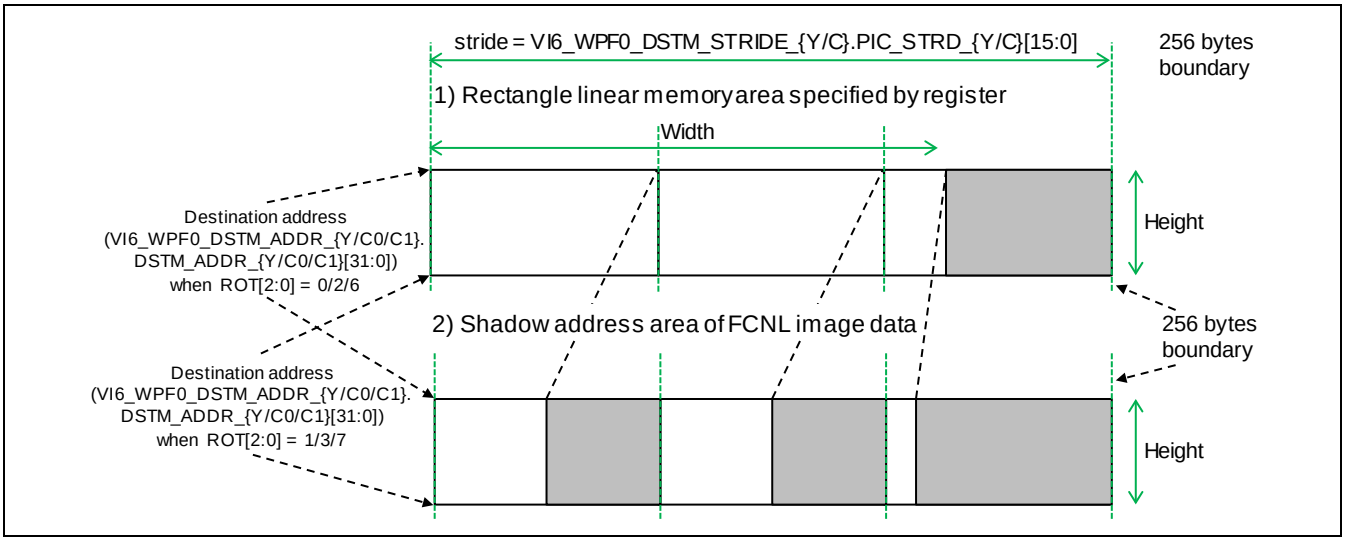


Figure 35.3 Memory layout of the FCNL image (ROT [2:0] = 0, 1, 2, 3, 6, 7)

When reading FCNL data, the source address, source stride, source image sizes must be specified basing on the rectangle linear address area. The source address must be inside the rectangle linear address area.

35.3.8.2 In Cases of VI6_WPF0_OUTFMT.ROT [2:0] = 4, 5

Figure 35.4 shows the memory layout of a FCNL image in cases of VI6_WPF0_OUTFMT.ROT [2:0] = 4, 5, for a final output image (distinct with output image of one of multiple partitions in VSPI case).

Same to the case 35.3.8.1, FCNL data is stored in the shadow address area of the rectangle linear address area specified by destination and stride registers.

As shown in the Figure 35.4, for the cases of VI6_WPF0_OUTFMT.ROT [2:0] = 4, 5, the write access is conducted from right to left of the memory area. Therefore, the destination address is specified at the right side of the rectangle linear address area.

The register setting of destination address and memory stride must follow the section “33. Video Signal Processor (VSP2)” and satisfy the restriction on 35.3.7.5.

The buffer size for a FCNL image is equal to *stride * height*. Here, height is half of the picture height if the plane is Cb (U), Cr (V) for format YCbCr 420 planar and equal to the picture height for other cases. The buffer size doesn’t change regardless of the FCNL compression.

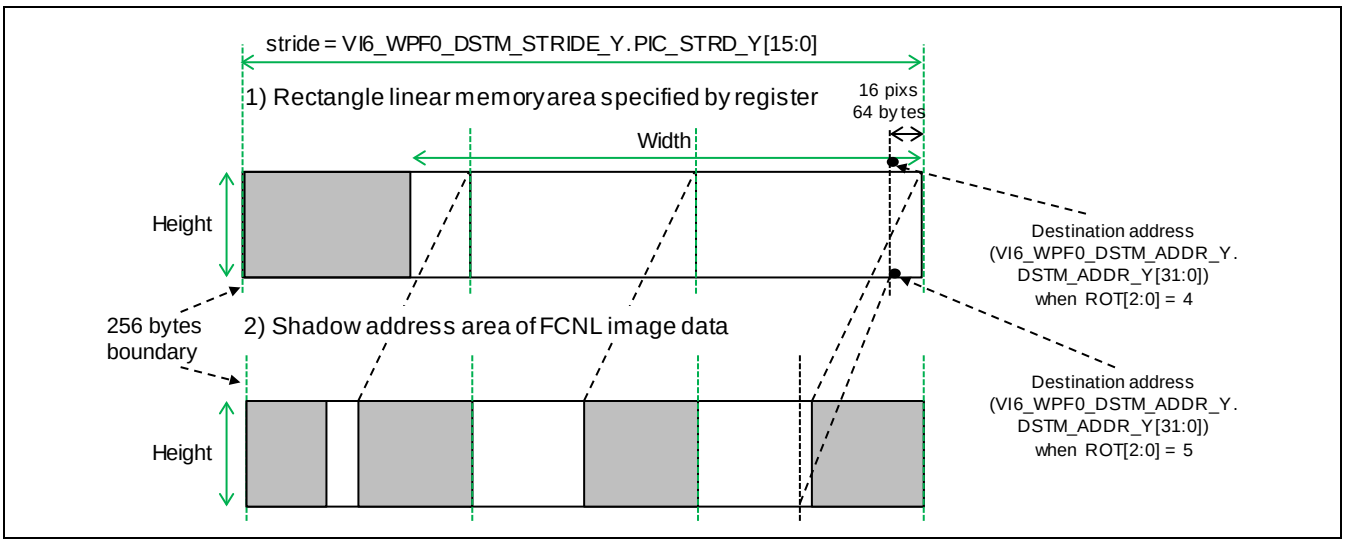


Figure 35.4 Memory layout of the FCNL image (ROT [2:0] = 4, 5)

When reading FCNL data, the source address, source stride, source image sizes must be specified basing on the rectangle linear address area. The source address must be inside the rectangle linear address area. The read access is conducted on left to right of the memory area.

35.3.9 Usage Notes

35.3.9.1 Manipulating FCPV+VSP with CPG module stop, software reset

The following notes 1) to 2) are to prevent FCPV, VSP from the unstable status which may cause hang or wrong operation.

Note 1) In the case of stopping FCPV{I/B/D} and VSP{I/B/D} using the corresponding register bit of module stop register (MSTPSR6), realtime module stop register (RMSTPCR6), system module stop register (SMSTPCR6) and software reset register (SRCR6) of the module CPG, do following steps. Note that it is needed to stop both FCPV{I/B/D} and VSP{I/B/D}.

Step1) Stop FCPV{I/B/D} + VSP{I/B/D} with the software reset sequence following to the guidance in the section 35.3.7. For VSPDL+FCPVD, it is needed to stop both two video paths corresponding to WPF0, WPF1 if both WPFs are operating.

Step2) Stop VSP{I/B/D}, FCPV{I/B/D} using the corresponding register bit of CPG register (MSTPSR6 or RMSTPCR6 or SMSTPCR6 or SRCR6). Either VSP or FCPV can be stopped first.

Note 2) In the case of re-starting FCPV{I/B/D} + VSP{I/B/D} after stopping those modules with CPG module stop, CPG software reset, be sure to run start process as defined in section “33. Video Signal Processor (VSP2)”.

35.4 FCP for FDP (FCPF)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The FCPF is a frame compression module which reduces the bandwidth with Renesas near-lossless (FCNL) compression and lossless (FCL) decompression and conducts the bus accesses with 256 bits AXI bus for the Renesas fine display processor (FDP). This module is under control of software for the FDP with the control function of the FCPF executed on the host CPU.

35.4.1 Features

The FCPF has the following features.

- Support FCNL near-lossless compression with 50% bandwidth reduction
  - Note: FCNL decompression is executed by DBSC4, DDR3L/4 memory controller.
- Support for FCL lossless decompression for YCbCr420 semi-planar
- Support 8190 x 8190 resolution
- Support converting linear addressing access from FDP to tile addressing image
- Support out-of-order for the whole outstanding transactions

Table 35.17 Main Function of the FCPF

Item	Description
Data compression and decompression	Renesas lossless (FCL) decompression for YCbCr420 semi-planar Renesas near-lossless (FCNL) compression for formats ARGB8888, YCbCr 444/422/420 Planar, YCbCr 422 Interleave YUY2
Picture size supported	Tile addressing image: Min: 32 pixels x 16 lines Max: Horizontal 8190 pixels x vertical 8190 lines Others: support all picture sizes specified in the section “34. Fine Display Processor (FDP1)” (sections “Overview”, “Features”) under additional restrictions at 35.4.7.3.
Color format	Tile addressing image: YCbCr420 semi-planar FCNL compression: ARGB8888, YCbCr Planar 444/422/420, YCbCr Interleave 422 YUY2 Others: support all formats specified in the section “34. Fine Display Processor (FDP1)” (sections “Register Descriptions”, “Source Picture Format Register (FD1_RPF_FORMAT)” and “Destination Picture Format Register (FD1_WPF_FORMAT)”)
AXI transaction	Read access: Support out-of-order for all outstanding transactions Support data interleaving Tile/linear address conversion (format YCbCr420 semi-planar only) Write access: Support out-of-order for all outstanding transactions

35.4.2 Block Diagram

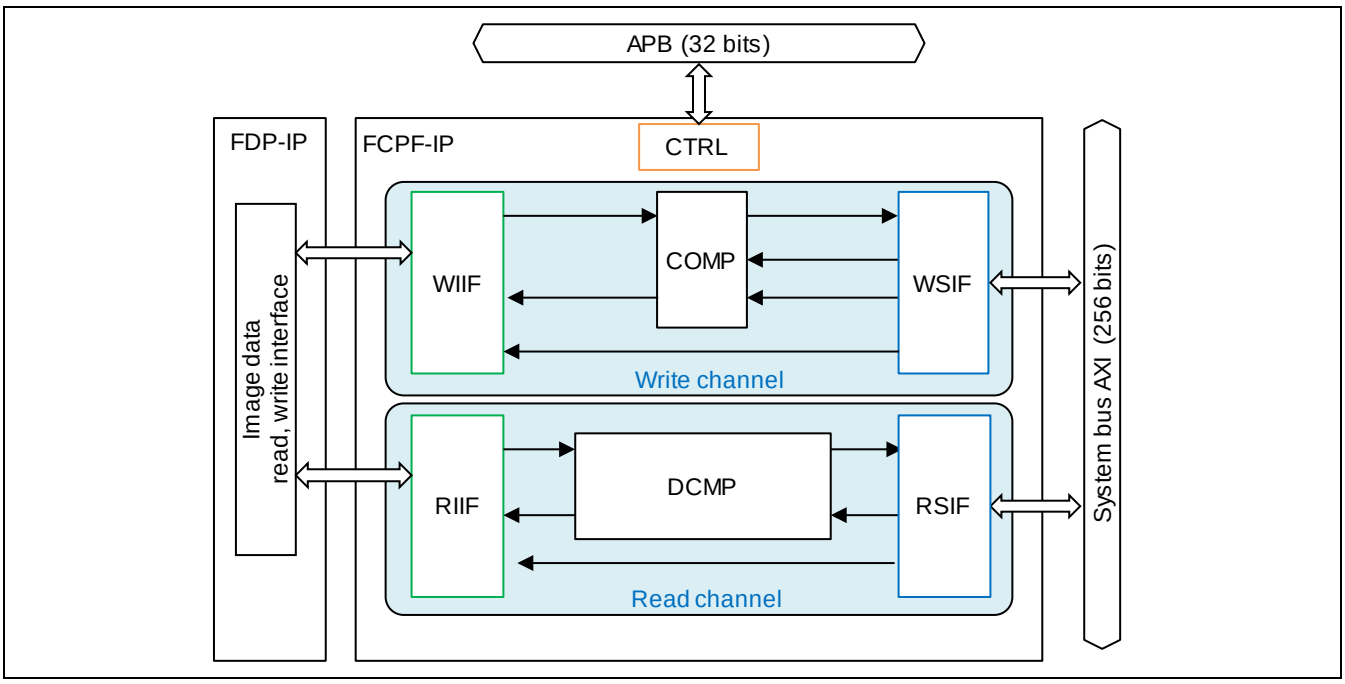


Figure 35.5 Overall Configuration of the FCPF

Table 35.18 Sub-module Description

Abbr.	Description	Abbr.	Description
COMP	Compression module	DCMP	Decompression module
WIIF	Connected IP write channel interface	RIIF	Connected IP read channel interface
WSIF	System AXI write channel interface	RSIF	System AXI read channel interface
CTRL	FCPF controller	—	—

35.4.3 IP set and bus access functions

FCPF works in companion with other IPs (FDP) in an IP set. As shown in Table 35.19 the bus access function conducted by FCPF is different according to each IP set.

Table 35.19 Bus access function for each IP set

IP set	Bus access
FDP + FCPF	Following functions are conducted by FCPF • Read linear addressing image data • Read tile addressing image data • Write image data

35.4.4 Register Configuration

The FCPF contains the registers which can directly be read and written to by the host CPU. The host can access any long word (32 bits) in the registers. Therefore, read-modify-write is needed to change partial bits in 32bits register.

There are 2 types of registers in FCPF: immediate register, V-update Register. The values of immediate registers are reflected to H/W behavior immediately after changing its values. Hence, do not change these immediate registers while FCPF is processing (FCP_STA.ACT is set to 1) unless this manual allows it explicitly. The values of V-update registers are reflected to H/W behavior at the next V-interruption of FDP. For FDP connection case users can set V-update registers of the next frame/field while FDP+FCPF is processing the current frame/field.

Refer to the sections 35.4.7.1 to grasp the flow of setting registers of FCPF and connected IP.

There are many settings such as byte swaps, formats, etc which are set in connected IP and transferred to FCPF. Those registers must be set following to the section 35.4.7.3 of this document.

The grayed portions represent reserved areas for debugging or future functional expansion. Do not access the reserved areas. Never access the registers when the FCPF is in the module standby mode (with the operation clock placed in hold status).

The following are the base addresses of the FCPF channels.

- FCPF0: H'FE95_0000
- FCPF1: H'FE95_1000 (RZ/G2H only)

Table 35.20 FCPF Registers

							Second Generation RZ/G Series Products			
Name of Register	**Abbreviation**	**Register type**	**R/W**	**Offset from base address**	**Initial Value**	**Access size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
FCP version control register	FCP_VCR	Imm	R	H'0000	VCR_INIT (*)	32	√	√	√	√
FCP reset register	FCP_RST	Imm	R/W	H'0010	H'0000_0000	32	√	√	√	√
FCP status register	FCP_STA	Imm	R	H'0018	VCR_INIT (*)	32	√	√	√	√
FCP Tile/Linear address conversion control	FCP_TL_CTRL	Vupdt	R/W	H'0070	H'0000_0000	32	√	√	√	√
FCP picture information register 1	FCP_PICINFO1	Vupdt	R/W	H'00C4	H'0000_0000	32	√	√	√	√
FCP base address of ancillary information of plane Y0	FCP_BA_ANC_Y0	Vupdt	R/W	H'0100	H'0000_0000	32	√	√	√	√
FCP base address of ancillary information of plane Y1	FCP_BA_ANC_Y1	Vupdt	R/W	H'0104	H'0000_0000	32	√	√	√	√

Name of Register	Abbreviation	Register type	R/W	Offset from base address	Initial Value	Access size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
FCP base address of ancillary information of plane Y2	FCP_BA_ANC_Y2	Vupdt	R/W	H'0108	H'0000_0000	32	√	√	√	√
FCP base address of ancillary information of plane C	FCP_BA_ANC_C	Vupdt	R/W	H'010C	H'0000_0000	32	√	√	√	√
FCP base address of reference picture of plane Y0	FCP_BA_REF_Y0	Vupdt	R/W	H'0110	H'0000_0000	32	√	√	√	√
FCP base address of reference picture of plane Y1	FCP_BA_REF_Y1	Vupdt	R/W	H'0114	H'0000_0000	32	√	√	√	√
FCP base address of reference picture of plane Y2	FCP_BA_REF_Y2	Vupdt	R/W	H'0118	H'0000_0000	32	√	√	√	√
FCP base address of reference picture of plane C	FCP_BA_REF_C	Vupdt	R/W	H'011C	H'0000_0000	32	√	√	√	√

Imm: immediate register

Vupdt: V-update register

Note: * VCR_INIT: depend on product generation, refer to section 35.4.6.1 for detail

35.4.5 Connected Module

Table 35.21 shows modules related to the FCPF.

Table 35.3 Connected Module

Module	Related Module	Description
FCPF	FDP	I/P convertor

35.4.6 Register Descriptions

35.4.6.1 FCP_VCR: FCP Version Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_VCR is a version control register of the FCPF. The value read is fixed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CATEGORY								REVISION							
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0/1	0/1	0/1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 8	CATEGORY	H'01	R	FCP use case category. 1: RZ/G
7 to 0	REVISION	H'04 or H'02 or H'06 or H'08	R	Version of LSI product H'04: FCP revision is RZ/G2H H'02: FCP revision is RZ/G2M V1.3, RZ/G2M V3.0 H'06: FCP revision is RZ/G2N H'08: FCP revision is RZ/G2E

35.4.6.2 FCP_RST: FCP Reset Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_RST controls the FCPF reset operation. The reset operation of the FCPF highly depends on the reset sequence of FDP. For detailed information, refer to the section 35.4.7.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	RIIFRST	RSIFRST	DCMPRST	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SOFTRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22	RIIFRST	B'0	R/W	RIIF ReSeT 0: NOP 1: Initialize the module RIIF. After the active period of RIIFRST is finished, it is switched back to 0 automatically.
21	RSIFRST	B'0	R/W	RSIF ReSeT 0: NOP 1: Initialize the module RSIF. After the active period of RSIFRST is finished, it is switched back to 0 automatically.
20	DCMPRST	B'0	R/W	DCMP ReSeT 0: NOP 1: Initialize the module DCMP. After the active period of DCMPRST is finished, it is switched back to 0 automatically.
19 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SOFTRST	B'0	R/W	FCPF SOFT ReSeT This reset stops the FCPF module after finishing active bus transaction. To operate the FCPF after this reset, reconfigure all FCPF registers. After the active period of SOFTRST is finished, it is switched back to 0 automatically. 0: NOP 1: Terminates the FCPF operation.

35.4.6.3 FCP_STA: FCP Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_STA indicates the FCPF status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ACT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0 or 1. Do not care about this value. The write value should always be 0.
0	ACT	B'0	R	FCPF Active Flag 0: Indicates the FCPF is not active. 1: Indicates the FCPF is active.

35.4.6.4 FCP_TL_CTRL: FCP Tile/Linear Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_TL_CTRL specifies the control of Tile/Linear address conversion on FCPF. Refer to section 35.4.7.4(3) to grasp how to set registers when reading a tile addressing image.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TLEN	—	—	VPOS_C												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VPOS_Y												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	TLEN	B'0	R/W	Tile Linear Enable 0: Disable Tile/Linear address conversion 1: Enable Tile/Linear address conversion
30 to 29	—	B'00	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 16	VPOS_C	All 0	R/W	Vertical POSition of Chroma Vertical position of tile address chroma plane which FDP start to read. This register must be set value from 0 to H'FFE.
15 to 13	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 0	VPOS_Y	All 0	R/W	Vertical POSition of Y plane Vertical position of tile address luma plane which FDP start to read. This register must be set value from 0 to H'1FFD.

35.4.6.5 FCP_PICINFO1: FCP Picture Information 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_PICINFO1 specifies the picture information of the tile address image. Refer to section 35.4.7.4(3) to grasp how to set registers when reading a tile addressing image.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

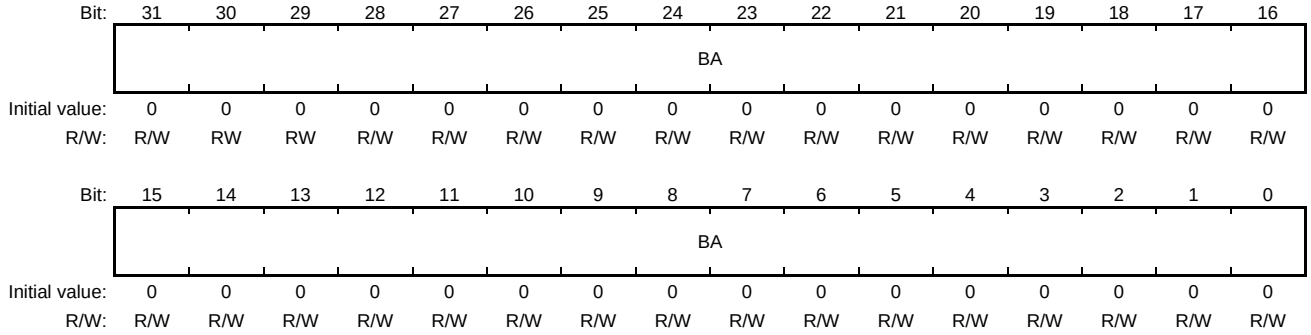
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	STRIDE_DIV16										
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 0	STRIDE_DIV16	All 0	R/W	STRIDE DIVided by 16 Memory stride of the tile addressing image. Common for all luma and chroma planes Y0, Y1, Y2 and C. It must be specified so that STRIDE_DIV16*16 is exponent of 2 and larger than or equal to 128. STRIDE_DIV16*16 must be the same with memory stride of Y plane, C plane set by FDP registers. This bit must get value from H'8 to H'200.

35.4.6.6 FCP_BA_ANC_m {m: Y0, Y1, Y2, C}: FCP Base Address Ancillary information of plane m

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_BA_ANC_m specifies the base address of the ancillary information of the plane Y0, Y1, Y2, C. The ancillary information is explained at the section 35.4.7.4.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	BA	All 0	R/W	Base Address of ancillary data The base address of the ancillary information of the plane Y0, Y1, Y2, and C. It must be specified in 128 bytes unit. In case of FDP connection Y0, Y1, Y2 are corresponding to the luma plane of previous, current, next field (frame in case of progressive input) respectively. C is corresponding to the chroma plane of the current field (frame). Be sure to set 0 to this register in one of following cases 1. Tile/Linear address conversion is off (FCP_TL_CTRL.TLEN = 0) 2. Tile/Linear address conversion is on (FCP_TL_CTRL.TLEN = 1) but the corresponding plane is unused. This bit must be set value from 0 to H'FFFF_FF80

35.4.6.7 FCP_BA_REF_m {m: Y0, Y1, Y2, C}: FCP Base Address Reference picture of plane m

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FCP_BA_REF_m specifies the base address of the reference picture of the plane Y0, Y1, Y2, C which is located in tile addressing. Those registers are different from the source address registers set in FDP. Refer to the section 35.4.7.4(2) to grasp the way of setting address registers.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	RW	RW	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	BA	All 0	R/W	Base Address of reference picture The base address of the tile addressing image of the plane Y0, Y1, Y2, C. It must be specified in 16384 bytes unit. In case of FDP connection Y0, Y1, Y2 are corresponding to the luma plane of previous, current, next field (frame in case of progressive input) respectively. C is corresponding to the chroma plane of the current field (frame). This bit must be set value from 0 to H'FFFF_4000

35.4.7 Operation

This section explains how to control operation of an IP set which includes FCPF.

35.4.7.1 Operation Control Setting for the IP set FCPF+FDP

(1) The case FDP in Interrupt Mode or Best Effort Mode

(1a) to start the first frame, set registers of FDP, FCPF as following order.

1. Set value 1 to register FD1_CTL_CLKCTRL.CSTP_N
2. Set FDP registers other than FD1_CTL_CMD, FD1_CTL_SGCMD, and FD1_CTL_REGEND. FDP registers must follow restriction at 35.4.7.3.
   In case of writing FCNL data set 1 to FD1_WPF_FORMAT.FCNL.
3. Set FCPF registers (V-update registers and other registers if necessary).
   In case of reading tile addressing image set 1 to FCP_TL_CTRL.TLEN.
4. Set FD1_CTL_CMD.STRCMD to the value 1. Set FD1_CTL_REGEND.REGEND to the value 1.
5. Set FD1_CTL_SGCMD.SGEN to the value 1, then FDP starts its process. FD1_CTL_SGCMD.SGEN must be not cleared if continue to the second or later frames.

(1b) to start the second or later frame, set registers in following order.

1. After V-interruption of the previous frame start timing occurred, set all FDP registers other than FD1_CTL_CMD and FD1_CTL_REGEND. FDP registers must follow restriction at 35.4.7.3.
   In case of writing FCNL data set 1 to FD1_WPF_FORMAT.FCNL.
2. Set FCPF V-update registers.
   In case of reading tile addressing image set 1 to FCP_TL_CTRL.TLEN.
3. Set FD1_CTL_CMD.STRCMD to the value 1.
4. Set FD1_CTL_REGEND.REGEND to the value 1.
5. At the V-interruption of the previous frame end timing, FDP starts the target frame. The V-interruption of the previous frame end timing and the one of the target frame start timing are the same.

(1c) to stop FDP, FCPF operation after current frame finished, set registers as the following.

1. After V-interruption of the current frame start timing occurred, set FD1_CTL_CMD.STRCMD to the value 0.
2. Set FD1_CTL_REGEND.REGEND to the value 1. If this register was completed before the V-Interruption of frame end timing, FDP stops its operation and current frame becomes the last frame of the image sequence. If these register setting could not be completed before the V-Interruption of frame end timing, FDP stops its operation in the next V-interruption. In the latter case, V-update status registers are not updated at V-interruption of frame end but at the next V-interruption at which FD1_CTL_REGEND.REGEND is set as 1.
3. Set FD1_CTL_SGCMD.SGEN to the value 0, then FDP will stop generating V-interruption.

(1d) to stop FDP, FCPF operation immediately, set registers as the following.

1. Set FD1_CTL_SGCMD.SGEN to the value 0, then FDP will stop generating V-interruption.
2. Set FD1_CTL_SRESET.SRST to the value 1. FDP will invoke termination process immediately.
3. Wait frame end interrupt from FDP or until the register bit FD1_CTL_IRQSTA.FRE is set to 1. After it occurs, both FDP and FCPF have finished its processing.
4. Set FCP_RST.SOFTRST to the value 1. FCPF will invoke termination process immediately.
5. Wait until ACT bit of the FCP_STA register become 0. After it occurs, FCPF has finished its processing.

With this operation, FDP can stop its process quickly, but the output frame of the last frame is corrupted.

(2) The case FDP in No interrupt mode

(2a) to start the first frame, set registers in following order.
Same as (1a).

(2b) to start the second or later frame, set registers in following order.
Same as (1b).

(2c) to stop FDP operation after current frame finished, set registers as the following.

1. After V-interruption of the current frame start timing occurred, set FD1_CTL_CMD.STRCMD to the value 0.
2. Set FD1_CTL_REGEND.REGEND to the value 1. At the V-Interruption of frame end timing, FDP stops its operation and current frame becomes the last frame of the image sequence.
3. Set FD1_CTL_SGCMD.SGEN to the value 0, then FDP will stop generating V-interruption.

(2d) to stop FDP operation immediately, set registers as the following.
Same as (1d).

35.4.7.2 Reset Operation

FCPF reset can be conducted by software reset and power on reset. The software reset which is controlled by software, is used to stop the FCPF operation. The software reset operation is not executed immediately; it is executed on completion of the bus transaction. The other is power on reset which initialize the whole FCPF logic immediately.

(1) Software Reset

The procedure of software reset of the FCPF is as following:

1) Activate software reset sequence
Set FCP_RST.SOFTRST to the value 1.
2) Confirm software reset sequence finished:
FCP_STA.ACT becomes 0. All remain transactions with the bus system finished.

The procedure to stop operation of an IP set including FCPF is descripted at the sections 35.4.7.1.

(2) Power-on Reset

The power-on reset is controlled by an externally input signal called hardware reset. This reset initializes the whole internal logic of FCPF.

35.4.7.3 Register settings and restrictions on connected IP (FDP)

The connected FDP has to follow the setting and restrictions in following tables.

(1) Register setting on connected IP (FDP)

Table 35.22 Setting restriction when writing FCNL data

Register	Register value	Use cases
FD1_WPF_FORMAT.FCNL	0	Write non FCNL data
	1	Write FCNL data

(2) Restrictions on FDP read side

In case of reading tile addressing image (FCP_TL_CTRL.TLEN = 1), the setting of input data swap (FD1_RPF_SWAP.ISWAP [3:0]), line memory pixel number (FD1_IPC_LMEM.PNUM [11:0]), read color format (FD1_RPF_FORMAT.RD T [6:0]), read memory stride (FD1_RPF_PSTRIDE.SRC_STRD_Y [15:0], FD1_RPF_PSTRIDE.SRC_STRD_C [15:0]) must follow the Table 35.23.

Table 35.23 Setting restriction on FDP read side

Register	Value
FD1_RPF_SWAP.ISWAP[3:0]	H'F
Max value of FD1_IPC_LMEM.PNUM[11:0]	960
FD1_RPF_FORMAT.RD T[6:0]	H'42 (YCbCr420 semi-planar)
FD1_RPF_PSTRIDE.SRC_STRD_Y[15:0]	STRIDE
FD1_RPF_PSTRIDE.SRC_STRD_C[15:0]	STRIDE

STRIDE = FCP_PICINFO1.STRIDE_DIV16 [10:0]*16

(3) Restrictions on FDP write side

The connected FDP have to follow the setting and restrictions in following tables.

In case of reading tile addressing image (FCP_TL_CTRL.TLEN = 1), the setting of still mask write data swap must follow Table 35.24.

Table 35.24 Setting restriction about still mask write data swap

Register	Register Value
FD1_WPF_SWAP.SSWAP[3:0]	H'F

In case of writing FCNL data (FD1_WPF_FORMAT.FCNL = 1), the setting of image write data swap (FD1_WPF_SWAP.OSWAP [3:0]), output color format (FD1_WPF_FORMAT.
WR T [6:0]), output memory stride (FD1_WPF_PSTRIDE.DST_STRD_Y [15:0], FD1_WPF_PSTRIDE.DST_STRD_C [15:0]) and output memory address (FD1_WPF_ADDR_m.DST_ADDR_m [31:0] (m = Y, C0, C1)) must follow Table 35.25.

Table 35.25 Setting restriction on FDP write side

Register	Register Value
FD1_WPF_SWAP.OSWAP[3:0]	H'8
FD1_WPF_FORMAT. WR T[6:0]	H'13 (ARGB8888) H'47 (YCbCr 422 Interleave YUY2) (*) H'4A (YCbCr 444 Planar) H'4B (YCbCr 422 Planar) H'4C (YCbCr 420 Planar)
FD1_WPF_PSTRIDE.DST_STRD_Y[15:0] FD1_WPF_PSTRIDE.DST_STRD_C[15:0] FD1_WPF_ADDR_m.DST_ADDR_m[31:0] (m = Y, C0, C1)	256n (multiple of 256 bytes)

Note: * In this case, FD1_WPF_FORMAT.WSPYCS must be set to 1 and FD1_WPF_FORMAT.WSPUVS must be set to 0.

Data Stored in External RAM and Its Format

35.4.7.4 Decode data

Decode data consists of 2 separated data, one is ancillary information data and the other is tile addressing image data.

(1) Ancillary information data

The ancillary information data is an additional data to access to tile addressing image and to decompress the lossless compressed picture data. It is required for each Luminance plane and Chrominance plane. The information mention about whether decompress or not (the data is lossless compressed or not) is embedded in this ancillary data and automatically analyzed by FCPF.

The access to ancillary information data memory area of FCPF is shown in Table 35.26.

Table 35.26 Access to Ancillary Information memory area

Write / Read	Access trigger	Remarks
Write	None (FCPF does not conduct Write access)	
Read	Always if set the FCP_BA_ANC_*n* (*n*: Y0/Y1/Y2/C) register	Pre-fetch the next 128bytes

The size of ancillary information data is shown in Table 35.27. And the ancillary information data should be aligned on a 128-byte boundary.

Table 35.27 Data Size of Ancillary Information

Number of Buffer	Data Size per Buffer
Same as maximum number of frames/fields	CEIL128(2 + ((2 × the number of GROUP in a picture) + 7) / 8) + 384 bytes (*) [The number of GROUP in a picture] Luminance: (STRIDE × CEIL32(BLOCK_HEIGHT + 4)) /256 (*) Chrominance: (STRIDE × CEIL32(BLOCK_HEIGHT/2 + 4)) /256 where STRIDE = FCP_PICINFO1.STRIDE_DIV16 * 16 BLOCK_HEIGHT = pixel height of picture in the size of MB or CTB boundary [pixel height of picture in the size of MB or CTB boundary] MB: CEIL16(pixel height) CtbSizeY = 16: CEIL16 (pixel height) CtbSizeY = 32: CEIL32 (pixel height) CtbSizeY = 64: CEIL64 (pixel height) Ex) Picture size: 1920 × 1080, STRIDE: 2048, CtbSizeY: 16 Luminance: The number of GROUP in a picture = (2048 × CEIL32(CEIL16(1080) +4)) /256 = 8960 Data size of Ancillary information = CEIL128(2 + ((2 × 8960) +7) /8) +384 = 2688 bytes Chrominance: The number of GROUP in a picture = (2048 × CEIL32(CEIL16(1080)/2 + 4)) /256 = 4608 Data size of Ancillary information = CEIL128(2 + ((2 × 4608) +7) /8) +384 = 1664 bytes

Note: * CEIL*n*(a) = ((a + (*n* – 1)) / *n*) * *n*

(2) Tile addressing image data

Image data is located on memory in tile addressing as shown in Figure 35.6. Although the valid image data exists in the green area only, the tile addressing area is extended to horizontal and vertical direction. The tile size is 128bytes x 32lines. The stride of allocation memory area is exponent of 2.

The pixels in the first line of the picture are stored in 2 lines shift down in the case of H.264 frame picture in interlace sequence (not MBAFF). Note that reading access to an address is converted to the address of 2lines below. The Figure 35.7 shows examples of the stored 2 line shift down.

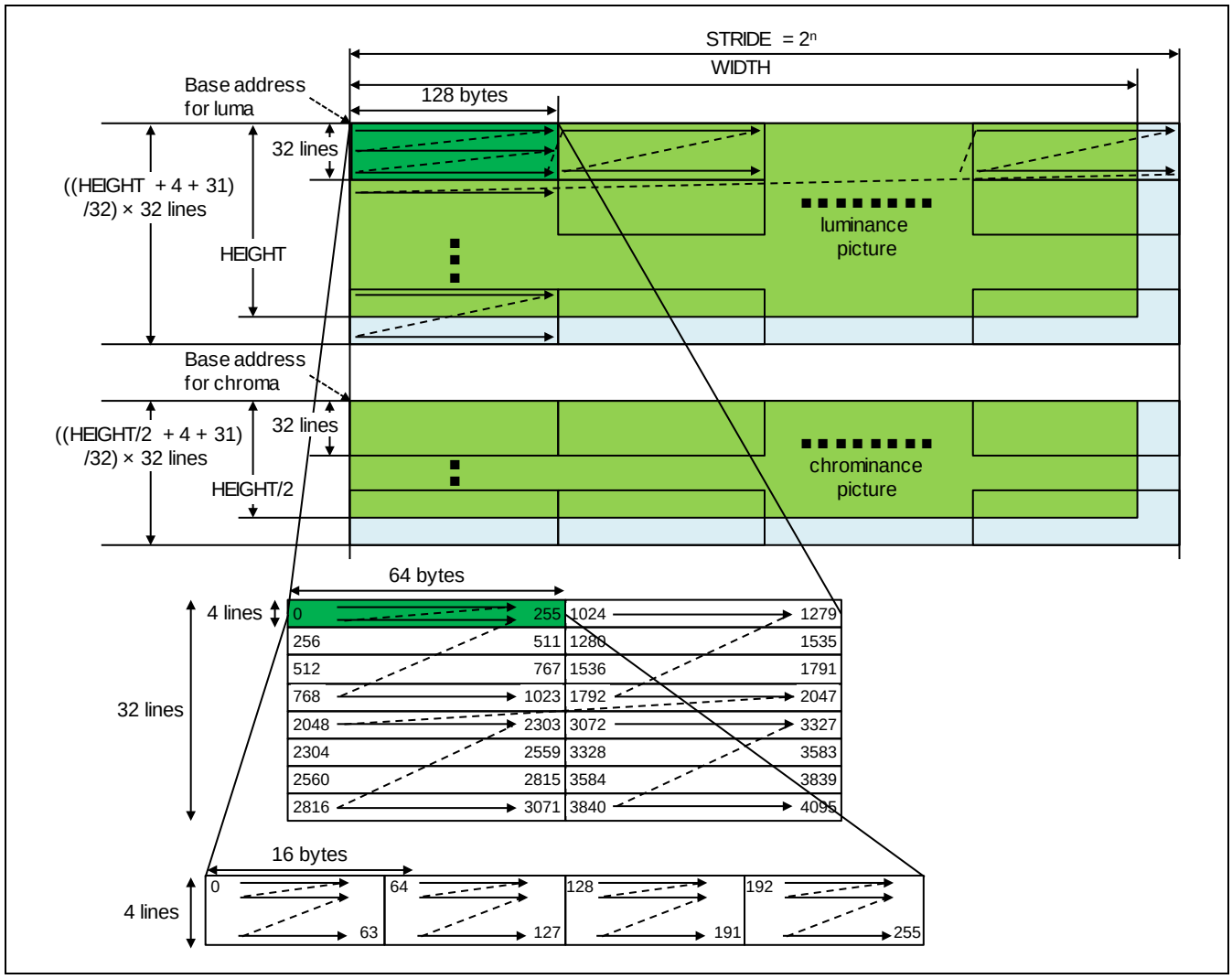


Figure 35.6 Memory allocation of tile addressing image

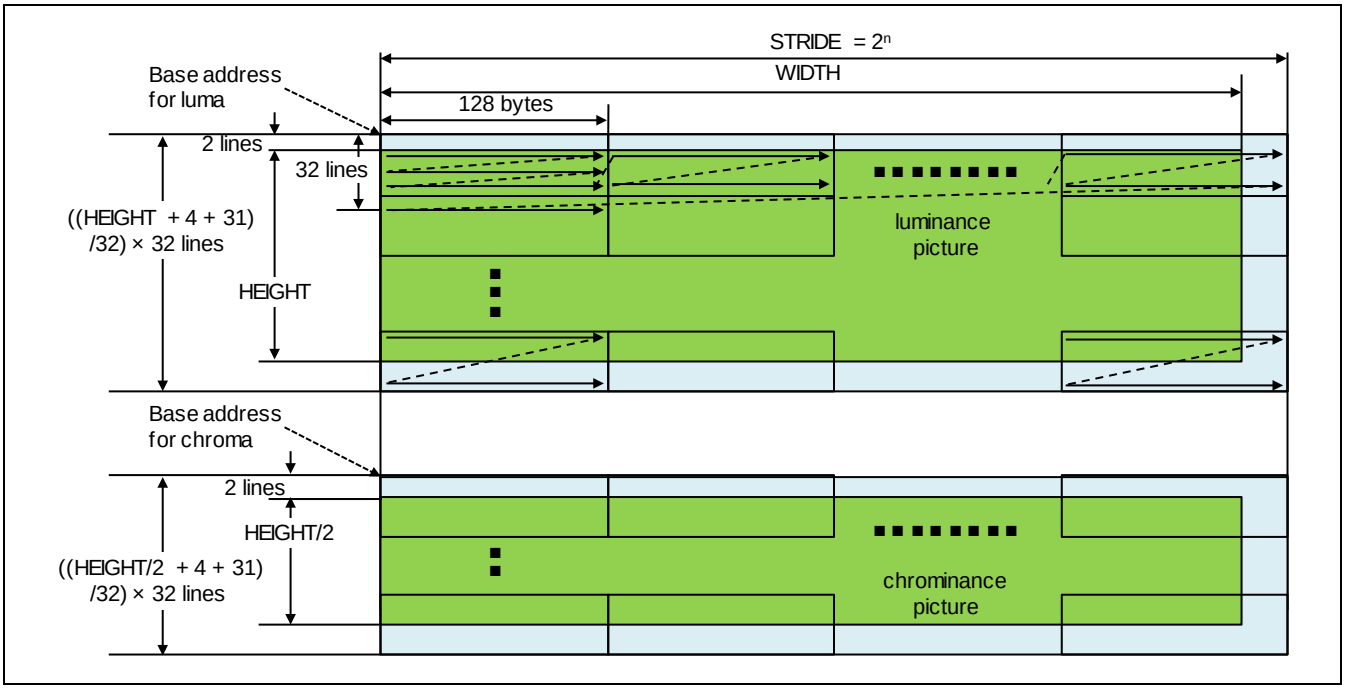


Figure 35.7 An Example of 2 line shift down

Parameters in Figure 35.6 and Figure 35.7:

- STRIDE = FCP_PICINFO1. STRIDE_DIV16 * 16
- HEIGHT, WIDTH: the height and width of the tile addressing image
- Base address for luma: value of register FCP_BA_REF_{Y0,Y1,Y2}.BA[31:0]
- Base address for chroma: value of register FCP_BA_REF_C.BA[31:0]

The buffer size needed for a tile addressing image is shown in Table 35.28

:

Table 35.28 Data Size of a tile addressing image

Number of Pic	Data Size per Picture
Maximum number of frames/fields	Luminance: STRIDE x CEIL32(BLOCK_HEIGHT + 4) bytes (*) Chrominance: STRIDE x CEIL32(BLOCK_HEIGHT/2 + 4) bytes where STRIDE = FCP_PICINFO1. STRIDE_DIV16 * 16 BLOCK_HEIGHT = pixel height of picture in the size of MB or CTB boundary [pixel height of picture in the size of MB or CTB boundary] MB: CEIL16(pixel height) CtbSizeY = 16: CEIL16 (pixel height) CtbSizeY = 32: CEIL32 (pixel height) CtbSizeY = 64: CEIL64 (pixel height)

Note: * CEIL*n*(a) = ((a + (*n* – 1)) / *n*) * *n*

(3) Tile/Linear addressing conversion

In order to enable the FDP which supports only linear addressing to access the tile addressing image data, the software needs to set the registers following to Figure 35.8. Note that the value of VPOS_{Y/C} is set basing on base address regardless of 2 lines of line-shift because reading access to an address is converted to the address of 2lines below.

In order to enable tile/linear addressing conversion, set 1 to the register FCP_TL_CTRL.TLEN and set values other than 0 to base address of ancillary information (FCP_BA_REF_m {m: Y0, Y1, Y2, C}) of the in-used plane.

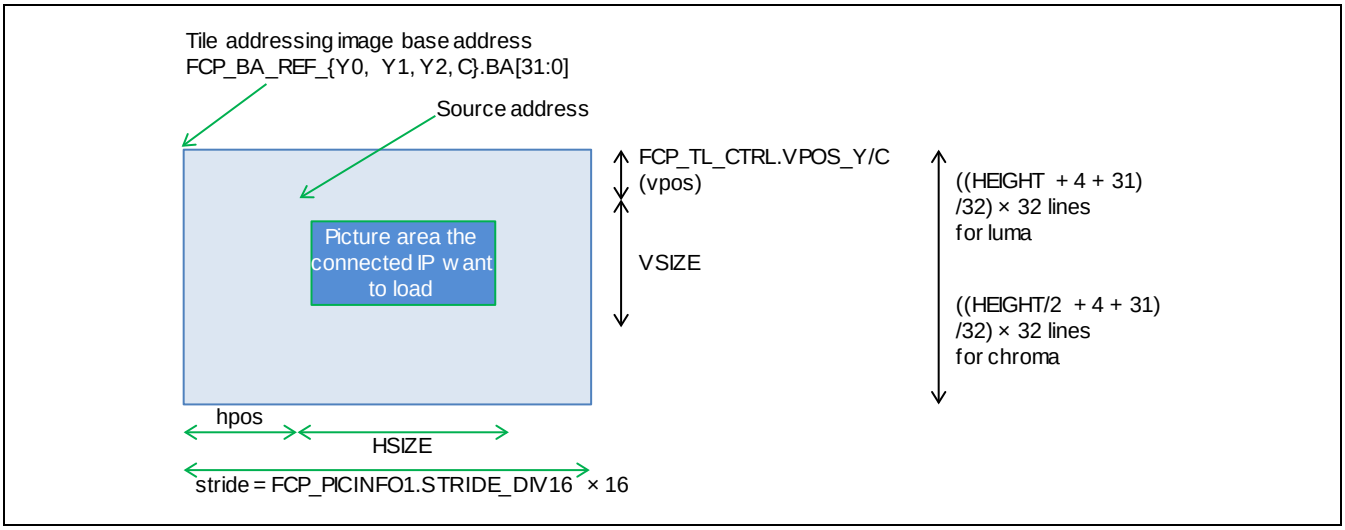


Figure 35.8 Reading tile addressing image by linear access

Parameters in Figure 35.8:

- “Source address”: FD1_RPF{n}_ADDR_{Y/C0}.PSRC_ADDR_{Y/C0}[31:0], n = 0/1/2
  “Source address” = “Tile addressing image base address” + vpos * stride + hpos
- hpos: the start reading byte position for each line in linear addressing. This value is automatically calculated by FCP and not needed to be set as register.
- VSIZE: FD1_RPF_SIZE.VSIZE[12:0]
- HSIZE: FD1_RPF_SIZE.HSIZE[12:0]

Registers of FDP must satisfy the restrictions on 35.4.7.3.

35.4.7.5 FCNL image data

Figure 35.9 shows the memory layout of a FCNL image. Although the output memory area, which is specified by a destination address and a stride, is a rectangle linear address area, the FCNL data is located on the shadow address area of that. That is, in each 256 bytes area starting from 256 bytes boundary, FCNL data is located on 128 bytes area of the lower side address.

The destination start address and memory stride which is specified by VSP registers must satisfy the restriction on section 35.4.7.3.

The buffer size for a FCNL image is equal to *stride * height*. Here, height is half of the picture height if the plane is Cb (U), Cr (V) for format YCbCr 420 planar and equal to the picture height for other cases.

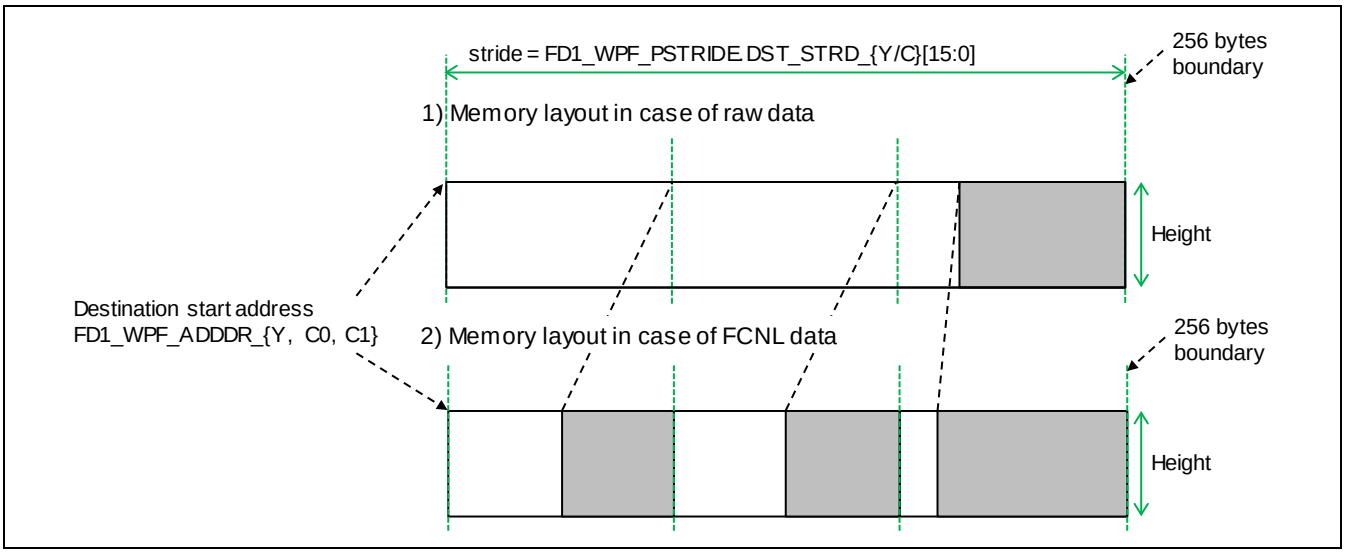


Figure 35.9 Memory layout of the FCNL image

Parameters in Figure 35.9:

- Height: the height of output image.

35.4.7.6 Operation status

Operation status of FDP, FCPF is defined for the whole IP set as follows.

1) If both register bits FD1_CTL_STATUS.BSY and FCP_STA.ACT are 0, both of modules FDP, FCPF are stopping.
2) If either register bit FD1_CTL_STATUS.BSY or FCP_STA.ACT is 1, both of modules FDP, FCPF are operating.

35.4.8 Usage Notes

35.4.8.1 Manipulating FCPF+FDP with CPG module stop, software reset

The following notes 1) to 2) are to prevent FCPF, FDP from the unstable status which may cause hang or wrong operation.

Note 1) In the case of stopping FCPF and FDP using the corresponding register bit of module stop registers (MSTPSR1, MSTPSR6), realtime module stop registers (RMSTPCR1, RMSTPCR6), system module stop registers (SMSTPCR1, SMSTPCR6) and software reset registers (SRCR1, SRCR6) of the module CPG, do following steps. Note that it is needed to stop both FCPF and FDP.

Step1) Stop FCPF + FDP with the software reset sequence following to the guidance in the section 35.4.7.1.

Step2) Stop FDP using the corresponding register bit of CPG register (MSTPSR1 or RMSTPCR1 or SMSTPCR1 or SRCR1) and stop FCPF using the corresponding register bit of CPG register (MSTPSR6 or RMSTPCR6 or SMSTPCR6 or SRCR6). Either FDP or FCPF can be stopped first.

Note 2) In the case of re-starting FCPF + FDP after stopping those modules with CPG module stop, CPG software reset, be sure to run FDP start process as defined in the section 35.4.7.1.

36. Display Unit (DU)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

36.1 Overview

Display Unit (hereinafter it is called DU) is a module to input an image data from VSP* and to output the data to LVDS-IF, HDMI-IF, and digital RGB etc. in accordance with optionally settable display timing.

Note: In this section, VSP means VSP2 (Video Signal Processor 2), the notation of VSP0, VSP1 and VSP2 in this section means channel-0 of VSP2, channel-1 of VSP2 and channel-2 of VPS2.
When using DU, set the desired value in VSP2's registers. For details of VSP2, refer to section 33 in this manual.

36.1.1 Features

(1) Display Channel

Display functions are individually controllable, and equip plural channels. For the channel number of each products, refer to Table 36.1.

(2) Plane

Each of the display surfaces configured to display an image on the screen is called plane in this section. For the plane number of each products, refer to Table 36.1. Parameters for each plane can be set independently through the settings of an internal register. The internal register settings can also be used to set the display priority order.

- Display size
- Display position
- Display data format (32-bit/pixel or YC)
- Plane superimposing

(3) Synchronization Method

Internal register settings can be used to select any of three synchronization modes for the display output timing.
RZ/G2E support only master mode (internal sync mode).

- Master mode (internal sync mode)
- TV sync mode (external sync mode)
- Sync method switching mode

(4) CRT Scan Mode (CRT Scan Method)

Internal register settings can be used to select from among three scan modes.
RZ/G2E support only non-interlaced mode.

- Non-interlaced mode
- Interlaced sync mode
- Interlaced sync & video mode

(5) YC → RGB Color Space Conversion Functions

Image data stored in YC format can be converted into the RGB color space and displayed in a window. The conversion coefficients can be set in a register.

(6) Register Access Control

The module has internal control registers; these are writable/readable by the APB protocol over the APB. The unit of access is fixed to 32 bits.

(7) VSP Connection

VSP output provides RGB or YCbCr444 data format for the DU. The DU is not connected with external memory. For VSP connection of each products, refer to Table 36.1.

(8) LVDS-IF Connection

Connection with the LVDS-IF allows the output of image data via the LVDS-IF. In this case, data format is RGB. For LVDS-IF connection of each products, refer to Table 36.1.

(9) DPAD Connection

Connection with the DPAD allows the output of the digital RGB data and the YC format data via a pin. In this case, data format is RGB or YCbCr422. For DPAD connection of each products, refer to Table 36.1.

(10) HDMI-IF Connection [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Connection with the HDMI-IF allows the output of image data via the HDMI-IF. In this case, data format is RGB or YCbCr444. For HDMI-IF connection of each products, refer to Table 36.1.

Table 36.1 Configuration of channel, plane and connection for each product

			Connection				Second Generation RZ/G Series Products			
			VSP							
Channel	Abbr.	Plane		LVDS-IF	HDMI-IF	DPAD	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
channel0	DU0	plane1 and plane3*1	VSP0	LVDS-IF	—	—	√	√	√	—
				LVDS0-IF		DPAD *2	—	—	—	√
channel1	DU1	plane1 and plane3*1	VSP1	—	HDMI-IF0	—	√	√	√	—
				LVDS1-IF	—	DPAD *2	—	—	—	√
channel2	DU2	plane1	VSP2	—	—	DPAD	—	√	—	—
channel3	DU3	plane1 and plane3*1	VSP0	—	—	DPAD	√	—	—	—
		plane3					—	—	√	—

Notes: 1. Up to two display planes can be superimposed on each other. Correspondences between the DU0 and DU1, the DU2 and DU3 planes are not fixed but can be selected as desired through register settings.

2. DPAD can be connected with the DU0 or DU1. [RZ/G2E]

Table 36.2 Corresponding data format for each product

	Implementation				Corresponding data format			
Product	DU0	DU1	DU2	DU3	DU0	DU1	DU2	DU3
RZ/G2H	√	√	—	√	RGB	RGB/YCbCr444	—	RGB/YCbCr422
RZ/G2M V1.3, RZ/G2M V3.0	√	√	√	—	RGB	RGB/YCbCr444	RGB/YCbCr422	—
RZ/G2N	√	√	—	√	RGB	RGB/YCbCr444	—	RGB/YCbCr422
RZ/G2E	√	√	—	—	RGB/YCbCr422	RGB/YCbCr422	—	—

36.1.2 Block Diagram

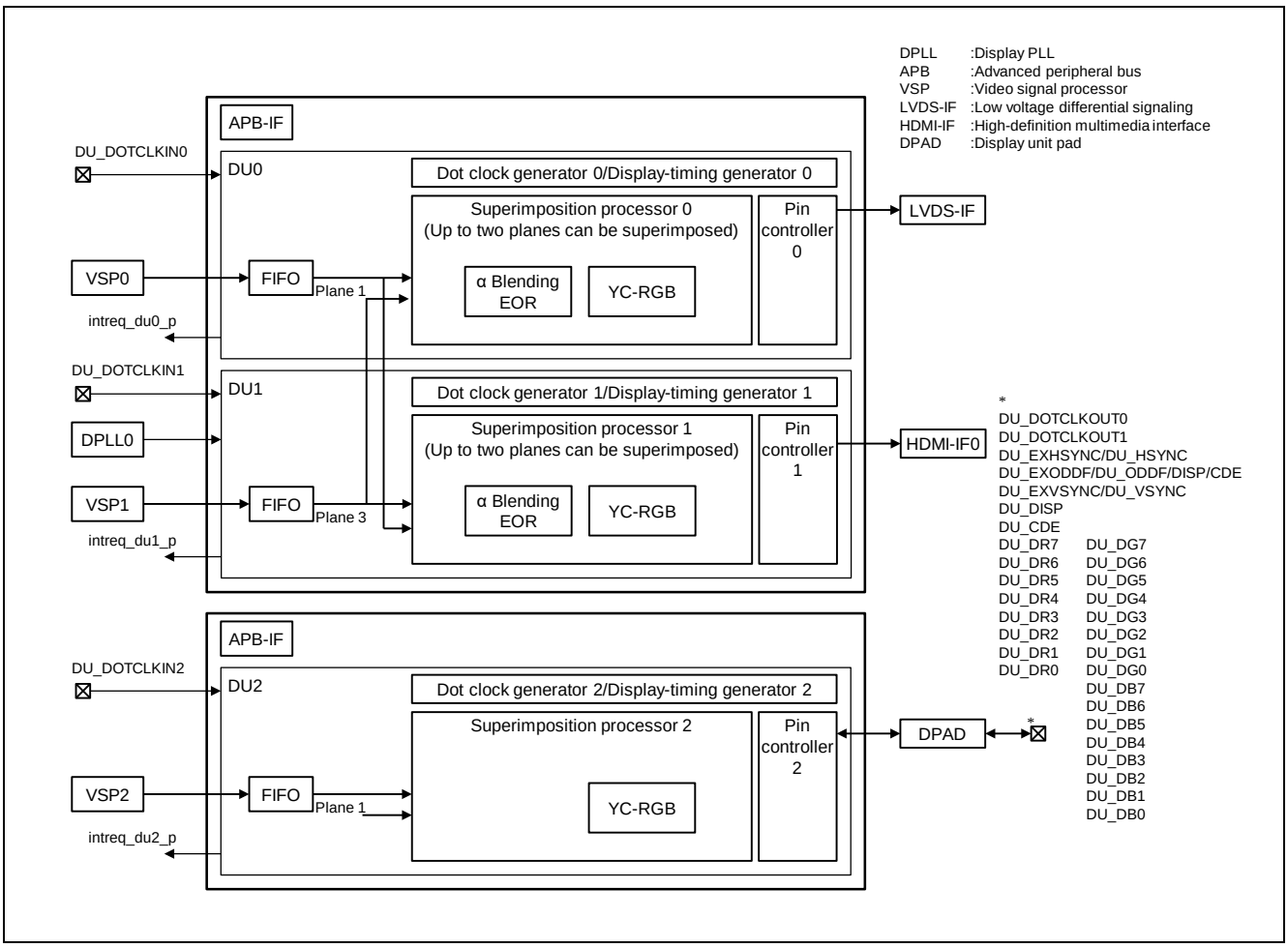


Figure 36.1 Block Diagram of the DU [RZ/G2M V1.3, RZ/G2M V3.0]

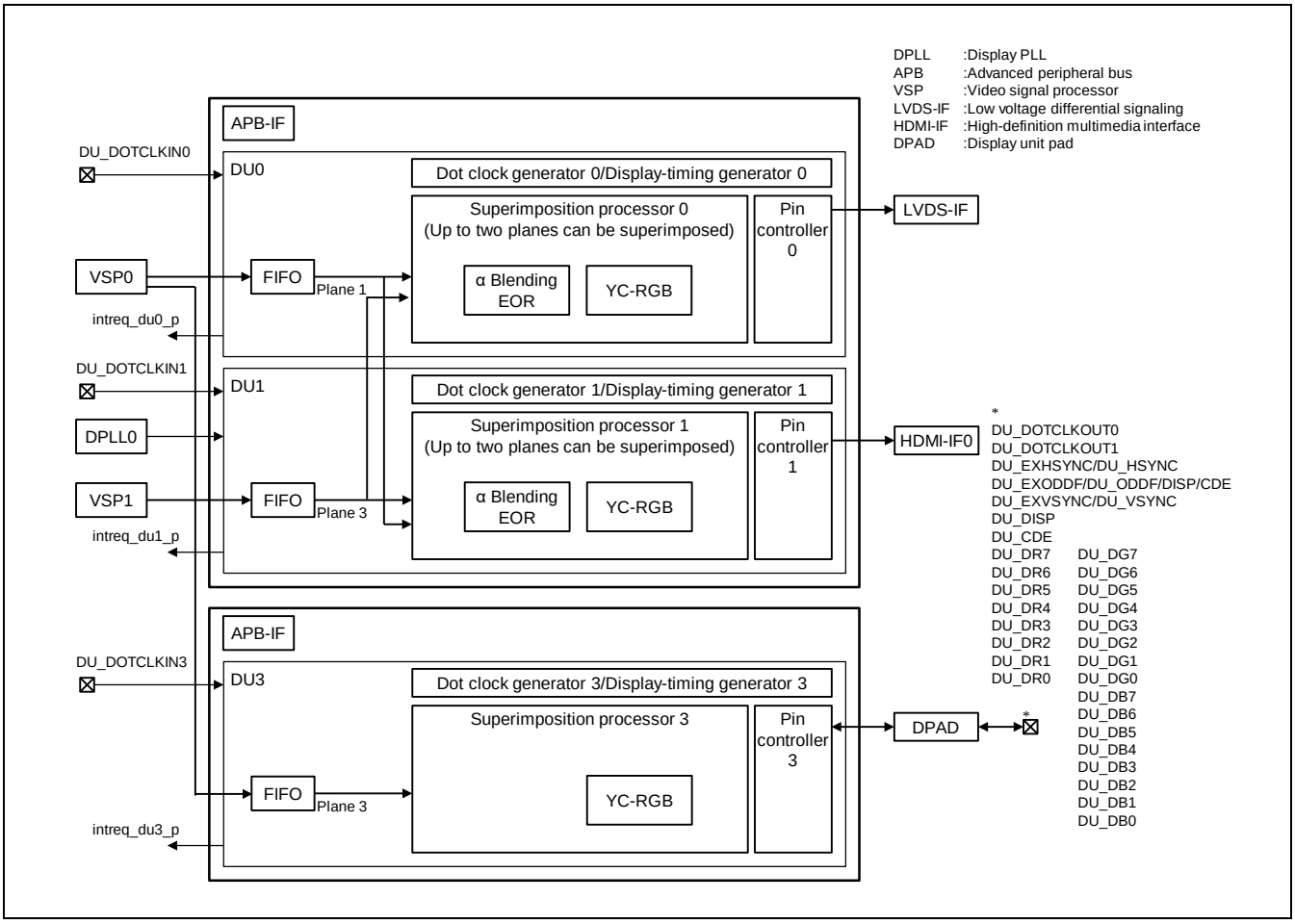


Figure 36.2 Block Diagram of the DU [RZ/G2H, RZ/G2N]

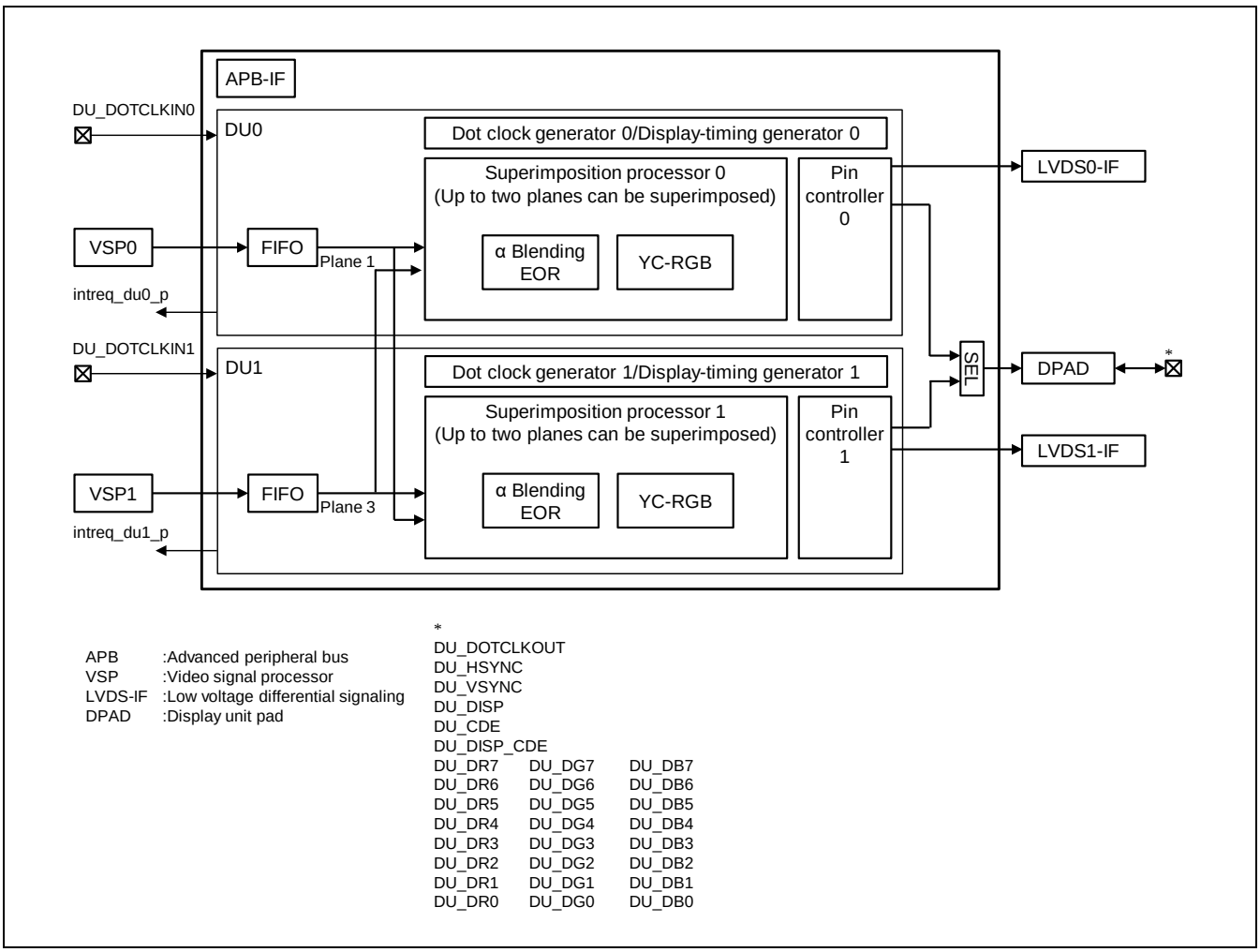


Figure 36.3 Block Diagram of the DU [RZ/G2E]

36.1.3 External Pins

Supplementary explanation of the signals listed in column “Signal Name Used in This Section” are as follows.
DISP is a signal activated during the period “Display area” in figure 36.14 and is activated during output display data valid period.
CLAMP is a signal that determines the activation period with CLAMPSRn and CLAMPWRn registers. Refer to these two registers.
DE is a signal that determines the activation period with DESRn and DEWRn registers. Refer to these two registers.
CDE is a signal activated when output display data and CDERn register match. Refer to section 36.3.13.

Table 36.3 Pin Functions (DU0/DU1/DU3 [RZ/G2H, RZ/G2N])

Name	Pin Name	I/O	Function	Signal Name Used in This Section
DU0 input dot clock	DU_DOTCLKIN0	Input	DU0 input dot clock	DCLKIN
DU1 input dot clock	DU_DOTCLKIN1	Input	DU1 input dot clock	DCLKIN
DU3 input dot clock	DU_DOTCLKIN3	Input	DU3 input dot clock	DCLKIN
DU output dot clock 0	DU_DOTCLKOUT0	Output	DU3 output dot clock (normal phase)	DCLKOUT
DU output dot clock 1	DU_DOTCLKOUT1	Output	DU3 output dot clock (counter phase)	DCLKOUTB
DU external horizontal synchronous output/DU horizontal synchronous input	DU_EXHSYNC/ DU_HSYNC	I/O	DU3 composite synchronous output signal (Initial value)	CSYNC
			DU3 horizontal synchronous output/DU3 external horizontal synchronous input	HSYNC or EXHSYNC*1
DU external vertical synchronous output/DU vertical synchronous output	DU_EXVSYNC/ DU_VSYNC	I/O	DU3 vertical synchronous output/ DU3 external vertical synchronous input (Initial value)	VSYNC or EXVSYNC*1
			DU3 composite synchronous output signal	CSYNC
DU odd/even field	DU_EXODDF/ DU_ODDF/ DISP/ CDE	I/O	DU3 odd/even field (Initial value)	ODDF or EXODDF*1
			DU3 CLAMP output signal	CLAMP
			DU3 display interval	DISP
			DU3 color detection	CDE
DU display interval	DU_DISP	Output	DU3 display interval (Initial value)	DISP
			DU3 composite synchronous output signal	CSYNC
			DU3 DE output signal	DE
DU color detection	DU_CDE	Output	DU3 color detection (Initial value)	CDE

Name	Pin Name	I/O	Function	Signal Name Used in This Section
DU display data	DU_DR0	Output	DU3 digital red 0/green 4	Digital RGB or YC*3
	DU_DR1	Output	DU3 digital red 1/green 5	
	DU_DR2	Output	DU3 digital red 2/green 6	
	DU_DR3	Output	DU3 digital red 3/green 7	
	DU_DR4	Output	DU3 digital red 4/blue 0	
	DU_DR5	Output	DU3 digital red 5/blue 1	
	DU_DR6	Output	DU3 digital red 6/blue 2	
	DU_DR7	Output	DU3 digital red 7/blue 3	
	DU_DG0	Output	DU3 digital green 0/blue 4	
	DU_DG1	Output	DU3 digital green 1/blue 5	
	DU_DG2	Output	DU3 digital green 2/blue 6	
	DU_DG3	Output	DU3 digital green 3/blue 7	
	DU_DG4	Output	DU3 digital green 4	
	DU_DG5	Output	DU3 digital green 5	
	DU_DG6	Output	DU3 digital green 6	
	DU_DG7	Output	DU3 digital green 7	
	DU_DB0	Output	DU3 digital blue 0	
	DU_DB1	Output	DU3 digital blue 1	
	DU_DB2	Output	DU3 digital blue 2	
	DU_DB3	Output	DU3 digital blue 3	
	DU_DB4	Output	DU3 digital blue 4	
	DU_DB5	Output	DU3 digital blue 5	
	DU_DB6	Output	DU3 digital blue 6	
	DU_DB7	Output	DU3 digital blue 7	

Notes: 1. There are expressed as EXHSYNC, EXVSYNC, and EXODDF in explanations of the functions as input signals and as HSYNC, VSYNC and ODDF otherwise.
2. In this section, unless otherwise noted, "dot clock" refers to the output dot clock.
3. In YC format display, refer to Table 36.32.

Table 36.4 Pin Functions (DU0/DU1/DU2 [RZ/G2M V1.3, RZ/G2M V3.0])

Name	Pin Name	I/O	Function	Signal Name Used in This Section
DU0 input dot clock	DU_DOTCLKIN0	Input	DU0 input dot clock	DCLKIN
DU1 input dot clock	DU_DOTCLKIN1	Input	DU1 input dot clock	DCLKIN
DU2 input dot clock	DU_DOTCLKIN2	Input	DU2 input dot clock	DCLKIN
DU output dot clock 0	DU_DOTCLKOUT0	Output	DU2 output dot clock (normal phase)	DCLKOUT
DU output dot clock 1	DU_DOTCLKOUT1	Output	DU2 output dot clock (counter phase)	DCLKOUTB
DU external horizontal synchronous output/DU horizontal synchronous input	DU_EXHSYNC/ DU_HSYNC	I/O	DU2 composite synchronous output signal (Initial value)	CSYNC
			DU2 horizontal synchronous output/DU2 external horizontal synchronous input	HSYNC or EXHSYNC*1
DU external vertical synchronous output/DU vertical synchronous output	DU_EXVSYNC/ DU_VSYNC	I/O	DU2 vertical synchronous output/ DU2 external vertical synchronous input (Initial value)	VSYNC or EXVSYNC*1
			DU2 composite synchronous output signal	CSYNC
DU odd/even field	DU_EXODDF/ DU_ODDF/ DISP/ CDE	I/O	DU2 odd/even field (Initial value)	ODDF or EXODDF*1
			DU2 CLAMP output signal	CLAMP
			DU2 display interval	DISP
			DU2 color detection	CDE
DU display interval	DU_DISP	Output	DU2 display interval (Initial value)	DISP
			DU2 composite synchronous output signal	CSYNC
			DU2 DE output signal	DE
DU color detection	DU_CDE	Output	DU2 color detection (Initial value)	CDE

Name	Pin Name	I/O	Function	Signal Name Used in This Section
DU display data	DU_DR0	Output	DU2 digital red 0	Digital RGB or YC*3
	DU_DR1	Output	DU2 digital red 1	
	DU_DR2	Output	DU2 digital red 2	
	DU_DR3	Output	DU2 digital red 3	
	DU_DR4	Output	DU2 digital red 4	
	DU_DR5	Output	DU2 digital red 5	
	DU_DR6	Output	DU2 digital red 6	
	DU_DR7	Output	DU2 digital red 7	
	DU_DG0	Output	DU2 digital green 0	
	DU_DG1	Output	DU2 digital green 1	
	DU_DG2	Output	DU2 digital green 2	
	DU_DG3	Output	DU2 digital green 3	
	DU_DG4	Output	DU2 digital green 4	
	DU_DG5	Output	DU2 digital green 5	
	DU_DG6	Output	DU2 digital green 6	
	DU_DG7	Output	DU2 digital green 7	
	DU_DB0	Output	DU2 digital blue 0	
	DU_DB1	Output	DU2 digital blue 1	
	DU_DB2	Output	DU2 digital blue 2	
	DU_DB3	Output	DU2 digital blue 3	
	DU_DB4	Output	DU2 digital blue 4	
	DU_DB5	Output	DU2 digital blue 5	
	DU_DB6	Output	DU2 digital blue 6	
	DU_DB7	Output	DU2 digital blue 7	

Notes: 1. There are expressed as EXHSYNC, EXVSYNC, and EXODDF in explanations of the functions as input signals and as HSYNC, VSYNC and ODDF otherwise.
2. In this section, unless otherwise noted, "dot clock" refers to the output dot clock.
3. In YC format display, refer to Table 36.32.

Table 36.5 Pin Functions (DU0/DU1 [RZ/G2E])

Name	Pin Name	I/O	Function	Signal Name Used in This Section
DU0 input dot clock	DU_DOTCLKIN0	Input	DU0 input dot clock	DCLKIN
DU1 input dot clock	DU_DOTCLKIN1	Input	DU1 input dot clock	DCLKIN
DU output dot clock 0	DU_DOTCLKOUT0	Output	DU0 or DU1*4 output dot clock (normal phase)	DCLKOUT
DU horizontal synchronous output	DU_HSYNC	Output	DU0 or DU1*4 horizontal synchronous output	HSYNC
DU vertical synchronous output	DU_VSYNC	Output	DU0 or DU1*4 vertical synchronous output	VSYNC
DU display interval/ DU color detection	DU_DISP_CDE*1	Output	DU0 or DU1*4 CLAMP output signal	CLAMP
			DU0 or DU1*4 display interval	DISP
			DU0 or DU1*4 color detection	CDE
DU display interval	DU_DISP	Output	DU0 or DU1*4 display interval (Initial value)	DISP
			DU0 or DU1*4 DE output signal	DE
DU color detection	DU_CDE	Output	DU0 or DU1*4 color detection (Initial value)	CDE

Name	Pin Name	I/O	Function	Signal Name Used in This Section
DU display data	DU_DR0	Output	DU0 or DU1*4 digital red 0 green 4*5	Digital RGB or YC*2
	DU_DR1	Output	DU0 or DU1*4 digital red 1 green 5*5	
	DU_DR2	Output	DU0 or DU1*4 digital red 2 green 6*5	
	DU_DR3	Output	DU0 or DU1*4 digital red 3 green 7*5	
	DU_DR4	Output	DU0 or DU1*4 digital red 4 blue 0*5	
	DU_DR5	Output	DU0 or DU1*4 digital red 5 blue 1*5	
	DU_DR6	Output	DU0 or DU1*4 digital red 6 blue 25	
	DU_DR7	Output	DU0 or DU1*4 digital red 7 blue 3*5	
	DU_DG0	Output	DU0 or DU1*4 digital green 0 blue 4*5	
	DU_DG1	Output	DU0 or DU1*4 digital green 1 blue 5*5	
	DU_DG2	Output	DU0 or DU1*4 digital green 2 blue 6*5	
	DU_DG3	Output	DU0 or DU1*4 digital green 3 blue 7*5	
	DU_DG4	Output	DU0 or DU1*4 digital green 4	
	DU_DG5	Output	DU0 or DU1*4 digital green 5	
	DU_DG6	Output	DU0 or DU1*4 digital green 6	
	DU_DG7	Output	DU0 or DU1*4 digital green 7	
	DU_DB0	Output	DU0 or DU1*4 digital blue 0	
	DU_DB1	Output	DU0 or DU1*4 digital blue 1	
	DU_DB2	Output	DU0 or DU1*4 digital blue 2	
	DU_DB3	Output	DU0 or DU1*4 digital blue 3	
	DU_DB4	Output	DU0 or DU1*4 digital blue 4	
	DU_DB5	Output	DU0 or DU1*4 digital blue 5	
	DU_DB6	Output	DU0 or DU1*4 digital blue 6	
	DU_DB7	Output	DU0 or DU1*4 digital blue 7	

Notes: 1. Initial value of the DU_DISP_CDE pin is fixed to 0. For the DU_DISP_CDE pin functions as CLAMP or DISP or CDE output, it is necessary for setting the ODPM bit in DSMR0 and the ODPM02 bit in DEF6R0 for the DU0, or the ODPM bit in DSMR1 and the ODPM12 bit in DEF6R0 for the DU1.
2. In this section, unless otherwise noted, "dot clock" refers to the output dot clock.
3. In YC format display, refer to Table 36.32.
4. Digital RGB signal from the DU0 or DU1 can be selected by setting the DRGBS bit in DEF8R0.
5. RZ/G2E supports multiple output display.

36.1.4 Register Configuration

Table 36.6 shows the meaning of the suffix associated with register name and register abbreviation in this manual. The suffix, means different from Table 36.6, show as Notes.

Table 36.6 The meaning of suffix associated with register name and register abbreviation

								Second Generation RZ/G Series Products			
Suffix	Significance	Cond.	Value	Target channel/plane	component (Figure 36.1, 36.2, 36.3)			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
m	common	—	0	DU0/DU1	—	—	—	√	√	√	√
	channel number		2	DU2/DU3				√	√	√	—
n	channel and component number	—	0	DU0	processer0	generator0	controller0	√	√	√	√
			1	DU1	processer1	generator1	controller1	√	√	√	√
			2	DU2	processer2	generator2	controller2	—	√	—	—
			3	DU3	processer3	generator3	controller3	√	—	√	—
p	plane number	m = 0	1	Plane1	—	—	—	√	√	√	√
			3	Plane3	—	—	—	√	√	√	√
		m = 2	1	Plane1	—	—	—	—	√	—	—
			3	Plane3	—	—	—	√	—	√	—

For DU, there are two register update methods; the external update and the internal update. The internal update has two reflection timings. Refer to Table 36.7 for the update methods and the reflecting timings in DU registers.

Table 36.7 Register update methods

Update Methods	Reflection timings	Definitions of the Internal Updates in the Bit Description Table	Remarks
External Update	After the end of CPU access	Not available	—
Internal Update	When the DRES bit in DSYSRn is 1.	DRES	—
	When the DRES bit in DSYSRn is 1 and at the beginning of each frame, which is the VSYNC falling edge if the VSL bit in DSMRn is 0 and the VSYNC rising edge if the VSL bit in DSMRn is 1.	Available	Disabled when the IUPD bit in DSYSRn is 1.

(1) External Update

An "external update" is an update which reflects the address-mapped register settings made by the CPU after the end of CPU access. Registers related to display control (for example, DSYSRn) and the settings of which are updated through external updates can be overwritten without display flicker by using bits 11 and 14 in DSSRn indicating the start position of the vertical blanking interval.

(2) Internal Update

An "internal update" is an update that reflects the address-mapped register settings with the internal update timing of the DU. Hence in the case of a register with an internal update function, even when the CPU overwrites address-mapped registers related to display operation without being aware of the display timing, display flicker can be prevented.

There are two types of internal update timings. One reflects the register value when the DRES bit is set to 1. The other reflects the register value in the following cases: (a) When the DRES bit is set to 1, and (b) when the VSYNC falling edge occurs if the VSL bit in DSMRn is 0 and when the VSYNC rising edge occurs if the VSL bit in DSMRn is 1. The type of internal update timings is defined by registers and that appears in the bit description table.

Bits which are internally updated in response to setting of the DRES bit in DSYSRn are listed in the column headed "Bit with Internal Update Function" in tables on the following pages.

Updates are performed at the falling edge of VSYNC output when the sync method of DSYSRn is master mode (bit 7 = 0, bit 6 = 0), or at the falling edge of EXVSYNC detected in TV sync mode (bit 7 = 1, bit 6 = 0). In sync transition mode (bit 7 = 0, bit 6 = 1), internal updates are not performed. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

For RZ/G2E, Updates are performed at the falling edge of VSYNC output.

The address-mapped registers with an internal update function are shown in Table 36.8 to Table 36.21. The initial settings for these registers should be made during the interval in which the DRES bit in DSYSRn is 1.

(3) Register Configurations

(a) Display Unit System Control Register Configuration

Table 36.8 Display Unit System Control Register Configuration (1)

Base address: DU0: H'FEB0_0000 (suffix 0)
DU1: H'FEB3_0000 (suffix 1)
DU2: H'FEB4_0000 (suffix 2) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
DU3: H'FEB7_0000 (suffix 3) [RZ/G2H, RZ/G2N]

Register Name	Abbr.	R/W	Offset Address	Access Size	Bit with Internal Update Function*	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display unit system control register n	DSYSR0	R/W	H'0000	32	DEN (bit 8)	√	√	√	√
	DSYSR1				None	√	√	√	√
	DSYSR2				DEN (bit 8)	√	√	√	—
	DSYSR3				None	√	—	√	—
Display unit mode register n	DSMRn	R/W	H'0004	32	All bits However, the following bits are updated with DRES: VSPM (bit 28) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] ODPM (bit 27) DIPM (bits 26, 25) CSPM (bit 24) DIL (bit 19) VSL (bit 18) HSL (bit 17)	√	√	√	√
Display unit status register n	DSSRn	R	H'0008	32	None	√	√	√	√
Display unit status register clear register n	DSRCRn	—/W	H'000C	32	None	√	√	√	√
Display unit interrupt enable register n	DIERn	R/W	H'0010	32	None	√	√	√	√
Display plane priority register m	DPPRm	R/W	H'0018	32	All bits	√	√	√	√

Register Name	Abbr.	R/W	Offset Address	Access Size	Bit with Internal Update Function*	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display unit extensional function control register n	DEFR0	R/W	H'0020	32	The following bits are updated with DRES: EXSL (bit 12) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] DODF (bits 9, 8) [RZ/G2E] EXUP (bit 5) VCUP (bit 4) DEFE (bit 0)	√	√	√	√
	DEFR1				The following bits are updated with DRES: EXSL1 (bit 12) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] DODF1 (bits 9, 8) [RZ/G2E] VCUP1 (bit 4)	√	√	√	√
	DEFR2				The following bits are updated with DRES: EXSL (bit 12) [RZ/G2M V1.3, RZ/G2M V3.0] DODF (bits 9, 8) [RZ/G2M V1.3, RZ/G2M V3.0] EXUP (bit 5) VCUP (bit 4) [RZ/G2M V1.3, RZ/G2M V3.0] DEFE (bit 0)	√	√	√	—
	DEFR3				The following bits are updated with DRES: EXSL1 (bit 12) DODF1 (bits 9, 8) VCUP1 (bit 4)	√	—	√	—
Display unit extensional function control 5 register m	DEF5Rm	R/W	H'00E0	32	All bits However, the following bit is updated with DRES: DEFE5 (bit 0)	√	√	√	√
Display unit data latency adjustment register 0	DDLTR0	R/W	H'00E4	32	All bits Updated with DRES	√	√	√	√
Display unit extensional function control 6 register m	DEF6Rm	R/W	H'00E8	32	All bits Updated with DRES	√	√	√	√
Display unit extensional function control 7 register m	DEF7Rm	R/W	H'00EC	32	All bits Updated with DRES	√	√	√	√

Base address: DU0: H'FEB2_0000 (suffix 0)
DU1: H'FEB2_0000 (suffix 1)
DU2: H'FEB6_0000 (suffix 2) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
DU3: H'FEB6_0000 (suffix 3) [RZ/G2H, RZ/G2N]

Register Name	Abbr.	R/W	Offset Address	Access Size	Bit with Internal Update Function*	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display unit domain 1 status register n	DD1SSR0	R	H'0008	32	None	√	√	√	√
	DD1SSR1		H'8008			√	√	√	√
	DD1SSR2		H'0008			—	√	—	—
	DD1SSR3		H'8008			√	—	√	—
Display unit domain 1 status register clear register n	DD1SRCR0	—/W	H'000C	32	None	√	√	√	√
	DD1SRCR1		H'800C			√	√	√	√
	DD1SRCR2		H'000C			—	√	—	—
	DD1SRCR3		H'800C			√	—	√	—
Display unit domain 1 interrupt enable register n	DD1IER0	R/W	H'0010	32	None	√	√	√	√
	DD1IER1		H'8010			√	√	√	√
	DD1IER2		H'0010			—	√	—	—
	DD1IER3		H'8010			√	—	√	—
Display unit extensional function control 8 register m	DEF8Rm	R/W	H'0020	32	All bits Updated with DRES	√	√	√	√
Display unit output signal fixed level register m	DOFLR0	R/W	H'0024	32	None	—	—	—	√
	DOFLR2					√	√	√	—
Display unit input dot clock select register m	DIDSR0	R/W	H'0028	32	All bits Updated with DRES	√	√	√	√
Display unit extensional function control 10 register m	DEF10R0	R/W	H'0038	32	All bits However, the following bit is updated with DRES: DEFE10(bit 0)	√	√	√	√
	DEF10R2				All bits However, the following bit is updated with DRES: DEFE10(bit 0)	√	√	√	—
Display unit dither control register m	DDTHCRm	R/W	H'003C	32	All bits	√	√	√	√
Display unit PLL control register m	DPLLCR0	R/W	H'0044	32	All bits Updated with DRES	√	√	√	—
Display unit PLL control 2 register m	DPLLC2R0	R/W	H'0048	32	All bits Updated with DRES	√	√	√	—

Note: The register available code is excluded. There is no internal update function for the register available code.

Table 36.9 Display Unit System Control Register Configuration (2)

Register Name	Abbr.	Power-on Reset	Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display unit system control register n	DSYSRn	H'****_**8*	√	√	√	√
Display unit mode register n	DSMRn	H'*0*0_0***	√	√	√	√
Display unit status register n	DSSRn	H'****_****	√	√	√	√
Display unit status register clear register n	DSRCRn	H'****_****	√	√	√	√
Display unit interrupt enable register n	DIERn	H'****_****	√	√	√	√
Display plane priority register m	DPPRm	H'****_**10	√	√	√	√
Display unit extensional function control register n	DEFRn	H'****_****	√	√	√	√
Display unit extensional function control 5 register m	DEF5Rm	H'****_0***	√	√	√	√
Display unit data latency adjustment register 0	DDLTR0	H'****_****	√	√	√	√
Display unit extensional function control 6 register m	DEF6Rm	H'****_*0**	√	√	√	√
Display unit extensional function control 7 register m	DEF7Rm	H'****_****	√	√	√	√
Display unit domain 1 status register n	DD1SSRn	H'****_****	√	√	√	√
Display unit domain 1 status register clear register n	DD1SRCRn	H'****_****	√	√	√	√
Display unit domain 1 interrupt enable register n	DD1IERn	H'****_****	√	√	√	√
Display unit extensional function control 8 register m	DEF8Rm	H'****_****	√	√	√	√
Display unit output signal fixed level register m	DOFLR0	H'****_***0	—	—	—	√
	DOFLR2	H'****_*0**	√	√	√	—
Display unit input dot clock select register m	DIDSR0	H'****_****	√	√	√	√
Display unit extensional function control 10 register m	DEF10Rm	H'****_****	√	√	√	√
Display unit dither control register m	DDTHCRm	H'****_****	√	√	√	√
Display unit PLL control register m	DPLLCR0	H'****_0000	√	√	√	—
Display unit PLL control 2 register m	DPLLC2R0	H'****_***0	√	√	√	—

(b) Display Timing Generation Register Configuration

Table 36.10 Display Timing Generation Register Configuration (1)

Base address: DU0: H'FEB0_0000 (suffix 0)
DU1: H'FEB3_0000 (suffix 1)
DU2: H'FEB4_0000 (suffix 2) [RZ/G2M V1.3, RZ/G2M V3.0]
DU3: H'FEB7_0000 (suffix 3) [RZ/G2H, RZ/G2N]

						Second Generation RZ/G Series Products			
Register Name	**Abbr.**	**R/W**	**Offset Address**	**Access Size**	**Bit with Internal Update Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Horizontal display start register n	HDSRn	R/W	H'0040	32	All bits	√	√	√	√
Horizontal display end register n	HDERn	R/W	H'0044	32	All bits	√	√	√	√
Vertical display start register n	VDSRn	R/W	H'0048	32	All bits	√	√	√	√
Vertical display end register n	VDERn	R/W	H'004C	32	All bits	√	√	√	√
Horizontal cycle register n	HCRn	R/W	H'0050	32	All bits	√	√	√	√
Horizontal sync width register n	HSWRn	R/W	H'0054	32	All bits	√	√	√	√
Vertical cycle register n	VCRn	R/W	H'0058	32	All bits	√	√	√	√
Vertical sync point register n	VSPRn	R/W	H'005C	32	All bits	√	√	√	√
Equal pulse width register n	EQWRn	R/W	H'0060	32	All bits	√	√	√	—
Serration width register n	SPWRn	R/W	H'0064	32	All bits	√	√	√	—
CLAMP signal start register n	CLAMPSRn	R/W	H'0070	32	All bits	√	√	√	√
CLAMP signal width register n	CLAMPWRn	R/W	H'0074	32	All bits	√	√	√	√
DE signal start register n	DESRn	R/W	H'0078	32	All bits	√	√	√	√
DE signal width register n	DEWRn	R/W	H'007C	32	All bits	√	√	√	√

Table 36.11 Display Timing Generation Register Configuration (2)

Register Name	Abbr.	Power-on Reset	Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Horizontal display start register n	HDSRn	H'****_****	√	√	√	√
Horizontal display end register n	HDERn	H'****_****	√	√	√	√
Vertical display start register n	VDSRn	H'****_****	√	√	√	√
Vertical display end register n	VDERn	H'****_****	√	√	√	√
Horizontal cycle register n	HCRn	H'****_****	√	√	√	√
Horizontal sync width register n	HSWRn	H'****_****	√	√	√	√
Vertical cycle register n	VCRn	H'****_****	√	√	√	√
Vertical sync point register n	VSPRn	H'****_****	√	√	√	√
Equal pulse width register n	EQWRn	H'****_****	√	√	√	—
Serration width register n	SPWRn	H'****_****	√	√	√	—
CLAMP signal start register n	CLAMPSRn	H'****_****	√	√	√	√
CLAMP signal width register n	CLAMPWRn	H'****_****	√	√	√	√
DE signal start register n	DESRn	H'****_****	√	√	√	√
DE signal width register n	DEWRn	H'****_****	√	√	√	√

(c) Display Attribute Register Configuration

Table 36.12 Display Attribute Register Configuration (1)

Base address: DU0: H'FEB0_0000 (suffix 0)
DU1: H'FEB3_0000 (suffix 1)
DU2: H'FEB4_0000 (suffix 2) [RZ/G2M V1.3, RZ/G2M V3.0]
DU3: H'FEB7_0000 (suffix 3) [RZ/G2H, RZ/G2N]

Register Name	Abbr.	R/W	Offset Address	Access Size	Bit with Internal Update Function*	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display off mode output register n	DOORn	R/W	H'0090	32	All bits	√	√	√	√
Color detection register n	CDERn	R/W	H'0094	32	All bits	√	√	√	√
Background plane output register n	BPORn	R/W	H'0098	32	All bits	√	√	√	√
Raster interrupt offset register n	RINTOFSRn	R/W	H'009C	32	All bits	√	√	√	√

Note: The register available code is excluded. There is no internal update function for the register available code.

Table 36.13 Display Attribute Register Configuration (2)

Register Name	Abbr.	Power-on Reset	Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display off mode output register n	DOORn	H'****_****	√	√	√	√
Color detection register n	CDERn	H'****_****	√	√	√	√
Background plane output register n	BPORn	H'****_****	√	√	√	√
Raster interrupt offset register n	RINTOFSRn	H'****_****	√	√	√	√

(d) Display Plane Register Configuration

Table 36.14 Display Plane Register Configuration (1)

Base address: DU0/DU1: H'FEB0_0000 (suffix 0) [DU1 is for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]
DU2/DU3: H'FEB4_0000 (suffix 2) [DU2 is for RZ/G2M V1.3, RZ/G2M V3.0, DU3 is only for RZ/G2H, RZ/G2N]

						Second Generation RZ/G Series Products			
Register Name	**Abbr.**	**R/W**	**Offset Address**	**Access Size**	**Bit with Internal Update Function***	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Plane 1 mode register m	P1MRm	R/W	H'0100	32	All bits	√	√	√	√
Plane 1 display size X register m	P1DSXRm	R/W	H'0110	32	All bits	√	√	√	√
Plane 1 display size Y register m	P1DSYRm	R/W	H'0114	32	All bits	√	√	√	√
Plane 1 display position X register m	P1DPXRm	R/W	H'0118	32	All bits	√	√	√	√
Plane 1 display position Y register m	P1DPYRm	R/W	H'011C	32	All bits	√	√	√	√
Plane 1 display data control 4 register m	P1DDC4Rm	R/W	H'0190	32	All bits	√	√	√	√
Plane 3 mode register m	P3MR0	R/W	H'0300	32	All bits	√	√	√	√
	P3MR2					√	—	√	—
Plane 3 display size X register m	P3DSXR0	R/W	H'0310	32	All bits	√	√	√	√
	P3DSXR2					√	—	√	—
Plane 3 display size Y register m	P3DSYR0	R/W	H'0314	32	All bits	√	√	√	√
	P3DSYR2					√	—	√	—
Plane 3 display position X register m	P3DPXR0	R/W	H'0318	32	All bits	√	√	√	√
	P3DPXR2					√	—	√	—
Plane 3 display position Y register m	P3DPYR0	R/W	H'031C	32	All bits	√	√	√	√
	P3DPYR2					√	—	√	—
Plane 3 display data control 4 register m	P3DDC4R0	R/W	H'0390	32	All bits	√	√	√	√
	P3DDC4R2					√	—	√	—

Note: * The register available code is excluded. There is no internal update function for the register available code.

Table 36.15 Display Plane Register Configuration (2)

Register Name	Abbr.	Power-on Reset	Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Plane 1 mode register m	P1MRm	H'****_****	√	√	√	√
Plane 1 display size X register m	P1DSXRm	H'****_****	√	√	√	√
Plane 1 display size Y register m	P1DSYRm	H'****_****	√	√	√	√
Plane 1 display position X register m	P1DPXRm	H'****_****	√	√	√	√
Plane 1 display position Y register m	P1DPYRm	H'****_****	√	√	√	√
Plane 1 display data control 4 register m	P1DDC4Rm	H'****_****	√	√	√	√
Plane 3 mode register m	P3MR0	H'****_****	√	√	√	√
	P3MR2		√	—	√	—
Plane 3 display size X register m	P3DSXR0	H'****_****	√	√	√	√
	P3DSXR2		√	—	√	—
Plane 3 display size Y register m	P3DSYR0	H'****_****	√	√	√	√
	P3DSYR2		√	—	√	—
Plane 3 display position X register m	P3DPXR0	H'****_****	√	√	√	√
	P3DPXR2		√	—	√	—
Plane 3 display position Y register m	P3DPYR0	H'****_****	√	√	√	√
	P3DPYR2		√	—	√	—
Plane 3 display data control 4 register m	P3DDC4R0	H'****_****	√	√	√	√
	P3DDC4R2		√	—	√	—

(e) External Synchronization Control Register Configuration

Table 36.16 External Synchronization Control Register Configuration (1)

Base address: DU0: H'FEB1_0000 (suffix 0)
DU1: H'FEB3_1000 (suffix 1)
DU2: H'FEB5_0000 (suffix 2) [RZ/G2M V1.3, RZ/G2M V3.0]
DU3: H'FEB7_1000 (suffix 3) [RZ/G2H, RZ/G2N]

						Second Generation RZ/G Series Products			
Register Name	**Abbr.**	**R/W**	**Offset Address**	**Access Size**	**Bit with Internal Update Function***	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
External synchronization control register n	ESCR0	R/W	H'0000	32	None	√	√	√	√
	ESCR1					—	—	—	√
	ESCR2					—	√	—	—
	ESCR3					√	—	√	—
Output signal timing adjustment register n	OTAR0	R/W	H'0004	32	All bits updated with DRES	—	—	—	√
	OTAR1					—	—	—	√
	OTAR2					—	√	—	—
	OTAR3					√	—	√	—

Table 36.17 External Synchronization Control Register Configuration (2)

			Second Generation RZ/G Series Products			
Register Name	**Abbr.**	**Power-on Reset**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
External synchronization control register n	ESCR0	H'****_***0	√	√	√	√
	ESCR1		—	—	—	√
	ESCR2		—	√	—	—
	ESCR3		√	—	√	—
Output signal timing adjustment register n	OTAR0	H'****_****	—	—	—	√
	OTAR1		—	—	—	√
	OTAR2		—	√	—	—
	OTAR3		√	—	√	—

(f) Dual Display Output Control Register Configuration

Table 36.18 Dual Display Output Control Register Configuration (1)

Base address: DU0/DU1: H'FEB1_0000 (suffix 0)
DU2/DU3: H'FEB5_0000 (suffix 2) [DU2 is for RZ/G2M V1.3, RZ/G2M V3.0, DU3 is only for RZ/G2H, RZ/G2N]

Register Name	Abbr.	R/W	Offset Address	Access Size	Bit with Internal Update Function	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display unit output route control register m	DORCRm	R/W	H'1000	32	All bits updated with DRES	√	√	√	√
Display unit plane timing select register m	DPTSR0	R/W	H'1004	32	All bits updated with DRES	√	√	√	√
	DPTSR2					√	—	√	—
Display Superimpose Priority Register 0	DSPR0	R/W	H'1020	32	All bits	√	√	√	√
Display Superimpose Priority Register 1	DSPR1	R/W	H'1024	32	All bits	√	√	√	√
Display Superimpose Priority Register 2	DSPR2	R/W	H'1020	32	All bits	—	√	—	—
Display Superimpose Priority Register 3	DSPR3	R/W	H'1024	32	All bits	√	—	√	—

Table 36.19 Dual Display Output Control Register Configuration (2)

Register Name	Abbr.	Power-on Reset	Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Display unit output route control register m	DORCRm	H'****_****	√	√	√	√
Display unit plane timing select register m	DPTSR0	H'****_****	√	√	√	√
	DPTSR2		√	—	√	—
Display Superimpose Priority Register 0	DSPR0	H'****_**00	√	√	√	√
Display Superimpose Priority Register 1	DSPR1	H'****_**00	√	√	√	√
Display Superimpose Priority Register 2	DSPR2	H'****_***0	—	√	—	—
Display Superimpose Priority Register 3	DSPR3	H'****_***0	√	—	√	—

(g) YC-RGB Conversion Coefficient Register Configuration

Table 36.20 YC-RGB Conversion Coefficient Register Configuration (1)

Base address: DU0/DU1: H'FEB1_4000 (suffix 0)
DU2/DU3: H'FEB5_4000 (suffix 2) [DU2 is for RZ/G2M V1.3, RZ/G2M V3.0, DU3 is only for RZ/G2H, RZ/G2N]

Register Name	Abbr.	R/W	Offset Address	Access Size	Bit with Internal Update Function	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Y normalization coefficient register m	YNCRm	R/W	H'80	32	All bits	√	√	√	√
Y normalization offset register m	YNORm	R/W	H'84	32	All bits	√	√	√	√
Cr normalization offset register m	CRNORm	R/W	H'88	32	All bits	√	√	√	√
Cb normalization offset register m	CBNORm	R/W	H'8C	32	All bits	√	√	√	√
Red Cr coefficient register m	RCRCRm	R/W	H'90	32	All bits	√	√	√	√
Green Cr coefficient register m	GCRCRm	R/W	H'94	32	All bits	√	√	√	√
Green Cb coefficient register m	GCBCRm	R/W	H'98	32	All bits	√	√	√	√
Blue Cb coefficient register m	BCBCRm	R/W	H'9C	32	All bits	√	√	√	√

Table 36.21 YC-RGB Conversion Coefficient Register Configuration (2)

Register Name	Abbr.	Power-on Reset	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Y normalization coefficient register m	YNCRm	H'*800_*800	√	√	√	√
Y normalization offset register m	YNORm	H'**00_**00	√	√	√	√
Cr normalization offset register m	CRNORm	H'**80_**80	√	√	√	√
Cb normalization offset register m	CBNORm	H'**80_**80	√	√	√	√
Red Cr coefficient register m	RCRCRm	H'*AF0_*AF0	√	√	√	√
Green Cr coefficient register m	GCRCRm	H'*590_*590	√	√	√	√
Green Cb coefficient register m	GCBCRm	H'*2B0_*2B0	√	√	√	√
Blue Cb coefficient register m	BCBCRm	H'*DE0_*DE0	√	√	√	√

36.1.5 Connected Module

Table 36.22 Connected Module

Module name	Connected module name	Function of connected module	Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DU	DPLL	Output dot clock	√	√	√	—
	APB	Control to register access	√	√	√	√
	VSP	Output image data	√	√	√	√
	LVDS-IF	Input display data and control signals, after that output LVDS signals	√	√	√	√
	HDMI-IF	Input display data and control signals, after that output HDMI signals	√	√	√	—
	DPAD	Input display data and control signals, after that output digital RGB and YC format data	√	√	√	√
	CPG	Output system clocks and dot clock.	√	√	√	√
	PFC	Select the external pins	√	√	√	√
	Module Standby	Control to stop clocks	√	√	√	√
	Software Reset	Execute software reset	√	√	√	√

36.2 Register Description

Legend for Register Description

Initial value: Register value after a reset.

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. The write value should always be 0.

R1: Read-only. The write value should always be 1.

—/W: Write-only. The read value is undefined.

Plane p: Indicates plane 1 and plane 3

Note: Do not access locations that appear empty in the address map. Operation is not guaranteed in case of access to change the value at any location other than those of the registers listed in Table 36.8 to Table 36.21.

36.2.1 Display Unit System Control Registers

(1) Display Unit System Control Register n (DSYSRn)

Note: n = 0 and 2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
n = 0 [RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB0_0000, DU2: H'FEB4_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	ILTS/ —*1	—	—	—	—	—	—	—	—	—	—	—	—	IUPD *2
Initial value:	—	—	0/—*1	—	—	—	—	—	—	—	—	—	—	—	—	0
R/W:	R	R	R/W*1	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	DRES *2	DEN *2	TVM		SCM		—	—	—	—
Initial value:	—	—	—	—	—	—	1	0	1	0	0	0	—	—	—	—
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Notes: 1. For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.
2. Bits 16, 9, and 8 in DSYSR0 are shared by the DU0 and DU1. For RZ/G2H, bits 16, 9, and 8 in DSYSR2 are shared by the DU2 and DU3. For RZ/G2H, RZ/G2N, bits 16, 9, and 8 in DSYSR2 are shared by the DU3.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31, 30	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
29	ILTS	B'0	R/W	Not available	Input Pad Latch Timing Select [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] To enable this bit, the DEFE bit in DEFRn should be set to 1. In the initial state, this bit is fixed to 0. 0: A signal of the input pad is latched at the DCLKIN rising edge. 1: A signal of the input pad is latched at the DCLKIN falling edge. Electrical characteristics do not apply.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
28 to 17	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
16	IUPD	B'0	R/W	Not available	Internal Updating Disable When DRES = 1, internal register updating occurs regardless of this bit setting. For details on internal updating, see section 36.1.4(2), Internal Update. 0: Internal register updating occurs for each vertical synchronous signal (VSYNC) assertion. 1: If this bit is set to 1, internal register updating does not occur. • If this bit is set to 0, register updating occurs according to the next vertical synchronous signal (VSYNC). • This bit is shared by the DU0 and DU1. For , this bit is shared by the DU2 and DU3. For RZ/G2N, RZ/G2H, this bit is shared by the DU3.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
15 to 10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
9	DRES	B'1	R/W	Not available	Display Reset
8	DEN	B'0	R/W	Available	Display Enable B'00: Display synchronous operation starts. If any register has not been set yet, the DU may perform unexpected operation, thus set DRES to 0 after setting all registers in the DU. For DEN = 0, the display data becomes values set with the DOORn. B'01: Display synchronous operation starts. If any register has not been set yet, the DU may perform unexpected operation, thus set DRES = 0, DEN = 1 after setting all registers in the DU. To re-set DRES to 1 following the start of operations for synchronization of the display with this setting, proceed with steps 1 and 2 in section 36.4.2, Transition to Module Standby Mode before doing so. For DEN = 1, the display data becomes values stored on the unified memory from the next frame. B'10: Display operation stops.[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Display operation and synchronization operation stop. The set values except for the following bits in DSSRn are retained. In this setting, the following operations occur: 1. All 0s are output as display data. 2. The following bits of DSSRn are cleared to 0: TV synchronization signal error flag (TVR) Frame flag (FRM) Vertical blanking flag (VBK) Raster interrupt flag (RINT) Horizontal blanking flag (HBK) 3. HSYNC, VSYNC, and ODDF pins function as inputs. However, the ODDF pin functions as a CLAMP output when the ODPM bit in DSMRn is 1. B'10: Display operation stops. [RZ/G2E] Display operation and synchronization operation stop. The set values except for the following bits in DSSRn are retained. In this setting, the following operations occur: 1. All 0s are output as display data. 2. The following bits of DSSRn are cleared to 0: Vertical blanking flag (VBK) Raster interrupt flag (RINT) Horizontal blanking flag (HBK) B'11: Setting prohibited • This bit is shared by the DU0 and DU1. For , this bit is shared by the DU2 and DU3. For RZ/G2N, RZ/G2H, this bit is shared by the DU3.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
7, 6	TVM	B’10	R/W	Not available	TV Synchronized Mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B’00: Master Mode HSYNC, VSYNC, and CSYNC are output. B’01: Sync Method Switching Mode. Use this mode if necessary when switching from TV synchronized mode to master mode or vice versa is performed. In this mode, display operation forcibly stops and the DISP pin outputs the low level. Moreover, clock supply to DCLKIN can be stopped (input invalid) (the inside of the LSI is fixed to the high level). The EXHSYNC, EXVSYNC, and EXODDF pins are used as input pins. B’10: TV Sync Mode EXHSYNC, EXVSYNC, and EXODDF are input. When the ODPM bit in DSMRn* is set to 1, the ODDF pin functions as an output pin. B’11: Setting prohibited
					TV Synchronized Mode [RZ/G2E] B’00: Master Mode others: Setting prohibited
5, 4	SCM	B’00	R/W	Not available	Scan Mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B’00: Non-interlaced mode B’01: Setting prohibited B’10: Interlace sync mode B’11: Interlace sync & video mode
					Scan Mode [RZ/G2E] B’00: Non-interlaced mode others: Setting prohibited
3 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Note: * n = 0 and 2 [RZ/G2M V1.3, RZ/G2M V3.0]
n = 0 [RZ/G2H, RZ/G2N, RZ/G2E]

(2) Display Unit System Control Register n (DSYSRn)

Note: n = 1 and 3 [RZ/G2H, RZ/G2N]
n = 1 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU1: H'FEB3_0000, DU3: H'FEB7_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	ILTS1/ —*	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	0/—*	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R/W*	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TVM1		SCM1		—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	1	0	0	0	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31, 30	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
29	ILTS1	B'0	R/W	Not available	Input Pad Latch Timing Select 1 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] To enable this bit, the DEFE bit in DEFRn should be set to 1. In the initial state, this bit is fixed to 0. 0: A signal of the input pad is latched at the DCLKIN rising edge. 1: A signal of the input pad is latched at the DCLKIN falling edge. Electrical characteristics do not apply.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
28 to 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
7, 6	TVM1	B’10	R/W	Not available	TV Synchronized Mode 1 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B’00: Master Mode HSYNC, VSYNC, and CSYNC are output. B’01: Sync Method Switching Mode. Use this mode if necessary when switching from TV synchronized mode to master mode or vice versa is performed. In this mode, display operation forcibly stops and the DISP pin outputs the low level. Moreover, clock supply to DCLKIN can be stopped (input invalid) (the inside of the LSI is fixed to the high level). The EXHSYNC, EXVSYNC, and EXODDF pins are used as input pins. B’10: TV Sync Mode EXHSYNC, EXVSYNC, and EXODDF are input. When the ODPM bit in DSMRn* is set to 1, the ODDF pin functions as an output pin. B’11: Setting prohibited TV Synchronized Mode 1[RZ/G2E] 00: Master Mode other: Setting prohibited
5, 4	SCM1	B’00	R/W	Not available	Scan Mode 1[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B’00: Non-interlaced mode B’01: Setting prohibited B’10: Interlace sync mode B’11: Interlace sync & video mode Scan Mode 1 [RZ/G2E] 00: Non-interlaced mode other: Setting prohibited
3 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Note: * n = 1 and 3 [RZ/G2H, RZ/G2N]
n = 1 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

(3) Display Unit Mode Register n (DSMRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB0_0004, DU1: H'FEB3_0004, DU2: H'FEB4_0004, DU3: H'FEB7_0004

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	VSPM/ —*	ODPM	DIPM		CSPM	—	—	—	—	DIL	VSL	HSL	DDIS
Initial value:	—	—	—	0/—*	0	0	0	0	—	—	—	—	0	0	0	0
R/W:	R	R	R	R/W*	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CDEL	CDEM		CDED	—	—	—	ODEV/ —*	CSY/ —*		—	—	—	—	—	—
Initial value:	0	0	0	0	—	—	—	0/—*	0/—*	0/—*	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R	R	R	R/W*	R/W*	R/W*	R	R	R	R	R	R

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

For RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, all bit in this register setting is also available for the display data output via the LVDS-IF. Bit 24, 18 and 17 in this register setting is also available for the display data output via the HDMI-IF.

For RZ/G2E, all bit in this register setting is also available for the display data output via the LVDS-IF.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 29	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
28	VSPM	B'0	R/W	DRES	VSYNC Pin Mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: The VSYNC signal is output to the VSYNC pin. 1: The CSYNC signal is output to the VSYNC pin. In case of the output via the DPAD, "VSYNC pin" refers to the DU_VSYNC/DU_EXVSYNC pin indicated in Table 36.3 and Table 36.4. In case of the output via the LVDS-IF, "VSYNC pin" connected with the VSYNC signal of the LVDS-IF.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
27	ODPM	B’0	R/W	DRES	ODDF Pin Mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: The ODDF signal is output to the ODDF pin. 1: The CLAMP signal is output to the ODDF pin. Even if bits 7 and 6 in DSYSRn indicate TV synchronized mode, the ODDF pin becomes an output. In case of the output via the DPAD, "ODDF pin" refers to the DU_ODDF/DU_EXODDF pin indicated in Table 36.3 and Table 36.4. In case of the output via the LVDS-IF, "ODDF pin" connected with the Odd/even signal of the LVDS-IF.
					DU_DISP_CDE Pin Mode [RZ/G2E] 0: The DU_DISP_CDE pin is fixed to 0. 1: The CLAMP signal is output to the DU_DISP_CDE pin. In case of the output via the DPAD, "DU_DISP_CDE pin" refers to the DU_DISP_CDE pin indicated in Table 36.5. In case of the output via the LVDS-IF, "DU_DISP_CDE pin" connected with the Odd/even signal of LVDS-IF.
26, 25	DIPM	B’00	R/W	DRES	DISP Pin Mode[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B’00: The DISP signal is output to the DISP pin. B’01: The CSYNC signal is output to the DISP pin. B’10: Setting prohibited. (Fixed to 0.) B’11: The DE signal is output to the DISP pin. In case of the output via the DPAD, "DISP pin" refers to the DU_DISP pin indicated in Table 36.3 and Table 36.4. In case of the output via the LVDS-IF, "DISP pin" connected with the DISP signal of the LVDS-IF.
					DISP Pin Mode [RZ/G2E] B’00: The DISP signal is output to the DISP pin. B’01: Setting prohibited. B’10: Setting prohibited. (Fixed to 0.) B’11: The DE signal is output to the DISP pin. In case of the output via the DPAD, "DISP pin" refers to the DU_DISP pin indicated in Table 36.5. In case of the output via the LVDS-IF, "DISP pin" connected with the DISP signal of the LVDS-IF.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
24	CSPM	B'0	R/W	DRES	CSYNC Pin Mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] This description is the specification in case of the output via the DPAD and the LVDS-IF. 0: The CSYNC signal is output to the CSYNC pin. 1: The HSYNC signal is output to the CSYNC pin. In case of the output via the DPAD, "CSYNC pin" refers to the DU_HSYNC/DU_EXHSYNC pin indicated in Table 36.3 and Table 36.4. In case of the output via the LVDS-IF, "CSYNC pin" connected with the HSYNC signal of the LVDS-IF.
					CSYNC Pin Mode [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] This description is the specification in case of the output via the HDMI-IF. 0: Setting prohibited. (Initial value) 1: The HSYNC signal is output to the HSYNC pin. "HSYNC pin" connected with the HSYNC signal of the HDMI-IF.
					HSYNC Pin Mode [RZ/G2E] 0: Setting prohibited (Initial value) 1: The HSYNC signal is output to the HSYNC pin. In case of the output via the DPAD, "HSYNC pin" refers to the DU_HSYNC pin indicated in Table 36.5. In case of the output via the LVDS-IF, "HSYNC pin" connected with the HSYNC signal of the LVDS-IF.
23 to 20	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
19	DIL	B'0	R/W	DRES	DISP Polarity Select 0: The DISP signal becomes a high level during display period. 1: The polarity of the DISP signal is inverted.
18	VSL	B'0	R/W	DRES	VSYNC Polarity Select 0: The VSYNC signal becomes active low. 1: The polarity of VSYNC is inverted.
17	HSL	B'0	R/W	DRES	HSYNC Polarity Select 0: The HSYNC signal becomes active low. 1: The polarity of the HSYNC signal is inverted.
16	DDIS	B'0	R/W	Available	DISP Disable 0: The DISP signal is output. 1: The DISP signal is not output.
15	CDEL	B'0	R/W	Available	CDE Polarity Select 0: The CDE signal becomes high when the CDERn match. 1: The polarity of the CDE signal is inverted.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
14, 13	CDEM	B'00	R/W	Available	CDE Output Mode B'00: The CDE signal is output as is. B'01: The CDE signal is output as is. B'10: The low level is output outside the display period. B'11: The high level is output outside the display period.
12	CDED	B'0	R/W	Available	CDE Disable 0: The CDE signal is output. 1: The CDE signal output is prohibited.
11 to 9	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
8	ODEV	B'0	R/W	Available	Odd Even Location for ODDF Signal [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: The odd field (ODDF = low) is located in the first half of the same frame of the interlace display. 1: The odd field (ODDF = low) is located in the second half of the same frame of the interlace display.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
7, 6	CSY	B'00	R/W	Available	CSYNC Mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B'00: A waveform obtained by performing exclusive logical OR for VSYNC and HSYNC is output as CSYNC. B'01: Setting prohibited B'10: During intervals of 3 rasters from the VSYNC falling edge, the equalizing pulse is output. After that, during intervals of 3 rasters, the serration pulse is output. After that, during intervals of 3 rasters, the equalizing pulse is output. During other intervals, the HSYNC waveform is output as CSYNC. B'11: After 1/2 rasters from the VSYNC falling edge, the equalizing pulse is output during intervals of 2.5 rasters. After that, during intervals of 2.5 rasters, the serration pulse is output. After that, during intervals of 2.5 rasters, the equalizing pulse is output. During other intervals, the HSYNC waveform is output as CSYNC.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
5 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(4) Display Unit Status Register n (DSSRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB0_0008, DU1: H'FEB3_0008, DU2: H'FEB4_0008, DU3: H'FEB7_0008

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TVR/—*	FRM/—*	—	—	VBK	—	RINT	HBK	—	—	—	—	—	—	—	—
Initial value:	0/—*	0/—*	—	—	0	—	0	0	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
15	TVR	B'0	R	Not available	TV Synchronization Error Flag [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Indicates that, after the TVR bit is cleared with the DRES bit in DSYSRn or the TVCL bit in DSRCRn, the EXVSYNC rising edge is detected every time within the vertical cycle determined with the setting of the VCRn. 1: Indicates that, in TV synchronized mode, the EXVSYNC rising edge was not detected within the vertical cycle determined with the setting of the VCRn. The TVR bit retains its status until it is cleared with the DRES or TVCL bit.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
14	FRM	B'0	R	Not available	Frame Flag [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Indicates the period from the time when the FRM bit is cleared by the DRES bit in DSYSRn or by the FRCL bit in DSRCRn to the time when display of the next field is completed in the non-interlaced mode, or when display of the next even field is completed in interlace sync mode or interlace sync & video mode. 1: Indicates the period (in units of frames) from the start of the vertical blanking period of the first even field after the FRM bit is cleared by the DRES or FRCL bit, to the time when the FRM bit is cleared again.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
13, 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
11	VBK	B'0	R	Not available	Vertical Blanking Flag 0: Indicates the period from the time when the VBK bit is cleared by the DRES bit in DSYSRn or by the VBCL bit in DSRCRn to the time when display of the next field is completed. 1: Indicates the period (in units of fields) from the start of the first vertical blanking period after the VBK bit is cleared by the DRES or VBCL bit, to the time when the VBK bit is cleared again.
10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
9	RINT	B'0	R	Not available	Raster Interrupt Flag 0: Indicates the period from the time when the RINT bit is cleared by the DRES bit in DSYSRn or by the RICL bit in DSRCRn to the time when the period of the rasters set in the RINTOFSRn has elapsed after the beginning of the next field display. 1: Indicates the period from the time when the period of the RINTOFSRn has elapsed after the beginning of the next field display after the RINT bit is cleared by the DRES or RICL bit, to the time when the RINT bit is cleared again.
8	HBK	B'0	R	Not available	Horizontal Blanking Flag 0: Indicates the period from the time when the HBK bit is cleared by the DRES bit in DSYSRn or by the HBCL bit in DSRCRn to the time of the next HSYNC assertion. 1: Indicates the period from the start of the first horizontal blanking period after the HBK bit is cleared by the DRES or HBCL bit, to the time when the HBK bit is cleared again.
7 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(5) Display Unit Status Register Clear Register n (DSRCRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB0_000C, DU1: H'FEB3_000C, DU2: H'FEB4_000C, DU3: H'FEB7_000C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TVCL/ —*	FRCL/ —*	—	—	VBCL	—	RICL	HBCL	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	R	R	—/W	R	—/W	—/W	R	R	R	R	R	R	R	R

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
15	TVCL	—	—/W	Not available	TV Synchronization Signal Error Flag Clear [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Does not change the TVR flag in DSSRn. 1: Clears the TVR flag in DSSRn.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
14	FRCL	—	—/W	Not available	Frame Flag Clear [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Does not change the FRM flag in DSSRn. 1: Clears the FRM flag in DSSRn.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
13, 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
11	VBCL	—	—/W	Not available	Vertical Blanking Flag Clear 0: Does not change the VBK flag in DSSRn. 1: Clears the VBK flag in DSSRn.
10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
9	RICL	—	—/W	Not available	Raster Interrupt flag clear 0: Does not change the RINT flag in DSSRn. 1: Clears the RINT flag in DSSRn.
8	HBCL	—	—/W	Not available	HBK flag clear 0: Does not change the HBK flag in DSSRn. 1: Clears the HBK flag in DSSRn.
7 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(6) Display Unit Interrupt Enable Register n (DIERn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB0_0010, DU1: H'FEB3_0010, DU2: H'FEB4_0010, DU3: H'FEB7_0010

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TVE/—*	FRE/—*	—	—	VBE	—	RIE	HBE	—	—	—	—	—	—	—	—
Initial value:	0/—*	0/—*	—	—	0	—	0	0	—	—	—	—	—	—	—	—
R/W:	R/W*	R/W*	R	R	R/W	R	R/W	R/W	R	R	R	R	R	R	R	R

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

The DIERn allows the generation of interrupts for the CPU by aspects of the internal state of the DU as reflected in bits of DSSRn as the sources. When a bit of this register is set, setting of the bit in the same position within DSSRn will lead to the generation of an interrupt for the CPU.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
15	TVE	B'0	R/W	Not available	TV Synchronization Signal Error Interrupt Enable [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Disables the TVR flag interrupt of DSSRn. 1: Enables the TVR flag interrupt of DSSRn.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
14	FRE	B'0	R/W	Not available	Frame Flag Interrupt Enable [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Disables the FRM flag interrupt of DSSRn. 1: Enables the FRM flag interrupt of DSSRn.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
13, 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
11	VBE	B'0	R/W	Not available	Vertical Blanking Flag Interrupt Enable 0: Disables the VBK flag interrupt of DSSRn. 1: Enables the VBK flag interrupt of DSSRn.
10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
9	RIE	B'0	R/W	Not available	Raster Interrupt Flag Interrupt Enable 0: Disables the RINT flag interrupt of DSSRn. 1: Enables the RINT flag interrupt of DSSRn.
8	HBE	B'0	R/W	Not available	HBK Flag Interrupt Enable 0: Disables the HBK flag interrupt of DSSRn. 1: Enables the HBK flag interrupt of DSSRn.
7 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

The following are conditions, based on DSSRn and DIERn, for issuing an interrupt to the CPU from the DUn.
Conditions for issuing an interrupt from each DU = a + b + c + d + e [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
Conditions for issuing an interrupt from each DU = c + d + e [RZ/G2E]

- a = TVR & TVE
- b = FRM & FRE
- c = VBK & VBE
- d = RINT & RIE
- e = HBK & HBE

(7) Display Unit Domain 1 Status Register n (DD1SSRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB2_0008, DU1: H'FEB2_8008, DU2: H'FEB6_0008, DU3: H'FEB6_8008

The specifications shown in section (4), Display Unit Status Register n (DSSRn), are also applied to this register.

(8) Display Unit Domain 1 Status Register Clear Register n (DD1SRCRn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB2_000C, DU1: H'FEB2_800C, DU2: H'FEB6_000C, DU3: H'FEB6_800C

The specifications shown in section (5), Display Unit Status Register Clear Register n (DSRCRn), are also applied to this register.

(9) Display Unit Domain 1 Interrupt Enable Register n (DD1IERn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB2_0010, DU1: H'FEB2_8010, DU2: H'FEB6_0010, DU3: H'FEB6_8010

The specifications shown in section (6), Display Unit Interrupt Enable Register n (DIERn), are also applied to this register.

(10) Display Plane Priority Register 0 (DPPR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_0018

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DPE2/—*	DPS2/—*			DPE1	DPS1		
Initial value:	—	—	—	—	—	—	—	—	0/—*	0/—*	0/—*	1/—*	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W*	R/W*	R/W*	R/W*	R/W	R/W	R/W	R/W

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

- Defines the order of planes in image superimposition and turns the display of planes on or off
- When the DPRS bit in DORCR0 is 0, this register is enabled, all plane display can be turn on.
- This register can only be used to set the priority order for superimposition processor 0. To use superimposition processor 1, set the DPRS bit in DORCR0 to 1 and make other settings as required in the DSPR1.
- After setting a desired value in a register listed in section 36.2.4 Display Plane Registers, set the corresponding bit in DPPR0 (bit 7 or 3) to 1.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 8	—	—	R	—	Reserved. The read value is undefined. The write value should always be 0.
7	DPE2	B'0	R/W	Available	Display Plane Priority 2 Enable
6 to 4	DPS2	B'001	R/W	Available	Display Plane Priority 2 Select B'1000: Assigns priority 2 to plane 1 and displays plane 1. B'1001: Setting prohibited. B'1010: Assigns priority 2 to plane 3 and displays plane 3. B'1011: Setting prohibited. B'1100: Setting prohibited. B'1101: Setting prohibited. B'1110: Setting prohibited. B'1111: Setting prohibited. Others: Priority 2 is not displayed.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
3	DPE1	B'0	R/W	Available	Display Plane Priority 1 Enable
2 to 0	DPS1	B'000	R/W	Available	Display Plane Priority 1 Select B'1000: Assigns priority 1 to plane 1 and displays plane 1. B'1001: Setting prohibited. B'1010: Assigns priority 1 to plane 3 and displays plane 3. B'1011: Setting prohibited. B'1100: Setting prohibited. B'1101: Setting prohibited. B'1110: Setting prohibited. B'1111: Setting prohibited. Others: Priority 1 is not displayed.

(11) Display Plane Priority Register 2 (DPPR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	—	—

Address: DU2/DU3: H'FEB4_0018

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	DPE1	DPS1		
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

- Defines the order of planes in image superimposition and turns the display of planes on or off
- When the DPRS bit in DORCR2 is 0, this register is enabled, all plane display can be turn on.
- This register can only be used to set the priority order for superimposition processor 2. To use superimposition processor 3, set the DPRS bit in DORCR2 to 1 and make other settings as required in the DSPR3.
- After setting a desired value in a register listed in section 36.2.4 Display Plane Registers, set the corresponding bit in DPPR2 (bit 7 or 3) to 1.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 8	—	—	R	—	Reserved. The read value is undefined. The write value should always be 0.
7 to 4	—	—	R	—	Reserved. [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
3	DPE1	B'0	R/W	Available	Display Plane Priority 1 Enable [RZ/G2M V1.3, RZ/G2M V3.0]
2 to 0	DPS1	B'000	R/W	Available	Display Plane Priority 1 Select [RZ/G2M V1.3, RZ/G2M V3.0] B'1000: Assigns priority 1 to plane 1 and displays plane 1. B'1001: Setting prohibited. B'1010: Setting prohibited. B'1011: Setting prohibited. B'1100: Setting prohibited. B'1101: Setting prohibited. B'1110: Setting prohibited. B'1111: Setting prohibited. Others : Priority 1 is not displayed.

(12) Display Unit Extensional Function Control Register n (DEFRn)

Note: n = 0 and 2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
n = 0 [RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB0_0020, DU2: H'FEB4_0020

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	EXSL/ —*	EXVL/ —*	—	—*/ DODF		—	—	EXUP	VCUP	—	—	—	DEFE
Initial value:	—	—	—	0/—*	0/—*	—	—*/0	—*/0	—	—	0	0	—	—	—	0
R/W:	R	R	R	R/W*	R/W*	R	R/W*	R/W*	R	R	R/W	R/W	R	R	R	R/W

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DEFRn* Enabling Code (register available code) For a value written to DEFRn* to be effective, the value must include H'7773 in these bits.
15 to 13	—	—	R	—	Reserved. The read value is undefined. The write value should always be 0.
12	EXSL	B'0	R/W	DRES	External Sync Signal Select [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: External SYNC signals (EXVSYNC, EXHSYNC) allow signals from the pins to be directly read in terms of post-division clocks. 1: External SYNC signals (EXVSYNC, EXHSYNC) allow the signals that were read in terms of pre-division clock to be read again as post-division clocks. For RZ/G2H, RZ/G2N, these bits are not provided in DEFR2.
	—	—	R	—	Reserved.[RZ/G2E] The read value is undefined. The write value should always be 0.
11	EXVL	B'0	R/W	Not available	External Vsync Latch Select [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: External VSYNC signal (EXVSYNC) allows the signal from the pin to be latched every clock cycle. 1: External VSYNC signal (EXVSYNC) allows the signal from the pin to be latched at the rising edge of the external HSYNC signal. For RZ/G2H, RZ/G2N, these bits are not provided in DEFR2.
	—	—	R	—	Reserved.[RZ/G2E] The read value is undefined. The write value should always be 0.
10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
9, 8	—	—	R	—	Reserved [RZ/G2H, RZ/G2N] The read value is undefined. The write value should always be 0.
	DODF	B’00	R/W	DRES	Display Output Data Format. [RZ/G2M V1.3, RZ/G2M V3.0] B’00: Sets the DU2 display output to RGB data format. B’01: Setting prohibited B’10: Sets the DU2 display output to non-multiplexed YC data format. Y (luminance) and C (chrominance) are output in parallel. B’11: Sets the DU2 display output to multiplexed YC data format. Y (luminance) and C (chrominance) are output in multiplexed format. For YC data format, set to 1 the YCDF0 and VSPF0 bits in DEF10R2. When YC format is displayed by timing as shown in Figure 36.12 and Figure 36.15, set to 1 bits DCKOSEL and FRQSEL (division by 2) in ESCR2. Non-multiplexed YC format can be displayed in Figure 36.13 and Figure 36.14, this setting is not required. These bits are not provided in DEFR0.
					Display Output Data Format. [RZ/G2E] B’00: Sets the DU0 display output to RGB data format. B’01: Setting prohibited B’10: Sets the DU0 display output to non-multiplexed YC data format. Y (luminance) and C (chrominance) are output in parallel. B’11: Sets the DU0 display output to multiplexed YC data format. Y (luminance) and C (chrominance) are output in multiplexed format. For YC data format, set to 1 the YCDF0 and VSPF0 bits in DEF10R0. When YC format is displayed by timing as shown in Figure 36.12 and Figure 36.15, set to 1 bits DCKOSEL and FRQSEL (division by 2) in ESCR0. Non-multiplexed YC format can be displayed in Figure 36.13 and Figure 36.14, this setting is not required.
7, 6	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
5	EXUP	B’0	R/W	DRES	External Updating Mode 0: Internally updates the internal update function bit. 1: Externally updates the internal update function bit without updating it internally. This bit takes precedence over the IUPD bit in DSYSRn.
4	VCUP	B’0	R/W	DRES	Vertical Cycle Register Update Timing Select 0: The internal updating is based on the falling VSYNC. 1: The internal updating is based on the rising VSYNC. By setting the internal updating of the vertical scanning cycle register as a VSYNC rise, any disturbance of VSYNC signals during vertical scanning cycle register switching can be prevented. For RZ/G2H, RZ/G2N, this bit is not provided in DEFR2.
3 to 1	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
0	DEFE	B'0	R/W	DRES	Display Unit Extensional Function Enable 0: Disables the extensional functions 1: Enables the following extensional functions: Enables bits 27 and 26 in PpMRm. Enables bits 25 and 5 in ESCRn. Enables bit 29 in DSYSRn.

Note: * n = 0 and 2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
n = 0 [RZ/G2E]

(13) Display Unit Extensional Function Control Register n (DEFRn)

Note: n = 1 and 3 [RZ/G2H, RZ/G2N]
n = 1 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU1: H'FEB3_0020, DU3: H'FEB7_0020

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	EXSL1/ —*	EXV1L/ —*	—	DODF1/—*		—	—	—	VCUP1	—	—	—	—
Initial value:	—	—	—	0	0	—	0/—*	0/—*	—	—	—	0	—	—	—	—
R/W:	R	R	R	R/W	R/W	R	R/W*	R/W*	R	R	R	R/W	R	R	R	R

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DEFRn* Enabling Code (register available code) For a value written to DEFRn* to be effective, the value must include H'7773 in these bits.
15 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12	EXSL1	B'0	R/W	DRES	External Sync Signal Select 1[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: External SYNC signals (EXVSYNC, EXHSYNC) allow signals from the pins to be directly read in terms of post-division clocks. 1: External SYNC signals (EXVSYNC, EXHSYNC) allow the signals that were read in terms of pre-division clock to be read again as post-division clocks.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
11	EXV1L	B'0	R/W	Not available	External Vsync Latch Select 1[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: External VSYNC signal (EXVSYNC) allows the signal from the pin to be latched every clock cycle. 1: External VSYNC signal (EXVSYNC) allows the signal from the pin to be latched at the rising edge of the external HSYNC signal.
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
9, 8	DODF1	B’00	R/W	DRES	Display Output Data Format. [RZ/G2H, RZ/G2N] B’00: Sets the DU3 display output to RGB data format. B’01: Setting prohibited B’10: Sets the DU3 display output to non-multiplexed YC data format. Y (luminance) and C (chrominance) are output in parallel. B’11: Sets the DU3 display output to multiplexed YC data format. Y (luminance) and C (chrominance) are output in multiplexed format. For YC data format, set to 1 the YCDF1 and VSPF1 bits in DEF10R2. When YC format is displayed by timing as shown in Figure 36.12 and Figure 36.15, set to 1 bits DCKOSEL and FRQSEL (division by 2) in ESCR3. Non-multiplexed YC format can be displayed in Figure 36.13 and Figure 36.14, this setting is not required. These bits are not provided in DEFR1.
					Display Output Data Format. [RZ/G2E] B’00: Sets the DU1 display output to RGB data format. B’01: Setting prohibited B’10: Sets the DU1 display output to non-multiplexed YC data format. Y (luminance) and C (chrominance) are output in parallel. B’11: Sets the DU1 display output to multiplexed YC data format. Y (luminance) and C (chrominance) are output in multiplexed format. For YC data format, set to 1 the YCDF1 and VSPF1 bits in DEF10R0 When YC format is displayed by timing as shown in Figure 36.12 and Figure 36.15, set to 1 bits DCKOSEL and FRQSEL (division by 2) in ESCR1 Non-multiplexed YC format can be displayed in Figure 36.13 and Figure 36.14, this setting is not required.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
7 to 5	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
4	VCUP1	B’0	R/W	DRES	Vertical cycle register update timing select 0: The internal updating is based on the falling VSYNC. 1: The internal updating is based on the rising VSYNC. By setting the internal updating of the vertical scanning cycle register as a VSYNC rise, any disturbance of VSYNC signals during vertical scanning cycle register switching can be prevented.
3 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Note: * n = 1 and 3 [RZ/G2H, RZ/G2N]
n = 1 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

(14) Display Unit Extensional Function Control 5 Register m (DEF5Rm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_00E0, DU2/DU3: H'FEB4_00E0

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE								—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	YCRGB1		YCRGB0		—	—	—	—	—	—	—	—	—	—	—	DEFE5
Initial value:	0/—*	0/—*	0	0	—	—	—	—	—	—	—	—	—	—	—	0
R/W:	R/W*	R/W*	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	CODE	—	—/W	Not available	DEF5Rm Enabling Code (register available code) For a value written to DEF5Rm to be effective, the value must include H'66 in these bits.
23 to 16	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
15, 14	YCRGB1	B'00	R/W	Available	YC-RGB Select 1 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E] B'00: YC-RGB conversion is not performed after superimposing in superimposition processor s*1. B'01: YC-RGB conversion is performed for the superimposed result of priority levels 1 and 2 in superimposition processor s*1. B'10: Setting prohibited. B'11: Setting prohibited. When YC-RGB conversion is performed, the functions of color detection in section 36.3.13 Color Detection cannot be used. For RZ/G2M V1.3, RZ/G2M V3.0, these bits are not provided in DEF5R2.
13, 12	YCRGB0	B'00	R/W	Available	YC-RGB Select 0 B'00: YC-RGB conversion is not performed after superimposing in superimposition processor s*2. B'01: YC-RGB conversion is performed for the superimposed result of priority levels 1 and 2 in superimposition processor s*2. B'10: Setting prohibited. B'11: Setting prohibited. When YC-RGB conversion is performed, the functions of color detection in section 36.3.13 Color Detection cannot be used. For RZ/G2H, RZ/G2N, these bits are not provided in DEF5R2.
11 to 1	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
0	DEFE5	B'0	R/W	DRES	Display Unit Extensional Function Enable 5 0: Extensional functions are disabled. 1: Extensional functions are enabled. The following extensional function is enabled. The number of bits is increased by one for the following registers: Display timing generation registers HDSRn, HDERn, VDERn, HCRn, VCRn, VSPRn, CLAMPSRn, CLAMPWRn, DESRn, and DEWRn Display attribute registers RINTOFSRn Display plane registers PpDSXRm, PpDSYRm, PpDPXRm, and PpDPYRm

Notes: 1. s = 1 and 3 [RZ/G2H, RZ/G2N]
s = 1 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]
2. s = 0 and 2 [RZ/G2M V1.3, RZ/G2M V3.0]
s = 0 [RZ/G2H, RZ/G2N, RZ/G2E]

(15) Display Unit Data Latency Adjustment Register 0 (DDLTR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB0_00E4

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	DLAY1	—	—	—	DLAY0	—
Initial value:	—	—	—	—	—	—	—	—	—	—	0	—	—	—	0	—
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R

This register is used to adjust the latency of two display data items output from the DU0 and DU1 when two image data items are output from the LVDS-IF on both edges (rising and falling edges) of the output dot clock.
This register should not be changed from its initial value when the DR0D bit in DORCR0 is 0. When the DR0D bit is set to 1 (when two image data items are output from the LVDS-IF on both edges of the output dot clock), set the necessary bits in this register to 1.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DDLTR Enabling Code (register available code) For a value written to DDLTR to be effective, the value must include H'7766 in these bits.
15 to 6	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
5	DLAY1	B'0	R/W	DRES	Display Data Latency Adjustment YCRGB1 Set this bit to 1 in order to adjust the latency on the DU1 side when the values of the YCRGB0 and YCRGB1 bits in DEF5R0 are set to B'01 or B'10 (YC-RGB conversion is performed) and B'00 (YC-RGB conversion is not performed), respectively. 0: The DU1 display data is output without delay. 1: The DU1 display data is output with a delay corresponding to the latency of YC-RGB conversion on the DU0 side.
4 to 2	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
1	DLAY0	B'0	R/W	DRES	Display Data Latency Adjustment YCRGB0 Set this bit to 1 in order to adjust the latency on the DU0 side when the values of the YCRGB1 and YCRGB0 bits in DEF5R0 are B'01, B'10, or B'11 (YC-RGB conversion is performed) and B'00 (YC-RGB conversion is not performed), respectively. 0: The DU0 display data is output without delay. 1: The DU0 display data is output with a delay corresponding to the latency of YC-RGB conversion on the DU1 side.
0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(16) Display Unit Extensional Function Control 6 Register m (DEF6Rm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_00E8, DU2/DU3: H'FEB4_00E8

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	ODPM12/—*		ODPM02		—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	0/—*	0/—*	0	0	—	—	—	—	0/—*	—*/0	—	—
R/W:	R	R	R	R	R/W*	R/W*	R/W	R/W	R	R/W	R	R/W	R/W*	R/W*	R	R

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit 11 to 8 in this register setting is also available for the display data output via the LVDS-IF.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DEF6Rm Enabling Code (register available code) For a value written to DEF6Rm to be effective, the value must include H'7778 in these bits.
15 to 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
11, 10	ODPM12	B’00	R/W	DRES	ODDF Pin Mode 12 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B’00: The ODDF pin function is determined by the ODPM bit in DSMRn*1. B’01: Setting prohibited. B’10: The DISP signal is output to the ODDF pin, which is a DU1 and DU3 pin. Even if the TVM1 bits in DSYSRn*1 indicate TV synchronized mode, the ODDF pin becomes an output. B’11: The CDE signal is output to the ODDF pin, which is a DU1 and DU3 pin. Even if the TVM1 bits in DSYSRn*1 indicate TV synchronized mode, the ODDF pin becomes an output. In case of the output via the DPAD, "ODDF pin" refers to the DU_EXODDF/DU_ODDF pin indicated in Table 36.3 and Table 36.4. In case of the output via the LVDS-IF, "ODDF pin" connected with the Odd/even signal of the LVDS-IF. For RZ/G2M V1.3, RZ/G2M V3.0, these bits are not provided in DEF6R2.
					DU_DISP_CDE Pin Mode 12 [RZ/G2E] B’00: The DU_DISP_CDE pin function is determined by the ODPM bit in DSMRn*1. B’01: Setting prohibited. B’10: The DISP signal is output to the DU_DISP_CDE pin, which is a DU1 pins. B’11: The CDE signal is output to the DU_DISP_CDE pin, which is a DU1 pins. When the output as the digital RGB signal, "DU_DISP_CDE pin" refers to Table 36.5. When the output as the LVDS1-IF, "DU_DISP_CDE pin" connected with the odd/even signal of LVDS1-IF.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
9, 8	ODPM02	B’00	R/W	DRES	ODDF Pin Mode 02 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B’00: The ODDF pin function is determined by the ODPM bit in DSMRn*2. B’01: Setting prohibited. B’10: The DISP signal is output to the ODDF pin, which are DU0 and DU2 pins. Even if the TVM bits in DSYSRn*2 indicate TV synchronized mode, the ODDF pin becomes an output. B’11: The CDE signal is output to the ODDF pin, which are DU0 and DU2 pins. Even if the TVM bits in DSYSRn*2 indicate TV synchronized mode, the ODDF pin becomes an output. In case of the output via the DPAD, "ODDF pin" refers to the DU_EXODDF/DU_ODDF pin indicated in Table 36.3 and Table 36.4. In case of the output via the LVDS-IF, "ODDF pin" connected with the Odd/even signal of the LVDS-IF. For RZ/G2H, RZ/G2N, these bits are not provided in DEF6R2.
					DU_DISP_CDE Pin Mode 02 [RZ/G2E] B’00: The DU_DISP_CDE pin function is determined by the ODPM bit in DSMRn*2. B’01: Setting prohibited. B’10: The DISP signal is output to the DU_DISP_CDE pin, which is a DU0 pins. B’11: The CDE signal is output to the DU_DISP_CDE pin, which is a DU0 pins. When the output as the digital RGB signal, "DU_DISP_CDE pin" refers to Table 36.5. When the output as the LVDS0-IF, "DU_DISP_CDE pin" connected with the odd/even signal of LVDS0-IF.
7	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
6	—	—	R/W	—	Reserved The read value is undefined. The write value should always be 0.
5	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
4	—	—	R/W	—	Reserved The read value is undefined. The write value should always be 0.
3	—	B’0	R/W	DRES	Reserved [RZ/G2H, RZ/G2N] The write value should always be 0. This bit is not provided in DEF6R0.
					Reserved [RZ/G2E] The write value should always be 0.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
2	—	—	R	—	Reserved [RZ/G2H, RZ/G2N] The read value is undefined. The write value should always be 0.
	—	B’0	R/W	DRES	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The write value should always be 0.This bit is not provided in DEF6R0.
					Reserved [RZ/G2E] The write value should always be 0.
1, 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Notes: 1. n = 1 and 3 [RZ/G2H, RZ/G2N]
n = 1 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]
2. n = 0 and 2 [RZ/G2M V1.3, RZ/G2M V3.0]
n = 0 [RZ/G2H, RZ/G2N, RZ/G2E]

(17) Display Unit Extensional Function Control 7 Register m (DEF7Rm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_00EC, DU2/DU3: H'FEB4_00EC

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DEF7Rm Enabling Code (register available code) For a value written to DEF7Rm to be effective, the value must include H'7779 in these bits.
15 to 7	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
6	—	—	R/W	—	Reserved The read value is undefined. The write value should always be 0.
5	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
4	—	—	R/W	—	Reserved The read value is undefined. The write value should always be 0.
3 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(18) Display Unit Extensional Function Control 8 Register m (DEF8Rm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB2_0020, DU2/DU3: H'FEB6_0020

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	DRGBS		—	—	YCOD	—
Initial value:	—	—	—	—	—	—	—	—	—	—	0	0	—	—	1	—
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R	R/W	R

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DEF8Rm Enabling Code (register available code) For a value written to DEF8Rm to be effective, the value must include H'7790 in these bits.
15 to 6	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
5, 4	DRGBS	B’00	R/W	DRES	Digital RGB Output Select [RZ/G2H, RZ/G2N] These bits are used to select the digital RGB and YC signal output from the DPAD (shown in Figure 36.2 [RZ/G2N, RZ/G2H]). B’00: Setting prohibited. B’01: Setting prohibited. B’10: Setting prohibited. B’11: Digital RGB and YC signal from the DU3 is selected. These bits are not provided in DEF8R0. For selection of signals output from the LVDS-IF, refer to the target specifications of the LVDS-IF.
					Digital RGB Output Select [RZ/G2M V1.3, RZ/G2M V3.0] These bits are used to select the digital RGB and YC signal output from the DPAD (shown in Figure 36.1). B’00: Setting prohibited. B’01: Setting prohibited. B’10: Digital RGB and YC signal from the DU2 is selected. B’11: Setting prohibited. These bits are not provided in DEF8R0. For selection of signals output from the LVDS-IF, refer to the target specifications of the LVDS-IF.
					Digital RGB Output Select [RZ/G2E] These bits are used to select the digital RGB and YC signal output from the DPAD (shown in Figure 36.3). B’00: Digital RGB and YC signal from the DU0 is selected. B’01: Digital RGB and YC signal from the DU1 is selected. B’10: Setting prohibited. B’11: Setting prohibited. For selection of signals output from the LVDS-IF, refer to the target specifications of the LVDS-IF.
3, 2	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
1	YCOD	B’1	R/W	DRES	YC Off mode Output Data 0: When data is displayed in YC format, UV data in the non-display period is H'00. 1: When data is displayed in YC format, UV data in the non-display period is H'80. For RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, this bit is not provided in DEF8R0.
0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(19) Display Unit Output Signal Fixed Level Register m (DOFLRm)

Note: m = 2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
m = 0 [RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB2_0024, DU2/DU3: H'FEB6_0024

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	HSYCFL1/—*	VSYCFL1/—*	ODDFL1/—*	DISPFL1/	CDEFL1/—*	RGBFL1/—*	—	—	—*/HSYCFL0	—*/VSYCFL0	—*/ODDFL0	—*/DISPFL0	—*/CDEFL0	—*/RGBFL0
Initial value:	—	—	0/—*	0/—*	0/—*	0/—*	0/—*	0/—*	—	—	—*/0	—*/0	—*/0	—*/0	—*/0	—*/0
R/W:	R	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DOFLRm* Enabling Code (register available code) For a value written to DOFLRm* to be effective, the value must include H'7790 in these bits.
15, 14	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
13	HSYCFL1	B'0	R/W	Not available	HSYNC (DU3) Signal Fixed Low Level. [RZ/G2H, RZ/G2N] 0: HSYNC (DU3) output is normal. 1: HSYNC (DU3) output is fixed low. This bit setting is effective only in master mode.
					HSYNC (DU1) Signal Fixed Low Level. [RZ/G2E] 0: HSYNC (DU1) output is normal. 1: HSYNC (DU1) output is fixed low.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
12	VSYCFL1	B'0	R/W	Not available	VSYNC (DU3) Signal Fixed Low Level. [RZ/G2H, RZ/G2N] 0: VSYNC (DU3) output is normal. 1: VSYNC (DU3) output is fixed low. This bit setting is effective only in master mode.
					VSYNC (DU1) Signal Fixed Low Level. [RZ/G2E] 0: VSYNC (DU1) output is normal. 1: VSYNC (DU1) output is fixed low.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
11	ODDFL1	B'0	R/W	Not available	ODDF (DU3) Signal Fixed Low Level. [RZ/G2H, RZ/G2N] 0: ODDF (DU3) output is normal. 1: ODDF (DU3) output is fixed low. This bit setting is effective only in master mode.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E] The read value is undefined. The write value should always be 0.
10	DISPFL1	B'0	R/W	Not available	DISP (DU3) Signal Fixed Low Level. [RZ/G2H, RZ/G2N] 0: DISP (DU3) output is normal. 1: DISP (DU3) output is fixed low.
					DISP (DU1) Signal Fixed Low Level. [RZ/G2E] 0: DISP (DU1) output is normal. 1: DISP (DU1) output is fixed low.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
9	CDEFL1	B'0	R/W	Not available	CDE (DU3) Signal Fixed Low Level. [RZ/G2H, RZ/G2N] 0: CDE (DU3) output is normal. 1: CDE (DU3) output is fixed low.
					CDE (DU1) Signal Fixed Low Level. [RZ/G2E] 0: CDE (DU1) output is normal. 1: CDE (DU1) output is fixed low.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
8	RGBFL1	B'0	R/W	Not available	RGB (DU3) Signal Fixed Low Level. [RZ/G2H, RZ/G2N] 0: RGB (DU3) output is normal. 1: RGB (DU3) output is fixed low.
					RGB (DU1) Signal Fixed Low Level. [RZ/G2E] 0: RGB (DU1) output is normal. 1: RGB (DU1) output is fixed low.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
7, 6	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
5	—	—	R	—	Reserved [RZ/G2H, RZ/G2N] The read value is undefined. The write value should always be 0.
	HSYCFL0	B'0	R/W	Not available	HSYNC (DU2) Signal Fixed Low Level. [RZ/G2M V1.3, RZ/G2M V3.0] 0: HSYNC (DU2) output is normal. 1: HSYNC (DU2) output is fixed low. This bit setting is effective only in master mode.
					HSYNC (DU0) Signal Fixed Low Level. [RZ/G2E] 0: HSYNC (DU0) output is normal. 1: HSYNC (DU0) output is fixed low. This bit setting is effective only in master mode.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
4	—	—	R	—	Reserved [RZ/G2H, RZ/G2N] The read value is undefined. The write value should always be 0.
	VSYCFL0	B'0	R/W	Not available	VSYNC (DU2) Signal Fixed Low Level. [RZ/G2M V1.3, RZ/G2M V3.0] 0: VSYNC (DU2) output is normal. 1: VSYNC (DU2) output is fixed low. This bit setting is effective only in master mode.
					VSYNC (DU0) Signal Fixed Low Level. [RZ/G2E] 0: VSYNC (DU0) output is normal. 1: VSYNC (DU0) output is fixed low. This bit setting is effective only in master mode.
3	—	—	R	—	Reserved [RZ/G2H, RZ/G2N, RZ/G2E] The read value is undefined. The write value should always be 0.
	ODDFL0	B'0	R/W	Not available	ODDF (DU2) Signal Fixed Low Level. [RZ/G2M V1.3, RZ/G2M V3.0] 0: ODDF (DU2) output is normal. 1: ODDF (DU2) signal at fixed low level. This bit setting is effective only in master mode.
2	—	—	R	—	Reserved [RZ/G2H, RZ/G2N] The read value is undefined. The write value should always be 0.
	DISPFL0	B'0	R/W	Not available	DISP (DU2) Signal Fixed Low Level. [RZ/G2M V1.3, RZ/G2M V3.0] 0: DISP (DU2) output is normal. 1: DISP (DU2) output is fixed low.
					DISP (DU0) Signal Fixed Low Level. [RZ/G2E] 0: DISP (DU0) output is normal. 1: DISP (DU0) output is fixed low.
1	—	—	R	—	Reserved [RZ/G2H, RZ/G2N] The read value is undefined. The write value should always be 0.
	CDEFL0	B'0	R/W	Not available	CDE (DU2) Signal Fixed Low Level. [RZ/G2M V1.3, RZ/G2M V3.0] 0: CDE (DU2) output is normal. 1: CDE (DU2) output is fixed low.
					CDE (DU0) Signal Fixed Low Level. [RZ/G2E] 0: CDE (DU0) output is normal. 1: CDE (DU0) output is fixed low.
0	—	—	R	—	Reserved [RZ/G2H, RZ/G2N] The read value is undefined. The write value should always be 0.
	RGBFL0	B'0	R/W	Not available	RGB (DU2) Signal Fixed Low Level. [RZ/G2M V1.3, RZ/G2M V3.0] 0: RGB (DU2) output is normal. 1: RGB (DU2) output is fixed low.
					RGB (DU0) Signal Fixed Low Level. [RZ/G2E] 0: RGB (DU0) output is normal. 1: RGB (DU0) output is fixed low.

Note: * m = 2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
m = 0 [RZ/G2E]

(20) Display Unit Input Dot Clock Select Register 0 (DIDSR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB2_0028

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—* /LDCS1	—	—* /LDCS0	—	—	—	—	—	—	PDCS1	—	PDCS0
Initial value:	—	—	—	—	—*/0	—	—*/0	—	—	—	—	—	—	0	—	0
R/W:	R	R	R	R	R/W*	R	R/W*	R	R	R	R	R	R	R/W	R	R/W

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DIDSR0 Enabling Code (register available code) For a value written to DIDSR0 to be effective, the value must include H'7790 in these bits.
15 to 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
11	—	—	R	—	Reserved[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The read value is undefined. The write value should always be 0.
	LDCS1	B'0	R/W	DRES	DU0 LVDS-IF Dot Clock Select [RZ/G2E] 0: The DU1 input dot clock source is the DCLKIN pin. 1: The DU1 input dot clock source is the LVDS-IF pin. LVDS-IF pin mean the equivalent clock of the internal CLK clock from the LVDS-IF PLL. When setting B'1 to this bit, the LVDS must be enabled.
10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
9	—	—	R	—	Reserved [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The read value is undefined. The write value should always be 0.
	LDCS0	B'0	R/W	DRES	DU0 LVDS-IF Dot Clock Select [RZ/G2E] 0: The DU0 input dot clock source is the DCLKIN pin. 1: The DU0 input dot clock source is the LVDS-IF pin. LVDS-IF pin mean the equivalent clock of the internal CLK clock from the LVDS-IF PLL. When setting B'1 to this bit, the LVDS must be enabled.
8 to 3	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
2	PDCS1	B'0	R/W	DRES	DU1 Pad Dot Clock Select 0: The DU1 input dot clock source is the DU_DOTCLKIN1 pin. 1: The DU1 input dot clock source is the DU_DOTCLKIN0 pin.
1	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
0	PDCS0	B'0	R/W	DRES	DU0 Pad Dot Clock Select 0: The DU0 input dot clock source is the DU_DOTCLKIN0 pin. 1: The DU0 input dot clock source is the DU_DOTCLKIN1 pin.

(21) Display Unit Input Dot Clock Select Register 2 (DIDSR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	—

Address: DU2/DU3: H'FEB6_0028

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	PDCS1	—	PDCS0
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	0	—	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DIDSR2 Enabling Code (register available code) For a value written to DIDSR2 to be effective, the value must include H'7790 in these bits.
15 to 3	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
2	PDCS1	B'0	R/W	DRES	DU3 Pad Dot Clock Select 0: The DU3 input dot clock source is the DU_DOTCLKIN3 pin. 1: The DU3 input dot clock source is the DU_DOTCLKIN2 pin.
1	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
0	PDCS0	B'0	R/W	DRES	DU2 Pad Dot Clock Select 0: The DU2 input dot clock source is the DU_DOTCLKIN2 pin. 1: The DU2 input dot clock source is the DU_DOTCLKIN3 pin.

(22) Display Unit Extensional Function Control 10 Register 0 (DEF10R0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB2_0038

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—*/ YCDF1	VSPF1	—	—	—*/ YCDF0	—*/ VSPF0	—	—	—	—	—	—	—	—	—	DEFE10
Initial value:	—*/0	0	—	0	—*/0	—*/0	—	0	—	—	—	—	—	—	—	0
R/W:	R/W*	R/W	R	R/W	R/W*	R/W*	R	R/W	R	R	R	R	R	R	R	R/W

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DEF10R0 Enabling Code (register available code) For a value written to DEF10R0 to be effective, the value must include H'7795 in these bits.
15	—	—	R	—	Reserved[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The read value is undefined. The write value should always be 0.
	YCDF1*1	B'0	R/W	Available	YC data format [RZ/G2E] This bit defines YC data format of DU1. (If DU1's data format is not YC, any setting is invalid.) 0: YCbCr444 1: YCbCr422 For RZ/G2E, YCbCr422 is only available.
14	VSPF1*1	B'0	R/W	Available	VSP1 data format This bit defines data format of VSP1 connected with DU1. 0: VSP1 data format is RGB 1: VSP1 data format is YC
13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12	—	B'0	R/W	Available	Reserved The read value is undefined. The write value should always be 0.
11	YCDF0*2	B'0	R/W	Available	YC data format [RZ/G2E] This bit defines YC data format of DU0. (If DU0's data format is not YC, any setting is invalid.) 0: YCbCr444 1: YCbCr422 For RZ/G2E, YCbCr422 is only available.
	—	—	R	—	Reserved [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
10	VSPF0*2	B'0	R/W	Available	VSP0 for DU0 data format [RZ/G2E] This bit defines data format of VSP0 connected with DU0. 0: VSP0 for DU0 data format is RGB 1: VSP0 for DU0 data format is YC
	—	—	R	—	Reserved [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] The read value is undefined. The write value should always be 0.
9	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
8	—	B'0	R/W	Available	Reserved The read value is undefined. The write value should always be 0.
7 to 1	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
0	DEFE10	B'0	R/W	DRES	Display Unit Extensional Function Enable 10 0: Extensional functions are disabled. 1: Extensional functions are enabled. The following extensional function is enabled. The number of bits is increased for the following registers. Refer to each register chapter for the number of increase. Display timing generation registers HDSRn*3, HDERn*3, VDERn*3, HCRn*3, VCRn*3, VSPRn*3, CLAMPSRn*3, CLAMPWRn*3, DESRn*3, and DEWRn*3 Display attribute registers RINTOFSRn*3 Display plane registers PpDSXR0, PpDSYR0, PpDPXR0, and PpDPYR0.

Notes: 1. When DU1's data format is YC, set the corresponding registers YC data format as follows.
For corresponding data format of each product, refer to Table 36.2.
— DEF10R0.VSPF1 = B'1
— DEFR1.DODF1 = B'10 or B'11
— P3DDC4R0.P3EDF = B'100

2. When DU0's data format is YC, set the corresponding registers YC data format as follows.
For corresponding data format of each product, refer to Table 36.2.
— DEF10R0.VSPF0 = B'1
— DEFR0.DODF = B'10 or B'11
— P1DDC4R0.P1EDF = B'100

3. n = 0 and 1

(23) Display Unit Extensional Function Control 10 Register 2 (DEF10R2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Address: DU2/DU3: H'FEB6_0038

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	YCDF1/ —*	VSPF1/ —*	—	—	—*/ YCDF0	VSPF0/ —*	—	—	—	—	—	—	—	—	—	DEFE10
Initial value:	0/—*	0/—*	—	0/—*	—*/0	0/—*	—	0/—*	—	—	—	—	—	—	—	0
R/W:	R/W*	R/W*	R	R/W*	R/W*	R/W*	R	R/W*	R	R	R	R	R	R	R/W	R/W

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details of bit description, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DEF10R2 Enabling Code (register available code) For a value written to DEF10R2 to be effective, the value must include H'7795 in these bits.
15	YCDF1*1	B'0	R/W	Available	YC data format [RZ/G2H, RZ/G2N] This bit defines YC data format of DU3. (If DU3's data format is not YC, any setting is invalid.) 0: YCbCr444 1: YCbCr422. For RZ/G2H and RZ/G2N, YCbCr422 is only available.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
14	VSPF1*1	B'0	R/W	Available	VSP0 for DU3 data format [RZ/G2H, RZ/G2N] This bit defines data format of VSP0 connected with DU3. 0: VSP0 data format is RGB 1: VSP0 data format is YC
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
12	—	B'0	R/W	Available	Reserved [RZ/G2H] [RZ/G2N] The read value is undefined. The write value should always be 0.
	—	—	R	—	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
11	—	—	R	—	Reserved [RZ/G2H, RZ/G2N] The read value is undefined. The write value should always be 0.
	YCDF0*2	B'0	R/W	Available	YC data format [RZ/G2M V1.3, RZ/G2M V3.0] This bit defines YC data format of DU2. (If DU2's data format is not YC, any setting is invalid.) 0: YCbCr444 1: YCbCr422 For RZ/G2M V1.3, RZ/G2M V3.0, YCbCr422 is only available.
10	VSPF0*2	B'0	R/W	Available	VSP2 data format [RZ/G2M V1.3, RZ/G2M V3.0] This bit defines data format of VSP2 connected with DU2. 0: VSP2 data format is RGB 1: VSP2 data format is YC
	—	—	R	—	Reserved [RZ/G2N, RZ/G2H] The read value is undefined. The write value should always be 0.
9	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
8	—	B'0	R/W	Available	Reserved [RZ/G2M V1.3, RZ/G2M V3.0] The read value is undefined. The write value should always be 0.
	—	—	R	—	Reserved [RZ/G2N, RZ/G2H] The read value is undefined. The write value should always be 0.
7 to 2	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
1	—	—	R/W	—	Reserved [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 RZ/G2N] The read value is undefined. The write value should always be 0..
0	DEFE10	B'0	R/W	DRES	Display Unit Extensional Function Enable 10 0: Extensional functions are disabled. 1: Extensional functions are enabled. The following extensional function is enabled. The number of bits is increased for the following registers. Refer to each register chapter for the number of increase. Display timing generation registers HDSRn*3, HDERn*3, VDERn*3, HCRn*3, VCRn*3, VSPRn*3, CLAMPSRn*3, CLAMPWRn*3, DESRn*3, and DEWRn3* Display attribute registers RINTOFSRn*3 Display plane registers PpDSXR2, PpDSYR2, PpDPXR2, and PpDPYR2.

Notes: 1. When DU3's data format is YC, set the corresponding registers YC data format as follows.
For corresponding data format of each product, refer to Table 36.2.
— DEF10R2.VSPF1 = B'1
— DEFR3.DODF1 = B'10 or B'11
— P3DDC4R2.P3EDF = B'100

2. When DU2's data format is YC, set the corresponding registers YC data format as follows.
For corresponding data format of each product, refer to Table 36.2.

— DEF10R2.VSPF0 = B’1
— DEFR2.DODF = B’10 or B’11
— P1DDC4R2.P1EDF = B’100

3. n = 2 [RZ/G2M V1.3, RZ/G2M V3.0]
   n = 3 [RZ/G2H, RZ/G2N]

(24) Display Unit Dither Control Register m (DDTHCRm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB2_003C, DU2/DU3: H'FEB6_003C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	DC1		—	—	EDHM1		—	—	DC0		—	—	EDHM0	
Initial value:	—	—	0	0	—	—	0	0	—	—	0	0	—	—	0	0
R/W:	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	DDTHCRm Enabling Code (register available code) For a value written to DDTHCRm to be effective, the value must include H'7795 in these bits.
15, 14	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
13, 12	DC1	B'00	R/W	Available	Dithering Mode Control 1 This bit select the dithering mode for conversion from RGB888 to RGB666 in superimposition processor s*1. B'00: Dithering with cumulative addition B'01: Ordered dithering B'10: Setting prohibited B'11: Setting prohibited For RZ/G2M V1.3, RZ/G2M V3.0, this bit is not provided in DDTHCR2.
11, 10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
9, 8	EDHM1	B'00	R/W	Available	Extensional Dither Mode 1 B'00: Dither conversion is not performed by the setting of the DC1 bits in this register in superimposition processor s*1. B'01: Dither conversion is performed by the setting of the DC1 bits in this register in superimposition processor s*1. B'10: Setting prohibited B'11: Setting prohibited For RZ/G2M V1.3, RZ/G2M V3.0, this bit is not provided in DDTHCR2.
7, 6	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
5, 4	DC0	B’00	R/W	Available	Dithering Mode Control 0 These bits select the dithering mode for conversion from RGB888 to RGB666 in superimposition processor s*2 B’00: Dithering with cumulative addition B’01: Ordered dithering B’10: Setting prohibited B’11: Setting prohibited For RZ/G2N, RZ/G2H, this bit is not provided in DDTHCR2.
3, 2	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
1, 0	EDHM0	B’00	R/W	Available	Extensional Dither Mode 0 B’00: Dither conversion is not performed by the setting of the DC0 bits in this register in superimposition processor s*2. B’01: Dither conversion is performed by the setting of the DC0 bits in this register in superimposition processor s*2. B’10: Setting prohibited B’11: Setting prohibited For RZ/G2N, RZ/G2H, this bit is not provided in DDTHCR2.

Notes: 1. s = 1 and 3 [RZ/G2H, RZ/G2N].
s = 1 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E].
2. s = 0 and 2 [RZ/G2M V1.3, RZ/G2M V3.0].
s = 0 [RZ/G2H, RZ/G2N, RZ/G2E]

(25) Display Unit PLL Control Register m (DPLLCRm)

Note: m = 0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Address: DU1: H'FEB2_0044, DU2: H'FEB6_0044

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE								PLCS1	—	—	—	—	CLKE	—	FDPLL
Initial value:	—	—	—	—	—	—	—	—	0	—	—	—	—	0	—	0
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	R/W	R	R	R	R	R/W	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FDPLL				N							M		STBY	INCS	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details, refer to following table.

For RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, the DPLLCR0 control DPLL0. There is no DPLL1.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	CODE	—	—/W	Not available	DPLLCRm* Enabling Code (register available code) For a value written to DPLLCRm* to be effective, the value must include H'95 in these bits.
23	PLCS1	B'0	R/W	DRES	DU1 DPLL Clock Select 0: The DU1 input dot clock source is the DCLKIN pin. 1: The DU1 input dot clock source is the DPLL0. For , this bit is not provided in DPLLCR2.
22 to 19	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
18	CLKE	B'0	R/W	DRES	DPLL0/DPLL1 Clock Output Enable 0: The DPLL0/DPLL1 clock is not output. 1: The DPLL0/DPLL1 clock is output.
17	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
16 to 12	FDPLL	H'00	R/W	DRES	Frequency division of the output DPLL0/DPLL1 clock. These bits set the frequency division ratio of output the DPLL0/DPLL1 clock. The clock source is divided by the division ratio of 1/(setting + 1). H'00: Setting prohibited H'01: x1/2 H'02: x1/3 : H'1F: x1/32 The frequency of the divided clock should be less than 400 MHz. There is the frequency division ratio that the duty cycle of the divided clock is not 50%. FDPLL can also be set by the DPLLC2Rm*. In case of setting x 1/33 and over, set by the DPLLC2Rm*.
11 to 5	N	H'00	R/W	DRES	DPLL0/DPLL1 Multiplier Setting of Feedback clock H'00 to H'26: Setting prohibited. H'27: x40 H'28: x41 : H'77: x120 H'78 to H'7F: Setting prohibited. DPLL0/DPLL1 Output Frequency = (DPLL0/DPLL1 Input Frequency x (N+1)) / (M+1) / (FDPLL+1).
4, 3	M	B'00	R/W	DRES	DPLL0/DPLL1 Divider Setting of Clock Input B'00: x1 B'01: x1/2 B'10: x1/3 B'11: x1/4 M can also be set by the DPLLC2Rm*. In case of setting x 1/5 and over, set by the DPLLC2Rm*.
2	STBY	B'0	R/W	DRES	DPLL0/DPLL1 Enable Controls the DPLL0/DPLL1 operation. 0: The DPLL0/DPLL1 stopped. 1: The DPLL0/DPLL1 operates.
1, 0	INCS	B'00	R/W	DRES	DPLL0 Input Clock Select [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B'00: The DPLL0 input clock source is the DU_DOTCLKIN0 pin. B'01: Setting prohibited. B'10: The DPLL0 input clock source is the DU_DOTCLKIN1 pin. B'11: Setting prohibited.

Note: * m = 0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

(26) Display Unit PLL Control 2 Register m (DPLLC2Rm)

Note: m = 0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Address: DU1: H'FEB2_0048, DU2: H'FEB6_0048

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE								—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SELC	—	M			—	FDPLL						
Initial value:	—	—	—	0	—	0	0	0	—	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

For RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, the DDTHC2R0 control DPLL0. There is no DPLL1.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	CODE	—	—/W	Not available	DPLLC2Rm* Enabling Code (register available code) For a value written to DPLLC2Rm* to be effective, the value must include H'95 in these bits.
23 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12	SELC	B'0	R/W	DRES	Selection of register 0: The frequency of the divided clock (FDPLL) and divider setting of clock input (M) is set by the DPLLCRm*. 1: The frequency of the divided clock (FDPLL) and divider setting of clock input (M) is set by this register.
11	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
10 to 8	M	B'000	R/W	DRES	DPLL0/DPLL1 Divider Setting of Clock Input B'000: x1 B'001: x1/2 B'010: x1/3 : B'111: x1/8 To enable this bit, set the SELC bit in this register to 1.
7	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
6 to 0	FDPLL	H'00	R/W	DRES	Frequency division of the output DPLL0/DPLL1 clock. These bits set the frequency division ratio of output DPLL0/DPLL1 clock. The clock source is divided by the division ratio of 1/(setting + 1). H'00: Setting prohibited H'01: x1/2 H'02: x1/3 : H'7F: x1/128 The frequency of the divided clock should be less than 400MHz. There is the frequency division ratio that the duty cycle of the divided clock is not 50%. To enable this bit, set the SELC bit in this register to 1.

Note: * m = 0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

36.2.2 Display Timing Generation Registers

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: All registers in section 36.2.2 are common to RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N. For RZ/G2E, there are not EQWRn and SPWRn registers, other registers are common.

The sets of display timing generation registers are for the respective channels and have the same functions; they are described as one here.

(1) Horizontal Display Start Register n (HDSRn)

Address: DU0: H'FEB0_0040, DU1: H'FEB3_0040, DU2: H'FEB4_0040, DU3: H'FEB7_0040

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	HDS									
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
9 to 0	HDS	—	R/W	Available	Horizontal Display Start To enable bit 9, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 9 cannot be written to. These bits are used to set the horizontal display start position in dot clock units. The set value is retained at a reset. HDS should be set to 1 or greater.

(2) Horizontal Display End Register n (HDERn)

Address: DU0: H'FEB0_0044, DU1: H'FEB3_0044, DU2: H'FEB4_0044, DU3: H'FEB7_0044

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	HDE												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	HDE	—	R/W	Available	Horizontal Display End To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. These bits are used to set the horizontal display end position in dot clock units. The set value is retained at a reset.

(3) Vertical Display Start Register n (VDSRn)

Address: DU0: H'FEB0_0048, DU1: H'FEB3_0048, DU2: H'FEB4_0048, DU3: H'FEB7_0048

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	VDS								
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 9	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
8 to 0	VDS	—	R/W	Available	Vertical Display Start These bits are used to set the vertical display start position in raster line units. The set value is retained at a reset. VDS should be set to 1 or greater.

(4) Vertical Display End Register n (VDERn)

Address: DU0: H'FEB0_004C, DU1: H'FEB3_004C, DU2: H'FEB4_004C, DU3: H'FEB7_004C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VDE												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	VDE	—	R/W	Available	Vertical Display End To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. These bits are used to set the vertical display end position in raster line units. The set value is retained at a reset.

(5) Horizontal Cycle Register n (HCRn)

Address: DU0: H'FEB0_0050, DU1: H'FEB3_0050, DU2: H'FEB4_0050, DU3: H'FEB7_0050

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	HC												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	HC	—	R/W	Available	Horizontal Cycle [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. These bits are used to set one horizontal scan cycle including the horizontal blanking period in dot clock units. In TV synchronized mode, set this register so that the HSYNC cycle set with this register is equal to or greater than the EXHSYNC cycle. The set value is retained at a reset.
					Horizontal Cycle [RZ/G2E] To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. These bits are used to set one horizontal scan cycle including the horizontal blanking period in dot clock units. The set value is retained at a reset.

(6) Horizontal Sync Width Register n (HSWRn)

Address: DU0: H'FEB0_0054, DU1: H'FEB3_0054, DU2: H'FEB4_0054, DU3: H'FEB7_0054

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	HSW								
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 9	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
8 to 0	HSW	—	R/W	Available	Horizontal Sync Width These bits are used to set the low-level pulse width of the horizontal synchronous signal in dot clock units. The set value is retained at a reset.

(7) Vertical Cycle Register n (VCRn)

Address: DU0: H'FEB0_0058, DU1: H'FEB3_0058, DU2: H'FEB4_0058, DU3: H'FEB7_0058

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VC												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	VC	—	R/W	Available	Vertical Cycle [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. These bits are used to set the vertical scan cycle including the vertical blanking period in raster line units. In TV synchronized mode, set the time limit of the EXVSYNC rising edge detection. If the EXVSYNC rising edge is not detected within the time limit, the result is reflected in bit 15 in DSSRn. The set value is retained at a reset. Vertical Cycle [RZ/G2E] To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. These bits are used to set the vertical scan cycle including the vertical blanking period in raster line units. The set value is retained at a reset.

(8) Vertical Sync Point Register n (VSPRn)

Address: DU0: H'FEB0_005C, DU1: H'FEB3_005C, DU2: H'FEB4_005C, DU3: H'FEB7_005C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VSP												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	VSP	—	R/W	Available	Vertical Sync Point [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. These bits are used to set the vertical synchronous signal start position in raster line units. In TV synchronized mode, set this register so that the VSYNC falling edge setting position set with this register is the same as or comes after that of the EXVSYNC falling edge. The set value is retained at a reset. Vertical Sync Point [RZ/G2E] To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. These bits are used to set the vertical synchronous signal start position in raster line units. The set value is retained at a reset.

(9) Equal Pulse Width Register n (EQWRn)

Address: DU0: H'FEB0_0060, DU1: H'FEB3_0060, DU2: H'FEB4_0060, DU3: H'FEB7_0060

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	EQW						
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 7	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
6 to 0	EQW	—	R/W	Available	Equal Pulse Width [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] These bits are used to set the low-level equalizing pulse width of the CSYNC signal in dot clock units. To validate this setting, set bit 7 in DSMRn to 1. The set value is retained at a reset.

(10) Serration Width Register n (SPWRn)

Address: DU0: H'FEB0_0064, DU1: H'FEB3_0064, DU2: H'FEB4_0064, DU3: H'FEB7_0064

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SPW									
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
9 to 0	SPW	—	R/W	Available	Serration Width [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] These bits are used to set the low-level serration pulse width of the CSYNC signal in dot clock units. Set a value smaller than 1/2 of HC. To validate this setting, set bit 7 in DSMRn to 1. The set value is retained at a reset.

(11) CLAMP Signal Start Register n (CLAMPSRn)

Address: DU0: H'FEB0_0070, DU1: H'FEB3_0070, DU2: H'FEB4_0070, DU3: H'FEB7_0070

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CLAMPS												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	CLAMPS	—	R/W	Available	CLAMP Signal Start To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. These bits are used to set the CLAMP signal rising edge position in dot clock units, using as the reference the HSYNC signal falling edge. The CLAMP signal rises (setting value + 1) cycle after the HSYNC signal falls. Therefore, the CLAMP signal cannot rise in the same cycle as the HSYNC signal falling edge. The set value is retained at a reset.

(12) CLAMP Signal Width Register n (CLAMPWRn)

Address: DU0: H'FEB0_0074, DU1: H'FEB3_0074, DU2: H'FEB4_0074, DU3: H'FEB7_0074

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CLAMPW												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	CLAMPW	—	R/W	Available	CLAMP Signal Width To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. These bits are used to set the high-level width of the CLAMP signal in dot clock units. When the CLAMP signal is high, if the HSYNC signal falls, the CLAMP signal falls. The set value is retained at a reset.

(13) DE Signal Start Register n (DESRn)

Address: DU0: H'FEB0_0078, DU1: H'FEB3_0078, DU2: H'FEB4_0078, DU3: H'FEB7_0078

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	DES												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	DES	—	R/W	Available	DE Signal Start To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. These bits are used to set the DE signal rising edge position in dot clock units, using as the reference the HSYNC signal falling edge. The DE signal rises (setting value + 1) cycle after the HSYNC signal falls. Therefore, the DE signal cannot rise in the same cycle as the HSYNC signal falling edge. During a vertical blanking period, the DE signal is fixed to the low level. The set value is retained at a reset.

(14) DE Signal Width Register n (DEWRn)

Address: DU0: H'FEB0_007C, DU1: H'FEB3_007C, DU2: H'FEB4_007C, DU3: H'FEB7_007C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	DEW												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	DEW	—	R/W	Available	DE Signal Width To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. These bits are used to set the high-level width of the DE signal in dot clock units. When the DE signal is high, if the HSYNC signal falls, the DE signal falls. The set value is retained at a reset.

36.2.3 Display Attribute Registers

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: All registers in section 36.2.3 are common to RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E.

The sets of display attribute registers are for the respective channels and have the same functions; they are described as one here.

(1) Display Off Mode Output Register n (DOORn)

Address: DU0: H'FEB0_0090, DU1: H'FEB3_0090, DU2: H'FEB4_0090, DU3: H'FEB7_0090

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	DOR						—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DOG						—	—	DOB						—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
23 to 18	DOR	—	R/W	Available	Display Off Mode Output Red These bits are used to set the red display data to be output when the display is off (DRES and DEN bits in DSYSRn are B'00). The set value is retained at a reset.
17, 16	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
15 to 10	DOG	—	R/W	Available	Display Off Mode Output Green These bits are used to set the green display data to be output when the display is off (DRES and DEN bits in DSYSRn are B'00). The set value is retained at a reset.
9, 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 2	DOB	—	R/W	Available	Display Off Mode Output Blue These bits are used to set the blue display data to be output when the display is off (DRES and DEN bits in DSYSRn are B'00). The set value is retained at a reset.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
1, 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(2) Color Detection Register n (CDERn)

Address: DU0: H'FEB0_0094, DU1: H'FEB3_0094, DU2: H'FEB4_0094, DU3: H'FEB7_0094

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CDR						—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CDG						—	—	CDB						—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
23 to 18	CDR	—	R/W	Available	Color Detection Red These bits are used to set the red data for color detection. The set value is retained at a reset.
17, 16	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
15 to 10	CDG	—	R/W	Available	Color Detection Green These bits are used to set the green data for color detection. The set value is retained at a reset.
9, 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 2	CDB	—	R/W	Available	Color Detection Blue These bits are used to set the blue data for color detection. The set value is retained at a reset.
1, 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Note: When output data matches the setting value of this register, the high level is output from the CDE pin. For details about the output color data format, see section 36.3.5 Data Formats for Output.

(3) Background Plane Output Register n (BPORn)

Address: DU0: H'FEB0_0098, DU1: H'FEB3_0098, DU2: H'FEB4_0098, DU3: H'FEB7_0098

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	BPOR						—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BPOG						—	—	BPOB						—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
23 to 18	BPOR	—	R/W	Available	Background Plane Output Red These bits are used to set the red color to be displayed if no plane to be displayed exists due to a display size, transparent color, and so on. The set value is retained at a reset.
17, 16	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
15 to 10	BPOG	—	R/W	Available	Background Plane Output Green These bits are used to set the green color to be displayed if no plane to be displayed exists due to a display size, transparent color, and so on. The set value is retained at a reset.
9, 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 2	BPOB	—	R/W	Available	Background Plane Output Blue These bits are used to set the blue color to be displayed if no plane to be displayed exists due to a display size, transparent color, and so on. The set value is retained at a reset.
1, 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(4) Raster Interrupt Offset Register n (RINTOFSRn)

Address: DU0: H'FEB0_009C, DU1: H'FEB3_009C, DU2: H'FEB4_009C, DU3: H'FEB7_009C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	RINTOFS												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	RINTOFS	—	R/W	Available	Raster Interrupt Offset To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. These bits are used to set the raster offset value (number of Hs) that is based on the number of rasters set with the vertical display start register n (VDSRn). If the offset value is assumed to be n, bit 9 in DSSRn is set to 1 at the HSYNC falling edge after the horizontal display period of (VDS + n-the raster). The set value is retained at a reset.

36.2.4 Display Plane Registers

In descriptions of registers that are common to planes 1 and 3, the planes are generically referred to as plane p. The meanings of characters # is given below.

#: Replaces p (in hexadecimal) in addresses. For example, address H'FEB0_0#00 for the plane 3 mode register corresponds to H'FEB0_0300.

(1) Plane p Mode Register m (PpMRm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_0#00, DU2/DU3: H'FEB4_0#00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	PpSPIM			—	—	—	—	—	—	—	—	—	—	PpDDF	
Initial value:	—	0	0	0	—	—	—	—	—	—	—	—	—	—	0	0
R/W:	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 15	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
14 to 12	PpSPIM	B'000	R/W	Available	Plane p Super Impose Mode [(DU0/DU1)] B’000: Setting prohibited. B’001: Setting prohibited. B’010: Setting prohibited. B’011: Setting prohibited. B’100: Transparent color processing is not performed for plane p. Plane p is displayed. B’101: α blending of plane p and the lower plane is performed. The transparent color specification for plane p is ignored, and α blending is performed between all the pixels of plane p and the lower plane. B’110: An EOR operation is performed on plane p and the lower plane. The transparent color specification for plane p is ignored, and EOR operation is performed on all the pixels of plane p and the lower plane. B’111: Setting prohibited Plane 1 Super Impose Mode [RZ/G2M V1.3, RZ/G2M V3.0(DU2)] B’000: Setting prohibited. B’001: Setting prohibited. B’010: Setting prohibited. B’011: Setting prohibited. B’100: Transparent color processing is not performed for plane 1. Plane 1 is displayed. B’101: Setting prohibited. B’110: Setting prohibited. B’111: Setting prohibited Plane 3 Super Impose Mode [RZ/G2H, RZ/G2N(DU3)] B’000: Setting prohibited. B’001: Setting prohibited. B’010: Setting prohibited. B’011: Setting prohibited. B’100: Transparent color processing is not performed for plane 3. Plane 3 is displayed. B’101: Setting prohibited. B’110: Setting prohibited. B’111: Setting prohibited
11 to 2	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
1, 0	PpDDF	B'00	R/W	Available	Plane p Display Data Format B’00: Setting prohibited. B’01: 16-bit/pixel B’10: Setting prohibited. B’11: YC. For RZ/G2H, RZ/G2N, bits 9 and 8 in DEFR3 are set to B'10 or B'11 and bit 15 and bit 14 in DEF10R2 set to 1. For RZ/G2M V1.3, RZ/G2M V3.0, bits 9 and 8 in DEFR2 are set to B'10 or B'11 and bit 11 and bit 10 in DEF10R2 set to 1. For RZ/G2E, when YC is output from DU0, Bits 9 and 8 in DEFR0 are set to B'10 or B'11 and bit 11 and bit 10 in DEF10R0 set to 1. Alternatively, when YC is output from DU1, bits 9 and 8 in DEFR1 are set to B'10 or B'11 and bit 15 and bit 14 in DEF10R0 set to 1. In the case of 32-bit/pixel data, set these bits to B'01.

(2) Plane p Display Size X Register m (PpDSXRm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_0#10, DU2/DU3: H'FEB4_0#10

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	PpDSX												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	PpDSX	—	R/W	Available	Plane p Display Size X To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. The horizontal-direction display size of plane p should be set in dot clock units. Note: When YC has been selected by the PpDDF bits in PpMRm, this value should be set to an even number. The value is retained during a reset.

(3) Plane p Display Size Y Register m (PpDSYRm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_0#14, DU2/DU3: H'FEB4_0#14

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	PpDSY												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	PpDSY	—	R/W	Available	Plane p Display Size Y To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. The vertical-direction display size of plane p should be set in raster line units. The value is retained during a reset.

(4) Plane p Display Position X Register m (PpDPXRm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_0#18, DU2/DU3: H'FEB4_0#18

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	PpDPX												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	PpDPX	—	R/W	Available	Plane p Display Position X To enable bit 11, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 11 cannot be written to. To enable bit 12, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12 cannot be written to. The horizontal start position on the display monitor of plane p should be set in dot clock units, taking as the origin the upper-left corner of the display monitor. Notes: 1. For RZ/G2H, RZ/G2N, when YC has been selected by the DODF1 bit in DEFR3 during display output from DU3, this value should be set to an even number. 2. For RZ/G2M V1.3, RZ/G2M V3.0, when YC has been selected by the DODF bit in DEFR2 during display output from DU2, this value should be set to an even number. 3. For RZ/G2E, when YC has been selected by the DODF bit in DEFR0 during display output from DU0, alternatively, by the DODF bit in DEFR1 during display output from DU1, this value should be set to an even number.

(5) Plane p Display Position Y Register m (PpDPYRm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_0#1C, DU2/DU3: H'FEB4_0#1C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	PpDPY												
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 13	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
12 to 0	PpDPY	—	R/W	Available	Plane p Display Position Y [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. The vertical start position on the display monitor of plane p should be set in raster line units, taking as the origin the upper-left corner of the display monitor. For interlaced sync & video display, the display starts at the position one bit shifted from the PpDPY bit setting value. PpDPY Vertical start position 0 0 1 0 2 1 3 1 4 2 For non-interlaced and interlaced sync display, the display starts at the position specified by the PpDPY bit. The value is retained during a reset.
					Plane p Display Position Y [RZ/G2E] To enable bit 10, set the DEFE5 bit in DEF5Rm to 1. In the initial state, bit 10 cannot be written to. To enable bit 12, 11, set the DEFE10 bit in DEF10Rm to 1. In the initial state, bit 12, 11 cannot be written to. The vertical start position on the display monitor of plane p should be set in raster line units, taking as the origin the upper-left corner of the display monitor. For non-interlaced, the display starts at the position specified by the PpDPY bit. The value is retained during a reset.

(6) Plane p Display Data Control 4 Register m (PpDDC4Rm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB0_0#90, DU2/DU3: H'FEB4_0#90

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W	—/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	PpSDFS			—	PpEDF		
Initial value:	—	—	—	—	—	—	—	—	—	0	0	0	—	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 16	CODE	—	—/W	Not available	PpDDC4Rm Enabling Code (register available code) For a value written to PpDDC4Rm to be effective, the value must include H'7766 in these bits.
15 to 7	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
6 to 4	PpSDFS	B'000	R/W	Available	Plane p Superimpose Data Format Select B'100: Setting prohibited. B'101: YC composite. After YC composite. YC-RGB conversion is performed. B'110: Setting prohibited. B'111: Setting prohibited. Others: RGB composite. When performing YC-RGB conversion, set desired values in the YCRGB1 and YCRGB0 bits in DEF5Rm. YC-RGB conversion cannot be performed with only the settings of this register. When YC composite has been set, YC composite should also be set for the superimposed lower plane.
3	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
2 to 0	PpEDF	B'000	R/W	Available	Plane p Extensional Data Format B'000: The data format will be determined by the PpDDF bits in PpMRm B'001: ARGB8888 B'010: RGB888 B'011: RGB666 B'100: YCbCr444 B'101: Setting prohibited B'110: Setting prohibited B'111: Setting prohibited

36.2.5 Dual Display Output Control Registers

(1) Display Unit Output Route Control Register 0 (DORCR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB1_1000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	PG1T	—	DK1S	—	—	PG1D		—	—	DR0D	—	—	—	PG0D	
Initial value:	—	1	—	1	—	—	0	1	—	—	0	—	—	—	0	0
R/W:	R	R/W	R	R/W	R	R	R/W	R/W	R	R	R/W	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DPRS
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
30	PG1T	B'1	R/W	DRES	Pin Generate 1 Timing Select Selects the source of timing for pin controller 1. 0: Display-timing generator 0. 1: Display-timing generator 1
29	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
28	DK1S	B'1	R/W	DRES	Dot Clock Select 1 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: Dot-clock generator 0 supplies the dot clock for display-timing generator 1 and pin controller 1. 1: Dot-clock generator 1 supplies the dot clock for display-timing generator 1 and pin controller 1. When the TVM1 bits in DSYSR1 are set to TV synchronized mode, do not set this bit to 0. Dot Clock Select 1 [RZ/G2E] 0: Dot-clock generator 0 supplies the dot clock for display-timing generator 1 and pin controller 1. 1: Dot-clock generator 1 supplies the dot clock for display-timing generator 1 and pin controller 1.
27, 26	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
25, 24	PG1D	B’01	R/W	DRES	Pin Generate 1 Input Data Select Selects the source of input data for pin controller 1. B’00: Data from superimposition processor 0 are input to pin controller 1. For the timing of superimposition processor 0, refer to section 36.3.8(3), Combinations of Blocks for Dual Display Output. B’01: Data from superimposition processor 1 are input to pin controller 1. For the timing of superimposition processor 1, refer to section 36.3.8(3), Combinations of Blocks for Dual Display Output. B’10: Input to pin controller 1 is fixed to 0. The value of the CDE pin is fixed to 0. B’11: The value of DOOR1 is input to pin controller 1. The value of the CDE pin is fixed to 0. The combination of the DRES and DEN bits in DSYSR0 determines the data to be superimposed. DRES/DEN = 00: The value of DOOR1 DRES/DEN = 01: The data in unified memory DRES/DEN = 10: 0 DRES/DEN = 11: Setting prohibited (data: 0)
23, 22	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
21	DR0D	B’0	R/W	DRES	Display Output Route 0 Data Select 0: Data from pin controller 0 are output from the LVDS-IF data. 1: On the LVDS-IF data, data from pin controller 0 are output on rising edges of the output dot clock and data from pin controller 1 are output on falling edges of the output dot clock. If this setting is made, the frequency of the output dot clock has to be at least half of the frequency of the input dot clock.
20 to 18	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
17, 16	PG0D	B’00	R/W	DRES	Pin Generate 0 Input Data Select Selects the source of input data for pin controller 0. B’00: Data from superimposition processor 0 are input to pin controller 0. For the timing of superimposition processor 0, refer to section 36.3.8(3), Combinations of Blocks for Dual Display Output. B’01: Data from superimposition processor 1 are input to pin controller 0. For the timing of superimposition processor 1, refer to section 36.3.8(3), Combinations of Blocks for Dual Display Output. B’10: Input to pin controller 0 is fixed to 0. The value of the CDE pin is fixed to 0. B’11: The value of DOOR0 is input to pin controller 0. The value of the CDE pin is fixed to 0. The combination of the DRES and DEN bits in DSYSR0 determines the data to be superimposed. DRES/DEN = 00: The value of DOOR0 DRES/DEN = 01: The data in unified memory DRES/DEN = 10: 0 DRES/DEN = 11: Setting prohibited (data: 0)
15 to 1	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
0	DPRS	B'0	R/W	DRES	Display Priority Register Select 0: The order of priority for the planes is set in DPPR0. Superimposition processor 0 can be used to superimpose planes 1 and 3. Superimposition processor 1 is not available. 1: The order of priority for the planes is set in DSPR0 or DSPR1. Superimposition processors 0 and 1 can be used to superimpose planes 1 and 3.

(2) Display Unit Output Route Control Register 2 (DORCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Address: DU2/DU3: H'FEB5_1000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R1	R	R1	R	R	R	R1	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DPRS
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
30	—	—	R1	—	Reserved The read value is undefined. The write value should always be 1.
29	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
28	—	—	R1	—	Reserved The read value is undefined. The write value should always be 1.
27 to 25	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
24	—	—	R1	—	Reserved The read value is undefined. The write value should always be 1.
23 to 1	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
0	DPRS	B'0	R/W	DRES	Display Priority Register Select 0: For RZ/G2M V1.3, RZ/G2M V3.0, the order of priority for the planes is set in DPPR2. Superimposition processor 2 can be used to superimpose planes 1. For RZ/G2H, RZ/G2N, superimposition processor 3 is not available. 1: For RZ/G2M V1.3, RZ/G2M V3.0, the order of priority for the planes is set in DSPR2. Superimposition processor 2 can be used to superimpose planes 1. For RZ/G2H, RZ/G2N, the order of priority for the planes is set in DSPR3. Superimposition processors 3 can be used to superimpose planes 3.

(3) Display Unit Plane Timing Select Register 0 (DPTSR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0/DU1: H'FEB1_1004

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	P3DK	—	P1DK
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	0	—	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	P3TS	—	P1TS
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	0	—	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 20	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
19	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
18	P3DK	B'0	R/W	DRES	Plane 3 Dot Clock Select 0: Dot-clock generator 0 1: Dot-clock generator 1
17	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
16	P1DK	B'0	R/W	DRES	Plane 1 Dot Clock Select 0: Dot-clock generator 0 1: Dot-clock generator 1
15 to 4	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
3	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
2	P3TS	B'0	R/W	DRES	Plane 3 Timing Select 0: Display-timing generator 0 1: Display-timing generator 1
1	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
0	P1TS	B'0	R/W	DRES	Plane 1 Timing Select 0: Display-timing generator 0 1: Display-timing generator 1

(4) Display Unit Plane Timing Select Register 2 (DPTSR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Address: DU2/DU3: H'FEB5_1004

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	P3DK	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	0	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	P3TS	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	0	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 19	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
18	P3DK	B'0	R/W	DRES	Plane 3 Dot Clock Select 0: Setting prohibited 1: Dot-clock generator 3
17 to 16	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
15 to 4	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
3	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
2	P3TS	B'0	R/W	DRES	Plane 3 Timing Select 0: Setting prohibited 1: Display-timing generator 3
1 to 0	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

(5) Display Superimpose Priority Register 0 (DSPR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU0: H'FEB1_1020

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	S0S2				S0S1			
Initial value:	—	—	—	—	—	—	—	—	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W*	R/W*	R/W*	R/W*	R/W	R/W	R/W	R/W

- The setting of this register is valid when the DPRS bit in DORCR0 is 1.
- After setting a desired value in a register listed in section 36.2.4 Display Plane Registers, set DSPR0 to the value indicating the plane number (B’0001 and B’0011).

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 4	S0S2	B’0000	R/W	Available	Display Superimposition 0 Priority 2 Select B’0000: Priority level 2 is not used in display generation by superimposition processor 0. B’0001: Plane 1 has priority level 2 in display generation by superimposition processor 0. B’0010: Setting prohibited. B’0011: Plane 3 has priority level 2 in display generation by superimposition processor 0. Others: Setting prohibited
3 to 0	S0S1	B’0000	R/W	Available	Display Superimposition 0 Priority 1 Select B’0000: Priority level 1 is not used in display generation by superimposition processor 0. B’0001: Plane 1 has priority level 1 in display generation by superimposition processor 0. B’0010: Setting prohibited. B’0011: Plane 3 has priority level 1 in display generation by superimposition processor 0. Others: Setting prohibited

(6) Display Superimpose Priority Register 2 (DSPR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	—	—

Address: DU2: H'FEB5_1020

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—		—		S0S1			
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

- The setting of this register is valid when the DPRS bit in DORCR2 is 1.
- After setting a desired value in a register listed in section 36.2.4 Display Plane Registers, set DSPR2 to the value indicating the plane number (B’0001).

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 4	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
3 to 0	S0S1	B’0000	R/W	Available	Display Superimposition 0 Priority 1 Select B’0000: Priority level 1 is not used in display generation by superimposition processor 2. B’0001: Plane 1 has priority level 1 in display generation by superimposition processor 2. Others: Setting prohibited

(7) Display Superimpose Priority Register 1 (DSPR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address: DU1: H'FEB1_1024

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	S1S2				S1S1			
Initial value:	—	—	—	—	—	—	—	—	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

- The setting of this register is valid when the DPRS bit in DORCR0 is 1.
- After setting a desired value in a register listed in section 36.2.4 Display Plane Registers, set DSPR1 to the value indicating the plane number (B’0001 and B’0011).

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 4	S1S2	B’0000	R/W	Available	Display Superimposition 1 Priority 2 Select B’0000: Priority level 2 is not used in display generation by superimposition processor 1. B’0001: Plane 1 has priority level 2 in display generation by superimposition processor 1. B’0010: Setting prohibited. B’0011: Plane 3 has priority level 2 in display generation by superimposition processor 1. Others: Setting prohibited
3 to 0	S1S1	B’0000	R/W	Available	Display Superimposition 1 Priority 1 Select B’0000: Priority level 1 is not used in display generation by superimposition processor 1. B’0001: Plane 1 has priority level 1 in display generation by superimposition processor 1. B’0010: Setting prohibited. B’0011: Plane 3 has priority level 1 in display generation by superimposition processor 1. Others: Setting prohibited

(8) Display Superimpose Priority Register 3 (DSPR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Address: DU3: H'FEB5_1024

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	S1S1			
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

- The setting of this register is valid when the DPRS bit in DORCR2 is 1.
- After setting a desired value in a register listed in section 36.2.4 Display Plane Registers, set DSPR3 to the value indicating the plane number (B’0011[RZ/G2H, RZ/G2N]).

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 4	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
3 to 0	S1S1	B’0000	R/W	Available	Display Superimposition 1 Priority 1 Select B’0000: Priority level 1 is not used in display generation by superimposition processor 3. B’0001: Setting prohibited. B’0010: Setting prohibited. B’0011: Plane 3 has priority level 1 in display generation by superimposition processor 3. Others: Setting prohibited

36.2.6 External Synchronization Control Registers

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: All registers in section 36.2.6 are common to RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E

The sets of display timing generation registers are for the respective channels and have the same functions; they are described as one here.

(1) External Synchronization Control Register n (ESCRn)

Note: n = 0 and 3 [RZ/G2H, RZ/G2N]
n = 0 and 2 [RZ/G2M V1.3, RZ/G2M V3.0]
n = 0 and 1 [RZ/G2E]

Address: DU0: H'FEB1_0000, DU1: H'FEB3_1000, DU2: H'FEB5_0000, DU3: H'FEB7_1000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	DCKOINV	DCKOSEL	—	—	—	DCLKSEL	—	—	—	DCLKDIS
Initial value:	—	—	—	—	—	—	0	0	—	—	—	0	—	—	—	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R/W	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SYNCSEL/—*		—	—	FRQSEL					
Initial value:	—	—	—	—	—	—	0/—*	0/—*	—	—	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W*	R/W*	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Note: * For reserved bit (bit name: —), initial value is undefined, writing is not available and writing value should be specified. For details of bit description, refer to following table.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 26	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
25	DCKOINV	B'0	R/W	Not available	DCLKOUT Invert To enable this bit, set the DEFE bit in DEFRn to 1. In the initial state, this bit is fixed to 0. 0: The DCLKOUT is output in normal phase. 1: The DCLKOUT is output in counter phase. For RZ/G2H, RZ/G2N, this bit is provided in ESCR3. For RZ/G2M V1.3, RZ/G2M V3.0, this bit is provided in ESCR2. For RZ/G2E, this bit is provided in ESCR1 or ESCR0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
24	DCKOSEL	B'0	R/W	Not available	Output Dot Clock Select (DCLKOUT Select) To enable this bit, set DEFE to 1 in DEFRn. In the initial state, this bit is fixed at 0. Set this bit to 1 to specify display output in YC data format. 0: The DCLKOUT division ratio is determined by bits 5 to 0 in this register. 1: The DCLKIN is used as the DCLKOUT, regardless of the division ratio. For RZ/G2H, RZ/G2N, this bit is provided in ESCR3. For RZ/G2M V1.3, RZ/G2M V3.0, this bit is provided in ESCR2. For RZ/G2E, this bit is provided in ESCR1 or ESCR0.
23 to 21	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
20	DCLKSEL	B'0	R/W	Not available	DCLKIN Select [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] 0: The input dot clock source is the DCLKIN pin 1: The input dot clock source is the S2D1ϕ clock. If this setting is made, ensure that the frequency of the input dot clock is divided by two or a greater value (so that the result of dividing the frequency is more than or equal to half the S2D1ϕ frequency).
					DCLKIN Select [RZ/G2E] 0: The input dot clock source is the DCLKIN pin 1: The input dot clock source is the S1D1ϕ clock. If this setting is made, ensure that the frequency of the input dot clock is divided by two or a greater value (so that the result of dividing the frequency is more than or equal to half the S1D1ϕ frequency).
19 to 17	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
16	DCLKDIS	B'0	R/W	Not available	DCLKOUT Disable 0: The DCLKOUT is output. 1: The DCLKOUT is not output. The DCLKOUT is fixed to low level. For RZ/G2H, RZ/G2N, this bit is provided in ESCR3. For RZ/G2M V1.3, RZ/G2M V3.0, this bit is provided in ESCR2. For RZ/G2E, this bit is provided in ESCR1 or ESCR0.
15 to 10	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
9, 8	SYNCSEL	B'00	R/W	Not available	SYNC Select t [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B'00: Phases are not synchronized B'01: Phases are not synchronized B'10: Phases are synchronized by using the EXVSYNC signal B'11: Phases are synchronized by using the EXHSYNC signal
	—	—	R	—	Reserved [RZ/G2E] The read value is undefined. The write value should always be 0.
7, 6	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
5 to 0	FRQSEL	B'00_0000	R/W	Not available	Frequency Select To enable bit 5, the DEFE bit in DEFRn must be set to 1. In the initial state, bit 5 is fixed to 0. If frequency division is by an odd number, the duty cycle of the frequency divided dot clock will be below 50%. For RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, these bits are not provided in ESCR1. B'00_0000: Frequency division of the input dot clock (clock for division) is not performed. Dot clock is the DCLKIN pin. B'00_0001: Division by 2 of the input dot clock (clock for division) B'00_0010: Division by 3 of the input dot clock (clock for division) : Division by (FRQSEL+1) of the input dot clock : (clock for division) B'11_1111: Division by 64 of the input dot clock (clock for division)

(2) Output Signal Timing Adjustment Register n (OTARn)

Note: n = 3 [RZ/G2H, RZ/G2N]
n = 2 [RZ/G2M V1.3, RZ/G2M V3.0]
n = 0 and 1 [RZ/G2E]

Address: DU0: H'FEB1_0004, DU1: H'FEB3_1004, DU2: H'FEB5_0004, DU3: H'FEB7_1004

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	DEA			—	CLAMPA			—	DRGBA			—	—	—	—
Initial value:	—	0	0	0	—	0	0	0	—	0	0	0	—	—	—	—
R/W:	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	CDEA			—	DISPA			—	SYNCA		
Initial value:	—	—	—	—	—	0	0	0	—	0	0	0	—	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
30 to 28	DEA	B’000	R/W	DRES	DE Output Timing Adjustment B’000: Adjustment of output timing is not performed. The DE signal is output on the rising edge of the dot clock, with the reference timing. B’001: The DE signal is output on the rising edge, delayed one dot clock cycle relative to the reference timing. B’010: The DE signal is output on the rising edge, delayed two dot clock cycles relative to the reference timing. B’011: The DE signal is output on the rising edge, delayed three dot clock cycles relative to the reference timing. B’100: The DE signal is output on the falling edge, preceding the reference timing by 1/2 dot clock cycle. B’101: The DE signal is output on the falling edge, delayed 1/2 dot clock cycle relative to the reference timing. B’110: The DE signal is output on the falling edge, delayed (1+1/2) dot clock cycles relative to the reference timing. B’111: The DE signal is output on the falling edge, delayed (2+1/2) dot clock cycles relative to the reference timing.
27	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
26 to 24	CLAMPA	B’000	R/W	DRES	CLAMP Output Timing Adjustment B’000: Adjustment of output timing is not performed. The CLAMP signal is output on the rising edge of the dot clock, with the reference timing. B’001: The CLAMP signal is output on the rising edge, delayed one dot clock cycle relative to the reference timing. B’010: The CLAMP signal is output on the rising edge, delayed two dot clock cycles relative to the reference timing. B’011: The CLAMP signal is output on the rising edge, delayed three dot clock cycles relative to the reference timing. B’100: The CLAMP signal is output on the falling edge, preceding the reference timing by 1/2 dot clock cycle. B’101: The CLAMP signal is output on the falling edge, delayed 1/2 dot clock cycle relative to the reference timing. B’110: The CLAMP signal is output on the falling edge, delayed (1+1/2) dot clock cycles relative to the reference timing. B’111: The CLAMP signal is output on the falling edge, delayed (2+1/2) dot clock cycles relative to the reference timing.
23	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
22 to 20	DRGBA	B’000	R/W	DRES	Digital RGB Output Timing Adjustment B’000: Adjustment of output timing is not performed. The digital RGB signal is output on the rising edge of the dot clock, with the reference timing. B’001: The digital RGB signal is output on the rising edge, delayed one dot clock cycle relative to the reference timing. B’010: The digital RGB signal is output on the rising edge, delayed two dot clock cycles relative to the reference timing. B’011: The digital RGB signal is output on the rising edge, delayed three dot clock cycles relative to the reference timing. B’100: The digital RGB signal is output on the falling edge, preceding the reference timing by 1/2 dot clock cycle. B’101: The digital RGB signal is output on the falling edge, delayed 1/2 dot clock cycle relative to the reference timing. B’110: The digital RGB signal is output on the falling edge, delayed (1+1/2) dot clock cycles relative to the reference timing. B’111: The digital RGB signal is output on the falling edge, delayed (2+1/2) dot clock cycles relative to the reference timing.
19 to 11	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
10 to 8	CDEA	B’000	R/W	DRES	CDE Output Timing Adjustment B’000: Adjustment of output timing is not performed. The CDE signal is output on the rising edge of the dot clock, with the reference timing. B’001: The CDE signal is output on the rising edge, delayed one dot clock cycle relative to the reference timing. B’010: The CDE signal is output on the rising edge, delayed two dot clock cycles relative to the reference timing. B’011: The CDE signal is output on the rising edge, delayed three dot clock cycles relative to the reference timing. B’100: The CDE signal is output on the falling edge, preceding the reference timing by 1/2 dot clock cycle. B’101: The CDE signal is output on the falling edge, delayed 1/2 dot clock cycle relative to the reference timing. B’110: The CDE signal is output on the falling edge, delayed (1+1/2) dot clock cycles relative to the reference timing. B’111: The CDE signal is output on the falling edge, delayed (2+1/2) dot clock cycles relative to the reference timing.
7	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
6 to 4	DISPA	B’000	R/W	DRES	DISP Output Timing Adjustment B’000: Adjustment of output timing is not performed. The DISP signal is output on the rising edge of the dot clock, with the reference timing. B’001: The DISP signal is output on the rising edge, delayed one dot clock cycle relative to the reference timing. B’010: The DISP signal is output on the rising edge, delayed two dot clock cycles relative to the reference timing. B’011: The DISP signal is output on the rising edge, delayed three dot clock cycles relative to the reference timing. B’100: The DISP signal is output on the falling edge, preceding the reference timing by 1/2 dot clock cycle. B’101: The DISP signal is output on the falling edge, delayed 1/2 dot clock cycle relative to the reference timing. B’110: The DISP signal is output on the falling edge, delayed (1+1/2) dot clock cycles relative to the reference timing. B’111: The DISP signal is output on the falling edge, delayed (2+1/2) dot clock cycles relative to the reference timing.
3	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
2 to 0	SYNCA	B’000	R/W	DRES	SYNC* Output Timing Adjustment B’000: Adjustment of output timing is not performed. The SYNC* signal is output on the rising edge of the dot clock, with the reference timing. B’001: The SYNC* signal is output on the rising edge, delayed one dot clock cycle relative to the reference timing. B’010: The SYNC* signal is output on the rising edge, delayed two dot clock cycles relative to the reference timing. B’011: The SYNC* signal is output on the rising edge, delayed three dot clock cycles relative to the reference timing. B’100: The SYNC* signal is output on the falling edge, preceding the reference timing by 1/2 dot clock cycle. B’101: The SYNC* signal is output on the falling edge, delayed 1/2 dot clock cycle relative to the reference timing. B’110: The SYNC* signal is output on the falling edge, delayed (1+1/2) dot clock cycles relative to the reference timing. B’111: The SYNC* signal is output on the falling edge, delayed (2+1/2) dot clock cycles relative to the reference timing. Note: * HSYNC, VSYNC, CSYNC, and ODDF signals. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Note: * HSYNC, VSYNC, signals. [RZ/G2E]

Note: For RZ/G2E, when signals are to be output on the falling edge, the electrical characteristics do not apply.

36.2.7 YC-RGB Conversion Coefficient Registers

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The sets of YC-RGB conversion coefficient registers are for the respective channels and have the same functions; they are described as one here. However, the usable bits by each products are as Table 36.23. The unusable bits are changed to the reserved bits.

Table 36.23 Configuration of YC-RGB Conversion Coefficient Registers

			Second Generation RZ/G Series Products			
Suffix m of register	**Register bits**	**Suffix m of superimposition processors**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
0	31 to 16	1	√	√	√	√
	15 to 0	0	√	√	√	√
2	31 to 16	3	√	—	√	—
	15 to 0	2	—	√	—	—

(1) Y Normalization Coefficient Register m (YNCRm)

Address: DU0/DU1: H'FEB1_4080, DU2/DU3: H'FEB5_4080

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	YNC1											
Initial value:	—	—	—	—	1	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	YNC0											
Initial value:	—	—	—	—	1	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 28	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
27 to 16	YNC1	H'800	R/W	Available	Y Normalization Coefficient 1 This coefficient is for normalization of Y values in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 1.
15 to 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
11 to 0	YNC0	H'800	R/W	Available	Y Normalization Coefficient 0 This coefficient is for normalization of Y values in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 1.

(2) Y Normalization Offset Register m (YNORm)

Address: DU0/DU1: H'FEB1_4084, DU2/DU3: H'FEB5_4084

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	YNO1							
Initial value:	—	—	—	—	—	—	—	—	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	YNO0							
Initial value:	—	—	—	—	—	—	—	—	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
23 to 16	YNO1	H'00	R/W	Available	Y Normalization Offset 1 This offset is to be subtracted from Y values before they are normalized in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The offset is an unsigned 8-bit integer. Its default value is 0.
15 to 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 0	YNO0	H'00	R/W	Available	Y Normalization Offset 0 This offset is to be subtracted from Y values before they are normalized in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The offset is an unsigned 8-bit integer. Its default value is 0.

(3) Cr Normalization Offset Register m (CRNORm)

Address: DU0/DU1: H'FEB1_4088, DU2/DU3: H'FEB5_4088

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CRNO1							
Initial value:	—	—	—	—	—	—	—	—	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CRNO0							
Initial value:	—	—	—	—	—	—	—	—	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
23 to 16	CRNO1	H'80	R/W	Available	Cr Normalization Offset 1 This offset is to be subtracted from Cr values before they are normalized in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The offset is an unsigned 8-bit integer. Its default value is 128.
15 to 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 0	CRNO0	H'80	R/W	Available	Cr Normalization Offset 0 This offset is to be subtracted from Cr values before they are normalized in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The offset is an unsigned 8-bit integer. Its default value is 128.

(4) Cb Normalization Offset Register m (CBNORm)

Address: DU0/DU1: H'FEB1_408C, DU2/DU3: H'FEB5_408C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CBNO1							
Initial value:	—	—	—	—	—	—	—	—	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CBNO0							
Initial value:	—	—	—	—	—	—	—	—	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 24	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
23 to 16	CBNO1	H'80	R/W	Available	Cb Normalization Offset 1 This offset is to be subtracted from Cb values before they are normalized in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The offset is an unsigned 8-bit integer. Its default value is 128.
15 to 8	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
7 to 0	CBNO0	H'80	R/W	Available	Cb Normalization Offset 0 This offset is to be subtracted from Cb values before they are normalized in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The offset is an unsigned 8-bit integer. Its default value is 128.

(5) Red Cr Coefficient Register m (RCRCRm)

Address: DU0/DU1: H'FEB1_4090, DU2/DU3: H'FEB5_4090

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	RCRC1											
Initial value:	—	—	—	—	1	0	1	0	1	1	1	1	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	RCRC0											
Initial value:	—	—	—	—	1	0	1	0	1	1	1	1	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 28	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
27 to 16	RCRC1	H'AF0	R/W	Available	Red Cr Coefficient 1 Cr is multiplied by this coefficient to create the red component in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 1.37.
15 to 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
11 to 0	RCRC0	H'AF0	R/W	Available	Red Cr Coefficient 0 Cr is multiplied by this coefficient to create the red component in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 1.37.

(6) Green Cr Coefficient Register m (GCRCRm)

Address: DU0/DU1: H'FEB1_4094, DU2/DU3: H'FEB5_4094

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	GCRC1											
Initial value:	—	—	—	—	0	1	0	1	1	0	0	1	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	GCRC0											
Initial value:	—	—	—	—	0	1	0	1	1	0	0	1	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 28	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
27 to 16	GCRC1	H'590	R/W	Available	Green Cr Coefficient 1 Cr is multiplied by this coefficient to create the green component in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 0.698.
15 to 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
11 to 0	GCRC0	H'590	R/W	Available	Green Cr Coefficient 0 Cr is multiplied by this coefficient to create the green component in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 0.698.

(7) Green Cb Coefficient Register m (GCBCRm)

Address: DU0/DU1: H'FEB1_4098, DU2/DU3: H'FEB5_4098

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	GCBC1											
Initial value:	—	—	—	—	0	0	1	0	1	0	1	1	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	GCBC0											
Initial value:	—	—	—	—	0	0	1	0	1	0	1	1	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 28	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
27 to 16	GCBC1	H'2B0	R/W	Available	Green Cb Coefficient 1 Cb is multiplied by this coefficient to create the green component in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 0.336.
15 to 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
11 to 0	GCBC0	H'2B0	R/W	Available	Green Cb Coefficient 0 Cb is multiplied by this coefficient to create the green component in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 0.336.

(8) Blue Cb Coefficient Register m (BCBCRm)

Address: DU0/DU1: H'FEB1_409C, DU2/DU3: H'FEB5_409C

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	BCBC1											
Initial value:	—	—	—	—	1	1	0	1	1	1	1	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	BCBC0											
Initial value:	—	—	—	—	1	1	0	1	1	1	1	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Internal Update	Description
31 to 28	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
27 to 16	BCBC1	H'DE0	R/W	Available	Blue Cb Coefficient 1 Cb is multiplied by this coefficient to create the blue component in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 1.73.
15 to 12	—	—	R	—	Reserved The read value is undefined. The write value should always be 0.
11 to 0	BCBC0	H'DE0	R/W	Available	Blue Cb Coefficient 0 Cb is multiplied by this coefficient to create the blue component in YC-RGB conversion by the YC-RGB conversion generation by superimposition processors m. The coefficient is a fixed-point 12-bit value. The 11th bit represents the integer one or zero and the 10th to 0th bits represent the value below the fixed point. The default value is 1.73.

36.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

36.3.1 Configuration of Output Screen

The DU executes window displays with up to a maximum of two window layers. Each of these windows is called a "plane", and the order of stacking of the planes can be set arbitrarily. For each plane, display can be turned on and off, and the display data format (32-bit/pixel, YC), blending functions, and other settings can be changed independently. For RZ/G2M V1.3, RZ/G2M V3.0, plane 3 in the DU2 cannot be used and plane 1 superimposing in DU2 cannot be operated. For RZ/G2H, RZ/G2N, plane 1 in the DU3 cannot be used and plane 3 superimposing in DU3 cannot be operated.

Table 36.24 Display Functions of Planes

		Display Data Format			
	Display On/Off	YC	32-bit/pixel	Superimposing	Size
Plane 1	✓	✓	✓	α blending/EOR operation	X, Y (as desired)
Plane 3	✓	✓	✓	Same as above	Same as above

36.3.2 Display On/Off

All plane display can be turned on and off using the DEN bit in DSYSRn. When the DEN bit is 0, the display data set in DOORn is displayed.

When the value of the DPRS bit in DORCRm is 0, DPPRm is used to turn the display of planes 1 and 3 on and off. When the value of the DPRS bit in DORCRm is 1, on the other hand, DSPRn are used to turn the display of planes 1 and 3 on and off. Under the following display conditions, display data set in BPORn is displayed. RZ/G2M V1.3, RZ/G2M V3.0, plane 3 in the DU2 cannot be used. For RZ/G2H, RZ/G2N, plane 1 in the DU3 cannot be used.

1. When display of all planes 1 and 3 is turned off
2. In an area with no plane for display, due to the display size and display position
3. When the pixels in a plane for display are all a transparent color

Table 36.25 Turning On and Off the Display of Planes 1 and 3 (when the DPRS bit in DORCRm is 0)

Display Plane	Display Plane Priority Register m (DPPRm)
Plane 1	Plane 1 is selected in one among priority positions 1 and 2, and the corresponding enable bit is set to 1
Plane 3	Plane 3 is selected in one among priority positions 1 and 2, and the corresponding enable bit is set to 1

Table 36.26 Turning On and Off the Display of Planes 1 and 3 (when the DPRS bit in DORCRm is 1)

Display Plane	Display Superimpose Priority Register n (DSPRn)
Plane 1	Plane 1 is selected in one among priority positions 1 and 2 (setting to select the plane: B'0001)
Plane 3	Plane 3 is selected in one among priority positions 1 and 2 (setting to select the plane: B'0011)

Notes: Even if display on is set using DPPRm and DSPRn under the following conditions, the setting is handled as display off, and the corresponding plane is not displayed.

- Planes for which the value set in PpDPXRm is greater than the screen size (horizontal display end (HDE) - horizontal display start (HDS))
- Planes for which the value set in PpDPYRm is greater than the screen size (vertical display end (VDE) - vertical display start (VDS))
- Planes for which the value set in PpDSXRm is 0
- Planes for which the value set in PpDSYRm is 0

36.3.3 Plane Parameter

For each plane, a display area start position, memory width, display start position, and display size are set using registers.

The followings are the schematic diagram of start positions and sizes related to planes and the registers used for setting start positions and sizes.

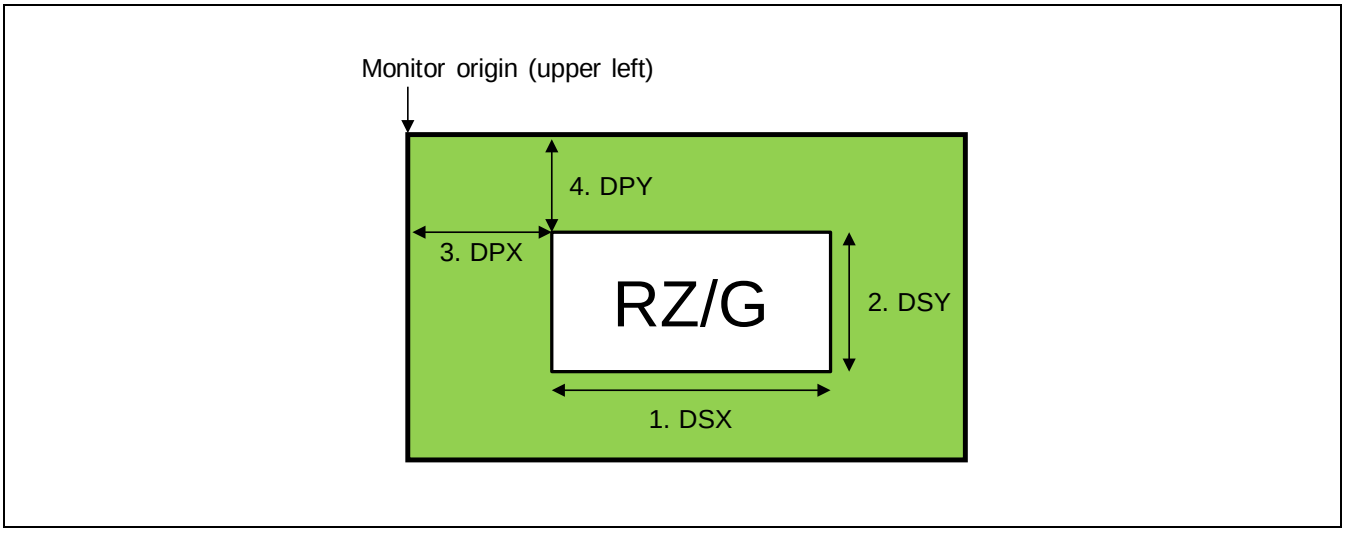


Figure 36.4 Parameters

Table 36.27 Monitor Parameter Setting Registers

No.	Name Used in the Figure	Register	Description
1	DSX (Display size X)	PpDSXRm	The X-direction display size of plane is set in dot-clock units.
2	DSY (Display size Y)	PpDSYRm	The Y-direction display size of plane is set in raster line units.
3	DPX (Display position X)	PpDPXRm	The X-direction distance to the display position is set in dot-clock units, taking the upper-left corner of the monitor as the origin.
4	DPY (Display position Y)	PpDPYRm	The Y-direction distance to the display position is set in raster line units, taking the upper-left corner of the monitor as the origin.

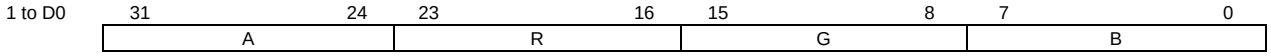
36.3.4 Data Format for Input

The following format is used for color data used in display. A data configuration is shown in which data is allocated to the unified memory in little endian.

(1) 32-bit/pixel: ARGB8888

Levels for A, R, G, and B are represented by 8 bits each (ARGB8888). Note that the format includes a setting for alpha ratio in addition to the R, G, and B values. In this section, "32-bit/pixel" refers to the ARGB8888 format unless otherwise specified.
A 32-bit/pixel (ARGB8888) display should be specified with the PpEDF bits in PpDDC4Rm.
Only the value A is applied as the alpha value in ARGB8888.

32-bit/pixel data (ARGB8888 data) format

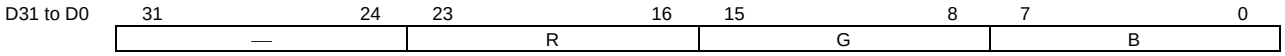


(2) 32-bit/pixel: RGB888

Levels for R, G, and B are represented by 8 bits each (RGB888). "—" Indicates any desired value.

A 32-bit/pixel (RGB888) display should be specified with the PpEDF bits in PpDDC4Rm.

32-bit/pixel data (RGB888 data) format

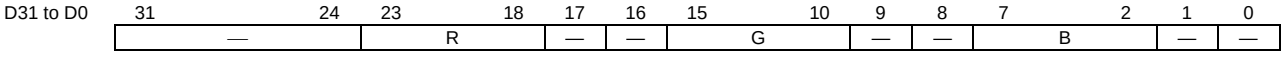


(3) 32-bit/pixel: RGB666

Levels for R, G, and B are represented by 6 bits each (RGB666). "—" Indicates any desired value.

A 32-bit/pixel (RGB666) display should be specified with the PpEDF bits in PpDDC4Rm.

32-bit/pixel data (RGB666 data) format

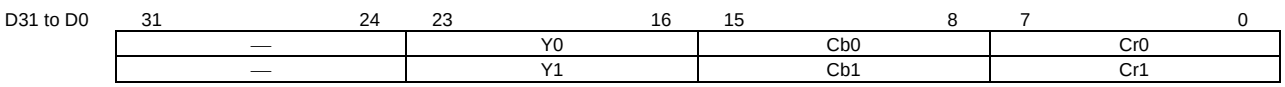


(4) YC: YCbCr444

Image data has the format YC (YCbCr) = 4:4:4. "—" Indicates any desired value.

A YC(YCbCr444) display should be specified with the PpEDF bits in PpDDC4Rm and value other than B’11 is specified in the PpDDF bit in PpMRm.

YC(YCbCr444) format



The formulae for YC-RGB conversion are given below. The underlined coefficients are defined by the settings in the corresponding registers.

R = YNC * (Y - YNO) + RCRC * (Cr - CRNO)
G = YNC * (Y - YNO) - GCRCR * (Cr - CRNO) - GCBC * (Cb - CBNO)
B = YNC * (Y - YNO) + BCBC * (Cb - CBNO)

The formulae for YC-RGB conversion in the default state are thus as follows.

R = Y + 1.37 * (Cr - 128)
G = Y - 0.698 * (Cr - 128) - 0.336 * (Cb - 128)
B = Y + 1.73 * (Cb - 128)

36.3.5 Data Formats for Output

In the case of digital RGB output from the DU, superimposing in the form of α blending and EOR operations is performed after the display data format has been expanded into the RGB888 format, and then the data are output. The supplementary formats in the case of expansion to RGB888 and output data formats are as indicated in the following table. For YCbCr422 output formats, refer to section 36.3.9 YC Format Display.

Table 36.28 Output Data Format

		Red								Green								Blue							
		7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
Expanded data	32-bit/pixel (ARGB8888)	R (8 bits)								G (8 bits)								B (8 bits)							
	32-bit/pixel (RGB888)	R (8 bits)								G (8 bits)								B (8 bits)							
	32-bit/pixel (RGB666)	R (6 bits)						0	0	G (6 bits)						0	0	B (6 bits)						0	0
After superimposing		R (8 bits)								G (8 bits)								B (8 bits)							
Output Data Format		R (8 bits)								G (8 bits)								B (8 bits)							
		Y								Cb								Cr							
		7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
Expanded data		Y (8 bits)								Cb (8 bits)								Cr (8 bits)							
After superimposing		Y (8 bits)								Cb (8 bits)								Cr (8 bits)							
Output Data Format (YCbCr444) (After YC-RGB conversion)		Y (8 bits)								Cb (8 bits)								Cr (8 bits)							
		R (8 bits)								G (8 bits)								B (8 bits)							

36.3.6 Superimposing of Planes

For each plane, two types of combined superimposing are possible: α blending and EOR operations. By setting the PpSPIM bits in PpMRm, the super positioned display type can be selected.

However, α blending and EOR operation cannot be performed simultaneously on the same plane.

The alpha ratio of the 32-bit/pixel data (ARGB8888) can only be the higher-order eight bits (A value).

Table 36.29 Superimposing

PpSPIM	Superimposing
B'000	Setting prohibited. (Default)
B'001	Setting prohibited.
B'010	Setting prohibited.
B'011	Setting prohibited
B'100	The specified plane is displayed.
B'101	Blending of the specified plane with the lower plane is performed.
B'110	EOR operation of the specified plane and the lower plane is performed.
B'111	Setting prohibited

After the image data format has been expanded to RGB888, α blending or EOR operation is performed. The complementary format of each display data format is shown in Table 36.28. α blending and EOR operation are performed in the sequence of the lower plane to the upper plane. The block diagram is shown below.

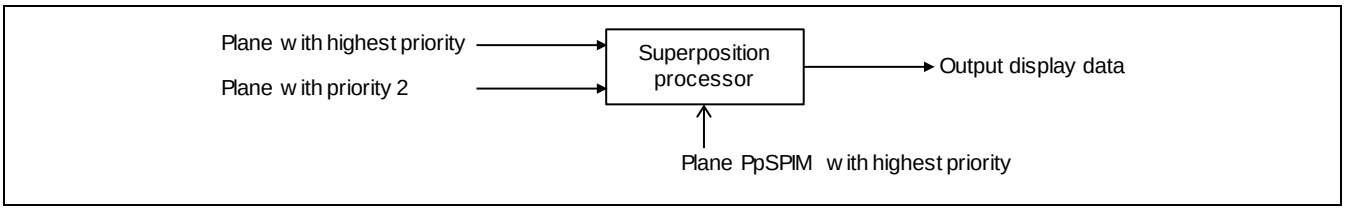


Figure 36.5 Plane Processing Sequence in α Blending and EOR Operation

When display of all lower planes is turned off, the specified plane is displayed. That is, α blending or EOR operation of the specified plane with the image data specified in BPORn is not performed.

(1) α Blending

The alpha ratio can only be the higher-order eight bits (A value) of the 32-bit/pixel data (ARGB8888).

$$\text{Result of blending} \approx (\text{specified plane} \times \alpha/255 + \text{lower plane} \times (1 - \alpha/255) \quad \text{(Approximation)}$$

In the above formula, the blending result, α, the specified plane, and the lower plane are all given as 8-bit data.

(2) EOR Operation

EOR operation of the specified plane with the lower plane is performed.

36.3.7 Sync Mode

In order to facilitate synchronization with external equipment, in addition to master mode, a TV synchronization function is provided. Selection of master mode and TV sync mode is performed using bits 7 and 6 in DSYSRn. In master mode (internal sync mode), the position of the falling edge of the vertical sync signal (VSYNC) set by VSPRn is detected. In TV sync mode (external sync mode), the position of the falling edge of the EXVSYNC signal is detected. The results are then reflected in the bits 14 and 11 in DSSRn.

Master Mode (Internal Sync Mode): By setting the period and pulse width of the horizontal and vertical sync signals (HSYNC, VSYNC) in the display timing generation registers, the corresponding waveforms are output. Also, display data is output in sync with these signals.

In interlaced sync mode and interlaced sync & video mode, a signal is output to the ODDF pin indicating odd/even fields.

TV Sync Mode (External Sync Mode): In TV sync mode, display data is output in sync with a horizontal sync signal and vertical sync signal (EXHSYNC, EXVSYNC) input from a TV, video, or other external sync signal generation circuit. Display data is output with reference to the falling edge of the EXHSYNC signal and the rising edge of the EXVSYNC signal.

The horizontal sync signal, vertical sync signal, and clock signal from the external sync signal generation circuit are input to the EXHSYNC, EXVSYNC, and DCLKIN pins, respectively. CSYNC is at high level. In interlaced sync mode and interlaced sync & video mode, a signal should be input to the EXODDF pin indicating odd/even fields. In non-interlaced mode, the input to the EXODDF pin should be fixed at low level or at high level.

When operating the DU in TV sync mode also, values must be set in HSWRn, HCRn, VSPRn, and VCRn in

Display Timing Generation Registers

When the EXVSYNC signal is input, either before or after completion of display of the display size portion set in the DU, the DU performs vertical display completion operation and transitions to control for the next screen. When the EXVSYNC signal is not input, the unit continues to wait for the EXVSYNC signal while remaining in the vertical blanking interval (auto-control is not performed). Similarly, when the EXHSYNC signal is input the DU performs horizontal display completion operation and transitions to control for the next raster line; but if the EXHSYNC signal is not input, the unit continues to wait for the EXHSYNC signal while remaining in the horizontal blanking interval (auto-control is not performed).

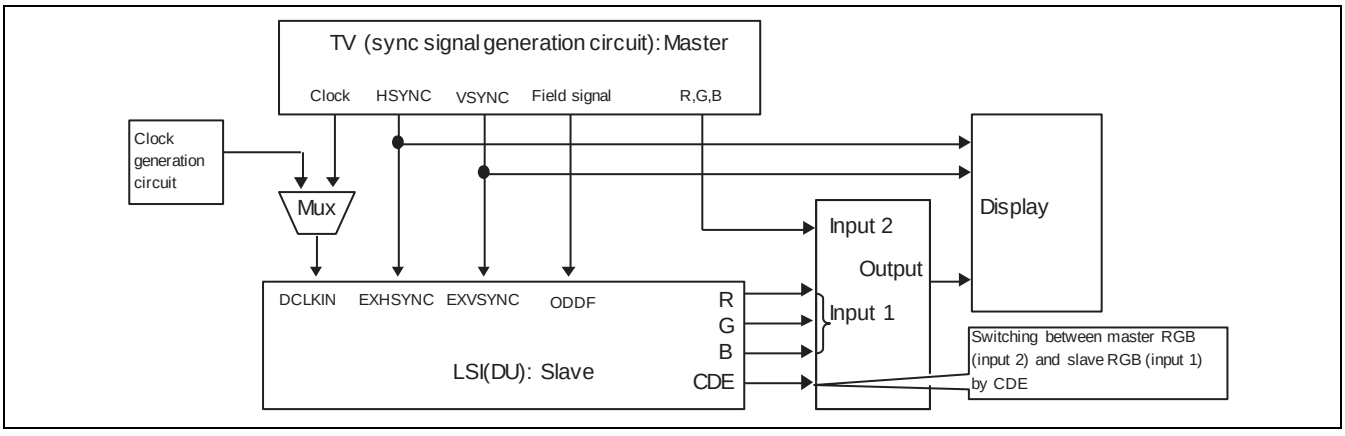


Figure 36.6 Signal Flow in TV Sync Mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Sync Method Switching Mode: When switching from master mode into TV sync mode, or from TV sync mode into master mode, when necessary this mode should be switched into first. Even if a transition to this mode is not made first, switching of the synchronization method is possible.

In this mode, input/output pins connected to the DU are for input, and so collision of pin signals can be avoided. Also, in this mode the internal dot clock is stopped, so that disorder in the input dot clock has no effect on display operation.

36.3.8 Dual Display Output

The DU has superimposition processors, display-timing generators, pin controllers, and dot-clock generators, each of which is independently controllable. The DU0 and DU1 realize various types of display because two channels are available for selecting from among the two display planes.

(1) Independent Display

Different images can be displayed with different sizes by specifying different superimposition processors, display-timing generators, pin controllers, and dot-clock generators.
However, separate output images cannot be produced from a single plane. To display a single set of image data in separate output images, two planes must be used.

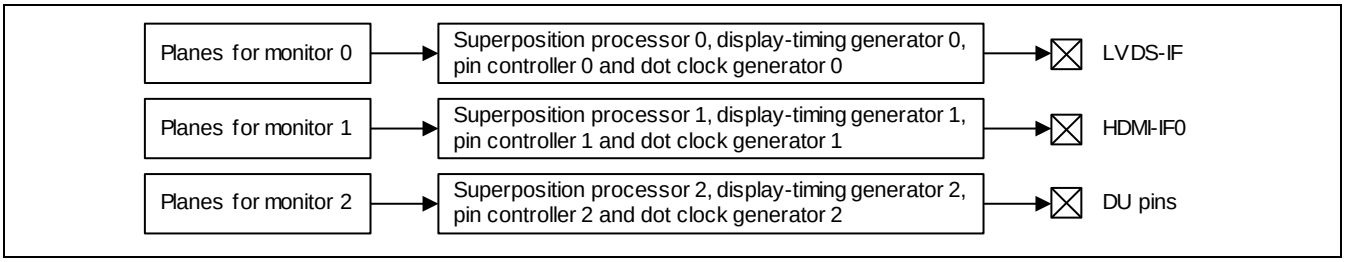


Figure 36.7 Independent Display [RZ/G2M V1.3, RZ/G2M V3.0]

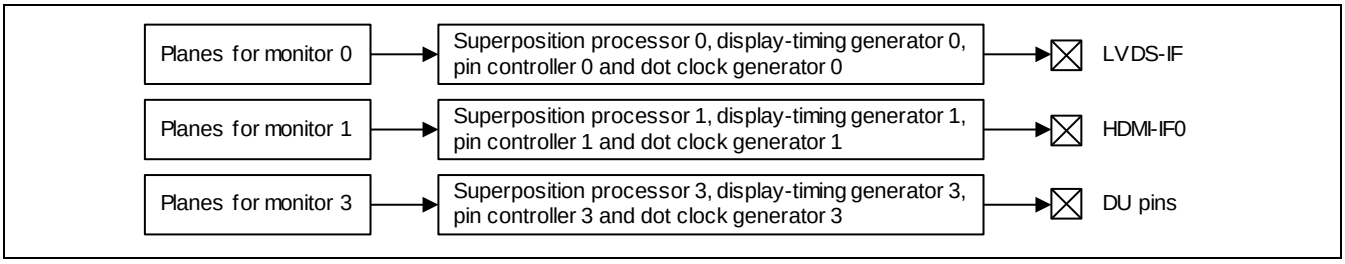


Figure 36.8 Independent Display [RZ/G2H, RZ/G2N]

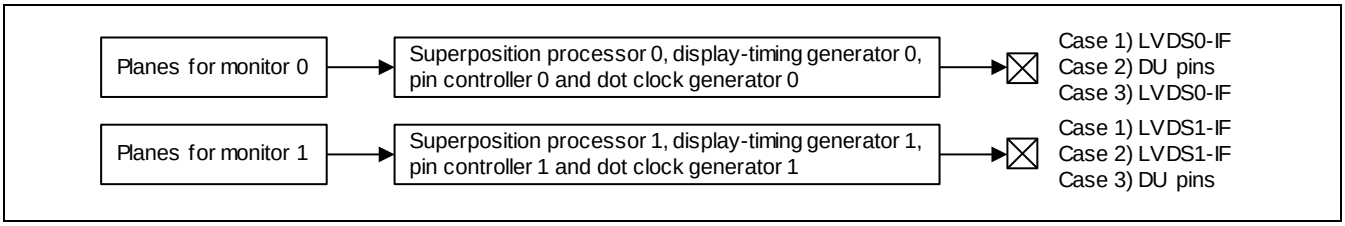


Figure 36.9 Independent Display [RZ/G2E]

(2) Display of Different Images on Monitors of the Same Size

Different images can be displayed on monitors of the same size when the same display-timing generator and dot-clock generator have been specified but the superimposition processors and pin controllers are different.

Images can be output to two monitors through a single set of pins by switching the display data in synchronization with the output dot clock.

When images are output to two monitors through a single set of pins, the image data can be output only via the LVDS-IF.

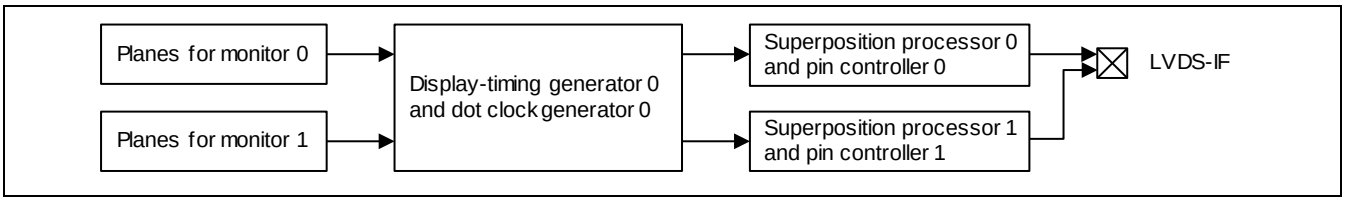


Figure 36.10 Display of Different Images on Monitors of the Same Size

The timing for switching of display data in synchronization with the output dot clock is shown below. This feature is only supported by the LVDS-IF. For switching display data in synchronization with the output dot clock, the output dot clock should be set to be division by two or more of the input dot clock.

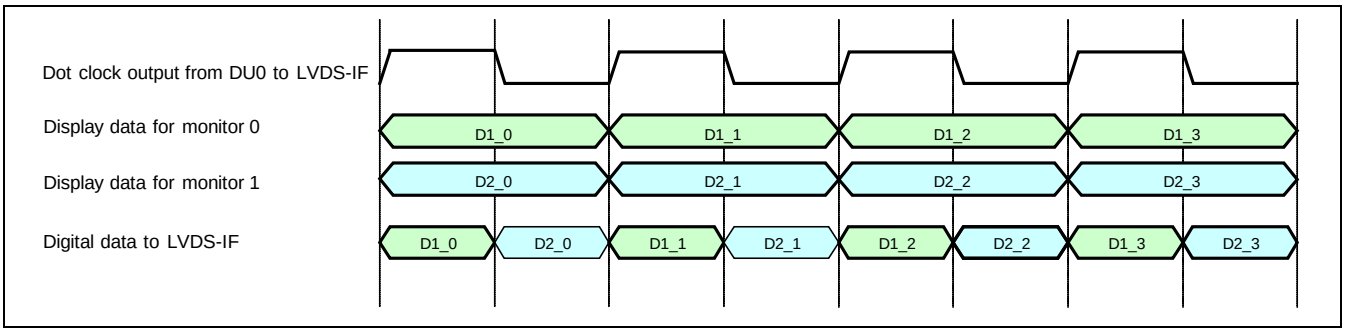


Figure 36.11 Switching Display Data in Synchronization with the Output Dot Clock

(3) Combinations of Blocks for Dual Display Output

For dual display output, the dot clock to be supplied to blocks in the DU, timing signals including SYNC, and display data are specifiable by setting the corresponding registers. Table 36.30 is a matrix of the combinations of blocks, and Table 36.31 gives the meanings of the symbols used in Table 36.30.

When the input block is superimposition processor 1, for example, the information indicated in the table is as follows.

- The dot clock is that from dot-clock generator 0 or 1 as selected by the DR0D and DK1S bits in DORCR0 (No. 5 in the table).
- The timing signal is that from display-timing generator 0 or 1 as selected by the DR0D and PG1T bits in DORCR0 (No. 3 in the table).
- The planes for superimposing of data are selected in DSPR0 (No. 12 in the table).

Take care with register settings because timing signals such as the dot clock, sync signals and so on are freely specifiable, but if the dot clock or other timing signals differ from block to block, a normal display will not be possible.

Table 36.30 Combinations of Blocks

Input Block \ Output Block	Dot-clock generator 0 (clock)	Dot-clock generator 0 (external SYNC)	Dot-clock generator 1 (clock)	Dot-clock generator 1 (external SYNC)	Display-timing generator 0	Display-timing generator 1	Superimposition processor 0	Superimposition processor 1	Pin controller (output timing adjustment) 0	Pin controller (output timing adjustment) 1	Planes 1 and 3	DU0 input pins	DU1 input pins
Dot-clock generator 0 (clock)	—	—	—	—	—	—	—	—	—	—	—	✓	—
Dot-clock generator 0 (external SYNC)	—	—	—	—	—	—	—	—	—	—	—	✓	—
Dot-clock generator 1 (clock)	—	—	—	—	—	—	—	—	—	—	—	—	✓
Dot-clock generator 1 (external SYNC)	—	—	—	—	—	—	—	—	—	—	—	—	✓
Display-timing generator 0	✓	✓	—	—	—	—	—	—	—	—	—	—	—
Display-timing generator 1	1	—	1	✓	—	—	—	—	—	—	—	—	—
Superimposition processor 0	4	—	4	—	2	2	—	—	—	—	11	—	—
Superimposition processor 1	5	—	5	—	3	3	—	—	—	—	12	—	—
Pin controller (output timing adjustment) 0	✓	—	—	—	✓	—	6	6	—	—	—	—	—
Pin controller (output timing adjustment) 1	1	—	1	—	8	8	7	7	—	—	—	—	—
Planes 1 and 3	9	—	9	—	10	10	—	—	—	—	—	—	—
LVDS-IF	—	—	—	—	—	—	—	—	✓	—	—	—	—
HDMI-IF	—	—	—	—	—	—	—	—	—	✓	—	—	—

Table 36.31 Meanings of Symbols and Numbers

Symbol or No.	Register Name (Abbr.)	Bit Name	Description
✓	—	—	One-to-one combination
—	—	—	No combination
1	DORCR0	DK1S	0: Dot-clock generator 0 (clock) 1: Dot-clock generator 1 (clock)
2	DORCR0	PG0D PG1T	Other than 01_1: Display-timing generator 0 01_1: Display-timing generator 1
3	DORCR0	PG0D PG1T	Other than 00_1: Display-timing generator 0 00_1: Display-timing generator 1
4	DORCR0	PG0D DK1S	Other than 01_1: Dot-clock generator 0 (clock) 01_1: Dot-clock generator 1 (clock)
5	DORCR0	PG0D DK1S	Other than 00_1: Dot-clock generator 0 (clock) 00_1: Dot-clock generator 1 (clock)
6	DORCR0	PG0D	00: Superimposition processor 0 01: Superimposition processor 1 10: Fixed to 0 11: The value of DOOR0
7	DORCR0	PG1D	00: Superimposition processor 0 01: Superimposition processor 1 10: Fixed to 0 11: The value of DOOR1
8	DORCR0	PG1T	0: Display-timing generator 0 1: Display-timing generator 1
9	DPTSR0	P1DK and P3DK	0: Dot-clock generator 0 (clock) 1: Dot-clock generator 1 (clock)
10	DPTSR0	P1TS and P3TS	0: Display-timing generator 0 1: Display-timing generator 1
11	DSPR0	—	See the description of DSPR0
12	DSPR1	—	See the description of DSPR1.

36.3.9 YC Format Display

In addition to RGB format display, YC format can be displayed. YCbCr444 data from VSP convert into YCbCr422 format and display as YC format. For RZ/G2H, RZ/G2N, YC(YCbCr422) format can be displayed from the DU3 to external pins. YC format display cannot be superimposed. For RZ/G2M V1.3, RZ/G2M V3.0, YC (YCbCr422) format can be displayed from the DU2 to external pins. For RZ/G2E, YC (YCbCr422) format can be displayed from the DU0 or DU1 to external pins.

RGB format display and YC format display is selected by setting bits 9 and 8 in DEFRn*. Bits 9 and 8 setting of B'10 selects 16-bit YC format display (non-multiplexed), and a setting of B'11 selects 8-bit YC format display (multiplexed). A setting of B'00 selects RGB format.

When YC format is displayed by timing as shown in Figure 36.12 and Figure 36.15, input a 2× clock to DCLKIN and specify division by 2. Also output a 2× clock from DCLKOUT. Both 2× clock output and division by 2 are specified by settings in ESCRn*. Non-multiplexed YC format can be displayed in Figure 36.13 and Figure 36.14, this setting is not required.

Note: * n = 3 [RZ/G2H, RZ/G2N], n = 2 [RZ/G2M V1.3, RZ/G2M V3.0], n = 0, 1 [RZ/G2E]

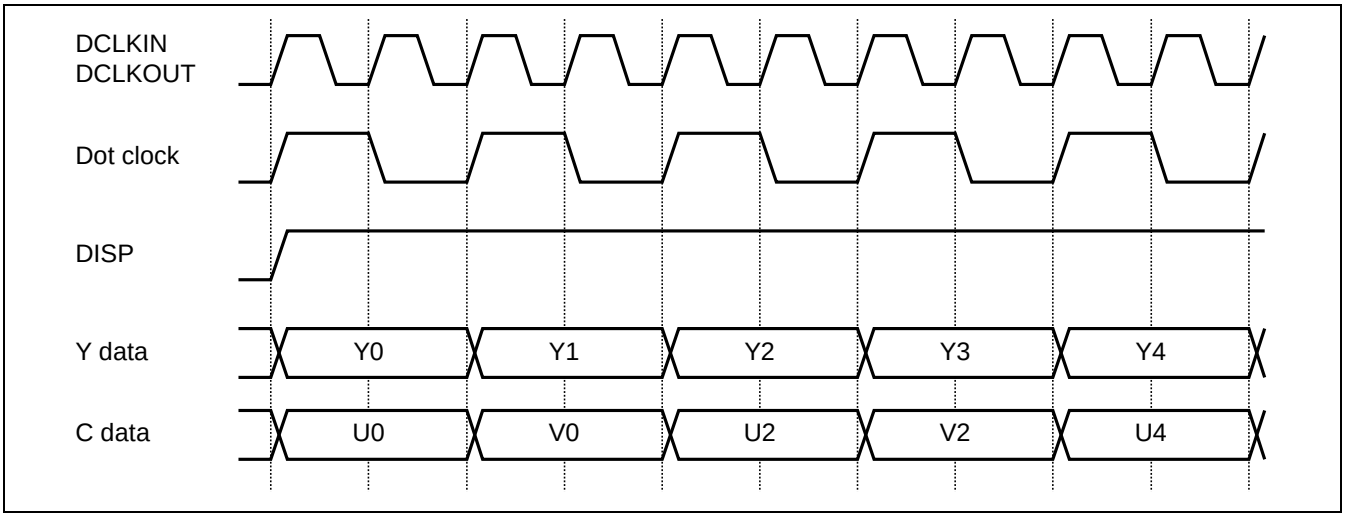


Figure 36.12 YC Non-Multiplexed

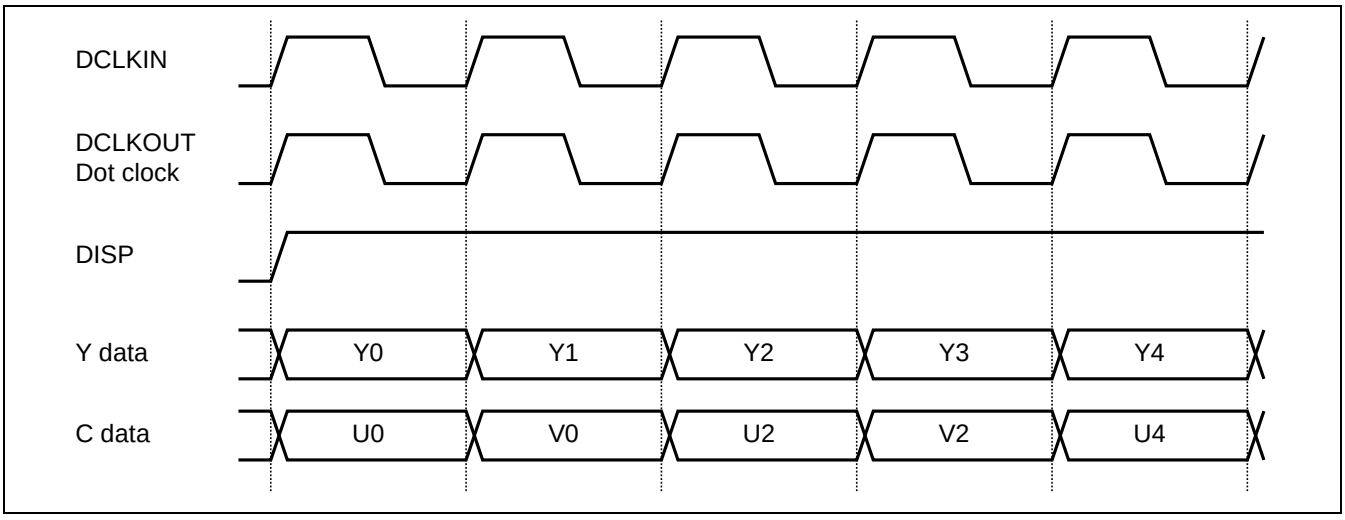


Figure 36.13 Non-Multiplexed (no division)

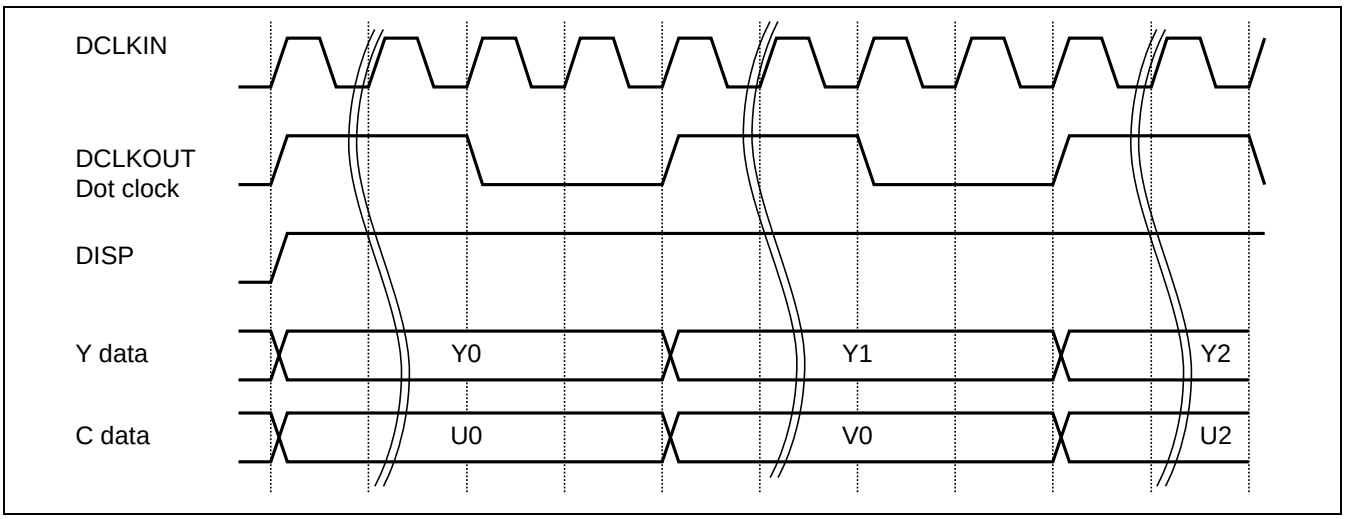


Figure 36.14 Non-Multiplexed (division by x)

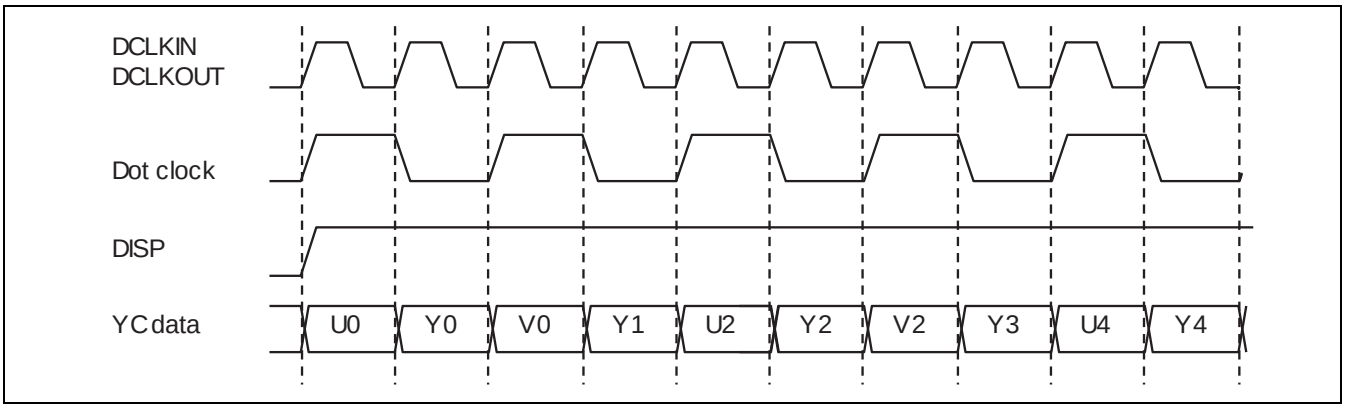


Figure 36.15 YC Multiplexed

Table 36.32 Pin Names and YC Data for YC Format Display

	YC Format Display	
Pin Name	**Non-Multiplexed**	**Multiplexed**
DU_DR2	Y2	Y2, C2
DU_DR3	Y3	Y3, C3
DU_DR4	Y4	Y4, C4
DU_DR5	Y5	Y5, C5
DU_DR6	Y6	Y6, C6
DU_DR7	Y7	Y7, C7
DU_DG2	C6	—
DU_DG3	C7	—
DU_DG4	—	—
DU_DG5	—	—
DU_DG6	Y0	Y0, C0
DU_DG7	Y1	Y1, C1
DU_DB2	C0	—
DU_DB3	C1	—
DU_DB4	C2	—
DU_DB5	C3	—
DU_DB6	C4	—
DU_DB7	C5	—

36.3.10 Display Timing Generation

In the DU, display timing is generated for the horizontal direction and vertical direction of the display screen. Display timing is set by using display timing generation registers in section 36.2.2. Figure 36.16 shows the display timing in non-interlaced mode. Here, the display screen is defined in terms of the variables of Table 36.33.

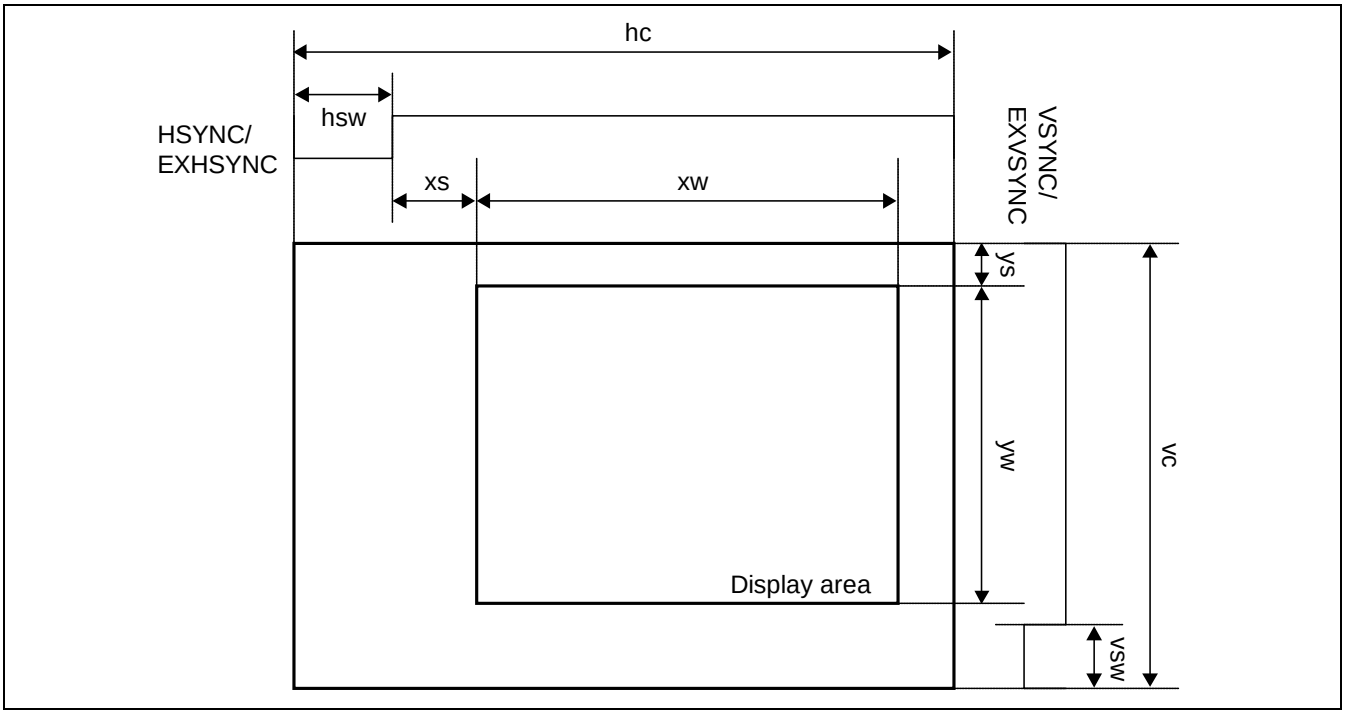


Figure 36.16 Display Timing Generation for Horizontal Direction and Vertical Direction of Display Screen

Table 36.33 Variables Defined in Display Screen

Variables	Contents	Units
hc*1	Horizontal scan period	Dot clock
hsw	Horizontal sync pulse width	Dot clock
xs	From rise of HSYNC to display start position in the horizontal direction of the display screen	Dot clock
xw	Display width per 1 raster of display screen	Dot clock
vc*2	Vertical scan period	Raster line
vsw	Vertical sync pulse width	Raster line
ys	From rise of VSYNC to display start position in the vertical direction of the display screen	Raster line
yw	Vertical display period of display screen	Raster line

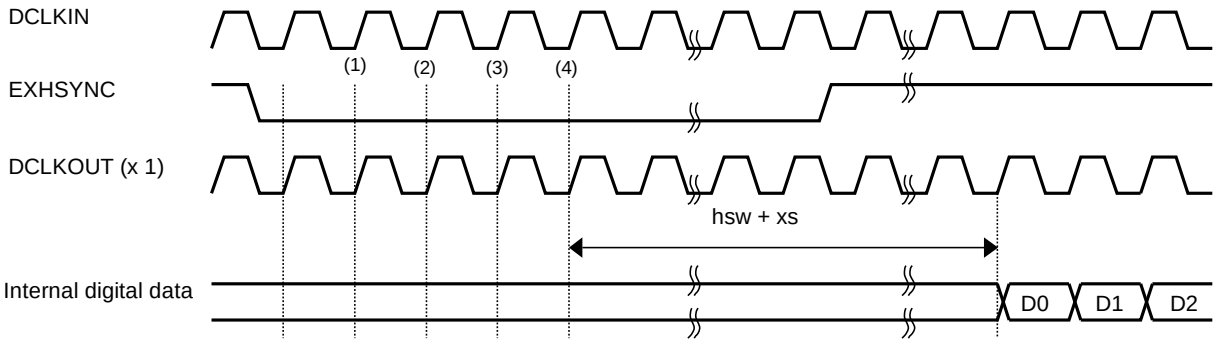
Notes: 1. Should be set such that hsw + xs + xw < hc
2. Should be set such that vsw + ys + yw < vc

The display timing generation register settings are different depending on the scan method and synchronization method. Hence the value of the display timing generation registers should be set after performing calculations like those indicated in Table 36.34.

Table 36.34 Correspondence Table of Settings of Display Timing Generation Registers

		Synchronization Method	
Register Name	**Bit Name**	**Master Mode**	**TV Sync Mode**
Horizontal display start register n (HDSRn)	HDS*6	hsw + xs – 19*5	hsw + xs – 25*2*5
Horizontal display end register n (HDERn)	HDE	hsw + xs – 19*5 + xw	hsw + xs – 25 + xw*2*5
Vertical display start register n (VDSRn)	VDS	ys – 2*3	ys – 2*3
Vertical display end register n (VDERn)	VDE	ys – 2 + yw	ys – 2 + yw
Horizontal synch width register n (HSWRn)	HSW	hsw – 1	hsw – 1
Horizontal cycle register n (HCRn)	HC	hc – 1	hc – 1
Vertical synch point register n (VSPRn)	VSP	vc – vsw – 1	vc – vsw – 1
Vertical cycle register n (VCRn)	VC	vc – 1	vc – 1

Notes: 1. In all scan modes, VDS, VDE, VSP, VC settings are in single-field units.
2. The values of HDS and HDE are from the fourth rising edge of DCLKOUT after detection of the falling edge of EXHSYNC through the rising edge of DCLKOUT



3. VDS should be set to 1 or greater.
4. HC should be set so as to satisfy HC > HDE.
5. If the function below is used, the following correction value is subtracted from both HDS and HDE in Table 36.34.
6. HDS should be set to 1 or greater.

- When using the YC-RGB conversion function (YCRGB0 or YCRGB1 bits in DEF5Rm are set to 1), 3 should be subtracted.

36.3.11 CSYNC [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

In master mode, a CSYNC (composite sync) signal is output. EQWRn is used to set the low-level pulse width of the CSYNC equivalent pulse. SPWRn is used to set the low-level pulse width of the CSYNC serration pulse.

The CSYNC waveform is selected using the CSY bit in DSMRn.

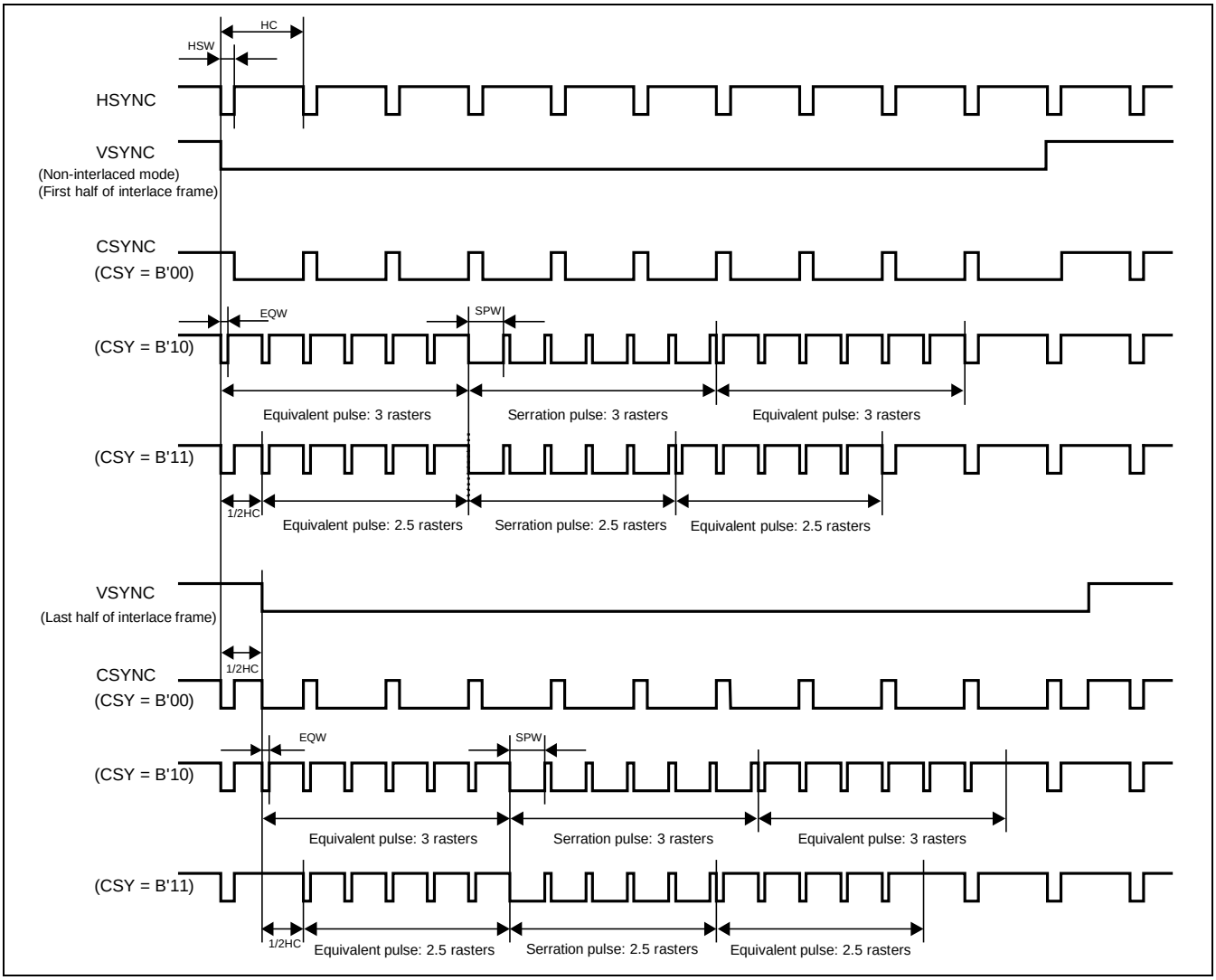


Figure 36.17 CSYNC Timing Chart

36.3.12 Scan Method

The scan method can be selected from among non-interlaced mode, interlaced sync mode, and interlaced sync & video mode. The mode is selected using bit 5 and bit 4 in DSYSRn.

RZ/G2E support only non-interlaced mode, and does not support Interlaced sync mode and Interlaced sync & video mode.

- Non-interlaced mode
  In this scan method, one frame consists of a single field.
- Interlaced sync mode
  In this scan method, one frame consists of two fields. The two fields are an even field and an odd field, displaying the same data.
- Interlaced sync & video mode
  In this scan method, one frame consists of two fields. The two fields are an even field and an odd field, displaying different data.

The ODEV bit in DSMRn is used to set the display order of fields in interlaced sync mode and in interlaced sync & video mode. When the ODEV bit is 0, the display order for one frame is odd field, then even field; when the ODEV bit is 1, the order for one frame is even field, then odd field.

In master mode, high level is output from the ODDF pin during even field display, and low level is output during odd field display. In TV sync mode, high level is input to the EXODDF pin to cause display of the even field, and low level is input to cause display of the odd field.

Note: When non-interlaced mode is selected in TV sync mode, the EXODDF pin should be fixed at low level or high level.

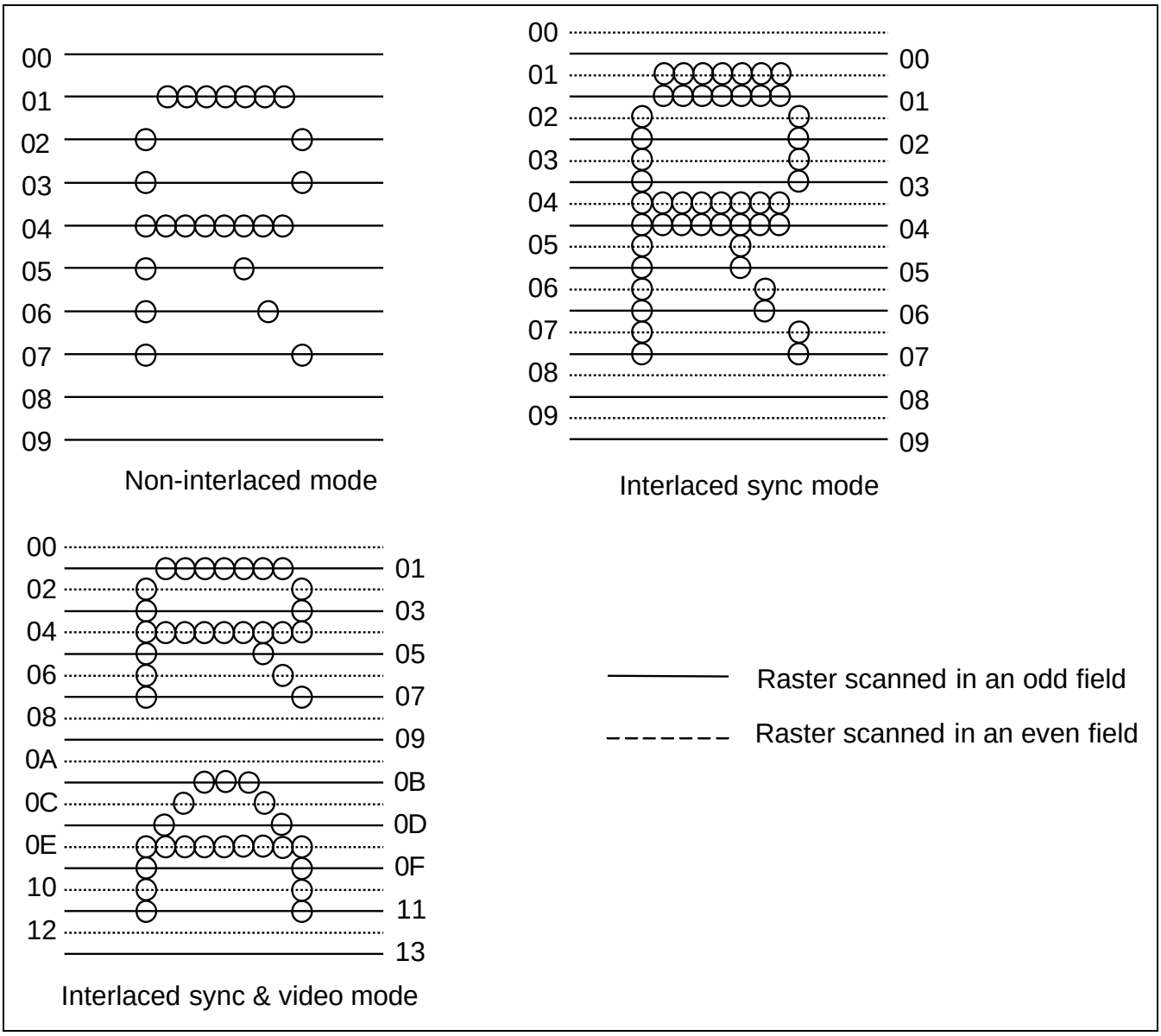


Figure 36.18 Example of Display in Each Scan Mode

- Example of vertical scan period
  Non-interlaced mode: 1/60 second/field, 1/30 second/field
  Interlaced sync mode: 1/30 second/frame
  Interlaced sync & video mode: 1/30 second/frame
- Display in non-interlaced method
  In this method, all lines are displayed at once without providing intervals between input video signals.
  This input method is for monitors capable of high-resolution display.

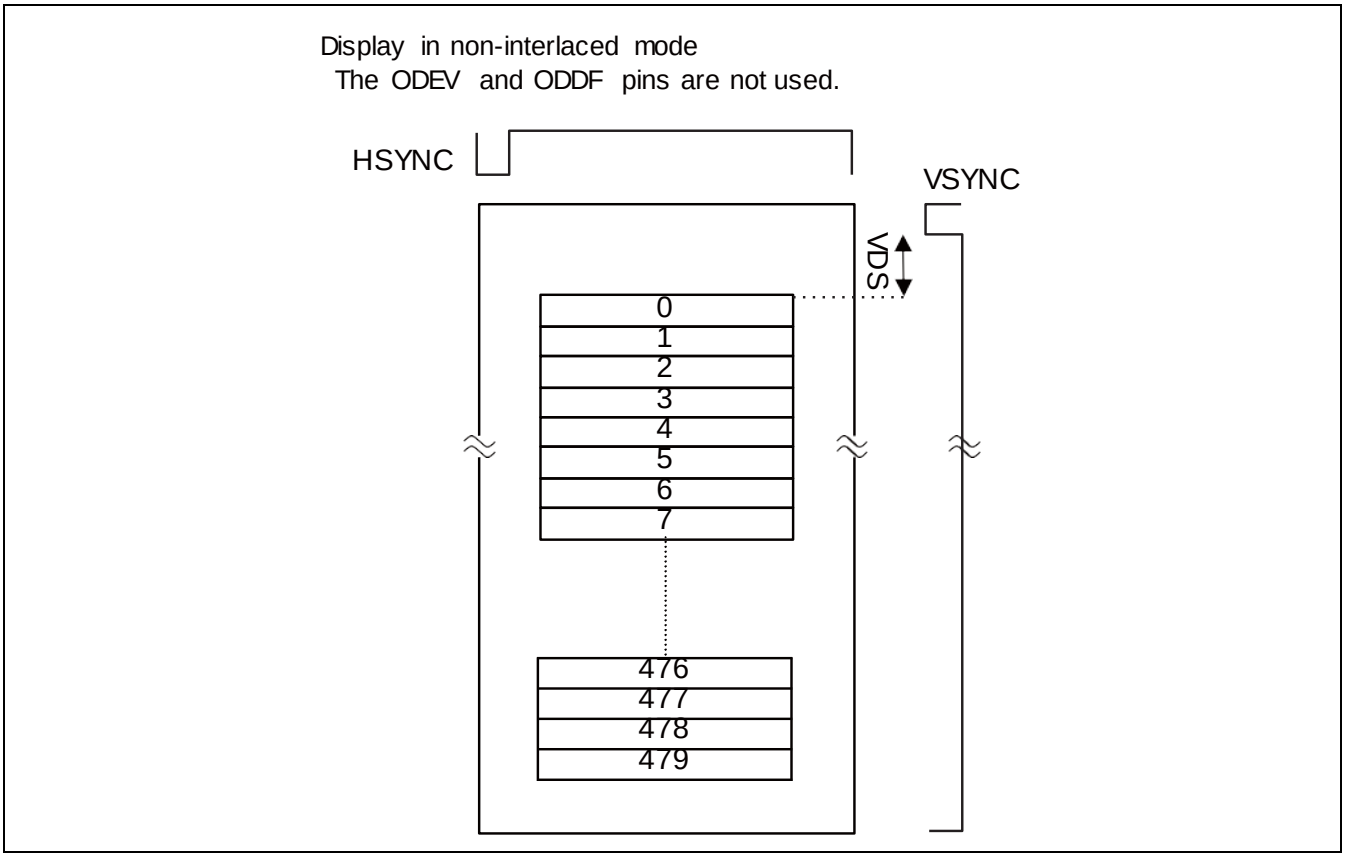


Figure 36.19 Display in Non-Interlaced Method

- Display in interlaced method

  At every scan period VC of the input video signal, even lines and odd lines are switched and displayed in alternation, and a single screen (one frame) is combined and displayed (with the afterimage of the preceding VC) with a period of 2VC. This is a basic TV input method.

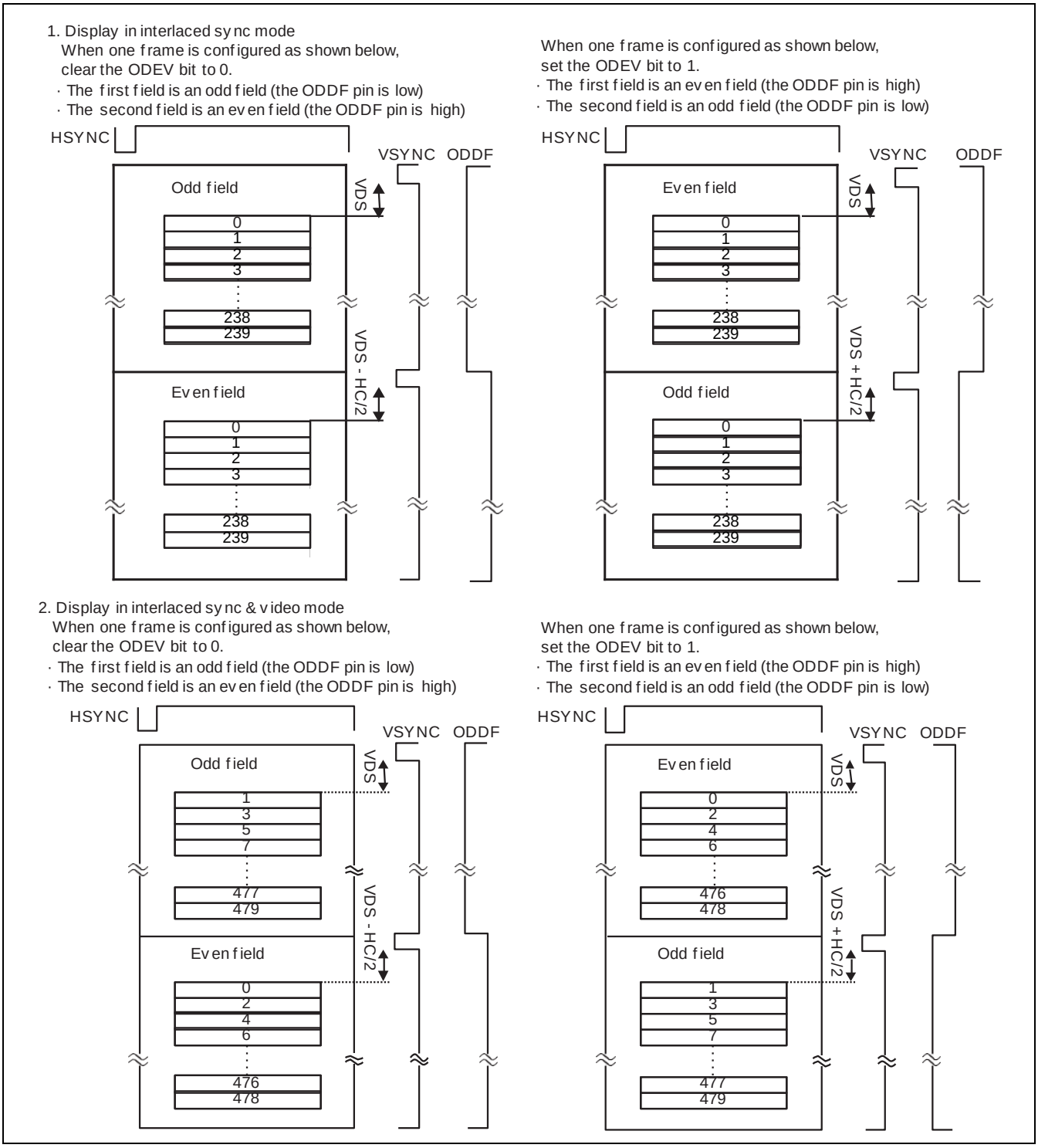


Figure 36.20 Display in Interlaced Method

36.3.13 Color Detection

When output display data matches a color set in CDERn, high level is output from the CDE pin. The CDEM bit in DSMRn can be used to fix the level outside display intervals. Also, the CDEL bit in DSMRn can be used to select the polarity of the output level. See Table 36.36 for the bits to be compared.

When the following display functions are set, the color detection function cannot be used.

- YC-RGB conversion performed by setting the YCRGB0 or YCRGB1 bits in DEF5Rm

Table 36.35 Output Level of the CDE Pin

		The CDE pin in display intervals		The CDE pin outside display intervals	
		Result of Comparison of Output Display Data and CDERn		Value of CDERn*	
CDEL	CDEM	Same	Different	0	Other than 0
0	B'00	High level	Low level	High level	Low level
0	B'01	High level	Low level	High level	Low level
0	B'10	High level	Low level	Low level	Low level
0	B'11	High level	Low level	High level	High level
1	B'00	Low level	High level	Low level	High level
1	B'01	Low level	High level	Low level	High level
1	B'10	Low level	High level	High level	High level
1	B'11	Low level	High level	Low level	Low level

Note: * Output display data is 0 outside display intervals.

Table 36.36 Data Comparison by CDERn

Bits	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CDERn	CDR						X	X	CDG						X	X	CDB						X	X
Output display data	R7	R6	R5	R4	R3	R2	R1	R0	G7	G6	G5	G4	G3	G2	G1	G0	B7	B6	B5	B4	B3	B2	B1	B0

Note: "X" is not compared.

36.3.14 External Sync Control [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

In TV-sync mode, the DU is capable of using an externally input dot clock (clock signal for frequency multiplication: DCLKIN) to generate a dot clock (output dot clock: DCLKOUT) that is in accord with external synchronizing signals (EXHSYNC, EXVSYNC). Supply the externally input dot clock (multiplication clock: DCLKIN) and set the following parameters in ESCRn.

Table 36.37 External Sync Control Parameters

Variable	Function
ESCRn/SYNCSEL	Selects the sync signal (EXHSYNC or EXVSYNC) to use in phase matching of the dot clock.
ESCRn/FRQSEL	Selects the dot-clock division ratio.

1. Use the SYNCSEL bits in ESCRn to set the sync timing of the dot clock (output dot clock: DCLKOUT) generated from the internal dot clock.
2. Use the FRQSEL bits in ESCRn to set the division ratio for generation of the internal dot clock. The following figure shows the internal dot clock timing where the input dot clock has been synchronized with EXHSYNC and then divided by four.

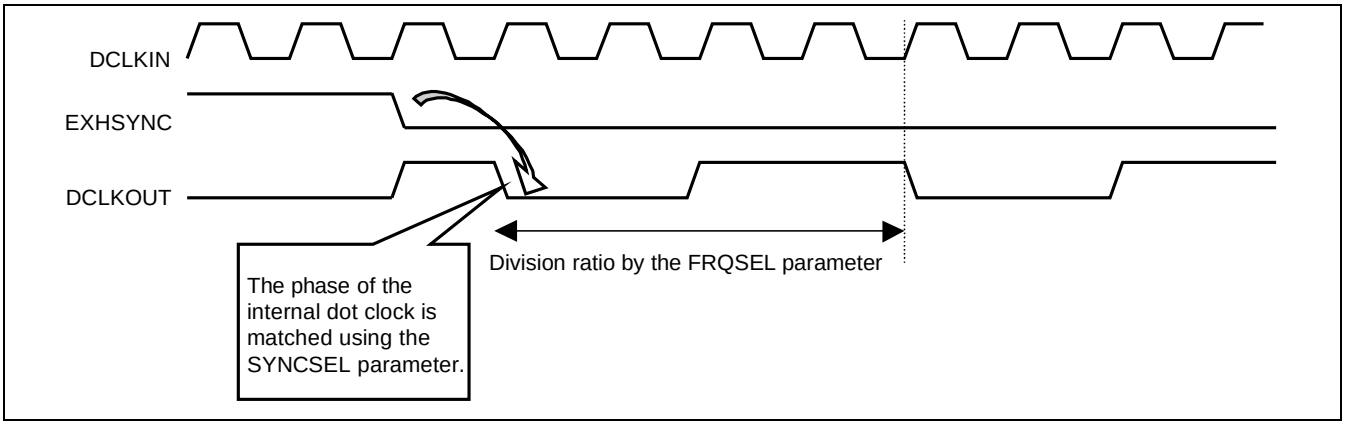


Figure 36.21 DCLKOUT Timing Chart where DCLKIN Synchronized with EXHSYNC is divided by four

36.3.15 Output Signal Timing Adjustment

The DU enables selection of output timing, with respect to the output dot clock, of the various output signals (the four sync signals HSYNC, VSYNC, CSYNC*1 and ODDF*1, as well as DISP, CDE, CLAMP, DE and digital RGB signals). Timing is selected by setting OTARn*2.

Notes: 1. RZ/G2E does not support CSYNC and ODDF signal.
2. n = 3 [RZ/G2N]
n = 2 [RZ/G2M V1.3, RZ/G2M V3.0]
n = 0 and 1 [RZ/G2E]

Table 36.38 Output Signal Timing Setting Parameters

Variable	Function
SYNCA	Sets output timing of the HSYNC, VSYNC, CSYNC and ODDF signals. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
	Sets output timing of the HSYNC and VSYNC signals. [RZ/G2E]
DISPA	Sets output timing of the DISP signal
CDEA	Sets output timing of the CDE signal
DRGBA	Sets output timing of digital RGB signal
CLAMPA	Sets output timing of the CLAMP signal
DEA	Sets output timing of the DE signal

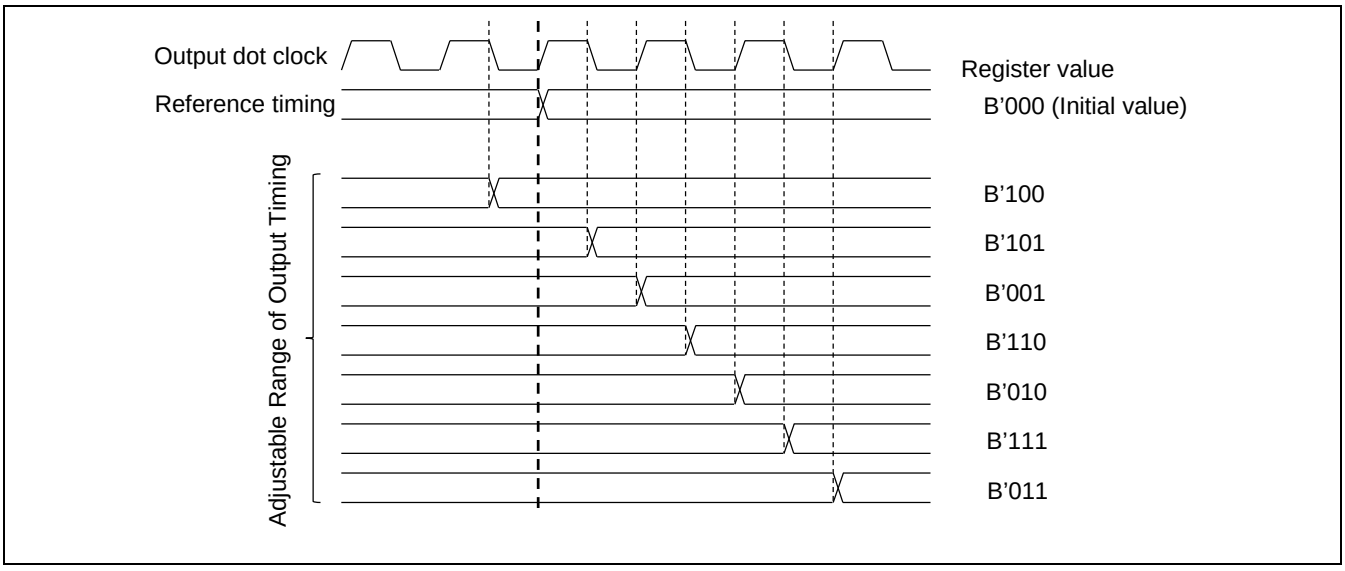


Figure 36.22 Adjustable Range of Output Timing

36.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

36.4.1 Module Standby Mode

Module Standby mode, in which supply of the clock signal to the DU is stopped, is supported.

Even when the DU enters the standby mode, the register values are retained. Do not access the DU during periods in standby mode. For RZ/G2N, when running the DU3, release module standby mode of the DU2 and DU3.

36.4.2 Transition to Module Standby Mode

1. Set both the DEN and DRES bits in DSYSRn to 0 to stop access to the VSP.
2. Test bit 11 in DSSRn to confirm the next VBK flag. The setting made in step 1 becomes effective with the timing of VBK and access to the VSP is stopped. The value of the display data becomes the value set in DOORn
   For RZ/G2M V1.3, RZ/G2M V3.0, when the DU0, DU1 and DU2 are running, test bit 11 of all of DSSR0, DSSR1, and DSSR2.
   For RZ/G2H, RZ/G2N, when the DU0, DU1 and DU3 are running, test bit 11 of all of DSSR0, DSSR1, and DSSR3.
   For RZ/G2E, when the DU0 and DU1 are running, test bit 11 of all of DSSR0 and DSSR1.
3. Stop the clock.

36.4.3 Release from Module Standby Mode and Restarting Display

1. Start the clock.
2. Make settings to turn the display on by setting the DEN and DRES bits in DSYSRn to 1 and 0 respectively.

36.4.4 Acquisition of External Sync Signal [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The following three ways of acquiring the external SYNC signal are available.

(a) The SYNC signal is acquired on rising edges of DCLKIN (or the frequency-divided clock signal derived from this if division has been set up).
(b) The SYNC signal is acquired on falling edges of DCLKIN (or the frequency-divided clock signal derived from this if division has been set up).
(c) Assuming that division has been set up, the SYNC signal that is acquired by the pre-division clock signal is latched on edges of the frequency-divided clock signal.

The electrical characteristics (AC spec.) are only guaranteed for case (a) above. There is no guarantee of electrical characteristics (AC spec.) for cases (b) and (c).

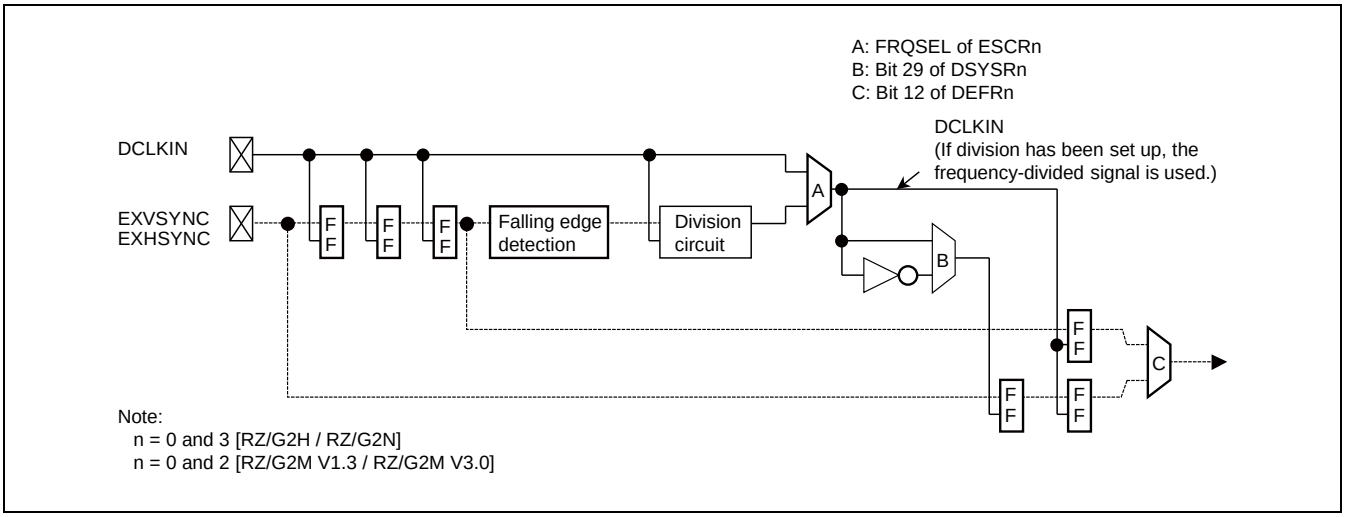


Figure 36.23 Diagram of Circuit that Generates the Display Timing from an External Sync Signal

36.4.5 Restrictions on Changing the Synchronization of the External SYNC Signal [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

When electrical characteristics (AC spec.) related to the acquisition of an external signal are not satisfied, ensure an interval of at least two cycles between changes of EXHSYNC or EXVSYNC, i.e. the external SYNC signals.

The frequency-divided dot clock is used as the basis of the cycle period when bit 12 in DEFRn is 0. The pre-division dot clock is used when bit 12 is 1.

36.4.6 Note on Register Settings

At the time of a reset, some registers of the DU have fixed initial values but others do not. The initial values of the latter when the power for the LSI is turned on can be either 0 or 1. From the initial state after power is switched on, be sure to set all of the registers in the DU to the desired values before starting synchronization of the display*[1].

If turning on the display*[2] is attempted while values in registers are unknown, operation may be incorrect due to access by the DU to areas other than those intended (the DU is capable of access to any area).

Notes: 1. Setting (a) or (b) starts synchronization of the display.
(a) The DRES and DEN bits in DSYSRn are B'00.
(b) The DRES and DEN bits in DSYSRn are B'01.
2. Setting (a) or (b) turns the display on.
(a) When the DPRS bit in DORCRm is 0:
With setting (b) in note 1, setting any of bits DPE2 and DPE1 in DPPRm to 1.
(b) When the DPRS bit in DORCRm is 1:
With setting (b) in note 1, setting bits S0S2 and S0S1 in DSPR0 and DSPR2 or bits S1S2 and S1S1 in DSPR1 and DSPR3 to any value from B'0001 and B'0011.

36.4.7 Transition to Display operation stop by DRES bit in DSYSRn

(1) Display screen is not disturbed

1. Execute the procedure of 1. and 2. of section 36.4.2.
2. Set the DRES and DEN bits in DSYSRn to B’10.

(2) Display screen is disturbed

1. Set the DRES and DEN bits in DSYSRn to B’10.

2. Execute software reset to VSP module.

37. LVDS Interface

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

37.1 Overview

The LVDS-IF (low voltage differential signaling) module converts an RGB signal output by the DU module to the LVDS format and outputs those signals.

The LVDS-IF interface supports 8 output data formats with the conversion formats selected by register settings. The output control signals can also be selected freely.

The LVDS-IF supports the Dual-link output by using vertical stripe output function. [RZ/G2E]

37.1.1 Features

This module has the following features.

- Output pins: Five differential output pairs (4 data and 1 clock) that conform to the TIA/EIA-644 standard.
- Number of channels:
  RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 1ch
  RZ/G2E: 2ch
- Operating frequency: dot clock frequency is from 31MHz to 148.5 MHz. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
  Operating frequency: dot clock frequency is from 5 MHz to 148.5 MHz. [RZ/G2E]
- Supports eight output data formats
- Supports the Dual-link output by using vertical stripe output function. [RZ/G2E]

37.1.2 Block Diagram

Figure 37.1 and Figure 37.2 show the block diagrams of the LVDS-IF module.

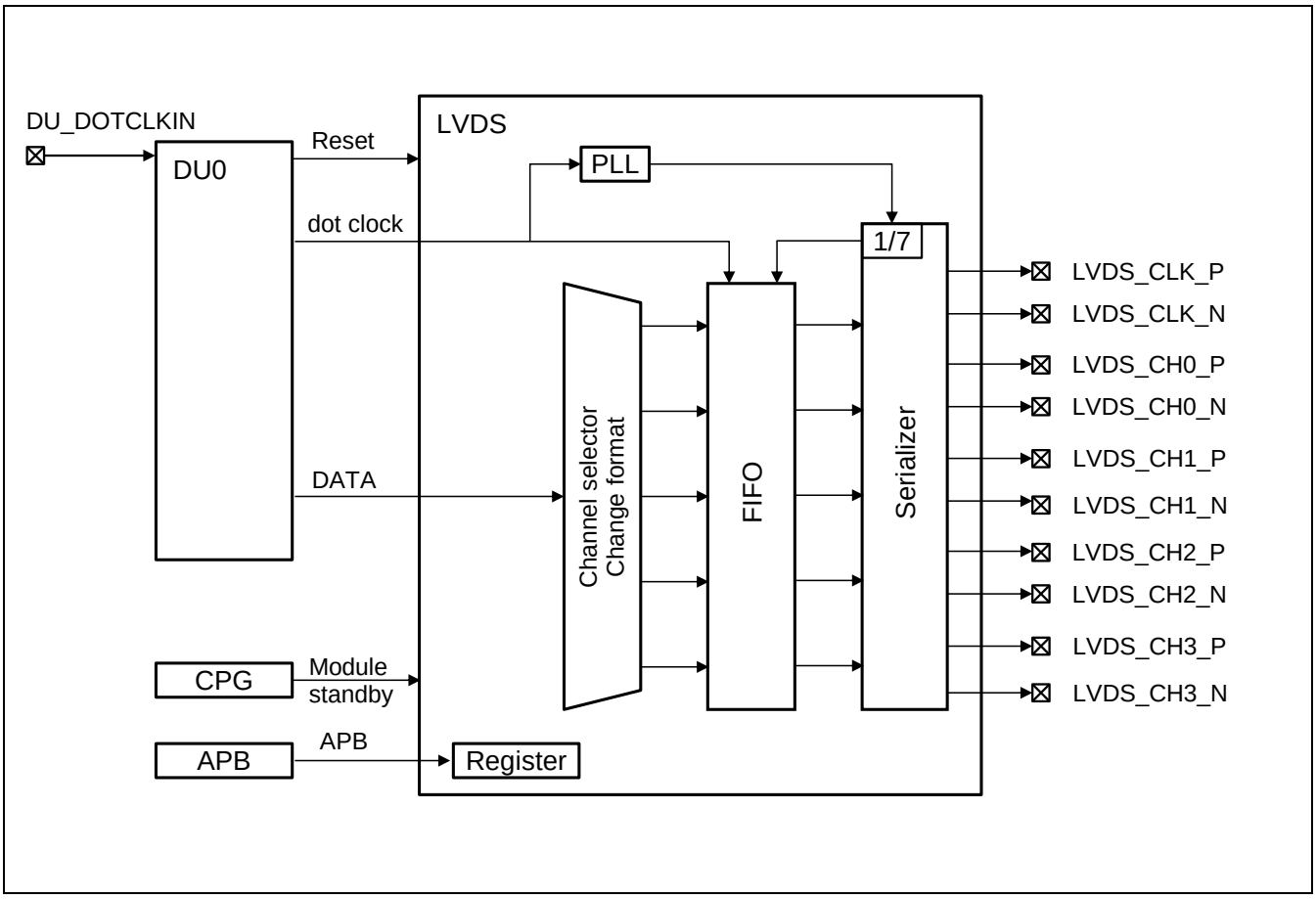


Figure 37.1 Block Diagram of LVDS-IF module for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N

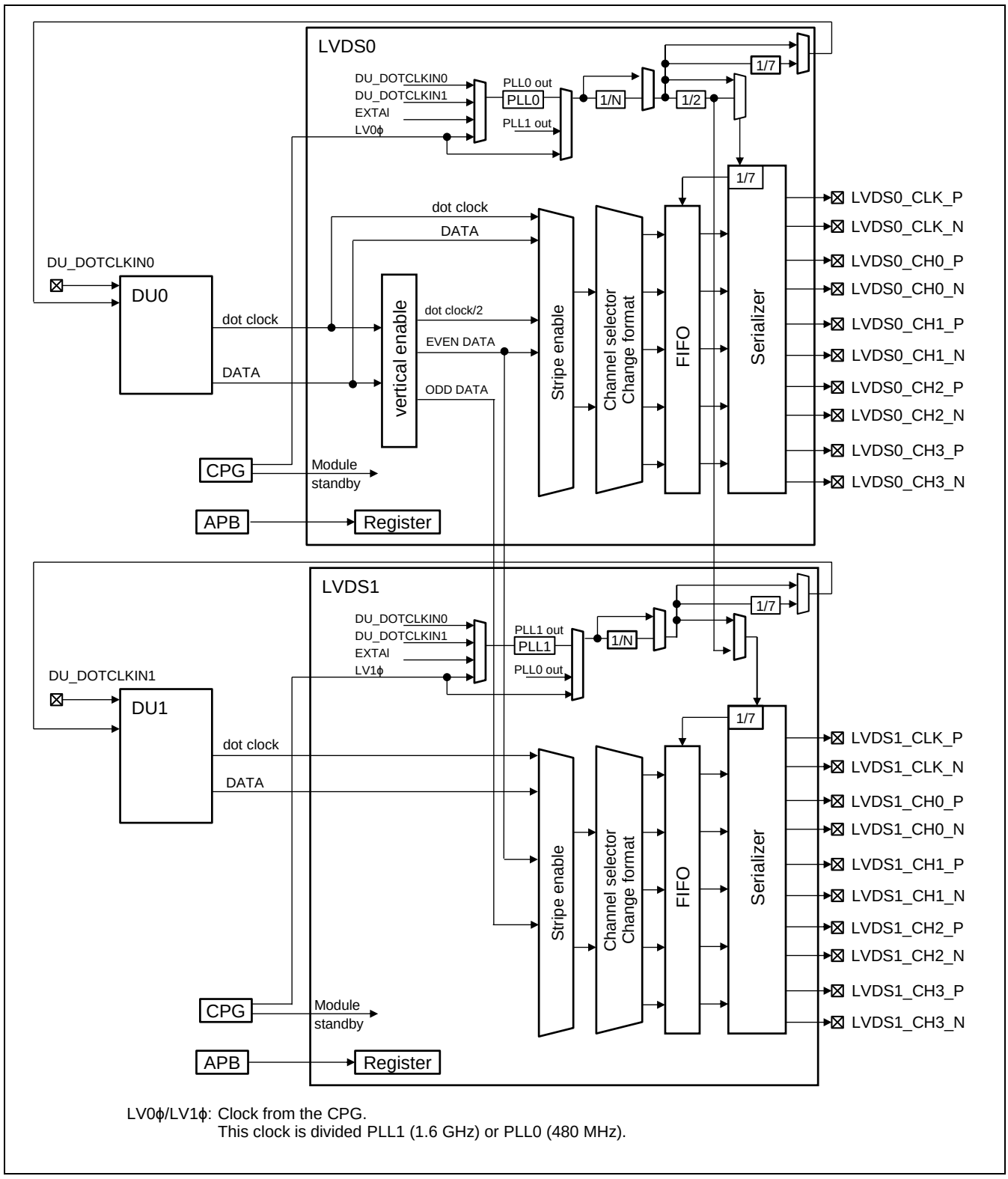


Figure 37.2 Block Diagram of LVDS-IF module for RZ/G2E

37.1.3 External Pins

Table 37.1 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Pin name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
LVDS output	LVDS0_CLK_P	Output	LVDS differential clock (pos)	√	√	√	√
LVDS output	LVDS0_CLK_N	Output	LVDS differential clock (neg)	√	√	√	√
LVDS output	LVDS0_CH0_P	Output	LVDS differential ch0 data (pos)	√	√	√	√
LVDS output	LVDS0_CH0_N	Output	LVDS differential ch0 data (neg)	√	√	√	√
LVDS output	LVDS0_CH1_P	Output	LVDS differential ch1 data (pos)	√	√	√	√
LVDS output	LVDS0_CH1_N	Output	LVDS differential ch1 data (neg)	√	√	√	√
LVDS output	LVDS0_CH2_P	Output	LVDS differential ch2 data (pos)	√	√	√	√
LVDS output	LVDS0_CH2_N	Output	LVDS differential ch2 data (neg)	√	√	√	√
LVDS output	LVDS0_CH3 _P	Output	LVDS differential ch3 data (pos)	√	√	√	√
LVDS output	LVDS0_CH3 _N	Output	LVDS differential ch3 data (neg)	√	√	√	√
LVDS output	LVDS1_CLK_P	Output	LVDS differential clock (pos)	—	—	—	√
LVDS output	LVDS1_CLK_N	Output	LVDS differential clock (neg)	—	—	—	√
LVDS output	LVDS1_CH0_P	Output	LVDS differential ch0 data (pos)	—	—	—	√
LVDS output	LVDS1_CH0_N	Output	LVDS differential ch0 data (neg)	—	—	—	√
LVDS output	LVDS1_CH1_P	Output	LVDS differential ch1 data (pos)	—	—	—	√
LVDS output	LVDS1_CH1_N	Output	LVDS differential ch1 data (neg)	—	—	—	√
LVDS output	LVDS1_CH2_P	Output	LVDS differential ch2 data (pos)	—	—	—	√
LVDS output	LVDS1_CH2_N	Output	LVDS differential ch2 data (neg)	—	—	—	√
LVDS output	LVDS1_CH3 _P	Output	LVDS differential ch3 data (pos)	—	—	—	√
LVDS output	LVDS1_CH3 _N	Output	LVDS differential ch3 data (neg)	—	—	—	√

Note: All LVDS output pins are HiZ state before startup.

37.1.4 Register Configuration

Table 37.2 Address Configuration

Ch*	Name of Register	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	LVDS-IF Control Register 0	LVDCR0*1	R/W	H'FEB9_0000	H'0000_0000	32	√	√	√	√
0	LVDS-IF Control Register 1	LVDCR1*1	R/W	H'FEB9_0004	H'0000_0000	32	√	√	√	√
0	PLL Control Register	LVDPLLCR*3	R/W	H'FEB9_0008	H'0000_0000	32	√	√	√	√
0	CTR Control Register	LVDCTRCR*1	R/W	H'FEB9_000C	H'0000_0000	32	√	√	√	√
0	CH Control Register	LVDCHCR*1	R/W	H'FEB9_0010	H'0000_0000	32	√	√	√	√
0	Vertical Stripe Control Register	LVDSTRIPE*1	R/W	H'FEB9_0014	H'0000_0000	32	—	—	—	√
0	SSCG Control Register	LVDSCR*3	R/W	H'FEB9_0018	H'0000_0000	32	—	—	—	√
0	DIVIDER Register	LVDDIV*3	R/W	H'FEB9_001C	H'0000_0000	32	—	—	—	√
1	LVDS-IF Control Register 0	LVD1CR0*2	R/W	H'FEB9_0100	H'0000_0000	32	—	—	—	√
1	LVDS-IF Control Register 1	LVD1CR1*2	R/W	H'FEB9_0104	H'0000_0000	32	—	—	—	√
1	PLL Control Register	LVD1PLLCR*3	R/W	H'FEB9_0108	H'0000_0000	32	—	—	—	√
1	CTR Control Register	LVD1CTRCR*2	R/W	H'FEB9_010C	H'0000_0000	32	—	—	—	√
1	CH Control Register	LVD1CHCR*2	R/W	H'FEB9_0110	H'0000_0000	32	—	—	—	√
1	Vertical Stripe Control Register	LVD1STRIPE*2	R/W	H'FEB9_0114	H'0000_0000	32	—	—	—	√
1	SSCG Control Register	LVD1SCR*3	R/W	H'FEB9_0118	H'0000_0000	32	—	—	—	√
1	DIVIDER Register	LVD1DIV*3	R/W	H'FEB9_011C	H'0000_0000	32	—	—	—	√

Notes: [RZ/G2E]

1. This register in the LVDS0-IF is controlled by software reset register SRCR7[27] and SRSTCLR7[27].
2. This register in the LVDS1-IF is controlled by software reset register SRCR7[26] and SRSTCLR7[26].
3. This register for clock in the LVDS0-IF and the LVDS1-IF is controlled by software reset register SRCR7[25] and SRSTCLR7[25].

37.1.5 Connected Module

Table 37.3 Connected module

Module name	Connected module name	Function of connected module
LVDS-IF	CPG	Clock Pulse Generator
	DU	Display Unit

37.2 Register Description

Explanation of abbreviation of register

Initial value:	Value of the register after power-on reset
—:	Undefined value
R/W:	The bit or field is readable and writable.
R/WC0:	The bit or field is readable and writable. Writing 0 to the bit initializes the bit. Writing 1 to the bit is ignored.
R:	The bit or field is readable only. When writing to the register, write 0 to it.
—/WB:	The bit or field is writable. Note that values read from write-only bits are not guaranteed.

37.2.1 LVDS-IF Control Register 0 (LVDCR0 / LVD1CR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

LVDCR0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

LVD1CR0 [RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	LVMD				—	—	—	PLLON/ —	—	PWD/—	— / LVEN	LVRES
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W / R	R	R/W / R	R / R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	—	B’0	R/W	Reserved These bits are always read as 0. The write value should always be 0.
14 to 12	—	B’000	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	LVMD	H'0	R/W	LVDS-IF Mode Selects the LVDS-IF module output data format (see Figure 37.3). B'0000: MODE0 B'0001: MODE1 B'0010: MODE2 B'0011: MODE3 B'0100: MODE4 B'0101: MODE5 B'0110: MODE6 B'0111: MODE7 All other values: Setting prohibited
7 to 5	—	B'000	R	Reserved These bits are always read as 0. The write value should always be 0.
4	PLLON	B'0	R/W	PLL Enable [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Controls the PLL operation. 0: PLL stopped. 1: PLL operates.
	—	B'0	R	Reserved [RZ/G2E] This bit is always read as 0. The write value should always be 0.
3	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
2	PWD	B'0	R/W	Power Down mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Controls the LVDS Power Down circuit operation. 0: Power Down mode 1: Normal mode
	—	B'0	R	Reserved [RZ/G2E] This bit is always read as 0. The write value should always be 0.
1	—	B'0	R	Reserved [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] This bit is always read as 0. The write value should always be 0.
	LVEN	B'0	R/W	LVDS-IF PHY Enable Bit [RZ/G2E] Controls the LVDS PHY. 0: PHY off 1: PHY on
0	LVRES	B'0	R/W	LVDS-IF Reset Bit Controls the LVDS output. 0: Output off 1: Output on

37.2.2 LVDS-IF Control Register 1 (LVDCR1 / LVD1CR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

LVDCR1 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

LVD1CR1 [RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CH3STBY		CH2STBY		CH1STBY		CH0STBY		CLKSTBY	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	CH3STBY	B’00	R/W	CH3 Control Controls the CH3 pin. B’00: Standby mode B’11: Operating mode Other settings are prohibited.
7, 6	CH2STBY	B’00	R/W	CH2 Control Controls the CH2 pin. B’00: Standby mode B’11: Operating mode Other settings are prohibited.
5, 4	CH1STBY	B’00	R/W	CH1 Control Controls the CH1 pin. B’00: Standby mode B’11: Operating mode Other settings are prohibited.
3, 2	CH0STBY	B’00	R/W	CH0 Control Controls the CH0 pin. B’00: Standby mode B’11: Operating mode Other settings are prohibited.
1, 0	CLKSTBY	B’00	R/W	CLK Control Controls the CLK pin. B’00: Standby mode B’11: Operating mode Other settings are prohibited.

37.2.3 PLL Control Register (LVDPLLCR / LVD1PLLCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

LVDPLLCR [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

LVD1PLLCR [RZ/G2E]

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	PLLDIVCNT[18:16]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PLLDIVCNT [15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 19	—	All 0	R	Reserved [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] These bits are always read as 0. The write value should always be 0.
18 to 0	PLLDIVCNT	All 0	R/W	PLL Setting [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Sets the PLL multiplication rate. H'0 14CB: 31 MHz <= dot clock < 42 MHz H'0 0A45: 42 MHz <= dot clock < 85 MHz H'0 06C3: 85 MHz <= dot clock < 128 MHz H'0 46C1: 128 MHz <= dot clock <= 148.5 MHz Other settings are prohibited.

[RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	PLLON	PLLSEL		CKSEL			OCKSEL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	STP_CLKOUTE	—	OUTCLKSEL	CLKOUT	PLLE	PLLN							PLLM		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
22	PLLON	B'0	R/W	PLL0 Enable Controls the PLL operation. 0: PLL stopped. 1: PLL operates.
21, 20	PLLSEL	All 0	R/W	Operating clock (LVDPLLCR register in the LVDS0-IF) B'00: PLL0 B'10: PLL1 *1: LV0ϕ from CPG module
				Operating clock (LVD1PLLCR register in the LVDS1-IF) B'00: PLL1 B'10: PLL0 *1: LV1ϕ from CPG module
19 to17	CKSEL	All 0	R/W	Input clock (LVDPLLCR register in the LVDS0-IF) B'001: LV0ϕ clock from CPG module B'011: EXTAL B'101: DU_DOTCLKIN0 B'111: DU_DOTCLKIN1 Others: Setting prohibited
				Input clock (LVD1PLLCR register in the LVDS1-IF) B'001: LV1ϕ clock from CPG module B'011: EXTAL B'101: DU_DOTCLKIN0 B'111: DU_DOTCLKIN1 Others: Setting prohibited
16	OCKSEL	B'0	R/W	Output clock Selector 0: 7 divided Select 7 divided when the LVDS-IF enable. 1: not divided Select not divided when the digital output from pin (DPAD)
15	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
14	STP_ CLKOUTE	B'0	R/W	Output Enable of E-Divider 0: Disable 1: Enable Setting the same value in OUTCLKSEL. (see section 37.3.6 PLL Setting)
13	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
12	OUTCLKSEL	B'0	R/W	Out clock Selector 0: Clock before E-Divider 1: Clock after E-Divider (see section 37.3.6 PLL Setting)
11	CLKOUT	B'0	R/W	Output Enable of the 7 divided. 0: Disable Select Disable when the digital output from pin (PAD) 1: Enable Select Enable, when the LVDS-IF enable.
10	PLLE	B'0	R/W	E-Divider Setting (output divider) (see section 37.3.6 PLL Setting)

Bit	Bit Name	Initial Value	R/W	Description
9 to 3	PLLN	All 0	R/W	N-Divider Setting (feedback divider) (see section 37.3.6 PLL Setting)
2 to 0	PLLM	All 0	R/W	M-Divider Setting (input divider) (see section 37.3.6 PLL Setting)

37.2.4 CTR Control Register (LVDCTRCR / LVD1CTRCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

LVDCTRCR [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

LVD1CTRCR [RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	CTR3SEL			—	CTR2SEL			—	CTR1SEL			—	CTR0SEL		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 15	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
14 to 12	CTR3SEL	B’000	R/W	Ctrl3 Select Selects data to be output to Ctrl3 (see section 37.3.2 Ctrl Signal Selection). B’000: 0 B’001: Odd/even B’010: CDE Other settings are prohibited.
11	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
10 to 8	CTR2SEL	B’000	R/W	Ctrl2 Select Selects data to be output to Ctrl2 (see section 37.3.2 Ctrl Signal Selection). B’000: DISP B’001: Odd/even B’010: CDE B’011: HSYNC B’100: VSYNC Other settings are prohibited.
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 4	CTR1SEL	B’000	R/W	Ctrl1 Select Selects data to be output to Ctrl1 (see section 37.3.2 Ctrl Signal Selection). B’000: VSYNC B’001: DISP B’010: Odd/even B’011: CDE B’100: HSYNC Other settings are prohibited.

Bit	Bit Name	Initial Value	R/W	Description
3	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
2 to 0	CTR0SEL	B’000	R/W	Ctrl0 Select Selects data to be output to Ctrl0 (see section 37.3.2 Ctrl Signal Selection). B’000: HSYNC B’001: VSYNC B’010: DISP B’011: Odd/even B’100: CDE Other settings are prohibited.

37.2.5 CH Control Register (LVDCHCR / LVD1CHCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

LVDCHCR [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

LVD1CHCR [RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CH3SEL		—	—	CH2SEL		—	—	CH1SEL		—	—	CH0SEL	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13, 12	CH3SEL	B’00	R/W	CH3 Select Selects data to be output to LVDS*_C _P/N (see section 37.3.3 CH Selection). B’00: CH3 B’01: CH0 B’10: CH1 B’11: CH2
11, 10	—	B’00	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	CH2SEL	B’00	R/W	CH2 Select Selects data to be output to LVDS*_CH2_P/N (see section 37.3.3 CH Selection). B’00: CH2 B’01: CH3 B’10: CH0 B’11: CH1
7, 6	—	B’00	R	Reserved These bits are always read as 0. The write value should always be 0.
5, 4	CH1SEL	B’00	R/W	CH1 Select Selects data to be output to LVDS*_CH1_P/N (see section 37.3.3 CH Selection). B’00: CH1 B’01: CH2 B’10: CH3 B’11: CH0

Bit	Bit Name	Initial Value	R/W	Description
3, 2	—	B’00	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	CH0SEL	B’00	R/W	CH0 Select Selects data to be output to LVDS*_CH0_P/N (see section 37.3.3 CH Selection). B’00: CH0 B’01: CH1 B’10: CH2 B’11: CH3

37.2.6 Vertical Stripe Control Register (LVDSTRIPE / LVD1STRIPE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	ST_TRGSEL/—		ST_SWAP/—	ST_ON
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W / R	R/W / R	R/W / R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3, 2	ST_TRGSEL	B'00	R/W	Trigger selection for EVEN DATA and ODD DATA separated (LVDSTRIPE register in the LVDS0-IF) B'00: DISP rising edge (default) B'01: HSYNC rising edge B'10: HSYNC falling edge B'11: Setting prohibited
	—	B'00	R	Reserved (LVD1STRIPE register in the LVDS1-IF) These bits are always read as 0. The write value should always be 0.
1	ST_SWAP	B'0	R/W	Odd/even swap mode (LVDSTRIPE register in the LVDS0-IF) 0: Normal LVDS0_* ports output EVEN DATA (It corresponds to the first pixel) LVDS1_* ports output ODD DATA (It corresponds to the second pixel) 1: swap LVDS0_* ports output ODD DATA (It corresponds to the second pixel) LVDS1_* ports output EVEN DATA (It corresponds to the first pixel)
	—	B'0	R	Reserved (LVD1STRIPE register in the LVDS1-IF) This bit is always read as 0. The write value should always be 0.
0	ST_ON	B'0	R/W	Vertical stripe output 0: Disable 1: Enable

37.2.7 SSCG Control Register (LVDSCR / LVD1SCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	DEPTH		BAND SET	TWGCNT				SDIV		MODE	RSTN	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
30, 29	DEPTH	All 0	R/W	PLL SSCG modulation depth control parameter Dp B’00: Dp = 1 B’01: Dp = 2 B’10: Dp = 3 B’11: Setting prohibited (see section 37.3.6 PLL Setting).
28	BANDSET	B’0	R/W	PLL SSCG modulation frequency band control 0: Fmod > 10 kHz 1: Fmod ≤ 10 kHz Fmod: Modulation Frequency (see section 37.3.6 PLL Setting).
27 to 24	TWGCNT	H’0	R/W	PLL SSCG modulation frequency control parameter Cv Cv = 256 + 16 × TWGCNT[3:0] B’0000: Cv = 256 B’0001: Cv = 272 .. B’1110: Cv = 480 B’1111: Cv = 496 (see section 37.3.6 PLL Setting).
23, 22	SDIV	All 0	R/W	PLL SSCG modulation frequency control parameter Sr Sr = 2^SDIV[1:0] B’00: Sr = 1 B’01: Sr = 2 B’10: Sr = 4 B’11: Sr = 8 (see section 37.3.6 PLL Setting).
21	MODE	B’0	R/W	PLL SSCG frequency dithering mode selection 0: Center spread 1: Down spread (see section 37.3.6 PLL Setting).

Bit	Bit Name	Initial Value	R/W	Description
20	RSTN	B'0	R/W	PLL SSCG mode control 0: Disabled 1: Enable
19 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

37.2.8 LVDS DIVIDER Register (LVDDIV/ LVD1DIV)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DIV SEL	DIV RESET	DIV STP	DIV					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	DIVSEL	B'0	R/W	Division Selector 0: Bypass 1: Division
7	DIVRESET	B'0	R/W	Division RESET 0: Reset 1: Clear
6	DIVSTP	B'0	R/W	Division Stop Control 0: Enable 1: Stop
5 to 0	DIV	All 0	R/W	Frequency division of the output 0: Setting prohibited 1: Division by 2 .. .. .. 63: Division by 64

37.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The LVDS-IF module converts the RGB signals output by DU to the LVDS format and outputs those signals. Since the output data format can be selected by register settings, this module can convert to any of the LVDS formats. The output data format is determined by (1) the mode selection, (2) the Ctrl signal selection, and (3) the CH selection.

The registers concerned with the output data format must be set before the LVDS-IF module is started and must not be changed during module operation. (See section 37.3.7 Setting Procedure, for details.)

37.3.1 Mode Selection

The mode is selected by the LDMD bits in the LVDS-IF control register 0. Figure 37.3 shows the modes that can be set.

Here, R0 to R7, G0 to G7, and B0 to B7 are the RGB signals and Ctrl0 to Ctrl3 are control signals (such as HSYNC and VSYNC). The Ctrl signals can be set by the CTR control register.

CH0, CH1, CH2, CLK and CH3 are buffers that hold data temporarily. The default is for the CH0, CH1, CH2, CLK and CH3 data to be output directly without change to LVDS0_CH0_P/N, LVDS0_CH1_P/N, LVDS0_CH2_P/N, LVDS0_CLK_P/N and LVDS0_CH3_P/N. The CH assignment can be switched with the CH control register settings.

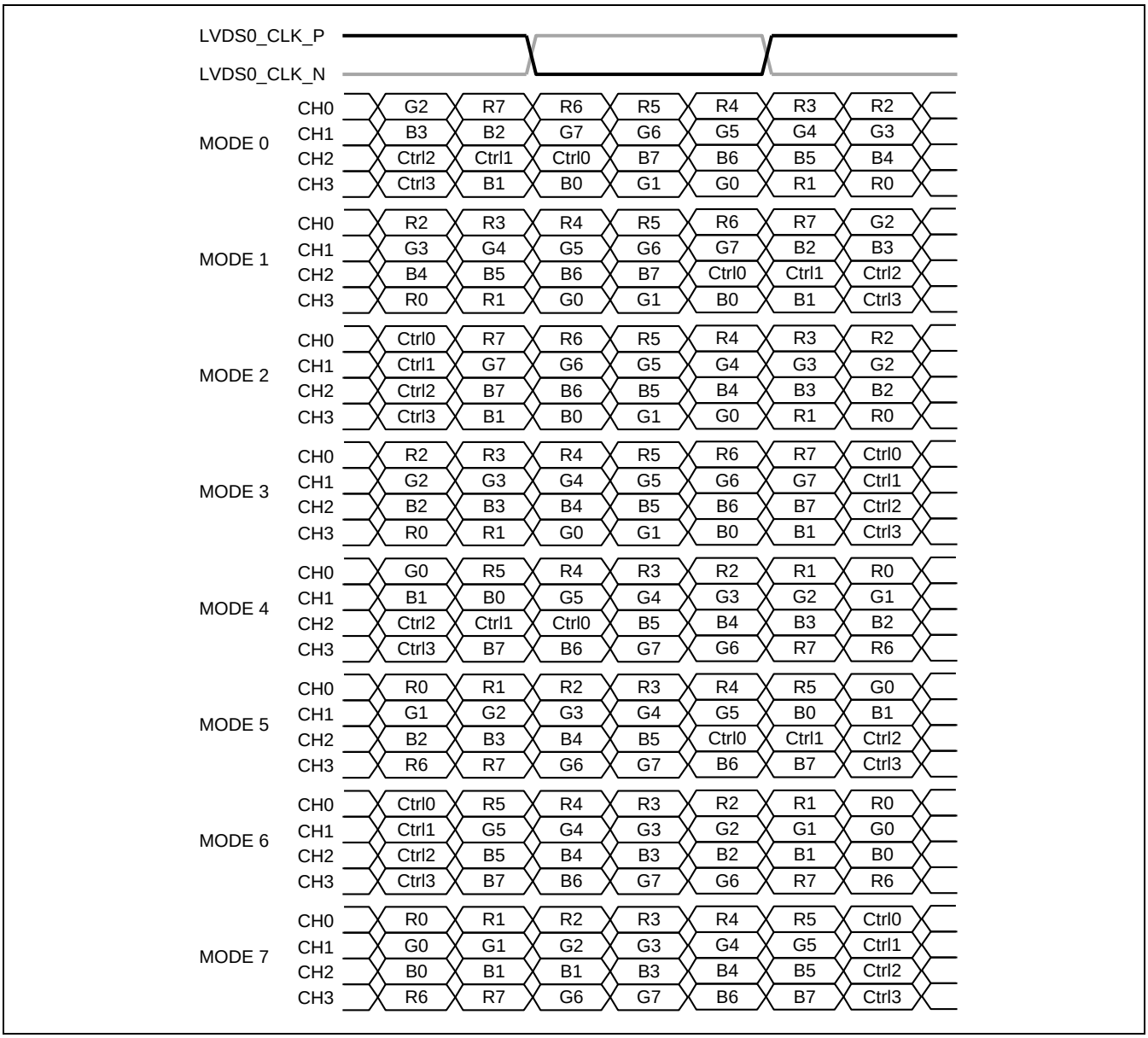


Figure 37.3 Output Data Format

37.3.2 Ctrl Signal Selection

The two stage settings shown below are required to select the Ctrl signals.

1. DU Output Signal Selection

The DU output ports are multiplexed. The signals that you want to output are set up with the corresponding register. The specified signals are input to the LVDS-IF module ports.

2. LVDS Port Selection

The LVDS ports used to output to the Ctrl signals are selected with the CTR control register (LVDCTRCR). This results in the signals input to the LVDS ports being output as Ctrl signals.

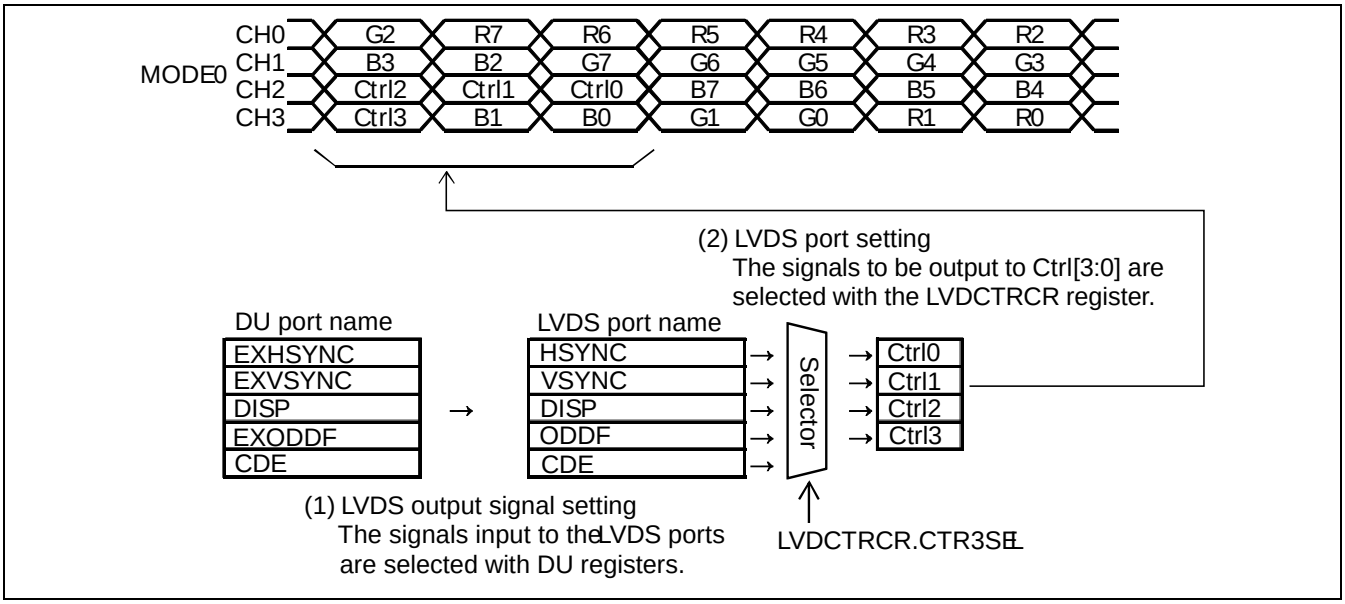


Figure 37.4 Ctrl Signal Selection

Set the desired Ctrl signal characteristics with the DU registers.

For example, to reverse the polarity of the HSYNC signal, the polarity must be set with DU register settings. (The LVDS-IF module only converts the signals output from DU to the LVDS format.)

An example of Ctrl signal settings is shown below.

1. Ctrl0 = HSYNC, Ctrl1 = VSYNC, and Ctrl2 = DISP

   Set the DU registers so that HSYNC, VSYNC, and DISP are output.

   Then set the CTR control register (LVDCTRCR) so that CTR0SEL = B’000, CTR1SEL = B’000, and CTR2SEL = B’000.
2. Ctrl0 = CSYNC, Ctrl1 = ODDF, and Ctrl2 = CDE

   Set the DU registers so that CSYNC, ODDF, and CDE are output.

   Then set the LVDS-IF register (LVDCTRCR) so that CTR0SEL = B’000, CTR1SEL = B’010, and CTR2SEL = B’010.

   (Note that since CSYNC can also be output from other ports, CTR0SEL must be set to match the port from which DU outputs CSYNC.)

37.3.3 CH Selection

The LVDS-IF module stores the RGB signal data in CH0, CH1, CH2, and CH3 according to the mode selection and Ctrl signal selection registers.

The CH0, CH1, CH2, and CH3 data is then stored in the CH0, CH1, CH2, and CH3 FIFOs according to the CH selection register setting. The data stored in the CH0, CH1, CH2, and CH3 FIFOs is output from the external pins after passing through the LVDS buffers.

37.3.4 Vertical stripe output [RZ/G2E]

The LVDS-IF supports the vertical stripe output separated the even data and the odd data by setting the Vertical Stripe Control Register (LVDSTRIPE.ST_ON = B'1 and LVD1STRIPE.ST_ON = B'1). Figure 37.5 shows the vertical stripe output. The LVDS0_* ports output the even data and the LVDS1_* ports output the odd data. The even data corresponds to the first pixel, and the odd data corresponds to the second pixel. Also, the even data and the odd data can swap by setting LVDSTRIPE.ST_SWAP = B'1.

The vertical stripe output is possible only from DU0 input.

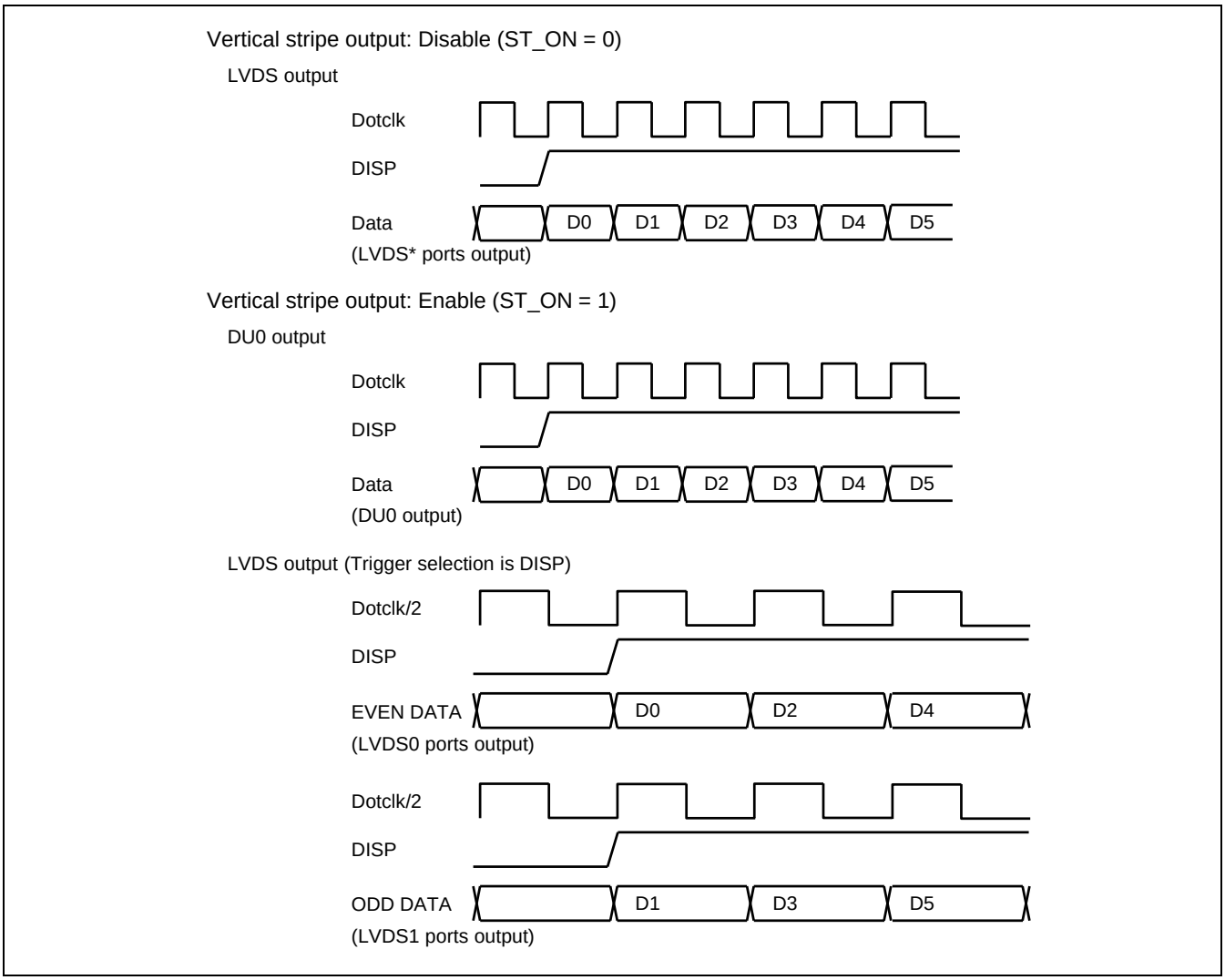


Figure 37.5 Vertical Stripe output for DUAL-Link

Note: The EVEN DATA corresponds to the first pixel, and the ODD DATA corresponds to the second pixel in Figure 37.5

37.3.5 Dot clock Settings

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The LVDS-IF module dot clock frequency is determined by the clock source selected and the divisor settings. This section describes how this frequency is set.

The individual settings are made with the DU (Display Unit) registers. Refer to the corresponding sections for details on the registers, notes, and other information on these settings.

- Clock source selection
  The clock source can be selected to be either the internal clock or an external input (DU_DOTCLKIN*).
  This is set with the DCLKSEL bit in the DU external synchronization control register (ESCR0).
- Divisor setting
  This setting specifies the divisor applied to the clock source.

This is set with the FRQSEL field in the DU external synchronization control register (ESCR0).

[RZ/G2E]

This section describes how this frequency of the LVDS-IF module and the digital output from pin (DPAD) set. Figure 37.6 shows the path for dot clock.

Setting output clock form the LVDS-IF to the DU:

- Clock source of the PLL selection
  The clock source of the PLL can be selected to be either the EXTAL, an external input (DU_DOTCLKIN0/1) or LV0 ϕ /1ϕ clock form CPG. (LVDPLLCR.CKSEL / LVD1PLLCR.CKSEL)
- Frequency of the PLL setting (See Section 37.3.6 PLL Setting)
- 1/N divisor setting (LVDDIV / LVD1DIV)

When the LVDS-IF enable:

- Select 7 divider in the LVDS-IF.
  (LVDS0: LVDPLLCR.OCKSEL = B’0 and LVDPLLCR.CLKOUT = B’1LVDS1: LVD1PLLCR.OCKSEL = B’0 and LVD1PLLCR.CLKOUT = B’1)
- Select the LVDS output clock in the DU0/1.
  (DIDSR0.LVCS0/1 = B’1, ESCR0/1.DCLKSEL = B’0 and ESCR0/1.FRQSEL = B’0*)

Note: * However, when outputting from the LVDS0-IF as section (2) Display of Different Images on Monitors of the Same Size of 35.3.8 Dual Display Output, the output dot clock should be set to be division by two of the input dot clock. (ESCR0.FRQSEL = B’1)

When the digital output from pin (DPAD) enable:

- Clock source selection
  The clock source can be selected to be either the internal clock or an external input (DU_DOTCLKIN0/1) or the LVDS-IF output clock. When select the LVDS-IF output clock, setting bypass 7 divider in the LVDS-IF. (LVDS0: LVDPLLCR.OCKSEL = B’1 and LVDPLLCR.CLKOUT = B’0, LVDS1: LVD1PLLCR.OCKSEL = B’1 and LVD1PLLCR.CLKOUT = B’0)
- Divisor setting in the DU0/1.
  This setting specifies the divisor applied to the clock source.

This is set with the FRQSEL field in the DU external synchronization control register (ESCR0/1).

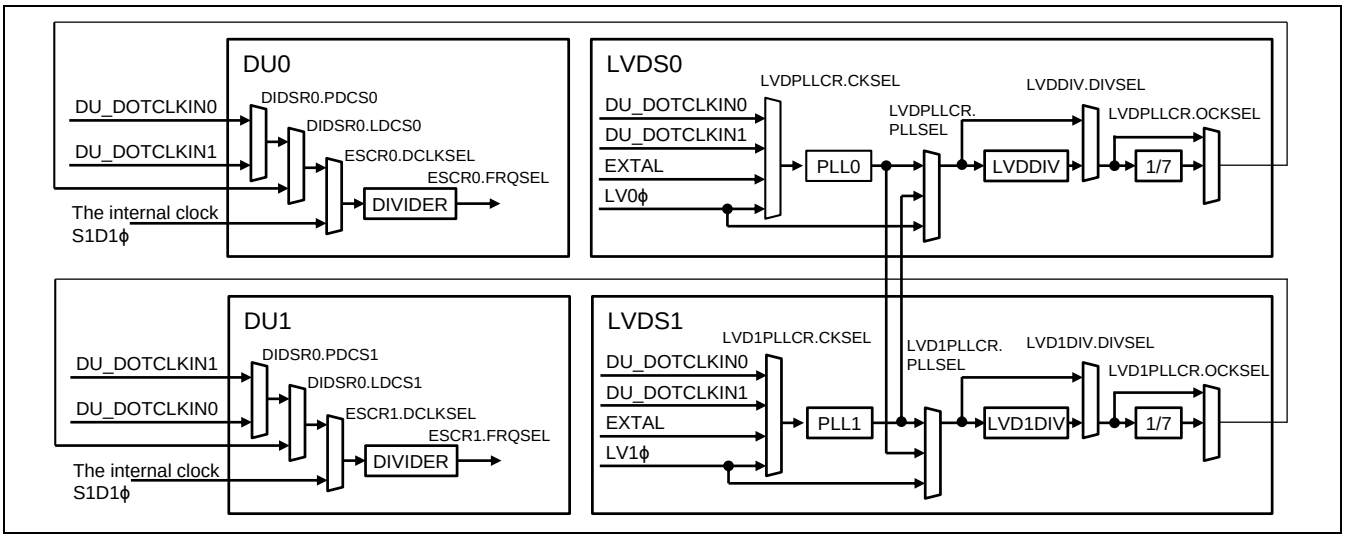


Figure 37.6 Path for dot clock [RZ/G2E]

37.3.6 PLL Setting [RZ/G2E]

1. PLL Frequency is calculated as the following.

- Not use E-Divide, Setting OUTCLKSEL = B'0 and STP_CLKOUTE = B'0

  Fout = Fin (Input Clock Frequency) * (PLLN+1) / (PLLM+1)

- Use E-Divide, Setting OUTCLKSEL = B'1 and STP_CLKOUTE = B'1

  Fout = Fin (Input Clock Frequency) * (PLLN+1) / ((PLLM+1) *(PLLE+1)*2)

- Limited Setting:

Input Clock Frequency Range: Fin	12 ≤ Fin ≤ 192 (MHz)
Comparison Frequency Range: Fpfd = Fin/(PLLM+1)	12 ≤ Fpfd ≤ 24 (MHz)
VCO operating range: Fvco = Fin* (PLLN+1)/(PLLM+1)	900 ≤ Fvco ≤ 1800 (MHz)
Output Frequency Range: Fout	Fout ≤ 1039.5 (MHz)
N-Divider Setting: PLLN	60 ≤ PLLN+1 ≤ 120

2. Modulation frequency of SSCG Function is calculated as the following.

- Modulation Frequency(Fmod)

  Fmod = Fpfd / (Cv * Sr)

  Cv = 256 + 16 × TWGCNT[3:0]

  Sr = 2 ^ SDIV[1:0]

  Comparison Frequency Range: Fpfd = Fin / (PLLM+1)

- Fmod Limited

  Fmod <= Fpfd / 450, 3kHz <= Fmod <= 30kHz

- BANDSET Setting

  When Fmod > 10kHz, Setting BANDSET = B'0

  When Fmod <= 10 kHz, Setting BANDSET = B'1

- Mode and Modulation Depth Setting (%)

MODE = B'0 (Center spread) DEPTH[1:0] = B'00		±0.5%
MODE = B'0 (Center spread) DEPTH[1:0] = B'01		±1.0%
MODE = B'0 (Center spread) DEPTH[1:0] = B'10		±1.5%
MODE = B'1 (Down spread) DEPTH[1:0] = B'00	PLLN = 59-78	-1.17% ~ 0.17% *1
MODE = B'1 (Down spread) DEPTH[1:0] = B'00	PLLN = 79-119	-1.0%
MODE = B'1 (Down spread) DEPTH[1:0] = B'01		-2.0%
MODE = B'1 (Down spread) DEPTH[1:0] = B'10		-3.0%

Note 1. In this region, the modulation depth increase. The unwished effect results from the limitation of circuit architecture.

3. Setup sequence

- When not using SSC function, setup sequence is constraint free. After the parameter setting, the PLL output stable after 200 µs.
- Figure 37.7 shows setup sequence, when using SSC Function. The parameter cannot be changed after releasing LVDSCR / LVD1SCR.RSTN.

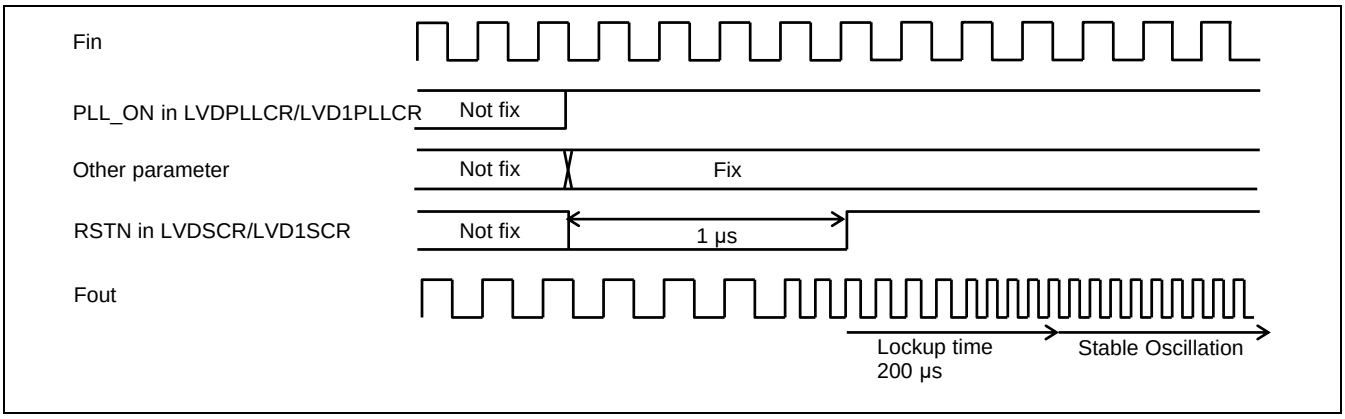


Figure 37.7 Setup sequence when using SSC Function

37.3.7 Setting Procedure

The procedure for using the LVDS-IF module is shown below.

Startup Procedure: Example of ch0

1. Clear the DU and LVDS-IF module standby states using CPG module stop control register.*[1]
2. Set the DU registers.*[2]
3. Set the LVDS-IF registers other than LVDCR0.PLLON [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N], PWD, LVRES, and LVDCR1.CHnSTBY.*[3]
4. Set LVDCR1.CHnSTBY to B'11 to turn on the LVDS IO.
5. Set LVDCR0.PLLON to B'1 to turn on the PLL. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
6. Set LVDCR0.PWD to B'1 to turn on the LVDS Normal mode. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
7. Set LVDCR0.LVEN to B'1 to turn on the LVDS PHY. [RZ/G2E]
8. When all of the following conditions have been met, set LVDCR0.LVRES to B'1.
   At least 100 µs has elapsed since LVDCR0.PLLON and LVDCR0.PWD were set to 1. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
9. Signals will be output from the LVDS pins after LVDCR0.LVRES is set to B'1. *[4]

Turning the Display On or Off

Display Off

1. Set LVDCR0.LVRES to B'0 to turn the display off.
2. Set LVDCR0.LVEN to B'0 to turn the LVDS PHY. [RZ/G2E]
3. Set LVDCR0.PWD to B'0 to turn the LVDS Power Down mode.
4. Set LVDCR0.PLLON to B'0 to turn the LVDS-IF PLL circuit off.
5. Set LVDCR1.CHnSTBY to B'0 to turn the LVDS IO off.
6. Set CPG software reset register *[5]to B'1 to reset LVDS-IF module.

Display On

6. Set CPG software reset clearing register *[5]to B'1 to clear reset of LVDS-IF module.
7. Re-perform the above procedure [Startup Procedure]

Notes: 1. For the DU and LVDS-IF modules, the initial state is the module standby state. When starting the module immediately after a reset, the module standby state must be cleared.

2. Here, it is possible to proceed as long as the dot clock signal is output. (The LVDS-IF PLL must be started.) Other items may be set while waiting for the conditions of step 6 to be met. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

   The Clock including the PLL must set before setting the DU registers. (See setup sequence in 37.3.6 PLL Setting.) Also, It is necessary to set the divider (LVDDIV/ LVD1DIV) after the PLL output stable. [RZ/G2E]

3. This refers to settings other than those that are concerned with LVDS-IF startup. These items may be set while waiting for the conditions of step 6 to be met. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
4. When the vertical stripe output, set LVDCR0.LVRES after set LVD1CR0.LVRES. [RZ/G2E]
5. When display on in the LVDS0-IF, it is necessary to reset (SRCR7[27]) and reset clearing (SRSTCLR7[27]) LVDS0-IF module.

   When display on in the LVDS1-IF, it is necessary to reset (SRCR7[26]) and reset clearing (SRSTCLR7[26]) LVDS0-IF module.

   When display on in the dual output operates, it is necessary to reset (SRCR7[27] and SRCR7[26]) and reset clearing (SRSTCLR7 [27] and SRSTCLR7 [26]) LVDS0-IF and LVDS1-IF module. [RZ/G2E]

Table 37.4 shows example of PLL setting. [RZ/G2E].

Figure 37.9 shows example of dual output and register setting. [RZ/G2E].

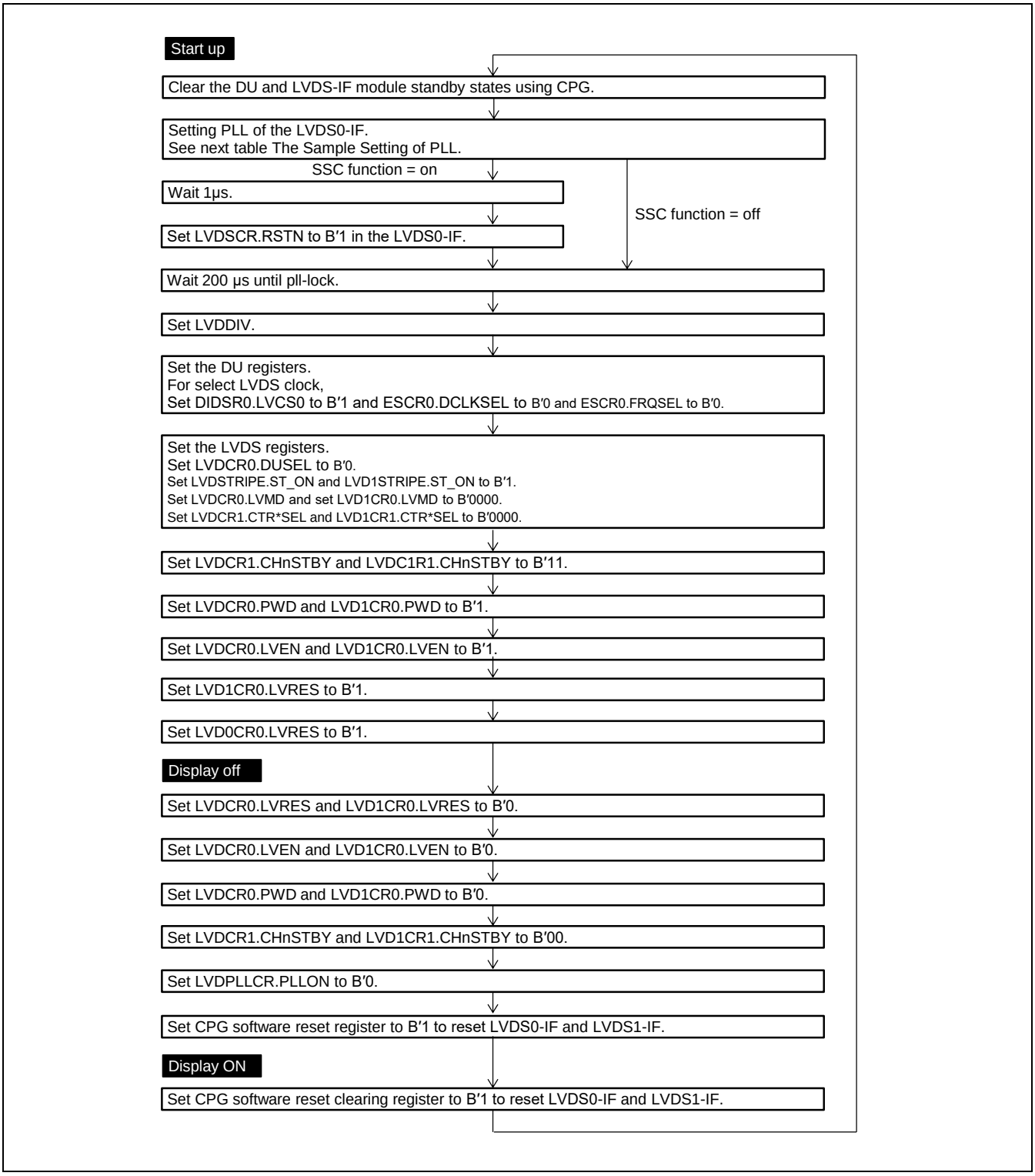
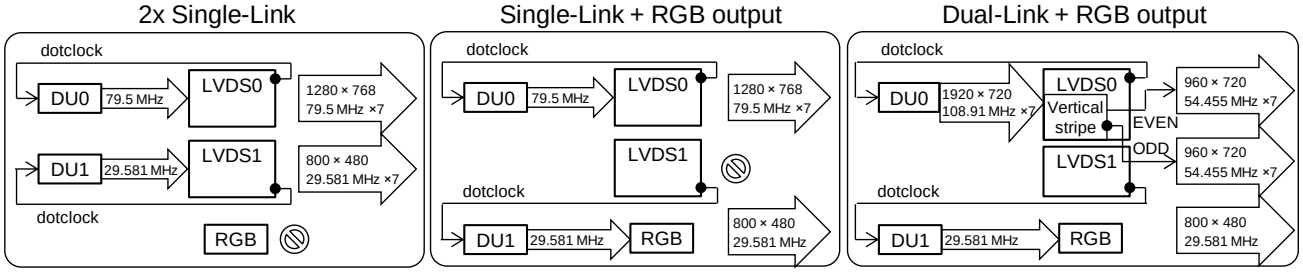


Figure 37.8 The sample setting of the vertical stripe output [RZ/G2E]

Table 37.4 Example of PLL setting [RZ/G2E]

			Register Setting			RZ/G2E	
	Select of	Fin	LVDPLLCR	LVDSCR*1	LVDDIV	dot clock	fmod
Display Panel (dotclock)	Source clock	(MHz)	LVD1PLLCR	LVD1SCR*1	LVD1DIV	(MHz)	(MHz)
When LVDS-IF enable, Setting PLL							
640x480:60 Hz (pixel clock 25.175 MHz)	EXTAL	48.000	H'0046_5A0A	H'4170_0000	H'0000_0182	25.143	0.029
800x480:60 Hz (pixel clock 29.581 MHz)	EXTAL	48.000	H'0046_5E21	H'4970_0000	H'0000_0181	29.571	0.030
800x600:60 Hz (pixel clock 40.0 MHz)	EXTAL	48.000	H'0046_5A29	H'4970_0000	H'0000_0182	40.000	0.030
1024x768:60 Hz (pixel clock 65.0 MHz)	EXTAL	48.000	H'0046_5A5B	H'4D30_0000	H'0000_0000	65.143	0.026
1280x768:60 Hz (pixel clock 79.5 MHz)	EXTAL	48.000	H'0046_5AE3	H'4D30_0000	H'0000_0000	79.714	0.026
1280x960:60 Hz (pixel clock 102.1 MHz)	EXTAL	48.000	H'0046_5BB3	H'4D30_0000	H'0000_0000	102.000	0.026
1280x1024:60 Hz (pixel clock 108.0 MHz)	EXTAL	48.000	H'0046_59F1	H'4970_0000	H'0000_0000	108.000	0.030
1920x720:60 Hz (pixel clock 108.910 MHz)	EXTAL	48.000	H'0046_5AF2	H'4170_0000	H'0000_0000	108.571	0.029
1920x1080:60 Hz (pixel clock 148.5MHz)	EXTAL	48.000	H'0046_0AAB	H'4D30_0000	H'0000_0000	147.429	0.026
640x480:60 Hz (pixel clock 25.175 MHz)	DU_DOTCLKIN0/1	25.175	H'004A_5F79	H'4D30_0000	H'0000_0181	25.175	0.027
800x480:60 Hz (pixel clock 29.581 MHz)	DU_DOTCLKIN0/1	29.581	H'004A_5F79	H'4070_0000	H'0000_0181	29.581	0.029
800x600:60 Hz (pixel clock 40.0 MHz)	DU_DOTCLKIN0/1	40.000	H'004A_5A99	H'4570_0000	H'0000_0182	40.000	0.030
1024x768:60 Hz (pixel clock 65.0 MHz)	DU_DOTCLKIN0/1	65.000	H'004A_5A2C	H'4D30_0000	H'0000_0000	65.000	0.028
1280x768:60 Hz (pixel clock 79.5 MHz)	DU_DOTCLKIN0/1	79.500	H'004A_5A2C	H'4170_0000	H'0000_0000	79.500	0.029
1280x960:60 Hz (pixel clock 102.1 MHz)	DU_DOTCLKIN0/1	102.100	H'004A_5A9D	H'4270_0000	H'0000_0000	102.100	0.030
1280x1024:60 Hz (pixel clock 108.0 MHz)	DU_DOTCLKIN0/1	108.000	H'004A_5A9D	H'4370_0000	H'0000_0000	108.000	0.030
1920x720:60 Hz (pixel clock 108.91.0 MHz)	DU_DOTCLKIN0/1	108.910	H'004A_5A9D	H'4370_0000	H'0000_0000	108.910	0.030
1920x1080:60 Hz (pixel clock 148.5MHz)	DU_DOTCLKIN0/1	74.250	H'004A_0A2C	H'4070_0000	H'0000_0000	148.500	0.029
1920x1080:60 Hz (pixel clock 148.5MHz)	DU_DOTCLKIN0/1	148.500	It cannot be generated.				
When the digital output from pin (DPAD) enable, Setting PLL							
640x480:60 Hz (pixel clock 25.175 MHz)	EXTAL	48.000	H'0047_5752	H'4170_0000	H'0000_0190	25.176	0.029
800x480:60 Hz (pixel clock 29.581 MHz)	EXTAL	48.000	H'0047_01E2	H'4170_0000	H'0000_01A0	29.576	0.029
800x600:60 Hz (pixel clock 40.0 MHz)	EXTAL	48.000	H'0047_51D9	H'4970_0000	H'0000_0191	40.000	0.030

Notes: 1. Example of SSC function setting. Fmod = 0.03 MHz / Mode = Down spread (-3.0%)
When SSCG is no used, set LVDSCR or LVD1SCR to H'0000_0040 or H'0000_0000.
2. It is necessary to select the frequency of dot clock within the bus bandwidth.



Notes:
- In this case, the dot clock of DU0/1 is generated by the PLL0/1 in the LVDS0/1-IF. Also, EXTAL is selected as the source clock of the PLL0/1 in the LDVS0/1-IF
- During Dual-Link operation, the PLL1 in the LVDS1-IF can output the dot clock to DU1.

2xSingle-Link				Single-Link+RGB output				Dual-Link+RGB output			
Single-Link(LVDS0) (dotclk: 79.714 MHz sscg:0.026 MHz Down spread -3%)		Single-Link(LVDS1) (dotclk: 29.571 MHz sscg:0.030 MHz Down spread -3%)		Single-Link(LVDS0) (dotclk: 79.714 MHz sscg:0.026 MHz Down spread -3%)		The dotclock of DU1 is generated by the PLL1 in the LVDS1-IF. (dotclk: 29.576 MHz sscg:0.029 MHz Down spread -3%)		Dual-Link(LVDS0/1) (dotclk: 108.571 MHz sscg:0.029 MHz Down spread -3%)		The dotclock of DU1 is generated by the PLL1 in the LVDS1-IF. (dotclk: 29.576 MHz sscg:0.029 MHz Down spread -3%)	
LVDPLLCR	H'0046_5AE3	LVD1PLLCR	H'0046_5E21	LVDPLLCR	H'0046_5AE3	LVD1PLLCR	H'0047_01E2	LVDPLLCR	H'0046_5AF2	LVD1PLLCR	H'004701E2
LVDSCR	H'4D20_0000	LVD1SCR	H'4960_0000	LVDSCR	H'4D20_0000	LVD1SCR	H'4160_0000	LVDSCR	H'4160_0000	LVD1SCR	H'4160_0000
1 µs Wait		1 µs Wait		1 µs Wait		1 µs Wait		1 µs Wait		1 µs Wait	
LVDSCR	H'4D30_0000	LVD1SCR	H'4970_0000	LVDSCR	H'4D30_0000	LVD1SCR	H'4170_0000	LVDSCR	H'4170_0000	LVD1SCR	H'4170_0000
200 µs Wait		200 µs Wait		200 µs Wait		200 µs Wait		200 µs Wait		200 µs Wait	
LVDDIV	H'0000_0000	LVD1DIV	H'0000_0181	LVDDIV	H'0000_0000	LVD1DIV	H'0000_01A0	LVDDIV	H'0000_0000	LVD1DIV	H'0000_01A0
Set DU register		Set DU register		Set DU register		Set DU register		Set DU register		Set DU register	
LVDCTRCR	H'0000_0000	LVD1CTRCR	H'0000_0000	LVDCTRCR	H'0000_0000			LVDCTRCR	H'0000_0000		
LVDCHCR	H'0000_0000	LVD1CHCR	H'0000_0000	LVDCHCR	H'0000_0000			LVDCHCR	H'0000_0000		
LVDSTRIPE	H'0000_0000	LVD1STRIPE	H'0000_0000	LVDSTRIPE	H'0000_0000			LVDSTRIPE	H'0000_0001		
LVDCR1	H'0000_03FF	LVD1CR1	H'0000_03FF	LVDCR1	H'0000_03FF			LVD1CTRCR	H'0000_0000		
LVDCR0	H'0000_0002	LVD1CR0	H'0000_0002	LVDCR0	H'0000_0002			LVD1CHCR	H'0000_0000		
LVDCR0	H'0000_0003	LVD1CR0	H'0000_0003	LVDCR0	H'0000_0003			LVD1STRIPE	H'0000_0001		
								LVDCR1	H'0000_03FF		
								LVD1CR1	H'0000_03FF		
								LVDCR0	H'0000_0002		
								LVD1CR0	H'0000_0002		
								LVD1CR0	H'0000_0003		
								LVDCR0	H'0000_0003		

Note *: LVRES and LVEN is set to B'11 at the same time.

Figure 37.9 Example of dual output [RZ/G2E]

37.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The following notes must be observed when using the LVDS-IF module.

Incorrect operation and damage to the device itself may occur if these notes are not followed.

- Since the LVDS-IF module includes logic that operates from the dot clock signal output by the DU module, incorrect operation may occur if the DU registers are not set appropriately. Also, do not change any DU register values during LVDS-IF operation. (If dot clock output is not stable, the LVDS-IF PLL is unlocked, and thus operation cannot be guaranteed.) There are two DU registers related to dot clock: Display unit System Control Register (DSYSR0) and External Synchronization Control Register (ESCR0). These registers must not be changed during LVDS-IF operation. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
- Set the dot clock signal input to the LVDS-IF module to a frequency within the LVDS-IF module's guaranteed operating range (5[RZ/G2E]/ 31[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] to 148.5 MHz).
- Application systems should be implemented in a failsafe manner, such as by connecting the LVDS outputs to a failsafe receiver or by connecting terminators, so that no problems in or damage to the application can occur if the LVDS pins become unstable (for example, the differential outputs going to the same level).

38. HDMI

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

38.1 Overview

38.1.1 Features

HDMI TX supports the following features.

(1) Number of channels

- RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2H and RZ/G2N: 1ch (HDMI0)

(2) Video formats

- CEA-861-E video formats up to 1080p at 60 Hz and 720p/1080i
- Optional HDMI 1.4b video formats
  - CEA-861-E video formats up to 1080p
  - HDMI 1.4b 4K x 2K@30Hz video formats
  - HDMI 1.4b 3D video modes with up to 297 MHz (TMDS clock)

(3) Input Colorimetry

- 24-bit RGB 4:4:4/YCbCr 4:4:4

(4) Color space converter (CSC)

- RGB (4:4:4) to YCbCr (4:4:4 or 4:2:2)
- YCbCr (4:4:4) to RGB (4:4:4) /YCbCr (4:2:2)

(5) HDMI 1.4b supported Infoframes

- Audio InfoFrame packet extension to support LFE playback level information
- AVI infoFrame packet extension to support YCC Quantization range (Limited Range, Full Range)
- AVI infoFrame packet extension to support Content type (Graphics, Photo, Cinema, Game)

(6) Audio formats

- Up to 192 kHz IEC60958 audio sampling rate
- I2S 2 x 4 Ch L-PCM Input

(7) Pixel clock from 25MHz up to 297MHz

(8) I2C DDC, EDID block read mode

(9) Single-channel DVI 1.0 backward compatibility (dual-link DVI not supported)

39. AUDIO

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

39.1 Overview

This section describes the data path between audio modules, list of routings, and transfer flow.

39.1.1 Features

Audio module is a module connecting Audio-DMAC, Audio-DMACpp, SCU, SSIU, and ADG.

Refer to the section of each module for the detailed function.

39.1.2 Block Diagram

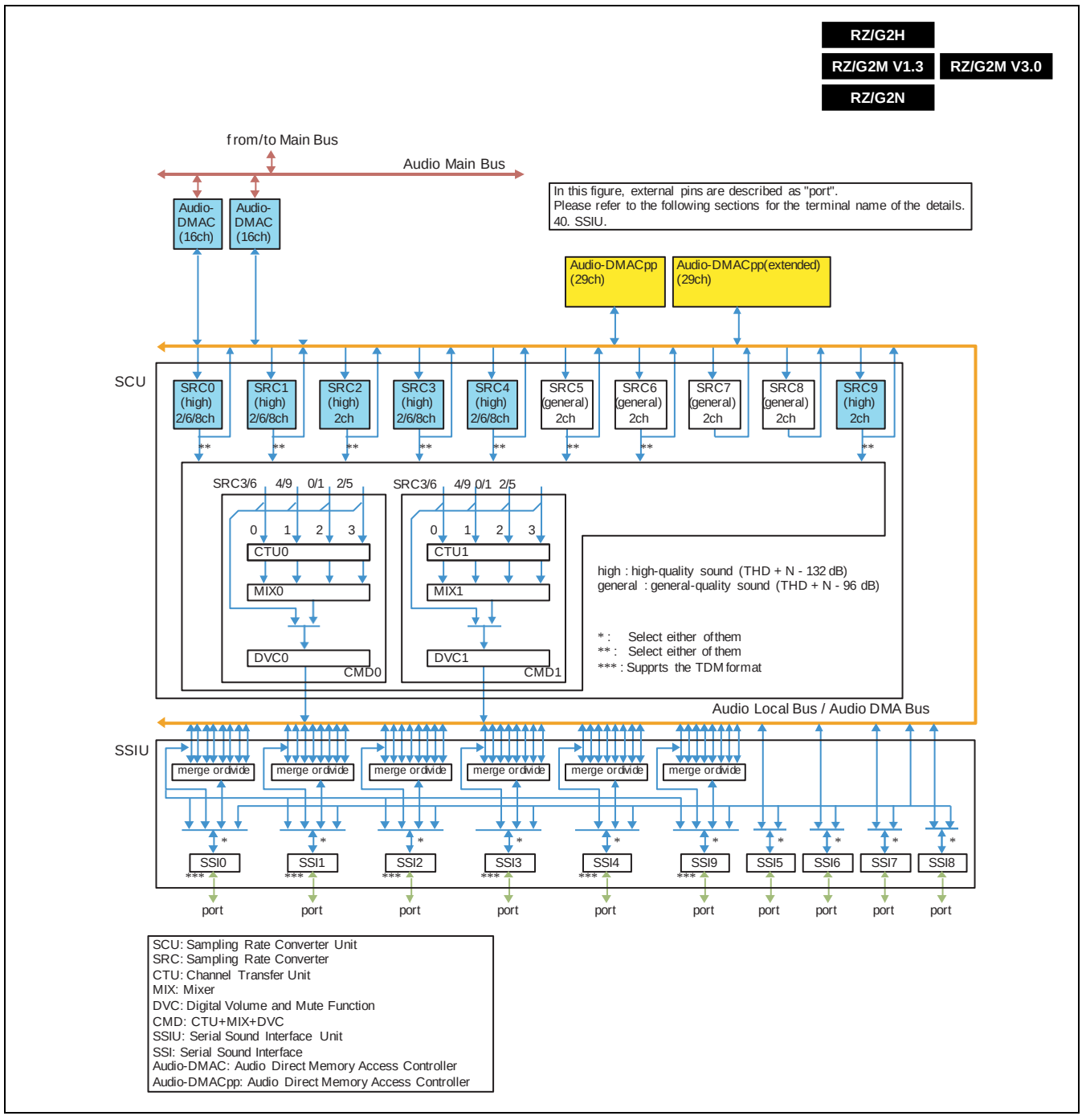


Figure 39.1 Data Paths between Audio Modules [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

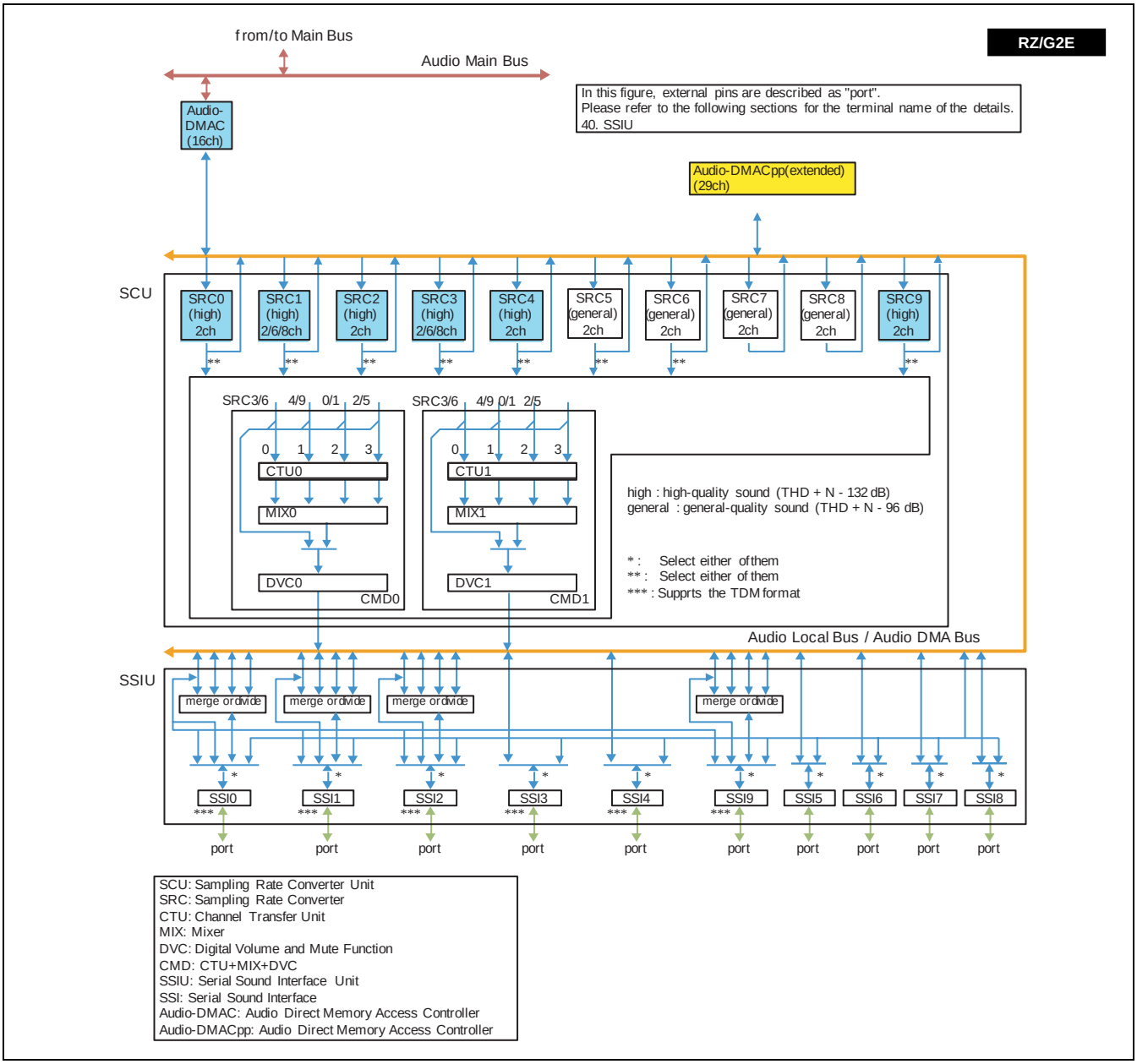


Figure 39.2 Data Paths between Audio Modules [RZ/G2E]

39.1.3 External Pins

Refer to the section 41(SSIU) for more information about terminal information.

39.1.4 Register Configuration

The Audio module does not have a register.

39.1.5 Connected Module

Table 39.1 Connected Modules

Module name		Connected module name	Function of connected module
Audio	Related	APMU	Access the Register
		PFC	Select External pins
		CPG	Output Clocks
		Module Standby	Control to stop clocks
		Software Reset	Execute software reset
		INTC-AP	Control to interrupt
	Including	SSIU	Serial Sound Interface Unit
		SSI	Serial Sound Interface
		ADG	Output Clocks for Audio module
		SCU	Sampling Rate Converter Unit
		Audio-DMAC	Control Direct Memory Access for Audio module
		Audio-DMACpp	Control Direct Memory Access for Audio module connected to the audio local bus

39.2 Register Description

The Audio module does not have a register.

39.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

39.3.1 List of Routings

Data transmission paths in the Audio module are shown in Figure 39.3.

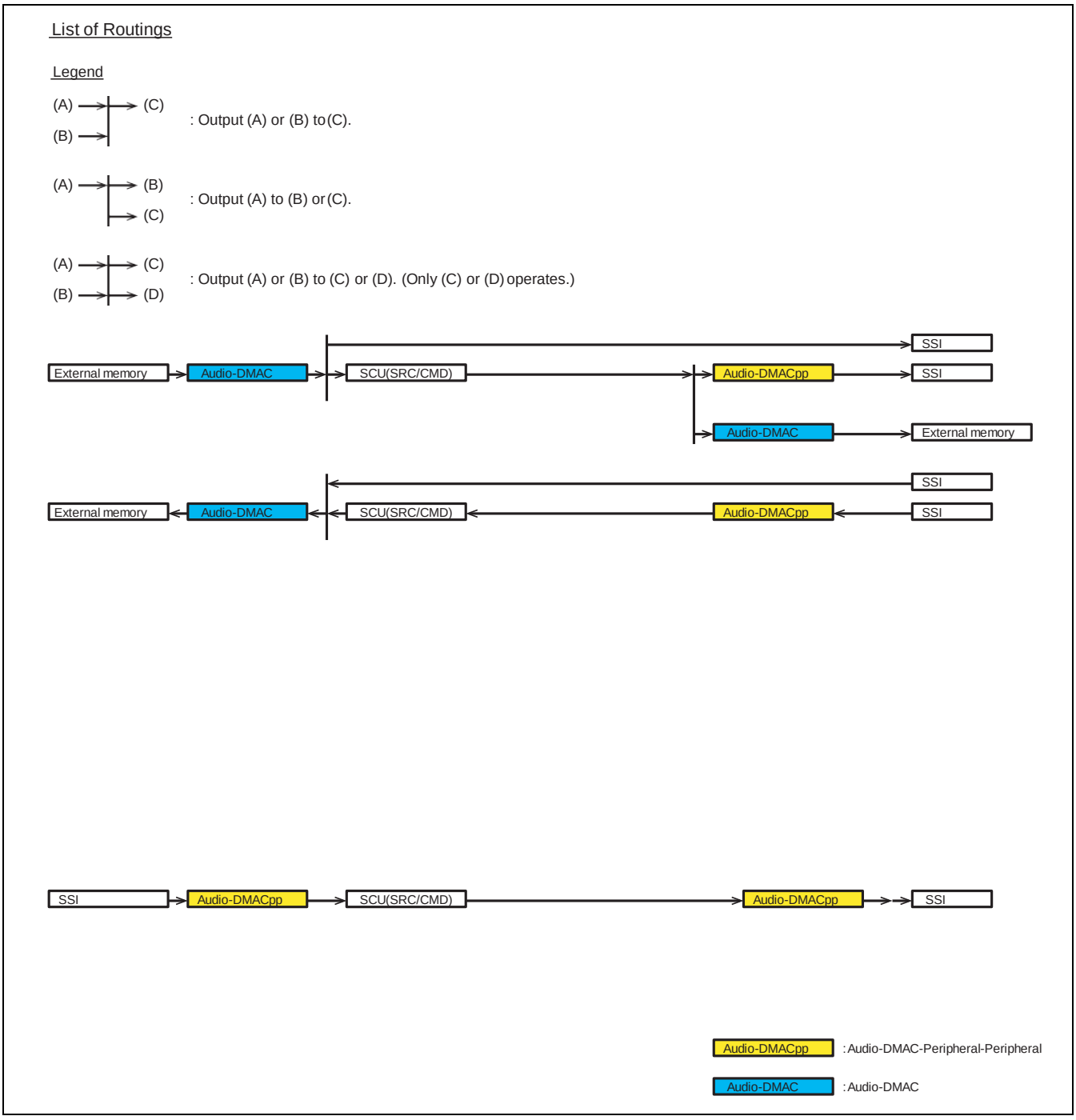


Figure 39.3 List of Routings

39.3.2 Audio-DMAC

The Audio-DMAC is used by data transfer between the external memory and audio modules. The setting values of DMASAR and DMADAR of the Audio-DMAC are shown in Table 39.2.

Table 39.2 Setting Values of DMASAR and DMADAR of Audio-DMAC

			Second Generation RZ/G Series Products			
Name of Register	DMASAR/DMADAR		RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI0-0_BUSIF	H'EC10	0000	√	√	√	√
SSI0-1_BUSIF		0400	√	√	√	√
SSI0-2_BUSIF		0800	√	√	√	√
SSI0-3_BUSIF		0C00	√	√	√	√
SSI1-0_BUSIF		1000	√	√	√	√
SSI1-1_BUSIF		1400	√	√	√	√
SSI1-2_BUSIF		1800	√	√	√	√
SSI1-3_BUSIF		1C00	√	√	√	√
SSI2-0_BUSIF		2000	√	√	√	√
SSI2-1_BUSIF		2400	√	√	√	√
SSI2-2_BUSIF		2800	√	√	√	√
SSI2-3_BUSIF		2C00	√	√	√	√
SSI3-0_BUSIF		3000	√	√	√	√
SSI3-1_BUSIF		3400	√	√	√	√
SSI3-2_BUSIF		3800	√	√	√	√
SSI3-3_BUSIF		3C00	√	√	√	√
SSI4-0_BUSIF		4000	√	√	√	√
SSI4-1_BUSIF		4400	√	√	√	√
SSI4-2_BUSIF		4800	√	√	√	√
SSI4-3_BUSIF		4C00	√	√	√	√
SSI5_BUSIF		5000	√	√	√	√
SSI6_BUSIF		6000	√	√	√	√
SSI7_BUSIF		7000	√	√	√	√
SSI8_BUSIF		8000	√	√	√	√
SSI9-0_BUSIF		9000	√	√	√	√
SSI9-1_BUSIF		9400	√	√	√	√
SSI9-2_BUSIF		9800	√	√	√	√
SSI9-3_BUSIF		9C00	√	√	√	√
SSI0-4_BUSIF		A000	√	√	√	—
SSI0-5_BUSIF		A400	√	√	√	—
SSI0-6_BUSIF		A800	√	√	√	—
SSI0-7_BUSIF		AC00	√	√	√	—
SSI1-4_BUSIF		B000	√	√	√	—

Name of Register	DMASAR/DMADAR		Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI1-5_BUSIF	H'EC10	B400	√	√	√	—
SSI1-6_BUSIF		B800	√	√	√	—
SSI1-7_BUSIF		BC00	√	√	√	—
SSI2-4_BUSIF		C000	√	√	√	—
SSI2-5_BUSIF		C400	√	√	√	—
SSI2-6_BUSIF		C800	√	√	√	—
SSI2-7_BUSIF		CC00	√	√	√	—
SSI3-4_BUSIF		D000	√	√	√	—
SSI3-5_BUSIF		D400	√	√	√	—
SSI3-6_BUSIF		D800	√	√	√	—
SSI3-7_BUSIF		DC00	√	√	√	—
SSI4-4_BUSIF		E000	√	√	√	—
SSI4-5_BUSIF		E400	√	√	√	—
SSI4-6_BUSIF		E800	√	√	√	—
SSI4-7_BUSIF		EC00	√	√	√	—
SSI9-4_BUSIF		F000	√	√	√	—
SSI9-5_BUSIF		F400	√	√	√	—
SSI9-6_BUSIF		F800	√	√	√	—
SSI9-7_BUSIF		FC00	√	√	√	—
SSITDR0*2	H'EC24	1008	√	√	√	√
SSIRDR0*1		100C	√	√	√	√
SSITDR1*2		1048	√	√	√	√
SSIRDR1*1		104C	√	√	√	√
SSITDR2*2		1088	√	√	√	√
SSIRDR2*1		108C	√	√	√	√
SSITDR3*2		10C8	√	√	√	√
SSIRDR3*1		10CC	√	√	√	√
SSITDR4*2		1108	√	√	√	√
SSIRDR4*1		110C	√	√	√	√
SSITDR5*2		1148	√	√	√	√
SSIRDR5*1		114C	√	√	√	√
SSITDR6*2		1188	√	√	√	√
SSIRDR6*1		118C	√	√	√	√
SSITDR7*2		11C8	√	√	√	√
SSIRDR7*1		11CC	√	√	√	√
SSITDR8*2		1208	√	√	√	√
SSIRDR8*1		120C	√	√	√	√
SSITDR9*2		1248	√	√	√	√
SSIRDR9*1		124C	√	√	√	√

Name of Register	DMASAR/DMADAR		Second Generation RZ/G Series Products			
			RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SRC0in_BUSIF*2	H'EC00	0000	√	√	√	√
SRC1in_BUSIF*2		0400	√	√	√	√
SRC2in_BUSIF*2		0800	√	√	√	√
SRC3in_BUSIF*2		0C00	√	√	√	√
SRC4in_BUSIF*2		1000	√	√	√	√
SRC5in_BUSIF*2		1400	√	√	√	√
SRC6in_BUSIF*2		1800	√	√	√	√
SRC7in_BUSIF*2		1C00	√	√	√	√
SRC8in_BUSIF*2		2000	√	√	√	√
SRC9in_BUSIF*2		2400	√	√	√	√
SRC0out_BUSIF*1		4000	√	√	√	√
SRC1out_BUSIF*1		4400	√	√	√	√
SRC2out_BUSIF*1		4800	√	√	√	√
SRC3out_BUSIF*1		4C00	√	√	√	√
SRC4out_BUSIF*1		5000	√	√	√	√
SRC5out_BUSIF*1		5400	√	√	√	√
SRC6out_BUSIF*1		5800	√	√	√	√
SRC7out_BUSIF*1		5C00	√	√	√	√
SRC8out_BUSIF*1		6000	√	√	√	√
SRC9out_BUSIF*1		6400	√	√	√	√
CMD0out_BUSIF*1		8000	√	√	√	√
CMD1out_BUSIF*1		8400	√	√	√	√

Notes: 1. Used only by DMASAR.
2. Used only by DMADAR.

39.3.3 Data Format on Audio Local Bus

Figure 39.4 shows the data formats handled in the audio local bus. When writing or reading data through the Audio-DMAC, align data to match the appropriate data format from those in Figure 39.4.

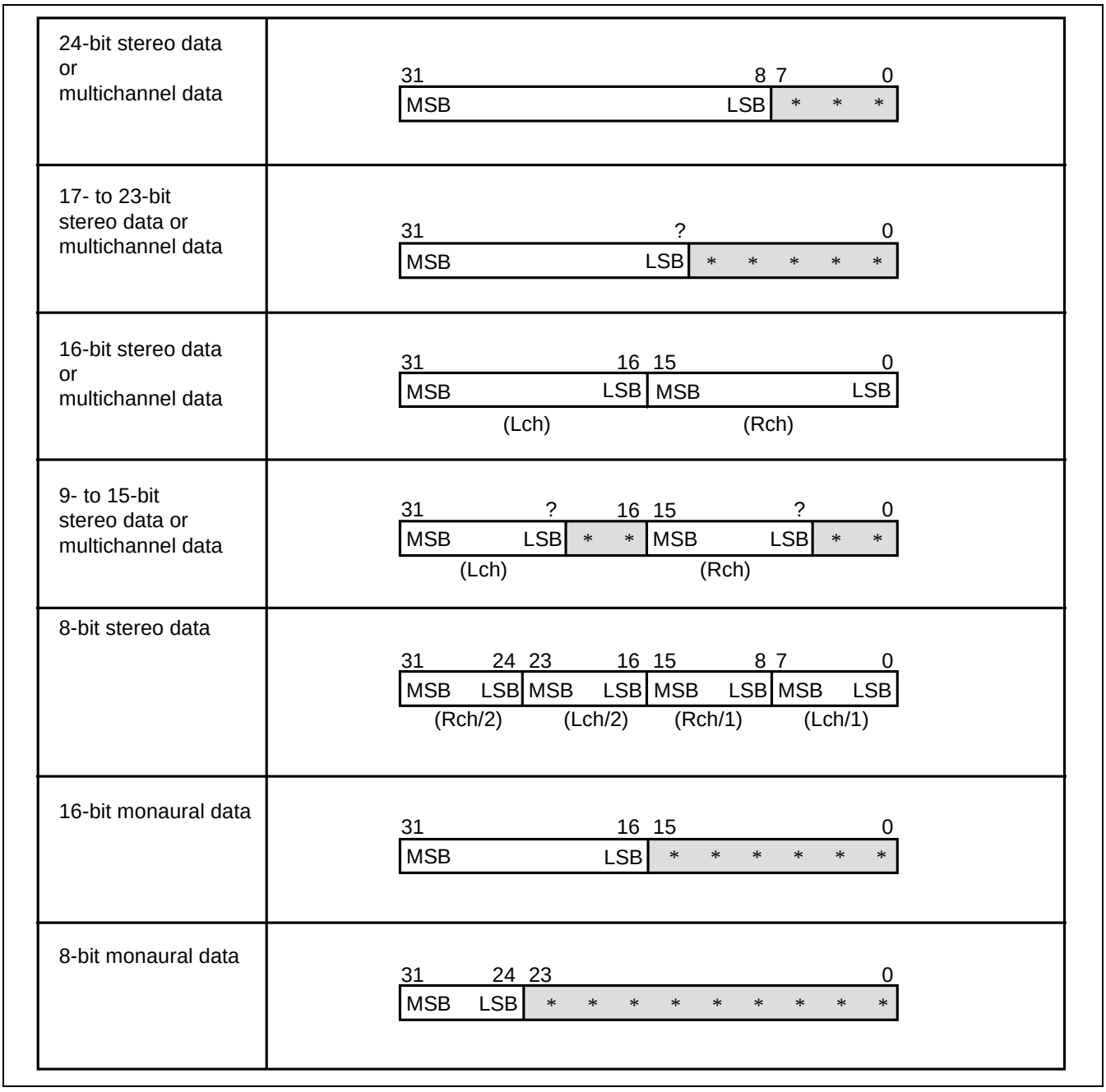


Figure 39.4 Data Format

Notes: 1. Write 0 to the * bits in the figure when writing data. When reading data, ignore the values read from these bits.
2. In the 8-bit stereo data format, (Lch/1) and (Rch/1) indicate the data pair to be processed first and (Lch/2) and (Rch/2) indicate the next data pair to be processed.
3. Only the MSB-first data formats can be used.
4. In Data Format of "16-bit stereo data or multichannel data" and "9- to 15-bit stereo data or multichannel data", set SSIU.SSI_MODE0.ind_word_swap*(* = 0-9) in the setup of independent SSI transmission (SSIU.SSI_MODE0.ind*(* = 0-9) = 1).

39.3.4 Rearranging the Order of Data

For the audio modules (SSI, SCU), rearranging the order of data is possible in the channel unit. Places of data in each data format are defined as in Table 39.3 to 39.6.

Table 39.3 Definition of Data Places in Each Data Format (1)

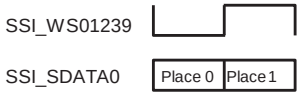
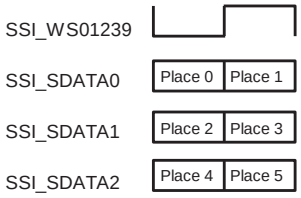
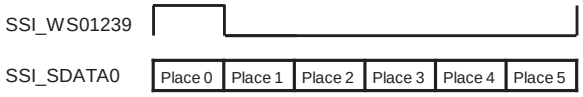
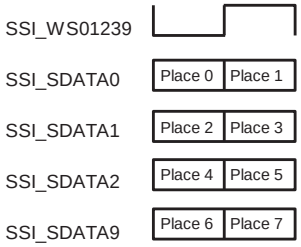
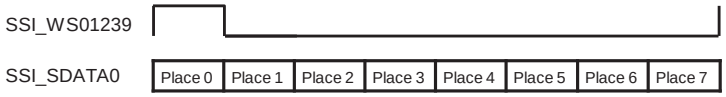
SSI · Stereo (2 channels)	
SSI · Stereo x 3 (6 channels)	
SSI · TDM (6 channels)	
SSI · Stereo x 4 (8 channels)	
SSI · TDM (8 channels)	

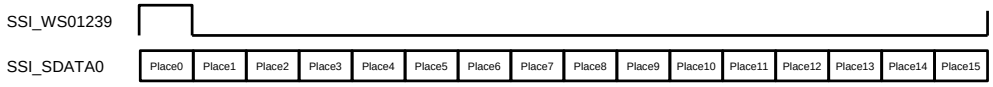
Table 39.4 Definition of Data Places in Each Data Format (4)

BUSIF · Stereo (2 channels) · 24 bits	External memory image 31 0 H'00 Place 0 * H'04 Place 1 * H'08 Place 0 * H'0C Place 1 * ... ... *
BUSIF · Stereo (2 channels) · 16 bits	External memory image 31 0 H'00 Place 0 Place 1 H'04 Place 0 Place 1 H'08 Place 0 Place 1 H'0C Place 0 Place 1 ... ...
BUSIF · Stereo (2 channels) · 8 bits	External memory image 31 0 H'00 Place 1 Place 0 Place 1 Place 0 H'04 Place 1 Place 0 Place 1 Place 0 ... ...
BUSIF · Monaural (1 channel) · 8/16 bits	External memory image 31 0 H'00 Place 0 * H'04 Place 0 * H'08 Place 0 * H'0C Place 0 * ... ... *
BUSIF · Multichannel (4 channels) · 24 bits	External memory image 31 0 H'00 Place 0 * H'04 Place 1 * H'08 Place 2 * H'0C Place 3 * H'10 Place 0 * H'14 Place 1 * H'18 Place 2 * H'1C Place 3 * ... ... *
BUSIF · Multichannel (4 channels) · 16 bits	External memory image 31 0 H'00 Place 0 Place 1 H'04 Place 2 Place 3 H'08 Place 0 Place 1 H'0C Place 2 Place 3 ... ...

Table 39.5 Definition of Data Places in Each Data Format (5)

<table>
<tr>
<td>BUSIF
· Multichannel (6 channels)
· 24 bits</td>
<td>External memory image
<table>
<tr><td></td><td>31</td><td>0</td></tr>
<tr><td>H'00</td><td>Place 0</td><td>*</td></tr>
<tr><td>H'04</td><td>Place 1</td><td>*</td></tr>
<tr><td>H'08</td><td>Place 2</td><td>*</td></tr>
<tr><td>H'0C</td><td>Place 3</td><td>*</td></tr>
<tr><td>H'10</td><td>Place 4</td><td>*</td></tr>
<tr><td>H'14</td><td>Place 5</td><td>*</td></tr>
<tr><td>H'18</td><td>Place 0</td><td>*</td></tr>
<tr><td>H'1C</td><td>Place 1</td><td>*</td></tr>
<tr><td>...</td><td>...</td><td>*</td></tr>
</table></td>
</tr>
<tr>
<td>BUSIF
· Multichannel (6 channels)
· 16 bits</td>
<td>External memory image
<table>
<tr><td></td><td>31</td><td>0</td></tr>
<tr><td>H'00</td><td>Place 0</td><td>Place 1</td></tr>
<tr><td>H'04</td><td>Place 2</td><td>Place 3</td></tr>
<tr><td>H'08</td><td>Place 4</td><td>Place 5</td></tr>
<tr><td>H'0C</td><td>Place 0</td><td>Place 1</td></tr>
<tr><td>...</td><td>...</td><td>...</td></tr>
</table></td>
</tr>
<tr>
<td>BUSIF
· Multichannel (8 channels)
· 24 bits</td>
<td>External memory image
<table>
<tr><td></td><td>31</td><td>0</td></tr>
<tr><td>H'00</td><td>Place 0</td><td>*</td></tr>
<tr><td>H'04</td><td>Place 1</td><td>*</td></tr>
<tr><td>H'08</td><td>Place 2</td><td>*</td></tr>
<tr><td>H'0C</td><td>Place 3</td><td>*</td></tr>
<tr><td>H'10</td><td>Place 4</td><td>*</td></tr>
<tr><td>H'14</td><td>Place 5</td><td>*</td></tr>
<tr><td>H'18</td><td>Place 6</td><td>*</td></tr>
<tr><td>H'1C</td><td>Place 7</td><td>*</td></tr>
<tr><td>H'20</td><td>Place 0</td><td>*</td></tr>
<tr><td>...</td><td>...</td><td>*</td></tr>
</table></td>
</tr>
<tr>
<td>BUSIF
· Multichannel (8 channels)
· 16 bits</td>
<td>External memory image
<table>
<tr><td></td><td>31</td><td>0</td></tr>
<tr><td>H'00</td><td>Place 0</td><td>Place 1</td></tr>
<tr><td>H'04</td><td>Place 2</td><td>Place 3</td></tr>
<tr><td>H'08</td><td>Place 4</td><td>Place 5</td></tr>
<tr><td>H'0C</td><td>Place 6</td><td>Place 7</td></tr>
<tr><td>H'10</td><td>Place 0</td><td>Place 1</td></tr>
<tr><td>...</td><td>...</td><td>...</td></tr>
</table></td>
</tr>
</table>

Table 39.6 Definition of Data Places in Each Data Format (6) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

<table>
<tr>
<td>SSI
• TDM
(16 channels)</td>
<td>


</td>
</tr>
<tr>
<td>BUSIF
• Multichannel
(16 channels)
• 16 bits</td>
<td>
External memory image
<table>
<tr><th></th><th>31</th><th>0</th></tr>
<tr><td>H′00</td><td>Place0</td><td>Place1</td></tr>
<tr><td>H′04</td><td>Place2</td><td>Place3</td></tr>
<tr><td>H′08</td><td>Place4</td><td>Place5</td></tr>
<tr><td>H′0C</td><td>Place6</td><td>Place7</td></tr>
<tr><td>H′10</td><td>Place8</td><td>Place9</td></tr>
<tr><td>H′14</td><td>Place10</td><td>Place11</td></tr>
<tr><td>H′18</td><td>Place12</td><td>Place13</td></tr>
<tr><td>H′1C</td><td>Place14</td><td>Place15</td></tr>
<tr><td>H′20</td><td>Place0</td><td>Place1</td></tr>
<tr><td>•••</td><td>•••</td><td>•••</td></tr>
</table>
</td>
</tr>
</table>

39.3.5 Transfer Flow

When data transfer is performed between the audio modules, use the Audio-DMAC and Audio-DMACpp to perform settings in accord with the transfer flow shown in Figure 39.5.

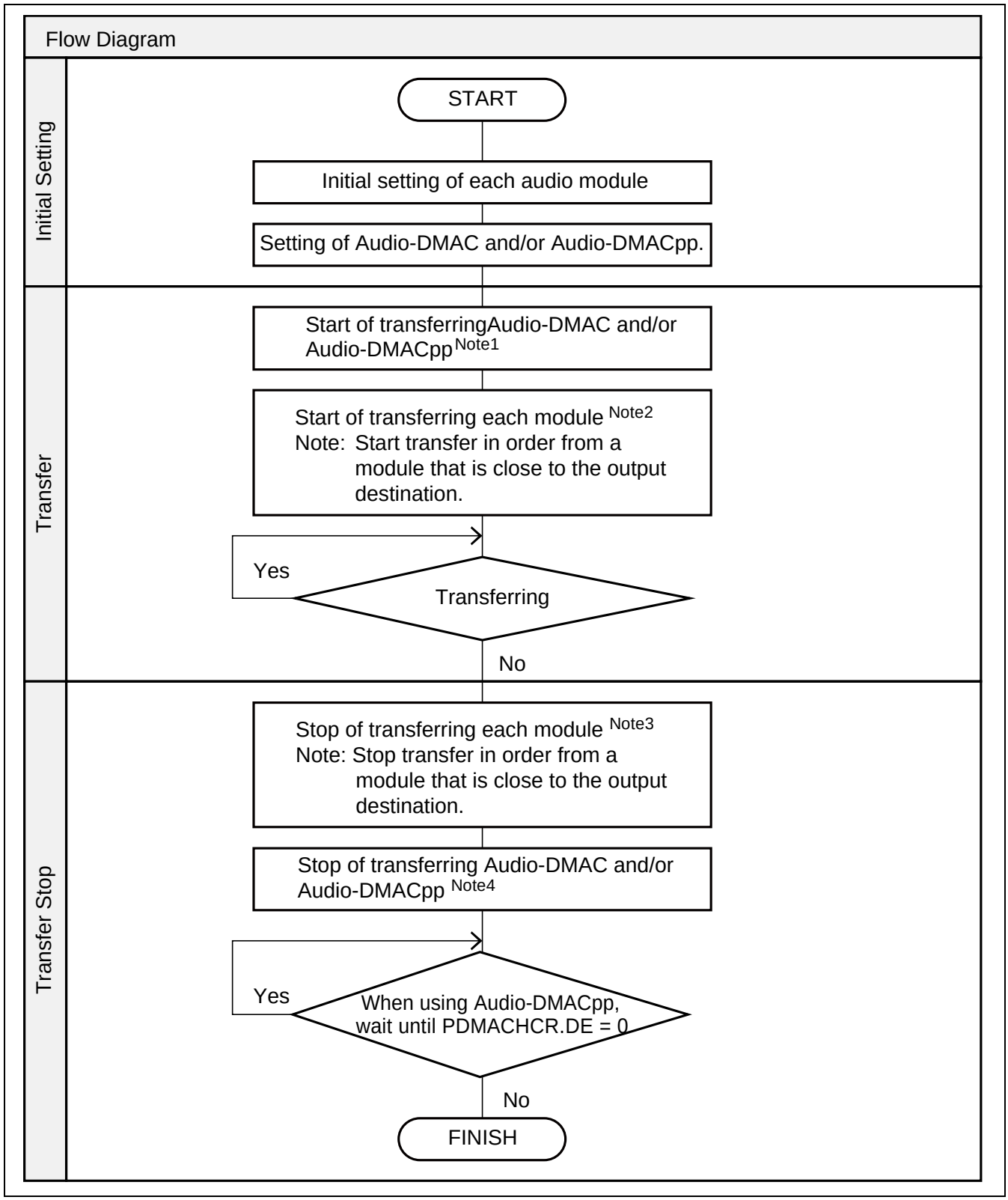


Figure 39.5 Transfer Flow

Notes: 1 For Audio-DMAC, set DMACHCR.DE.

For Audio-DMACpp, set PDMACHCR.DE.

Set up registers except the above in “setting of Audio-DMAC and/or Audio-DMACpp.”

2. For SSI (except for the case when TDM split mode, SSI independent transfer, SSI0, SSI1, SSI2, or SSI9, and SSI3 or SSI4 are used at the same time), when transmitting (from SSI to the external device), set SSIq/r_CONTROL.start after setting SSICR.en/dmen). When receiving (from the external device to SSI), set SSICR.en/dmen after setting SSIq/r_CONTROL.start.

   For SSI (In the case of TDM split mode) regardless of transmission and reception, set SSIq/r_CONTROL.start after setting SSICR.en/dmen.

   For SSI (In the case of SSI independent transfer), set SSICR.en/dmen.

   For SSI (When using SSI0, SSI1, SSI2, or SSI9 and SSI3 or SSI4 at the same time), when transmitting (from SSI to the external device) set SSIq/r_CONTROL.start after setting SSI_CONTROL. When receiving (from the external device to SSI), set SSI_CONTROL after setting SSIq/r_CONTROL.start. (Set SSICR.dmen at the time of the initial setting.)

   For SCU, Set SRCm_CONTROL and CMDn_CONTROL.

   Set up registers except the above in “initial setting of each audio module”.

3. For SSI (except for the case when TDM split mode, SSI independent transfer, SSI0, SSI1, SSI2, or SSI9, and SSI3 or SSI4 are used at the same time), when transmitting (from SSI to the external device), clear SSIq/r_CONTROL.start after clearing SSICR.en/dmen. When receiving (from the external device to SSI), clear SSICR.en/dmen after clearing SSIq/r_CONTROL.start.

   For SSI (In the case of TDM split mode), regardless of transmission and reception, clear all SSIq/r_CONTROL.start of the relevant channels to clear SSICR.en/dmen.

   For SSI (In the case of SSI independent transfer), clear SSICR.en/dmen.

   For SSI (When using SSI0, SSI1, SSI2, or SSI9 and SSI3 or SSI4 at the same time), when transmitting (from SSI to the external device) clear SSIq/r_CONTROL.start after clearing SSICR.dmen of each module and SSI_CONTROL. When receiving (from the external device to SSI), clear SSICR.dmen of each module and SSI_CONTROL after clearing SSIq/r_CONTROL.start.

   For SCU, clear SRCm_CONTROL and CMDn_CONTROL.

   Because transfer is stopped in order from a module that is close to the output destination, overflow may occur in a preceding module. Be careful.

4. For Audio-DMACpp, clear PDMACHCR.DE. At this time, Other bits must not change.
   For Audio-DMAC, clear DMACHCR.DE. Clear processing of Audio-DMAC can be cleared anywhere in a TransferStop sequence.

39.3.6 Module Standby Function

For the register settings to make a transition to or from module standby mode, refer to section 8A, Module Standby and Software Reset.

(1) Transition to Module Standby Mode

To make a transition to module standby mode by the module standby function, refer to the following transition procedure for each module.

(a) SSIU/SSI

1. Check the following registers' settings.
   [SSIU]
   - All bits in the SSIq control register (SSIq_CONTROL) (q = 0-0, 1-0, 2-0, 3-0, 4-0, or 9-0) are cleared to 0 (data transfer stopped).
   - All bits in the SSIr control register (SSIr_CONTROL) (r = 5 to 8) are cleared to 0 (data transfer stopped).
   - All bits in the SSIq interrupt enable register (SSIq_INT_ENABLE_MAIN) (q = 0-0, 1-0, 2-0, 3-0, 4-0, or 9-0) are cleared to 0 (interrupt disabled).
   - All bits in the SSIr interrupt enable register (SSIr_INT_ENABLE_MAIN) (r = 5 to 8) are cleared to 0 (interrupt disabled).
   - All bits in the SSI control register (SSI_CONTROL) are cleared to 0 (data transfer stopped)

   [SSI]
   - The DMEN and EN bits in the control register (SSICRn) (n = 0 to 9) are cleared to 0 (disabled).
   - The IDST bit in the status register (SSISRn) (n = 0 to 9) is set to 1.
   - The CONT bit in the WS mode register (SSIWSRn) (n = 0 to 9) is cleared to 0 (disabled).
2. Set the MSTP1005 to MSTP1015 bits in the module stop control register (RMSTPCR10/SMSTPCR10)

Note: The above bits should be set while the module operation has been completed and is placed in the idle state in which the module cannot be activated by external pins or other modules.

(b) SCU

1. Check the following registers' settings.
   - All bits in the SRCm control register (SRCm_CONTROL) (m = 0 to 9) are cleared to 0 (data transfer stopped).
   - All bits in the CMDn control register (CMDn_CONTROL) (n = 0, 1) are cleared to 0 (data transfer stopped).
   - All bits in the SRCm interrupt enable register 0 (SRCm_INT_ENABLE0) (m = 0 to 6, 9) are cleared to 0 (interrupt disabled).
   - All bits in the SRCn interrupt enable register 0 (SRCn_INT_ENABLE0) (n = 7, 8) are cleared to 0 (interrupt disabled).
2. Set the MSTP1017 to MSTP1031 bits in the module stop control register (RMSTPCR10/SMSTPCR10)

Note: The above bits should be set while the module operation has been completed and is placed in the idle state in which the module cannot be activated by external pins or other modules.

(c) ADG

1. Set the MSTP922 bit in the module stop control register (RMSTPCR9/SMSTPCR9) to 1.

Note: The above bit is for clock divider(brgclk/avb_counter8).
The above bit should be set while the module cannot be activated by other modules

(2) Releasing and Restarting from Module Standby Mode

After the transition to module standby mode, modules can be released from module standby mode by a power-on reset or the appropriate procedure from the list below.

(a) SSIU/SSI

1. Supply the clock signal to SSIU/SSI modules.
2. Clear the MSTP1005 to MSTP1015 bits in the module stop control register (RMSTPCR10/SMSTPCR10).

(b) SCU

1. Clear the MSTP1017 to MSTP1031 bits in the module stop control register (RMSTPCR10/SMSTPCR10).

(c) ADG

1. Supply the clock signal to ADG modules.
2. Clear the MSTP922 bit in the module stop control register (RMSTPCR9/SMSTPCR9).

39.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

39.4.1 Notes on Route Switching and Setting Changes

When switching the transfer route, stop the current transfer, specify the new transfer route, and then start transfer. Also, when changing the quantization bit count or the formats, once stop transfer, and then start transfer again after resetting. If this procedure is not followed, correct operation is not guaranteed.

39.4.2 Use of SSI3 and SSI4

Table 39.7 shows the combinations of SSI3 and SSI4 usage and register settings.

Table 39.7 Combinations of SSI3 and SSI4 Usage and Register Settings

	SSI_MODE1 Register Settings		Bit Used to Control Start or Stop Operation
	ssi34_sync	ssi4_pin	
Operating SSI3 and SSI4 independently	0	00	SSICRn.EN (n = 3 and 4)
Operating SSI4 with the SCK and WS signals of SSI3 being shared by both SSI3 and SSI4	0	01 or 10	SSICRn.EN (n = 3 and 4)
Synchronizing serial data of SSI3 and SSI4	1	01 or 10	SSI_CONTROL.ssi34

39.4.3 Notes on CMD Block Usage

When a single sound source is split into two routes, CMD0 and CMD1, and output to SSI3 and SSI4, use the settings for "Synchronizing serial data of SSI3 and SSI4" in Table 39.7, Combinations of SSI3 and SSI4 Usage and Register Settings. The quantization bit count and sampling frequency settings should be the same between SSI3 and SSI4. Note that only the stereo format can be specified for SSI3 and SSI4. For example, it is not possible to output TDM-format data from SSI3 and stereo-format data from SSI4. The reverse combination is not possible either (stereo-format data from SSI3 or TDM-format data from SSI4).

When a single sound source is split into two routes, CMD0 and CMD1, the sampling frequency settings should be the same.

When a single sound source is split into two routes, CMD0 and CMD1, transfer to different types of destination is impossible. For example, outputting CMD0 to SSI is not allowed.

39.4.4 Note when SSI0, SSI1, and SSI2, or SSI0, SSI1, SSI2, and SSI9 are Used for Single-Source Audio Data

When SSI0, SSI1, and SSI2, or SSI0, SSI1, SSI2, and SSI9 are used for single-source audio data, specifying eight-bit quantization and six- or eight-channel operation at the same time is not possible.

39.4.5 Note on Transfer

When an underflow or an overflow occurs in any audio module, stop the transfer.

39.4.6 Note on Usage of the SCU Module

Before starting data transfer, the SCU module needs certain “input data timing” and “output data timing”. When “input data timing” and “output data timing” are not inputted before the transmission start, it does not operate correctly.

In addition, if the SSI module operates in master mode, and if the WS signal is used as "input/output timing signal for the SRC", set SSIWSRn.CONT to 1.
(The WS signal inputted into the ADG module is the same signal as the SSI_WS terminal.)

39.4.7 Note on Usage of the SSIU Module [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

When an SSIU module is used in "TDM-16ch mode", only the transfer with the external memory is available.

39.4.8 Note on software reset during data transfer

If software reset (Software Reset.SRCR) is performed during data transfer, abnormal operation may occur. At this time, normal values can not be guaranteed for the transferred data.

40. Serial Sound Interface Unit (SSIU)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

40.1 Overview

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

The SSIU, incorporating ten SSI modules, allows independent operation of SSI modules, operation of multiple SSI modules sharing the same serial clock, and connection or split of multichannel data. Refer to section 41 to understand single SSI module in detail.

Note: Configure the system so that connected external devices can operate on the same clock source.

40.1.1 Features

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

- Incorporates ten SSI modules.
- Supports 6 channels/1 sound source with three SSI modules (SSI0, SSI1, and SSI2).
- Supports 8 channels/1 sound source with four SSI modules (SSI0, SSI1, SSI2, and SSI9).
- Operation of multiple modules on the same serial clock (SSI0/SSI1/SSI2/SSI3/SSI9, SSI3/SSI4/SSI9, or SSI7/SSI8).
- TDM format (Basic Configuration) corresponds to 4, 6 or 8-channel data.
- TDM format corresponds to 16-channel data (TDM-16ch mode).
- Handles 8-channel data on the serial bus and 6-channel data in the LSI (TDM extend mode).
- Handles 6-channel data on the serial bus and 8-channel data in the LSI (TDM extend mode).
- Connects monaural or stereo data to output TDM format data (TDM split mode).
- Splits TDM format input data into monaural or stereo data (TDM split mode).
- Connects stereo or multi data to output TDM format data (TDM ex-split mode).
- Splits TDM format input data into stereo or multi data (TDM ex-split mode).
- The frequency range of SCK signal is from 297.3 kHz to 12.5MHz at master mode, and from 297.3 kHz to 15.1 MHz at slave mode.
- Selects SSI signals that is transmitted to the 1-channel of HDMI-IF (at master transmitter mode only). [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

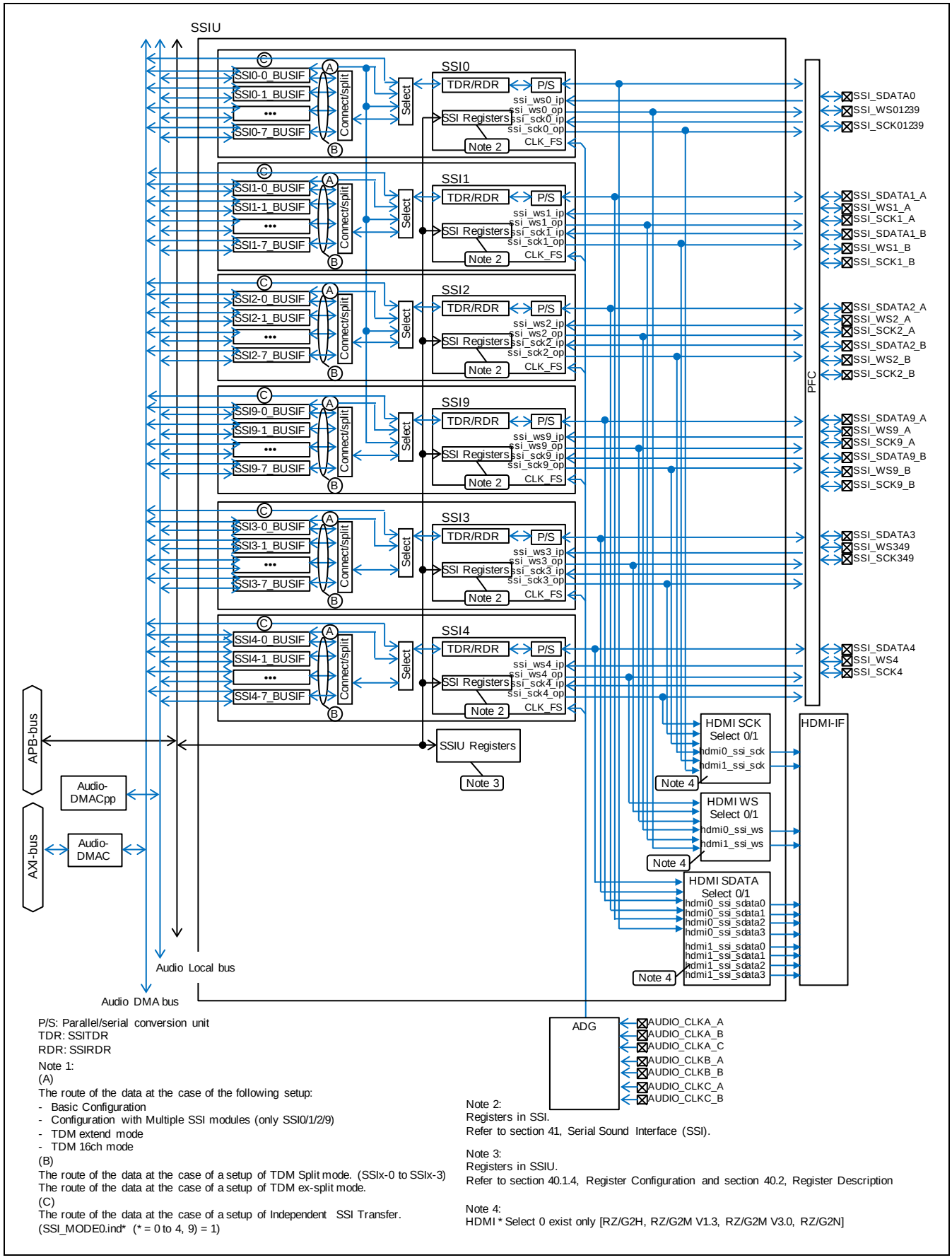
[RZ/G2E]

- Incorporates ten SSI modules.
- Supports 6 channels/1 sound source with three SSI modules (SSI0, SSI1, and SSI2).
- Supports 8 channels/1 sound source with four SSI modules (SSI0, SSI1, SSI2, and SSI9).
- Operation of multiple modules on the same serial clock (SSI0/SSI1/SSI2/SSI3/SSI9, SSI3/SSI4/SSI9, or SSI7/SSI8).
- TDM format (Basic Configuration) corresponds to 4, 6 or 8-channel data.
- Handles 8-channel data on the serial bus and 6-channel data in the LSI (TDM extend mode).
- Handles 6-channel data on the serial bus and 8-channel data in the LSI (TDM extend mode).
- Connects monaural or stereo data to output TDM format data (TDM split mode).
- Splits TDM format input data into monaural or stereo data (TDM split mode).
- Connects stereo or multi data to output TDM format data (TDM ex-split mode).
- Splits TDM format input data into stereo or multi data (TDM ex-split mode).

- The frequency range of SCK signal is from 297.3 kHz to 12.5MHz at master mode, and from 297.3 kHz to 15.1 MHz at slave mode.

40.1.2 Block Diagram

Figure 40.1 to Figure 40.4 show the SSIU block diagrams.



P/S: Parallel/serial conversion unit
TDR: SSITDR
RDR: SSIRDR

Note 1:
(A)
The route of the data at the case of the following setup:
- Basic Configuration
- Configuration with Multiple SSI modules (only SSI0/1/2/9)
- TDM extend mode
- TDM 16ch mode

(B)
The route of the data at the case of a setup of TDM Split mode. (SSIx-0 to SSIx-3)
The route of the data at the case of a setup of TDM ex-split mode.

(C)
The route of the data at the case of a setup of Independent SSI Transfer.
(SSI_MODE0.ind* (* = 0 to 4, 9) = 1)

Note 2:
Registers in SSI.
Refer to section 41, Serial Sound Interface (SSI).

Note 3:
Registers in SSIU.
Refer to section 40.1.4, Register Configuration and section 40.2, Register Description

Note 4:
HDMI * Select 0 exist only [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Figure 40.1 Block Diagram of SSIU (SSI0, SSI1, SSI2, SSI3, SSI4, and SSI9) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

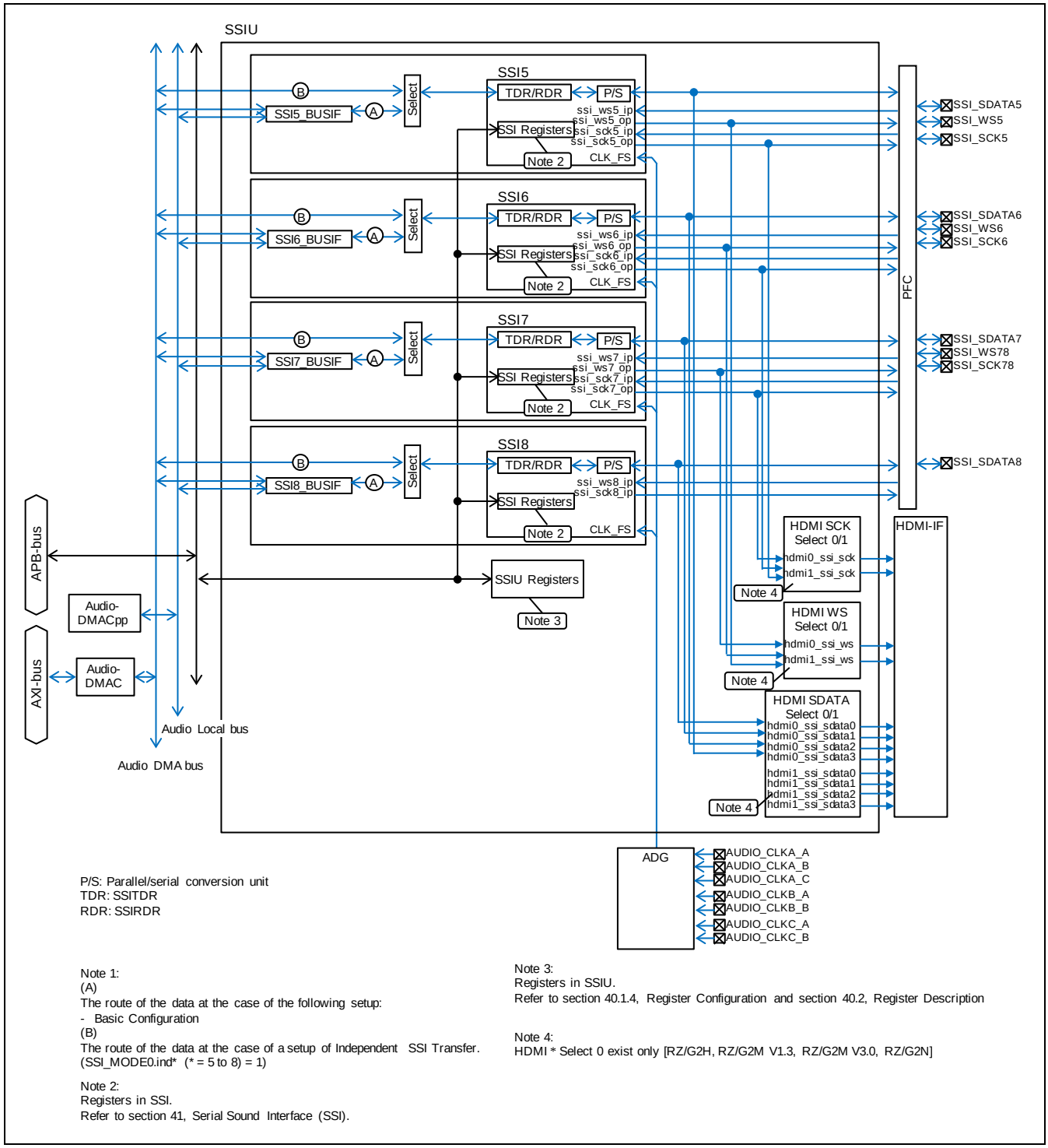
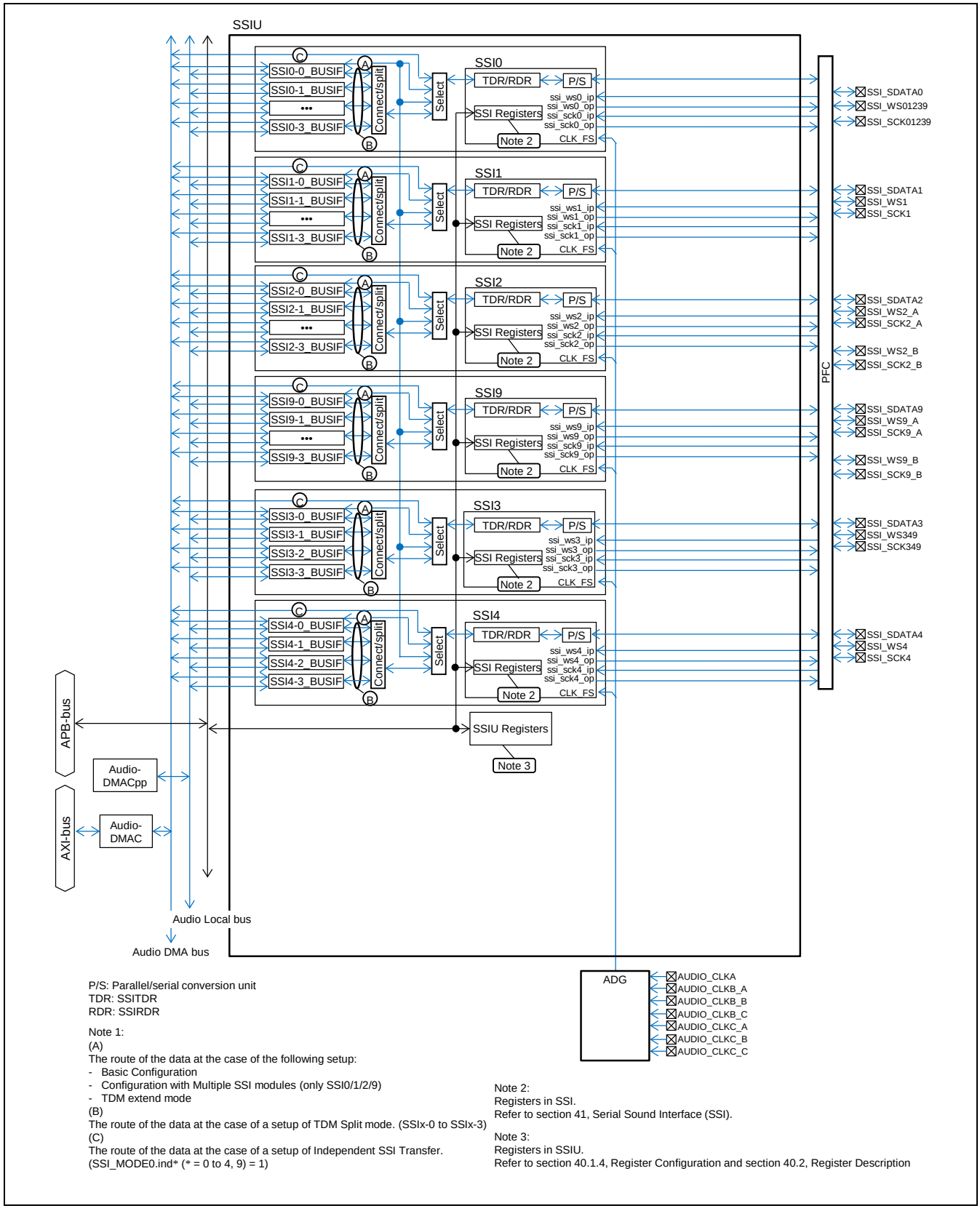


Figure 40.2 Block Diagram of SSIU (SSI5, SSI6, SSI7, and SSI8)
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]



P/S: Parallel/serial conversion unit
TDR: SSITDR
RDR: SSIRDR

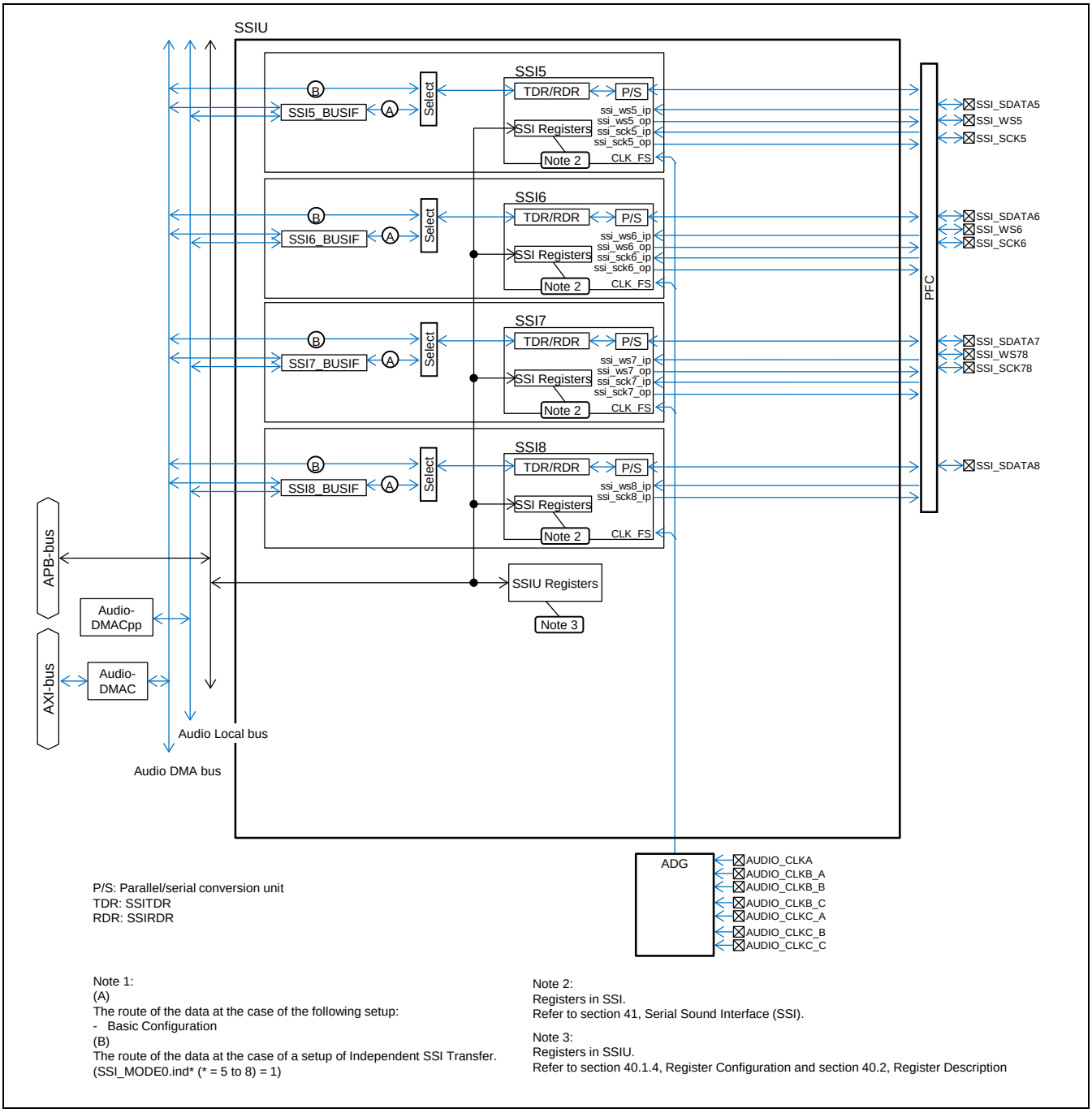
Note 1:
(A)
The route of the data at the case of the following setup:
- Basic Configuration
- Configuration with Multiple SSI modules (only SSI0/1/2/9)
- TDM extend mode

(B)
The route of the data at the case of a setup of TDM Split mode. (SSIx-0 to SSIx-3)
(C)
The route of the data at the case of a setup of Independent SSI Transfer.
(SSI_MODE0.ind* (* = 0 to 4, 9) = 1)

Note 2:
Registers in SSI.
Refer to section 41, Serial Sound Interface (SSI).

Note 3:
Registers in SSIU.
Refer to section 40.1.4, Register Configuration and section 40.2, Register Description

Figure 40.3 Block Diagram of SSIU (SSI0, SSI1, SSI2, SSI3, SSI4, and SSI9) [RZ/G2E]



P/S: Parallel/serial conversion unit
TDR: SSITDR
RDR: SSIRDR

Note 1:
(A)
The route of the data at the case of the following setup:
- Basic Configuration
(B)
The route of the data at the case of a setup of Independent SSI Transfer.
(SSI_MODE0.ind* (* = 5 to 8) = 1)

Note 2:
Registers in SSI.
Refer to section 41, Serial Sound Interface (SSI).

Note 3:
Registers in SSIU.
Refer to section 40.1.4, Register Configuration and section 40.2, Register Description

Figure 40.4 Block Diagram of SSIU (SSI5, SSI6, SSI7, and SSI8) [RZ/G2E]

40.1.3 External Pins

Table 40.1 shows the pin configuration.

Table 40.1 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Pin Name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Serial clock pin for SSI0, SSI1, SSI2, SSI3 and SSI9	SSI_SCK01239	I/O	Serial clock (SSI0 only or combination of SSI0, SSI1, SSI2, SSI3, and SSI9)	√	√	√	√
Word select pin for SSI0, SSI1, SSI2, SSI3 and SSI9	SSI_WS01239	I/O	Word select (SSI0 only or combination of SSI0, SSI1, SSI2, SSI3, and SSI9)	√	√	√	√
Serial data pin for SSI0	SSI_SDATA0	I/O	Serial data	√	√	√	√
Serial clock pin for SSI1	SSI_SCK1	I/O	Serial clock	—	—	—	√
Serial clock pin for SSI1 (Group A)	SSI_SCK1_A	I/O	Serial clock	√	√	√	—
Serial clock pin for SSI1 (Group B)	SSI_SCK1_B	I/O	Serial clock	√	√	√	—
Word select pin for SSI1	SSI_WS1	I/O	Word select	—	—	—	√
Word select pin for SSI1 (Group A)	SSI_WS1_A	I/O	Word select	√	√	√	—
Word select pin for SSI1 (Group B)	SSI_WS1_B	I/O	Word select	√	√	√	—
Serial data pin for SSI1	SSI_SDATA1	I/O	Serial data	—	—	—	√
Serial data pin for SSI1 (Group A)	SSI_SDATA1_A	I/O	Serial data	√	√	√	—
Serial data pin for SSI1 (Group B)	SSI_SDATA1_B	I/O	Serial data	√	√	√	—
Serial clock pin for SSI2 (Group A)	SSI_SCK2_A	I/O	Serial clock	√	√	√	√
Serial clock pin for SSI2 (Group B)	SSI_SCK2_B	I/O	Serial clock	√	√	√	√
Word select pin for SSI2 (Group A)	SSI_WS2_A	I/O	Word select	√	√	√	√
Word select pin for SSI2 (Group B)	SSI_WS2_B	I/O	Word select	√	√	√	√
Serial data pin for SSI2	SSI_SDATA2	I/O	Serial data	—	—	—	√
Serial data pin for SSI2 (Group A)	SSI_SDATA2_A	I/O	Serial data	√	√	√	—
Serial data pin for SSI2 (Group B)	SSI_SDATA2_B	I/O	Serial data	√	√	√	—
Serial clock pin for SSI3, SSI4 and SSI9	SSI_SCK349	I/O	Serial clock (SSI3 only, common to SSI3 and SSI4, or combination of SSI3, SSI4, and SSI9)	√	√	√	√
Word select pin for SSI3, SSI4 and SSI9	SSI_WS349	I/O	Word select (SSI3 only, common to SSI3 and SSI4, or combination of SSI3, SSI4, and SSI9)	√	√	√	√
Serial data pin for SSI3	SSI_SDATA3	I/O	Serial data	√	√	√	√
Serial clock pin for SSI4	SSI_SCK4	I/O	Serial clock	√	√	√	√
Word select pin for SSI4	SSI_WS4	I/O	Word select	√	√	√	√
Serial data pin for SSI4	SSI_SDATA4	I/O	Serial data	√	√	√	√
Serial clock pin for SSI5	SSI_SCK5	I/O	Serial clock	√	√	√	√
Word select pin for SSI5	SSI_WS5	I/O	Word select	√	√	√	√

Name	Pin Name	I/O	Function	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Serial data pin for SSI5	SSI_SDATA5	I/O	Serial data	√	√	√	√
Serial clock pin for SSI6	SSI_SCK6	I/O	Serial clock	√	√	√	√
Word select pin for SSI6	SSI_WS6	I/O	Word select	√	√	√	√
Serial data pin for SSI6	SSI_SDATA6	I/O	Serial data	√	√	√	√
Serial clock pin for SSI7 and SSI8	SSI_SCK78	I/O	Serial clock (common to SSI7 and SSI8)	√	√	√	√
Word select pin for SSI7 and SSI8	SSI_WS78	I/O	Word select (common to SSI7 and SSI8)	√	√	√	√
Serial data pin for SSI7	SSI_SDATA7	I/O	Serial data	√	√	√	√
Serial data pin for SSI8	SSI_SDATA8	I/O	Serial data	√	√	√	√
Serial clock pin for SSI9 (Group A)	SSI_SCK9_A	I/O	Serial clock	√	√	√	√
Serial clock pin for SSI9 (Group B)	SSI_SCK9_B	I/O	Serial clock	√	√	√	√
Word select pin for SSI9 (Group A)	SSI_WS9_A	I/O	Word select	√	√	√	√
Word select pin for SSI9 (Group B)	SSI_WS9_B	I/O	Word select	√	√	√	√
Serial data pin for SSI9	SSI_SDATA9	I/O	Serial data	—	—	—	√
Serial data pin for SSI9 (Group A)	SSI_SDATA9_A	I/O	Serial data	√	√	√	—
Serial data pin for SSI9 (Group B)	SSI_SDATA9_B	I/O	Serial data	√	√	√	—

Note: Although each SSI is multiplexed on multiple LSI pins, the combinations of pins in use must be from the same group. For Example, the use of combinations such as SSI_SCK1_A, SSI_WS1_B, and SSI_SDATA1_A is prohibited. Refer to section 8, Pin Function Controller (PFC) for details.

40.1.4 Register Configuration

Table 40.2 shows the register configuration. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Access the register as a longword (32 bits). Operation cannot be guaranteed if the register is not accessed as a longword.

Table 40.2 Register Configuration

						Second Generation RZ/G Series Products			
Name	**Abbreviation**	**R/W**	**Address**	**Initial Value**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
SSI0_0 BUSIF Mode Register	SSI0-0_BUSIF_MODE	R/W	H'EC54_0000	H'0000_0001	32	√	√	√	√
SSI0_0 BUSIF Audio Information Register	SSI0-0_BUSIF_ADINR	R/W	H'EC54_0004	H'0000_0000	32	√	√	√	√
SSI0_0 BUSIF Data Align Register	SSI0-0_BUSIF_DALIGN	R/W	H'EC54_0008	H'7654_3210	32	√	√	√	√
SSI0_0 Mode Register	SSI0-0_MODE	R/W	H'EC54_000C	H'0000_0000	32	√	√	√	√
SSI0_0 Control Register	SSI0-0_CONTROL	R/W	H'EC54_0010	H'0000_0000	32	√	√	√	√
SSI0_0 Status Register	SSI0-0_STATUS	R	H'EC54_0014	H'0000_0000	32	√	√	√	√
SSI0_0 Interrupt Enable Register	SSI0-0_INT_ENABLE_MAIN	R/W	H'EC54_0018	H'0000_0000	32	√	√	√	√
SSI0_1 BUSIF Mode Register	SSI0-1_BUSIF_MODE	R/W	H'EC54_0020	H'0000_0001	32	√	√	√	√
SSI0_1 BUSIF Audio Information Register	SSI0-1_BUSIF_ADINR	R/W	H'EC54_0024	H'0000_0000	32	√	√	√	√
SSI0_1 BUSIF Data Align Register	SSI0-1_BUSIF_DALIGN	R/W	H'EC54_0028	H'0000_0032	32	√	√	√	√
SSI0_2 BUSIF Mode Register	SSI0-2_BUSIF_MODE	R/W	H'EC54_0040	H'0000_0001	32	√	√	√	√
SSI0_2 BUSIF Audio Information Register	SSI0-2_BUSIF_ADINR	R/W	H'EC54_0044	H'0000_0000	32	√	√	√	√
SSI0_2 BUSIF Data Align Register	SSI0-2_BUSIF_DALIGN	R/W	H'EC54_0048	H'0000_7654	32	√	√	√	√
SSI0_3 BUSIF Mode Register	SSI0-3_BUSIF_MODE	R/W	H'EC54_0060	H'0000_0001	32	√	√	√	√
SSI0_3 BUSIF Audio Information Register	SSI0-3_BUSIF_ADINR	R/W	H'EC54_0064	H'0000_0000	32	√	√	√	√
SSI0_3 BUSIF Data Align Register	SSI0-3_BUSIF_DALIGN	R/W	H'EC54_0068	H'0000_0076	32	√	√	√	√
SSI1_0 BUSIF Mode Register	SSI1-0_BUSIF_MODE	R/W	H'EC54_0080	H'0000_0001	32	√	√	√	√
SSI1_0 BUSIF Audio Information Register	SSI1-0_BUSIF_ADINR	R/W	H'EC54_0084	H'0000_0000	32	√	√	√	√
SSI1_0 BUSIF Data Align Register	SSI1-0_BUSIF_DALIGN	R/W	H'EC54_0088	H'7654_3210	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI1_0 Mode Register	SSI1-0_MODE	R/W	H'EC54_008C	H'0000_0000	32	√	√	√	√
SSI1_0 Control Register	SSI1-0_CONTROL	R/W	H'EC54_0090	H'0000_0000	32	√	√	√	√
SSI1_0 Status Register	SSI1-0_STATUS	R	H'EC54_0094	H'0000_0000	32	√	√	√	√
SSI1_0 Interrupt Enable Register	SSI1-0_INT_ENABLE_MAIN	R/W	H'EC54_0098	H'0000_0000	32	√	√	√	√
SSI1_1 BUSIF Mode Register	SSI1-1_BUSIF_MODE	R/W	H'EC54_00A0	H'0000_0001	32	√	√	√	√
SSI1_1 BUSIF Audio Information Register	SSI1-1_BUSIF_ADINR	R/W	H'EC54_00A4	H'0000_0000	32	√	√	√	√
SSI1_1 BUSIF Data Align Register	SSI1-1_BUSIF_DALIGN	R/W	H'EC54_00A8	H'0000_0032	32	√	√	√	√
SSI1_2 BUSIF Mode Register	SSI1-2_BUSIF_MODE	R/W	H'EC54_00C0	H'0000_0001	32	√	√	√	√
SSI1_2 BUSIF Audio Information Register	SSI1-2_BUSIF_ADINR	R/W	H'EC54_00C4	H'0000_0000	32	√	√	√	√
SSI1_2 BUSIF Data Align Register	SSI1-2_BUSIF_DALIGN	R/W	H'EC54_00C8	H'0000_7654	32	√	√	√	√
SSI1_3 BUSIF Mode Register	SSI1-3_BUSIF_MODE	R/W	H'EC54_00E0	H'0000_0001	32	√	√	√	√
SSI1_3 BUSIF Audio Information Register	SSI1-3_BUSIF_ADINR	R/W	H'EC54_00E4	H'0000_0000	32	√	√	√	√
SSI1_3 BUSIF Data Align Register	SSI1-3_BUSIF_DALIGN	R/W	H'EC54_00E8	H'0000_0076	32	√	√	√	√
SSI2_0 BUSIF Mode Register	SSI2-0_BUSIF_MODE	R/W	H'EC54_0100	H'0000_0001	32	√	√	√	√
SSI2_0 BUSIF Audio Information Register	SSI2-0_BUSIF_ADINR	R/W	H'EC54_0104	H'0000_0000	32	√	√	√	√
SSI2_0 BUSIF Data Align Register	SSI2-0_BUSIF_DALIGN	R/W	H'EC54_0108	H'7654_3210	32	√	√	√	√
SSI2_0 Mode Register	SSI2-0_MODE	R/W	H'EC54_010C	H'0000_0000	32	√	√	√	√
SSI2_0 Control Register	SSI2-0_CONTROL	R/W	H'EC54_0110	H'0000_0000	32	√	√	√	√
SSI2_0 Status Register	SSI2-0_STATUS	R	H'EC54_0114	H'0000_0000	32	√	√	√	√
SSI2_0 Interrupt Enable Register	SSI2-0_INT_ENABLE_MAIN	R/W	H'EC54_0118	H'0000_0000	32	√	√	√	√
SSI2_1 BUSIF Mode Register	SSI2-1_BUSIF_MODE	R/W	H'EC54_0120	H'0000_0001	32	√	√	√	√
SSI2_1 BUSIF Audio Information Register	SSI2-1_BUSIF_ADINR	R/W	H'EC54_0124	H'0000_0000	32	√	√	√	√
SSI2_1 BUSIF Data Align Register	SSI2-1_BUSIF_DALIGN	R/W	H'EC54_0128	H'0000_0032	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI2_2 BUSIF Mode Register	SSI2-2_BUSIF_MODE	R/W	H'EC54_0140	H'0000_0001	32	√	√	√	√
SSI2_2 BUSIF Audio Information Register	SSI2-2_BUSIF_ADINR	R/W	H'EC54_0144	H'0000_0000	32	√	√	√	√
SSI2_2 BUSIF Data Align Register	SSI2-2_BUSIF_DALIGN	R/W	H'EC54_0148	H'0000_7654	32	√	√	√	√
SSI2_3 BUSIF Mode Register	SSI2-3_BUSIF_MODE	R/W	H'EC54_0160	H'0000_0001	32	√	√	√	√
SSI2_3 BUSIF Audio Information Register	SSI2-3_BUSIF_ADINR	R/W	H'EC54_0164	H'0000_0000	32	√	√	√	√
SSI2_3 BUSIF Data Align Register	SSI2-3_BUSIF_DALIGN	R/W	H'EC54_0168	H'0000_0076	32	√	√	√	√
SSI3_0 BUSIF Mode Register	SSI3-0_BUSIF_MODE	R/W	H'EC54_0180	H'0000_0001	32	√	√	√	√
SSI3_0 BUSIF Audio Information Register	SSI3-0_BUSIF_ADINR	R/W	H'EC54_0184	H'0000_0000	32	√	√	√	√
SSI3_0 BUSIF Data Align Register	SSI3-0_BUSIF_DALIGN	R/W	H'EC54_0188	H'7654_3210	32	√	√	√	√
SSI3_0 Mode Register	SSI3-0_MODE	R/W	H'EC54_018C	H'0000_0000	32	√	√	√	√
SSI3_0 Control Register	SSI3-0_CONTROL	R/W	H'EC54_0190	H'0000_0000	32	√	√	√	√
SSI3_0 Status Register	SSI3-0_STATUS	R	H'EC54_0194	H'0000_0000	32	√	√	√	√
SSI3_0 Interrupt Enable Register	SSI3-0_INT_ENABLE_ MAIN	R/W	H'EC54_0198	H'0000_0000	32	√	√	√	√
SSI3_1 BUSIF Mode Register	SSI3-1_BUSIF_MODE	R/W	H'EC54_01A0	H'0000_0001	32	√	√	√	√
SSI3_1 BUSIF Audio Information Register	SSI3-1_BUSIF_ADINR	R/W	H'EC54_01A4	H'0000_0000	32	√	√	√	√
SSI3_1 BUSIF Data Align Register	SSI3-1_BUSIF_DALIGN	R/W	H'EC54_01A8	H'0000_0032	32	√	√	√	√
SSI3_2 BUSIF Mode Register	SSI3-2_BUSIF_MODE	R/W	H'EC54_01C0	H'0000_0001	32	√	√	√	√
SSI3_2 BUSIF Audio Information Register	SSI3-2_BUSIF_ADINR	R/W	H'EC54_01C4	H'0000_0000	32	√	√	√	√
SSI3_2 BUSIF Data Align Register	SSI3-2_BUSIF_DALIGN	R/W	H'EC54_01C8	H'0000_7654	32	√	√	√	√
SSI3_3 BUSIF Mode Register	SSI3-3_BUSIF_MODE	R/W	H'EC54_01E0	H'0000_0001	32	√	√	√	√
SSI3_3 BUSIF Audio Information Register	SSI3-3_BUSIF_ADINR	R/W	H'EC54_01E4	H'0000_0000	32	√	√	√	√
SSI3_3 BUSIF Data Align Register	SSI3-3_BUSIF_DALIGN	R/W	H'EC54_01E8	H'0000_0076	32	√	√	√	√
SSI4_0 BUSIF Mode Register	SSI4-0_BUSIF_MODE	R/W	H'EC54_0200	H'0000_0001	32	√	√	√	√
SSI4_0 BUSIF Audio Information Register	SSI4-0_BUSIF_ADINR	R/W	H'EC54_0204	H'0000_0000	32	√	√	√	√
SSI4_0 BUSIF Data Align Register	SSI4-0_BUSIF_DALIGN	R/W	H'EC54_0208	H'7654_3210	32	√	√	√	√
SSI4_0 Mode Register	SSI4-0_MODE	R/W	H'EC54_020C	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI4_0 Control Register	SSI4-0_CONTROL	R/W	H'EC54_0210	H'0000_0000	32	√	√	√	√
SSI4_0 Status Register	SSI4-0_STATUS	R	H'EC54_0214	H'0000_0000	32	√	√	√	√
SSI4_0 Interrupt Enable Register	SSI4-0_INT_ENABLE_MAIN	R/W	H'EC54_0218	H'0000_0000	32	√	√	√	√
SSI4_1 BUSIF Mode Register	SSI4-1_BUSIF_MODE	R/W	H'EC54_0220	H'0000_0001	32	√	√	√	√
SSI4_1 BUSIF Audio Information Register	SSI4-1_BUSIF_ADINR	R/W	H'EC54_0224	H'0000_0000	32	√	√	√	√
SSI4_1 BUSIF Data Align Register	SSI4-1_BUSIF_DALIGN	R/W	H'EC54_0228	H'0000_0032	32	√	√	√	√
SSI4_2 BUSIF Mode Register	SSI4-2_BUSIF_MODE	R/W	H'EC54_0240	H'0000_0001	32	√	√	√	√
SSI4_2 BUSIF Audio Information Register	SSI4-2_BUSIF_ADINR	R/W	H'EC54_0244	H'0000_0000	32	√	√	√	√
SSI4_2 BUSIF Data Align Register	SSI4-2_BUSIF_DALIGN	R/W	H'EC54_0248	H'0000_7654	32	√	√	√	√
SSI4_3 BUSIF Mode Register	SSI4-3_BUSIF_MODE	R/W	H'EC54_0260	H'0000_0001	32	√	√	√	√
SSI4_3 BUSIF Audio Information Register	SSI4-3_BUSIF_ADINR	R/W	H'EC54_0264	H'0000_0000	32	√	√	√	√
SSI4_3 BUSIF Data Align Register	SSI4-3_BUSIF_DALIGN	R/W	H'EC54_0268	H'0000_0076	32	√	√	√	√
SSI5 BUSIF Mode Register	SSI5_BUSIF_MODE	R/W	H'EC54_0280	H'0000_0001	32	√	√	√	√
SSI5 BUSIF Audio Information Register	SSI5_BUSIF_ADINR	R/W	H'EC54_0284	H'0000_0000	32	√	√	√	√
SSI5 BUSIF Data Align Register	SSI5_BUSIF_DALIGN	R/W	H'EC54_0288	H'7654_3210	32	√	√	√	√
SSI5 Control Register	SSI5_CONTROL	R/W	H'EC54_0290	H'0000_0000	32	√	√	√	√
SSI5 Status Register	SSI5_STATUS	R	H'EC54_0294	H'0000_0000	32	√	√	√	√
SSI5 Interrupt Enable Register	SSI5_INT_ENABLE_MAIN	R/W	H'EC54_0298	H'0000_0000	32	√	√	√	√
SSI6 BUSIF Mode Register	SSI6_BUSIF_MODE	R/W	H'EC54_0300	H'0000_0001	32	√	√	√	√
SSI6 BUSIF Audio Information Register	SSI6_BUSIF_ADINR	R/W	H'EC54_0304	H'0000_0000	32	√	√	√	√
SSI6 BUSIF Data Align Register	SSI6_BUSIF_DALIGN	R/W	H'EC54_0308	H'7654_3210	32	√	√	√	√
SSI6 Control Register	SSI6_CONTROL	R/W	H'EC54_0310	H'0000_0000	32	√	√	√	√
SSI6 Status Register	SSI6_STATUS	R	H'EC54_0314	H'0000_0000	32	√	√	√	√
SSI6 Interrupt Enable Register	SSI6_INT_ENABLE_MAIN	R/W	H'EC54_0318	H'0000_0000	32	√	√	√	√
SSI7 BUSIF Mode Register	SSI7_BUSIF_MODE	R/W	H'EC54_0380	H'0000_0001	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI7 BUSIF Audio Information Register	SSI7_BUSIF_ADINR	R/W	H'EC54_0384	H'0000_0000	32	√	√	√	√
SSI7 BUSIF Data Align Register	SSI7_BUSIF_DALIGN	R/W	H'EC54_0388	H'7654_3210	32	√	√	√	√
SSI7 Control Register	SSI7_CONTROL	R/W	H'EC54_0390	H'0000_0000	32	√	√	√	√
SSI7 Status Register	SSI7_STATUS	R	H'EC54_0394	H'0000_0000	32	√	√	√	√
SSI7 Interrupt Enable Register	SSI7_INT_ENABLE_ MAIN	R/W	H'EC54_0398	H'0000_0000	32	√	√	√	√
SSI8 BUSIF Mode Register	SSI8_BUSIF_MODE	R/W	H'EC54_0400	H'0000_0001	32	√	√	√	√
SSI8 BUSIF Audio Information Register	SSI8_BUSIF_ADINR	R/W	H'EC54_0404	H'0000_0000	32	√	√	√	√
SSI8 BUSIF Data Align Register	SSI8_BUSIF_DALIGN	R/W	H'EC54_0408	H'7654_3210	32	√	√	√	√
SSI8 Control Register	SSI8_CONTROL	R/W	H'EC54_0410	H'0000_0000	32	√	√	√	√
SSI8 Status Register	SSI8_STATUS	R	H'EC54_0414	H'0000_0000	32	√	√	√	√
SSI8 Interrupt Enable Register	SSI8_INT_ENABLE_ MAIN	R/W	H'EC54_0418	H'0000_0000	32	√	√	√	√
SSI9_0 BUSIF Mode Register	SSI9-0_BUSIF_MODE	R/W	H'EC54_0480	H'0000_0001	32	√	√	√	√
SSI9_0 BUSIF Audio Information Register	SSI9-0_BUSIF_ADINR	R/W	H'EC54_0484	H'0000_0000	32	√	√	√	√
SSI9_0 BUSIF Data Align Register	SSI9-0_BUSIF_DALIGN	R/W	H'EC54_0488	H'7654_3210	32	√	√	√	√
SSI9_0 Mode Register	SSI9-0_MODE	R/W	H'EC54_048C	H'0000_0000	32	√	√	√	√
SSI9_0 Control Register	SSI9-0_CONTROL	R/W	H'EC54_0490	H'0000_0000	32	√	√	√	√
SSI9_0 Status Register	SSI9-0_STATUS	R	H'EC54_0494	H'0000_0000	32	√	√	√	√
SSI9_0 Interrupt Enable Register	SSI9-0_INT_ENABLE_ MAIN	R/W	H'EC54_0498	H'0000_0000	32	√	√	√	√
SSI9_1 BUSIF Mode Register	SSI9-1_BUSIF_MODE	R/W	H'EC54_04A0	H'0000_0001	32	√	√	√	√
SSI9_1 BUSIF Audio Information Register	SSI9-1_BUSIF_ADINR	R/W	H'EC54_04A4	H'0000_0000	32	√	√	√	√
SSI9_1 BUSIF Data Align Register	SSI9-1_BUSIF_DALIGN	R/W	H'EC54_04A8	H'0000_0032	32	√	√	√	√
SSI9_2 BUSIF Mode Register	SSI9-2_BUSIF_MODE	R/W	H'EC54_04C0	H'0000_0001	32	√	√	√	√
SSI9_2 BUSIF Audio Information Register	SSI9-2_BUSIF_ADINR	R/W	H'EC54_04C4	H'0000_0000	32	√	√	√	√
SSI9_2 BUSIF Data Align Register	SSI9-2_BUSIF_DALIGN	R/W	H'EC54_04C8	H'0000_7654	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI9_3 BUSIF Mode Register	SSI9-3_BUSIF_MODE	R/W	H'EC54_04E0	H'0000_0001	32	√	√	√	√
SSI9_3 BUSIF Audio Information Register	SSI9-3_BUSIF_ADINR	R/W	H'EC54_04E4	H'0000_0000	32	√	√	√	√
SSI9_3 BUSIF Data Align Register	SSI9-3_BUSIF_DALIGN	R/W	H'EC54_04E8	H'0000_0076	32	√	√	√	√
SSI0_4 BUSIF Mode Register	SSI0-4_BUSIF_MODE	R/W	H'EC54_0500	H'0000_0001	32	√	√	√	—
SSI0_4 BUSIF Audio Information Register	SSI0-4_BUSIF_ADINR	R/W	H'EC54_0504	H'0000_0000	32	√	√	√	—
SSI0_4 BUSIF Data Align Register	SSI0-4_BUSIF_DALIGN	R/W	H'EC54_0508	H'FEDC_BA98	32	√	√	√	—
SSI0_5 BUSIF Mode Register	SSI0-5_BUSIF_MODE	R/W	H'EC54_0520	H'0000_0001	32	√	√	√	—
SSI0_5 BUSIF Audio Information Register	SSI0-5_BUSIF_ADINR	R/W	H'EC54_0524	H'0000_0000	32	√	√	√	—
SSI0_5 BUSIF Data Align Register	SSI0-5_BUSIF_DALIGN	R/W	H'EC54_0528	H'0000_00BA	32	√	√	√	—
SSI0_6 BUSIF Mode Register	SSI0-6_BUSIF_MODE	R/W	H'EC54_0540	H'0000_0001	32	√	√	√	—
SSI0_6 BUSIF Audio Information Register	SSI0-6_BUSIF_ADINR	R/W	H'EC54_0544	H'0000_0000	32	√	√	√	—
SSI0_6 BUSIF Data Align Register	SSI0-6_BUSIF_DALIGN	R/W	H'EC54_0548	H'0000_FEDC	32	√	√	√	—
SSI0_7 BUSIF Mode Register	SSI0-7_BUSIF_MODE	R/W	H'EC54_0560	H'0000_0001	32	√	√	√	—
SSI0_7 BUSIF Audio Information Register	SSI0-7_BUSIF_ADINR	R/W	H'EC54_0564	H'0000_0000	32	√	√	√	—
SSI0_7 BUSIF Data Align Register	SSI0-7_BUSIF_DALIGN	R/W	H'EC54_0568	H'0000_00FE	32	√	√	√	—
SSI1_4 BUSIF Mode Register	SSI1-4_BUSIF_MODE	R/W	H'EC54_0580	H'0000_0001	32	√	√	√	—
SSI1_4 BUSIF Audio Information Register	SSI1-4_BUSIF_ADINR	R/W	H'EC54_0584	H'0000_0000	32	√	√	√	—
SSI1_4 BUSIF Data Align Register	SSI1-4_BUSIF_DALIGN	R/W	H'EC54_0588	H'FEDC_BA98	32	√	√	√	—
SSI1_5 BUSIF Mode Register	SSI1-5_BUSIF_MODE	R/W	H'EC54_05A0	H'0000_0001	32	√	√	√	—
SSI1_5 BUSIF Audio Information Register	SSI1-5_BUSIF_ADINR	R/W	H'EC54_05A4	H'0000_0000	32	√	√	√	—
SSI1_5 BUSIF Data Align Register	SSI1-5_BUSIF_DALIGN	R/W	H'EC54_05A8	H'0000_00BA	32	√	√	√	—
SSI1_6 BUSIF Mode Register	SSI1-6_BUSIF_MODE	R/W	H'EC54_05C0	H'0000_0001	32	√	√	√	—
SSI1_6 BUSIF Audio Information Register	SSI1-6_BUSIF_ADINR	R/W	H'EC54_05C4	H'0000_0000	32	√	√	√	—

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI1_6 BUSIF Data Align Register	SSI1-6_BUSIF_DALIGN	R/W	H'EC54_05C8	H'0000_FEDC	32	√	√	√	—
SSI1_7 BUSIF Mode Register	SSI1-7_BUSIF_MODE	R/W	H'EC54_05E0	H'0000_0001	32	√	√	√	—
SSI1_7 BUSIF Audio Information Register	SSI1-7_BUSIF_ADINR	R/W	H'EC54_05E4	H'0000_0000	32	√	√	√	—
SSI1_7 BUSIF Data Align Register	SSI1-7_BUSIF_DALIGN	R/W	H'EC54_05E8	H'0000_00FE	32	√	√	√	—
SSI2_4 BUSIF Mode Register	SSI2-4_BUSIF_MODE	R/W	H'EC54_0600	H'0000_0001	32	√	√	√	—
SSI2_4 BUSIF Audio Information Register	SSI2-4_BUSIF_ADINR	R/W	H'EC54_0604	H'0000_0000	32	√	√	√	—
SSI2_4 BUSIF Data Align Register	SSI2-4_BUSIF_DALIGN	R/W	H'EC54_0608	H'FEDC_BA98	32	√	√	√	—
SSI2_5 BUSIF Mode Register	SSI2-5_BUSIF_MODE	R/W	H'EC54_0620	H'0000_0001	32	√	√	√	—
SSI2_5 BUSIF Audio Information Register	SSI2-5_BUSIF_ADINR	R/W	H'EC54_0624	H'0000_0000	32	√	√	√	—
SSI2_5 BUSIF Data Align Register	SSI2-5_BUSIF_DALIGN	R/W	H'EC54_0628	H'0000_00BA	32	√	√	√	—
SSI2_6 BUSIF Mode Register	SSI2-6_BUSIF_MODE	R/W	H'EC54_0640	H'0000_0001	32	√	√	√	—
SSI2_6 BUSIF Audio Information Register	SSI2-6_BUSIF_ADINR	R/W	H'EC54_0644	H'0000_0000	32	√	√	√	—
SSI2_6 BUSIF Data Align Register	SSI2-6_BUSIF_DALIGN	R/W	H'EC54_0648	H'0000_FEDC	32	√	√	√	—
SSI2_7 BUSIF Mode Register	SSI2-7_BUSIF_MODE	R/W	H'EC54_0660	H'0000_0001	32	√	√	√	—
SSI2_7 BUSIF Audio Information Register	SSI2-7_BUSIF_ADINR	R/W	H'EC54_0664	H'0000_0000	32	√	√	√	—
SSI2_7 BUSIF Data Align Register	SSI2-7_BUSIF_DALIGN	R/W	H'EC54_0668	H'0000_00FE	32	√	√	√	—
SSI3_4 BUSIF Mode Register	SSI3-4_BUSIF_MODE	R/W	H'EC54_0680	H'0000_0001	32	√	√	√	—
SSI3_4 BUSIF Audio Information Register	SSI3-4_BUSIF_ADINR	R/W	H'EC54_0684	H'0000_0000	32	√	√	√	—
SSI3_4 BUSIF Data Align Register	SSI3-4_BUSIF_DALIGN	R/W	H'EC54_0688	H'FEDC_BA98	32	√	√	√	—
SSI3_5 BUSIF Mode Register	SSI3-5_BUSIF_MODE	R/W	H'EC54_06A0	H'0000_0001	32	√	√	√	—
SSI3_5 BUSIF Audio Information Register	SSI3-5_BUSIF_ADINR	R/W	H'EC54_06A4	H'0000_0000	32	√	√	√	—
SSI3_5 BUSIF Data Align Register	SSI3-5_BUSIF_DALIGN	R/W	H'EC54_06A8	H'0000_00BA	32	√	√	√	—
SSI3_6 BUSIF Mode Register	SSI3-6_BUSIF_MODE	R/W	H'EC54_06C0	H'0000_0001	32	√	√	√	—

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI3_6 BUSIF Audio Information Register	SSI3-6_BUSIF_ADINR	R/W	H'EC54_06C4	H'0000_0000	32	√	√	√	—
SSI3_6 BUSIF Data Align Register	SSI3-6_BUSIF_DALIGN	R/W	H'EC54_06C8	H'0000_FEDC	32	√	√	√	—
SSI3_7 BUSIF Mode Register	SSI3-7_BUSIF_MODE	R/W	H'EC54_06E0	H'0000_0001	32	√	√	√	—
SSI3_7 BUSIF Audio Information Register	SSI3-7_BUSIF_ADINR	R/W	H'EC54_06E4	H'0000_0000	32	√	√	√	—
SSI3_7 BUSIF Data Align Register	SSI3-7_BUSIF_DALIGN	R/W	H'EC54_06E8	H'0000_00FE	32	√	√	√	—
SSI4_4 BUSIF Mode Register	SSI4-4_BUSIF_MODE	R/W	H'EC54_0700	H'0000_0001	32	√	√	√	—
SSI4_4 BUSIF Audio Information Register	SSI4-4_BUSIF_ADINR	R/W	H'EC54_0704	H'0000_0000	32	√	√	√	—
SSI4_4 BUSIF Data Align Register	SSI4-4_BUSIF_DALIGN	R/W	H'EC54_0708	H'FEDC_BA98	32	√	√	√	—
SSI4_5 BUSIF Mode Register	SSI4-5_BUSIF_MODE	R/W	H'EC54_0720	H'0000_0001	32	√	√	√	—
SSI4_5 BUSIF Audio Information Register	SSI4-5_BUSIF_ADINR	R/W	H'EC54_0724	H'0000_0000	32	√	√	√	—
SSI4_5 BUSIF Data Align Register	SSI4-5_BUSIF_DALIGN	R/W	H'EC54_0728	H'0000_00BA	32	√	√	√	—
SSI4_6 BUSIF Mode Register	SSI4-6_BUSIF_MODE	R/W	H'EC54_0740	H'0000_0001	32	√	√	√	—
SSI4_6 BUSIF Audio Information Register	SSI4-6_BUSIF_ADINR	R/W	H'EC54_0744	H'0000_0000	32	√	√	√	—
SSI4_6 BUSIF Data Align Register	SSI4-6_BUSIF_DALIGN	R/W	H'EC54_0748	H'0000_FEDC	32	√	√	√	—
SSI4_7 BUSIF Mode Register	SSI4-7_BUSIF_MODE	R/W	H'EC54_0760	H'0000_0001	32	√	√	√	—
SSI4_7 BUSIF Audio Information Register	SSI4-7_BUSIF_ADINR	R/W	H'EC54_0764	H'0000_0000	32	√	√	√	—
SSI4_7 BUSIF Data Align Register	SSI4-7_BUSIF_DALIGN	R/W	H'EC54_0768	H'0000_00FE	32	√	√	√	—
SSI Mode Register 0	SSI_MODE0	R/W	H'EC54_0800	H'0000_0000	32	√	√	√	√
SSI Mode Register 1	SSI_MODE1	R/W	H'EC54_0804	H'0000_0000	32	√	√	√	√
SSI Mode Register 2	SSI_MODE2	R/W	H'EC54_0808	H'0000_0000	32	√	√	√	√
SSI Mode Register 3	SSI_MODE3	R/W	H'EC54_080C	H'0000_0000	32	√	√	√	√
SSI Control Register	SSI_CONTROL	R/W	H'EC54_0810	H'0000_0000	32	√	√	√	√
SSI Control Register2	SSI_CONTROL2	R/W	H'EC54_0814	H'0000_0000	32	√	√	√	√
SSI System Status Register 0	SSI_SYSTEM_ STATUS0	R/W C1	H'EC54_0840	H'0000_0000	32	√	√	√	√
SSI System Status Register 1	SSI_SYSTEM_ STATUS1	R/W C1	H'EC54_0844	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI System Status Register 2	SSI_SYSTEM_ STATUS2	R/W C1	H'EC54_0848	H'0000_0000	32	√	√	√	√
SSI System Status Register 3	SSI_SYSTEM_ STATUS3	R/W C1	H'EC54_084C	H'0000_0000	32	√	√	√	√
SSI System Interrupt Enable Register 0	SSI_SYSTEM_INT_ ENABLE0	R/W	H'EC54_0850	H'0000_0000	32	√	√	√	√
SSI System Interrupt Enable Register 1	SSI_SYSTEM_INT_ ENABLE1	R/W	H'EC54_0854	H'0000_0000	32	√	√	√	√
SSI System Interrupt Enable Register 2	SSI_SYSTEM_INT_ ENABLE2	R/W	H'EC54_0858	H'0000_0000	32	√	√	√	√
SSI System Interrupt Enable Register 3	SSI_SYSTEM_INT_ ENABLE3	R/W	H'EC54_085C	H'0000_0000	32	√	√	√	√
SSI System Status Register 4	SSI_SYSTEM_ STATUS4	R/W C1	H'EC54_0880	H'0000_0000	32	√	√	√	—
SSI System Status Register 5	SSI_SYSTEM_ STATUS5	R/W C1	H'EC54_0884	H'0000_0000	32	√	√	√	—
SSI System Status Register 6	SSI_SYSTEM_ STATUS6	R/W C1	H'EC54_0888	H'0000_0000	32	√	√	√	—
SSI System Status Register 7	SSI_SYSTEM_ STATUS7	R/W C1	H'EC54_088C	H'0000_0000	32	√	√	√	—
SSI System Interrupt Enable Register 4	SSI_SYSTEM_INT_ ENABLE4	R/W	H'EC54_0890	H'0000_0000	32	√	√	√	—
SSI System Interrupt Enable Register 5	SSI_SYSTEM_INT_ ENABLE5	R/W	H'EC54_0894	H'0000_0000	32	√	√	√	—
SSI System Interrupt Enable Register 6	SSI_SYSTEM_INT_ ENABLE6	R/W	H'EC54_0898	H'0000_0000	32	√	√	√	—
SSI System Interrupt Enable Register 7	SSI_SYSTEM_INT_ ENABLE7	R/W	H'EC54_089C	H'0000_0000	32	√	√	√	—
HDMI0 Select Register	HDMI0_SEL	R/W	H'EC54_09E0	H'FFFF_000F	32	√	√	√	—
HDMI1 Select Register	HDMI1_SEL	R/W	H'EC54_09E4	H'FFFF_000F	32	—	—	—	—
SSI0_0 BUSIF Data Align2 Register	SSI0-0_BUSIF_ DALIGN2	R/W	H'EC54_0A08	H'FEDC_BA98	32	√	√	√	—
SSI0_0 Mode2 Register	SSI0-0_MODE2	R/W	H'EC54_0A0C	H'0000_0000	32	√	√	√	√
SSI0_0 Status2 Register	SSI0-0_STATUS2	R	H'EC54_0A14	H'0000_0000	32	√	√	√	—
SSI0_0 Interrupt Enable2 Register	SSI0-0_INT_ENABLE_ MAIN2	R/W	H'EC54_0A18	H'0000_0000	32	√	√	√	—
SSI1_0 BUSIF Data Align2 Register	SSI1-0_BUSIF_ DALIGN2	R/W	H'EC54_0A28	H'FEDC_BA98	32	√	√	√	—
SSI1_0 Mode2 Register	SSI1-0_MODE2	R/W	H'EC54_0A2C	H'0000_0000	32	√	√	√	√
SSI1_0 Status2 Register	SSI1-0_STATUS2	R	H'EC54_0A34	H'0000_0000	32	√	√	√	—

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI1_0 Interrupt Enable2 Register	SSI1-0_INT_ENABLE_MAIN2	R/W	H'EC54_0A38	H'0000_0000	32	√	√	√	—
SSI2_0 BUSIF Data Align2 Register	SSI2-0_BUSIF_DALIGN2	R/W	H'EC54_0A48	H'FEDC_BA98	32	√	√	√	—
SSI2_0 Mode2 Register	SSI2-0_MODE2	R/W	H'EC54_0A4C	H'0000_0000	32	√	√	√	√
SSI2_0 Status2 Register	SSI2-0_STATUS2	R	H'EC54_0A54	H'0000_0000	32	√	√	√	—
SSI2_0 Interrupt Enable2 Register	SSI2-0_INT_ENABLE_MAIN2	R/W	H'EC54_0A58	H'0000_0000	32	√	√	√	—
SSI3_0 BUSIF Data Align2 Register	SSI3-0_BUSIF_DALIGN2	R/W	H'EC54_0A68	H'FEDC_BA98	32	√	√	√	—
SSI3_0 Mode2 Register	SSI3-0_MODE2	R/W	H'EC54_0A6C	H'0000_0000	32	√	√	√	√
SSI3_0 Status2 Register	SSI3-0_STATUS2	R	H'EC54_0A74	H'0000_0000	32	√	√	√	—
SSI3_0 Interrupt Enable2 Register	SSI3-0_INT_ENABLE_MAIN2	R/W	H'EC54_0A78	H'0000_0000	32	√	√	√	—
SSI4_0 BUSIF Data Align2 Register	SSI4-0_BUSIF_DALIGN2	R/W	H'EC54_0A88	H'FEDC_BA98	32	√	√	√	—
SSI4_0 Mode2 Register	SSI4-0_MODE2	R/W	H'EC54_0A8C	H'0000_0000	32	√	√	√	√
SSI4_0 Status2 Register	SSI4-0_STATUS2	R	H'EC54_0A94	H'0000_0000	32	√	√	√	—
SSI4_0 Interrupt Enable2 Register	SSI4-0_INT_ENABLE_MAIN2	R/W	H'EC54_0A98	H'0000_0000	32	√	√	√	—
SSI9_0 BUSIF Data Align2 Register	SSI9-0_BUSIF_DALIGN2	R/W	H'EC54_0B28	H'FEDC_BA98	32	√	√	√	—
SSI9_0 Mode2 Register	SSI9-0_MODE2	R/W	H'EC54_0B2C	H'0000_0000	32	√	√	√	√
SSI9_0 Status2 Register	SSI9-0_STATUS2	R	H'EC54_0B34	H'0000_0000	32	√	√	√	—
SSI9_0 Interrupt Enable2 Register	SSI9-0_INT_ENABLE_MAIN2	R/W	H'EC54_0B38	H'0000_0000	32	√	√	√	—
SSI9_4 BUSIF Mode Register	SSI9-4_BUSIF_MODE	R/W	H'EC54_0D80	H'0000_0001	32	√	√	√	—
SSI9_4 BUSIF Audio Information Register	SSI9-4_BUSIF_ADINR	R/W	H'EC54_0D84	H'0000_0000	32	√	√	√	—
SSI9_4 BUSIF Data Align Register	SSI9-4_BUSIF_DALIGN	R/W	H'EC54_0D88	H'FEDC_BA98	32	√	√	√	—
SSI9_5 BUSIF Mode Register	SSI9-5_BUSIF_MODE	R/W	H'EC54_0DA0	H'0000_0001	32	√	√	√	—
SSI9_5 BUSIF Audio Information Register	SSI9-5_BUSIF_ADINR	R/W	H'EC54_0DA4	H'0000_0000	32	√	√	√	—
SSI9_5 BUSIF Data Align Register	SSI9-5_BUSIF_DALIGN	R/W	H'EC54_0DA8	H'0000_00BA	32	√	√	√	—

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI9_6 BUSIF Mode Register	SSI9-6_BUSIF_MODE	R/W	H'EC54_0DC0	H'0000_0001	32	√	√	√	—
SSI9_6 BUSIF Audio Information Register	SSI9-6_BUSIF_ADINR	R/W	H'EC54_0DC4	H'0000_0000	32	√	√	√	—
SSI9_6 BUSIF Data Align Register	SSI9-6_BUSIF_DALIGN	R/W	H'EC54_0DC8	H'0000_FEDC	32	√	√	√	—
SSI9_7 BUSIF Mode Register	SSI9-7_BUSIF_MODE	R/W	H'EC54_0DE0	H'0000_0001	32	√	√	√	—
SSI9_7 BUSIF Audio Information Register	SSI9-7_BUSIF_ADINR	R/W	H'EC54_0DE4	H'0000_0000	32	√	√	√	—
SSI9_7 BUSIF Data Align Register	SSI9-7_BUSIF_DALIGN	R/W	H'EC54_0DE8	H'0000_00FE	32	√	√	√	—
SSI0-0_BUSIF Data Register	SSI0-0_BUSIF	R/W	H'EC10_0000/ H'EC40_0000*	H'0000_0000	32	√	√	√	√
SSI0-1_BUSIF Data Register	SSI0-1_BUSIF	R/W	H'EC10_0400/ H'EC40_0400*	H'0000_0000	32	√	√	√	√
SSI0-2_BUSIF Data Register	SSI0-2_BUSIF	R/W	H'EC10_0800/ H'EC40_0800*	H'0000_0000	32	√	√	√	√
SSI0-3_BUSIF Data Register	SSI0-3_BUSIF	R/W	H'EC10_0C00/ H'EC40_0C00*	H'0000_0000	32	√	√	√	√
SSI1-0_BUSIF Data Register	SSI1-0_BUSIF	R/W	H'EC10_1000/ H'EC40_1000*	H'0000_0000	32	√	√	√	√
SSI1-1_BUSIF Data Register	SSI1-1_BUSIF	R/W	H'EC10_1400/ H'EC40_1400*	H'0000_0000	32	√	√	√	√
SSI1-2_BUSIF Data Register	SSI1-2_BUSIF	R/W	H'EC10_1800/ H'EC40_1800*	H'0000_0000	32	√	√	√	√
SSI1-3_BUSIF Data Register	SSI1-3_BUSIF	R/W	H'EC10_1C00/ H'EC40_1C00*	H'0000_0000	32	√	√	√	√
SSI2-0_BUSIF Data Register	SSI2-0_BUSIF	R/W	H'EC10_2000/ H'EC40_2000*	H'0000_0000	32	√	√	√	√
SSI2-1_BUSIF Data Register	SSI2-1_BUSIF	R/W	H'EC10_2400/ H'EC40_2400*	H'0000_0000	32	√	√	√	√
SSI2-2_BUSIF Data Register	SSI2-2_BUSIF	R/W	H'EC10_2800/ H'EC40_2800*	H'0000_0000	32	√	√	√	√
SSI2-3_BUSIF Data Register	SSI2-3_BUSIF	R/W	H'EC10_2C00/ H'EC40_2C00*	H'0000_0000	32	√	√	√	√
SSI3_0_BUSIF Data Register	SSI3-0_BUSIF	R/W	H'EC10_3000/ H'EC40_3000*	H'0000_0000	32	√	√	√	√
SSI3_1_BUSIF Data Register	SSI3-1_BUSIF	R/W	H'EC10_3400/ H'EC40_3400*	H'0000_0000	32	√	√	√	√
SSI3_2_BUSIF Data Register	SSI3-2_BUSIF	R/W	H'EC10_3800/ H'EC40_3800*	H'0000_0000	32	√	√	√	√
SSI3_3_BUSIF Data Register	SSI3-3_BUSIF	R/W	H'EC10_3C00/ H'EC40_3C00*	H'0000_0000	32	√	√	√	√
SSI4_0_BUSIF Data Register	SSI4-0_BUSIF	R/W	H'EC10_4000/ H'EC40_4000*	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI4_1_BUSIF Data Register	SSI4-1_BUSIF	R/W	H'EC10_4400/ H'EC40_4400*	H'0000_0000	32	√	√	√	√
SSI4_2_BUSIF Data Register	SSI4-2_BUSIF	R/W	H'EC10_4800/ H'EC40_4800*	H'0000_0000	32	√	√	√	√
SSI4_3_BUSIF Data Register	SSI4-3_BUSIF	R/W	H'EC10_4C00/ H'EC40_4C00*	H'0000_0000	32	√	√	√	√
SSI5_BUSIF Data Register	SSI5_BUSIF	R/W	H'EC10_5000/ H'EC40_5000*	H'0000_0000	32	√	√	√	√
SSI6_BUSIF Data Register	SSI6_BUSIF	R/W	H'EC10_6000/ H'EC40_6000*	H'0000_0000	32	√	√	√	√
SSI7_BUSIF Data Register	SSI7_BUSIF	R/W	H'EC10_7000/ H'EC40_7000*	H'0000_0000	32	√	√	√	√
SSI8_BUSIF Data Register	SSI8_BUSIF	R/W	H'EC10_8000/ H'EC40_8000*	H'0000_0000	32	√	√	√	√
SSI9-0_BUSIF Data Register	SSI9-0_BUSIF	R/W	H'EC10_9000/ H'EC40_9000*	H'0000_0000	32	√	√	√	√
SSI9-1_BUSIF Data Register	SSI9-1_BUSIF	R/W	H'EC10_9400/ H'EC40_9400*	H'0000_0000	32	√	√	√	√
SSI9-2_BUSIF Data Register	SSI9-2_BUSIF	R/W	H'EC10_9800/ H'EC40_9800*	H'0000_0000	32	√	√	√	√
SSI9-3_BUSIF Data Register	SSI9-3_BUSIF	R/W	H'EC10_9C00/ H'EC40_9C00*	H'0000_0000	32	√	√	√	√
SSI0_4_BUSIF Data Register	SSI0-4_BUSIF	R/W	H'EC10_A000/ H'EC40_A000*	H'0000_0000	32	√	√	√	—
SSI0_5_BUSIF Data Register	SSI0-5_BUSIF	R/W	H'EC10_A400/ H'EC40_A400*	H'0000_0000	32	√	√	√	—
SSI0_6_BUSIF Data Register	SSI0-6_BUSIF	R/W	H'EC10_A800/ H'EC40_A800*	H'0000_0000	32	√	√	√	—
SSI0_7_BUSIF Data Register	SSI0-7_BUSIF	R/W	H'EC10_AC00/ H'EC40_AC00*	H'0000_0000	32	√	√	√	—
SSI1_4_BUSIF Data Register	SSI1-4_BUSIF	R/W	H'EC10_B000/ H'EC40_B000*	H'0000_0000	32	√	√	√	—
SSI1_5_BUSIF Data Register	SSI1-5_BUSIF	R/W	H'EC10_B400/ H'EC40_B400*	H'0000_0000	32	√	√	√	—
SSI1_6_BUSIF Data Register	SSI1-6_BUSIF	R/W	H'EC10_B800/ H'EC40_B800*	H'0000_0000	32	√	√	√	—
SSI1_7_BUSIF Data Register	SSI1-7_BUSIF	R/W	H'EC10_BC00/ H'EC40_BC00*	H'0000_0000	32	√	√	√	—
SSI2_4_BUSIF Data Register	SSI2-4_BUSIF	R/W	H'EC10_C000/ H'EC40_C000*	H'0000_0000	32	√	√	√	—
SSI2_5_BUSIF Data Register	SSI2-5_BUSIF	R/W	H'EC10_C400/ H'EC40_C400*	H'0000_0000	32	√	√	√	—
SSI2_6_BUSIF Data Register	SSI2-6_BUSIF	R/W	H'EC10_C800/ H'EC40_C800*	H'0000_0000	32	√	√	√	—
SSI2_7_BUSIF Data Register	SSI2-7_BUSIF	R/W	H'EC10_CC00/ H'EC40_CC00*	H'0000_0000	32	√	√	√	—

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI3_4_BUSIF Data Register	SSI3-4_BUSIF	R/W	H'EC10_D000/ H'EC40_D000*	H'0000_0000	32	√	√	√	—
SSI3_5_BUSIF Data Register	SSI3-5_BUSIF	R/W	H'EC10_D400/ H'EC40_D400*	H'0000_0000	32	√	√	√	—
SSI3_6_BUSIF Data Register	SSI3-6_BUSIF	R/W	H'EC10_D800/ H'EC40_D800*	H'0000_0000	32	√	√	√	—
SSI3_7_BUSIF Data Register	SSI3-7_BUSIF	R/W	H'EC10_DC00/ H'EC40_DC00*	H'0000_0000	32	√	√	√	—
SSI4_4_BUSIF Data Register	SSI4-4_BUSIF	R/W	H'EC10_E000/ H'EC40_E000*	H'0000_0000	32	√	√	√	—
SSI4_5_BUSIF Data Register	SSI4-5_BUSIF	R/W	H'EC10_E400/ H'EC40_E400*	H'0000_0000	32	√	√	√	—
SSI4_6_BUSIF Data Register	SSI4-6_BUSIF	R/W	H'EC10_E800/ H'EC40_E800*	H'0000_0000	32	√	√	√	—
SSI4_7_BUSIF Data Register	SSI4-7_BUSIF	R/W	H'EC10_EC00/ H'EC40_EC00*	H'0000_0000	32	√	√	√	—
SSI9_4_BUSIF Data Register	SSI9-4_BUSIF	R/W	H'EC10_F000/ H'EC40_F000*	H'0000_0000	32	√	√	√	—
SSI9_5_BUSIF Data Register	SSI9-5_BUSIF	R/W	H'EC10_F400/ H'EC40_F400*	H'0000_0000	32	√	√	√	—
SSI9_6_BUSIF Data Register	SSI9-6_BUSIF	R/W	H'EC10_F800/ H'EC40_F800*	H'0000_0000	32	√	√	√	—
SSI9_7_BUSIF Data Register	SSI9-7_BUSIF	R/W	H'EC10_FC00/ H'EC40_FC00*	H'0000_0000	32	√	√	√	—

Note: * Address H'EC10_xxxx is used for data transfer with the Audio-DMAC. Address H'EC40_xxxx is used for data transfer with the Audio-DMACpp.

40.1.5 Connected Module

Table 40.3 Connected Module

Module name	Connected module name	Function of connected module
SSIU	APMU	Access the Register
	PFC	Select External pins
	CPG	Output Clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-AP	Control to interrupt
	SSI	Serial Sound Interface
	ADG	Output Clocks for Audio module
	SCU	Sampling Rate Converter Unit
	Audio-DMAC	Control Direct Memory Access for Audio module
	Audio-DMACpp	Control Direct Memory Access for Audio modules connected to the audio local bus

40.2 Register Description

Legend for Register Description

Initial value: Register value after a reset. H'xxxx represents a hexadecimal number. Others are represented in binary numbers.

—: Undefined value

R/W: Readable/writable. The written value can be read.

R: Read-only. The write value should always be 0.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.

W: Write-only. Reading this bit is prohibited. When the bit is reserved, the write value should always be 0.

—/W: Write-only. The read value is undefined.

All access to registers is made in longword units.

40.2.1 SSIn BUSIF Mode Register (SSIn_BUSIF_MODE)

Note: n = 0-0 to 0-7, 1-0 to 1-7, 2-0 to 2-7, 3-0 to 3-7, 4-0 to 4-7, 5 to 8, or 9-0 to 9-7 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
n = 0-0 to 0-3, 1-0 to 1-3, 2-0 to 2-3, 3-0 to 3-3, 4-0 to 4-3, 5 to 8, or 9-0 to 9-3 [RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIn_BUSIF_MODE determines the initial settings of the bus interface.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	sft_dir	sft_num			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	word_ swap	—	—	—	—	—	—	—	dma
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20	sft_dir	B'0	R/W	ssi***n***_busif_shift_dir Selects the bit-shift direction for valid bit position adjustment in the SSI***n***_BUSIF input and output data. 0: Shift to left. 1: Shift to right.
19 to 16	sft_num	H'0	R/W	ssi***n***_busif_shift_num Selects the bit-shift count for valid bit position adjustment in the SSI***n***_BUSIF input and output data. B'0000: 0 bit B'0001: 1 bit B'0010: 2 bits B'0011: 3 bits B'0100: 4 bits B'0101: 5 bits B'0110: 6 bits B'0111: 7 bits B'1000: 8 bits B'1001: 9 bits B'1010: 10 bits B'1011: 11 bits B'1100: 12 bits B'1101: 13 bits B'1110: 14 bits B'1111: 15 bits
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
8	word_swap	B'0	R/W	word_swap_en Swaps the word order in SSI***n***_BUSIF. 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
7 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	dma	B'1	R/W	ssi***n***_dma Selects the access type for SSI***n***_BUSIF. 0: PIO access (setting prohibited) 1: DMA access Be sure to specify the DMA access.

40.2.2 SSIm BUSIF Audio Information Register (SSIm_BUSIF_ADINR)

Note: m = 0-0 to 0-7, 1-0 to 1-7, 2-0 to 2-7, 3-0 to 3-7, 4-0 to 4-7, or 9-0 to 9-7 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
m = 0-0 to 0-3, 1-0 to 1-3, 2-0 to 2-3, 3-0 to 3-3, 4-0 to 4-3, or 9-0 to 9-3 [RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIm_BUSIF_ADINR is a 32-bit readable/writable register that selects channel number and bit length of output audio data.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	OTBL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	CHNUM[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	OTBL[4:0]	All 0	R/W	Bit Length of Output Audio Data. These bits set the bit length of output audio data. B'0_0000: 24 bits B'0_0001: Reserved B'0_0010: 22 bits B'0_0011: Reserved B'0_0100: 20 bits B'0_0101: Reserved B'0_0110: 18 bits B'0_0111: Reserved B'0_1000: 16 bits B'0_1001 to B'0_1111: Reserved B'1_0000: 8 bits B'1_0001 to B'1_1111: Reversed
15 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	CHNUM[4:0]	All 0	R/W	Channel Number These bits set the channel number. Refer to Table 40.4 CHNUM Setting

Table 40.4 CHNUM Setting

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

	Format				
SSIm_x	Basic Configuration (ex_func = 0, tdm_ext = 0, tdm_split = 0)	TDM Extend Mode (ex_func = 0, tdm_ext = 1, tdm_split = 0)	TDM Split Mode (ex_func = 0, tdm_ext = 0, tdm_split = 1)	TDM 16Ch Mode (ex_func = 1, tdm_ext = 0, tdm_split = 0)	TDM Ex-Split Mode (ex_func = 1, tdm_ext = 0, tdm_split = 1)
x = 0	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011: Reserved B'0_0100: 4 channels B'0_0101: Reserved B'0_0110: 6 channels B'0_0111: Reserved B'0_1000: 8 channels B'0_1001 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001 to B'0_0101: Reserved B'0_0110: 6 channels B'0_0111: Reserved B'0_1000: 8 channels B'0_1001 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001 to B'0_1111: Reserved B'1_0000: 16 channels B'1_0001 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011: Reserved B'0_0100: 4 channels B'0_0101: Reserved B'0_0110: 6 channels B'0_0111: Reserved B'0_1000: 8 channels B'0_1001: Reserved B'0_1010: 10 channels B'0_1011 to B'1_1111: Reserved *2 *3
x = 1	*1	*1	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved	*1	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved *3
x = 2	*1	*1	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved	*1	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011: Reserved B'0_0100: 4 channels B'0_0101 to B'1_1111: Reserved *3
x = 3	*1	*1	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved	*1	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved *3

	Format				
SSIm_x	Basic Configuration (ex_func = 0, tdm_ext = 0, tdm_split = 0)	TDM Extend Mode (ex_func = 0, tdm_ext = 1, tdm_split = 0)	TDM Split Mode (ex_func = 0, tdm_ext = 0, tdm_split = 1)	TDM 16Ch Mode (ex_func = 1, tdm_ext = 0, tdm_split = 0)	TDM Ex-Split Mode (ex_func = 1, tdm_ext = 0, tdm_split = 1)
x = 4	*1	*1	*1	*1	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011: Reserved B'0_0100: 4 channels B'0_0101: Reserved B'0_0110: 6 channels B'0_0111: Reserved B'0_1000: 8 channels B'0_1001 to B'1_1111: Reserved *3 *4
x = 5	*1	*1	*1	*1	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved *4
x = 6	*1	*1	*1	*1	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011: Reserved B'0_0100: 4 channels B'0_0101 to B'1_1111: Reserved *4
x = 7	*1	*1	*1	*1	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved *4

Notes: 1. The write value should always be 0.
2. When use TDM-8ch, B'0_0111 to B'1_1111 is reserved.
3. Setting to share place in the stream data with multiple BUSIF channels is prohibited. For example, when x = 0 is 8channel, x = 1 to 3 cannot be used and write value should always be 0
4. When use TDM-8ch, the write value should always be 0.

[RZ/G2E]

	Format			
SSIm_x	**Basic Configuration (ex_func = 0, tdm_ext = 0, tdm_split = 0)**	**TDM Extend Mode (ex_func = 0, tdm_ext = 1, tdm_split = 0)**	**TDM Split Mode (ex_func = 0, tdm_ext = 0, tdm_split = 1)**	**TDM Ex-Split Mode (ex_func = 1, tdm_ext = 0, tdm_split = 1)**
x = 0	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011: Reserved B'0_0100: 4 channels B'0_0101: Reserved B'0_0110: 6 channels B'0_0111: Reserved B'0_1000: 8 channels B'0_1001 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001 to B'0_0101: Reserved B'0_0110: 6 channels B'0_0111: Reserved B'01000: 8 channels B'0_1001 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011: Reserved B'0_0100: 4 channels B'0_0101: Reserved B'0_0110: 6 channels B'0_0111 to B'1_1111: Reserved *2
x = 1	*1	*1	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved *2
x = 2	*1	*1	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011: Reserved B'0_0100: 4 channels B'0_0101 to B'1_1111: Reserved *2
x = 3	*1	*1	B'0_0000: 0 (none) B'0_0001: 1 channel B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved	B'0_0000: 0 (none) B'0_0001: Reserved B'0_0010: 2 channels B'0_0011 to B'1_1111: Reserved *2

Notes: 1. The write value should always be 0.

2. Setting to share place in the stream data with multiple BUSIF channels is prohibited. For example, when x = 0 is 6channel, x = 1 to 2 cannot be used and write value should always be 0.

40.2.3 SSIr BUSIF Audio Information Register (SSIr_BUSIF_ADINR)

Note: r = 5 to 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIr_BUSIF_ADINR is a 32-bit readable/writable register that selects channel number and bit length of output audio data.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	OTBL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CHNUM[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	OTBL[4:0]	All 0	R/W	Bit Length of Output Audio Data. These bits set the bit length of output audio data. B'0_0000: 24 bits B'0_0001: Reserved B'0_0010: 22 bits B'0_0011: Reserved B'0_0100: 20 bits B'0_0101: Reserved B'0_0110: 18 bits B'0_0111: Reserved B'0_1000: 16 bits B'0_1001 to B'0_1111: Reserved B'1_0000: 8 bits B'1_0001 to B'1_1111: Reversed
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	CHNUM[3:0]	H'0	R/W	Channel Number These bits set the channel number. B'0000: 0 (none) B'0001: 1 channel B'0010: 2 channels B'0011 to B'1111: Reserved

40.2.4 SSIq BUSIF Data Align Register (SSIq_BUSIF_DALIGN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0 or 9-0

Function: SSIq_BUSIF_DALIGN determines the initial settings of the SSIq route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	place7				place6				place5				place4			
Initial value:	0	1	1	1	0	1	1	0	0	1	0	1	0	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	place3				place2				place1				place0			
Initial value:	0	0	1	1	0	0	1	0	0	0	0	1	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	place7	B’0111	R/W	Changes the stream data order. These bits are used for the 8- or more channel setting. **For the 6- or less channel setting or TDM split mode setting (tdm_split = 1, ex_func = 0), the initial value should not be changed.** **If SSIq are used for the 8channel, B'1000 to B'1111 is reserved, the initial value should not be changed.** **If SSIq are used for the 10channel, B'1010 to B'1111 is reserved, the initial value should not be changed.** The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 7 on the output side. B’0000: Data at input-side place 0 is sent to output-side place 7. B’0001: Data at input-side place 1 is sent to output-side place 7. B’0010: Data at input-side place 2 is sent to output-side place 7. B’0011: Data at input-side place 3 is sent to output-side place 7. B’0100: Data at input-side place 4 is sent to output-side place 7. B’0101: Data at input-side place 5 is sent to output-side place 7. B’0110: Data at input-side place 6 is sent to output-side place 7. B’0111: Data at input-side place 7 is sent to output-side place 7. B’1000: Data at input-side place 8 is sent to output-side place 7. B’1001: Data at input-side place 9 is sent to output-side place 7. B’1010: Data at input-side place 10 is sent to output-side place 7. B’1011: Data at input-side place 11 is sent to output-side place 7. B’1100: Data at input-side place 12 is sent to output-side place 7. B’1101: Data at input-side place 13 is sent to output-side place 7. B’1110: Data at input-side place 14 is sent to output-side place 7. B’1111: Data at input-side place 15 is sent to output-side place 7.

Bit	Bit Name	Initial Value	R/W	Description
27 to 24	place6	B’0110	R/W	Changes the stream data order. These bits are used for the 8- or more channel setting. **For the 6- or less channel setting or TDM split mode setting (tdm_split = 1, ex_func = 0), the initial value should not be changed.** **When SSIq are used for the 8channel, B'1000 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 10channel, B'1010 to B'1111 is reserved, the initial value should not be changed.** The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 6 on the output side. B’0000: Data at input-side place 0 is sent to output-side place 6. B’0001: Data at input-side place 1 is sent to output-side place 6. B’0010: Data at input-side place 2 is sent to output-side place 6. B’0011: Data at input-side place 3 is sent to output-side place 6. B’0100: Data at input-side place 4 is sent to output-side place 6. B’0101: Data at input-side place 5 is sent to output-side place 6. B’0110: Data at input-side place 6 is sent to output-side place 6. B’0111: Data at input-side place 7 is sent to output-side place 6. B’1000: Data at input-side place 8 is sent to output-side place 6. B’1001: Data at input-side place 9 is sent to output-side place 6. B’1010: Data at input-side place 10 is sent to output-side place 6. B’1011: Data at input-side place 11 is sent to output-side place 6. B’1100: Data at input-side place 12 is sent to output-side place 6. B’1101: Data at input-side place 13 is sent to output-side place 6. B’1110: Data at input-side place 14 is sent to output-side place 6. B’1111: Data at input-side place 15 is sent to output-side place 6.

Bit	Bit Name	Initial Value	R/W	Description
23 to 20	place5	B’0101	R/W	Changes the stream data order. These bits are used for the 6- or more channel setting. **For the 4- or less channel setting or TDM split mode setting (tdm_split = 1, ex_func = 0), the initial value should not be changed.** **When SSIq are used for the 6channel, B'0110 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 8channel, B'1000 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 10channel, B'1010 to B'1111 is reserved, the initial value should not be changed.** The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 5 on the output side. B’0000: Data at input-side place 0 is sent to output-side place 5. B’0001: Data at input-side place 1 is sent to output-side place 5. B’0010: Data at input-side place 2 is sent to output-side place 5. B’0011: Data at input-side place 3 is sent to output-side place 5. B’0100: Data at input-side place 4 is sent to output-side place 5. B’0101: Data at input-side place 5 is sent to output-side place 5. B’0110: Data at input-side place 6 is sent to output-side place 5. B’0111: Data at input-side place 7 is sent to output-side place 5. B’1000: Data at input-side place 8 is sent to output-side place 5. B’1001: Data at input-side place 9 is sent to output-side place 5. B’1010: Data at input-side place 10 is sent to output-side place 5. B’1011: Data at input-side place 11 is sent to output-side place 5. B’1100: Data at input-side place 12 is sent to output-side place 5. B’1101: Data at input-side place 13 is sent to output-side place 5. B’1110: Data at input-side place 14 is sent to output-side place 5. B’1111: Data at input-side place 15 is sent to output-side place 5.

Bit	Bit Name	Initial Value	R/W	Description
19 to 16	place4	B’0100	R/W	Changes the stream data order. These bits are used for the 6- or more channel setting. **For the 4- or less channel setting or TDM split mode setting (tdm_split = 1, ex_func = 0), the initial value should not be changed.** **When SSIq are used for the 6channel, B'0110 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 8channel, B'1000 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 10channel, B'1010 to B'1111 is reserved, the initial value should not be changed.** The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 4 on the output side. B’0000: Data at input-side place 0 is sent to output-side place 4. B’0001: Data at input-side place 1 is sent to output-side place 4. B’0010: Data at input-side place 2 is sent to output-side place 4. B’0011: Data at input-side place 3 is sent to output-side place 4. B’0100: Data at input-side place 4 is sent to output-side place 4. B’0101: Data at input-side place 5 is sent to output-side place 4. B’0110: Data at input-side place 6 is sent to output-side place 4. B’0111: Data at input-side place 7 is sent to output-side place 4. B’1000: Data at input-side place 8 is sent to output-side place 4. B’1001: Data at input-side place 9 is sent to output-side place 4. B’1010: Data at input-side place 10 is sent to output-side place 4. B’1011: Data at input-side place 11 is sent to output-side place 4. B’1100: Data at input-side place 12 is sent to output-side place 4. B’1101: Data at input-side place 13 is sent to output-side place 4. B’1110: Data at input-side place 14 is sent to output-side place 4. B’1111: Data at input-side place 15 is sent to output-side place 4.

Bit	Bit Name	Initial Value	R/W	Description
15 to 12	place3	B’0011	R/W	Changes the stream data order. These bits are used for the 4- or more channel setting. **For the 2- or less channel setting or TDM split mode setting (tdm_split = 1, ex_func = 0), the initial value should not be changed.** **When SSIq are used for the 4channel, B'0100 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 6channel, B'0110 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 8channel, B'1000 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 10channel, B'1010 to B'1111 is reserved, the initial value should not be changed.** The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 3 on the output side. B’0000: Data at input-side place 0 is sent to output-side place 3. B’0001: Data at input-side place 1 is sent to output-side place 3. B’0010: Data at input-side place 2 is sent to output-side place 3. B’0011: Data at input-side place 3 is sent to output-side place 3. B’0100: Data at input-side place 4 is sent to output-side place 3. B’0101: Data at input-side place 5 is sent to output-side place 3. B’0110: Data at input-side place 6 is sent to output-side place 3. B’0111: Data at input-side place 7 is sent to output-side place 3. B’1000: Data at input-side place 8 is sent to output-side place 3. B’1001: Data at input-side place 9 is sent to output-side place 3. B’1010: Data at input-side place 10 is sent to output-side place 3. B’1011: Data at input-side place 11 is sent to output-side place 3. B’1100: Data at input-side place 12 is sent to output-side place 3. B’1101: Data at input-side place 13 is sent to output-side place 3. B’1110: Data at input-side place 14 is sent to output-side place 3. B’1111: Data at input-side place 15 is sent to output-side place 3.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	place2	B’0010	R/W	Changes the stream data order. These bits are used for the 4- or more channel setting. **For the 2- or less channel setting or TDM split mode setting (tdm_split = 1, ex_func = 0), the initial value should not be changed.** **When SSIq are used for the 4channel, B'0100 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 6channel, B'0110 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 8channel, B'1000 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 10channel, B'1010 to B'1111 is reserved, the initial value should not be changed.** The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 2 on the output side. B’0000: Data at input-side place 0 is sent to output-side place 2. B’0001: Data at input-side place 1 is sent to output-side place 2. B’0010: Data at input-side place 2 is sent to output-side place 2. B’0011: Data at input-side place 3 is sent to output-side place 2. B’0100: Data at input-side place 4 is sent to output-side place 2. B’0101: Data at input-side place 5 is sent to output-side place 2. B’0110: Data at input-side place 6 is sent to output-side place 2. B’0111: Data at input-side place 7 is sent to output-side place 2. B’1000: Data at input-side place 8 is sent to output-side place 2. B’1001: Data at input-side place 9 is sent to output-side place 2. B’1010: Data at input-side place 10 is sent to output-side place 2. B’1011: Data at input-side place 11 is sent to output-side place 2. B’1100: Data at input-side place 12 is sent to output-side place 2. B’1101: Data at input-side place 13 is sent to output-side place 2. B’1110: Data at input-side place 14 is sent to output-side place 2. B’1111: Data at input-side place 15 is sent to output-side place 2.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	place1	B’0001	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 1 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xxx0: Data at input-side place 0 is sent to output-side place 1. B’xxx1: Data at input-side place 1 is sent to output-side place 1. * x is don't care. • When other mode is used (exclude "TDM split mode") B’0000: Data at input-side place 0 is sent to output-side place 1. B’0001: Data at input-side place 1 is sent to output-side place 1. B’0010: Data at input-side place 2 is sent to output-side place 1. B’0011: Data at input-side place 3 is sent to output-side place 1. B’0100: Data at input-side place 4 is sent to output-side place 1. B’0101: Data at input-side place 5 is sent to output-side place 1. B’0110: Data at input-side place 6 is sent to output-side place 1. B’0111: Data at input-side place 7 is sent to output-side place 1. B’1000: Data at input-side place 8 is sent to output-side place 1. B’1001: Data at input-side place 9 is sent to output-side place 1. B’1010: Data at input-side place 10 is sent to output-side place 1. B’1011: Data at input-side place 11 is sent to output-side place 1. B’1100: Data at input-side place 12 is sent to output-side place 1. B’1101: Data at input-side place 13 is sent to output-side place 1. B’1110: Data at input-side place 14 is sent to output-side place 1. B’1111: Data at input-side place 15 is sent to output-side place 1. And, when TDM Ex-Split mode is used (tdm_split = 1, ex_func = 1), add the following condition. **When SSIq are used for the 2channel, B'0010 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 4channel, B'0100 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 6channel, B'0110 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 8channel, B'1000 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 10channel, B'1010 to B'1111 is reserved, the initial value should not be changed.**

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	place0	B’0000	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 0 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xxx0: Data at input-side place 0 is sent to output-side place 0. B’xxx1: Data at input-side place 1 is sent to output-side place 0. * x is don't care. • When other mode is used (exclude "TDM split mode") B’0000: Data at input-side place 0 is sent to output-side place 0. B’0001: Data at input-side place 1 is sent to output-side place 0. B’0010: Data at input-side place 2 is sent to output-side place 0. B’0011: Data at input-side place 3 is sent to output-side place 0. B’0100: Data at input-side place 4 is sent to output-side place 0. B’0101: Data at input-side place 5 is sent to output-side place 0. B’0110: Data at input-side place 6 is sent to output-side place 0. B’0111: Data at input-side place 7 is sent to output-side place 0. B’1000: Data at input-side place 8 is sent to output-side place 0. B’1001: Data at input-side place 9 is sent to output-side place 0. B’1010: Data at input-side place 10 is sent to output-side place 0. B’1011: Data at input-side place 11 is sent to output-side place 0. B’1100: Data at input-side place 12 is sent to output-side place 0. B’1101: Data at input-side place 13 is sent to output-side place 0. B’1110: Data at input-side place 14 is sent to output-side place 0. B’1111: Data at input-side place 15 is sent to output-side place 0. And, when TDM Ex-Split mode is used (tdm_split = 1, ex_func = 1), add the following condition. **When SSIq are used for the 2channel, B'0010 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 4channel, B'0100 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 6channel, B'0110 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 8channel, B'1000 to B'1111 is reserved, the initial value should not be changed.** **When SSIq are used for the 10channel, B'1010 to B'1111 is reserved, the initial value should not be changed.**

40.2.5 SSIr BUSIF Data Align Register (SSIr_BUSIF_DALIGN)

Note: r = 5 to 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIr_BUSIF_DALIGN determines the initial settings of the SSIr route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	1	1	1	0	1	1	0	0	1	0	1	0	1	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	place 1	—	—	—	place 0
Initial value:	0	0	1	1	0	0	1	0	0	0	0	1	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
30 to 28	—	B’111	R	These bits are always read as B'111. The write value should always be B'111.
27	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
26 to 24	—	B’110	R	These bits are always read as B'110. The write value should always be B'110.
23	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 20	—	B’101	R	These bits are always read as B'101. The write value should always be B'101.
19	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
18 to 16	—	B’100	R	These bits are always read as B'100. The write value should always be B'100.
15	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
14 to 12	—	B’011	R	These bits are always read as B'011. The write value should always be B'011.
11	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
10 to 8	—	B’010	R	These bits are always read as B'010. The write value should always be B'010.
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 5	—	B’00	R	These bits are always read as B'00. The write value should always be B'00.

Bit	Bit Name	Initial Value	R/W	Description
4	place1	B’1	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 1 on the output side. 0: Data at input-side place 0 is sent to output-side place 1. 1: Data at input-side place 1 is sent to output-side place 1.
3	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
2 to 1	—	B’00	R	These bits are always read as B'00. The write value should always be B'00.
0	place0	B’0	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 0 on the output side. 0: Data at input-side place 0 is sent to output-side place 0. 1: Data at input-side place 1 is sent to output-side place 0.

40.2.6 SSIs BUSIF Data Align Register (SSIs_BUSIF_DALIGN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Note: s = 0-1, 1-1, 2-1, 3-1, 4-1, 9-1

Function: SSIs_BUSIF_DALIGN determines the initial settings of the SSIs route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	place3				place2			
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 4	place3	B’0011	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 3 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xxx0: Data at input-side place 2 is sent to output-side place 3. B’xxx1: Data at input-side place 3 is sent to output-side place 3. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIs are used for the 2 channel setting** B’0010: Data at input-side place 2 is sent to output-side place 3. B’0011: Data at input-side place 3 is sent to output-side place 3. Other settings are prohibited. **Other Setting (Include SSIq are 4 to 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	place2	B’0010	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 2 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xxx0: Data at input-side place 2 is sent to output-side place 2. B’xxx1: Data at input-side place 3 is sent to output-side place 2. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIs are used for the 2 channel setting** B’0010: Data at input-side place 2 is sent to output-side place 2. B’0011: Data at input-side place 3 is sent to output-side place 2. Other settings are prohibited. **Other Setting (Include SSIq are 4 to 16 channel)** All bit is reserved. The initial value should not be changed

[RZ/G2E]

Note: s = 0-1, 1-1, 2-1, 3-1, 4-1, 9-1

Function: SSIs_BUSIF_DALIGN determines the initial settings of the SSIs route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	place3			—	place2		
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	0	0	1	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
6 to 4	place3	B’011	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 3 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xx0: Data at input-side place 2 is sent to output-side place 3. B’xx1: Data at input-side place 3 is sent to output-side place 3. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIs are used for the 2 channel setting** B’010: Data at input-side place 2 is sent to output-side place 3. B’011: Data at input-side place 3 is sent to output-side place 3. Other settings are prohibited. **Other Setting (Include SSIq are 4 to 8 channel)** All bit is reserved. The initial value should not be changed.
3	—	0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	place2	B’010	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 2 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xx0: Data at input-side place 2 is sent to output-side place 2. B’xx1: Data at input-side place 3 is sent to output-side place 2. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIs are used for the 2 channel setting** B’010: Data at input-side place 2 is sent to output-side place 2. B’011: Data at input-side place 3 is sent to output-side place 2. Other settings are prohibited. **Other Setting (Include SSIq are 4 to 8 channel)** All bit is reserved. The initial value should not be changed

40.2.7 SSIt BUSIF Data Align Register (SSIt_BUSIF_DALIGN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Note: t = 0-2, 1-2, 2-2, 3-2, 4-2, 9-2

Function: SSIt_BUSIF_DALIGN determines the initial settings of the SSIt route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	place7				place6				place5				place4			
Initial value:	0	1	1	1	0	1	1	0	0	1	0	1	0	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 12	place7	B’0111	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 7 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIt are used for the 4 channel setting** B’0100: Data at input-side place 4 is sent to output-side place 7. B’0101: Data at input-side place 5 is sent to output-side place 7. B’0110: Data at input-side place 6 is sent to output-side place 7. B’0111: Data at input-side place 7 is sent to output-side place 7. Other settings are prohibited. **Other Setting (Include SSIq are 8 to 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	place6	B’0110	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 6 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIt are used for the 4 channel setting** B’0100: Data at input-side place 4 is sent to output-side place 6. B’0101: Data at input-side place 5 is sent to output-side place 6. B’0110: Data at input-side place 6 is sent to output-side place 6. B’0111: Data at input-side place 7 is sent to output-side place 6. Other settings are prohibited. **Other Setting (Include SSIq are 8 to 16 channel)** All bit is reserved. The initial value should not be changed.
7 to 4	place5	B’0101	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 5 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xxx0: Data at input-side place 4 is sent to output-side place 5. B’xxx1: Data at input-side place 5 is sent to output-side place 5. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIt are used for the 4 channel setting** B’0100: Data at input-side place 4 is sent to output-side place 5. B’0101: Data at input-side place 5 is sent to output-side place 5. B’0110: Data at input-side place 6 is sent to output-side place 5. B’0111: Data at input-side place 7 is sent to output-side place 5. Other settings are prohibited. **When SSIt are used for the 2 channel setting** B’0100: Data at input-side place 4 is sent to output-side place 5. B’0101: Data at input-side place 5 is sent to output-side place 5. Other settings are prohibited. **Other Setting (Include SSIq are 6 to 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	place4	B’0100	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 4 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xxx0: Data at input-side place 4 is sent to output-side place 4. B’xxx1: Data at input-side place 5 is sent to output-side place 4. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIt are used for the 4 channel setting** B’0100: Data at input-side place 4 is sent to output-side place 4. B’0101: Data at input-side place 5 is sent to output-side place 4. B’0110: Data at input-side place 6 is sent to output-side place 4. B’0111: Data at input-side place 7 is sent to output-side place 4. Other settings are prohibited. **When SSIt are used for the 2 channel setting** B’0100: Data at input-side place 4 is sent to output-side place 4. B’0101: Data at input-side place 5 is sent to output-side place 4. Other settings are prohibited. **Other Setting (Include SSIq are 6 to 16 channel)** All bit is reserved. The initial value should not be changed.

[RZ/G2E]

Note: t = 0-2, 1-2, 2-2, 3-2, 4-2, 9-2

Function: SSIt_BUSIF_DALIGN determines the initial settings of the SSIt route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	place7			—	place6			—	place5			—	place4		
Initial value:	0	1	1	1	0	1	1	0	0	1	0	1	0	1	0	0
R/W:	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 15	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
14 to 12	place7	B’111	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 7 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIt are used for the 4 channel setting** B’100: Data at input-side place 4 is sent to output-side place 7. B’101: Data at input-side place 5 is sent to output-side place 7. B’110: Data at input-side place 6 is sent to output-side place 7. B’111: Data at input-side place 7 is sent to output-side place 7. Other settings are prohibited. **Other Setting (Include SSIq are 8 channel)** All bit is reserved. The initial value should not be changed.
11	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 8	place6	B’0110	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 6 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIt are used for the 4 channel setting** B’100: Data at input-side place 4 is sent to output-side place 6. B’101: Data at input-side place 5 is sent to output-side place 6. B’110: Data at input-side place 6 is sent to output-side place 6. B’111: Data at input-side place 7 is sent to output-side place 6. Other settings are prohibited. **Other Setting (Include SSIq are 8 channel)** All bit is reserved. The initial value should not be changed.
7	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
6 to 4	place5	B’0101	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 5 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xx0: Data at input-side place 4 is sent to output-side place 5. B’xx1: Data at input-side place 5 is sent to output-side place 5. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIt are used for the 4 channel setting** B’100: Data at input-side place 4 is sent to output-side place 5. B’101: Data at input-side place 5 is sent to output-side place 5. B’110: Data at input-side place 6 is sent to output-side place 5. B’111: Data at input-side place 7 is sent to output-side place 5. Other settings are prohibited. **When SSIt are used for the 2 channel setting** B’100: Data at input-side place 4 is sent to output-side place 5. B’101: Data at input-side place 5 is sent to output-side place 5. Other settings are prohibited. **Other Setting (Include SSIq are 6 to 8 channel)** All bit is reserved. The initial value should not be changed.
3	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	place4	B’0100	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 4 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xx0: Data at input-side place 4 is sent to output-side place 4. B’xx1: Data at input-side place 5 is sent to output-side place 4. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIt are used for the 4 channel setting** B’100: Data at input-side place 4 is sent to output-side place 4. B’101: Data at input-side place 5 is sent to output-side place 4. B’110: Data at input-side place 6 is sent to output-side place 4. B’111: Data at input-side place 7 is sent to output-side place 4. Other settings are prohibited. **When SSIt are used for the 2 channel setting** B’100: Data at input-side place 4 is sent to output-side place 4. B’101: Data at input-side place 5 is sent to output-side place 4. Other settings are prohibited. **Other Setting (Include SSIq are 6 to 8 channel)** All bit is reserved. The initial value should not be changed.

40.2.8 SSIu BUSIF Data Align Register (SSIu_BUSIF_DALIGN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Note: u = 0-3, 1-3, 2-3, 3-3, 4-3, 9-3

Function: SSIu_BUSIF_DALIGN determines the initial settings of the SSIu route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	place7				place6			
Initial value:	0	0	0	0	0	0	0	0	0	1	1	1	0	1	1	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 4	place7	B’0111	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 7 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xxx0: Data at input-side place 6 is sent to output-side place 7. B’xxx1: Data at input-side place 7 is sent to output-side place 7. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **if SSIu are used for the 2 channel setting** B’0110: Data at input-side place 6 is sent to output-side place 7. B’0111: Data at input-side place 7 is sent to output-side place 7. Other settings are prohibited. **Other Setting (Include SSIq are 8 to 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	place6	B’0110	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 6 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xxx0: Data at input-side place 6 is sent to output-side place 6. B’xxx1: Data at input-side place 7 is sent to output-side place 6. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **if SSIu are used for the 2 channel setting** B’0110: Data at input-side place 6 is sent to output-side place 6. B’0111: Data at input-side place 7 is sent to output-side place 6. Other settings are prohibited. **Other Setting (Include SSIq are 8 to 16 channel)** All bit is reserved. The initial value should not be changed.

[RZ/G2E]

Note: u = 0-3, 1-3, 2-3, 3-3, 4-3, 9-3

Function: SSIu_BUSIF_DALIGN determines the initial settings of the SSIu route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	place7			—	place6		
Initial value:	0	0	0	0	0	0	0	0	0	1	1	1	0	1	1	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
6 to 4	place7	B’111	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 7 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xx0: Data at input-side place 6 is sent to output-side place 7. B’xx1: Data at input-side place 7 is sent to output-side place 7. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **if SSIu are used for the 2 channel setting** B’110: Data at input-side place 6 is sent to output-side place 7. B’111: Data at input-side place 7 is sent to output-side place 7. Other settings are prohibited. **Other Setting (Include SSIq are 8 channel)** All bit is reserved. The initial value should not be changed.
3	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	place6	B’110	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 6 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) B’xx0: Data at input-side place 6 is sent to output-side place 6. B’xx1: Data at input-side place 7 is sent to output-side place 6. * x is don't care. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **if SSIu are used for the 2 channel setting** B’110: Data at input-side place 6 is sent to output-side place 6. B’111: Data at input-side place 7 is sent to output-side place 6. Other settings are prohibited. **Other Setting (Include SSIq are 8 channel)** All bit is reserved. The initial value should not be changed.

40.2.9 SSIv BUSIF Data Align Register (SSIv_BUSIF_DALIGN)

Note: v = 0-4, 1-4, 2-4, 3-4, 4-4, 9-4

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSIv_BUSIF_DALIGN determines the initial settings of the SSIv route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	place15				place14				place13				place12			
Initial value:	1	1	1	1	1	1	1	0	1	1	0	1	1	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	place11				place10				place9				place8			
Initial value:	1	0	1	1	1	0	1	0	1	0	0	1	1	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	place15	B’1111	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 15 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIv are used for the 8 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 15. B’1001: Data at input-side place 9 is sent to output-side place 15. B’1010: Data at input-side place 10 is sent to output-side place 15. B’1011: Data at input-side place 11 is sent to output-side place 15. B’1100: Data at input-side place 12 is sent to output-side place 15. B’1101: Data at input-side place 13 is sent to output-side place 15. B’1110: Data at input-side place 14 is sent to output-side place 15. B’1111: Data at input-side place 15 is sent to output-side place 15. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
27 to 24	place14	B’1110	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 14 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIv are used for the 8 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 14. B’1001: Data at input-side place 9 is sent to output-side place 14. B’1010: Data at input-side place 10 is sent to output-side place 14. B’1011: Data at input-side place 11 is sent to output-side place 14. B’1100: Data at input-side place 12 is sent to output-side place 14. B’1101: Data at input-side place 13 is sent to output-side place 14. B’1110: Data at input-side place 14 is sent to output-side place 14. B’1111: Data at input-side place 15 is sent to output-side place 14. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel)** All bit is reserved. The initial value should not be changed.
23 to 20	place13	B’1101	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 13 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIv are used for the 8 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 13. B’1001: Data at input-side place 9 is sent to output-side place 13. B’1010: Data at input-side place 10 is sent to output-side place 13. B’1011: Data at input-side place 11 is sent to output-side place 13. B’1100: Data at input-side place 12 is sent to output-side place 13. B’1101: Data at input-side place 13 is sent to output-side place 13. B’1110: Data at input-side place 14 is sent to output-side place 13. B’1111: Data at input-side place 15 is sent to output-side place 13. **When SSIv are used for the 6 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 13. B’1001: Data at input-side place 9 is sent to output-side place 13. B’1010: Data at input-side place 10 is sent to output-side place 13. B’1011: Data at input-side place 11 is sent to output-side place 13. B’1100: Data at input-side place 12 is sent to output-side place 13. B’1101: Data at input-side place 13 is sent to output-side place 13. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
19 to 16	place12	B’1100	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 12 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIv are used for the 8 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 12. B’1001: Data at input-side place 9 is sent to output-side place 12. B’1010: Data at input-side place 10 is sent to output-side place 12. B’1011: Data at input-side place 11 is sent to output-side place 12. B’1100: Data at input-side place 12 is sent to output-side place 12. B’1101: Data at input-side place 13 is sent to output-side place 12. B’1110: Data at input-side place 14 is sent to output-side place 12. B’1111: Data at input-side place 15 is sent to output-side place 12. **When SSIv are used for the 6 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 12. B’1001: Data at input-side place 9 is sent to output-side place 12. B’1010: Data at input-side place 10 is sent to output-side place 12. B’1011: Data at input-side place 11 is sent to output-side place 12. B’1100: Data at input-side place 12 is sent to output-side place 12. B’1101: Data at input-side place 13 is sent to output-side place 12. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
15 to 12	place11	B’1011	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 11 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIv are used for the 8 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 11. B’1001: Data at input-side place 9 is sent to output-side place 11. B’1010: Data at input-side place 10 is sent to output-side place 11. B’1011: Data at input-side place 11 is sent to output-side place 11. B’1100: Data at input-side place 12 is sent to output-side place 11. B’1101: Data at input-side place 13 is sent to output-side place 11. B’1110: Data at input-side place 14 is sent to output-side place 11. B’1111: Data at input-side place 15 is sent to output-side place 11. **When SSIv are used for the 6 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 11. B’1001: Data at input-side place 9 is sent to output-side place 11. B’1010: Data at input-side place 10 is sent to output-side place 11. B’1011: Data at input-side place 11 is sent to output-side place 11. B’1100: Data at input-side place 12 is sent to output-side place 11. B’1101: Data at input-side place 13 is sent to output-side place 11. Other settings are prohibited. **When SSIv are used for the 4 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 11. B’1001: Data at input-side place 9 is sent to output-side place 11. B’1010: Data at input-side place 10 is sent to output-side place 11. B’1011: Data at input-side place 11 is sent to output-side place 11. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	place10	B’1010	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 10 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIv are used for the 8 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 10. B’1001: Data at input-side place 9 is sent to output-side place 10. B’1010: Data at input-side place 10 is sent to output-side place 10. B’1011: Data at input-side place 11 is sent to output-side place 10. B’1100: Data at input-side place 12 is sent to output-side place 10. B’1101: Data at input-side place 13 is sent to output-side place 10. B’1110: Data at input-side place 14 is sent to output-side place 10. B’1111: Data at input-side place 15 is sent to output-side place 10. **When SSIv are used for the 6 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 10. B’1001: Data at input-side place 9 is sent to output-side place 10. B’1010: Data at input-side place 10 is sent to output-side place 10. B’1011: Data at input-side place 11 is sent to output-side place 10. B’1100: Data at input-side place 12 is sent to output-side place 10. B’1101: Data at input-side place 13 is sent to output-side place 10. Other settings are prohibited. **When SSIv are used for the 4 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 10. B’1001: Data at input-side place 9 is sent to output-side place 10. B’1010: Data at input-side place 10 is sent to output-side place 10. B’1011: Data at input-side place 11 is sent to output-side place 10. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	place9	B’1001	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 9 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIv are used for the 8 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 9. B’1001: Data at input-side place 9 is sent to output-side place 9. B’1010: Data at input-side place 10 is sent to output-side place 9. B’1011: Data at input-side place 11 is sent to output-side place 9. B’1100: Data at input-side place 12 is sent to output-side place 9. B’1101: Data at input-side place 13 is sent to output-side place 9. B’1110: Data at input-side place 14 is sent to output-side place 9. B’1111: Data at input-side place 15 is sent to output-side place 9. **When SSIv are used for the 6 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 9. B’1001: Data at input-side place 9 is sent to output-side place 9. B’1010: Data at input-side place 10 is sent to output-side place 9. B’1011: Data at input-side place 11 is sent to output-side place 9. B’1100: Data at input-side place 12 is sent to output-side place 9. B’1101: Data at input-side place 13 is sent to output-side place 9. Other settings are prohibited. **When SSIv are used for the 4 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 9. B’1001: Data at input-side place 9 is sent to output-side place 9. B’1010: Data at input-side place 10 is sent to output-side place 9. B’1011: Data at input-side place 11 is sent to output-side place 9. Other settings are prohibited. **When SSIv are used for the 2 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 9. B’1001: Data at input-side place 9 is sent to output-side place 9. Other settings are prohibited. **Other Setting (Include SSIq are 10 to 16 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	place8	B’1000	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 8 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIv are used for the 8 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 8. B’1001: Data at input-side place 9 is sent to output-side place 8. B’1010: Data at input-side place 10 is sent to output-side place 8. B’1011: Data at input-side place 11 is sent to output-side place 8. B’1100: Data at input-side place 12 is sent to output-side place 8. B’1101: Data at input-side place 13 is sent to output-side place 8. B’1110: Data at input-side place 14 is sent to output-side place 8. B’1111: Data at input-side place 15 is sent to output-side place 8. **When SSIv are used for the 6 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 8. B’1001: Data at input-side place 9 is sent to output-side place 8. B’1010: Data at input-side place 10 is sent to output-side place 8. B’1011: Data at input-side place 11 is sent to output-side place 8. B’1100: Data at input-side place 12 is sent to output-side place 8. B’1101: Data at input-side place 13 is sent to output-side place 8. Other settings are prohibited. **When SSIv are used for the 4 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 8. B’1001: Data at input-side place 9 is sent to output-side place 8. B’1010: Data at input-side place 10 is sent to output-side place 8. B’1011: Data at input-side place 11 is sent to output-side place 8. Other settings are prohibited. **When SSIv are used for the 2 channel setting** B’1000: Data at input-side place 8 is sent to output-side place 8. B’1001: Data at input-side place 9 is sent to output-side place 8. Other settings are prohibited. **Other Setting (Include SSIq are 10 to 16 channel)** All bit is reserved. The initial value should not be changed.

40.2.10 SSIw BUSIF Data Align Register (SSIw_BUSIF_DALIGN)

Note: w = 0-5, 1-5, 2-5, 3-5, 4-5, 9-5

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSIw_BUSIF_DALIGN determines the initial settings of the SSIw route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	place11				place10			
Initial value:	0	0	0	0	0	0	0	0	1	0	1	1	1	0	1	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 4	place11	B’1011	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 11 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Func mode is used (tdm_split = 1, ex_func = 1) **When SSIw are used for the 2 channel setting** B’1011: Data at input-side place 11 is sent to output-side place 11. B’1010: Data at input-side place 10 is sent to output-side place 11. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel or SSIv are 4 to 8 channel)** All bit is reserved. The initial value should not be changed.
3 to 0	place10	B’1010	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 10 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Func mode is used (tdm_split = 1, ex_func = 1) **When SSIw are used for the 2 channel setting** B’1011: Data at input-side place 11 is sent to output-side place 10. B’1010: Data at input-side place 10 is sent to output-side place 10. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel or SSIv are 4 to 8 channel)** All bit is reserved. The initial value should not be changed.

40.2.11 SSIx BUSIF Data Align Register (SSIx_BUSIF_DALIGN)

Note: x = 0-6, 1-6, 2-6, 3-6, 4-6, 9-6

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSIx_BUSIF_DALIGN determines the initial settings of the SSIx route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	place15				place14				place13				place12			
Initial value:	1	1	1	1	1	1	1	0	1	1	0	1	1	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 12	place15	B’1111	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 15 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIx are used for the 4 channel setting** B’1100: Data at input-side place 12 is sent to output-side place 15. B’1101: Data at input-side place 13 is sent to output-side place 15. B’1110: Data at input-side place 14 is sent to output-side place 15. B’1111: Data at input-side place 15 is sent to output-side place 15. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel or SSIv are 8 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	place14	B'1110	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 14 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Func mode is used (tdm_split = 1, ex_func = 1) **When SSIx are used for the 4 channel setting** B'1100: Data at input-side place 12 is sent to output-side place 14. B'1101: Data at input-side place 13 is sent to output-side place 14. B'1110: Data at input-side place 14 is sent to output-side place 14. B'1111: Data at input-side place 15 is sent to output-side place 14. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel or SSIv are 8 channel)** All bit is reserved. The initial value should not be changed.
7 to 4	place13	B'1101	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 13 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIx are used for the 4 channel setting** B'1100: Data at input-side place 12 is sent to output-side place 13. B'1101: Data at input-side place 13 is sent to output-side place 13. B'1110: Data at input-side place 14 is sent to output-side place 13. B'1111: Data at input-side place 15 is sent to output-side place 13. Other settings are prohibited. **When SSIx are used for the 2 channel setting** B'1100: Data at input-side place 12 is sent to output-side place 13. B'1101: Data at input-side place 13 is sent to output-side place 13. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel or SSIv are 6 to 8 channel)** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	place12	B’1100	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 12 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIx are used for the 4 channel setting** B’1100: Data at input-side place 12 is sent to output-side place 12. B’1101: Data at input-side place 13 is sent to output-side place 12. B’1110: Data at input-side place 14 is sent to output-side place 12. B’1111: Data at input-side place 15 is sent to output-side place 12. Other settings are prohibited. **When SSIx are used for the 2 channel setting** B’1100: Data at input-side place 12 is sent to output-side place 12. B’1101: Data at input-side place 13 is sent to output-side place 12. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel or SSIv are 6 to 8 channel)** All bit is reserved. The initial value should not be changed.

40.2.12 SSIy BUSIF Data Align Register (SSIy_BUSIF_DALIGN)

Note: y = 0-7, 1-7, 2-7, 3-7, 4-7, 9-7

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSIy_BUSIF_DALIGN determines the initial settings of the SSIy route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	place15				place14			
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 4	place15	B’1111	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 15 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIy are used for the 2 channel setting** B’1110: Data at input-side place 14 is sent to output-side place 15. B’1111: Data at input-side place 15 is sent to output-side place 15. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel or SSIv are 8 channel or SSIx are 4 channel)** All bit is reserved. The initial value should not be changed.
3 to 0	place14	B’1110	R/W	Changes the stream data order. The data order is changed between the SSI and bus interface. Selects the input-side data to be output to place 14 on the output side. • When TDM split mode is used (tdm_split = 1, ex_func = 0) All bit is reserved. The initial value should not be changed. • When TDM Ex Func mode is used (tdm_split = 1, ex_func = 1) **When SSIy are used for the 2 channel setting** B’1110: Data at input-side place 14 is sent to output-side place 14. B’1111: Data at input-side place 15 is sent to output-side place 14. Other settings are prohibited. **Other Setting (Include SSIq are 16 channel or SSIv are 8 channel or SSIx are 4 channel)** All bit is reserved. The initial value should not be changed.

40.2.13 SSIq Mode Register (SSIq_MODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0 or 9-0

Function: SSIq_MODE determines the initial settings of the SSIq route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	fs_ mode	—	—	—	—	tdm_ split	—	—	—	—	—	—	—	tdm_ext
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	fs_mode	B'0	R/W	ssi***i***_fs_mode (***i*** = 0, 1, 2, 3, 4 or 9) Selects fs to be used with TDM split mode for ssi***i***. • When TDM split mode is used (tdm_split = 1, ex_func = 0) 0: ssi***i*** TDM split mode is used with 256 fs (stereo x 4). 1: ssi***i*** TDM split mode is used with 128 fs (monaural x 4). • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) The write value should always be 0, then this value should not be changed.
12 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	tdm_split	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] ssi***i***_tdm_split (***i*** = 0, 1, 2, 3, 4 or 9) Selects whether or not TDM split mode is used for ssi***i***. • When TDM ex-split mode/TDM - 16ch mode Disable (ex_func = 0) 0: TDM split mode is not used for ssi***i*** (only ssi***i*** -0_BUSIF is used). 1: TDM split mode is used for ssi***i*** (ssi***i*** -1_BUSIF to ssi***i***-3_BUSIF are also used). • When TDM ex-split mode/TDM - 16ch mode Enable (ex_func = 1) 0: TDM split mode is not used for ssi***i*** (only ssi***i*** -0_BUSIF is used). 1: TDM split mode is used for ssi***i*** (ssi***i*** -1_BUSIF to ssi***i***-7_BUSIF are also used). [RZ/G2E] ssi***i***_tdm_split (***i*** = 0, 1, 2, 3, 4 or 9) Selects whether or not TDM split mode is used for ssi***i***. As for split mode and Ex Split mode as well. 0: TDM split mode is not used for ssi***i*** (only ssi***i*** -0_BUSIF is used). 1: TDM split mode is used for ssi***i*** (ssi***i*** -1_BUSIF to ssi***i***-3_BUSIF are also used).

Bit	Bit Name	Initial Value	R/W	Description
7 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	tdm_ext	B'0	R/W	ssi***i***_tdm_ext (***i*** = 0, 1, 2, 3, 4 or 9) Selects whether or not TDM extend mode is used for ssi***i***. 0: ssi***i*** TDM extend mode is not used. 1: ssi***i*** TDM extend mode is used.

Note: Bit 0 (tdm_ext) and bit 8 (tdm_split) cannot be set to 1 at the same time.

40.2.14 SSIq Control Register (SSIq_CONTROL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0 or 9-0

Function: SSIq_CONTROL controls the start and stop of data transfer.

Note: Refer to 40.4.1 Note on Transfer

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	start_7	—	—	—	start_6	—	—	—	start_5	—	—	—	start_4
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	start_3	—	—	—	start_2	—	—	—	start_1	—	—	—	start_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	start_7	B'0	R/W	SSI***i-7***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-7***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
27 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	start_6	B'0	R/W	SSI***i-6***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-6***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
23 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20	start_5	B'0	R/W	SSI***i-5***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-5***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
19 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
16	start_4	B'0	R/W	SSI***i-4***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-4***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	start_3	B'0	R/W	SSI***i-3***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-3***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
11 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	start_2	B'0	R/W	SSI***i-2***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-2***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	start_1	B'0	R/W	SSI***i-1***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-1***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	start_0	B'0	R/W	SSI***i-0***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-0***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.

Note: If only SSI***i-0*** is used and TDM split mode is not used, SSI***i-1***_start flag to SSI***i-7***_start flag should be set to 0 (transfer stopped).

[RZ/G2E]

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0 or 9-0

Function: SSIq_CONTROL controls the start and stop of data transfer.

Note: Refer to 40.4.1 Note on Transfer

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	start_3	—	—	—	start_2	—	—	—	start_1	—	—	—	start_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	start_3	B'0	R/W	SSI***i-3***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-3***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
11 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	start_2	B'0	R/W	SSI***i-2***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-2***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	start_1	B'0	R/W	SSI***i-1***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-1***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	start_0	B'0	R/W	SSI***i-0***_start_flag (i = 0 to 4, 9) Starts or stops data transfer through SSI***i-0***. 0: Transfer is stopped. 1: Transfer is started. When changing the corresponding bit, do not change other bits.

Note: If only SSI***i-0*** is used and TDM split mode is not used, SSI***i-1***_start flag to SSI***i-3***_start flag should be set to 0 (transfer stopped).

40.2.15 SSIr Control Register (SSIr_CONTROL)

Note: r = 5 to 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIr_CONTROL controls the start and stop of data transfer.

Note: Refer to 40.4.1 Note on Transfer

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	start
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	start	B'0	R/W	SSI*r*_start_flag Starts or stops data transfer through SSI*r*. 0: Transfer is stopped. 1: Transfer is started.

40.2.16 SSIq Status Register (SSIq_STATUS)

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0, 9-0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIq_STATUS indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSIq Interrupt Enable Register, the interrupt signal is not output (refer to section 40.2.18 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	FCST	DTST	UIRQ	OIRQ	IIRQ	DIRQ	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	uf_3	uf_2	uf_1	uf_0	of_3	of_2	of_1	of_0	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	FCST	B'0	R	SSI***i***_FCST (i = 0 to 4, 9) Indicates the state of SSIFSR***i***_FCST. 0: — 1: The WS signal has stopped.
28	DTST	B'0	R	SSI***i***_DTST (i = 0 to 4, 9) Indicates the state of SSIFSR***i***_DTST. 0: — 1: The frequency switching has been detected.
27	UIRQ	B'0	R	SSI***i***_UIRQ (i = 0 to 4, 9) Indicates the state of SSISR***i***_UIRQ. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSICR***i***.UIEN = 0.
26	OIRQ	B'0	R	SSI***i***_OIRQ (i = 0 to 4, 9) Indicates the state of SSISR***i***_OIRQ. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSICR***i***.OIEN = 0.
25	IIRQ	B'0	R	SSI***i***_IIRQ (i = 0 to 4, 9) Indicates the state of SSISR***i***_IIRQ. 0: — 1: Idle state Note: Not indicated by the interrupt signal when SSICR***i***.IIEN = 0.

Bit	Bit Name	Initial Value	R/W	Description
24	DIRQ	B'0	R	SSI***i***_DIRQ (i = 0 to 4, 9) Indicates the state of SSISR***i***_DIRQ. 0: — 1: When SSICR***i***.TRMD is 0, DIRQ = 1 indicates that there are unread data in SSIRDR. When SSICR***i***.TRMD is 1, DIRQ = 1 indicates that data can be written to SSITDR. Note: Not indicated by the interrupt signal when SSICR***i***.DIEN = 0.
23 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	uf_3	B'0	R	buf_under_flow***i***-3 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS2/3.uf***i***-3. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE2/3.uf***i***-3_ie = 0.
14	uf_2	B'0	R	buf_under_flow***i***-2 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS2/3.uf***i***-2. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE2/3.uf***i***-2_ie = 0.
13	uf_1	B'0	R	buf_under_flow***i***-1 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS2/3.uf***i***-1. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE2/3.uf***i***-1_ie = 0.
12	uf_0	B'0	R	buf_under_flow***i***-0 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS2/3.uf***i***-0. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE2/3.uf***i***-0_ie = 0.
11	of_3	B'0	R	buf_over_flow***i***-3 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS2/3.of***i***-3. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE2/3.of***i***-3_ie = 0.
10	of_2	B'0	R	buf_over_flow***i***-2 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS2/3.of***i***-2. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE2/3.of***i***-2_ie = 0.

Bit	Bit Name	Initial Value	R/W	Description
9	of_1	B'0	R	buf_over_flow*i*-1 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS2/3.of*i*-1. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE2/3.of*i*-1_ie = 0.
8	of_0	B'0	R	buf_over_flow*i*-0 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS2/3.of*i*-0. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE2/3.of*i*-0_ie = 0.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.17 SSIr Status Register (SSIr_STATUS)

Note: r = 5 to 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIr_STATUS indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSIr Interrupt Enable Register, the interrupt signal is not output (refer to section 40.2.19 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	FCST	DTST	UIRQ	OIRQ	IIRQ	DIRQ	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	FCST	B'0	R	SSI***i***_FCST (i = 5 to 8) Indicates the state of SSIFSR***i***_FCST. 0: — 1: The WS signal has stopped.
28	DTST	B'0	R	SSI***i***_DTST (i = 5 to 8) Indicates the state of SSIFSR***i***_DTST. 0: — 1: The frequency switching has been detected.

Bit	Bit Name	Initial Value	R/W	Description
27	UIRQ	B'0	R	SSI***i***_UIRQ (i = 5 to 8) Indicates the state of SSISR***i***_UIRQ. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSICR***i***.UIEN = 0.
26	OIRQ	B'0	R	SSI***i***_OIRQ (i = 5 to 8) Indicates the state of SSISR***i***_OIRQ. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSICR***i***.OIEN = 0.
25	IIRQ	B'0	R	SSI***i***_IIRQ (i = 5 to 8) Indicates the state of SSISR***i***_IIRQ. 0: — 1: Idle state Note: Not indicated by the interrupt signal when SSICR***i***.IIEN = 0.

Bit	Bit Name	Initial Value	R/W	Description
24	DIRQ	B'0	R	SSI***i***_DIRQ (i = 5 to 8) Indicates the state of SSISR***i***_DIRQ. 0: — 1: When SSICR***i***.TRMD is 0, DIRQ = 1 indicates that there are unread data in SSIRDR. When SSICR***i***.TRMD is 1, DIRQ = 1 indicates that data can be written to SSITDR. Note: Not indicated by the interrupt signal when SSICR***i***.DIEN = 0.
23 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.18 SSIq Interrupt Enable Register (SSIq_INT_ENABLE_MAIN)

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0 or 9-0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIq_INT_ENABLE_MAIN enables or disables output of interrupts corresponding to the states indicated in the SSIq Status Register (refer to section 40.2.16 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	FCST_ ie	DTST_ ie	UIRQ_ ie	OIRQ_ ie	IIRQ_ie	DIRQ_ ie	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	uf_3_ie	uf_2_ie	uf_1_ie	uf_0_ie	of_3_ie	of_2_ie	of_1_ie	of_0_ie	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	FCST_ie	B'0	R/W	SSI***i***_FCST_int_enable (i = 0 to 4,9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
28	DTST_ie	B'0	R/W	SSI***i***_DTST_int_enable (i = 0 to 4,9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
27	UIRQ_ie	B'0	R/W	SSI***i***_UIRQ_int_enable (i = 0 to 4,9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
26	OIRQ_ie	B'0	R/W	SSI***i***_OIRQ_int_enable (i = 0 to 4,9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
25	IIRQ_ie	B'0	R/W	SSI***i***_IIRQ_int_enable (i = 0 to 4,9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
24	DIRQ_ie	B'0	R/W	SSI***i***_DIRQ_int_enable (i = 0 to 4,9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
23 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	uf_3_ie	B'0	R/W	buf_under_flow***i***-3_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
14	uf_2_ie	B'0	R/W	buf_under_flow*i*-2_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	uf_1_ie	B'0	R/W	buf_under_flow*i*-1_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	uf_0_ie	B'0	R/W	buf_under_flow*i*-0_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	of_3_ie	B'0	R/W	buf_over_flow*i*-3_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
10	of_2_ie	B'0	R/W	buf_over_flow*i*-2_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	of_1_ie	B'0	R/W	buf_ over_flow*i*-1_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	of_0_ie	B'0	R/W	buf_over_flow*i*-0_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.19 SSIr Interrupt Enable Register (SSIr_INT_ENABLE_MAIN)

Note: r = 5 to 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIr_INT_ENABLE_MAIN enables or disables output of interrupts corresponding to the states indicated in the SSIr Status Register (refer to section 40.2.17 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	FCST_ ie	DTST_ ie	UIRQ_ ie	OIRQ_ ie	IIRQ_ie	DIRQ_ ie	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	FCST_ie	B'0	R/W	SSI*i*_FCST_int_enable (i = 5 to 8) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
28	DTST_ie	B'0	R/W	SSI*i*_DTST_int_enable (i = 5 to 8) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
27	UIRQ_ie	B'0	R/W	SSI*i*_UIRQ_int_enable (i = 5 to 8) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
26	OIRQ_ie	B'0	R/W	SSI*i*_OIRQ_int_enable (i = 5 to 8) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
25	IIRQ_ie	B'0	R/W	SSI*i*_IIRQ_int_enable (i = 5 to 8) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
24	DIRQ_ie	B'0	R/W	SSI*i*_DIRQ_int_enable (i = 5 to 8) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
23 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.20 SSI Mode Register 0 (SSI_MODE0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_MODE0 specifies the independent SSI transfer.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	ind_word_swap9	ind_word_swap8	ind_word_swap7	ind_word_swap6	ind_word_swap5	ind_word_swap4	ind_word_swap3	ind_word_swap2	ind_word_swap1	ind_word_swap0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ind9	ind8	ind7	ind6	ind5	ind4	ind3	ind2	ind1	ind0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25	ind_word_swap9	B'0	R/W	ind_word_swap_en9 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
24	ind_word_swap8	B'0	R/W	ind_word_swap_en8 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
23	ind_word_swap7	B'0	R/W	ind_word_swap_en7 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
22	ind_word_swap6	B'0	R/W	ind_word_swap_en6 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
21	ind_word_swap5	B'0	R/W	ind_word_swap_en5 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.

Bit	Bit Name	Initial Value	R/W	Description
20	ind_word_swap4	B'0	R/W	ind_word_swap_en4 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
19	ind_word_swap3	B'0	R/W	ind_word_swap_en3 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
18	ind_word_swap2	B'0	R/W	ind_word_swap_en2 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
17	ind_word_swap1	B'0	R/W	ind_word_swap_en1 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
16	ind_word_swap0	B'0	R/W	ind_word_swap_en0 Swaps the word order (only for access to SSITDR or SSIRDR). 0: Word order is not swapped. 1: Word order is swapped. Note: Select this function only when the data length is 16 bits.
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	ind9	B'0	R/W	Independent SSI9 transfer setting 0: Independent SSI9 transfer is not performed. 1: Independent SSI9 transfer is performed.
8	ind8	B'0	R/W	Independent SSI8 transfer setting 0: Independent SSI8 transfer is not performed. 1: Independent SSI8 transfer is performed.
7	ind7	B'0	R/W	Independent SSI7 transfer setting 0: Independent SSI7 transfer is not performed. 1: Independent SSI7 transfer is performed.
6	ind6	B'0	R/W	Independent SSI6 transfer setting 0: Independent SSI6 transfer is not performed. 1: Independent SSI6 transfer is performed.
5	ind5	B'0	R/W	Independent SSI5 transfer setting 0: Independent SSI5 transfer is not performed. 1: Independent SSI5 transfer is performed.

Bit	Bit Name	Initial Value	R/W	Description
4	ind4	B’0	R/W	Independent SSI4 transfer setting 0: Independent SSI4 transfer is not performed. 1: Independent SSI4 transfer is performed.
3	ind3	B’0	R/W	Independent SSI3 transfer setting 0: Independent SSI3 transfer is not performed. 1: Independent SSI3 transfer is performed.
2	ind2	B’0	R/W	Independent SSI2 transfer setting 0: Independent SSI2 transfer is not performed. 1: Independent SSI2 transfer is performed.
1	ind1	B’0	R/W	Independent SSI1 transfer setting 0: Independent SSI1 transfer is not performed. 1: Independent SSI1 transfer is performed.
0	ind0	B’0	R/W	Independent SSI0 transfer setting 0: Independent SSI0 transfer is not performed. 1: Independent SSI0 transfer is performed.

40.2.21 SSI Mode Register 1 (SSI_MODE1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_MODE1 specifies the SSI pin modes.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	ssi34_sync	—	—	ssi4_pin	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	ssi012_3mod	ssi2_pin		ssi1_pin	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20	ssi34_sync	B'0	R/W	ssi34_sync_mode Selects whether to synchronize SSI3 and SSI4. 0: SSI3 and SSI4 are not synchronized. 1: SSI3 and SSI4 are synchronized. This bit can be set to 1 only when the ssi4_pin_mode bits are set to 01 or 10.
19, 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17, 16	ssi4_pin	B'00	R/W	ssi4_pin_mode Select the connections of the SSI_SCK4_A/ SSI_SCK4_B and SSI_WS4_A/ SSI_WS4_B pins. B'00: SSI3 and SSI4 use their own pins independently. B'01: The SSI3 pins are used in common by SSI3 and SSI4. Both modules work as slaves. The SSI_WS and SSI_SCK pins of SSI3 are used. B'10: The SSI3 pins are used in common by SSI3 and SSI4. SSI3 works as the master and SSI4 works as a slave. The SSI_WS and SSI_SCK pins of SSI3 are used. B'11: Setting prohibited
15 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4	ssi012_ 3mod	B'0	R/W	ssi012_3module_mode Selects whether to use three modules (SSI0, SSI1, and SSI2) together as six channels. 0: SSI0, SSI1, and SSI2 are not used as six channels. 1: SSI0, SSI1, and SSI2 are used as six channels. This bit should be cleared to 0 when the ssi1_pin_mode or ssi2_pin_mode bits are set to 00. It can be set to 1 only when the ssi1_pin_mode and ssi2_pin_mode bits are set to 01 or when the ssi1_pin_mode and ssi2_pin_mode bits are set to 10. Either ssi012_3module_mode or ssi0129_4module_mode must be set to 1.
3, 2	ssi2_pin	B'00	R/W	ssi2_pin_mode Select the connections of the SSI_SCK2 and SSI_WS2 pins. B'00: SSI0 and SSI2 use their own pins independently. B'01: The SSI0 pins are used in common by SSI0 and SSI2. Both modules work as slaves. The SSI_WS and SSI_SCK pins of SSI0 are used. B'10: The SSI0 pins are used in common by SSI0 and SSI2. SSI0 works as the master and SSI2 works as a slave. The SSI_WS and SSI_SCK pins of SSI0 are used. B'11: Setting prohibited
1, 0	ssi1_pin	B'00	R/W	ssi1_pin_mode Select the connections of the SSI_SCK1 and SSI_WS1 pins. B'00: SSI0 and SSI1 use their own pins independently. B'01: The SSI0 pins are used in common by SSI0 and SSI1. Both modules work as slaves. The SSI_WS and SSI_SCK pins of SSI0 are used. B'10: The SSI0 pins are used in common by SSI0 and SSI1. SSI0 works as the master and SSI1 works as a slave. The SSI_WS and SSI_SCK pins of SSI0 are used. B'11: Setting prohibited

40.2.22 SSI Mode Register 2 (SSI_MODE2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_MODE2 specifies the SSI pin modes.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	ssi0129_4mod	—	ssi9_pin		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	ssi0129_4mod	B’0	R/W	ssi0129_4module_mode Selects whether to use four modules (SSI0, SSI1, SSI2, and SSI9) together as eight channels. 0: SSI0, SSI1, SSI2, and SSI9 are not used as eight channels. 1: SSI0, SSI1, SSI2, and SSI9 are used as eight channels. This bit should be cleared to 0 when the ssi1_pin_mode or ssi2_pin_mode bits are set to B’00, or when ssi9_pin_mode bits are set to B’000. It can be set to 1 only when the ssi1_pin_mode and ssi2_pin_mode bits are set to 01 and the ssi9_pin_mode bits are set to B’001, or when the ssi1_pin_mode and ssi2_pin_mode bits are set to 10 and the ssi9_pin_mode bits are set to B’010. Either ssi0129_4module_mode or ssi012_3module_mode must be set to 1.
3	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
2 to 0	ssi9_pin	B’000	R/W	ssi9_pin_mode Selects the connections of the SSI_SCK9 and SSI_WS9 pins. B’000: SSI0 and SSI9 use their own pins independently. B’001: The SSI0 pins are used in common by SSI0 and SSI9. Both modules work as slaves. The SSI_WS and SSI_SCK pins of SSI0 are used. B’010: The SSI0 pins are used in common by SSI0 and SSI9. SSI0 works as the master and SSI9 works as a slave. The SSI_WS and SSI_SCK pins of SSI0 are used. B’011: Setting prohibited B’100: Setting prohibited B’101: The SSI3 pins are used in common by SSI3 and SSI9. Both modules work as slaves. The SSI_WS and SSI_SCK pins of SSI3 are used. B’110: The SSI3 pins are used in common by SSI3 and SSI9. SSI3 works as the master and SSI9 works as a slave. The SSI_WS and SSI_SCK pins of SSI3 are used. B’111: Setting prohibited

40.2.23 SSI Mode Register 3 (SSI_MODE3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_MODE3 specifies the SSI pin modes.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ssi3_pin	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	ssi3_pin	B’00	R/W	ssi3_pin_mode Select the connections of the SSI_SCK349 and SSI_WS349 pins. B’00: SSI0 and SSI3 use their own pins independently. B’01: The SSI0 pins are used in common by SSI0 and SSI3. Both modules work as slaves. The SSI_WS and SSI_SCK pins of SSI0 are used. B’10: The SSI0 pins are used in common by SSI0 and SSI3. SSI0 works as the master and SSI3 works as a slave. The SSI_WS and SSI_SCK pins of SSI0 are used. B’11: Setting prohibited When setting these bits to use the pins in common by SSI0 and SSI3, ssi4_pin_mode should be 00 and ssi9_pin_mode should be B’000, B’001, or B’010 (selection of the SSI3 pins is prohibited).

40.2.24 SSI Control Register (SSI_CONTROL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: * Some restrictions apply.

Function: SSI_CONTROL controls the startup of the SSI modules when multiple SSI modules are used at the same time.

Note: Refer to 40.4.1 Note on Transfer

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	ssi34	—	—	—	ssi0129
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	ssi34	B'0	R/W	ssi34_enable Starts or stops data transfer through two SSI modules (SSI3 and SSI4) at the same time. 0: Transfer through SSI3 and SSI4 is stopped. 1: Transfer through SSI3 and SSI4 is started. When changing the corresponding bit, do not change other bits.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	ssi0129	B'0	R/W	ssi0129_enable • When ssi012_3module_mode is 1 Starts or stops data transfer through three SSI modules (SSI0, SSI1, and SSI2) at the same time. 0: Transfer through SSI0, SSI1, and SSI2 is stopped. 1: Transfer through SSI0, SSI1, and SSI2 is started. • When ssi0129_4module_mode is 1 Starts or stops data transfer through four SSI modules (SSI0, SSI1, SSI2, and SSI9) at the same time. 0: Transfer through SSI0, SSI1, SSI2, and SSI9 is stopped. 1: Transfer through SSI0, SSI1, SSI2, and SSI9 is started. When changing the corresponding bit, do not change other bits.

Note: This function should be used only when data is transferred through multiple SSI modules in synchronization. When using each SSI module independently, use the EN bit of SSICRn (n = 0 to 4 and 9) for the SSI module to control the transfer.

40.2.25 SSI Control Register 2 (SSI_CONTROL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_CONTROL2 is same function with SSI_CONTROL. This register is prepared for multi-CPU.

Note: Refer to 40.4.1 Note on Transfer

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	ssi34_2	—	—	—	ssi0129_2
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	ssi34_2	B'0	R/W	ssi34_enable Starts or stops data transfer through two SSI modules (SSI3 and SSI4) at the same time. 0: Transfer through SSI3 and SSI4 is stopped. 1: Transfer through SSI3 and SSI4 is started. When changing the corresponding bit, do not change other bits.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	ssi0129_2	B'0	R/W	ssi0129_enable • When ssi012_3module_mode is 1 Starts or stops data transfer through three SSI modules (SSI0, SSI1, and SSI2) at the same time. 0: Transfer through SSI0, SSI1, and SSI2 is stopped. 1: Transfer through SSI0, SSI1, and SSI2 is started. • When ssi0129_4module_mode is 1 Starts or stops data transfer through four SSI modules (SSI0, SSI1, SSI2, and SSI9) at the same time. 0: Transfer through SSI0, SSI1, SSI2, and SSI9 is stopped. 1: Transfer through SSI0, SSI1, SSI2, and SSI9 is started. When changing the corresponding bit, do not change other bits.

Note: This function should be used only when data is transferred through multiple SSI modules in synchronization. When using each SSI module independently, use the EN bit of SSICRn (n = 0 to 4 and 9) for the SSI module to control the transfer.

40.2.26 SSI SYSTEM Status Register 0 (SSI_SYSTEM_STATUS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_SYSTEM_STATUS0 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSI_SYSTEM Interrupt Enable Register 0, the interrupt signal is not output (refer to section 40.2.30 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	of4-3	of4-2	of4-1	of4-0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	of3-3	of3-2	of3-1	of3-0	of2-3	of2-2	of2-1	of2-0	of1-3	of1-2	of1-1	of1-0	of0-3	of0-2	of0-1	of0-0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19	of4-3	B'0	R/WC1	buf_over_flow4-3 Indicates the state of the SSI4-3_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
18	of4-2	B'0	R/WC1	buf_over_flow4-2 Indicates the state of the SSI4-2_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
17	of4-1	B'0	R/WC1	buf_over_flow4-1 Indicates the state of the SSI4-1_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
16	of4-0	B'0	R/WC1	buf_over_flow4-0 Indicates the state of the SSI4-0_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
15	of3-3	B'0	R/WC1	buf_over_flow3-3 Indicates the state of the SSI3-3_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
14	of3-2	B'0	R/WC1	buf_over_flow3-2 Indicates the state of the SSI3-2_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
13	of3-1	B'0	R/WC1	buf_over_flow3-1 Indicates the state of the SSI3-1_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
12	of3-0	B'0	R/WC1	buf_over_flow3-0 Indicates the state of the SSI3-0_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
11	of2-3	B'0	R/WC1	buf_over_flow2-3 Indicates the state of the SSI2-3_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
10	of2-2	B'0	R/WC1	buf_over_flow2-2 Indicates the state of the SSI2-2_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
9	of2-1	B'0	R/WC1	buf_over_flow2-1 Indicates the state of the SSI2-1_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
8	of2-0	B'0	R/WC1	buf_over_flow2-0 Indicates the state of the SSI2-0_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
7	of1-3	B'0	R/WC1	buf_over_flow1-3 Indicates the state of the SSI1-3_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
6	of1-2	B'0	R/WC1	buf_over_flow1-2 Indicates the state of the SSI1-2_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
5	of1-1	B'0	R/WC1	buf_over_flow1-1 Indicates the state of the SSI1-1_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
4	of1-0	B'0	R/WC1	buf_over_flow1-0 Indicates the state of the SSI1-0_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
3	of0-3	B'0	R/WC1	buf_over_flow0-3 Indicates the state of the SSI0-3_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
2	of0-2	B'0	R/WC1	buf_over_flow0-2 Indicates the state of the SSI0-2_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
1	of0-1	B'0	R/WC1	buf_over_flow0-1 Indicates the state of the SSI0-1_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
0	of0-0	B'0	R/WC1	buf_over_flow0-0 Indicates the state of the SSI0-0_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.

40.2.27 SSI SYSTEM Status Register 1 (SSI_SYSTEM_STATUS1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_SYSTEM_STATUS1 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSI_SYSTEM Interrupt Enable Register 1, the interrupt signal is not output (refer to section 40.2.31 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	of9-3	of9-2	of9-1	of9-0	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	of9-3	B'0	R/WC1	buf_over_flow9-3 Indicates the state of the SSI9-3_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
6	of9-2	B'0	R/WC1	buf_over_flow9-2 Indicates the state of the SSI9-2_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
5	of9-1	B'0	R/WC1	buf_over_flow9-1 Indicates the state of the SSI9-1_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
4	of9-0	B'0	R/WC1	buf_over_flow9-0 Indicates the state of the SSI9-0_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.28 SSI SYSTEM Status Register 2 (SSI_SYSTEM_STATUS2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_SYSTEM_STATUS2 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSI_SYSTEM Interrupt Enable Register 2, the interrupt signal is not output (refer to section 40.2.32 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	uf4-3	uf4-2	uf4-1	uf4-0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	uf3-3	uf3-2	uf3-1	uf3-0	uf2-3	uf2-2	uf2-1	uf2-0	uf1-3	uf1-2	uf1-1	uf1-0	uf0-3	uf0-2	uf0-1	uf0-0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19	uf4-3	B'0	R/WC1	buf_under_flow4-3 Indicates the state of the SSI4-3_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
18	uf4-2	B'0	R/WC1	buf_under_flow4-2 Indicates the state of the SSI4-2_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
17	uf4-1	B'0	R/WC1	buf_under_flow4-1 Indicates the state of the SSI4-1_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
16	uf4-0	B'0	R/WC1	buf_under_flow4-0 Indicates the state of the SSI4-0_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
15	uf3-3	B'0	R/WC1	buf_under_flow3-3 Indicates the state of the SSI3-3_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
14	uf3-2	B'0	R/WC1	buf_under_flow3-2 Indicates the state of the SSI3-2_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
13	uf3-1	B'0	R/WC1	buf_under_flow3-1 Indicates the state of the SSI3-1_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
12	uf3-0	B'0	R/WC1	buf_under_flow3-0 Indicates the state of the SSI3-0_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
11	uf2-3	B'0	R/WC1	buf_under_flow2-3 Indicates the state of the SSI2-3_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
10	uf2-2	B'0	R/WC1	buf_under_flow2-2 Indicates the state of the SSI2-2_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
9	uf2-1	B'0	R/WC1	buf_under_flow2-1 Indicates the state of the SSI2-1_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
8	uf2-0	B'0	R/WC1	buf_under_flow2-0 Indicates the state of the SSI2-0_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
7	uf1-3	B'0	R/WC1	buf_under_flow1-3 Indicates the state of the SSI1-3_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
6	uf1-2	B'0	R/WC1	buf_under_flow1-2 Indicates the state of the SSI1-2_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
5	uf1-1	B'0	R/WC1	buf_under_flow1-1 Indicates the state of the SSI1-1_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
4	uf1-0	B'0	R/WC1	buf_under_flow1-0 Indicates the state of the SSI1-0_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
3	uf0-3	B'0	R/WC1	buf_under_flow0-3 Indicates the state of the SSI0-3_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
2	uf0-2	B'0	R/WC1	buf_under_flow0-2 Indicates the state of the SSI0-2_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
1	uf0-1	B'0	R/WC1	buf_under_flow0-1 Indicates the state of the SSI0-1_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
0	uf0-0	B'0	R/WC1	buf_under_flow0-0 Indicates the state of the SSI0-0_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.

40.2.29 SSI SYSTEM Status Register 3 (SSI_SYSTEM_STATUS3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_SYSTEM_STATUS3 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSI_SYSTEM Interrupt Enable Register 3, the interrupt signal is not output (refer to section 40.2.33 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	uf9-3	uf9-2	uf9-1	uf9-0	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	uf9-3	B'0	R/WC1	buf_under_flow9-3 Indicates the state of the SSI9-3_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
6	uf9-2	B'0	R/WC1	buf_under_flow9-2 Indicates the state of the SSI9-2_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
5	uf9-1	B'0	R/WC1	buf_under_flow9-1 Indicates the state of the SSI9-1_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
4	uf9-0	B'0	R/WC1	buf_under_flow9-0 Indicates the state of the SSI9-0_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.30 SSI SYSTEM Interrupt Enable Register 0 (SSI_SYSTEM_INT_ENABLE0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_SYSTEM_INT_ENABLE0 enables or disables output of interrupts corresponding to the states indicated in the SSI SYSTEM Status Register 0 (refer to section 40.2.26 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	of4-3_ie	of4-2_ie	of4-1_ie	of4-0_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	of3-3_ie	of3-2_ie	of3-1_ie	of3-0_ie	of2-3_ie	of2-2_ie	of2-1_ie	of2-0_ie	of1-3_ie	of1-2_ie	of1-1_ie	of1-0_ie	of0-3_ie	of0-2_ie	of0-1_ie	of0-0_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19	of4-3_ie	B'0	R/W	buf_over_flow4-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
18	of4-2_ie	B'0	R/W	buf_over_flow4-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
17	of4-1_ie	B'0	R/W	buf_over_flow4-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
16	of4-0_ie	B'0	R/W	buf_over_flow4-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
15	of3-3_ie	B'0	R/W	buf_over_flow3-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	of3-2_ie	B'0	R/W	buf_over_flow3-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	of3-1_ie	B'0	R/W	buf_over_flow3-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	of3-0_ie	B'0	R/W	buf_over_flow3-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	of2-3_ie	B'0	R/W	buf_over_flow2-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
10	of2-2_ie	B'0	R/W	buf_over_flow2-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	of2-1_ie	B'0	R/W	buf_over_flow2-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	of2-0_ie	B'0	R/W	buf_over_flow2-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	of1-3_ie	B'0	R/W	buf_over_flow1-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	of1-2_ie	B'0	R/W	buf_over_flow1-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	of1-1_ie	B'0	R/W	buf_over_flow1-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	of1-0_ie	B'0	R/W	buf_over_flow1-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	of0-3_ie	B'0	R/W	buf_over_flow0-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	of0-2_ie	B'0	R/W	buf_over_flow0-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	of0-1_ie	B'0	R/W	buf_over_flow0-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	of0-0_ie	B'0	R/W	buf_over_flow0-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

40.2.31 SSI SYSTEM Interrupt Enable Register 1 (SSI_SYSTEM_INT_ENABLE1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_SYSTEM_INT_ENABLE1 enables or disables output of interrupts corresponding to the states indicated in the SSI SYSTEM Status Register 1 (refer to section 40.2.27 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	of9-3_ie	of9-2_ie	of9-1_ie	of9-0_ie	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	of9-3_ie	B'0	R/W	buf_over_flow9-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	of9-2_ie	B'0	R/W	buf_over_flow9-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	of9-1_ie	B'0	R/W	buf_over_flow9-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	of9-0_ie	B'0	R/W	buf_over_flow9-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.32 SSI SYSTEM Interrupt Enable Register 2 (SSI_SYSTEM_INT_ENABLE2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_SYSTEM_INT_ENABLE2 enables or disables output of interrupts corresponding to the states indicated in the SSI SYSTEM Status Register 2 (refer to section 40.2.28 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	uf4-3_ie	uf4-2_ie	uf4-1_ie	uf4-0_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	uf3-3_ie	uf3-2_ie	uf3-1_ie	uf3-0_ie	uf2-3_ie	uf2-2_ie	uf2-1_ie	uf2-0_ie	uf1-3_ie	uf1-2_ie	uf1-1_ie	uf1-0_ie	uf0-3_ie	uf0-2_ie	uf0-1_ie	uf0-0_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19	uf4-3_ie	B'0	R/W	buf_under_flow4-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
18	uf4-2_ie	B'0	R/W	buf_under_flow4-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
17	uf4-1_ie	B'0	R/W	buf_under_flow4-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
16	uf4-0_ie	B'0	R/W	buf_under_flow4-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
15	uf3-3_ie	B'0	R/W	buf_under_flow3-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	uf3-2_ie	B'0	R/W	buf_under_flow3-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	uf3-1_ie	B'0	R/W	buf_under_flow3-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	uf3-0_ie	B'0	R/W	buf_under_flow3-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	uf2-3_ie	B'0	R/W	buf_under_flow2-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
10	uf2-2_ie	B'0	R/W	buf_under_flow2-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	uf2-1_ie	B'0	R/W	buf_under_flow2-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	uf2-0_ie	B'0	R/W	buf_under_flow2-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	uf1-3_ie	B'0	R/W	buf_under_flow1-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	uf1-2_ie	B'0	R/W	buf_under_flow1-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	uf1-1_ie	B'0	R/W	buf_under_flow1-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	uf1-0_ie	B'0	R/W	buf_under_flow1-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	uf0-3_ie	B'0	R/W	buf_under_flow0-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	uf0-2_ie	B'0	R/W	buf_under_flow0-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	uf0-1_ie	B'0	R/W	buf_under_flow0-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	uf0-0_ie	B'0	R/W	buf_under_flow0-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

40.2.33 SSI SYSTEM Interrupt Enable Register 3 (SSI_SYSTEM_INT_ENABLE3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSI_SYSTEM_INT_ENABLE3 enables or disables output of interrupts corresponding to the states indicated in the SSI SYSTEM Status Register 3 (refer to section 40.2.29 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	uf9-3_ie	uf9-2_ie	uf9-1_ie	uf9-0_ie	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	uf9-3_ie	B'0	R/W	buf_under_flow9-3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	uf9-2_ie	B'0	R/W	buf_under_flow9-2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	uf9-1_ie	B'0	R/W	buf_under_flow9-1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	uf9-0_ie	B'0	R/W	buf_under_flow9-0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.34 SSI SYSTEM Status Register 4 (SSI_SYSTEM_STATUS4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSI_SYSTEM_STATUS4 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSI_SYSTEM Interrupt Enable Register 4, the interrupt signal is not output (refer to section 40.2.38 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	of4-7	of4-6	of4-5	of4-4
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	of3-7	of3-6	of3-5	of3-4	of2-7	of2-6	of2-5	of2-4	of1-7	of1-6	of1-5	of1-4	of0-7	of0-6	of0-5	of0-4
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19	of4-7	B'0	R/WC1	buf_over_flow4-7 Indicates the state of the SSI4-7_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
18	of4-6	B'0	R/WC1	buf_over_flow4-6 Indicates the state of the SSI4-6_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
17	of4-5	B'0	R/WC1	buf_over_flow4-5 Indicates the state of the SSI4-5_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
16	of4-4	B'0	R/WC1	buf_over_flow4-4 Indicates the state of the SSI4-4_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
15	of3-7	B'0	R/WC1	buf_over_flow3-7 Indicates the state of the SSI3-7_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
14	of3-6	B'0	R/WC1	buf_over_flow3-6 Indicates the state of the SSI3-6_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
13	of3-5	B'0	R/WC1	buf_over_flow3-5 Indicates the state of the SSI3-5_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
12	of3-4	B'0	R/WC1	buf_over_flow3-4 Indicates the state of the SSI3-4_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
11	of2-7	B'0	R/WC1	buf_over_flow2-7 Indicates the state of the SSI2-7_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
10	of2-6	B'0	R/WC1	buf_over_flow2-6 Indicates the state of the SSI2-6_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
9	of2-5	B'0	R/WC1	buf_over_flow2-5 Indicates the state of the SSI2-5_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
8	of2-4	B'0	R/WC1	buf_over_flow2-4 Indicates the state of the SSI2-4_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
7	of1-7	B'0	R/WC1	buf_over_flow1-7 Indicates the state of the SSI1-7_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
6	of1-6	B'0	R/WC1	buf_over_flow1-6 Indicates the state of the SSI1-6_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
5	of1-5	B'0	R/WC1	buf_over_flow1-5 Indicates the state of the SSI1-5_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
4	of1-4	B'0	R/WC1	buf_over_flow1-4 Indicates the state of the SSI1-4_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
3	of0-7	B'0	R/WC1	buf_over_flow0-7 Indicates the state of the SSI0-7_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
2	of0-6	B'0	R/WC1	buf_over_flow0-6 Indicates the state of the SSI0-6_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
1	of0-5	B'0	R/WC1	buf_over_flow0-5 Indicates the state of the SSI0-5_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
0	of0-4	B'0	R/WC1	buf_over_flow0-4 Indicates the state of the SSI0-4_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.

40.2.35 SSI SYSTEM Status Register 5 (SSI_SYSTEM_STATUS5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSI_SYSTEM_STATUS5 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSI_SYSTEM Interrupt Enable Register 5, the interrupt signal is not output (refer to section 40.2.39 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	of9-7	of9-6	of9-5	of9-4	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	of9-7	B'0	R/WC1	buf_over_flow9-7 Indicates the state of the SSI9-7_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
6	of9-6	B'0	R/WC1	buf_over_flow9-6 Indicates the state of the SSI9-6_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
5	of9-5	B'0	R/WC1	buf_over_flow9-5 Indicates the state of the SSI9-5_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
4	of9-4	B'0	R/WC1	buf_over_flow9-4 Indicates the state of the SSI9-4_BUSIF buffer. 0: Normal operation 1: An overflow has occurred.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.36 SSI SYSTEM Status Register 6 (SSI_SYSTEM_STATUS6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSI_SYSTEM_STATUS6 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSI_SYSTEM Interrupt Enable Register 6, the interrupt signal is not output (refer to section 40.2.40 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	uf4-7	uf4-6	uf4-5	uf4-4
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	uf3-7	uf3-6	uf3-5	uf3-4	uf2-7	uf2-6	uf2-5	uf2-4	uf1-7	uf1-6	uf1-5	uf1-4	uf0-7	uf0-6	uf0-5	uf0-4
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19	uf4-7	B'0	R/WC1	buf_under_flow4-7 Indicates the state of the SSI4-7_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
18	uf4-6	B'0	R/WC1	buf_under_flow4-6 Indicates the state of the SSI4-6_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
17	uf4-5	B'0	R/WC1	buf_under_flow4-5 Indicates the state of the SSI4-5_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
16	uf4-4	B'0	R/WC1	buf_under_flow4-4 Indicates the state of the SSI4-4_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
15	uf3-7	B'0	R/WC1	buf_under_flow3-7 Indicates the state of the SSI3-7_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
14	uf3-6	B'0	R/WC1	buf_under_flow3-6 Indicates the state of the SSI3-6_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
13	uf3-5	B'0	R/WC1	buf_under_flow3-5 Indicates the state of the SSI3-5_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
12	uf3-4	B'0	R/WC1	buf_under_flow3-4 Indicates the state of the SSI3-4_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
11	uf2-7	B'0	R/WC1	buf_under_flow2-7 Indicates the state of the SSI2-7_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
10	uf2-6	B'0	R/WC1	buf_under_flow2-6 Indicates the state of the SSI2-6_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
9	uf2-5	B'0	R/WC1	buf_under_flow2-5 Indicates the state of the SSI2-5_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
8	uf2-4	B'0	R/WC1	buf_under_flow2-4 Indicates the state of the SSI2-4_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
7	uf1-7	B'0	R/WC1	buf_under_flow1-7 Indicates the state of the SSI1-7_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
6	uf1-6	B'0	R/WC1	buf_under_flow1-6 Indicates the state of the SSI1-6_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
5	uf1-5	B'0	R/WC1	buf_under_flow1-5 Indicates the state of the SSI1-5_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
4	uf1-4	B'0	R/WC1	buf_under_flow1-4 Indicates the state of the SSI1-4_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
3	uf0-7	B'0	R/WC1	buf_under_flow0-7 Indicates the state of the SSI0-7_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
2	uf0-6	B'0	R/WC1	buf_under_flow0-6 Indicates the state of the SSI0-6_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
1	uf0-5	B'0	R/WC1	buf_under_flow0-5 Indicates the state of the SSI0-5_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
0	uf0-4	B'0	R/WC1	buf_under_flow0-4 Indicates the state of the SSI0-4_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.

40.2.37 SSI SYSTEM Status Register 7 (SSI_SYSTEM_STATUS7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSI_SYSTEM_STATUS7 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSI_SYSTEM Interrupt Enable Register 7, the interrupt signal is not output (refer to section 40.2.41 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	uf9-7	uf9-6	uf9-5	uf9-4	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	uf9-7	B'0	R/WC1	buf_under_flow9-7 Indicates the state of the SSI9-7_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
6	uf9-6	B'0	R/WC1	buf_under_flow9-6 Indicates the state of the SSI9-6_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
5	uf9-5	B'0	R/WC1	buf_under_flow9-5 Indicates the state of the SSI9-5_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
4	uf9-4	B'0	R/WC1	buf_under_flow9-4 Indicates the state of the SSI9-4_BUSIF buffer. 0: Normal operation 1: An underflow has occurred.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.38 SSI SYSTEM Interrupt Enable Register 4 (SSI_SYSTEM_INT_ENABLE4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSI_SYSTEM_INT_ENABLE4 enables or disables output of interrupts corresponding to the states indicated in the SSI SYSTEM Status Register 4 (refer to section 40.2.34 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	of4-7_ie	of4-6_ie	of4-5_ie	of4-4_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	of3-7_ie	of3-6_ie	of3-5_ie	of3-4_ie	of2-7_ie	of2-6_ie	of2-5_ie	of2-4_ie	of1-7_ie	of1-6_ie	of1-5_ie	of1-4_ie	of0-7_ie	of0-6_ie	of0-5_ie	of0-4_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19	of4-7_ie	B'0	R/W	buf_over_flow4-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
18	of4-6_ie	B'0	R/W	buf_over_flow4-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
17	of4-5_ie	B'0	R/W	buf_over_flow4-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
16	of4-4_ie	B'0	R/W	buf_over_flow4-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
15	of3-7_ie	B'0	R/W	buf_over_flow3-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	of3-6_ie	B'0	R/W	buf_over_flow3-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	of3-5_ie	B'0	R/W	buf_over_flow3-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	of3-4_ie	B'0	R/W	buf_over_flow3-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	of2-7_ie	B'0	R/W	buf_over_flow2-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
10	of2-6_ie	B'0	R/W	buf_over_flow2-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	of2-5_ie	B'0	R/W	buf_over_flow2-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	of2-4_ie	B'0	R/W	buf_over_flow2-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	of1-7_ie	B'0	R/W	buf_over_flow1-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	of1-6_ie	B'0	R/W	buf_over_flow1-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	of1-5_ie	B'0	R/W	buf_over_flow1-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	of1-4_ie	B'0	R/W	buf_over_flow1-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	of0-7_ie	B'0	R/W	buf_over_flow0-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	of0-6_ie	B'0	R/W	buf_over_flow0-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	of0-5_ie	B'0	R/W	buf_over_flow0-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	of0-4_ie	B'0	R/W	buf_over_flow0-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

40.2.39 SSI SYSTEM Interrupt Enable Register 5 (SSI_SYSTEM_INT_ENABLE5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSI_SYSTEM_INT_ENABLE5 enables or disables output of interrupts corresponding to the states indicated in the SSI SYSTEM Status Register 5 (refer to section 40.2.35 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	of9-7_ie	of9-6_ie	of9-5_ie	of9-4_ie	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	of9-7_ie	B'0	R/W	buf_over_flow9-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	of9-6_ie	B'0	R/W	buf_over_flow9-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	of9-5_ie	B'0	R/W	buf_over_flow9-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	of9-4_ie	B'0	R/W	buf_over_flow9-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.40 SSI SYSTEM Interrupt Enable Register 6 (SSI_SYSTEM_INT_ENABLE6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSI_SYSTEM_INT_ENABLE6 enables or disables output of interrupts corresponding to the states indicated in the SSI SYSTEM Status Register 6 (refer to section 40.2.36 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	uf4-7_ie	uf4-6_ie	uf4-5_ie	uf4-4_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	uf3-7_ie	uf3-6_ie	uf3-5_ie	uf3-4_ie	uf2-7_ie	uf2-6_ie	uf2-5_ie	uf2-4_ie	uf1-7_ie	uf1-6_ie	uf1-5_ie	uf1-4_ie	uf0-7_ie	uf0-6_ie	uf0-5_ie	uf0-4_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19	uf4-7_ie	B'0	R/W	buf_under_flow4-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
18	uf4-6_ie	B'0	R/W	buf_under_flow4-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
17	uf4-5_ie	B'0	R/W	buf_under_flow4-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
16	uf4-4_ie	B'0	R/W	buf_under_flow4-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
15	uf3-7_ie	B'0	R/W	buf_under_flow3-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	uf3-6_ie	B'0	R/W	buf_under_flow3-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	uf3-5_ie	B'0	R/W	buf_under_flow3-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	uf3-4_ie	B'0	R/W	buf_under_flow3-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	uf2-7_ie	B'0	R/W	buf_under_flow2-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
10	uf2-6_ie	B'0	R/W	buf_under_flow2-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	uf2-5_ie	B'0	R/W	buf_under_flow2-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	uf2-4_ie	B'0	R/W	buf_under_flow2-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	uf1-7_ie	B'0	R/W	buf_under_flow1-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	uf1-6_ie	B'0	R/W	buf_under_flow1-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	uf1-5_ie	B'0	R/W	buf_under_flow1-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	uf1-4_ie	B'0	R/W	buf_under_flow1-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	uf0-7_ie	B'0	R/W	buf_under_flow0-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	uf0-6_ie	B'0	R/W	buf_under_flow0-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	uf0-5_ie	B'0	R/W	buf_under_flow0-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	uf0-4_ie	B'0	R/W	buf_under_flow0-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

40.2.41 SSI SYSTEM Interrupt Enable Register 7 (SSI_SYSTEM_INT_ENABLE7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSI_SYSTEM_INT_ENABLE7 enables or disables output of interrupts corresponding to the states indicated in the SSI SYSTEM Status Register 7 (refer to section 40.2.37 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	uf9-7_ie	uf9-6_ie	uf9-5_ie	uf9-4_ie	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	uf9-7_ie	B'0	R/W	buf_under_flow9-7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	uf9-6_ie	B'0	R/W	buf_under_flow9-6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	uf9-5_ie	B'0	R/W	buf_under_flow9-5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	uf9-4_ie	B'0	R/W	buf_under_flow9-4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.42 HDMI0 Select Register (HDMI0_SEL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: Select SSI signal to HDMI0. This function can use only SSI format is master/stereo transmit mode. If select slave SSI, it is necessary to connect to other master SSI by pin connect function (refer to section 40.3.12).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	hdmi0_sd3_sel				hdmi0_sd2_sel				hdmi0_sd1_sel				hdmi0_sd0_sel			
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	hdmi0_sck_ws_sel			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	hdmi0_sd3_sel	B'1111	R/W	select sdata3 to HDMI0 B'0000: SSI0_SDATA (*1) B'0001: SSI1_SDATA (*2) B'0010: SSI2_SDATA (*3) B'0011: SSI3_SDATA (*4) B'0100: SSI4_SDATA (*5) B'0101: SSI5_SDATA (*6) B'0110: SSI6_SDATA (*7) B'0111: SSI7_SDATA (*8) B'1000: SSI8_SDATA (*9) B'1001: SSI9_SDATA (*10) B'1010 to B'1110: Reserved B'1111: Output Fix0
27 to 24	hdmi0_sd2_sel	B'1111	R/W	select sdata2 to HDMI0 B'0000: SSI0_SDATA (*1) B'0001: SSI1_SDATA (*2) B'0010: SSI2_SDATA (*3) B'0011: SSI3_SDATA (*4) B'0100: SSI4_SDATA (*5) B'0101: SSI5_SDATA (*6) B'0110: SSI6_SDATA (*7) B'0111: SSI7_SDATA (*8) B'1000: SSI8_SDATA (*9) B'1001: SSI9_SDATA (*10) B'1010 to B'1110: Reserved B'1111: Output Fix0

Bit	Bit Name	Initial Value	R/W	Description
23 to 20	hdmi0_sd1_sel	B’1111	R/W	select sdata1 to HDMI0 B’0000: SSI0_SDATA (*1) B’0001: SSI1_SDATA (*2) B’0010: SSI2_SDATA (*3) B’0011: SSI3_SDATA (*4) B’0100: SSI4_SDATA (*5) B’0101: SSI5_SDATA (*6) B’0110: SSI6_SDATA (*7) B’0111: SSI7_SDATA (*8) B’1000: SSI8_SDATA (*9) B’1001: SSI9_SDATA (*10) B’1010 to B’1110: Reserved B’1111: Output Fix0
19 to 16	hdmi0_sd0_sel	B’1111	R/W	select sdata0 to HDMI0 B’0000: SSI0_SDATA (*1) B’0001: SSI1_SDATA (*2) B’0010: SSI2_SDATA (*3) B’0011: SSI3_SDATA (*4) B’0100: SSI4_SDATA (*5) B’0101: SSI5_SDATA (*6) B’0110: SSI6_SDATA (*7) B’0111: SSI7_SDATA (*8) B’1000: SSI8_SDATA (*9) B’1001: SSI9_SDATA (*10) B’1010 to B’1110: Reserved B’1111: Output Fix0
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	hdmi0_sck_ws_sel	B’1111	R/W	select sck and ws to HDMI0 B’0000: SSI0_SCK/SSI0_WS B’0001: SSI1_SCK/SSI1_WS B’0010: SSI2_SCK/SSI2_WS B’0011: SSI3_SCK/SSI3_WS B’0100: SSI4_SCK/SSI4_WS B’0101: SSI5_SCK/SSI5_WS B’0110: SSI6_SCK/SSI6_WS B’0111: SSI7_SCK/SSI7_WS B’1000: Reserved B’1001: SSI9_SCK/SSI9_WS B’1010 to B’1110: Reserved B’1111: Output Fix0

Notes: 1. In case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter.
2. In case that hdmi0_sck_ws_sel = B'0001 and SSI1 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter and SSI1 runs as slave transmitter.
3. In case that hdmi0_sck_ws_sel = B'0010 and SSI2 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter and SSI2 runs as slave transmitter.
4. In case that hdmi0_sck_ws_sel = B'0011 and SSI3 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter and SSI3 runs as slave transmitter.

5. In case that hdmi0_sck_ws_sel = B'0100 and SSI4 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0011 and SSI3 runs as master transmitter and SSI4 runs as slave transmitter.
6. In case that hdmi0_sck_ws_sel = B'0101 and SSI5 runs as master transmitter.
7. In case that hdmi0_sck_ws_sel = B'0110 and SSI6 runs as master transmitter.
8. In case that hdmi0_sck_ws_sel = B'0111 and SSI7 runs as master transmitter.
9. In case that hdmi0_sck_ws_sel = B'0111 and SSI7 runs as master transmitter and SSI8 runs as slave transmitter.
10. In case that hdmi0_sck_ws_sel = B'1001 and SSI9 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter and SSI9 runs as slave transmitter or in case that hdmi0_sck_ws_sel = B'0011 and SSI3 runs as master transmitter and SSI9 runs as slave transmitter.

40.2.43 HDMI1 Select Register (HDMI1_SEL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	—

Function: Select SSI signal to HDMI1. This function can use only SSI format is master/stereo transmit mode. If select slave SSI, it is necessary to connect other master SSI by pin connect function (refer to section 40.3.12).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	hdmi1_sd3_sel				hdmi1_sd2_sel				hdmi1_sd1_sel				hdmi1_sd0_sel			
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	hdmi1_sck_ws_sel			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	hdmi1_sd3_sel	B'1111	R/W	select sdata3 to HDMI1 B'0000: SSI0_SDATA (*1) B'0001: SSI1_SDATA (*2) B'0010: SSI2_SDATA (*3) B'0011: SSI3_SDATA (*4) B'0100: SSI4_SDATA (*5) B'0101: SSI5_SDATA (*6) B'0110: SSI6_SDATA (*7) B'0111: SSI7_SDATA (*8) B'1000: SSI8_SDATA (*9) B'1001: SSI9_SDATA (*10) B'1010 to B'1110: Reserved B'1111: Output Fix0
27 to 24	hdmi1_sd2_sel	B'1111	R/W	select sdata2 to HDMI1 B'0000: SSI0_SDATA (*1) B'0001: SSI1_SDATA (*2) B'0010: SSI2_SDATA (*3) B'0011: SSI3_SDATA (*4) B'0100: SSI4_SDATA (*5) B'0101: SSI5_SDATA (*6) B'0110: SSI6_SDATA (*7) B'0111: SSI7_SDATA (*8) B'1000: SSI8_SDATA (*9) B'1001: SSI9_SDATA (*10) B'1010 to B'1110: Reserved B'1111: Output Fix0

Bit	Bit Name	Initial Value	R/W	Description
23 to 20	hdmi1_sd1_sel	B'1111	R/W	select sdata1 to HDMI1 B'0000: SSI0_SDATA (*1) B'0001: SSI1_SDATA (*2) B'0010: SSI2_SDATA (*3) B'0011: SSI3_SDATA (*4) B'0100: SSI4_SDATA (*5) B'0101: SSI5_SDATA (*6) B'0110: SSI6_SDATA (*7) B'0111: SSI7_SDATA (*8) B'1000: SSI8_SDATA (*9) B'1001: SSI9_SDATA (*10) B'1010 to B'1110: Reserved B'1111: Output Fix0
19 to 16	hdmi1_sd0_sel	B'1111	R/W	select sdata0 to HDMI1 B'0000: SSI0_SDATA (*1) B'0001: SSI1_SDATA (*2) B'0010: SSI2_SDATA (*3) B'0011: SSI3_SDATA (*4) B'0100: SSI4_SDATA (*5) B'0101: SSI5_SDATA (*6) B'0110: SSI6_SDATA (*7) B'0111: SSI7_SDATA (*8) B'1000: SSI8_SDATA (*9) B'1001: SSI9_SDATA (*10) B'1010 to B'1110: Reserved B'1111: Output Fix0
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	hdmi1_sck_ws_sel	B'1111	R/W	select sck and ws to HDMI1 B'0000: SSI0_SCK/SSI0_WS B'0001: SSI1_SCK/SSI1_WS B'0010: SSI2_SCK/SSI2_WS B'0011: SSI3_SCK/SSI3_WS B'0100: SSI4_SCK/SSI4_WS B'0101: SSI5_SCK/SSI5_WS B'0110: SSI6_SCK/SSI6_WS B'0111: SSI7_SCK/SSI7_WS B'1000: Reserved B'1001: SSI9_SCK/SSI9_WS B'1010 to B'1110: Reserved B'1111: Output Fix0

Notes: 1. In case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter.
2. In case that hdmi0_sck_ws_sel = B'0001 and SSI1 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter and SSI1 runs as slave transmitter.
3. In case that hdmi0_sck_ws_sel = B'0010 and SSI2 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter and SSI2 runs as slave transmitter.
4. In case that hdmi0_sck_ws_sel = B'0011 and SSI3 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter and SSI3 runs as slave transmitter.

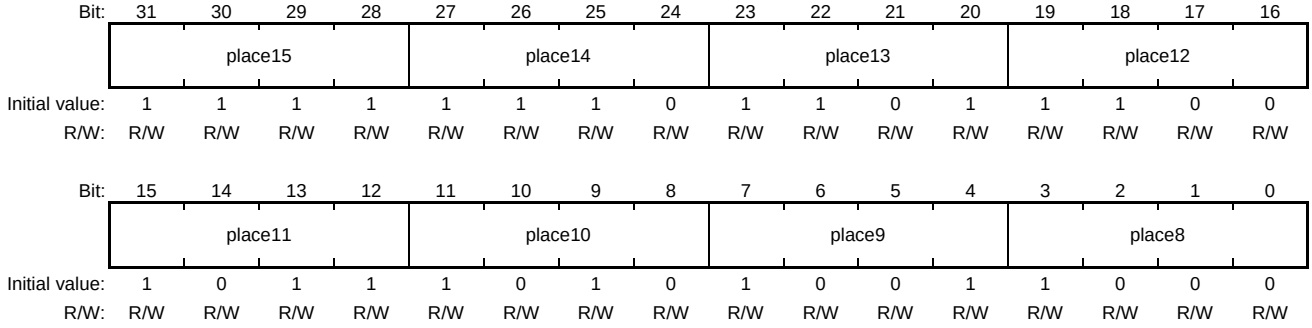
5. In case that hdmi0_sck_ws_sel = B'0100 and SSI4 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0011 and SSI3 runs as master transmitter and SSI4 runs as slave transmitter.
6. In case that hdmi0_sck_ws_sel = B'0101 and SSI5 runs as master transmitter.
7. In case that hdmi0_sck_ws_sel = B'0110 and SSI6 runs as master transmitter.
8. In case that hdmi0_sck_ws_sel = B'0111 and SSI7 runs as master transmitter.
9. In case that hdmi0_sck_ws_sel = B'0111 and SSI7 runs as master transmitter and SSI8 runs as slave transmitter.
10. In case that hdmi0_sck_ws_sel = B'1001 and SSI9 runs as master transmitter, or in case that hdmi0_sck_ws_sel = B'0000 and SSI0 runs as master transmitter and SSI9 runs as slave transmitter or in case that hdmi0_sck_ws_sel = B'0011 and SSI3 runs as master transmitter and SSI9 runs as slave transmitter.

40.2.44 SSIm BUSIF Data Align2 Register (SSIm_BUSIF_DALIGN2)

Note: m = 0-0, 1-0, 2-0, 3-0, 4-0 or 9-0,

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSIm_BUSIF_DALIGN2 determines the initial settings of the SSIm route



Bit	Bit Name	Initial Value	R/W	Description
31 to 28	place15	B'1111	R/W	Changes the stream data order. These bits are used for the TDM-16ch mode (tdm_split = 0, ex_func = 1, chnum = 10000). **Other setting, the initial value should not be changed.** B'0000: Data at input-side place 0 is sent to output-side place 15. B'0001: Data at input-side place 1 is sent to output-side place 15. B'0010: Data at input-side place 2 is sent to output-side place 15. B'0011: Data at input-side place 3 is sent to output-side place 15. B'0100: Data at input-side place 4 is sent to output-side place 15. B'0101: Data at input-side place 5 is sent to output-side place 15. B'0110: Data at input-side place 6 is sent to output-side place 15. B'0111: Data at input-side place 7 is sent to output-side place 15. B'1000: Data at input-side place 8 is sent to output-side place 15. B'1001: Data at input-side place 9 is sent to output-side place 15. B'1010: Data at input-side place 10 is sent to output-side place 15. B'1011: Data at input-side place 11 is sent to output-side place 15. B'1100: Data at input-side place 12 is sent to output-side place 15. B'1101: Data at input-side place 13 is sent to output-side place 15. B'1110: Data at input-side place 14 is sent to output-side place 15. B'1111: Data at input-side place 15 is sent to output-side place 15.

Bit	Bit Name	Initial Value	R/W	Description
27 to 24	place14	B'1110	R/W	Changes the stream data order. These bits are used for the TDM-16ch mode (tdm_split = 0, ex_func = 1, chnum = 10000). **Other setting, the initial value should not be changed.** B'0000: Data at input-side place 0 is sent to output-side place 14. B'0001: Data at input-side place 1 is sent to output-side place 14. B'0010: Data at input-side place 2 is sent to output-side place 14. B'0011: Data at input-side place 3 is sent to output-side place 14. B'0100: Data at input-side place 4 is sent to output-side place 14. B'0101: Data at input-side place 5 is sent to output-side place 14. B'0110: Data at input-side place 6 is sent to output-side place 14. B'0111: Data at input-side place 7 is sent to output-side place 14. B'1000: Data at input-side place 8 is sent to output-side place 14. B'1001: Data at input-side place 9 is sent to output-side place 14. B'1010: Data at input-side place 10 is sent to output-side place 14. B'1011: Data at input-side place 11 is sent to output-side place 14. B'1100: Data at input-side place 12 is sent to output-side place 14. B'1101: Data at input-side place 13 is sent to output-side place 14. B'1110: Data at input-side place 14 is sent to output-side place 14. B'1111: Data at input-side place 15 is sent to output-side place 14.
23 to 20	place13	B'1101	R/W	Changes the stream data order. These bits are used for the TDM-16ch mode (tdm_split = 0, ex_func = 1, chnum = 10000). **Other setting, the initial value should not be changed.** B'0000: Data at input-side place 0 is sent to output-side place 13. B'0001: Data at input-side place 1 is sent to output-side place 13. B'0010: Data at input-side place 2 is sent to output-side place 13. B'0011: Data at input-side place 3 is sent to output-side place 13. B'0100: Data at input-side place 4 is sent to output-side place 13. B'0101: Data at input-side place 5 is sent to output-side place 13. B'0110: Data at input-side place 6 is sent to output-side place 13. B'0111: Data at input-side place 7 is sent to output-side place 13. B'1000: Data at input-side place 8 is sent to output-side place 13. B'1001: Data at input-side place 9 is sent to output-side place 13. B'1010: Data at input-side place 10 is sent to output-side place 13. B'1011: Data at input-side place 11 is sent to output-side place 13. B'1100: Data at input-side place 12 is sent to output-side place 13. B'1101: Data at input-side place 13 is sent to output-side place 13. B'1110: Data at input-side place 14 is sent to output-side place 13. B'1111: Data at input-side place 15 is sent to output-side place 13.

Bit	Bit Name	Initial Value	R/W	Description
19 to 16	place12	B'1100	R/W	Changes the stream data order. These bits are used for the TDM-16ch mode (tdm_split = 0, ex_func = 1, chnum = 10000). **Other setting, the initial value should not be changed.** B'0000: Data at input-side place 0 is sent to output-side place 12. B'0001: Data at input-side place 1 is sent to output-side place 12 . B'0010: Data at input-side place 2 is sent to output-side place 12. B'0011: Data at input-side place 3 is sent to output-side place 12. B'0100: Data at input-side place 4 is sent to output-side place 12. B'0101: Data at input-side place 5 is sent to output-side place 12. B'0110: Data at input-side place 6 is sent to output-side place 12. B'0111: Data at input-side place 7 is sent to output-side place 12. B'1000: Data at input-side place 8 is sent to output-side place 12. B'1001: Data at input-side place 9 is sent to output-side place 12. B'1010: Data at input-side place 10 is sent to output-side place 12. B'1011: Data at input-side place 11 is sent to output-side place 12. B'1100: Data at input-side place 12 is sent to output-side place 12. B'1101: Data at input-side place 13 is sent to output-side place 12. B'1110: Data at input-side place 14 is sent to output-side place 12. B'1111: Data at input-side place 15 is sent to output-side place 12.
15 to 12	place11	B'1011	R/W	Changes the stream data order. These bits are used for the TDM-16ch mode (tdm_split = 0, ex_func = 1, chnum = 10000). **Other setting, the initial value should not be changed.** B'0000: Data at input-side place 0 is sent to output-side place 11. B'0001: Data at input-side place 1 is sent to output-side place 11. B'0010: Data at input-side place 2 is sent to output-side place 11. B'0011: Data at input-side place 3 is sent to output-side place 11. B'0100: Data at input-side place 4 is sent to output-side place 11. B'0101: Data at input-side place 5 is sent to output-side place 11. B'0110: Data at input-side place 6 is sent to output-side place 11. B'0111: Data at input-side place 7 is sent to output-side place 11. B'1000: Data at input-side place 8 is sent to output-side place 11. B'1001: Data at input-side place 9 is sent to output-side place 11. B'1010: Data at input-side place 10 is sent to output-side place 11. B'1011: Data at input-side place 11 is sent to output-side place 11. B'1100: Data at input-side place 12 is sent to output-side place 11. B'1101: Data at input-side place 13 is sent to output-side place 11. B'1110: Data at input-side place 14 is sent to output-side place 11. B'1111: Data at input-side place 15 is sent to output-side place 11.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	place10	B'1010	R/W	Changes the stream data order. These bits are used for the TDM-16ch mode (tdm_split = 0, ex_func = 1, chnum = 10000). **Other setting, the initial value should not be changed.** B'0000: Data at input-side place 0 is sent to output-side place 10. B'0001: Data at input-side place 1 is sent to output-side place 10. B'0010: Data at input-side place 2 is sent to output-side place 10. B'0011: Data at input-side place 3 is sent to output-side place 10. B'0100: Data at input-side place 4 is sent to output-side place 10. B'0101: Data at input-side place 5 is sent to output-side place 10. B'0110: Data at input-side place 6 is sent to output-side place 10. B'0111: Data at input-side place 7 is sent to output-side place 10. B'1000: Data at input-side place 8 is sent to output-side place 10. B'1001: Data at input-side place 9 is sent to output-side place 10. B'1010: Data at input-side place 10 is sent to output-side place 10. B'1011: Data at input-side place 11 is sent to output-side place 10. B'1100: Data at input-side place 12 is sent to output-side place 10. B'1101: Data at input-side place 13 is sent to output-side place 10. B'1110: Data at input-side place 14 is sent to output-side place 10. B'1111: Data at input-side place 15 is sent to output-side place 10.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	place9	B'1001	R/W	Changes the stream data order. These bits are used for the TDM-16ch mode (tdm_split = 0, ex_func = 1, chnum = 10000). or TDM Ex Split Mode (tdm_split = 0, ex_func = 1) **Other setting, the initial value should not be changed.** • When TDM 16Ch mode is used (tdm_split = 0, ex_func = 1, chnum = 10000). B'0000: Data at input-side place 0 is sent to output-side place 9. B'0001: Data at input-side place 1 is sent to output-side place 9. B'0010: Data at input-side place 2 is sent to output-side place 9. B'0011: Data at input-side place 3 is sent to output-side place 9. B'0100: Data at input-side place 4 is sent to output-side place 9. B'0101: Data at input-side place 5 is sent to output-side place 9. B'0110: Data at input-side place 6 is sent to output-side place 9. B'0111: Data at input-side place 7 is sent to output-side place 9. B'1000: Data at input-side place 8 is sent to output-side place 9. B'1001: Data at input-side place 9 is sent to output-side place 9. B'1010: Data at input-side place 10 is sent to output-side place 9. B'1011: Data at input-side place 11 is sent to output-side place 9. B'1100: Data at input-side place 12 is sent to output-side place 9. B'1101: Data at input-side place 13 is sent to output-side place 9. B'1110: Data at input-side place 14 is sent to output-side place 9. B'1111: Data at input-side place 15 is sent to output-side place 9. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIq_0 are used for the 10 channel setting** B'0000: Data at input-side place 0 is sent to output-side place 9. B'0001: Data at input-side place 1 is sent to output-side place 9. B'0010: Data at input-side place 2 is sent to output-side place 9. B'0011: Data at input-side place 3 is sent to output-side place 9. B'0100: Data at input-side place 4 is sent to output-side place 9. B'0101: Data at input-side place 5 is sent to output-side place 9. B'0110: Data at input-side place 6 is sent to output-side place 9. B'0111: Data at input-side place 7 is sent to output-side place 9. B'1000: Data at input-side place 8 is sent to output-side place 9. B'1001: Data at input-side place 9 is sent to output-side place 9. **Other Setting** All bit is reserved. The initial value should not be changed.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	place8	B'1000	R/W	Changes the stream data order. These bits are used for the TDM-16ch mode (tdm_split = 0, ex_func = 1, chnum = 10000). or TDM Ex Split Mode (tdm_split = 0, ex_func = 1) **Other setting, the initial value should not be changed.** • When TDM 16Ch mode is used (tdm_split = 0, ex_func = 1, chnum = 10000). B'0000: Data at input-side place 0 is sent to output-side place 8. B'0001: Data at input-side place 1 is sent to output-side place 8. B'0010: Data at input-side place 2 is sent to output-side place 8. B'0011: Data at input-side place 3 is sent to output-side place 8. B'0100: Data at input-side place 4 is sent to output-side place 8. B'0101: Data at input-side place 5 is sent to output-side place 8. B'0110: Data at input-side place 6 is sent to output-side place 8. B'0111: Data at input-side place 7 is sent to output-side place 8. B'1000: Data at input-side place 8 is sent to output-side place 8. B'1001: Data at input-side place 9 is sent to output-side place 8. B'1010: Data at input-side place 10 is sent to output-side place 8. B'1011: Data at input-side place 11 is sent to output-side place 8. B'1100: Data at input-side place 12 is sent to output-side place 8. B'1101: Data at input-side place 13 is sent to output-side place 8. B'1110: Data at input-side place 14 is sent to output-side place 8. B'1111: Data at input-side place 15 is sent to output-side place 8. • When TDM Ex Split mode is used (tdm_split = 1, ex_func = 1) **When SSIq_0 are used for the 10 channel setting** B'0000: Data at input-side place 0 is sent to output-side place 8. B'0001: Data at input-side place 1 is sent to output-side place 8. B'0010: Data at input-side place 2 is sent to output-side place 8. B'0011: Data at input-side place 3 is sent to output-side place 8. B'0100: Data at input-side place 4 is sent to output-side place 8. B'0101: Data at input-side place 5 is sent to output-side place 8. B'0110: Data at input-side place 6 is sent to output-side place 8. B'0111: Data at input-side place 7 is sent to output-side place 8. B'1000: Data at input-side place 8 is sent to output-side place 8. B'1001: Data at input-side place 9 is sent to output-side place 8. **Other Setting** All bit is reserved. The initial value should not be changed.

40.2.45 SSIq Mode2 Register (SSIq_MODE2)

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0 or 9-0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIq_MODE2 determines the initial settings of the SSIq route

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ex_func
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	ex_func	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Enable TDM Ex Func Mode and TDM-16ch mode 0: TDM ex-split mode/TDM-16ch mode Disable. 1: TDM ex-split mode/TDM-16ch mode Enable [RZ/G2E] Enable TDM Ex Func Mode 0: TDM ex-split mode Disable. 1: TDM ex-split mode Enable

40.2.46 SSIq Status2 Register (SSIq_STATUS2)

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0, 9-0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSIq_STATUS2 indicates the internal buffer state. When a bit in this register is set, its status is indicated by the corresponding interrupt signal. However, when the interrupt output is masked by the SSIq Interrupt Enable2 Register, the interrupt signal is not output (refer to section 40.2.47 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	uf_7	uf_6	uf_5	uf_4	of_7	of_6	of_5	of_4	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	uf_7	B'0	R	buf_under_flow*i*-7 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS6/7.uf*i*-7. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE6/7.uf*i*-7_ie = 0.
14	uf_6	B'0	R	buf_under_flow*i*-6 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS6/7.uf*i*-6. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE6/7.uf*i*-6_ie = 0.
13	uf_5	B'0	R	buf_under_flow*i*-5 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS6/7.uf*i*-5. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE6/7.uf*i*-5_ie = 0.
12	uf_4	B'0	R	buf_under_flow*i*-4 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS6/7.uf*i*-4. 0: — 1: An underflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE6/7.uf*i*-4_ie = 0.

Bit	Bit Name	Initial Value	R/W	Description
11	of_7	B'0	R	buf_over_flow*i*-7 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS4/5.of*i*-7. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE4/5.of*i*-7_ie = 0.
10	of_6	B'0	R	buf_over_flow*i*-6 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS4/5.of*i*-6. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE4/5.of*i*-6_ie = 0.
9	of_5	B'0	R	buf_over_flow*i*-5 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS4/5.of*i*-5. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE4/5.of*i*-5_ie = 0.
8	of_4	B'0	R	buf_over_flow*i*-4 (i = 0 to 4, 9) Indicates the state of SSI_SYSTEM_STATUS4/5.of*i*-4. 0: — 1: An overflow has occurred. Note: Not indicated by the interrupt signal when SSI_SYSTEM_INT_ENABLE4/5.of*i*-4_ie = 0.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.47 SSIq Interrupt Enable2 Register (SSIq_INT_ENABLE_MAIN2)

Note: q = 0-0, 1-0, 2-0, 3-0, 4-0 or 9-0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: SSIq_INT_ENABLE_MAIN2 enables or disables output of interrupts corresponding to the states indicated in the SSIq Status Register2 (refer to section 40.2.46 and section 40.3.14).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	uf_7_ie	uf_6_ie	uf_5_ie	uf_4_ie	of_7_ie	of_6_ie	of_5_ie	of_4_ie	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	uf_7_ie	B'0	R/W	buf_under_flow*i*-7_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	uf_6_ie	B'0	R/W	buf_under_flow*i*-6_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	uf_5_ie	B'0	R/W	buf_under_flow*i*-5_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	uf_4_ie	B'0	R/W	buf_under_flow*i*-4_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	of_7_ie	B'0	R/W	buf_over_flow*i*-7_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
10	of_6_ie	B'0	R/W	buf_over_flow*i*-6_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	of_5_ie	B'0	R/W	buf_ over_flow*i*-5_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	of_4_ie	B'0	R/W	buf_over_flow*i*-4_int_enable (i = 0 to 4, 9) 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

40.2.48 SSIn_BUSIF Data Register (SSIn_BUSIF)

Note: n = 0-0 to 0-7, 1-0 to 1-7, 2-0 to 2-7, 3-0 to 3-7, 4-0 to 4-7, 5 to 8, or 9-0 to 9-7 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
n = 0-0 to 0-3, 1-0 to 1-3, 2-0 to 2-3, 3-0 to 3-3, 4-0 to 4-3, 5 to 8, or 9-0 to 9-3 [RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SSIn_BUSIF is a window register in which data is stored during data transfer via SSIn_BUSIF. These registers are used for both transmission and reception.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	busif*n*															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	busif*n*															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	busif***n***	All 0	R/W	These bits are used to hold the data during data transfer via SSIn_BUSIFn. This register is used for both transmission and reception. This register can only be written to during transmission and only be read from during reception.

40.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

40.3.1 Module Specifications

Table 40.5 and Table 40.6 show the correspondences between the modules and functions.

Table 40.5 Function Correspondences [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

			Format		
		External Interface	Basic Configuration	TDM Extend Mode	TDM Split Mode/ TDM 16Ch Mode/ TDM Ex-Split Mode
1	SSI0 SSI1 SSI2 SSI3 SSI4 SSI9	I2S	Supported	Not supported	Not supported
2	SSI0 SSI1 SSI2 SSI3 SSI4 SSI9	TDM	Supported	Supported	Supported
3	SSI0 SSI1 SSI2	I2S × 3 (multichannel)	Supported	Not supported	Not supported
4	SSI0 SSI1 SSI2 SSI9	I2S × 4 (multichannel)	Supported	Not supported	Not supported
5	SSI5 SSI6 SSI7 SSI8	I2S	Supported	Not supported	Not supported
6	SSI5 SSI6 SSI7 SSI8	TDM	Not supported	Not supported	Not supported

Table 40.6 Function Correspondences [RZ/G2E]

			Format		
		External Interface	Basic Configuration	TDM Extend Mode	TDM Split Mode/ TDM Ex-Split Mode
1	SSI0 SSI1 SSI2 SSI3 SSI4 SSI9	I2S	Supported	Not supported	Not supported
2	SSI0 SSI1 SSI2 SSI3 SSI4 SSI9	TDM	Supported	Supported	Supported
3	SSI0 SSI1 SSI2	I2S × 3 (multichannel)	Supported	Not supported	Not supported
4	SSI0 SSI1 SSI2 SSI9	I2S × 4 (multichannel)	Supported	Not supported	Not supported
5	SSI5 SSI6 SSI7 SSI8	I2S	Supported	Not supported	Not supported
6	SSI5 SSI6 SSI7 SSI8	TDM	Not supported	Not supported	Not supported

40.3.2 Basic Configuration

Data transfer is performed between the SSIU and other audio modules or external memories via BUSIF connected to the audio local bus and the audio DMA bus.

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Figure 40.5 shows the data transfer of SSI0. As shown in Figure 40.5, SSI0-1_BUSIF to SSI0-7_BUSIF are not used. This basic configuration is also applied to SSI1, SSI2, SSI3, SSI4 and SSI9. Figure 40.6 shows the data transfer of SSI5, which is also applied to SSI6 to SSI8.

[RZ/G2E]

Figure 40.7 shows the data transfer of SSI0. As shown in Figure 40.7, SSI0-1_BUSIF to SSI0-3_BUSIF are not used. This basic configuration is also applied to SSI1, SSI2, SSI3, SSI4 and SSI9. Figure 40.6 shows the data transfer of SSI5, which is also applied to SSI6 to SSI8.

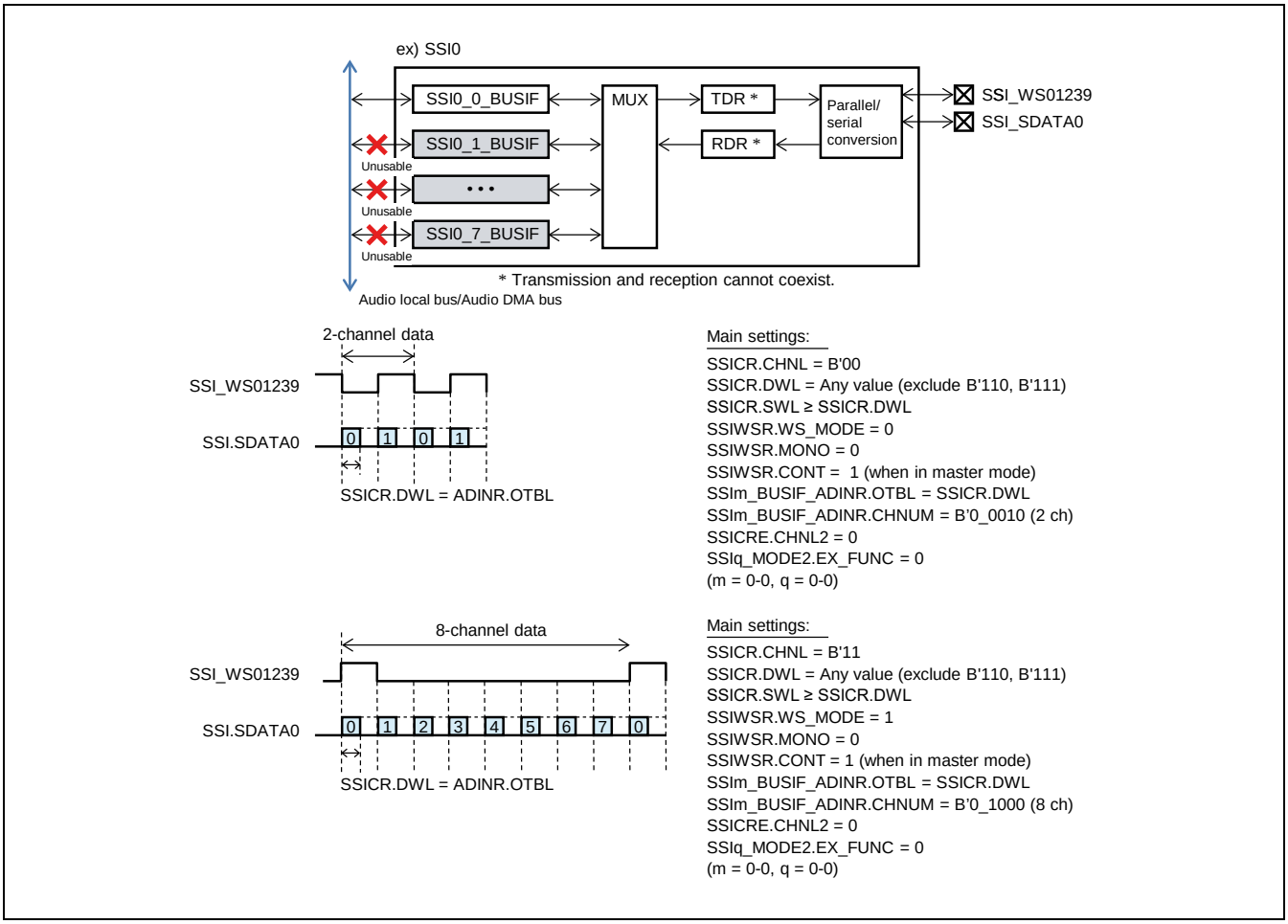


Figure 40.5 Basic Configuration (SSI0) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

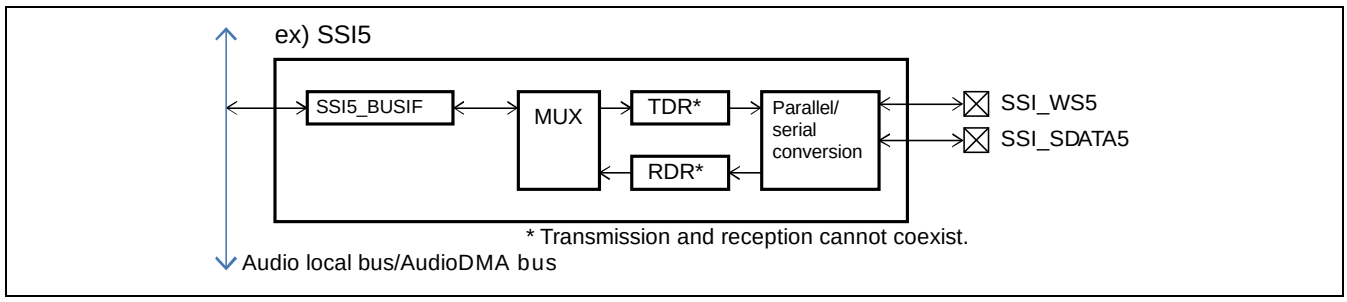


Figure 40.6 Basic Configuration (SSI5) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

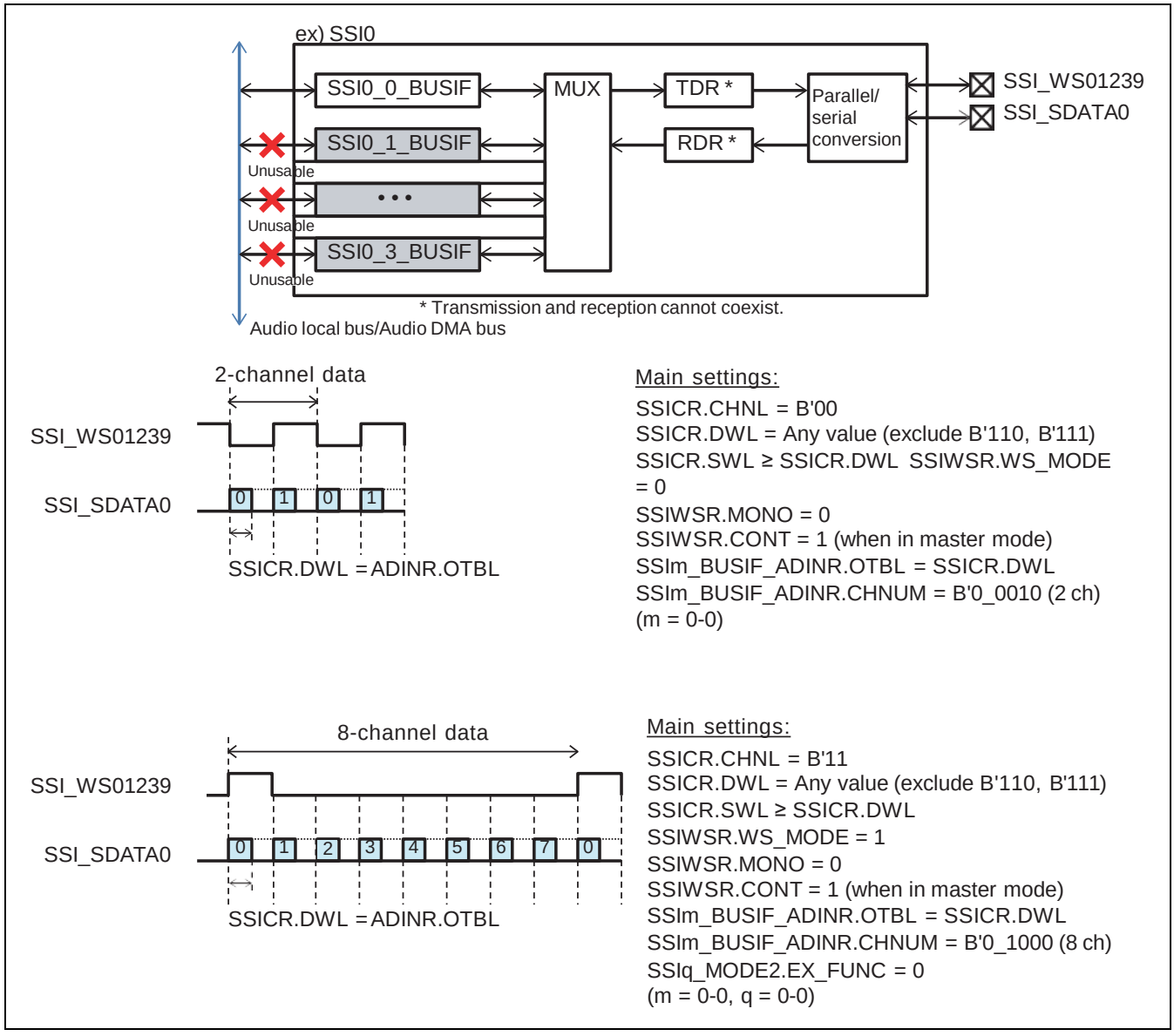


Figure 40.7 Basic Configuration (SSI0) [RZ/G2E]

40.3.3 Configuration with Multiple SSI Modules

Multichannel data transfer can be performed by using multiple SSI modules. The available combination of modules is SSI0, SSI1, and SSI2 or SSI0, SSI1, SSI2, and SSI9.

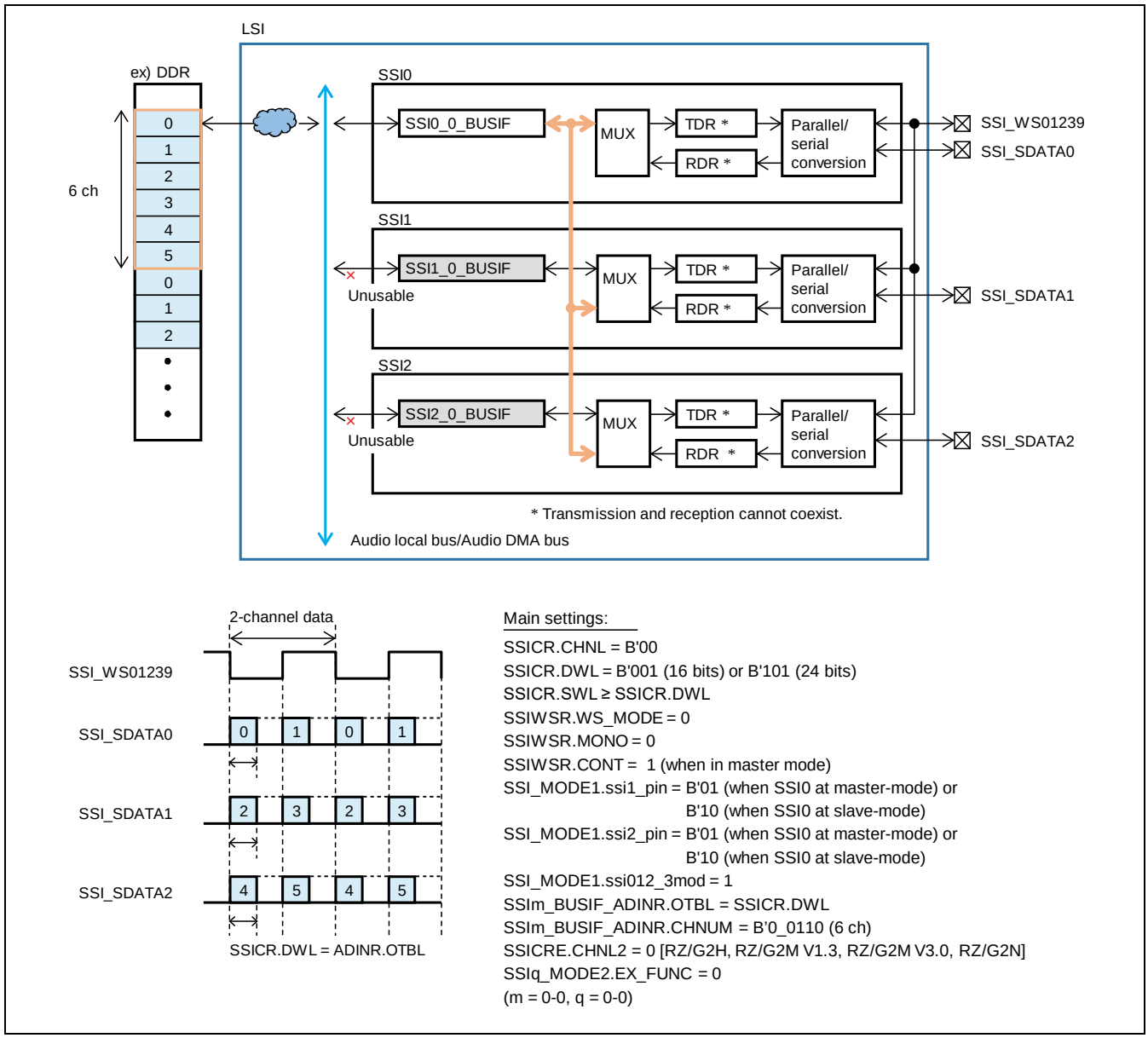


Figure 40.8 Multichannel Data Transfer (Using SSI0, SSI1 and SSI2)

Note: When the above configuration is used, SSI0-1_BUSIF to SSI0-7_BUSIF, all the BUSIFs of SSI1and SSI2 cannot be used. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

When the above configuration is used, SSI0-1_BUSIF to SSI0-3_BUSIF, all the BUSIFs of SSI1and SSI2 cannot be used. [RZ/G2E]

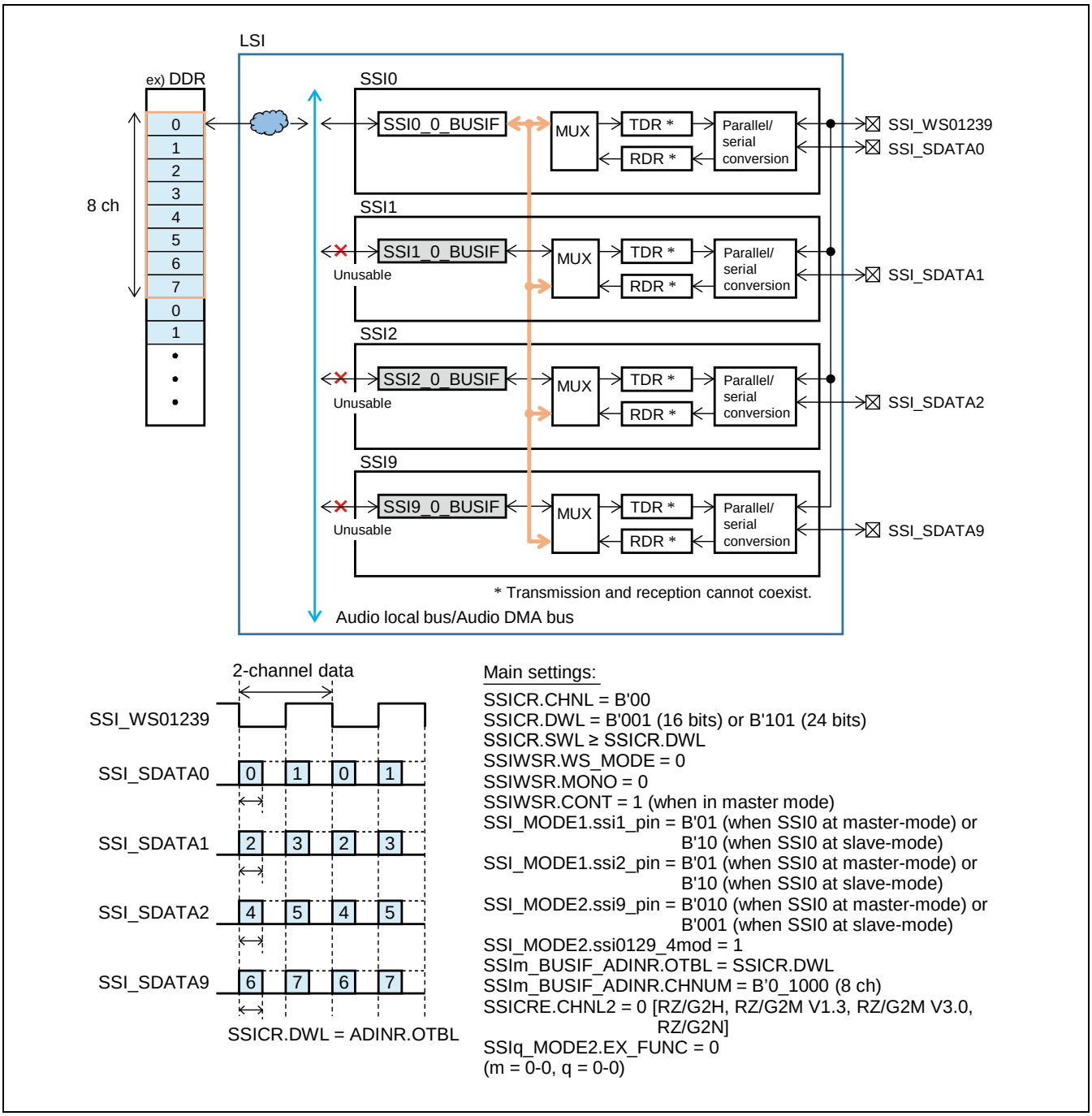


Figure 40.9 Multichannel Data Transfer (Using SSI0, SSI1, SSI2 and SSI9)

Note: When the above configuration is used, SSI0-1_BUSIF to SSI0-7_BUSIF, all the BUSIFs of SSI1, SSI2, and SSI9 cannot be used. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

When the above configuration is used, SSI0-1_BUSIF to SSI0-3_BUSIF, all the BUSIFs of SSI1, SSI2, and SSI9 cannot be used. [RZ/G2E]

40.3.4 TDM Format Extension Function (TDM Extend Mode) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The TDM format extension function allows operation with 8-channel data in the serial bus and 6-channel data inside the LSI, or operation with 6-channel data in the serial bus and 8-channel data inside the LSI. This function is supported by SSI0, SSI1, SSI2, SSI3, SSI4 and SSI9.

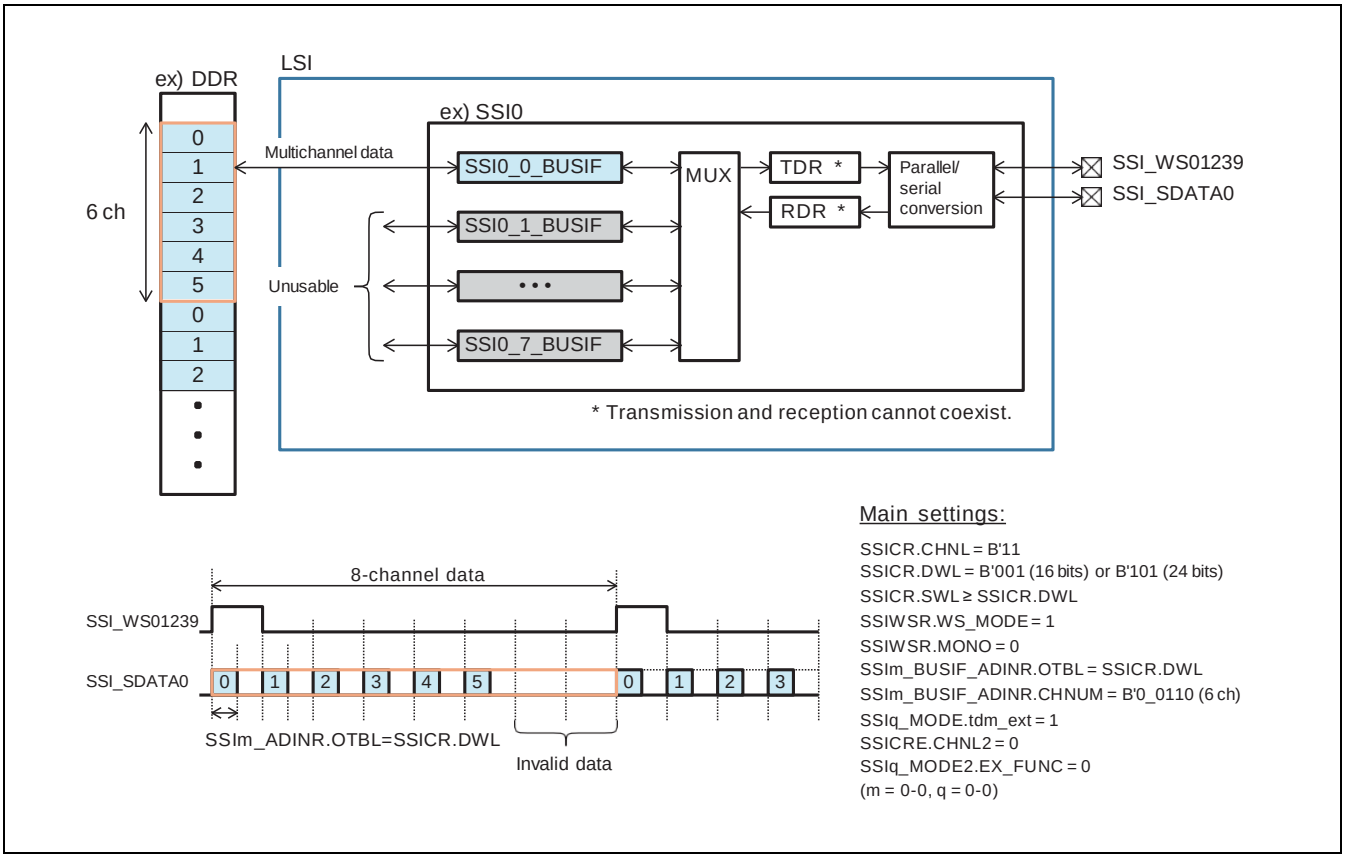


Figure 40.10 TDM Extend Mode Operation with 8-channel Data in Serial Bus and 6-channel Data Inside the LSI (SSI0)

Note: When the above configuration is used, SSI0-1_BUSIF to and SSI0-7_BUSIF cannot be used.

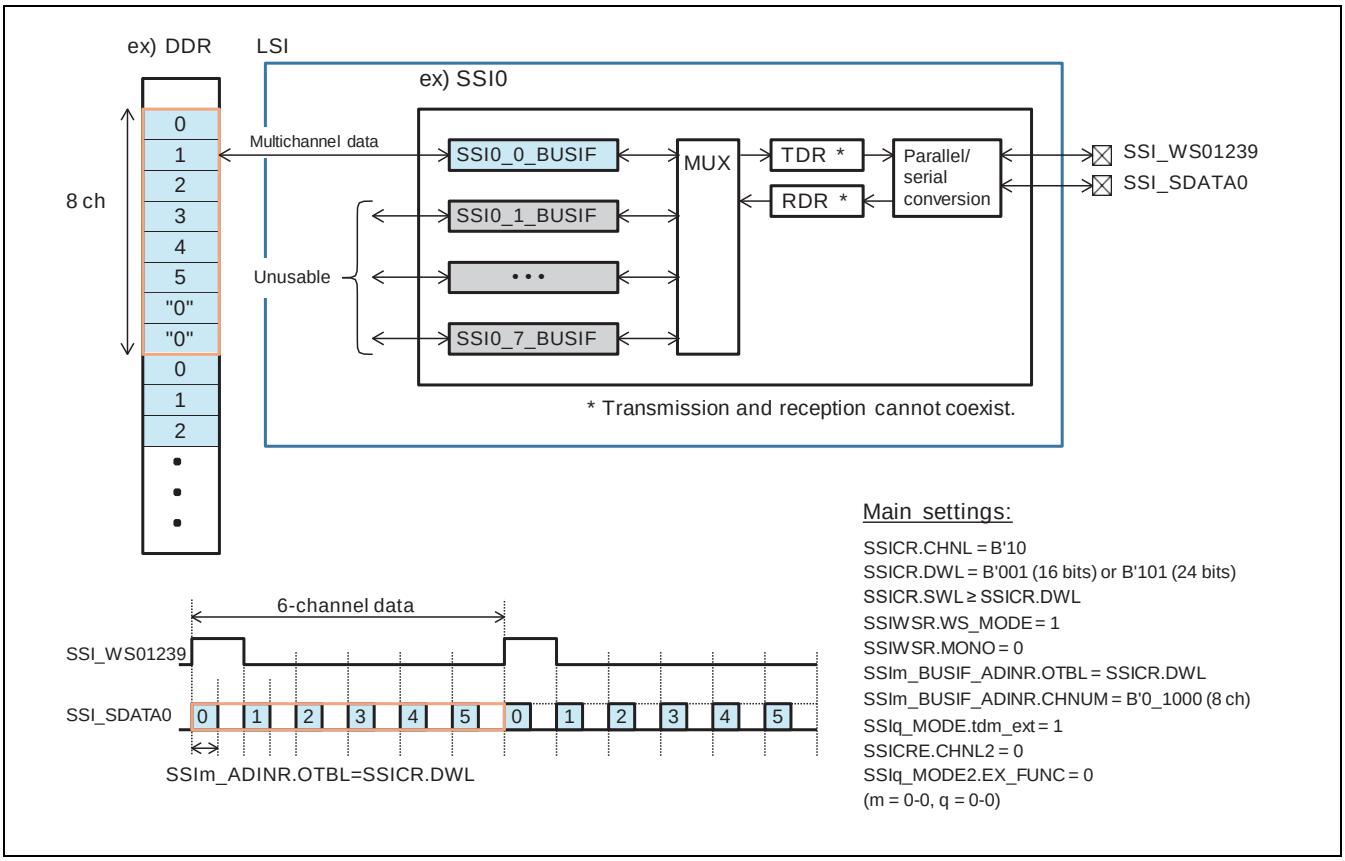


Figure 40.11 TDM Extend Mode Operation with 6-channel Data in Serial Bus and 8-channel Data Inside the LSI (SSI0)

Note: When the above configuration is used, SSI0-1_BUSIF to SSI0-7_BUSIF cannot be used.

40.3.5 TDM Format Extension Function (TDM Extend Mode) [RZ/G2E]

The TDM format extension function allows operation with 8-channel data in the serial bus and 6-channel data inside the LSI, or operation with 6-channel data in the serial bus and 8-channel data inside the LSI. This function is supported by SSI0, SSI1, SSI2, SSI3, SSI4 and SSI9.

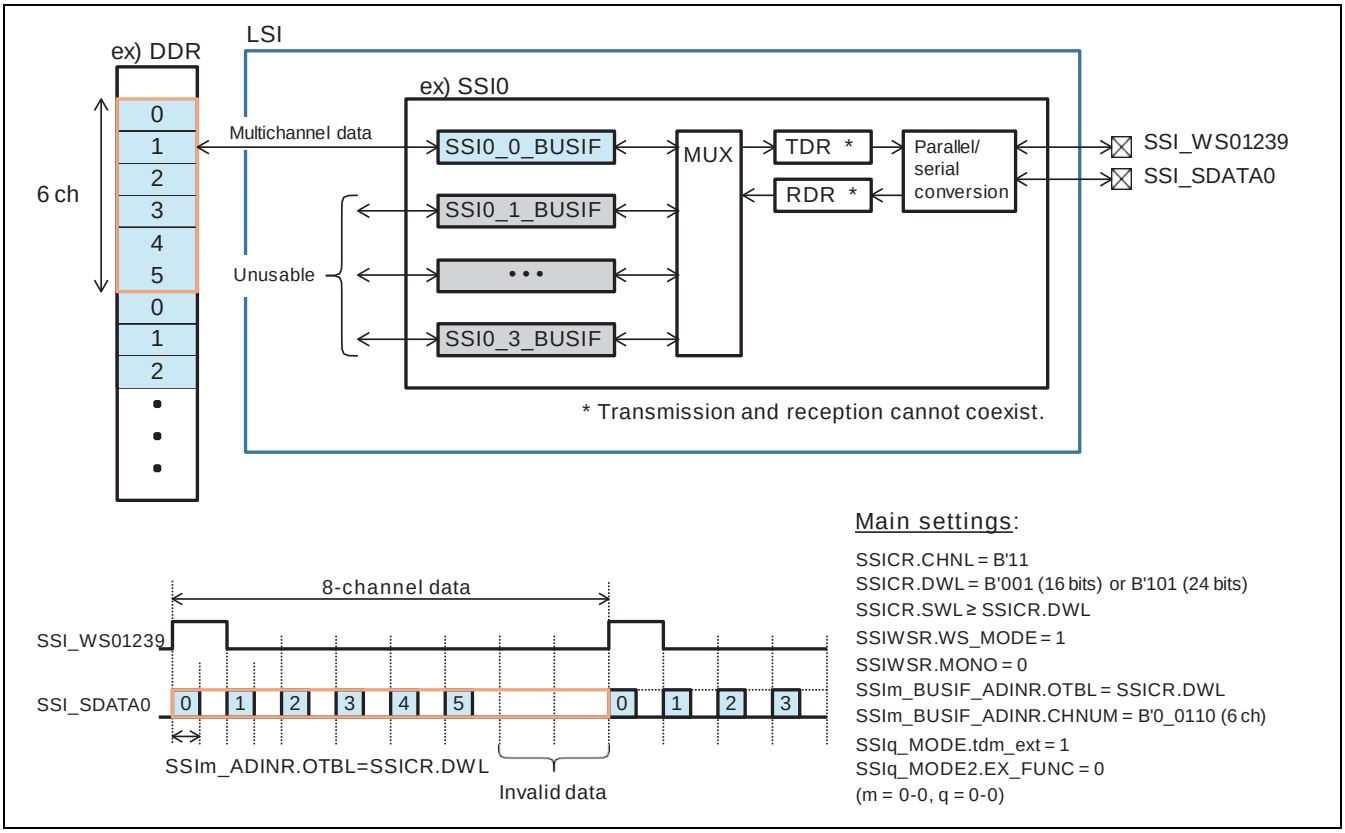


Figure 40.12 TDM Extend Mode Operation with 8-channel Data in Serial Bus and 6-channel Data Inside the LSI (SSI0)

Note: When the above configuration is used, SSI0-1_BUSIF to and SSI0-3_BUSIF cannot be used.

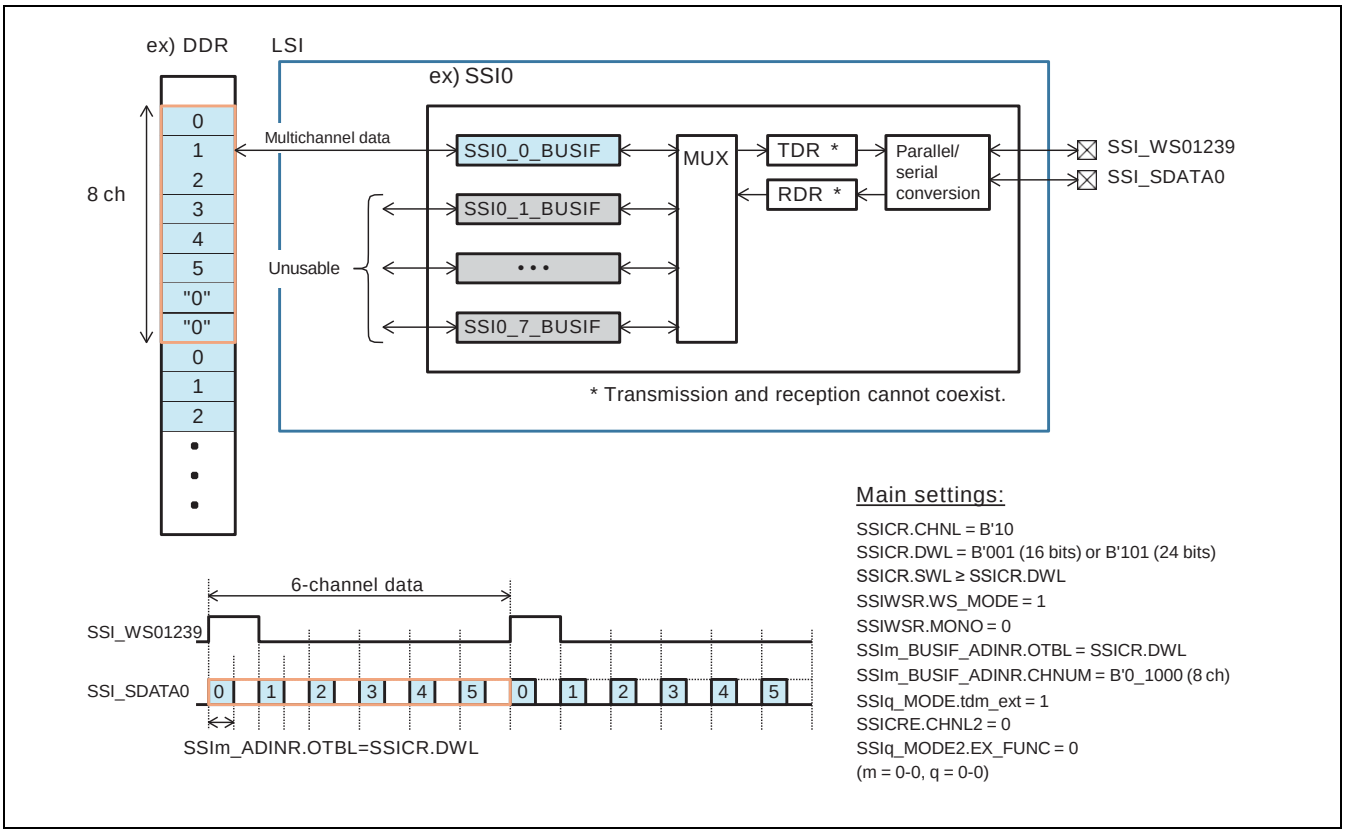


Figure 40.13 TDM Extend Mode Operation with 6-channel Data in Serial Bus and 8-channel Data Inside the LSI (SSI0)

Note: When the above configuration is used, SSI0-1_BUSIF to SSI0-3_BUSIF cannot be used.

40.3.6 TDM Format Split Function (TDM Split Mode) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The TDM format split function (TDM split mode) allows connecting four independent monaural or stereo data inside the LSI and outputting the data in the TDM format, and splitting TDM format input data into four independent monaural or stereo data and distributing the data inside the LSI. This function allows TDM-8ch or TDM-4ch. This function is supported by SSI0, SSI1, SSI2, SSI3, SSI4 and SSI9.

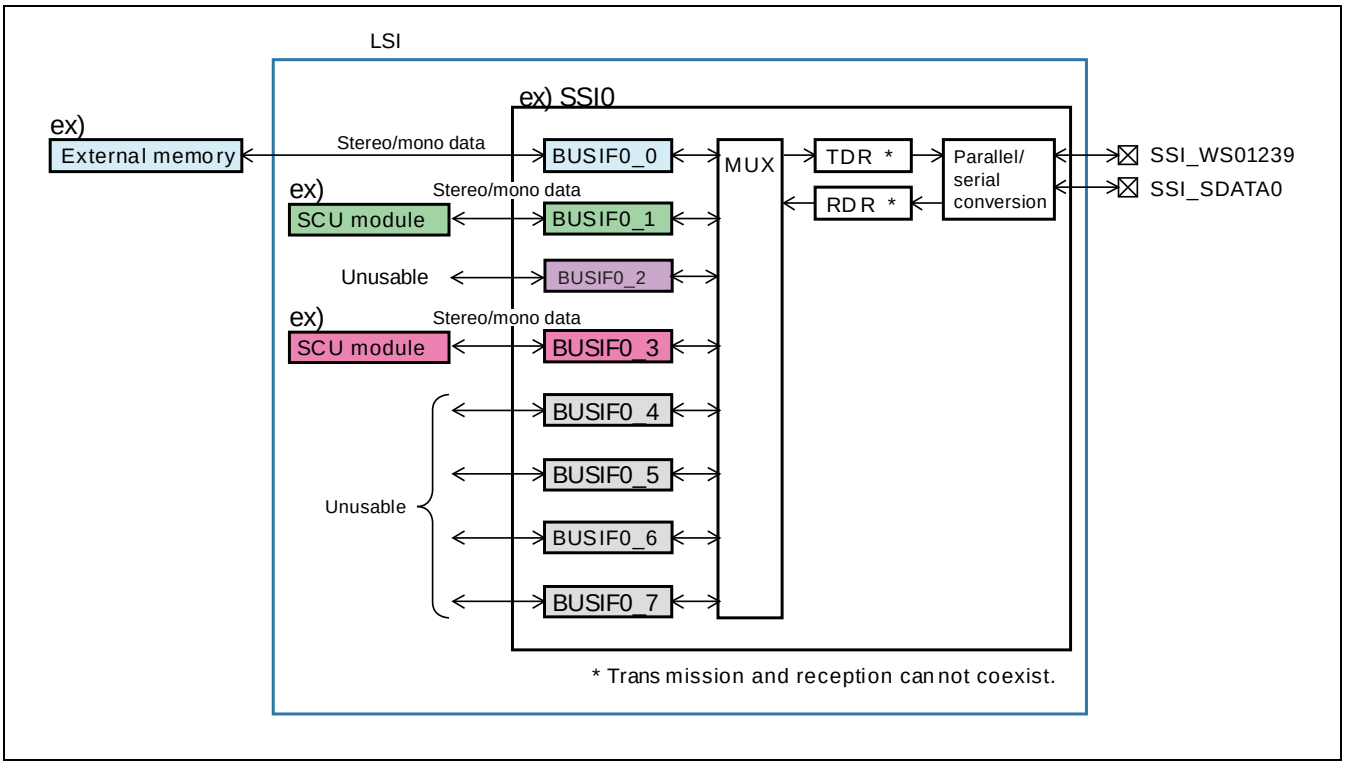


Figure 40.14 TDM Split Mode

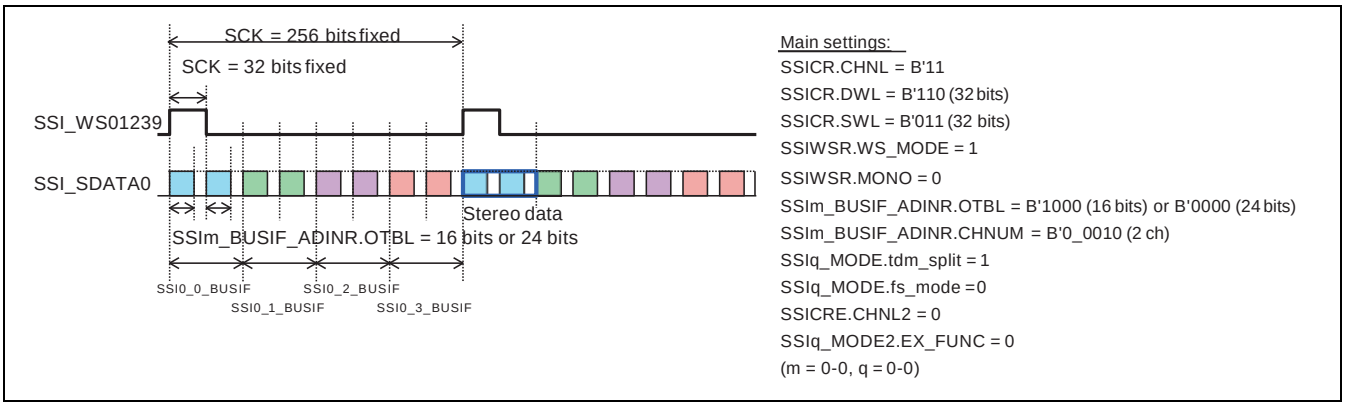


Figure 40.15 TDM Split Mode (Stereo × 4)

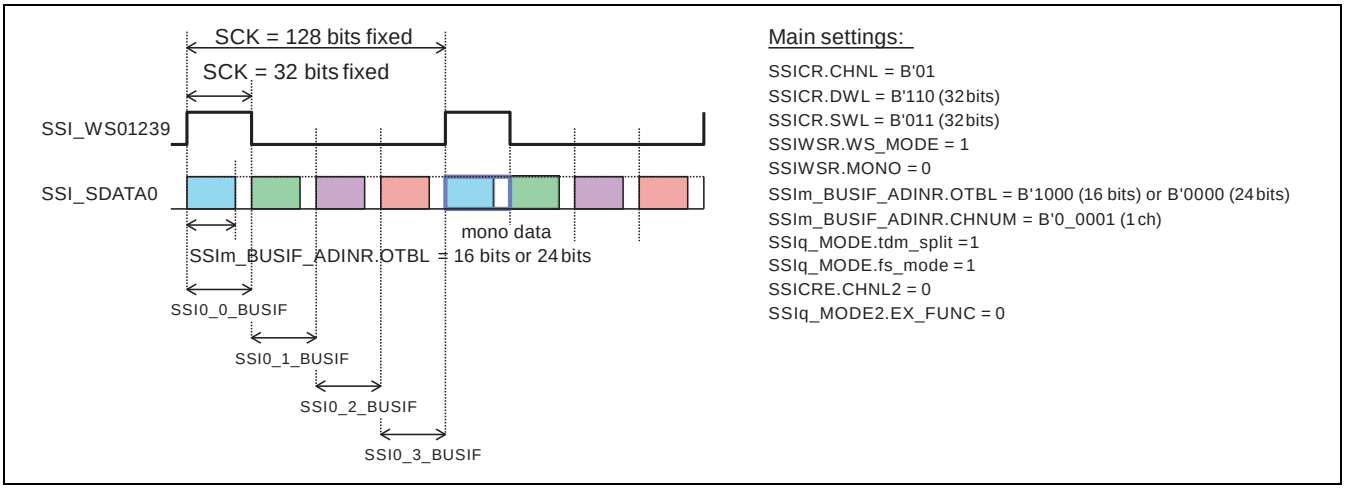


Figure 40.16 TDM Split Mode (Monaural × 4)

Notes: 1. The SWL and DWL bits in SSICR should be fixed at 32-bit setting.
2. Transmission and reception cannot coexist.
3. Data input to BUSIFn 0 to 3 (n = 0, 1, 2, 3, 4, 9) should be operated synchronously with the SSI sampling frequency (WS signal cycle).
4. Setting of SSIm_BUSIF_ADINR.OTBL = B’1000 (16bit) and SSIm_BUSIF_ADINR.OTBL = B’0000 (24bit) cannot coexist within the same SSI.

40.3.7 TDM Format Split Function (TDM Split Mode) [RZ/G2E]

The TDM format split function (TDM split mode) allows connecting four independent monaural or stereo data inside the LSI and outputting the data in the TDM format, and splitting TDM format input data into four independent monaural or stereo data and distributing the data inside the LSI. This function allows TDM-8ch or TDM-4ch. This function is supported by SSI0, SSI1, SSI2, SSI3, SSI4 and SSI9.

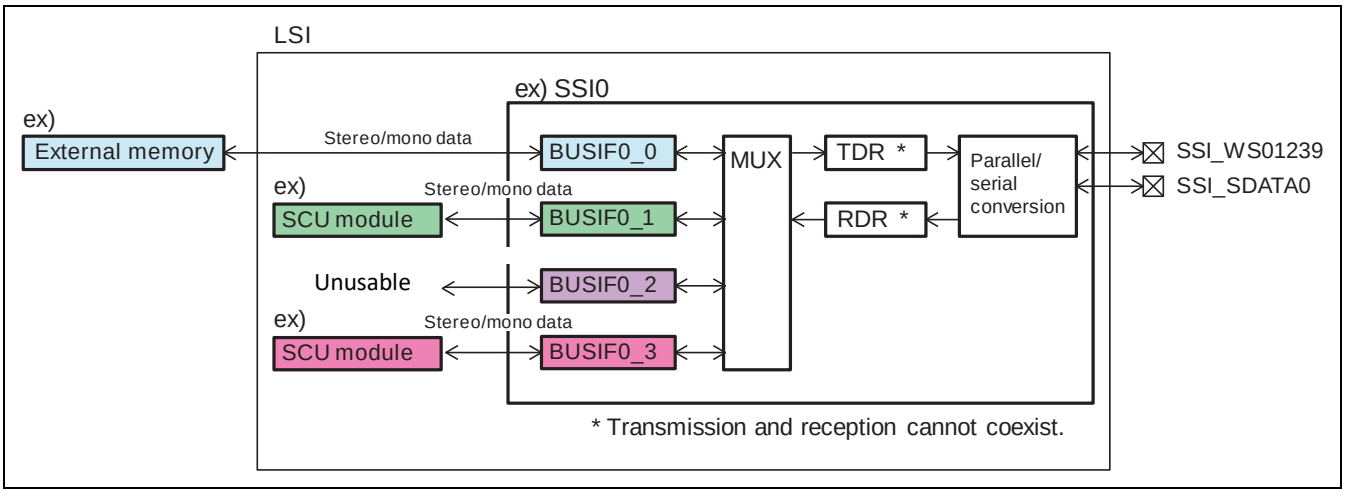


Figure 40.17 TDM Split Mode

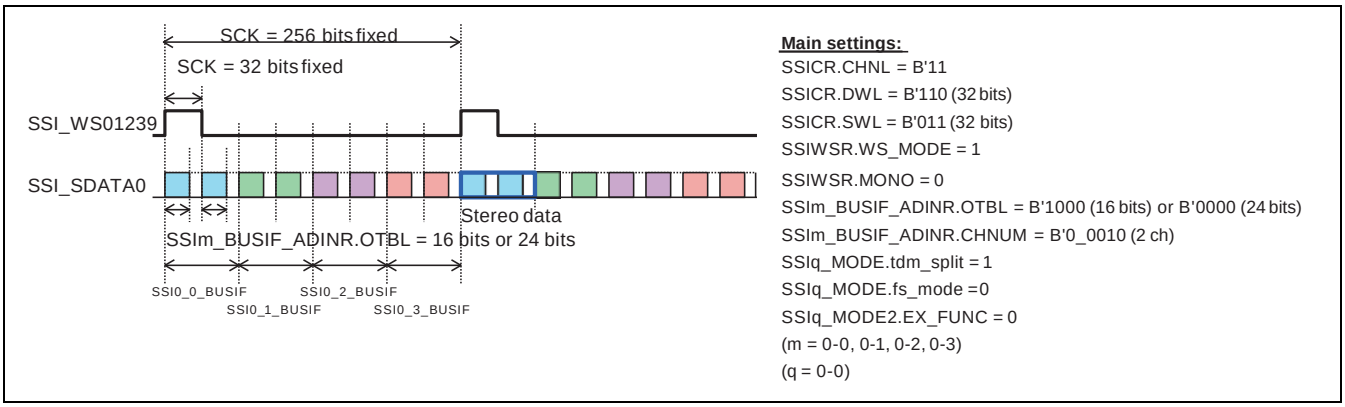


Figure 40.18 TDM Split Mode (Stereo × 4)

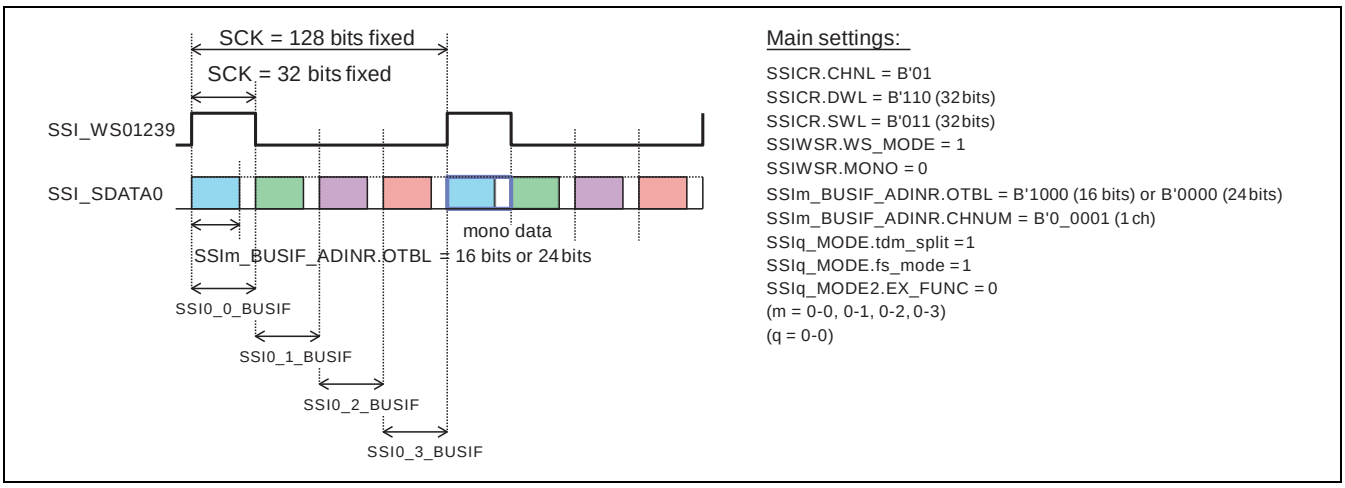


Figure 40.19 TDM Split Mode (Monaural × 4)

Notes: 1. The SWL and DWL bits in SSICR should be fixed at 32-bit setting.
2. Transmission and reception cannot coexist.
3. Data input to BUSIFn 0 to 3 (n = 0, 1, 2, 3, 4, 9) should be operated synchronously with the SSI sampling frequency (WS signal cycle).
4. Setting of SSIm_BUSIF_ADINR.OTBL = B’1000 (16bit) and SSIm_BUSIF_ADINR.OTBL = B’0000 (24bit) cannot coexist within the same SSI.

40.3.8 TDM Format 16ch Function (TDM 16ch Mode) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The TDM format 16ch function (TDM 16ch mode) is similar to basic function. It is correspondence to TDM-16channel.

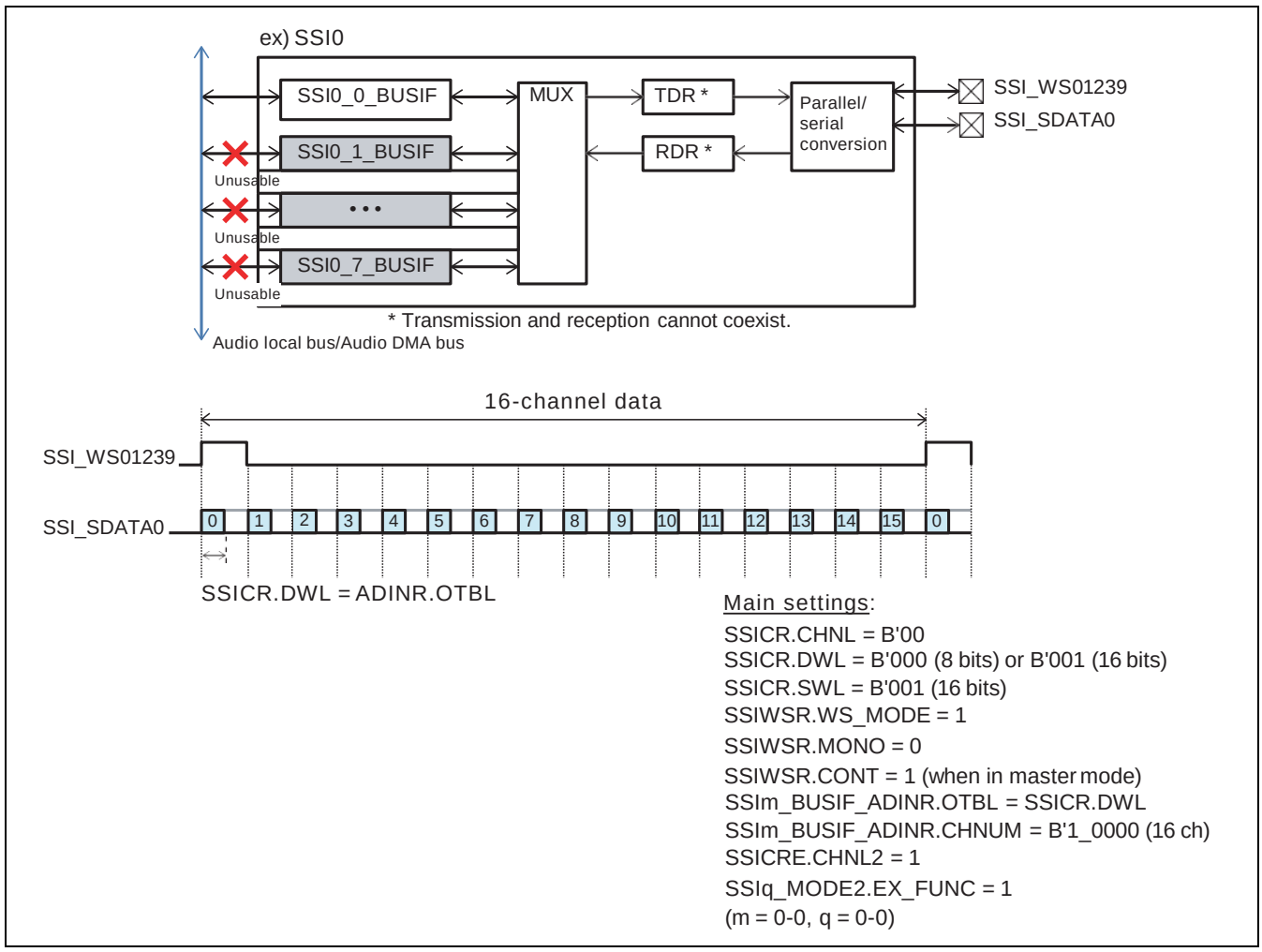


Figure 40.20 TDM 16ch Mode

40.3.9 TDM Format Extend Split Function (TDM Ex-Split Mode) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The TDM format extend split function (TDM ex-split mode) allows connecting eight independent stereo or multi data inside the LSI and outputting the data in the TDM format, and splitting TDM format input data into eight independent stereo or multi data and distributing the data inside the LSI. This function allows TDM-16ch or TDM-8ch (TDM-6ch, 4ch are not supported). This function is supported by SSI0, SSI1, SSI2, SSI3, SSI4 and SSI9. Setting to share place in the stream data with multiple BUSIF channels is prohibited. For example, when BUSIF0-0 used as 6channel, BUSIF0-1 and BUSIF0-2 cannot be used.

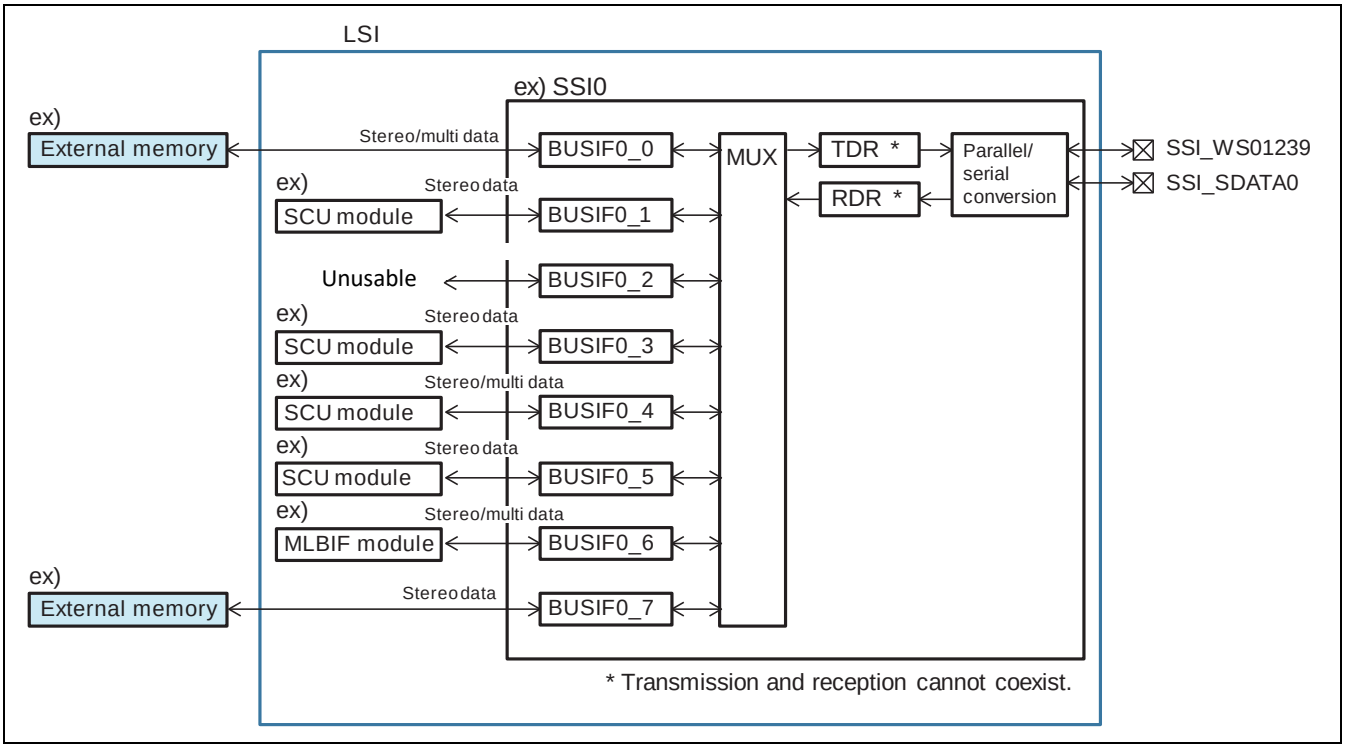
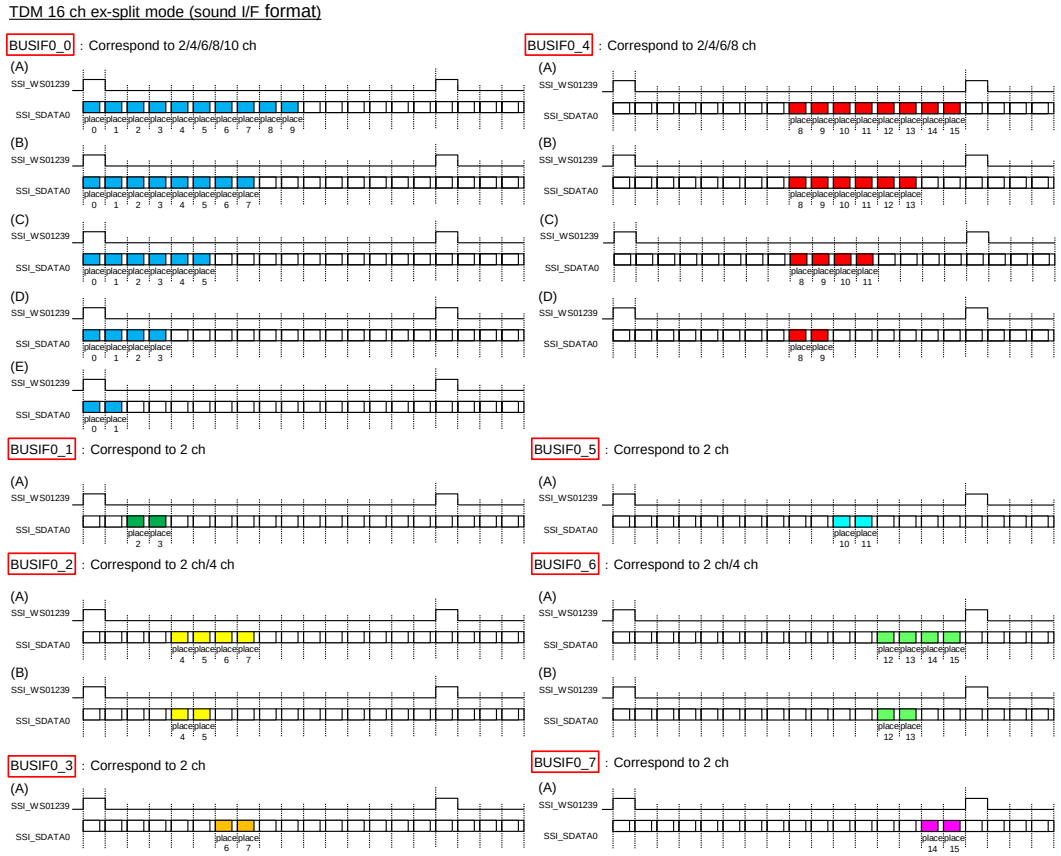
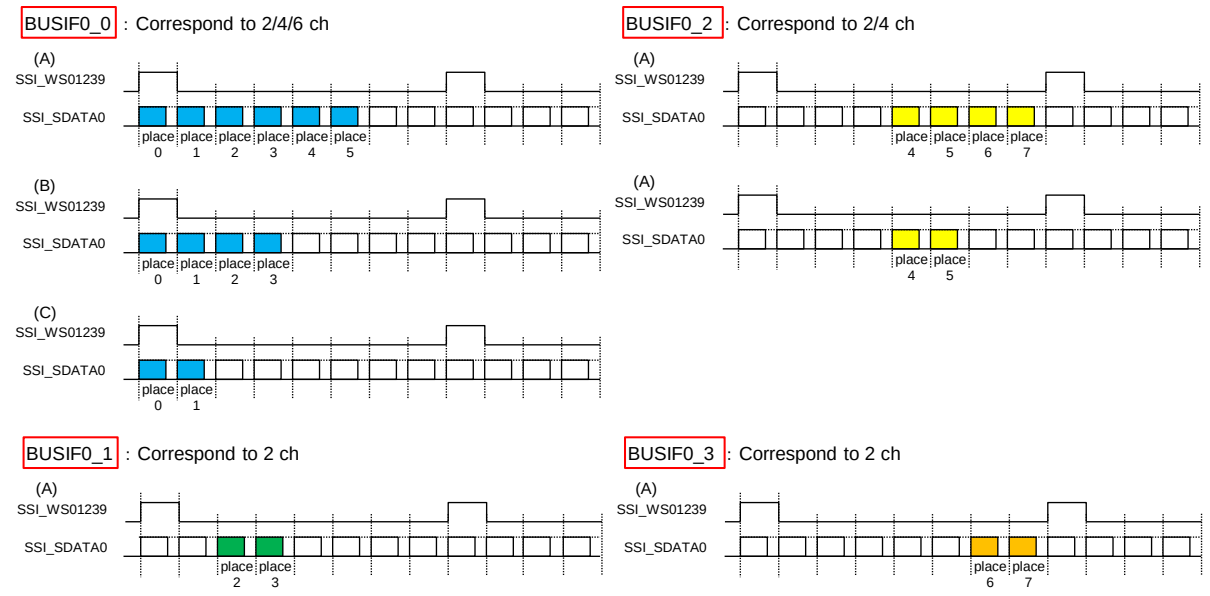


Figure 40.21 TDM Ex-Split Mode



Main Setting
SSICR.CHNL = B'00
SSICR.DWL = B'000 (8-bit) or B'001 (16-bit)
SSICR.SWL = B'001 (16-bit)
SSIWSR.WS_MODE = 1
SSIWSR.MONO = 0
SSIm_BUSIF_ADINR.OTB L= SSICR.DWL
SSIm_BUSIF_ADINR.CHNUM = *
SSIq_MODE.tdm_split = 1
SSIq_MODE.fs_mode = 0
SSICRE.CHNL2 = 1
SSIq_MODE2.EX_FUN C= 1
*: BUSIF0_0 = B'0_0010/B'0_0100/B'0_0110/B'0_1000/B'0_1010
BUSIF0_1 = B'0_0010
BUSIF0_2 = B'0_0010/B'0_0100
BUSIF0_3 = B'0_0010
BUSIF0_4 = B'0_0010/B'0_0100/B'0_0110/B'0_1000
BUSIF0_5 = B'0_0010
BUSIF0_6 = B'0_0010/B'0_0100
BUSIF0_7 = B'0_0010

Figure 40.22 TDM 16ch ex-split mode (TDM 16ch ex-split)



Main Setting
SSICR.CHNL = B'11
SSICR.DWL = B'000 (8-bit) or B'001 (16-bit) or B'101 (24-bit)
SSICR.SWL = B'001 (16-bit) or B'010 (24-bit) or B'011 (32-bit) (SWL≥DWL)
SSIWSR.WS_MODE = 1
SSIWSR.MONO = 0
SSIm_BUSIF_ADINR.OTB L= SSICR.DWL
SSIm_BUSIF_ADINR.CHNUM = *
SSIq_MODE.tdm_split = 1
SSIq_MODE.fs_mode = 0
SSICRE.CHNL2 = 0
SSIq_MODE2.EX_FUN C= 1
*: BUSIF0_0 = B'0_0010/B'0_0100/B'0_0110
BUSIF0_1 = B'0_0010
BUSIF0_2 = B'0_0010/B'0_0100
BUSIF0_3 = B'0_0010
BUSIF0_4 to BUSIF0_7 = B'0_0000 (Fix)

Figure 40.23 TDM 16ch ex-split mode (TDM 8ch split)

Notes: 1. Transmission and reception cannot coexist.
2. Data input to BUSIFn 0 to 7 (n = 0, 1, 2, 3, 4, 9) should be operated synchronously with the SSI sampling frequency (WS signal cycle).
3. Another setting of SSIm_BUSIF_ADINR.OTBL cannot coexist within the same SSI.
(ex. Setting of SSIm_BUSIF_ADINR.OTBL = B'1000 (16bit) and SSIm_BUSIF_ADINR.OTBL = B'0000 (24bit) cannot coexist within the same SSI.)

40.3.10 TDM Format Extend Split Function (TDM Ex-Split Mode) [RZ/G2E]

The TDM format extend split function (TDM ex-split mode) allows connecting eight independent stereo or multi data inside the LSI and outputting the data in the TDM format, and splitting TDM format input data into four independent stereo or multi data and distributing the data inside the LSI. This function allows TDM-8ch (TDM-6ch, 4ch are not supported). This function is supported by SSI0, SSI1, SSI2, SSI3, SSI4 and SSI9. Setting to share place in the stream data with multiple BUSIF channels is prohibited. For example, when BUSIF0_0 used as 6channel, BUSIF0-1 and BUSIF0-2 can not be used.

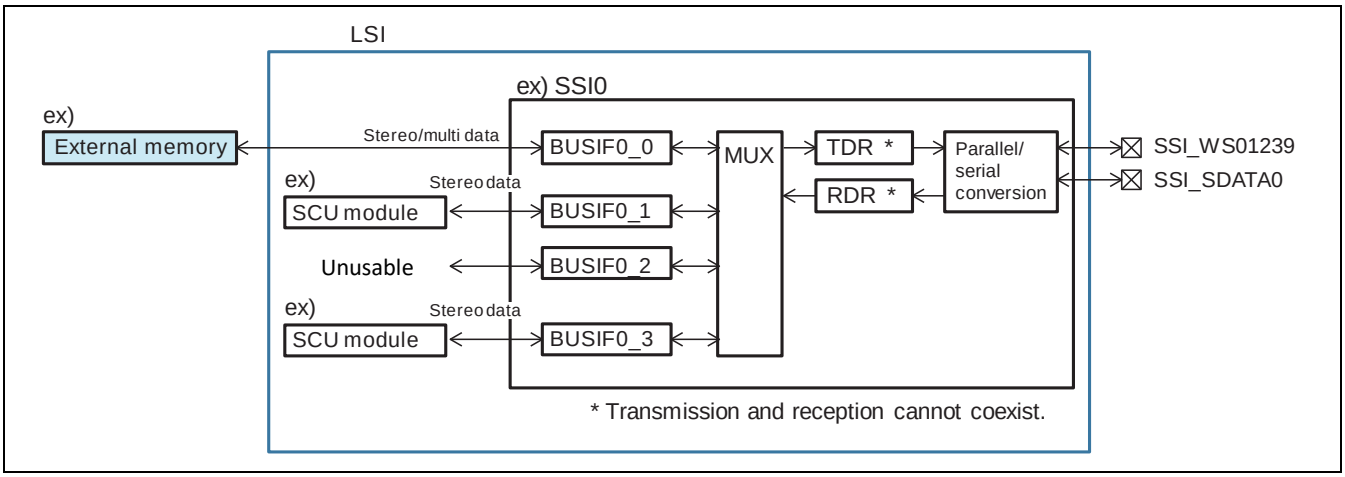
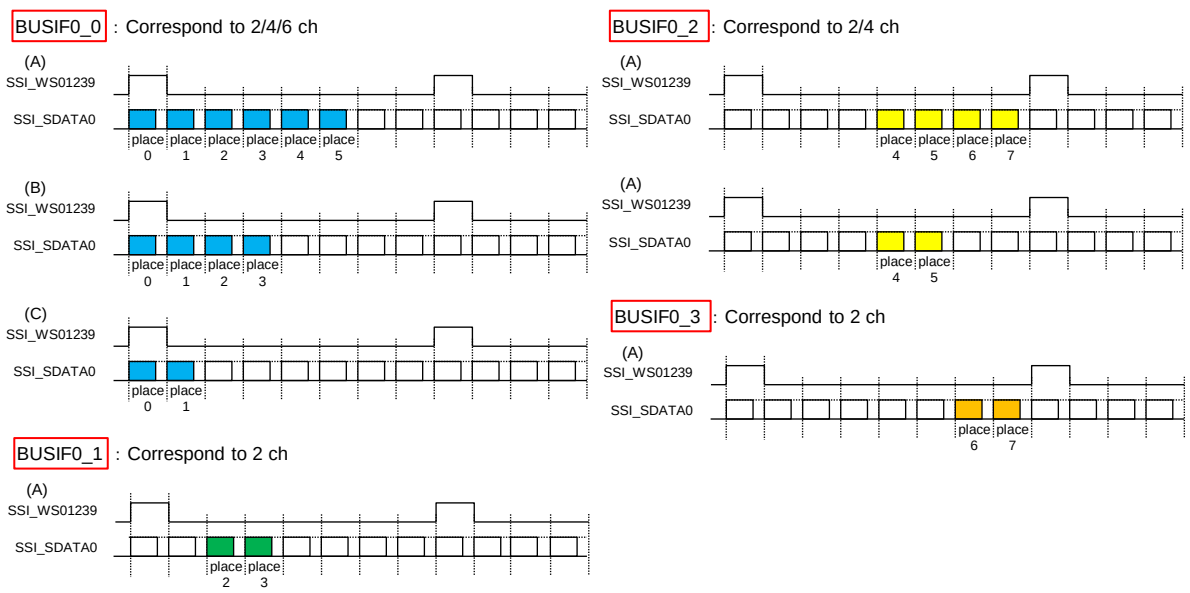


Figure 40.24 TDM Ex-Split Mode



Main Setting
SSICR.CHNL = B'11
SSICR.DWL = B'000 (8-bit) or B'001 (16-bit) or B'101 (24-bit)
SSICR.SWL = B'001 (16-bit) or B'010 (24-bit) or B'011 (32-bit) (SWL≥DWL)
SSIWSR.WS_MODE = 1
SSIWSR.MONO = 0
SSIm_BUSIF_ADINR.OTB L= SSICR.DWL
SSIm_BUSIF_ADINR.CHNUM = *
SSIq_MODE.tdm_split = 1
SSIq_MODE.fs_mode = 0
SSIq_MODE2.EX_FUN C = 1
*: BUSIF0_0 = B'0_0010/B'0_0100/B'0_0110
BUSIF0_1 = B'0_0010
BUSIF0_2 = B'0_0010/B'0_0100
BUSIF0_3 = B'0_0010

Figure 40.25 TDM 8ch ex-split mode (TDM 8ch split)

Notes: 1. Transmission and reception cannot coexist.
2. Data input to BUSIFn 0 to 3 (n = 0, 1, 2, 3, 4, 9) should be operated synchronously with the SSI sampling frequency (WS signal cycle).
3. Another setting of SSIm_BUSIF_ADINR.OTBL cannot coexist within the same SSI.
(ex. Setting of SSIm_BUSIF_ADINR.OTBL = B'1000 (16bit) and SSIm_BUSIF_ADINR.OTBL = B'0000 (24bit) cannot coexist within the same SSI.)

40.3.11 SSI Pin Connections

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Multiple SSI modules (in combinations of SSI0, SSI1, SSI2, SSI3, and SSI9, combination of SSI3, SSI4, and SSI9, and combination of SSI7 and SSI8) can operate in synchronization with sharing of the same SSI_SCK and SSI_WS signals. Figure 40.26 to Figure 40.30 show how to connect the pins for each combination of SSIs.

In the case of the combination of SSI0, SSI1, SSI2, SSI3, and SSI9, SSI0 as the master should start transfer first thus allowing output on SSI_WS01239 and SSI_SCK01239, after which SSI1, SSI2, SSI3, and SSI9 as the slaves should be used. If the master-side transfer is stopped by setting the CONT bit in SSIWSR to 0, the slave-side SSI1, SSI2, SSI3, and SSI9 should be stopped because output through SSI_WS01239 is not possible. This also applies to the master and slaves in the combination of SSI3, SSI4, and SSI9, and to the master and slave in the combination of SSI7 and SSI8.

[RZ/G2E]

Multiple SSI modules (in combinations of SSI0, SSI1, SSI2, SSI3, and SSI9, combination of SSI3, SSI4, and SSI9, and combination of SSI7 and SSI8) can operate in synchronization with sharing of the same SSI_SCK and SSI_WS signals. Figure 40.31 to Figure 40.35 show how to connect the pins for each combination of SSIs.

In the case of the combination of SSI0, SSI1, SSI2, SSI3, and SSI9, SSI0 as the master should start transfer first thus allowing output on SSI_WS01239 and SSI_SCK01239, after which SSI1, SSI2, SSI3, and SSI9 as the slaves should be used. If the master-side transfer is stopped by setting the CONT bit in SSIWSR to 0, the slave-side SSI1, SSI2, SSI3, and SSI9 should be stopped because output through SSI_WS01239 is not possible. This also applies to the master and slaves in the combination of SSI3, SSI4, and SSI9, and to the master and slave in the combination of SSI7 and SSI8.

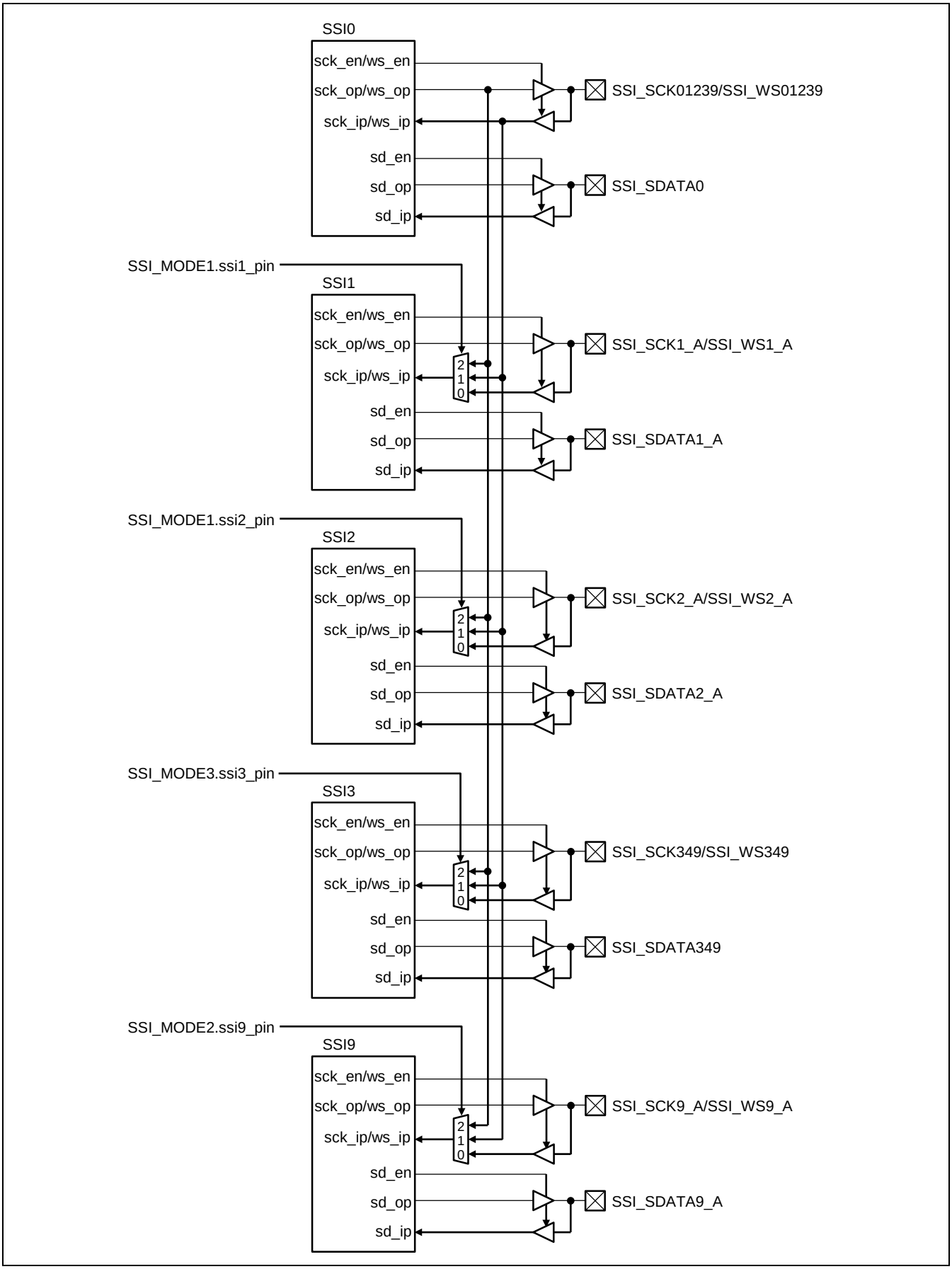


Figure 40.26 Pin Connections for Combination of SSI0, SSI1, SSI2, SSI3, and SSI9 (Group A) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

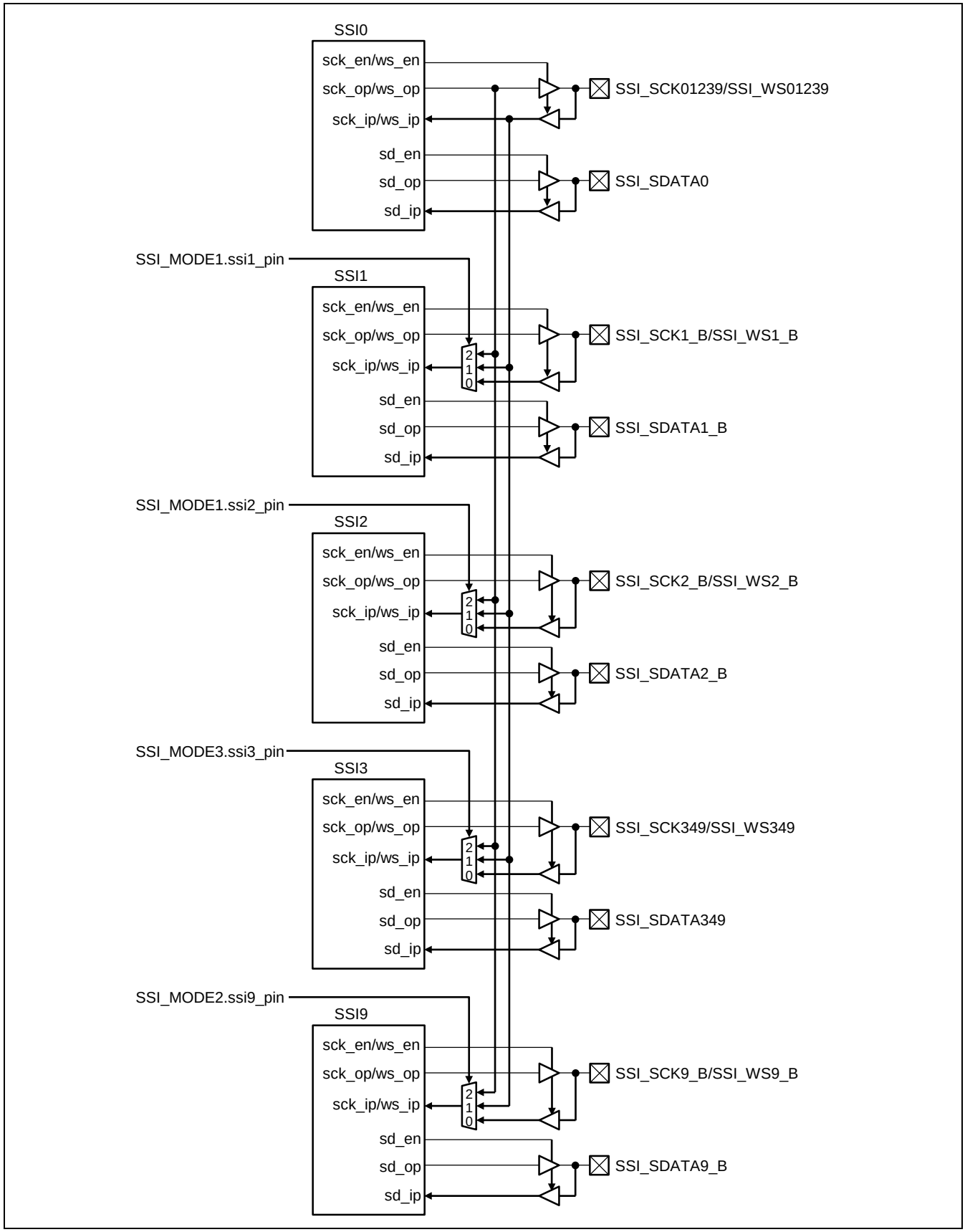


Figure 40.27 Pin Connections for Combination of SSI0, SSI1, SSI2, SSI3, and SSI9 (Group B) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

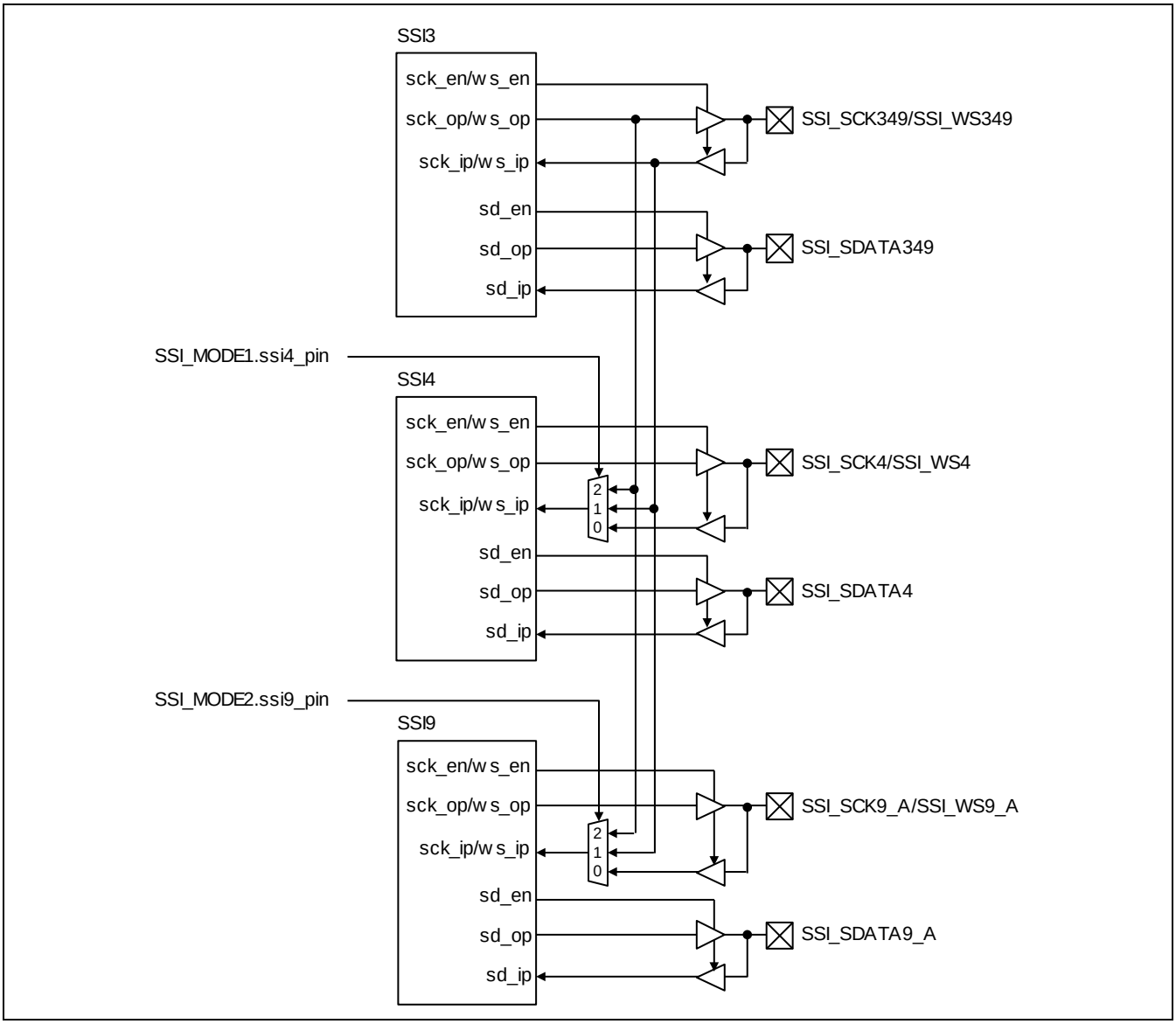


Figure 40.28 Pin Connections for Combination of SSI3, SSI4, and SSI9 (Group A)
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

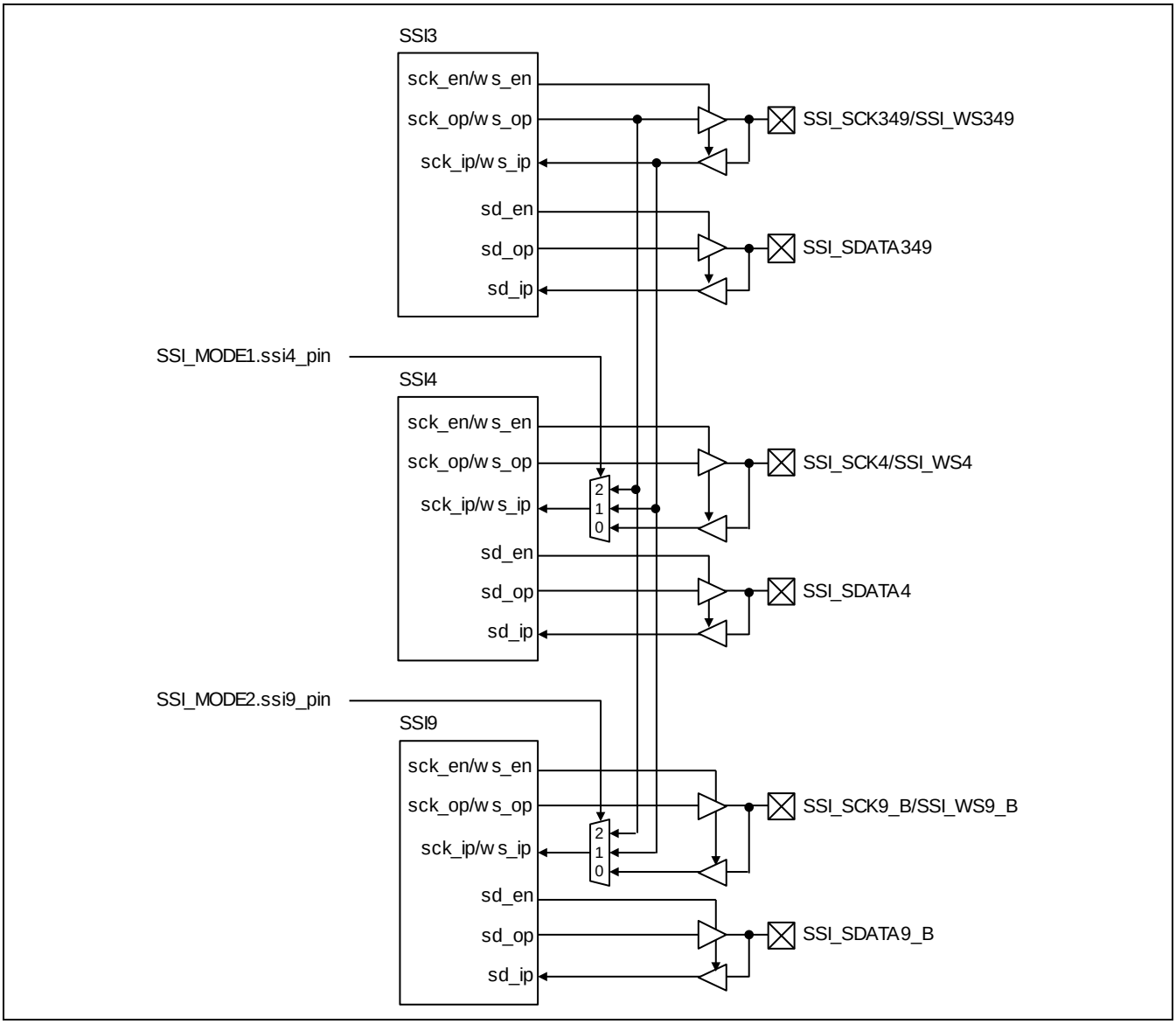


Figure 40.29 Pin Connections for Combination of SSI3, SSI4, and SSI9 (Group B)
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Note: The above configurations in Figure 40.28 and Figure 40.29 are prohibited if SSI0 SCK/WS is selected for SSI3 as shown in Figure 40.26 and Figure 40.27.

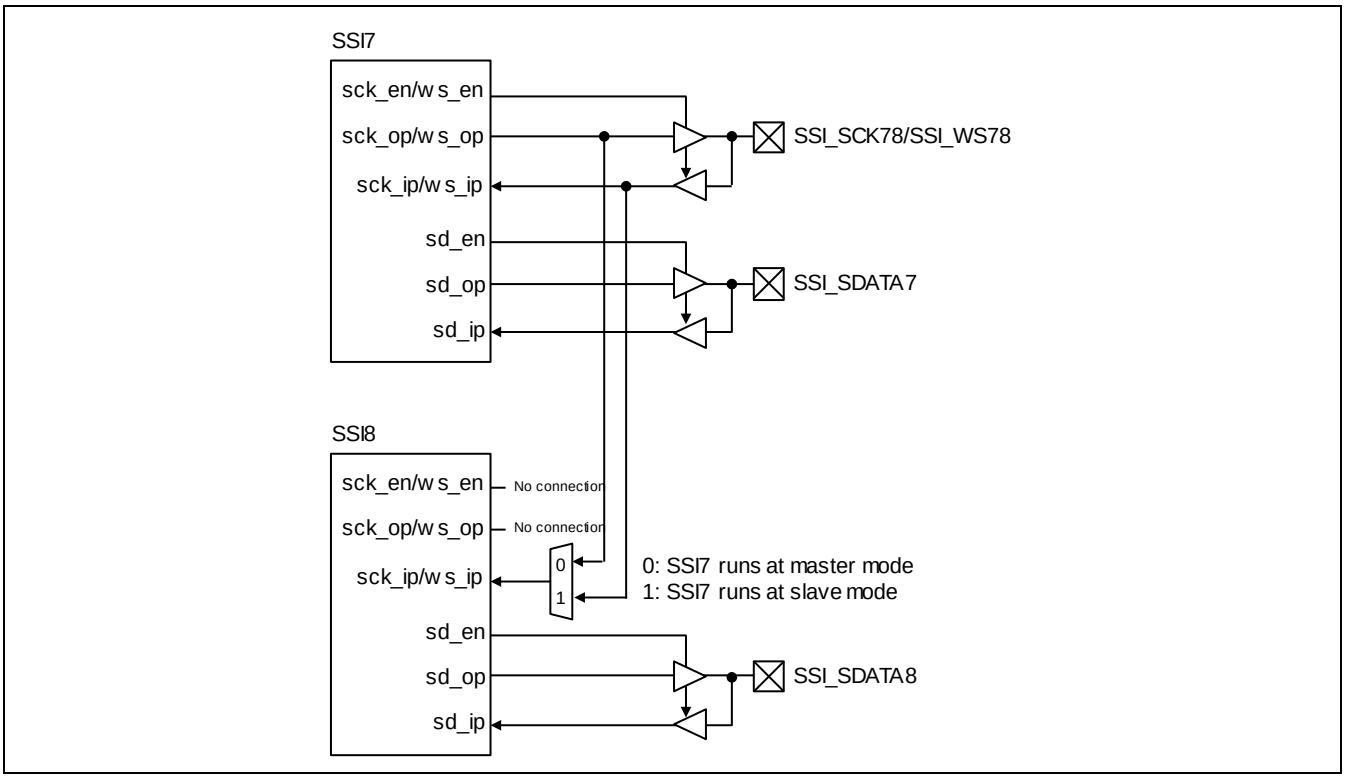


Figure 40.30 Pin Connections for Combination of SSI7 and SSI8
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

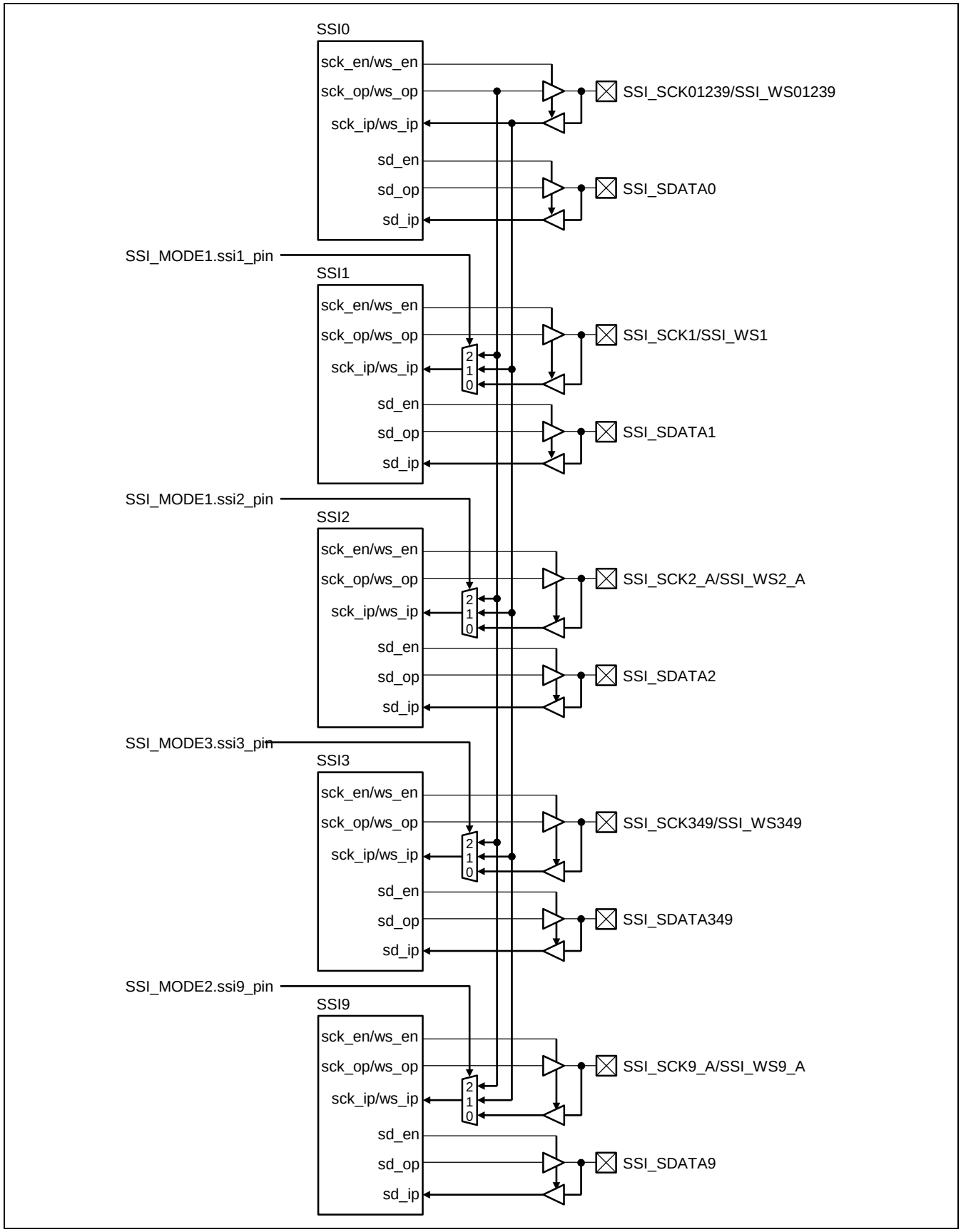


Figure 40.31 Pin Connections for Combination of SSI0, SSI1, SSI2, SSI3, and SSI9 (Group A) [RZ/G2E]

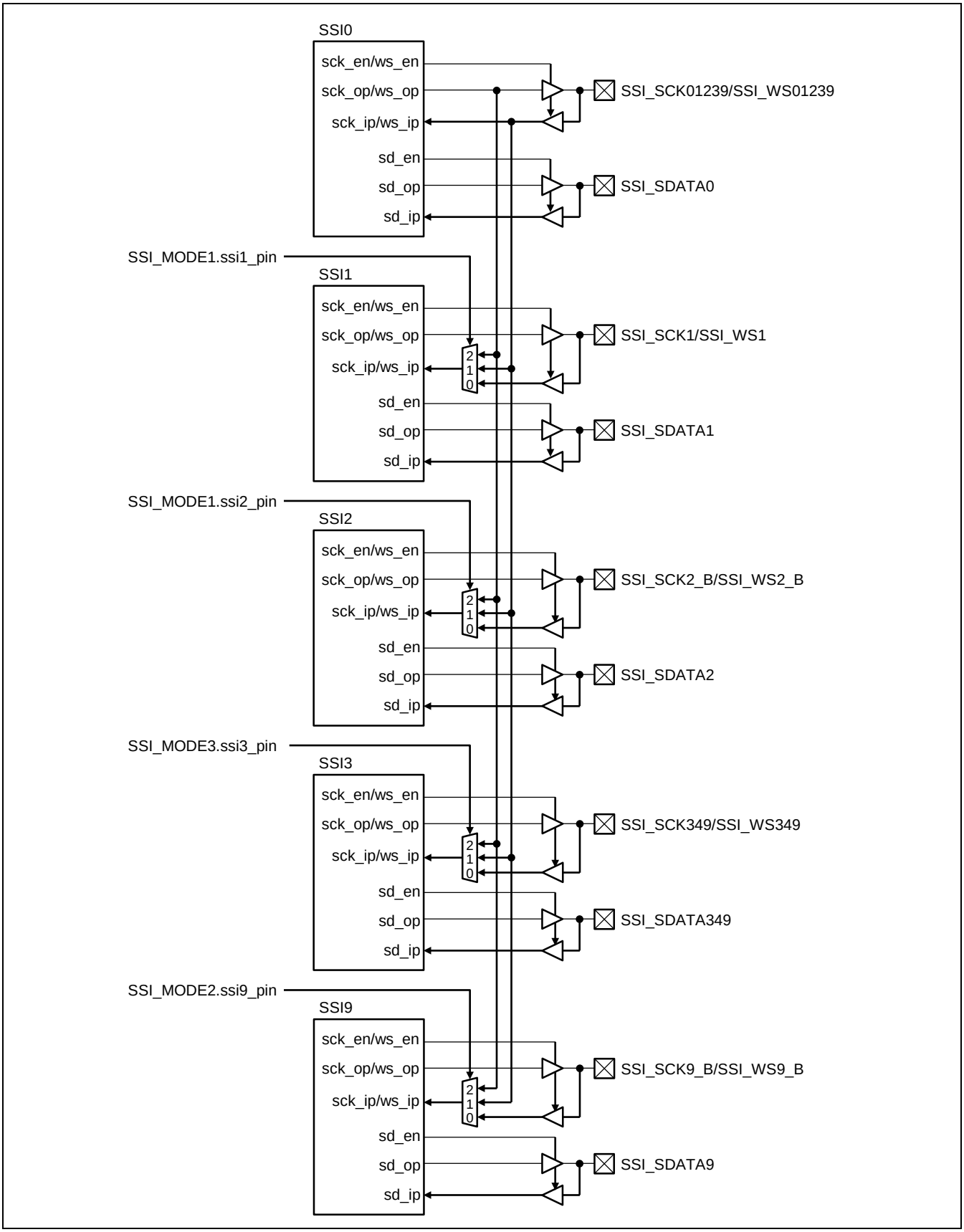


Figure 40.32 Pin Connections for Combination of SSI0, SSI1, SSI2, SSI3, and SSI9 (Group B) [RZ/G2E]

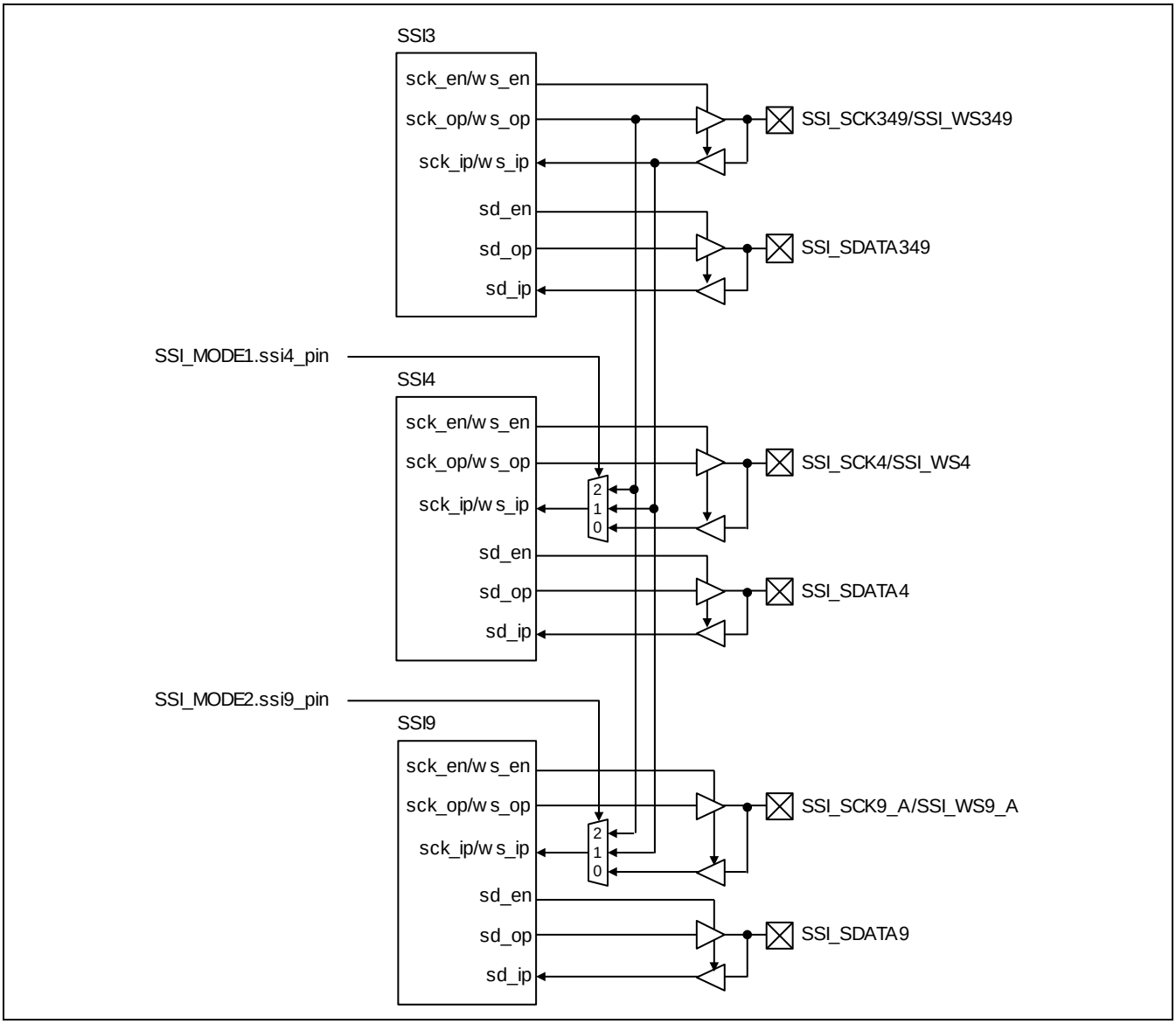


Figure 40.33 Pin Connections for Combination of SSI3, SSI4, and SSI9 (Group A) [RZ/G2E]

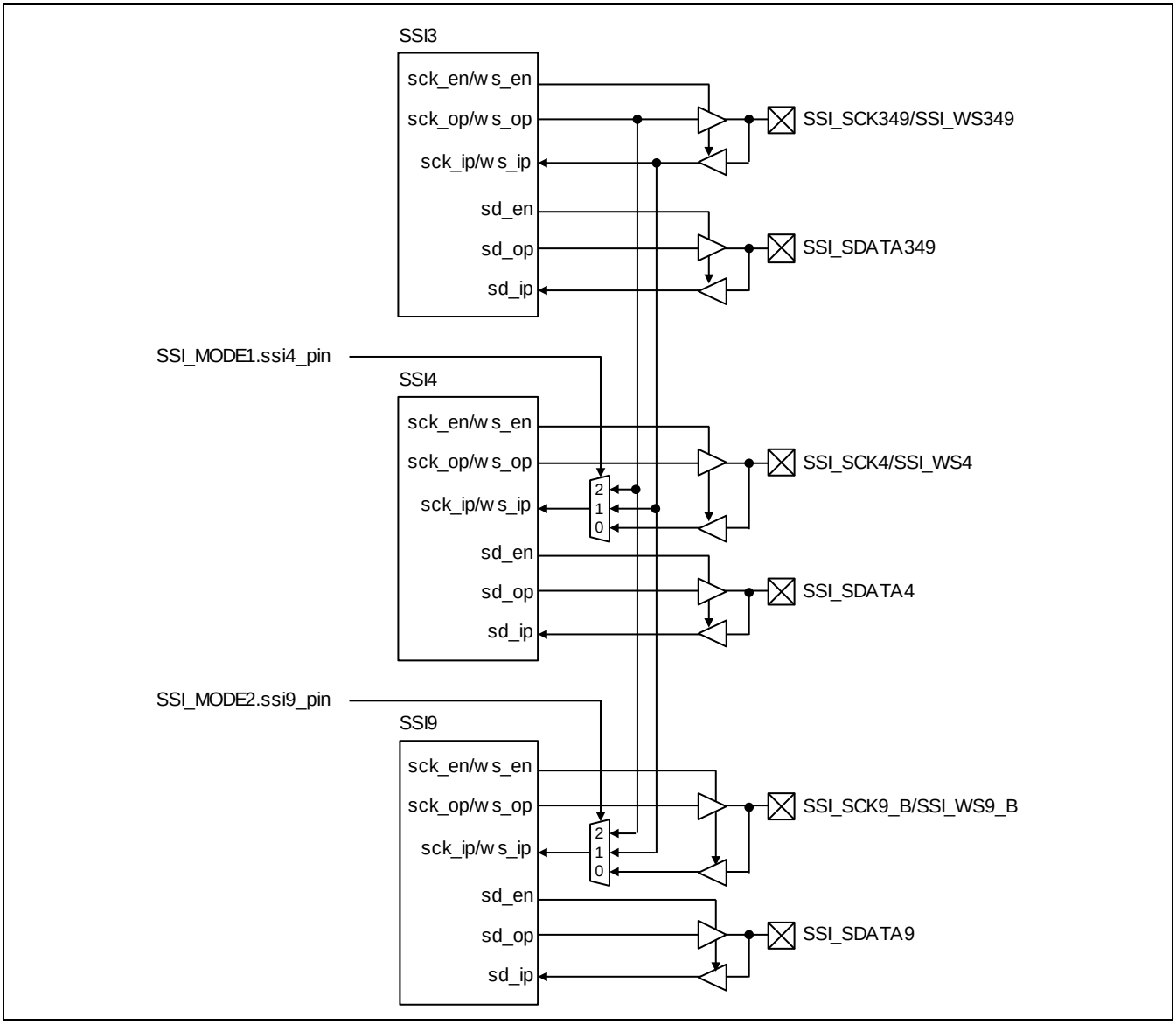


Figure 40.34 Pin Connections for Combination of SSI3, SSI4, and SSI9 (Group B) [RZ/G2E]

Note: The above configurations in Figure 40.33 and Figure 40.34 are prohibited if SSI0 SCK/WS is selected for SSI3 as shown in Figure 40.31 and Figure 40.32.

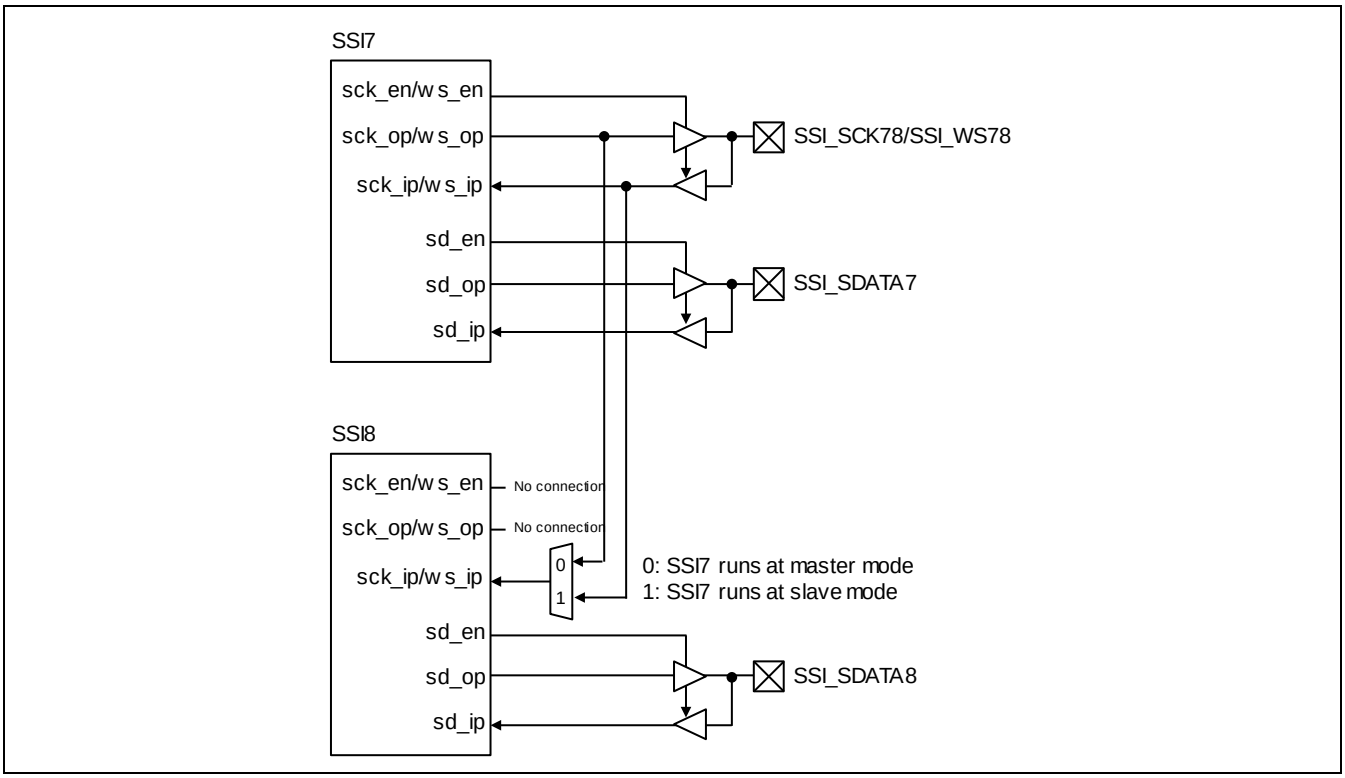


Figure 40.35 Pin Connections for Combination of SSI7 and SSI8 [RZ/G2E]

40.3.12 HDMI Signal Selection [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

SSIU selects SSI signals (SSI_SCK, SSI_WS, and SSI_SDATA (up to from four SSIs)) that is transmitted to HDMI-IF.

SSI_SCK and SSI_WS is generated from one SSI. Selectable SSIs for SSI_SDATA depend on which SSI is selected for SSI_SCK and SSI_WS. For example, in case that SSI_SCK and SSI_WS from SSI0 are selected, SSI_SDATA is data from SSI0, SSI1, SSI2, SSI3, or SSI9.

Section 40.2.42 and section 40.2.43 and Table 40.7 explain selectable combination of SSIs.

Only stereo data format is supported. Selected SSI has to perform at master-mode.

Table 40.7 Selectable combination of SSIs

SSI_SCK/SSI_WS	SSI_SDATA
SSI0	SSI0
	SSI1
	SSI2
	SSI3
	SSI9
SSI1	SSI1
SSI2	SSI2
SSI3	SSI3
SSI4	SSI4
SSI5	SSI5
SSI6	SSI6
SSI7	SSI7
	SSI8
SSI9	SSI9

40.3.13 Procedure of SSIU Transfer

Figure 40.36 to Figure 40.33 show the operation flow.

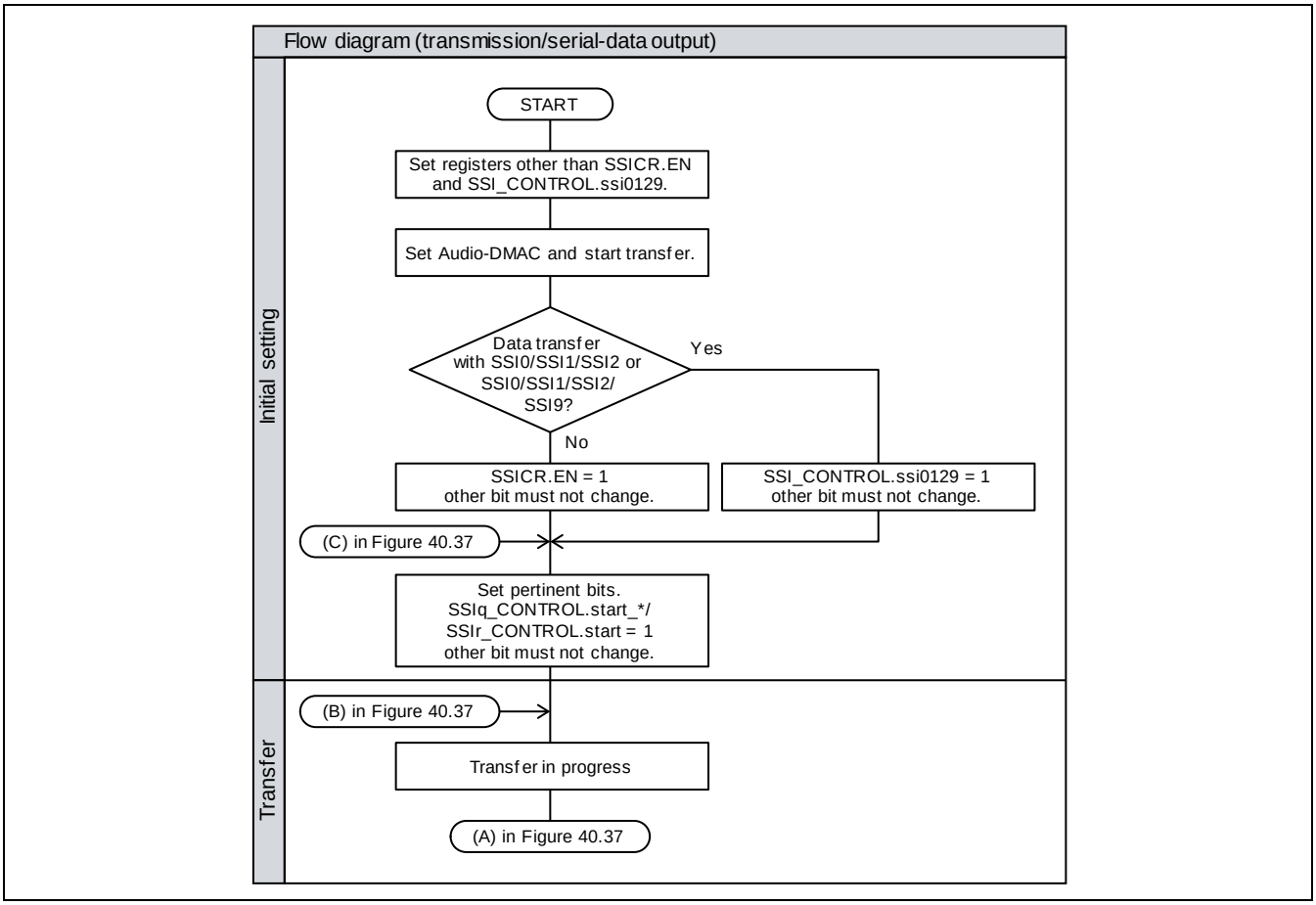


Figure 40.36 Transmission (1)

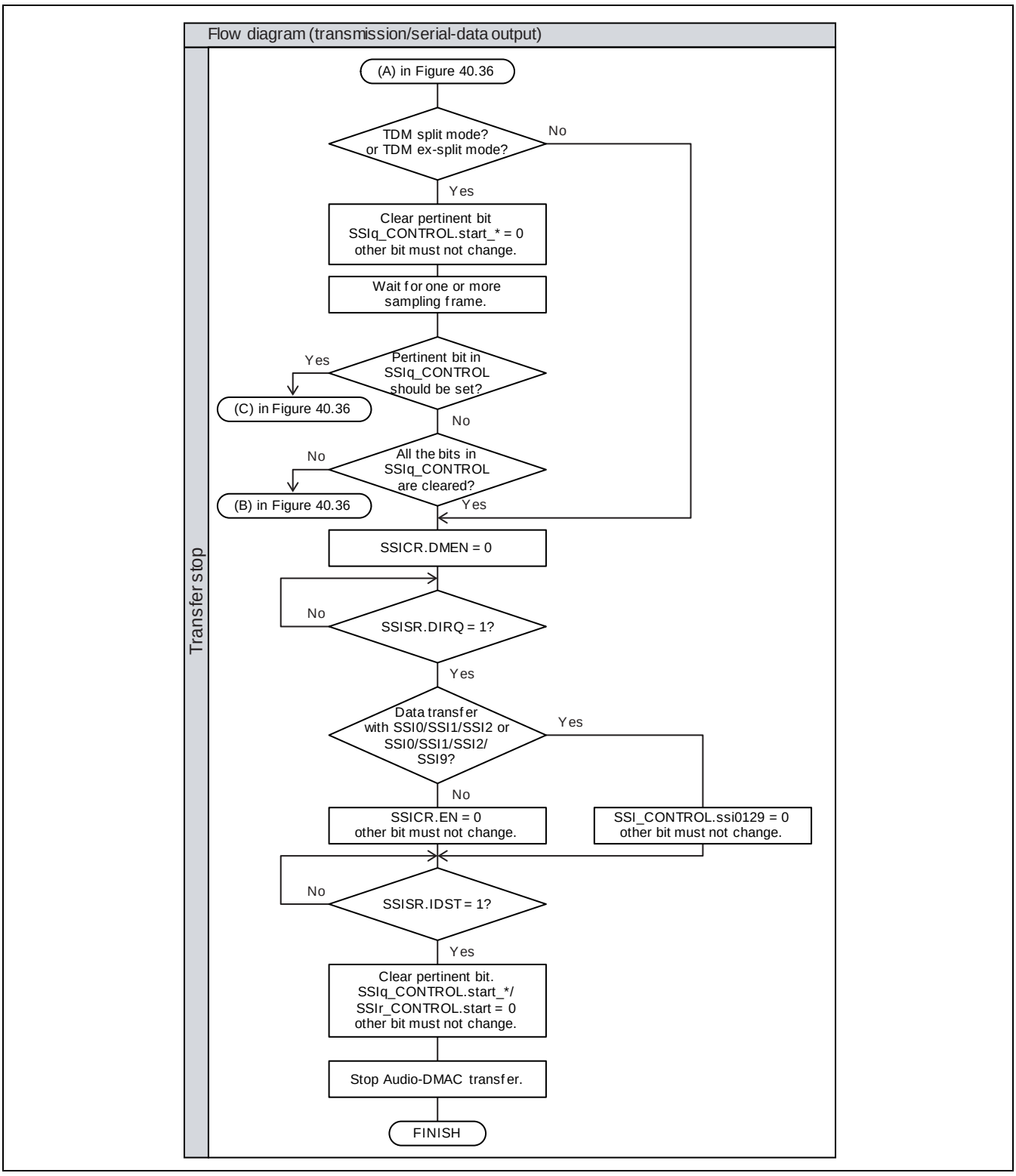


Figure 40.37 Transmission (2)

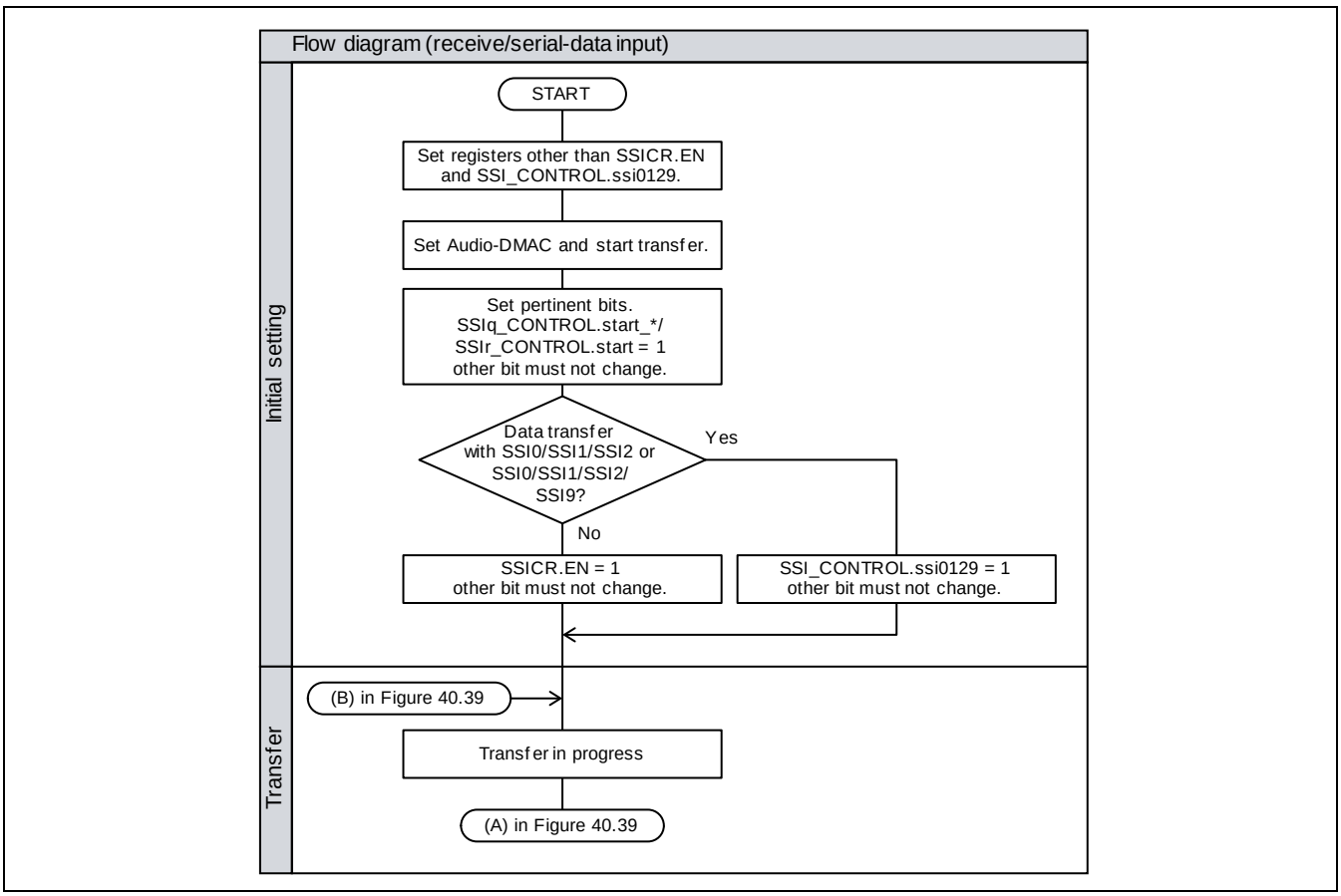


Figure 40.38 Reception (1)

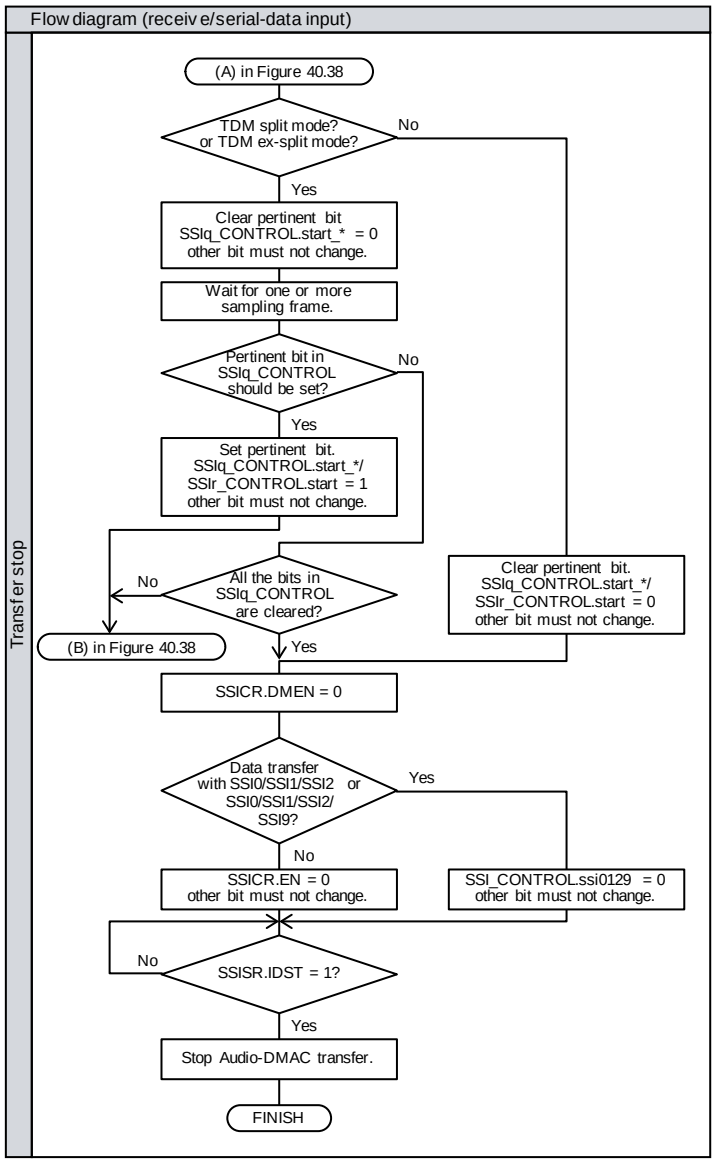


Figure 40.39 Reception (2)

40.3.14 Interrupts of SSI Setting

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

SSI can output interrupt signals when one of several events happen. Figure 40.40 illustrates how SSI generates interrupt signals and Table 40.8 and Table 40.9 indicate combinations of relevant registers for each SSI to generate interrupt signals (refer to explanations of relevant registers (section 40.2) and SSI (section 41))

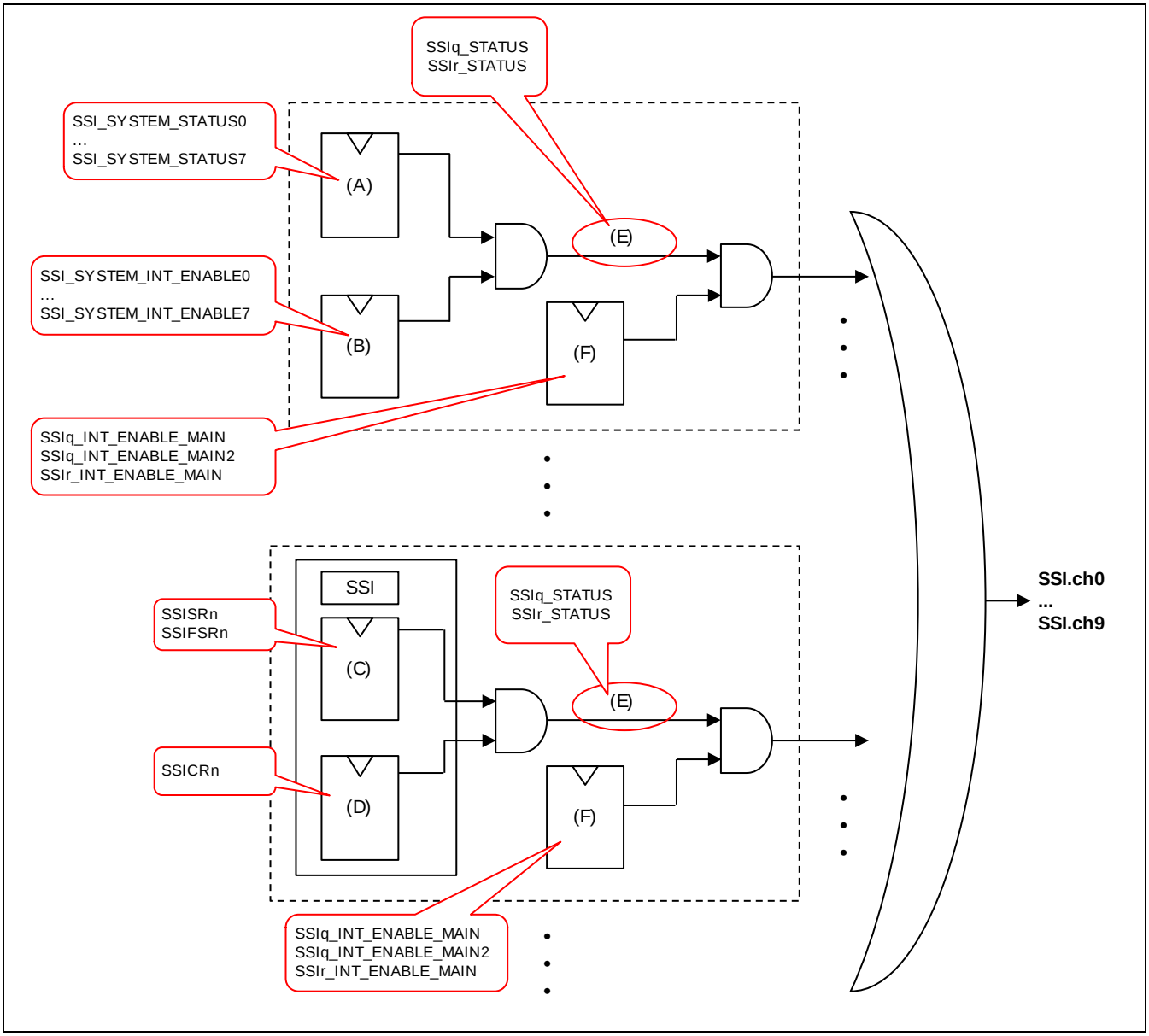


Figure 40.40 Mechanism of generating interrupt signals

Table 40.8 Combinations of relevant registers for each SSI (1)

		(A)	(B)	(E)	(F)
SSI	**BUSIF**	**Register Name (Interrupt Factor)**	**Register Name (Interrupt Enable)**	**Register Name (Interrupt Factor)**	**Register Name (Interrupt Enable)**
SSI0	BUSIF0-0 ... BUSIF0-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI0-0_STATUS	SSI0-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI0-0_STATUS	SSI0-0_INT_ENABLE_MAIN
	BUSIF0-4 ... BUSIF0-7	SSI_SYSTEM_STATUS4	SSI_SYSTEM_INT_ENABLE4	SSI0-0_STATUS2	SSI0-0_INT_ENABLE_MAIN2
		SSI_SYSTEM_STATUS6	SSI_SYSTEM_INT_ENABLE6	SSI0-0_STATUS2	SSI0-0_INT_ENABLE_MAIN2
SSI1	BUSIF1-0 ... BUSIF1-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI1-0_STATUS	SSI1-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI1-0_STATUS	SSI1-0_INT_ENABLE_MAIN
	BUSIF1-4 ... BUSIF1-7	SSI_SYSTEM_STATUS4	SSI_SYSTEM_INT_ENABLE4	SSI1-0_STATUS2	SSI1-0_INT_ENABLE_MAIN2
		SSI_SYSTEM_STATUS6	SSI_SYSTEM_INT_ENABLE6	SSI1-0_STATUS2	SSI1-0_INT_ENABLE_MAIN2
SSI2	BUSIF2-0 ... BUSIF2-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI2-0_STATUS	SSI2-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI2-0_STATUS	SSI2-0_INT_ENABLE_MAIN
	BUSIF2-4 ... BUSIF2-7	SSI_SYSTEM_STATUS4	SSI_SYSTEM_INT_ENABLE4	SSI2-0_STATUS2	SSI2-0_INT_ENABLE_MAIN2
		SSI_SYSTEM_STATUS6	SSI_SYSTEM_INT_ENABLE6	SSI2-0_STATUS2	SSI2-0_INT_ENABLE_MAIN2
SSI3	BUSIF3-0 ... BUSIF3-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI3-0_STATUS	SSI3-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI3-0_STATUS	SSI3-0_INT_ENABLE_MAIN
	BUSIF3-4 ... BUSIF3-7	SSI_SYSTEM_STATUS4	SSI_SYSTEM_INT_ENABLE4	SSI3-0_STATUS2	SSI3-0_INT_ENABLE_MAIN2
		SSI_SYSTEM_STATUS6	SSI_SYSTEM_INT_ENABLE6	SSI3-0_STATUS2	SSI3-0_INT_ENABLE_MAIN2
SSI4	BUSIF4-0 ... BUSIF4-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI4-0_STATUS	SSI4-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI4-0_STATUS	SSI4-0_INT_ENABLE_MAIN
	BUSIF4-4 ... BUSIF4-7	SSI_SYSTEM_STATUS4	SSI_SYSTEM_INT_ENABLE4	SSI4-0_STATUS2	SSI4-0_INT_ENABLE_MAIN2
		SSI_SYSTEM_STATUS6	SSI_SYSTEM_INT_ENABLE6	SSI4-0_STATUS2	SSI4-0_INT_ENABLE_MAIN2
SSI9	BUSIF9-0 ... BUSIF9-3	SSI_SYSTEM_STATUS1	SSI_SYSTEM_INT_ENABLE1	SSI9-0_STATUS	SSI9-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS3	SSI_SYSTEM_INT_ENABLE3	SSI9-0_STATUS	SSI9-0_INT_ENABLE_MAIN
	BUSIF9-4 ... BUSIF9-7	SSI_SYSTEM_STATUS5	SSI_SYSTEM_INT_ENABLE5	SSI9-0_STATUS2	SSI9-0_INT_ENABLE_MAIN2
		SSI_SYSTEM_STATUS7	SSI_SYSTEM_INT_ENABLE7	SSI9-0_STATUS2	SSI9-0_INT_ENABLE_MAIN2

Table 40.9 Combinations of relevant registers for each SSI (2)

	(C)	(D)	(E)	(F)
SSI	Register Name (Interrupt Factor)	Register Name (Interrupt Enable)	Register Name (Interrupt Factor)	Register Name (Interrupt Enable)
SSI0	SSISR0	SSICR0	SSI0-0_STATUS	SSI0-0_INT_ENABLE_MAIN
	SSIFSR0	SSICR0	SSI0-0_STATUS	SSI0-0_INT_ENABLE_MAIN
SSI1	SSISR1	SSICR1	SSI1-0_STATUS	SSI1-0_INT_ENABLE_MAIN
	SSIFSR1	SSICR1	SSI1-0_STATUS	SSI1-0_INT_ENABLE_MAIN
SSI2	SSISR2	SSICR2	SSI2-0_STATUS	SSI2-0_INT_ENABLE_MAIN
	SSIFSR2	SSICR2	SSI2-0_STATUS	SSI2-0_INT_ENABLE_MAIN
SSI3	SSISR3	SSICR3	SSI3-0_STATUS	SSI3-0_INT_ENABLE_MAIN
	SSIFSR3	SSICR3	SSI3-0_STATUS	SSI3-0_INT_ENABLE_MAIN
SSI4	SSISR4	SSICR4	SSI4-0_STATUS	SSI4-0_INT_ENABLE_MAIN
	SSIFSR4	SSICR4	SSI4-0_STATUS	SSI4-0_INT_ENABLE_MAIN
SSI5	SSISR5	SSICR5	SSI5_STATUS	SSI5_INT_ENABLE_MAIN
	SSIFSR5	SSICR5	SSI5_STATUS	SSI5_INT_ENABLE_MAIN
SSI6	SSISR6	SSICR6	SSI6_STATUS	SSI6_INT_ENABLE_MAIN
	SSIFSR6	SSICR6	SSI6_STATUS	SSI6_INT_ENABLE_MAIN
SSI7	SSISR7	SSICR7	SSI7_STATUS	SSI7_INT_ENABLE_MAIN
	SSIFSR7	SSICR7	SSI7_STATUS	SSI7_INT_ENABLE_MAIN
SSI8	SSISR8	SSICR8	SSI8_STATUS	SSI8_INT_ENABLE_MAIN
	SSIFSR8	SSICR8	SSI8_STATUS	SSI8_INT_ENABLE_MAIN
SSI9	SSISR9	SSICR9	SSI9-0_STATUS	SSI9-0_INT_ENABLE_MAIN
	SSIFSR9	SSICR9	SSI9-0_STATUS	SSI9-0_INT_ENABLE_MAIN

[RZ/G2E]

SSI can output interrupt signals when one of several events happen. Figure 40.41 illustrates how SSI generates interrupt signals and Table 40.10 and Table 40.11 indicate combinations of relevant registers for each SSI to generate interrupt signals (refer to explanations of relevant registers (section 40.2) and SSI (section 41))

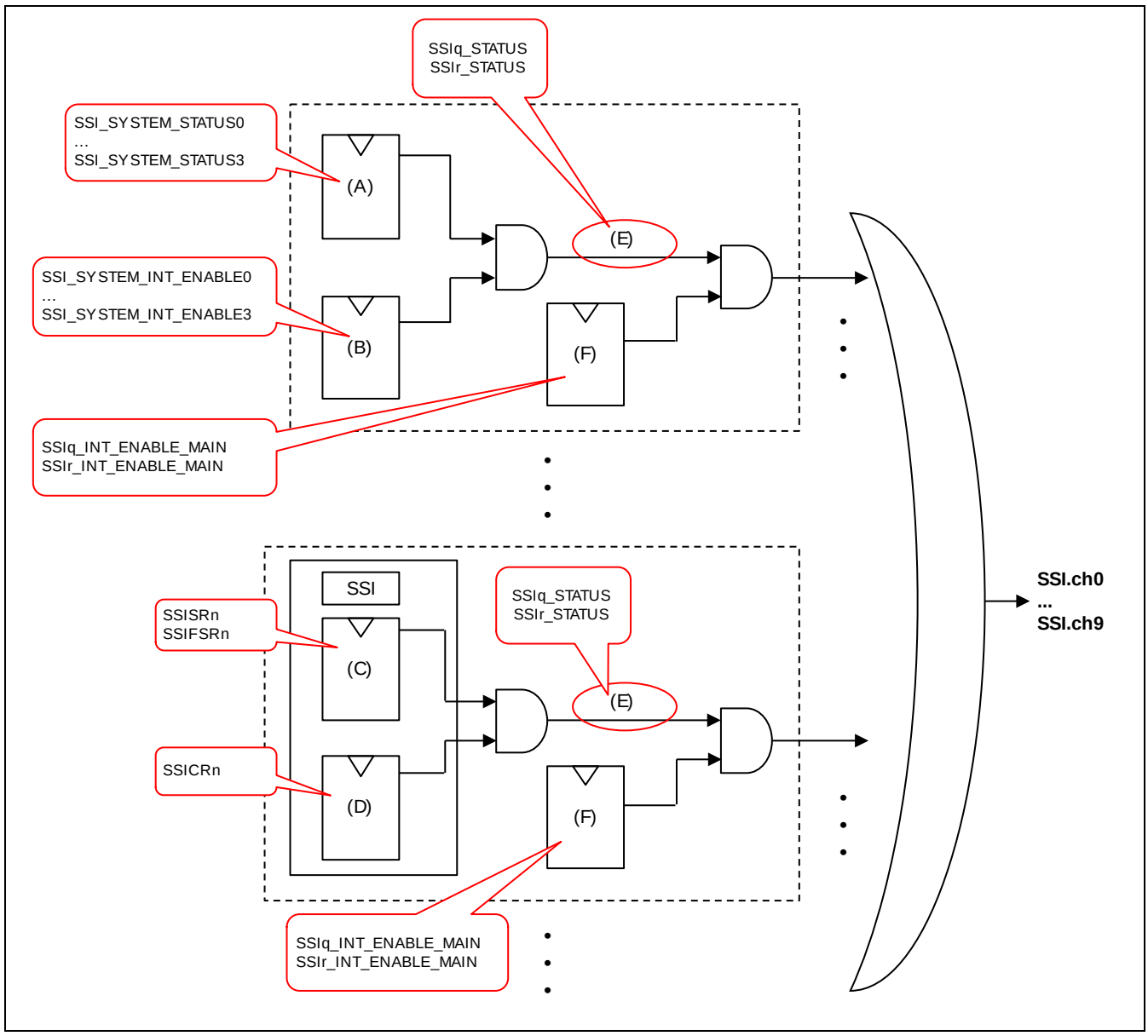


Figure 40.41 Mechanism of generating interrupt signals

Table 40.10 Combinations of relevant registers for each SSI (1)

		(A)	(B)	(E)	(F)
SSI	**BUSIF**	**Register Name (Interrupt Factor)**	**Register Name (Interrupt Enable)**	**Register Name (Interrupt Factor)**	**Register Name (Interrupt Enable)**
SSI0	BUSIF0-0 … BUSIF0-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI0-0_STATUS	SSI0-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI0-0_STATUS	SSI0-0_INT_ENABLE_MAIN
SSI1	BUSIF1-0 … BUSIF1-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI1-0_STATUS	SSI1-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI1-0_STATUS	SSI1-0_INT_ENABLE_MAIN
SSI2	BUSIF2-0 … BUSIF2-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI2-0_STATUS	SSI2-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI2-0_STATUS	SSI2-0_INT_ENABLE_MAIN
SSI3	BUSIF3-0 … BUSIF3-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI3-0_STATUS	SSI3-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI3-0_STATUS	SSI3-0_INT_ENABLE_MAIN
SSI4	BUSIF4-0 … BUSIF4-3	SSI_SYSTEM_STATUS0	SSI_SYSTEM_INT_ENABLE0	SSI4-0_STATUS	SSI4-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS2	SSI_SYSTEM_INT_ENABLE2	SSI4-0_STATUS	SSI4-0_INT_ENABLE_MAIN
SSI9	BUSIF9-0 … BUSIF9-3	SSI_SYSTEM_STATUS1	SSI_SYSTEM_INT_ENABLE1	SSI9-0_STATUS	SSI9-0_INT_ENABLE_MAIN
		SSI_SYSTEM_STATUS3	SSI_SYSTEM_INT_ENABLE3	SSI9-0_STATUS	SSI9-0_INT_ENABLE_MAIN

Table 40.11 Combinations of relevant registers for each SSI (2)

	(C)	(D)	(E)	(F)
SSI	Register Name (Interrupt Factor)	Register Name (Interrupt Enable)	Register Name (Interrupt Factor)	Register Name (Interrupt Enable)
SSI0	SSISR0	SSICR0	SSI0-0_STATUS	SSI0-0_INT_ENABLE_MAIN
	SSIFSR0	SSICR0	SSI0-0_STATUS	SSI0-0_INT_ENABLE_MAIN
SSI1	SSISR1	SSICR1	SSI1-0_STATUS	SSI1-0_INT_ENABLE_MAIN
	SSIFSR1	SSICR1	SSI1-0_STATUS	SSI1-0_INT_ENABLE_MAIN
SSI2	SSISR2	SSICR2	SSI2-0_STATUS	SSI2-0_INT_ENABLE_MAIN
	SSIFSR2	SSICR2	SSI2-0_STATUS	SSI2-0_INT_ENABLE_MAIN
SSI3	SSISR3	SSICR3	SSI3-0_STATUS	SSI3-0_INT_ENABLE_MAIN
	SSIFSR3	SSICR3	SSI3-0_STATUS	SSI3-0_INT_ENABLE_MAIN
SSI4	SSISR4	SSICR4	SSI4-0_STATUS	SSI4-0_INT_ENABLE_MAIN
	SSIFSR4	SSICR4	SSI4-0_STATUS	SSI4-0_INT_ENABLE_MAIN
SSI5	SSISR5	SSICR5	SSI5_STATUS	SSI5_INT_ENABLE_MAIN
	SSIFSR5	SSICR5	SSI5_STATUS	SSI5_INT_ENABLE_MAIN
SSI6	SSISR6	SSICR6	SSI6_STATUS	SSI6_INT_ENABLE_MAIN
	SSIFSR6	SSICR6	SSI6_STATUS	SSI6_INT_ENABLE_MAIN
SSI7	SSISR7	SSICR7	SSI7_STATUS	SSI7_INT_ENABLE_MAIN
	SSIFSR7	SSICR7	SSI7_STATUS	SSI7_INT_ENABLE_MAIN
SSI8	SSISR8	SSICR8	SSI8_STATUS	SSI8_INT_ENABLE_MAIN
	SSIFSR8	SSICR8	SSI8_STATUS	SSI8_INT_ENABLE_MAIN
SSI9	SSISR9	SSICR9	SSI9-0_STATUS	SSI9-0_INT_ENABLE_MAIN
	SSIFSR9	SSICR9	SSI9-0_STATUS	SSI9-0_INT_ENABLE_MAIN

40.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

40.4.1 Note on Transfer

If an underflow or overflow occurs, stop the transfer and restart it.

Do not stop serial clock (SCK) and word select (WS) signals during data transfer. Confirm that SSISR.IDST = 1 before stopping SCK and WS signals.

In case of transmission at slave mode, it is necessary that WS signal is stable. Data transmission at slave mode should be started after more than two frames period since WS signal is entered and is stable.

In case of multiple SSI modules and case that one SSI works at master mode and the others do at slave mode, data transfer should be started after more than two frames period since registers of SSI at master mode are set.

41. Serial Sound Interface (SSI)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

41.1 Overview

The serial sound interface (hereinafter referred to as the "SSI") is a transceiver module designed to send or receive audio data interfacing with a variety of devices offering I2S format. It also supports multi-channel mode in addition to other common formats.

41.1.1 Features

The SSI has the following features:

- Number of channels: Maximum of four (when a multichannel format is specified).
- The SSI module can serve as both a transmitter and a receiver.
- Asynchronous transfer takes place between the data buffer and the shift register.
- Only the MSB first data alignment is supported.
- A value as the dividing ratio for the clock used by the serial bus interface is selectable.
- Controlling of data transmission or reception with DMAC or interrupt requests is possible.
- TDM format is supported.
- The frequency range of SCK signal is from 297.3 kHz to 12.5MHz at master mode, and from 297.3 kHz to 15.1 MHz at slave mode.
- The WS continue function by which operation can be performed without stopping WS signal is supported.
- Monaural mode (8 bits or 16 bits) is supported.
- In monaural mode, WS signal pulse width can be changed (short or long frame).
- If the sampling clock frequency is switched during transfer, it will be notified of the CPU with interrupts (a function to detect switching frequency).
- Operating mode: non-compressed mode (Not support compressed mode).
- Supports versatile serial audio formats (I2S/left justified/right justified).
- Supports master/slave functions.
- Programmable word clock, bit clock generation functions.

41.1.2 Block Diagram

Figure 41.1 shows a block diagram of a single SSI module.

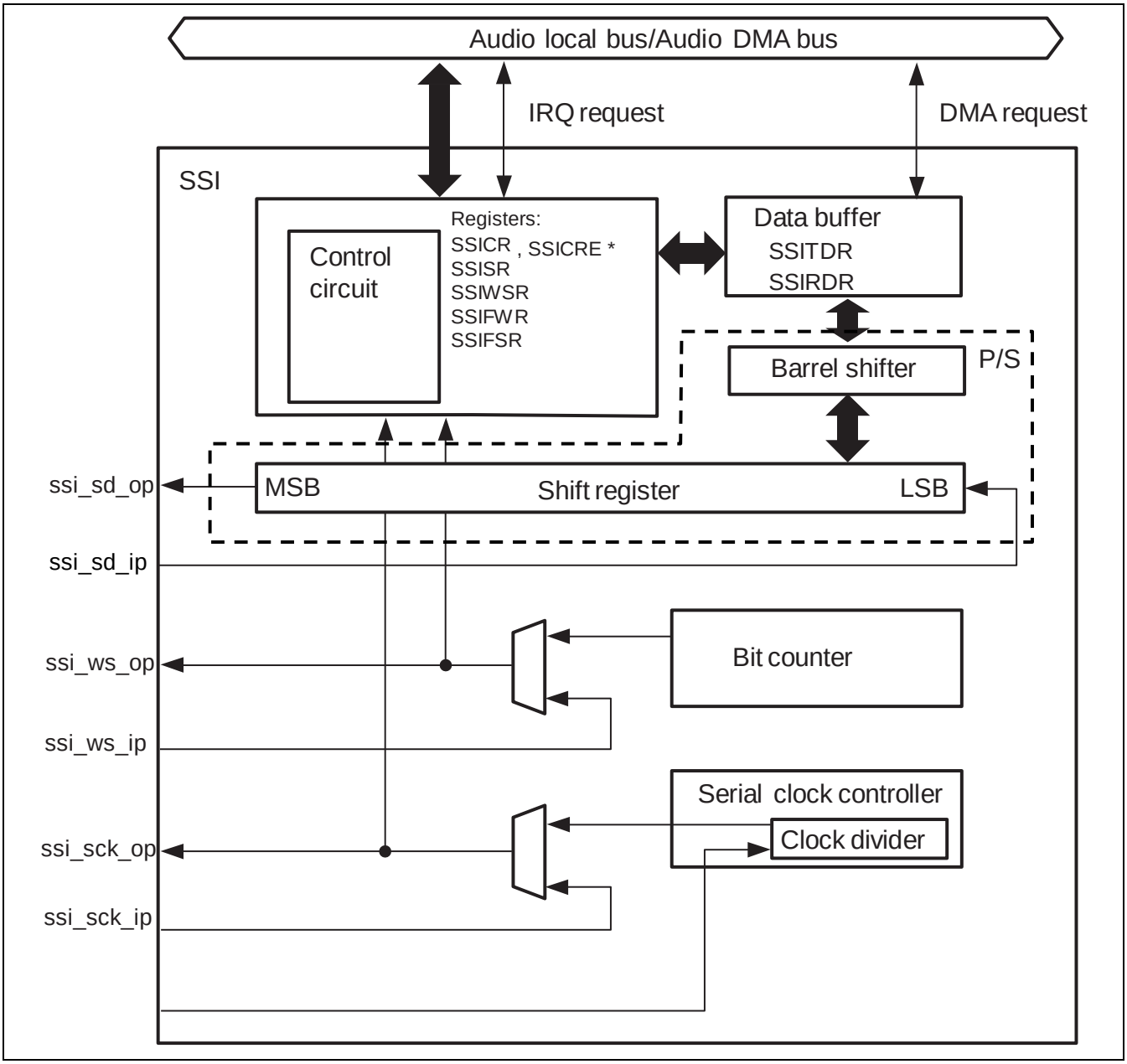


Figure 41.1 Block Diagram of SSI

Note: * SSICRE is available RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N

41.1.3 External Pins

No external pins

41.1.4 Register Configuration

The SSI has the following registers. Note that the module numbers are basically omitted from the register names in the text.

Table 41.1 Register Configurations

						Second Generation RZ/G Series Products			
Module	Register Name	Abbreviation	R/W	Address	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	Control Register 0	SSICR0	R/W	H'EC54_1000	32	√	√	√	√
	Status Register 0	SSISR0	R/W*1	H'EC54_1004	32	√	√	√	√
	Transmit Data Register 0	SSITDR0	R/W	H'EC54_1008/ H'EC24_1008*3	32	√	√	√	√
	Receive Data Register 0	SSIRDR0	R	H'EC54_100C/ H'EC24_100C*3	32	√	√	√	√
	WS Mode Register 0	SSIWSR0	R/W	H'EC54_1020	32	√	√	√	√
	FS Mode Register 0	SSIFMR0	R/W	H'EC54_1024	32	√	√	√	√
	FS Status Register 0	SSIFSR0	R/W*2	H'EC54_1028	32	√	√	√	√
	Control register extend 0	SSICRE0	R/W	H'EC54_1030	32	√	√	√	—
1	Control Register 1	SSICR1	R/W	H'EC54_1040	32	√	√	√	√
	Status Register 1	SSISR1	R/W*1	H'EC54_1044	32	√	√	√	√
	Transmit Data Register 1	SSITDR1	R/W	H'EC54_1048/ H'EC24_1048*3	32	√	√	√	√
	Receive Data Register 1	SSIRDR1	R	H'EC54_104C/ H'EC24_104C*3	32	√	√	√	√
	WS Mode Register 1	SSIWSR1	R/W	H'EC54_1060	32	√	√	√	√
	FS Mode Register 1	SSIFMR1	R/W	H'EC54_1064	32	√	√	√	√
	FS Status Register 1	SSIFSR1	R/W*2	H'EC54_1068	32	√	√	√	√
	Control Register Extend 1	SSICRE1	R/W	H'EC54_1070	32	√	√	√	—
2	Control Register 2	SSICR2	R/W	H'EC54_1080	32	√	√	√	√
	Status Register 2	SSISR2	R/W*1	H'EC54_1084	32	√	√	√	√
	Transmit Data Register 2	SSITDR2	R/W	H'EC54_1088/ H'EC24_1088*3	32	√	√	√	√
	Receive Data Register 2	SSIRDR2	R	H'EC54_108C/ H'EC24_108C*3	32	√	√	√	√
	WS Mode Register 2	SSIWSR2	R/W	H'EC54_10A0	32	√	√	√	√
	FS Mode Register 2	SSIFMR2	R/W	H'EC54_10A4	32	√	√	√	√
	FS Status Register 2	SSIFSR2	R/W*2	H'EC54_10A8	32	√	√	√	√
	Control Register Extend 2	SSICRE2	R/W	H'EC54_10B0	32	√	√	√	—

Module	Register Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
3	Control Register 3	SSICR3	R/W	H'EC54_10C0	32	√	√	√	√
	Status Register 3	SSISR3	R/W*1	H'EC54_10C4	32	√	√	√	√
	Transmit Data Register 3	SSITDR3	R/W	H'EC54_10C8/ H'EC24_10C8*3	32	√	√	√	√
	Receive Data Register 3	SSIRDR3	R	H'EC54_10CC/ H'EC24_10CC*3	32	√	√	√	√
	WS Mode Register 3	SSIWSR3	R/W	H'EC54_10E0	32	√	√	√	√
	FS Mode Register 3	SSIFMR3	R/W	H'EC54_10E4	32	√	√	√	√
	FS Status Register 3	SSIFSR3	R/W*2	H'EC54_10E8	32	√	√	√	√
	Control Register Extend 3	SSICRE3	R/W	H'EC54_10F0	32	√	√	√	—
4	Control Register 4	SSICR4	R/W	H'EC54_1100	32	√	√	√	√
	Status Register 4	SSISR4	R/W*1	H'EC54_1104	32	√	√	√	√
	Transmit Data Register 4	SSITDR4	R/W	H'EC54_1108/ H'EC24_1108*3	32	√	√	√	√
	Receive Data Register 4	SSIRDR4	R	H'EC54_110C/ H'EC24_110C*3	32	√	√	√	√
	WS Mode Register 4	SSIWSR4	R/W	H'EC54_1120	32	√	√	√	√
	FS Mode Register 4	SSIFMR4	R/W	H'EC54_1124	32	√	√	√	√
	FS Status Register 4	SSIFSR4	R/W*2	H'EC54_1128	32	√	√	√	√
	Control Register Extend 4	SSICRE4	R/W	H'EC54_1130	32	√	√	√	—
5	Control Register 5	SSICR5	R/W	H'EC54_1140	32	√	√	√	√
	Status Register 5	SSISR5	R/W*1	H'EC54_1144	32	√	√	√	√
	Transmit Data Register 5	SSITDR5	R/W	H'EC54_1148/ H'EC24_1148*3	32	√	√	√	√
	Receive Data Register 5	SSIRDR5	R	H'EC54_114C/ H'EC24_114C*3	32	√	√	√	√
	WS Mode Register 5	SSIWSR5	R/W	H'EC54_1160	32	√	√	√	√
	FS Mode Register 5	SSIFMR5	R/W	H'EC54_1164	32	√	√	√	√
	FS Status Register 5	SSIFSR5	R/W*2	H'EC54_1168	32	√	√	√	√
6	Control Register 6	SSICR6	R/W	H'EC54_1180	32	√	√	√	√
	Status Register 6	SSISR6	R/W*1	H'EC54_1184	32	√	√	√	√
	Transmit Data Register 6	SSITDR6	R/W	H'EC54_1188/ H'EC24_1188*3	32	√	√	√	√
	Receive Data Register 6	SSIRDR6	R	H'EC54_118C/ H'EC24_118C*3	32	√	√	√	√
	WS Mode Register 6	SSIWSR6	R/W	H'EC54_11A0	32	√	√	√	√
	FS Mode Register 6	SSIFMR6	R/W	H'EC54_11A4	32	√	√	√	√
	FS Status Register 6	SSIFSR6	R/W*2	H'EC54_11A8	32	√	√	√	√

Module	Register Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
7	Control Register 7	SSICR7	R/W	H'EC54_11C0	32	√	√	√	√
	Status Register 7	SSISR7	R/W*1	H'EC54_11C4	32	√	√	√	√
	Transmit Data Register 7	SSITDR7	R/W	H'EC54_11C8/ H'EC24_11C8*3	32	√	√	√	√
	Receive Data Register 7	SSIRDR7	R	H'EC54_11CC/ H'EC24_11CC*3	32	√	√	√	√
	WS Mode Register 7	SSIWSR7	R/W	H'EC54_11E0	32	√	√	√	√
	FS Mode Register 7	SSIFMR7	R/W	H'EC54_11E4	32	√	√	√	√
	FS Status Register 7	SSIFSR7	R/W*2	H'EC54_11E8	32	√	√	√	√
8	Control Register 8	SSICR8	R/W	H'EC54_1200	32	√	√	√	√
	Status Register 8	SSISR8	R/W*1	H'EC54_1204	32	√	√	√	√
	Transmit Data Register 8	SSITDR8	R/W	H'EC54_1208/ H'EC24_1208*3	32	√	√	√	√
	Receive Data Register 8	SSIRDR8	R	H'EC54_120C/ H'EC24_120C*3	32	√	√	√	√
	WS Mode Register 8	SSIWSR8	R/W	H'EC54_1220	32	√	√	√	√
	FS Mode Register 8	SSIFMR8	R/W	H'EC54_1224	32	√	√	√	√
	FS Status Register 8	SSIFSR8	R/W*2	H'EC54_1228	32	√	√	√	√
9	Control Register 9	SSICR9	R/W	H'EC54_1240	32	√	√	√	√
	Status Register 9	SSISR9	R/W*1	H'EC54_1244	32	√	√	√	√
	Transmit Data Register 9	SSITDR9	R/W	H'EC54_1248/ H'EC24_1248*3	32	√	√	√	√
	Receive Data Register 9	SSIRDR9	R	H'EC54_124C/ H'EC24_124C*3	32	√	√	√	√
	WS Mode Register 9	SSIWSR9	R/W	H'EC54_1260	32	√	√	√	√
	FS Mode Register 9	SSIFMR9	R/W	H'EC54_1264	32	√	√	√	√
	FS Status Register 9	SSIFSR9	R/W*2	H'EC54_1268	32	√	√	√	√
	Control Register Extend 9	SSICRE9	R/W	H'EC54_1270	32	√	√	√	—

Notes: Do not write to any addresses other than listed above. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed above are undefined.

1. For this register, bits 26 and 27 are readable/writable bits, although the others are read-only bits. For details, refer to section 41.2.2 Status Register (SSISRn).
2. For this register, bits 14 and 15 are readable/writable bits, although the others are read-only bits. For details, refer to section 41.2.7 FS Status Register (SSIFSRn).
3. H'EC54_1xxx and H'EC24_1xxx are used with PIO access and audio-DMAC, respectively.

41.1.5 Connected Module

Table 41.2 Connected Module

Module name	Connected module name	Function of connected module
SSI	APMU	Access the Register
	PFC	Select External pins
	CPG	Output Clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-AP	Control to interrupt
	SSIU	Serial Sound Interface Unit
	ADG	Output Clocks for Audio module
	SCU	Sampling Rate Converter Unit
	Audio-DMAC	Control Direct Memory Access for Audio module
	Audio-DMACpp	Control Direct Memory Access for Audio modules connected to the audio local bus

41.2 Register Description

[Legend for Register Descriptions]

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. The write value should always be 0.

41.2.1 Control Register (SSICRn)

Note: n = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SSICR is a readable/writable 32-bit register that controls the IRQ, selects the polarity status, and sets operating mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FORCE	—	FIEN	DMEN	UIEN	OIEN	IIEN	DIEN	CHNL[1:0]		DWL[2:0]			SWL[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SCKD	SWSD	SCKP	SWSP	SPDP	SDTA	PDTA	DEL	—	CKDV[2:0]			MUEN	—	TRMD	EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	FORCE	B'0	R/W	Fixed The bit should always be set to 1.
30	—	B'0	R	Reserved The read value is 0. The write value should always be 0.
29	FIEN	B'0	R/W	Frequency Switching Detection Interrupt Enable 0: Frequency switching detection interrupt is disabled. 1: Frequency switching detection interrupt is enabled.
28	DMEN	B'0	R/W	DMA Enable Enables or disables the DMA request. 0: DMA request is disabled. 1: DMA request is enabled.
27	UIEN	B'0	R/W	Underflow Interrupt Enable 0: Underflow interrupt is disabled. 1: Underflow Interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
26	OIEN	B’0	R/W	Overflow Interrupt Enable 0: Overflow interrupt is disabled. 1: Overflow interrupt is enabled.
25	IIEN	B’0	R/W	Idle Mode Interrupt Enable 0: Idle mode interrupt is disabled. 1: Idle mode interrupt is enabled.
24	DIEN	B’0	R/W	Data Interrupt Enable 0: Data interrupt is disabled. 1: Data interrupt is enabled.
23, 22	CHNL[1:0]	B’00	R/W	Channels These bits set the number of channels in each system word. When the stereo format or multi-channel format is used (WS_MODE = 0, MONO = 0, and WIDTH = B'0_0000 in the WS Mode Register): B’00: A system word has one channel. B’01: A system word has two channels. B’10: A system word has three channels. B’11: A system word has four channels. When the TDM format is used (WS_MODE = 1, MONO = 0, and WIDTH = B'0_0000 in the WS Mode Register): B’00: Setting prohibited * B’01: A TDM frame consists of four system words. B’10: A TDM frame consists of six system words. B’11: A TDM frame consists of eight system words. * In case of CHNL = B'00 and SSICREm.CHNL2 = 1, a TDM frame consists of sixteen system words. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] When the monaural format is used (WS_MODE = 1, MONO = 1, and WIDTH = B'0_0001 to B'1_1111 in the WS Mode Register): B’00: A monaural frame consists of one system word. B’01: Setting prohibited B’10: Setting prohibited B’11: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
21 to 19	DWL[2:0]	B’000	R/W	Data Word Length These bits set the number of bits in a data word. When the stereo format or multi-channel format (WS_MODE = 0, MONO = 0, and WIDTH = B'0_0000 in the WS Mode Register) or TDM format (WS_MODE = 1, MONO = 0, and WIDTH = B'0_0000 in the WS Mode Register) is used: B’000: 8 bits B’001: 16 bits B’010: 18 bits B’011: 20 bits B’100: 22 bits B’101: 24 bits B’110: 32 bits B’111: Setting prohibited When the monaural format is used (WS_MODE = 1, MONO = 1, and WIDTH = B'0_0001 to B'1_1111 in the WS Mode Register): B’000: 8 bits B’001: 16 bits Other than above: Setting prohibited
18 to 16	SWL[2:0]	B’000	R/W	System Word Length These bits set the number of bits in a system word. When the stereo format or multi-channel format (WS_MODE = 0, MONO = 0, and WIDTH = B'0_0000 in the WS Mode Register) or TDM format (WS_MODE = 1, MONO = 0, and WIDTH = B'0_0000 in the WS Mode Register) is used: B’000: 8 bits B’001: 16 bits B’010: 24 bits B’011: 32 bits B’100: 48 bits B’101: 64 bits B’110: 128 bits B’111: 256 bits When the monaural format is used (WS_MODE = 1, MONO = 1, and WIDTH = B'0_0001 to B'1_1111 in the WS Mode Register): B’000: 16 bits B’001: 32 bits B’010: 48 bits B’011: 64 bits B’100: 96 bits B’101: 128 bits B’110: 256 bits B’111: 512 bits
15	SCKD	B’0	R/W	Serial Bit Clock Direction 0: Serial bit clock is input, slave mode. 1: Serial bit clock is output, master mode. Note: (SCKD, SWSD) = (0, 0) or (1, 1) can be set to SSI0 to SSI7 and SSI9. To SSI8, only (SCKD, SWSD) = (0, 0) can be set. Other settings are prohibited.

Bit	Bit Name	Initial Value	R/W	Description
14	SWSD	B'0	R/W	Serial WS Direction 0: Serial word select is input, slave mode. 1: Serial word select is output, master mode. Note: (SCKD, SWSD) = (0, 0) or (1, 1) can be set to SSI0 to SSI7 and SSI9. To SSI8, only (SCKD, SWSD) = (0, 0) can be set. Other settings are prohibited.
13	SCKP	B'0	R/W	Serial Bit Clock Polarity 0: SSI_WS and SSI_SDATA change at the SSI_SCK falling edge (sampled at the SCK rising edge). 1: SSI_WS and SSI_SDATA change at the SSI_SCK rising edge (sampled at the SCK falling edge).

	SCKP = 0	SCKP = 1
SSI_SDATA input sampling timing at the time of reception (TRMD = 0)	SSI_SCK rising edge	SSI_SCK falling edge
SSI_SDATA output change timing at the time of transmission (TRMD = 1)	SSI_SCK falling edge	SSI_SCK rising edge
SSI_WS input sampling timing at the time of slave mode (SWSD = 0)	SSI_SCK rising edge	SSI_SCK falling edge
SSI_WS output change timing at the time of master mode (SWSD = 1)	SSI_SCK falling edge	SSI_SCK rising edge

Bit	Bit Name	Initial Value	R/W	Description
12	SWSP	B'0	R/W	Serial WS Polarity The value of this bit must not be changed when the SSI module enable (EN) bit in this register is set to 1. • When the stereo format or multi-channel format is used (WS_MODE = 0, MONO = 0, and WIDTH = B'0_0000 in the WS Mode Register): 0: SSI_WS is low for 1st channel, high for 2nd channel. 1: SSI_WS is high for 1st channel, low for 2nd channel. • When the TDM format is used (WS_MODE = 1, MONO = 0, and WIDTH = B'0_0000 in the WS Mode Register): 0: The SYNC pulse is high over the period of system word 1, and low otherwise. 1: The SYNC pulse is low for over the period of system word 1, and high otherwise. • When the monaural format is used (WS_MODE = 1, MONO = 1, and WIDTH = B'0_0001 to B'1_1111 in the WS Mode Register): 0: WS pulse is high over the period specified with the WIDTH bits in the WS Mode Register, and low otherwise. 1: WS pulse is low over the period specified with the WIDTH bits in the WS Mode Register, and high otherwise.
11	SPDP	B'0	R/W	Serial Padding Polarity 0: Padding bits are low. 1: Padding bits are high. Padding bits are low when MUEN = 1. (The mute function takes priority.)

Bit	Bit Name	Initial Value	R/W	Description
10	SDTA	B'0	R/W	Serial Data Alignment This bit should be set to 0 when the monaural format is used (WS_MODE = 1, MONO = 1, and WIDTH = B'0_0001 to B'1_1111 in the WS Mode Register). 0: Transmitting and receiving in the order of serial data and padding bits. 1: Transmitting and receiving in the order of padding bits and serial data.
9	PDTA	B'0	R/W	Parallel Data Alignment When the length of data word is 32, 16 or 8 bits, this configuration field has no meaning. This bit should be set to 0 when the monaural format is used (WS_MODE = 1, MONO = 1, and WIDTH = B'0_0001 to B'1_1111 in the WS Mode Register). This bit applies to SSIRDR in receive mode and SSITDR in transmit mode. 0: Parallel data (SSITDR, SSIRDR) is left-aligned. 1: Parallel data (SSITDR, SSIRDR) is right-aligned. DWL = 000 (with a data word length of 8 bits), the PDTA setting is ignored. All data bits in SSIRDR or SSITDR are used on the audio serial bus. Four data words are transmitted or received at each 32-bit access. The first data word is derived from bits 7 to 0, the second from bits 15 to 8, the third from bits 23 to 16 and the last data word is derived from bits 31 to 24. DWL = B'001 (with a data word length of 16 bits), the PDTA setting is ignored. All data bits in SSIRDR or SSITDR are used on the audio serial bus. Two data words are transmitted or received at each 32-bit access. The first data word is derived from bits 15 to 0 and the second data word is derived from bits 31 to 16. DWL = B'010, B'011, B'100, B'101 (with a data word length of 18, 20, 22 or 24 bits), PDTA = 0 (left-aligned) The data bits used in SSIRDR or SSITDR are the following: Bits 31 down to (32 minus the number of bits in the data word length specified by DWL). That is, if DWL = B'011, the data word length is 20 bits; therefore, bits 31 to 12 in either SSIRDR or SSITDR are used. All other bits are ignored or reserved. DWL = B'010, B'011, B'100, B'101 (with a data word length of 18, 20, 22 or 24 bits), PDTA = 1 (right-aligned) The data bits used in SSIRDR or SSITDR are the following: Bits (the number of bits in the data word length specified by DWL minus 1) to 0 i.e. if DWL = B'011, then DWL = 20 and bits 19 to 0 are used in either SSIRDR or SSITDR. All other bits are ignored or reserved. DWL = B'110 (with a data word length of 32 bits), the PDTA setting is ignored. All data bits in SSIRDR or SSITDR are used on the audio serial bus.
8	DEL	B'0	R/W	Serial Data Delay 0: One clock cycle delay between SSI_WS and SSI_SDATA 1: No delay between SSI_WS and SSI_SDATA
7	—	B'0	R	Reserved The read value is 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
6 to 4	CKDV[2:0]	B'000	R/W	Serial Oversampling Clock Division Ratio Set the ratio between oversampling clock, CLK_FS, and the serial bit clock. These bits are ignored if SCKD = 0. The serial bit clock is used in the shift register and is provided on the SSI_SCK module pin. B'000: Serial bit clock frequency = oversampling clock frequency/1 B'001: Serial bit clock frequency = oversampling clock frequency/2 B'010: Serial bit clock frequency = oversampling clock frequency/4 B'011: Serial bit clock frequency = oversampling clock frequency/8 B'100: Serial bit clock frequency = oversampling clock frequency/16 B'101: Serial bit clock frequency = oversampling clock frequency/6 B'110: Serial bit clock frequency = oversampling clock frequency/12 B'111: Setting prohibited CKDV = 000 is invalid when WS_MODE = 1 or CONT = 1 in the WS Mode Register.
3	MUEN	B'0	R/W	Serial Data Output Disable 0: Module is not muted. 1: Module is muted. Note: This bit can be used to stop output (low output) or to enable output. However, the operation is not synchronized with the change of SSI_WS.
2	—	B'0	R	Reserved The read value is 0. The write value should always be 0.
1	TRMD	B'0	R/W	Transmit/Receive Mode Select 0: Module is in receive mode. 1: Module is in transmit mode.
0	EN	B'0	R/W	SSI Module Enable 0: Module is disabled. 1: Module is enabled. When changing EN bit, do not change other bits.

41.2.2 Status Register (SSISRn)

Note: n = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SSISR consists of status flags indicating the operational status of the SSI module and bits indicating the current channel numbers and word numbers.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	DMRQ	UIRQ	OIRQ	IIRQ	DIRQ	—	—	—	—	—	—	—	—
Initial value:	—	—	—	0	0	0	—	0	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R/WC0	R/WC0	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CHNO[1:0]		SWNO	IDST
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	0	0	1	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	Undefined	R	Reserved The read value is not guaranteed. The write value should always be 0.
28	DMRQ	B'0	R	DMA Request Status Flag This status flag allows the CPU to recognize the value of the DMA request pin on the SSI module. • TRMD = 0 (receive mode) If DMRQ = 1, the SSIRDR has unread data. If SSIRDR is read, DMRQ = 0 until there is new unread data. • TRMD = 1 (transmit mode) If DMRQ = 1, SSITDR requires data to be written to continue the transmission to the audio serial bus. Once data is written to SSITDR, DMRQ = 0 until it requires further transmit data.

Bit	Bit Name	Initial Value	R/W	Description
27	UIRQ	B'0	R/WC0	Underflow Error Interrupt Status Flag This status flag indicates that data was supplied at a lower rate than was required. In either case, this bit is set to 1 regardless of the value of the UIEN bit and can be cleared by writing 0 to this bit. If UIRQ = 1 and UIEN = 1, an interrupt occurs. • TRMD = 0 (receive mode) If UIRQ = 1, SSIRDR was read before there was new unread data indicated by the DMRQ or DIRQ bit. This can lead to the same received data being stored twice by the host leading to potential corruption of multi-channel data. • TRMD = 1 (transmit mode) If UIRQ = 1, SSITDR did not have data written to it before it was required for transmission. This will lead to the same data being transmitted once more and a potential corruption of multi-channel data. This is more serious error than a receive mode underflow as the output SSI data results in error. Note: When underflow error occurs, the current data in the data buffer of this module is transmitted until the next data is filled.
26	OIRQ	B'0	R/WC0	Overflow Error Interrupt Status Flag This status flag indicates that data was supplied at a higher rate than was required. In either case this bit is set to 1 regardless of the value of the OIEN bit and can be cleared by writing 0 to this bit. If OIRQ = 1 and OIEN = 1, an interrupt occurs. • TRMD = 0 (receive mode) If OIRQ = 1, SSIRDR was not read before there was new unread data written to it. This will lead to the loss of a data and a potential corruption of multi-channel data. Note: When overflow error occurs, the current data in the data buffer of this module is overwritten by the next incoming data from the SSI interface. • TRMD = 1 (transmit mode) If OIRQ = 1, SSITDR had data written to it before it was transferred to the shift register. This will lead to the loss of a data and a potential corruption of multi-channel data.
25	IIRQ	Undefined	R	Idle Mode Interrupt Status Flag This interrupt status flag indicates whether the SSI module is in idle state. This bit is set regardless of the value of the IIEN bit to allow polling. "Idle state" refers to the state where the serial bus has been stopped after activation of the SSI. The interrupt can be masked by clearing IIEN, but cannot be cleared by writing to this bit. If IIRQ = 1 and IIEN = 1, an interrupt occurs. 0: The SSI module is not in idle state. 1: The SSI module is in idle state.

Bit	Bit Name	Initial Value	R/W	Description
24	DIRQ	B'0	R	Data Interrupt Status Flag This status flag indicates that the module has data to be read or requires data to be written. In either case this bit is set to 1 regardless of the value of the DIEN bit to allow polling. The interrupt can be masked by clearing DIEN, but cannot be cleared by writing to this bit. If DIRQ = 1 and DIEN = 1, an interrupt occurs. • TRMD = 0 (receive mode) 0: No unread data in SSIRDR 1: Unread data in SSIRDR • TRMD = 1 (transmit mode) 0: Transmit buffer is full. 1: Transmit buffer is empty and requires data to be written to SSITDR.
23 to 4	—	Undefined	R	Reserved The read value is not guaranteed. The write value should always be 0.
3, 2	CHNO[1:0]	B'00	R	Channel Number These bits indicate the current channel number. However, if the length of data words is 8 or 16 bits, the value of these bits is meaningless. B'00: 1st channel B'01: 2nd channel B'10: 2nd channel B'11: 4th channel • TRMD = 0 (receive mode) CHNO indicates which channel the data in SSIRDR currently represents. This value will change as the data in SSIRDR is updated from the shift register. • TRMD = 1 (transmit mode) CHNO indicates which channel is required to be written to SSITDR. This value will change as the data is copied to the shift register, regardless of whether the data is written to SSITDR. These bits cannot be used when WS_MODE = 1 or CONT = 1 in the WS Mode Register.
1	SWNO	B'1	R	System Word Number This status bit indicates the current word number. However, if the length of data words is 8 or 16 bits, the value of this bit is meaningless. • TRMD = 0 (receive mode) SWNO indicates which system word the data in SSIRDR currently represents. This value will change as the data in SSIRDR is updated from the shift register, regardless of whether SSIRDR has been read. • TRMD = 1 (transmit mode) SWNO indicates which system word is required to be written to SSITDR. This value will change as the data is copied to the shift register, regardless of whether the data is written to SSITDR. This bit cannot be used when WS_MODE = 1 or CONT = 1 in the WS Mode Register.

Bit	Bit Name	Initial Value	R/W	Description
0	IDST	Undefined	R	Idle Mode Status Flag This status flag indicates that the serial bus activity has stopped. This bit is cleared if EN = 1 and the serial bus are currently active. This bit is automatically set to 1 under the following conditions. • SSI = Master transmitter (SWSD = 1 and TRMD = 1) This bit is set to 1 when the EN bit is cleared and data written in SSITDR has been output from the serial data input/output pin (SSI_SDATA). • SSI = Master receiver (SWSD = 1 and TRMD = 0) This bit is set to 1 when the EN bit is cleared and transfer of the current system word is completed. • SSI = Slave transmitter/receiver (SWSD = 0) This bit is set to 1 when the EN bit is cleared and transfer of the current system word is completed. Note: If an external device stops the serial bus clock before transfer of the current system word is completed, this bit is not set.

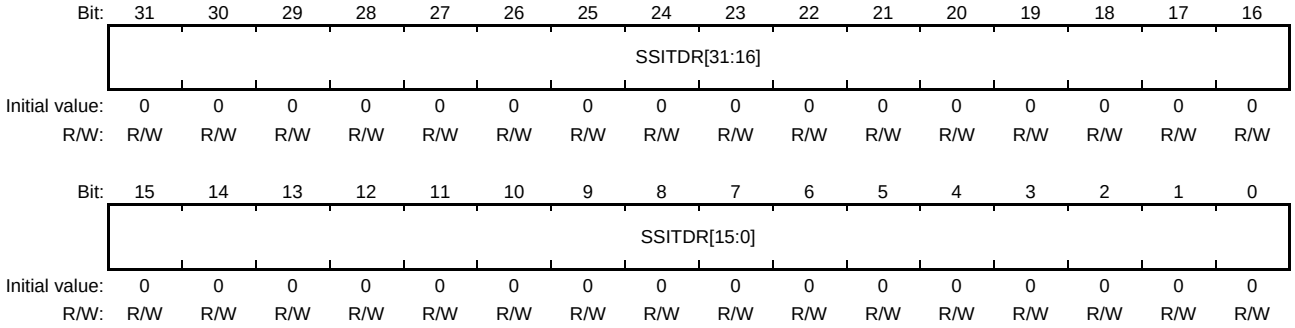
41.2.3 Transmit Data Register (SSITDRn)

Note: n = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SSITDR is a 32-bit register that holds data to be transmitted.

Data written to this register is transferred to the shift register upon transmission request. If the data word length is less than 32 bits, the alignment is determined by the setting of the PDTA control bit in SSICR. The data in the buffer can be accessed by reading this register.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SSITDR[31:0]	All 0	R/W	Transmit Data Data transmitted from SSI.

41.2.4 Receive Data Register (SSIRDRn)

Note: n = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SSIRDR is a 32-bit register that stores receive messages.

Data in this register is transferred from the shift register each time data word is received. If the data word length is less than 32 bits, the alignment is determined by the setting of the PDTA control bit in SSICR.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SSIRDR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SSRDR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SSIRDR[31:0]	All 0	R	Receive Data Data received from external pins.

41.2.5 WS Mode Register (SSIWSRn)

Note: n = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SSIWSR is a 32-bit readable/writable register that sets the TDM format, monaural format, and WS continue function.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	WIDTH[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CONT	—	—	—	—	—	—	MONO	WS_ MODE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved The read value is 0. The write value should always be 0.
20 to 16	WIDTH[4:0]	All 0	R/W	SYNC Pulse Width Change • When the TDM format is used (WS_MODE = 1 and MONO = 0 in this register): B'0_0000: TDM format Other than B'0_0000: Setting prohibited • When the monaural format is used (WS_MODE = 1 and MONO = 1 in this register): B'0_0000: Setting prohibited B'0_0001: Pulse width is equivalent to one cycle of SCK. B'0_0010: Pulse width is equivalent to two cycles of SCK. ... B'1_1111: Pulse width is equivalent to 31 cycles of SCK. Note that the set value of the system word length bits (SWL) in SSICR should be greater than that of the SYNC pulse width bits (WIDTH) when the monaural format is used.
15 to 9	—	All 0	R	Reserved The read value is 0. The write value should always be 0.
8	CONT	B'0	R/W	WS Continue Function 0: WS continue function is disabled. 1: WS continue function is enabled. Note: This bit can only be set in master mode (SSICR.SCKD = 1, SSICR.SWSD = 1).
7 to 2	—	All 0	R	Reserved The read value is 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
1	MONO	B'0	R/W	TDM Format/Monaural Format Selects the TDM format or monaural format. When the normal stereo format, multi-channel format, this bit should be 0. 0: TDM format 1: Monaural format
0	WS_MODE	B'0	R/W	WS Mode 0: Stereo format, multi-channel format 1: TDM format, monaural format

41.2.6 FS Mode Register (SSIFMRn)

Note: n = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SSIFMR is used to set the frequency switching detection function.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	DTCT[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	CTDV[1:0]		—	—	—	FSEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R	Reserved The read value is 0. The write value should always be 0.
21 to 16	DTCT[5:0]	All 0	R/W	Frequency Switching Detection Range Set B'00_0100: Set the value in the range as 5. Other than above: Setting prohibited.
15 to 6	—	All 0	R	Reserved The read value is 0. The write value should always be 0.
5, 4	CTDV[1:0]	B'00	R/W	Bus Clock Division Ratio Sets the bus clock division ratio used for the frequency switching detection function. B'00: Setting prohibited. B'01: Setting prohibited. B'10: Setting prohibited. B'11: Set the switching detection clock frequency = bus clock frequency/8.
3 to 1	—	All 0	R	Reserved The read value is 0. The write value should always be 0.
0	FSEN	B'0	R/W	Frequency Switching Detection Function Enable 0: The frequency switching detection function is disabled. 1: The frequency switching detection function is enabled. Note: This bit must be enabled after the desired settings have been made for SWSP in SSICR and WS_MODE in SSIWSR.

41.2.7 FS Status Register (SSIFSRn)

Note: n = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SSIFSR is used to read the frequency switching detection status and information on the frequency counter.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FCST	DTST	—	—	FCNT[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/WC0	R/WC0	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved The read value is 0. The write value should always be 0.
15	FCST	B'0	R/WC0	WS Stopped Status Flag In the frequency switching detection function, this status flag reflects the state that the WS signal is stopped. When FCST = 1, this bit indicates that the WS signal has stopped (the state is detected only when FSEN in SSIFMR = 1). Write 0 if this bit is cleared to 0.
14	DTST	B'0	R/WC0	Frequency Switching Detection Status Flag In the frequency switching detection function, this status flag reflects the state that frequency switching has been detected. When DTST = 1, this bit indicates that the switching has been detected (the state is detected only when FSEN in SSIFMR = 1). Write 0 if this bit is cleared to 0.
13, 12	—	B'00	R	Reserved The read value is 0. The write value should always be 0.
11 to 0	FCNT[11:0]	All 0	R	Frequency Count Monitor When the frequency switching detection function is enabled, the count value between WS signal edges is reflected according to the setting of the operating mode and the serial WS polarity (SWSP in SSICR). This value is updated when the frequency is switched and the WS signal has been detected.

41.2.8 Control Register Extend (SSICREm) (m = 0 to 4, 9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

CHNL2 is an extension bit of SSICRn.CHNL[1:0]. This bit should be set 0 except SSIq_MODE2.ex_func in SSIU is 1 and TDM format is not selected (SSIWSRn.WS_MODE = 1 and SSIWSRn.MONO = 0).

This register should be set up before SSICRn is set up.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CHNL2
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved The read value is 0. The write value should always be 0.
0	CHNL2	B’0	R/W	Extension bit of SSICRn.CHNL[1:0] 0: Default value 1: A TDM frame consists of sixteen system words. In this case, SSICRn.CHNL should be set B'00.

41.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

41.3.1 Bus Format

The SSI module can operate as a transmitter or a receiver and can be configured into many serial bus formats in either mode.

The bus format can be selected from one of the four major modes shown in Table 41.3.

Table 41.3 Bus Format for SSI Module

	SSICR																		SSIWSR			SSICRE *
	TRMD	SCKD	SWSD	EN	MUEN	DIEN	IIEN	OIEN	UIEN	DEL	PDTA	SDTA	SPDP	SWSP	SCKP	SWL[2:0]	DWL[2:0]	CHNL[1:0]	WS_MODE	MONO	CONT	CHNL2
Slave receiver	0	0	0	Control bits							Configuration bits								WS mode bits			Control bits
Slave transmitter	1	0	0																			
Master receiver	0	1	1																			
Master transmitter	1	1	1																			

Note: * [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] only available.

(1) Slave receiver

This mode allows the module to receive serial data from another device. The clock and word select signal used for the serial data stream is also supplied from an external device. If these signals do not conform to the format specified in the configuration fields of the SSI module, operation is not guaranteed.

(2) Slave transmitter

This mode allows the module to transmit serial data to another device. The clock and word select signal used for the serial data stream is also supplied from an external device. If these signals do not conform to the format specified in the configuration fields of the SSI module, operation is not guaranteed.

(3) Master receiver

This mode allows the module to receive serial data from another device. The clock and word select signals are internally derived from the CLK_FS input clock. The format of these signals is defined in the configuration fields of the SSI module. If the incoming data does not follow the configured format, operation is not guaranteed.

(4) Master transmitter

This mode allows the module to transmit serial data to another device. The clock and word select signals are internally derived from the CLK_FS input clock. The format of these signals is defined in the configuration fields of the SSI module.

(5) Setting for each format

Table 41.4 shows the setting for each format:

Table 41.4 Setting for Each Format

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

	SSICR	SSIWSR			SSICRE
Format	**CHNL[1:0]**	**WS_MODE**	**MONO**	**WIDTH[4:0]**	**CHNL2**
Stereo format	B'00	0	0	B'0_0000	B'0
Multi-channel format	B'01/B'10/B'11	0	0	B'0_0000	B'0
Monaural format	B'00	1	1	B'0_0001 to B'1_1111	B'0
TDM format	B'00/B'01/B'10/B'11 *	1	0	B'0_0000	B'0/1 *

Note: * SSICR.CHNL[1:0] should be set B'00 to when SSICRE.CHNL2 = 1.

[RZ/G2E]

	SSICR	SSIWSR		
Format	**CHNL[1:0]**	**WS_MODE**	**MONO**	**WIDTH[4:0]**
Stereo format	B'00	0	0	B'0_0000
Multi-channel format	B'01/B'10/B'11	0	0	B'0_0000
Monaural format	B'00	1	1	B'0_0001 to B'1_1111
TDM format	B'00/B'01/B'10/B'11 *	1	0	B'0_0000

(6) Configuration bits (related to word length)

There are many configurations the SSI module supports, but only some of the combinations are shown below for the I2S, left-aligned, and right-aligned formats.

Figure 41.2 and Figure 41.3 demonstrate the supported I2S format both with and without padding. Padding occurs when the data word length is smaller than the system word length.

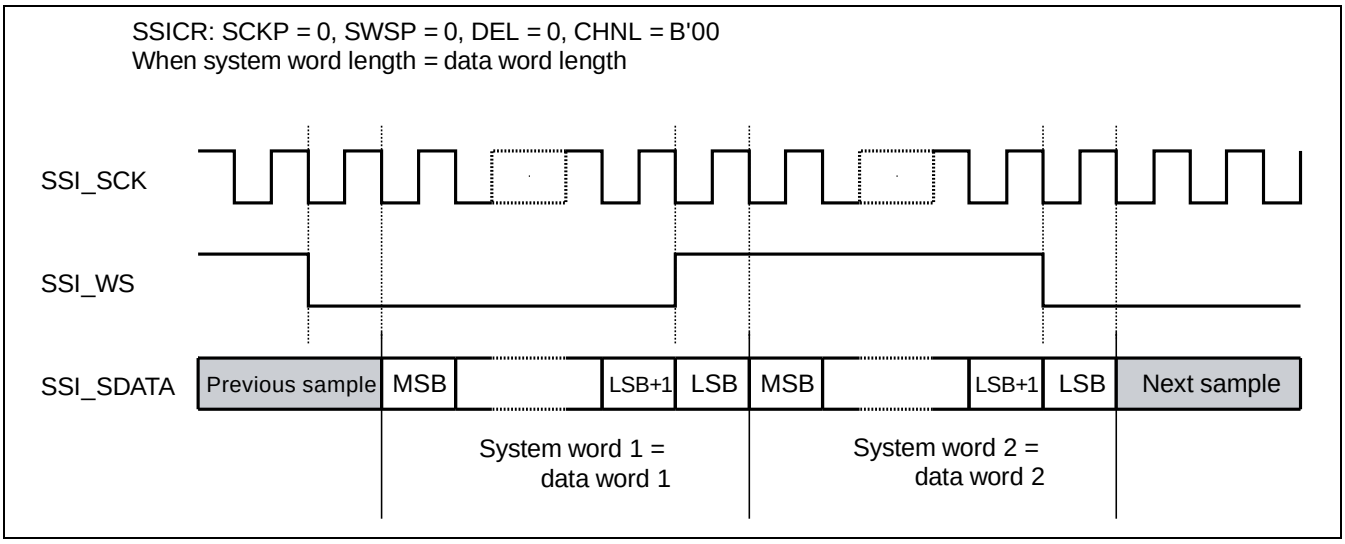


Figure 41.2 I2S Format (without Padding)

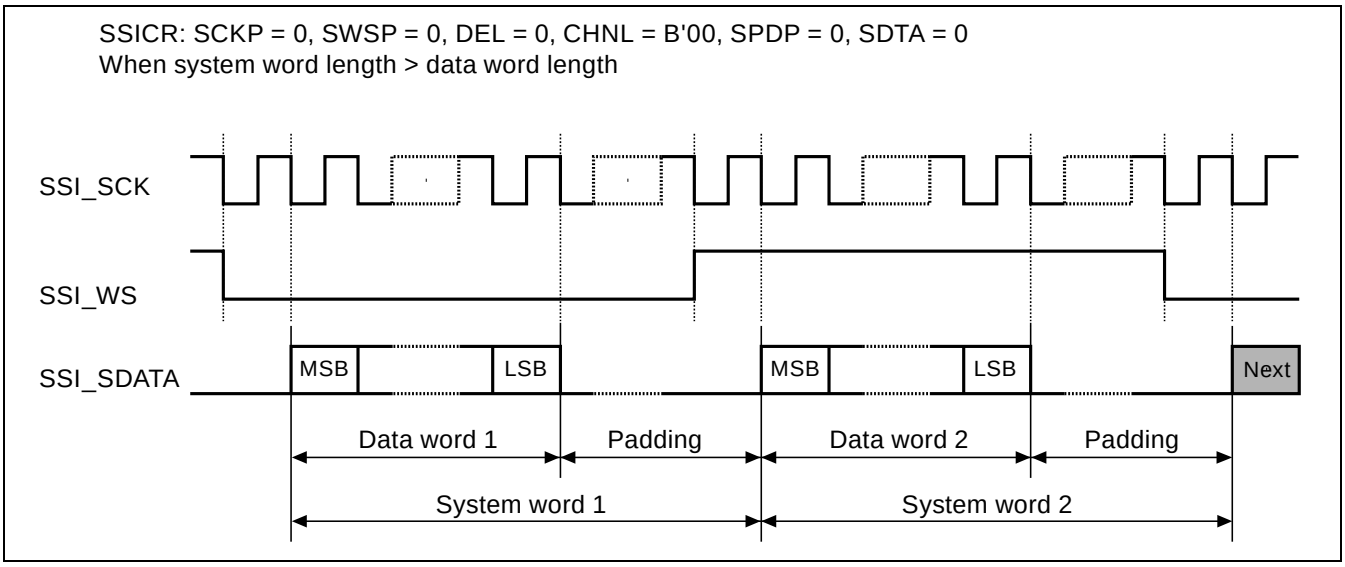


Figure 41.3 I2S Format (with Padding)

Figure 41.4 shows the left-aligned format and Figure 41.5 shows the right-aligned format. Padding is assumed in both cases, but may not be present in a final implementation if the system word length equals the data word length.

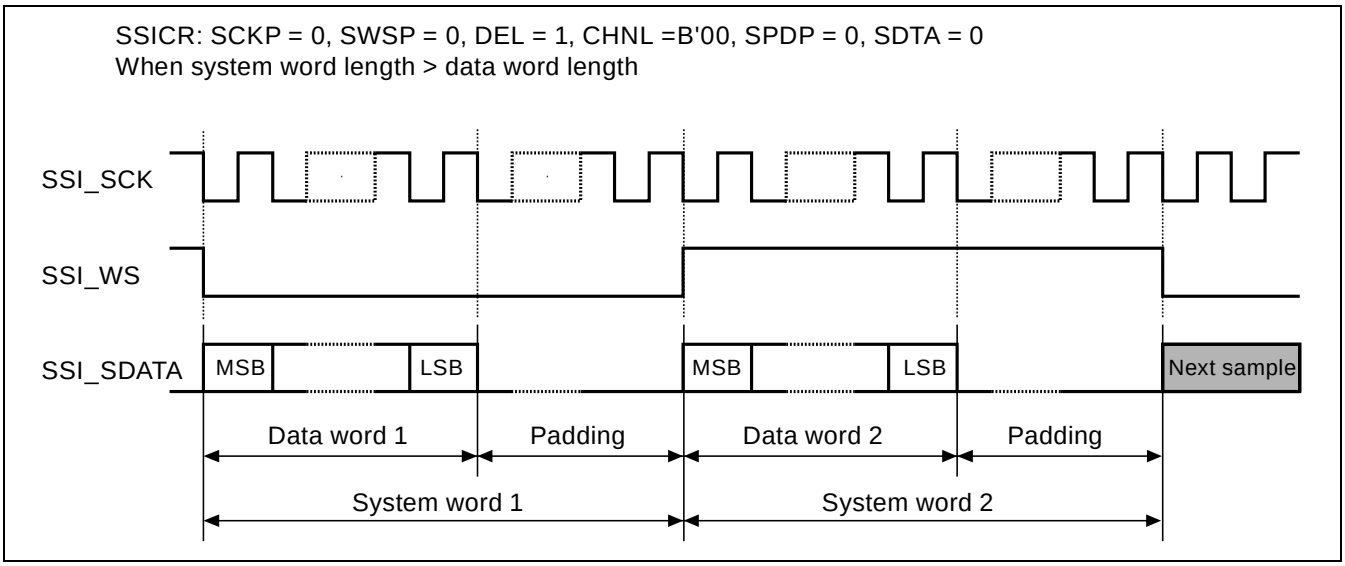


Figure 41.4 Left-Aligned Format
(Transmitting and Receiving in the Order of Serial Data and Padding Bits)

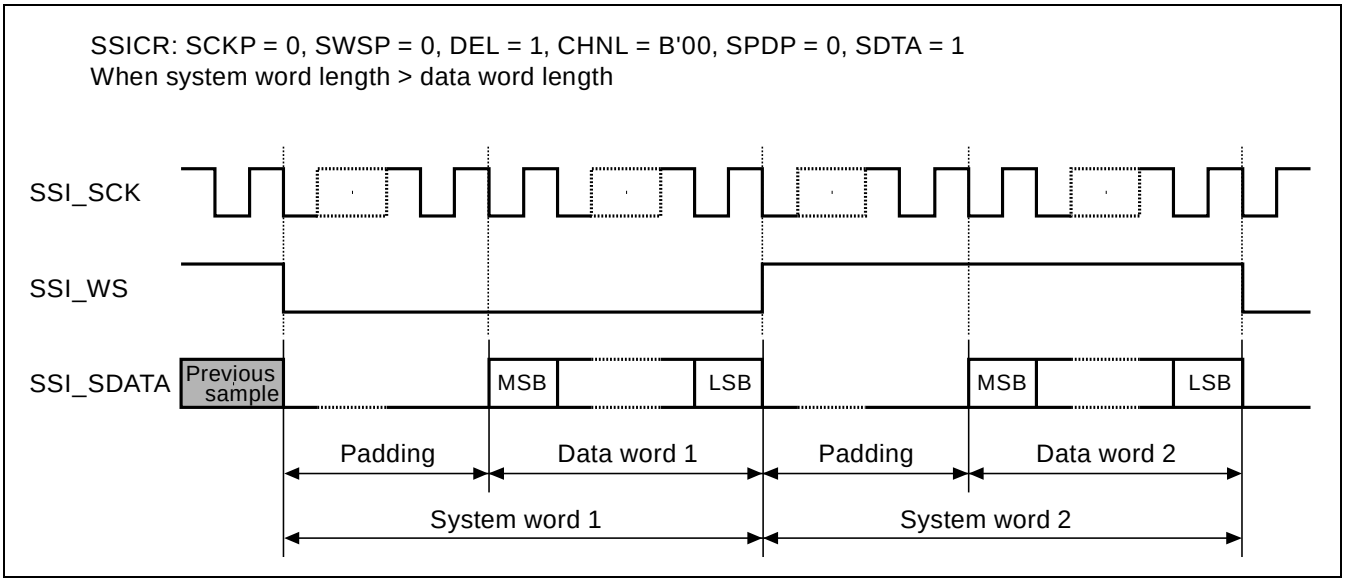


Figure 41.5 Right-Aligned Format
(Transmitting and Receiving in the Order of Padding Bits and Serial Data)

(7) Multi-channel formats

Some devices extend the definition of the I2S format and allow more than two channels to be transferred within two system words.

The SSI module supports the transfer of two, three, and four channels by using the CHNL, SWL and DWL bits only when the system word length (SWL) is greater than or equal to the data word length (DWL) multiplied by channels (CHNL).

Table 41.5 shows the number of padding bits for each of the valid setting. If setting is not valid, "—" is indicated instead of a number.

Table 41.5 The Number of Padding Bits for Each Valid Setting

Padding Bits Per System Word			DWL[2:0]	B'000	B'001	B'010	B'011	B'100	B'101	B'110
CHNL [1:0]	Decoded Channels per System Word	SWL [2:0]	Decoded Word Length	8	16	18	20	22	24	32
B'00	1	B'000	8	0	—	—	—	—	—	—
		B'001	16	8	0	—	—	—	—	—
		B'010	24	16	8	6	4	2	0	—
		B'011	32	24	16	14	12	10	8	0
		B'100	48	40	32	30	28	26	24	16
		B'101	64	56	48	46	44	42	40	32
		B'110	128	120	112	110	108	106	104	96
		B'111	256	248	240	238	236	234	232	224
B'01	2	B'000	8	—	—	—	—	—	—	—
		B'001	16	0	—	—	—	—	—	—
		B'010	24	8	—	—	—	—	—	—
		B'011	32	16	0	—	—	—	—	—
		B'100	48	32	16	12	8	4	0	—
		B'101	64	48	32	28	24	20	16	0
		B'110	128	112	96	92	88	84	80	64
		B'111	256	240	224	220	216	212	208	192
B'10	3	B'000	8	—	—	—	—	—	—	—
		B'001	16	—	—	—	—	—	—	—
		B'010	24	0	—	—	—	—	—	—
		B'011	32	8	—	—	—	—	—	—
		B'100	48	24	0	—	—	—	—	—
		B'101	64	40	16	10	4	—	—	—
		B'110	128	104	80	74	68	62	56	32
		B'111	256	232	208	202	196	190	184	160

Padding Bits Per System Word		DWL[2:0]	B'000	B'001	B'010	B'011	B'100	B'101	B'110
CHNL [1:0]	Decoded Channels per System Word	SWL [2:0]	Decoded Word Length	8	16	18	20	22	24	32
B'11	4	B'000	8	—	—	—	—	—	—	—
		B'001	16	—	—	—	—	—	—	—
		B'010	24	—	—	—	—	—	—	—
		B'011	32	0	—	—	—	—	—	—
		B'100	48	16	—	—	—	—	—	—
		B'101	64	32	0	—	—	—	—	—
		B'110	128	96	64	56	48	40	32	0
		B'111	256	224	192	184	176	168	160	128

When the SSI module acts as a transmitter, each word written to SSITDR is transmitted to the serial audio bus in the order they are written. When the SSI module acts as a receiver, each word received by the serial audio bus is read in the order received from SSIRDR.

Figure 41.6 to Figure 41.8 show how two, three and four channels are transferred to the serial audio bus. Note that there are no padding bits in the first example, the second example is left-aligned and the third is right-aligned. This selection is arbitrary and is just for demonstration purposes only.

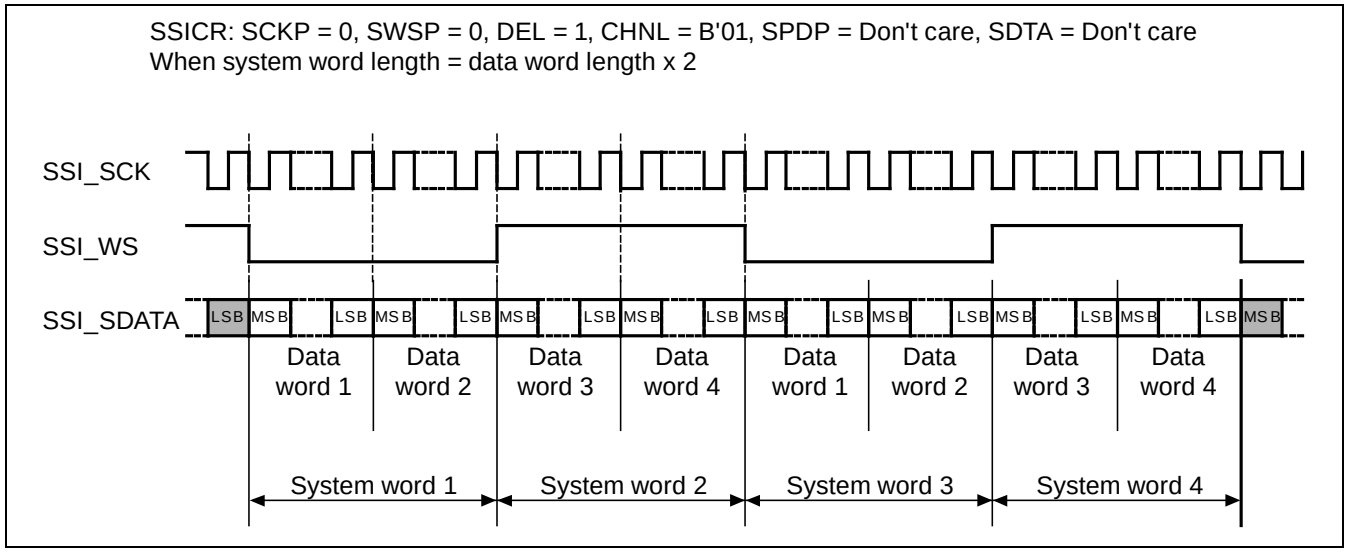


Figure 41.6 Multi-Channel Format (Two Channels without Padding)

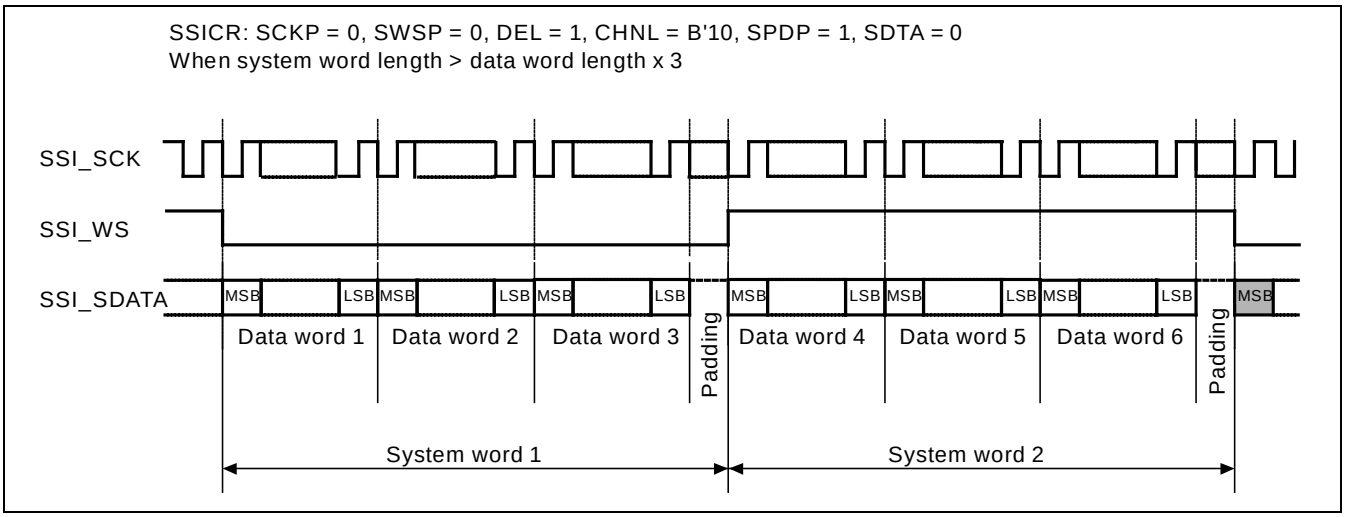


Figure 41.7 Multi-Channel Format (Three Channels with High Padding)

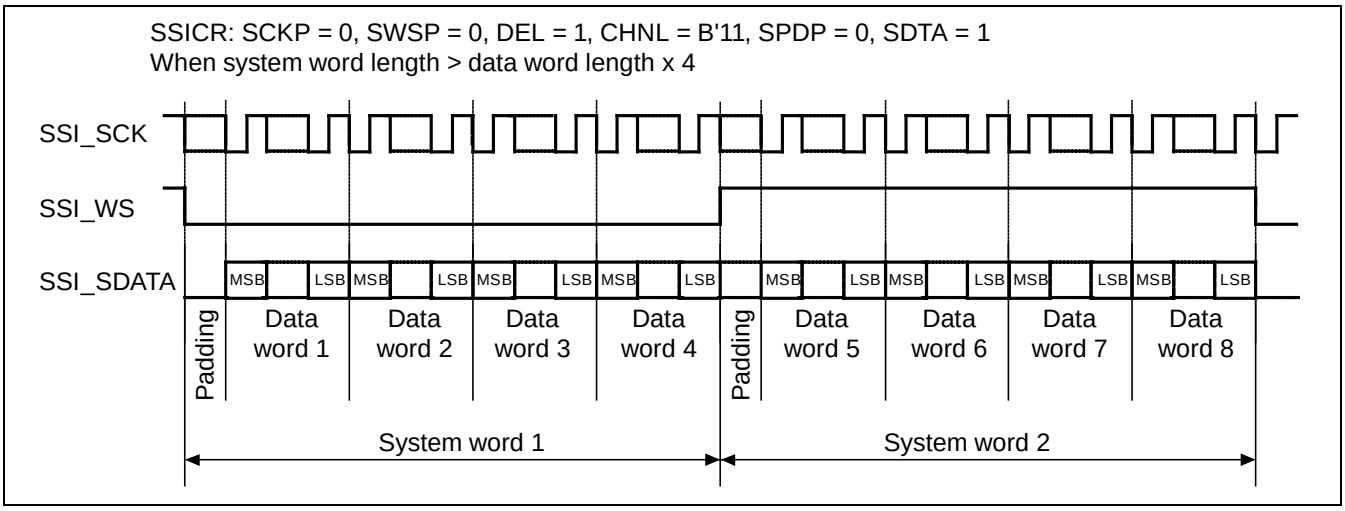


Figure 41.8 Multi-Channel Format (Four Channels; Transmitting and Receiving in the Order of Padding Bits and Serial Data; with Padding)

(8) TDM formats

The TDM format is used for connecting the SSI with a multi-channel device which supports TDM. The TDM format is set by using the WS_MODE and MONO bits in SSIWSR. When the SWSP bit in SSICR is 0 with the TDM format, SSI_WS is driven high over the period of system word 1, and pulled low otherwise. When the SWSP bit is 1, SSI_WS is pulled low over the period of system word 1, and driven high otherwise. The pulses generated on the SSI_WS signal are referred to as SYNC pulses.

Figure 41.9 and Figure 41.10 show the TDM formats without padding and with padding.

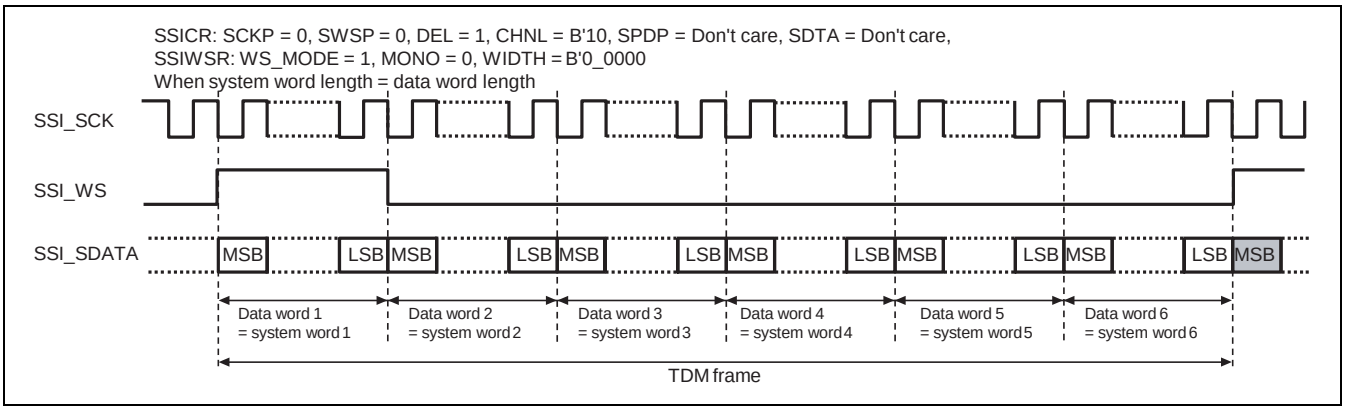


Figure 41.9 TDM Format (Six System Words, without Padding)

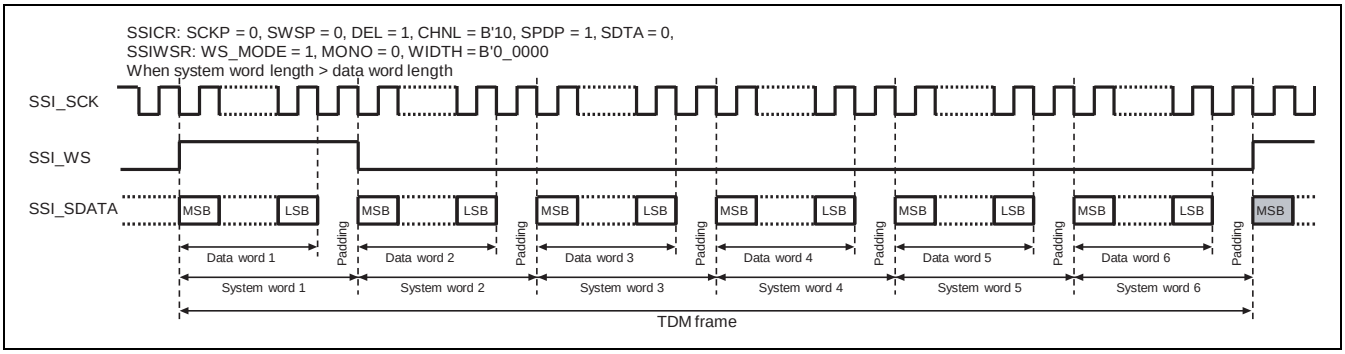


Figure 41.10 TDM Format (Six System Words, with Padding)

The following describes operation in each mode:

(a) Master transmitter

By a transfer start trigger (setting the EN bit in the control register to 1), a transfer of system word 1 begins synchronously with the SYNC pulses.

By a transfer stop trigger (setting the EN bit in the control register to 0), a transfer is stopped at the end of the currently-transferred system word and the SDATA signal is output according to the SPDP setting in SSICR (when SPDP = 0, a low-level signal is output).

If transmit data is not ready in the SSI module during transmission, an underflow will occur. When an underflow occurs, data to be output for the SYNC pulses cannot be determined. Therefore, stop and reconfigure the transfer.

(b) Master receiver

By a transfer start trigger (setting the EN bit in the control register to 1), a reception of system word 1 data begins at the point where the SSI module recognizes a SYNC pulse.

By a transfer stop trigger (setting the EN bit in the control register to 0), a reception is stopped at the end of the currently-transferred system word.

The receive data register should not be read when it does not have data. If read, an underflow will occur. When an underflow occurs, stop and reconfigure the transfer.

The receive data should not be written to before read. If written to, an overflow will occur. When an overflow occurs, stop and reconfigure the transfer.

(c) Slave transmitter

By a transfer start trigger (setting the EN bit in the control register to 1), a transfer of system word 1 begins synchronously with the SYNC pulses.

By a transfer stop trigger (setting the EN bit in the control register to 0), a transfer is stopped at the end of the currently-transferred system word and the SDATA signal is output according to the SPDP setting in SSICR (when SPDP = 0, a low-level signal is output).

If transmit data is not ready in the SSI module during transmission, an underflow will occur. When an underflow occurs, data to be output for SYNC pulses cannot be determined. Therefore, stop and re-set the transfer.

Transfers cannot be performed if the SCK signal and SYNC pulses are not provided to the SSI module during transfer.

(d) Slave receiver

By a transfer start trigger (setting the EN bit in the control register to 1), a reception of system word 1 data begins at the point where the SSI module recognizes a SYNC pulse.

By a transfer stop trigger (setting the EN bit in the control register to 0), a reception is stopped at the end of the currently-transferred system word.

The receive data should not be read when it does not have data. If read, an underflow will occur. When an underflow occurs, stop and reconfigure the transfer.

The receive data register should not be written to before read. If written to, an overflow will occur. When an overflow occurs, stop and reconfigure the transfer.

Transfer cannot proceed if the SCK signal and SYNC pulses are not being provided to the SSI module during transfer.

(9) Monaural format

The monaural format is set by using the WS_MODE and MONO bits in SSIWSR. The available data lengths are 8 bits and 16 bits. When the SWSP bit in SSICR is 0 and the monaural format is selected, SSI_WS is driven high over the period from bit 1 to bit 31, and pulled low otherwise. When the SWSP bit is 1, SSI_WS is pulled low over the period from bit 1 to bit 31, and driven high otherwise. The pulses generated as the SSI_WS signal are referred to as SYNC pulses. The width of the SYNC pulses can be set to a value in bits between 1 and 31 by using the WIDTH bits in SSIWSR. The setting must be smaller than the system word length (SSICR.SWL). In the monaural format, the system word length is equal to one monaural frame period.

Figure 41.11 shows the left-aligned monaural format and Figure 41.12 shows the monaural format with a delay of one bit-period.

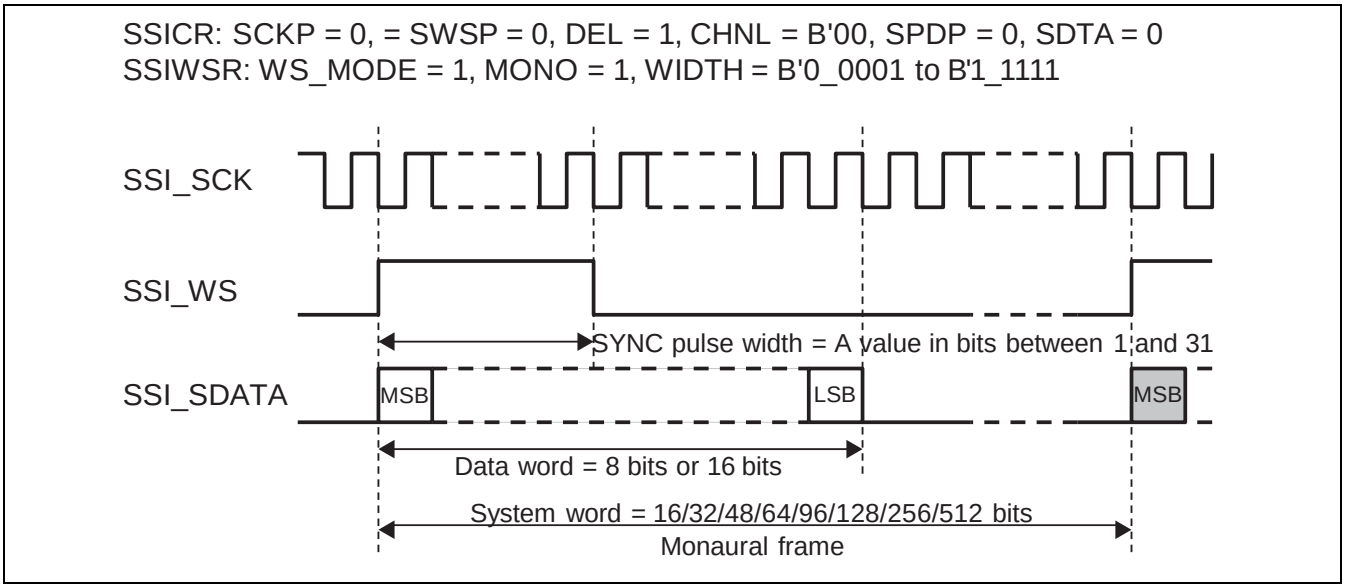


Figure 41.11 Monaural Format (Left-Aligned)

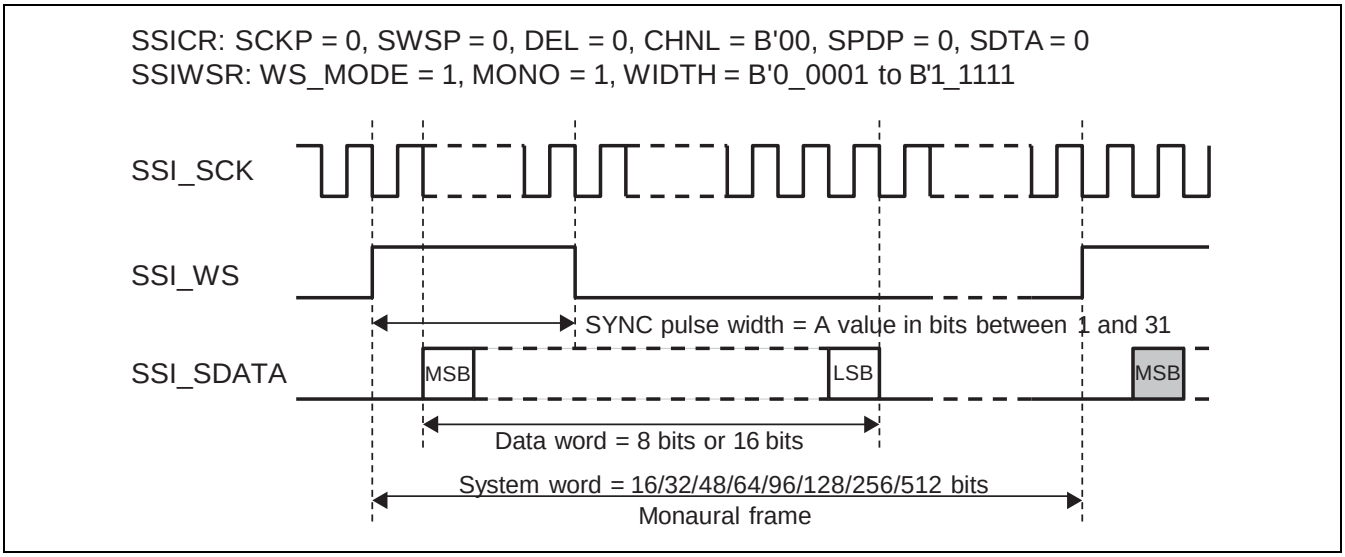


Figure 41.12 Monaural Format (with 1-bit Delay)

(10) Configuration bits

Several more configuration bits are shown below. These bits are not mutually exclusive, but some combinations may not be useful for any other device.

These configuration bits are described below with reference to Figure 41.13, Basic Sample Format.

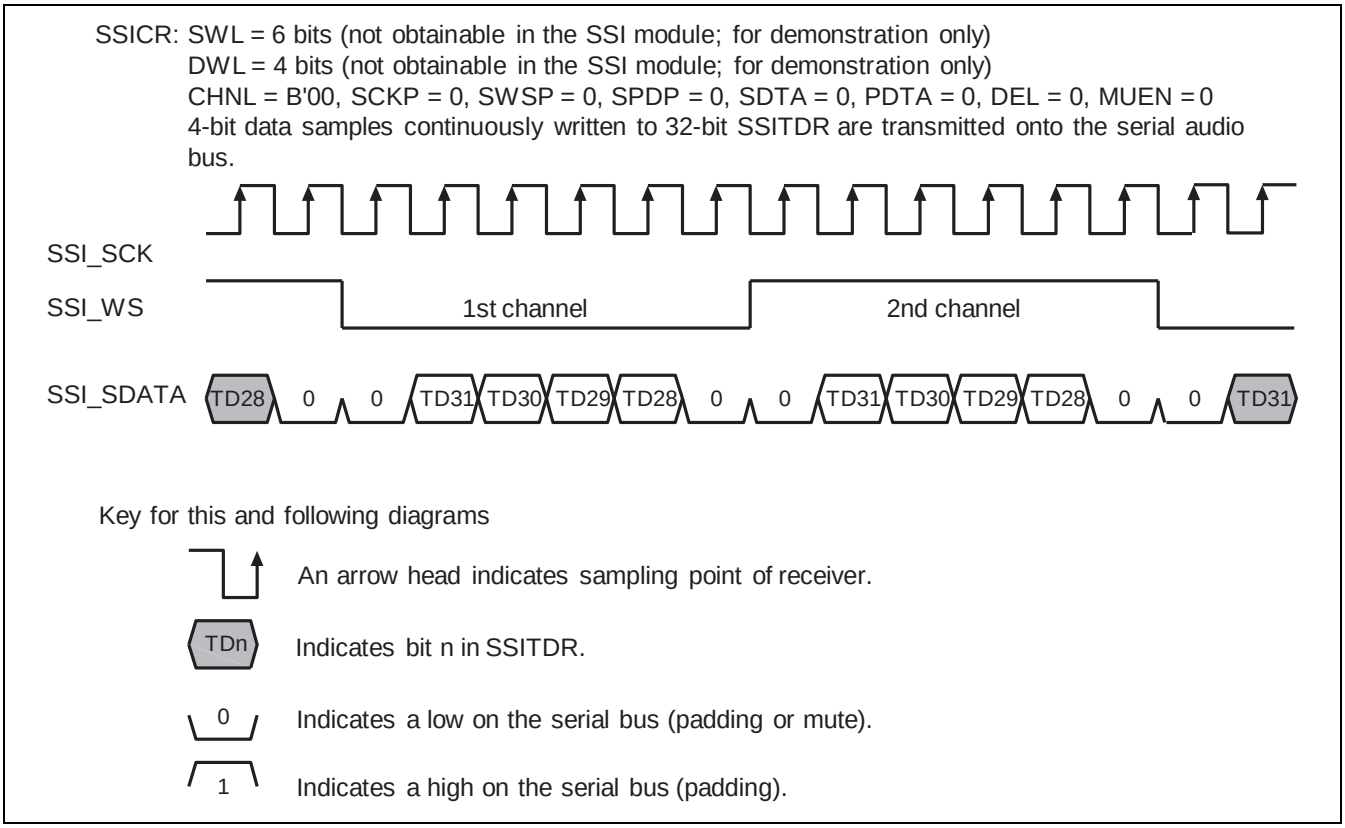


Figure 41.13 Basic Sample Format
(Transmit Mode with Example System/Data Word Length)

Figure 41.13 uses a system word length of 6 bits and a data word length of 4 bits. These settings are not possible with the SSI module but are used only for clarification of the other configuration bits.

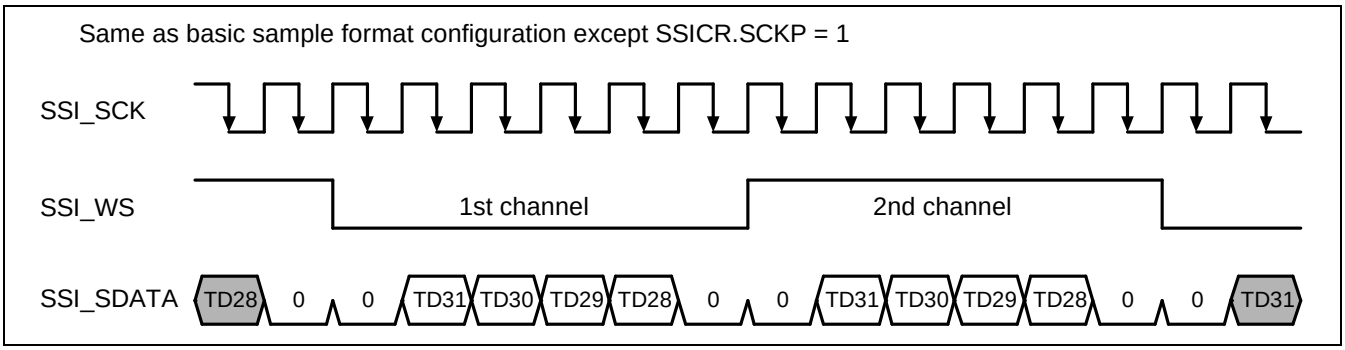


Figure 41.14 Inverted Clock

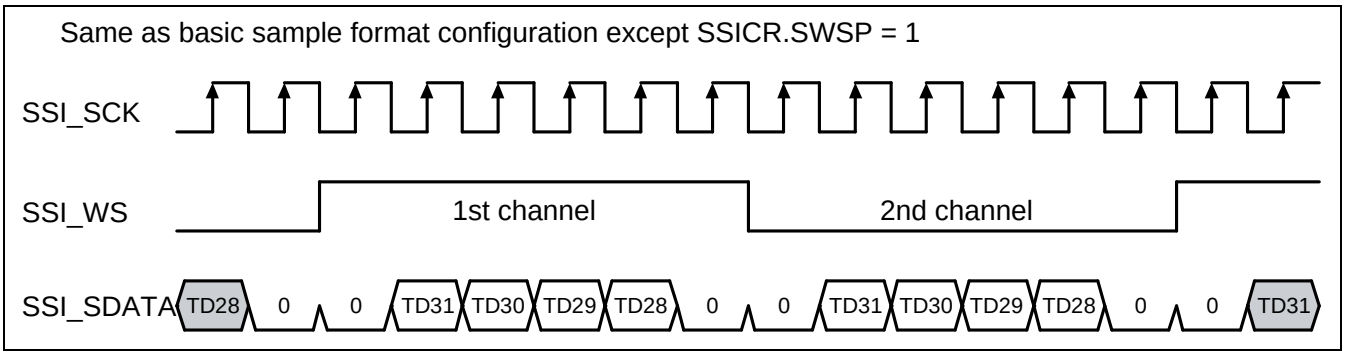


Figure 41.15 Inverted Word Select

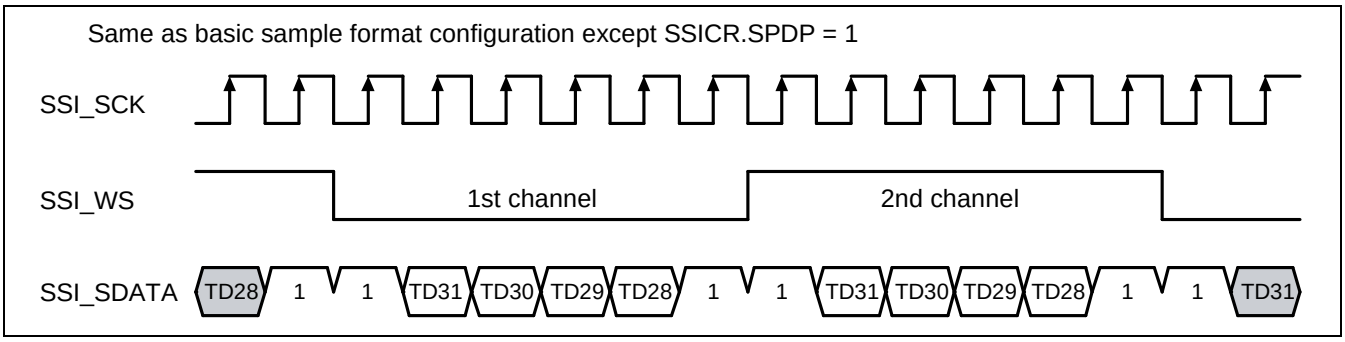


Figure 41.16 Inverted Padding Polarity

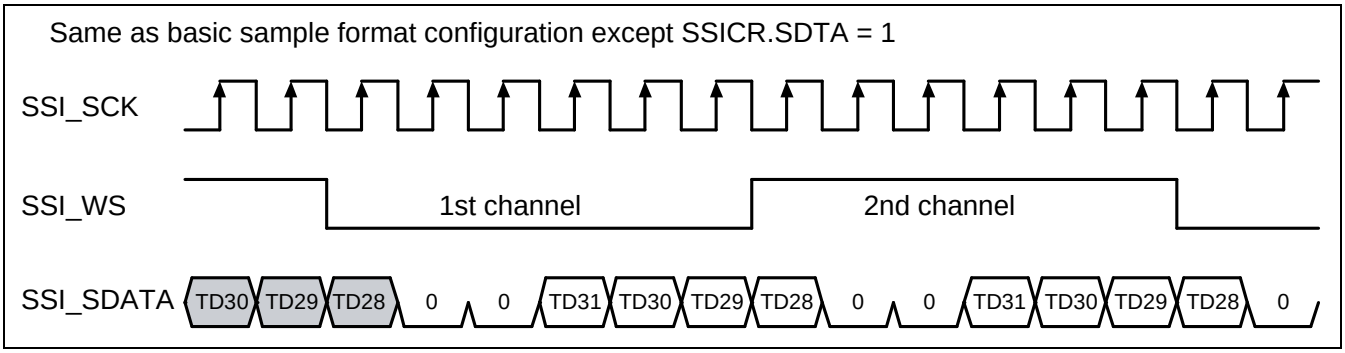


Figure 41.17 Transmitting and Receiving in the Order of Padding Bits and Serial Data; with Delay

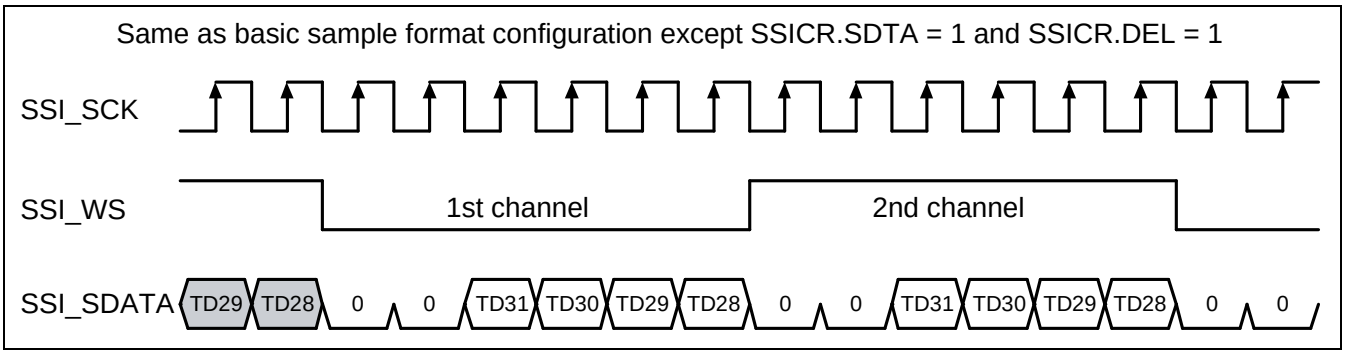


Figure 41.18 Transmitting and Receiving in the Order of Padding Bits and Serial Data; without Delay

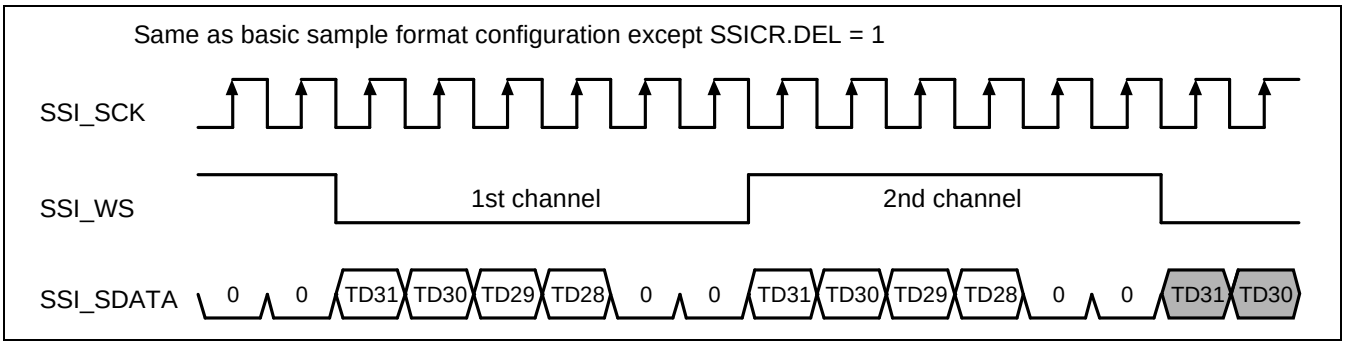


Figure 41.19 Transmitting and Receiving in the Order of Serial Data and Padding Bits; without Delay

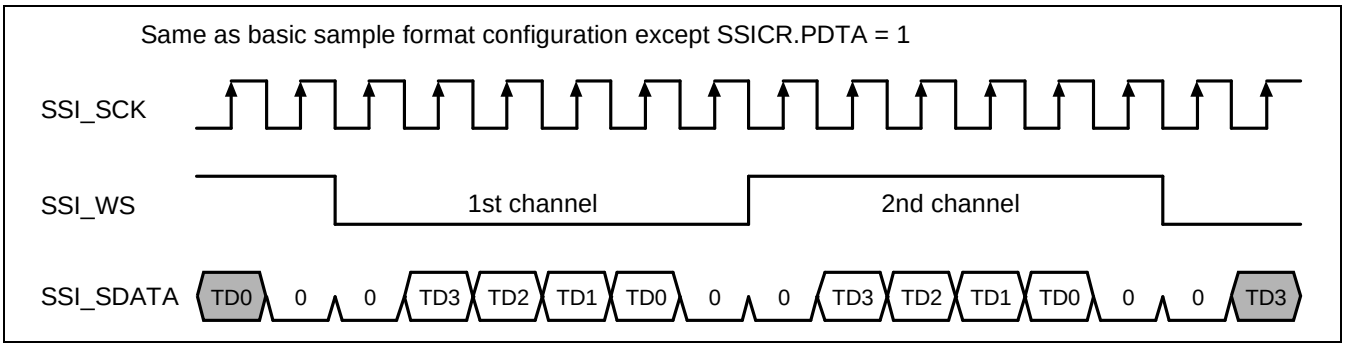


Figure 41.20 Parallel Right-Aligned with Delay

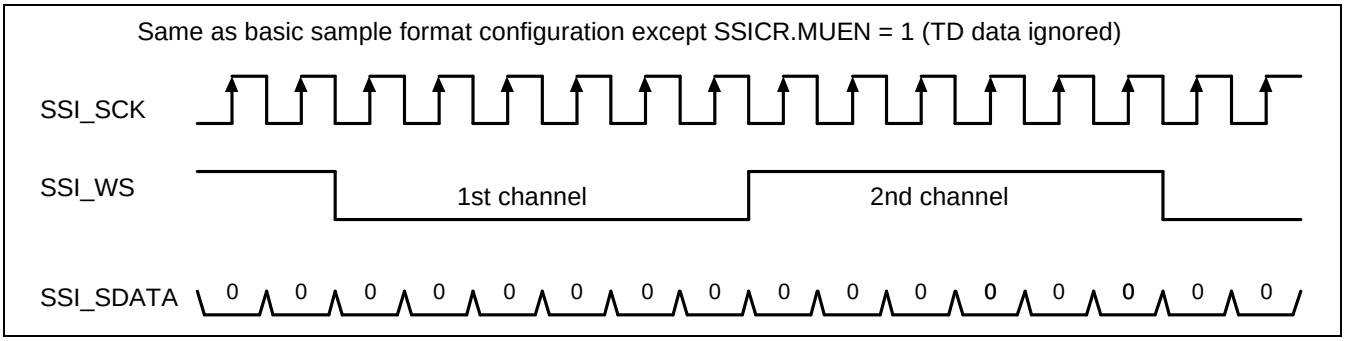


Figure 41.21 Mute Enabled

(11) WS continue function

The WS continue function is used to output SSI_WS signal continuously regardless of whether data transfer is enabled or disabled. The WS continue function can be set by using the CONT bit in SSIWSR. This function can be combined with master mode only. When this function is enabled, the SSI_WS signal continues to operate even if the EN bit in SSICR is cleared to 0 (stopping a transfer). When this function is disabled, the SSI_WS signal operates synchronously with the EN bit.

Figure 41.22 and Figure 41.23 show operations when the WS continue function is enabled and disabled, respectively.

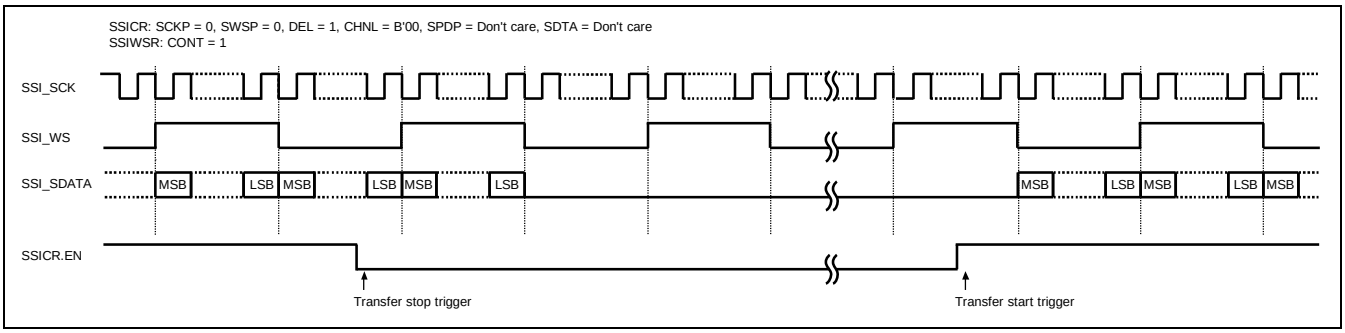


Figure 41.22 WS Continue Function Operation (When the Function is Enabled)

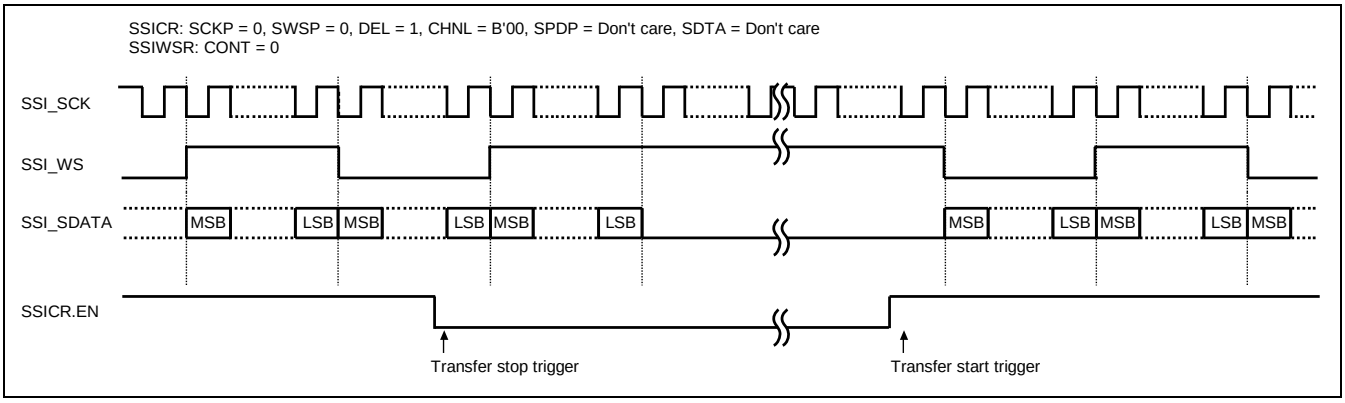


Figure 41.23 WS Continue Function Operation (When the Function is Disabled)

(12) Bit alignment in transferred data

Figure 41.24 to Figure 41.36 show the bit alignment in transmit or receive data. Only the MSB first alignment is available. The waveforms in Figure 41.24 to Figure 41.36 are setting examples without delay (SSICR.DEL is set to 1, the number of bits specified with SSICR.DWL is the same as that specified with SSICR.SWL).

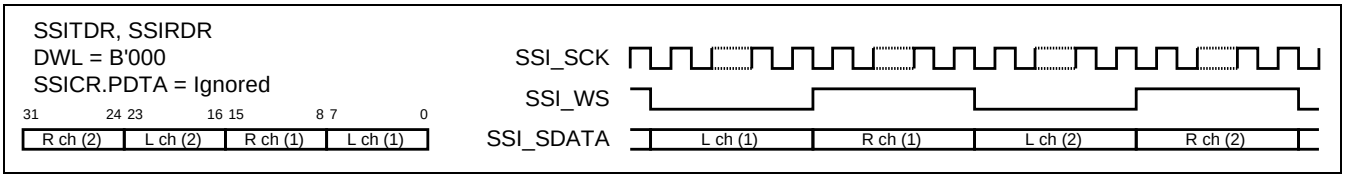


Figure 41.24 Bit Alignment in 8-Bit Stereo Format

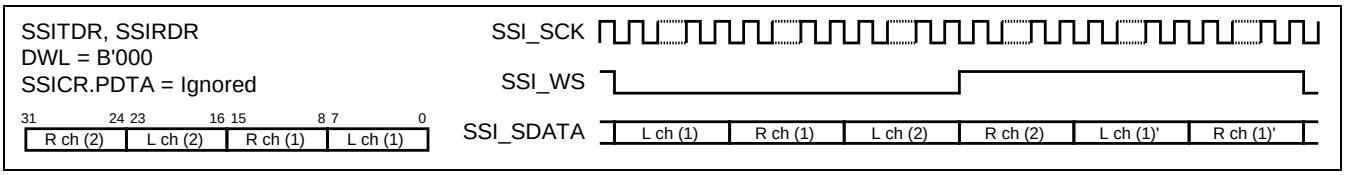


Figure 41.25 Bit Alignment in 8-Bit Multi-Channel Format (Three Channels)

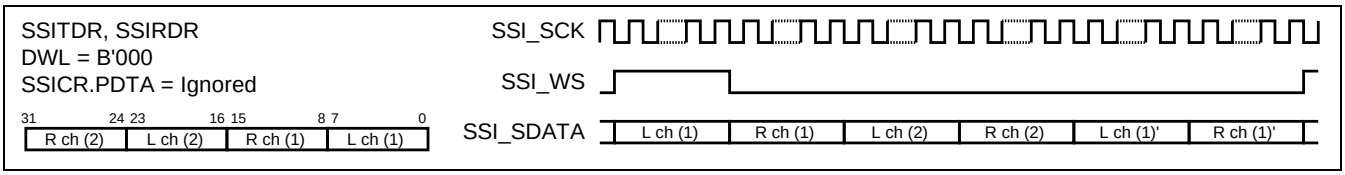


Figure 41.26 Bit Alignment in 8-Bit TDM Format (Six System Words)

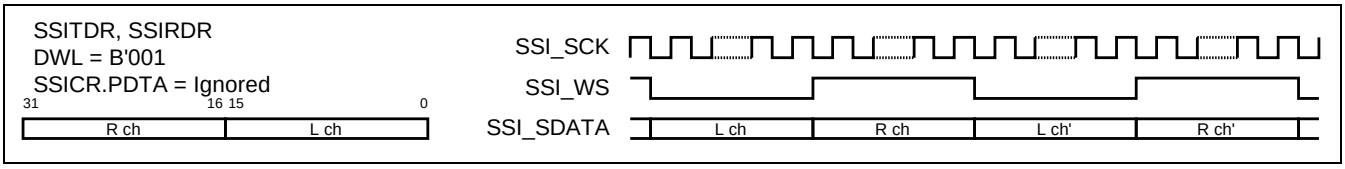


Figure 41.27 Bit Alignment in 16-Bit Stereo Format

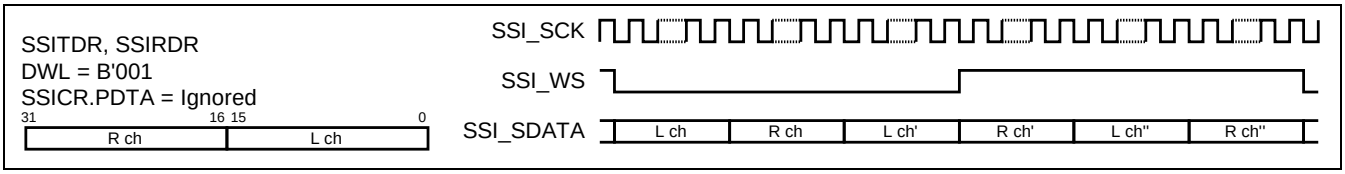


Figure 41.28 Bit Alignment in 16-Bit Multi-Channel Format (Three Channels)

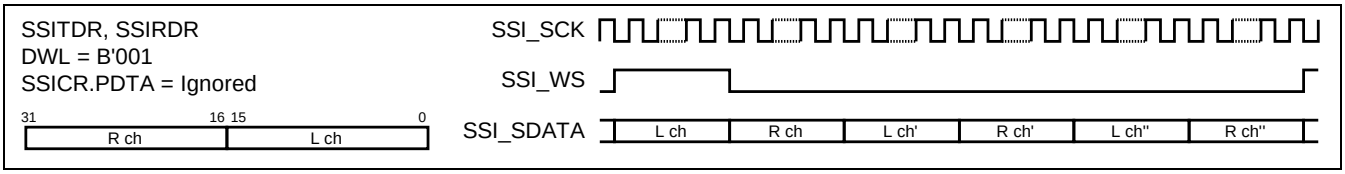


Figure 41.29 Bit Alignment in 16-Bit TDM Format (Six System Words)

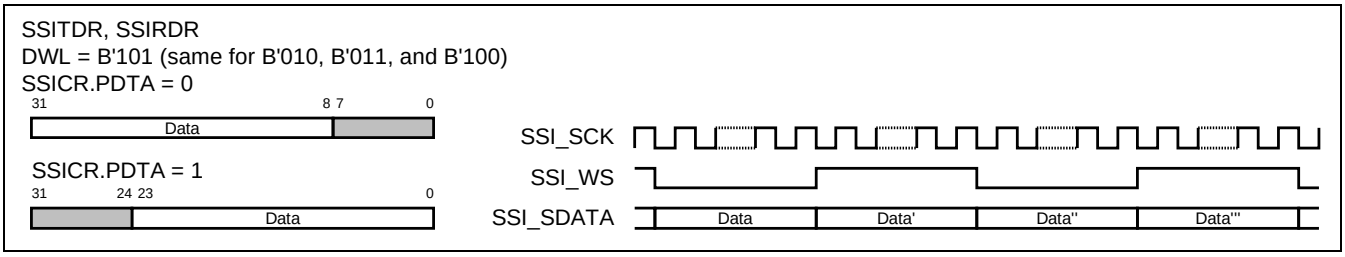


Figure 41.30 Bit Alignment in 18-/20-/22-/24-Bit Stereo Format

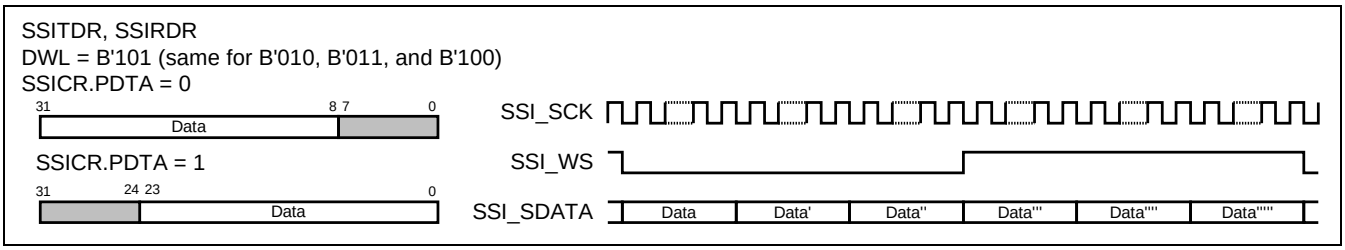


Figure 41.31 Bit Alignment in 18-/20-/22-/24-Bit Multi-Channel Format (Three Channels)

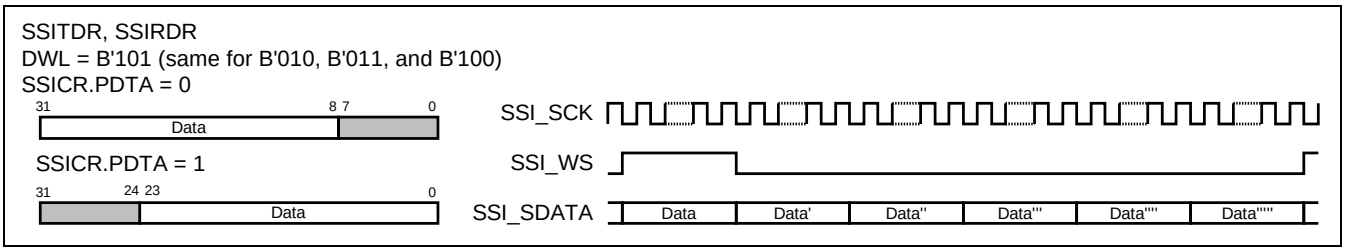


Figure 41.32 Bit Alignment in 18-/20-/22-/24-Bit TDM Format (Six System Words)

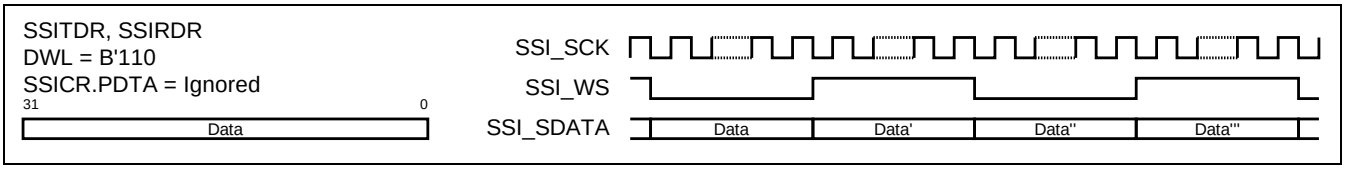


Figure 41.33 Bit Alignment in 32-Bit Stereo Format

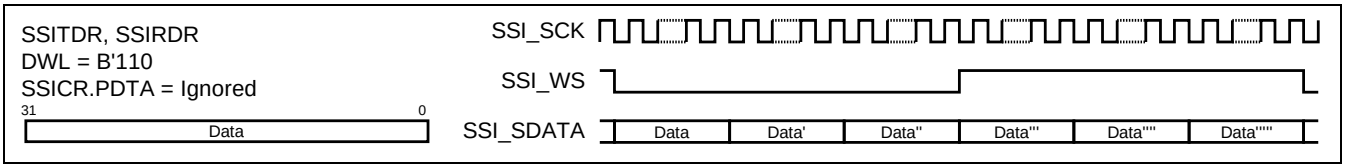


Figure 41.34 Bit Alignment in 32-Bit Multi-Channel Format (Three Channels)

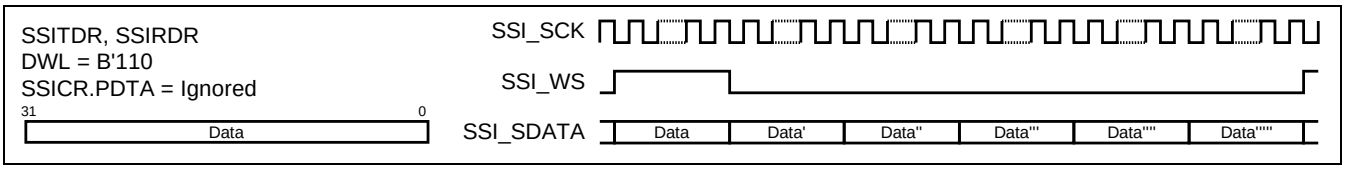


Figure 41.35 Bit Alignment in 32-Bit TDM Format (Six System Words)

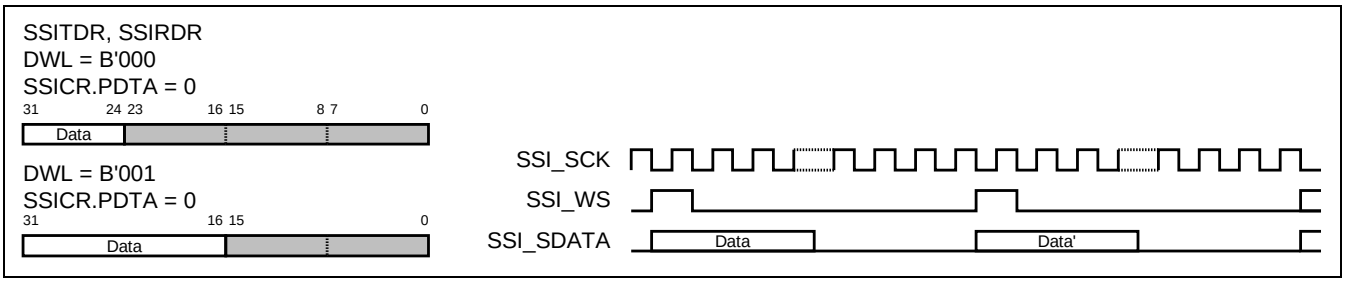


Figure 41.36 Bit Alignment in 8-/16-Bit Monaural Format

41.3.2 Operating Modes

There are three modes of operation: configuration, module enabled and module disabled. Figure 41.37 shows how the module enters each of these modes.

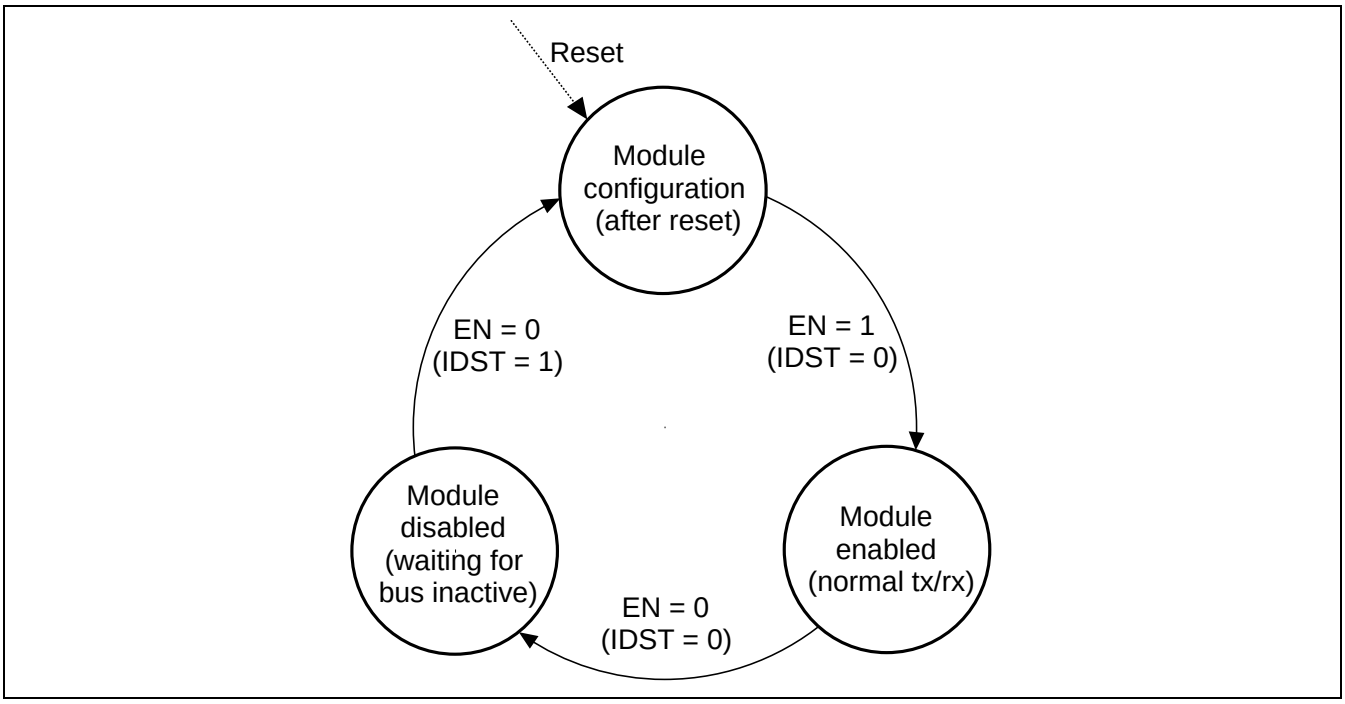


Figure 41.37 Operating Modes

(1) Configuration mode

This mode is entered after the module is released from reset. All required configuration fields in the control register should be defined in this mode, before the SSI module is enabled by setting the EN bit.

Setting the EN bit causes the module to enter the module enabled mode.

(2) Module enabled mode

Operation of the module in this mode is dependent on the operating mode selected. For details, refer to section 41.3.3 Transmit Operation and section 41.3.4 Receive Operation.

41.3.3 Transmit Operation

Transmission can be controlled either by DMA or interrupt.

DMA control is preferred to reduce the processor load. In DMA control mode, the processor will only receive interrupts if there is an underflow or overflow of data or the DMAC has finished its transfer.

The alternative method is using the interrupts that the SSI module generates to supply data as required. This mode has a higher interrupt load as the module is only double buffered and will require data to be written at least every system word period.

When disabling the module, the SSI clock* must remain present until the SSI module is in idle state, indicated by the SSISR.IIRQ bit.

Figure 41.38 shows the transmit operation in DMA control mode, and Figure 41.39 shows the transmit operation in interrupt control mode.

Note: * Input clock from the SSI_SCK pin when SCKD = 0.
Input clock from the CLK_FS pin when SCKD = 1.

Use the flowcharts in Figure 41.38 and Figure 41.39 when bits ind9 to ind0, which are covered in the description of SSI Mode Register 0 (SSI_MODE0) in Section 40, Serial Sound Interface Unit (SSIU), are set to 1 (independent SSI transfer).

(1) Transmission using DMA controller

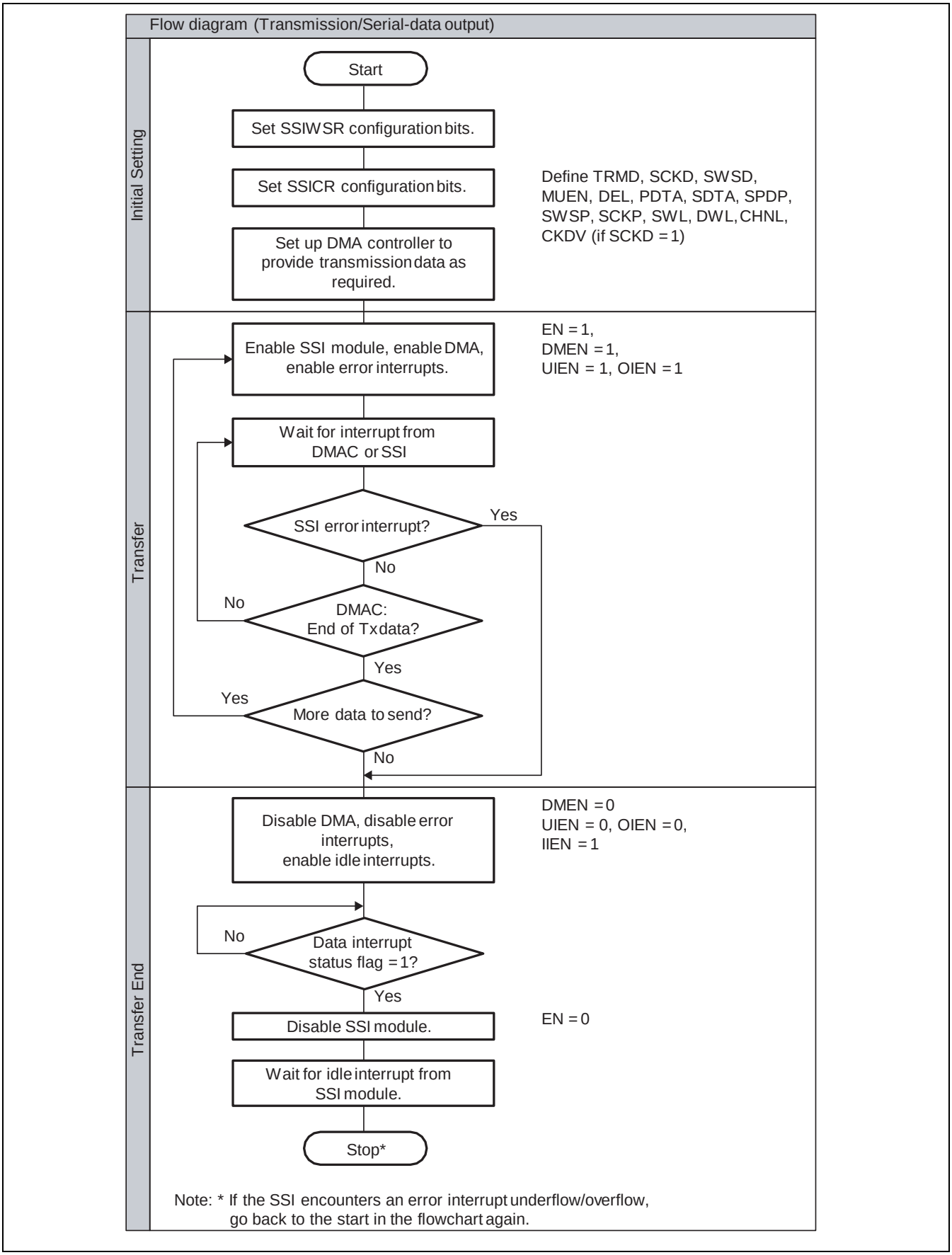


Figure 41.38 Transmission Using DMA Controller

(2) Transmission using interrupt data flow control

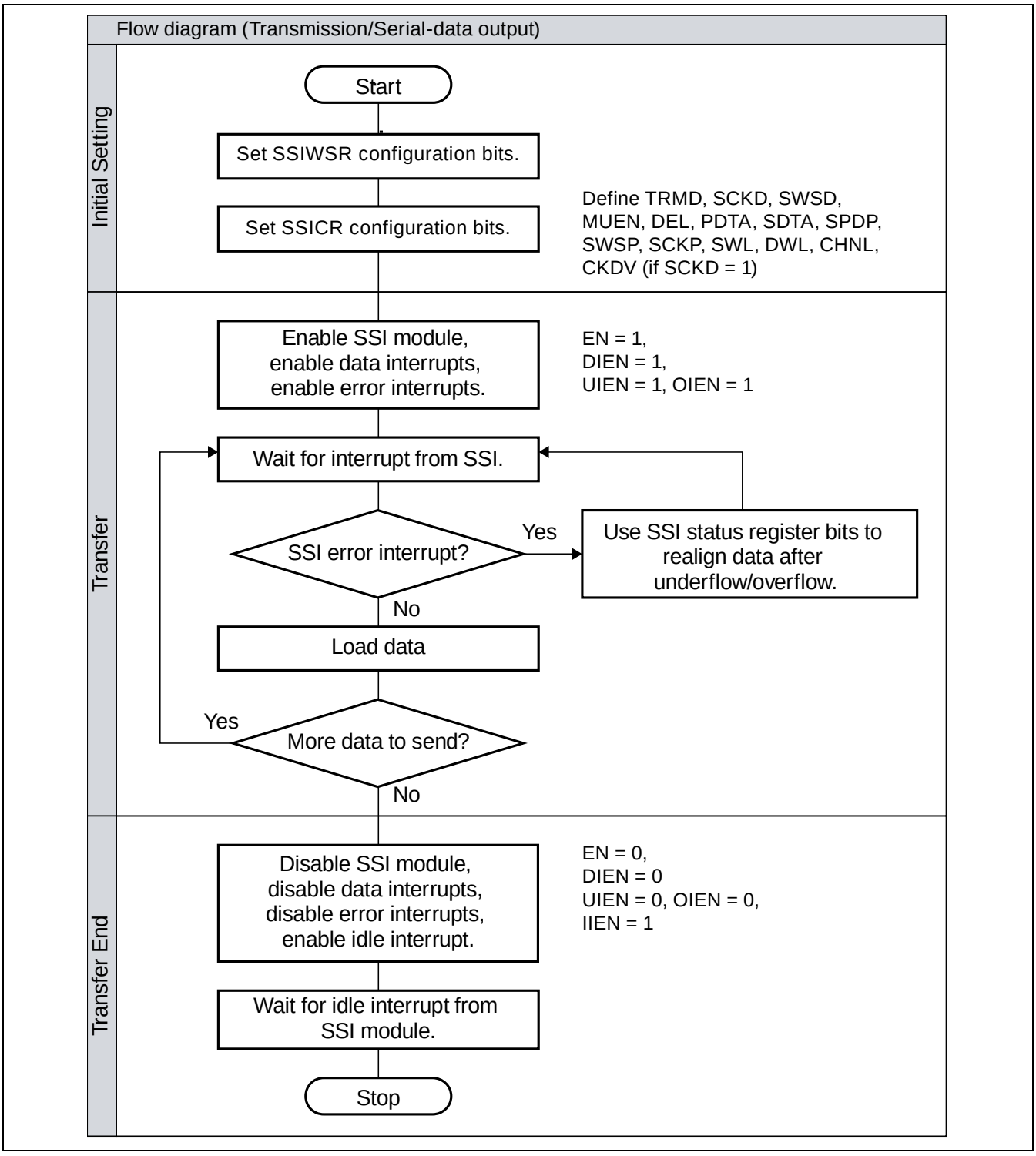


Figure 41.39 Transmission Using Interrupt Data Flow Control

41.3.4 Receive Operation

Like transmission, reception can be controlled either by DMA or interrupt.

Figure 41.40 and Figure 41.41 show the flow of operation.

When disabling the SSI module, the SSI clock* must be kept supplied until the SSISR.IIRQ bit is in idle state.

Note: * Input clock from the SSI_SCK pin when SCKD = 0.
Input clock from the CLK_FS pin when SCKD = 1.

Use the flowcharts in Figure 41.40 and Figure 41.41 when bits ind9 to ind0, which are covered in the description of SSI Mode Register 0 (SSI_MODE0) in Section 40, Serial Sound Interface Unit (SSIU), are set to 1 (independent SSI transfer).

(1) Reception using DMA controller

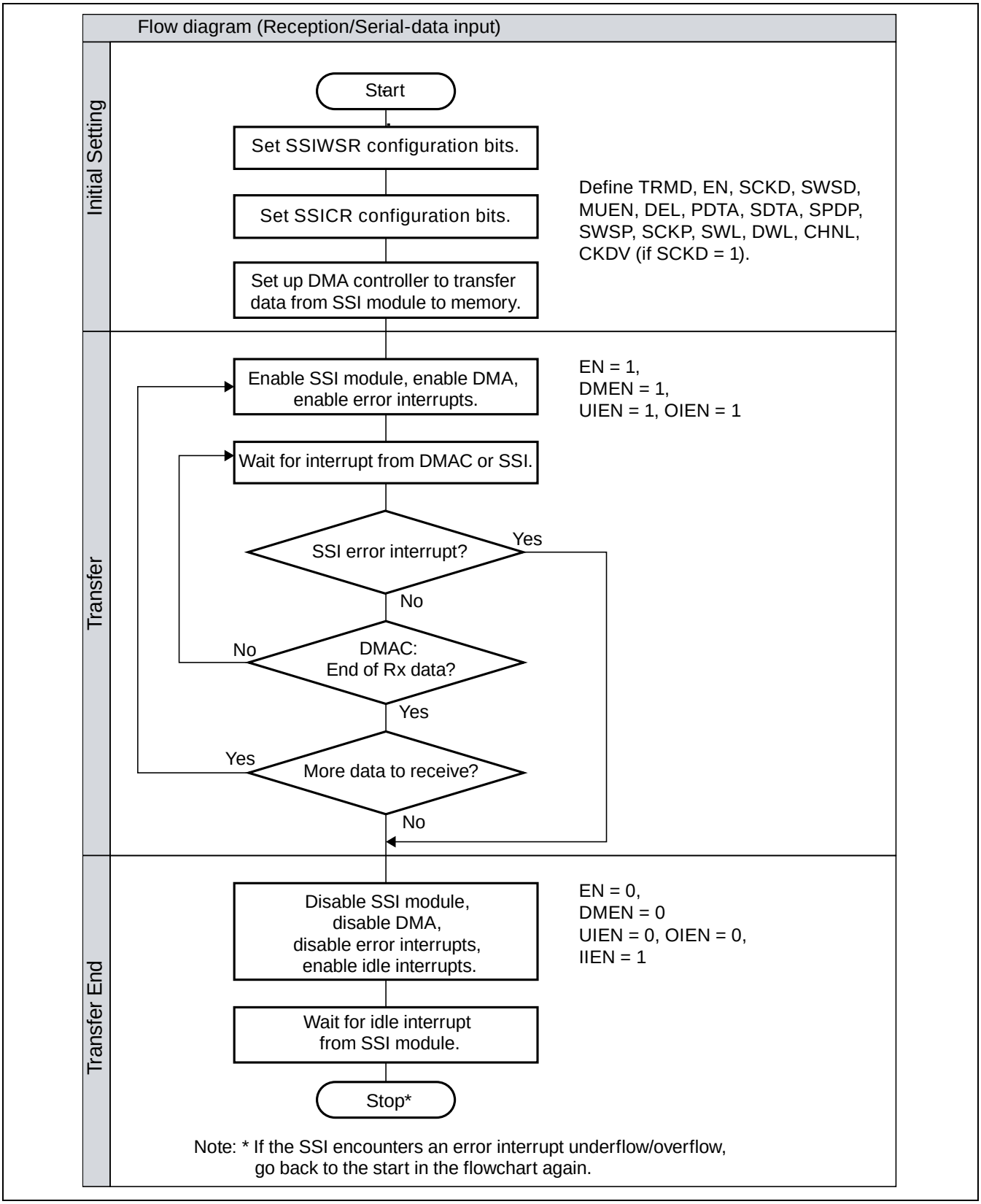


Figure 41.40 Reception Using DMA Controller

(2) Reception using interrupt data flow control

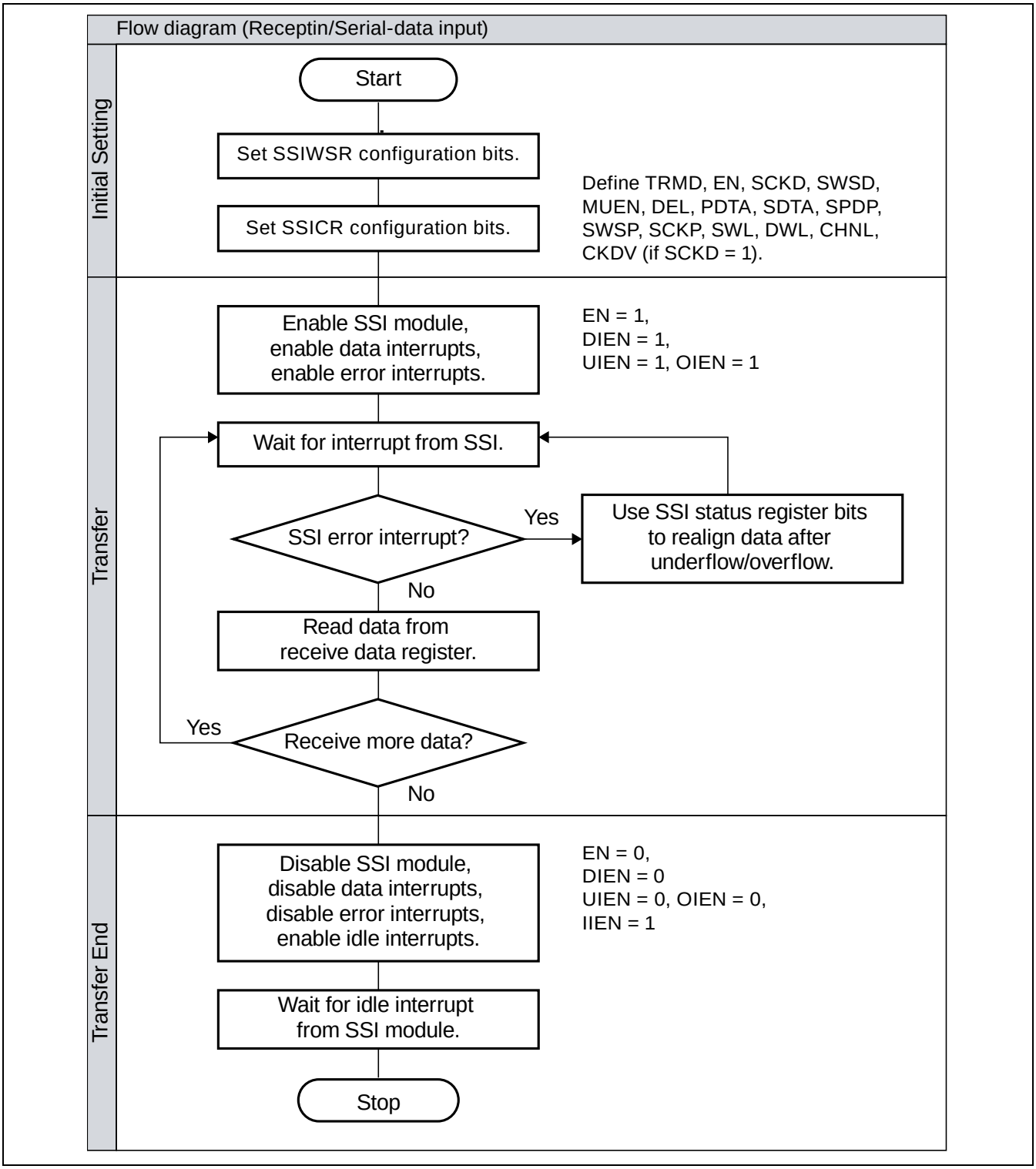


Figure 41.41 Reception Using Interrupt Data Flow Control

41.3.5 Serial Bit Clock Control

This function is used to control and select which clock is used for the serial bus interface.

If the serial clock direction is set to input (SSICR.SCKD = 0), the SSI module is in clock slave mode and the shift register uses the bit clock that was input to the SSI_SCK pin.

If the serial clock direction is set to output (SSICR.SCKD = 1), the SSI module is in clock master mode, and the shift register uses the bit clock that is input from the CLK_FS pin or the bit clock that is obtained by dividing the input from the CLK_FS pin. In the latter case, the clock input from the CLK_FS pin is divided by the ratio in the serial oversampling clock divide ratio (CKDV) in SSICR and used as the bit clock in the shift register.

In either case, the SSI_SCK pin output is the same as the bit clock.

41.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

41.4.1 Limitations from Overflow during Receive DMA Operation

If an overflow occurs while the receive DMA is in operation, the module should be restarted. The receive buffer in the SSI consists of 32-bit registers that share the L and R channels. Therefore, data to be received at the L channel may sometimes be received at the R channel if an overflow occurs, for example, under the following condition: the control register (SSICR) has a 32-bit setting for both data word length (DWL2 to DWL0) and system word length (SWL2 to SWL).

If an overflow is confirmed with the overflow error interrupt or overflow error status flag (SSISR. OIRQ), write 0 to the EN and DMEN bits in SSICR to disable DMA in the SSI module, thus stopping the operation (In this case, the controller setting should also be stopped). After this, write 0 to the OIRQ bit in SSISR to clear the overflow status, set DMA again and restart the transfer.

41.4.2 Limitations on Combinations of Modes Related to Common Pins to SSI7 and SSI8

Table 41.6 shows the available combinations of operating modes for SSI7 and SSI8. Operating modes can be set with the control registers for the SSI7 and SSI8 (SSICR).

Table 41.6 Usable Operating Mode Combinations for SSI7 and SSI8

	Operating Mode		Operating Mode of External Device		
No.	**SSI7**	**SSI8**	**SSI7 Side**	**SSI8 Side**	**Function**
1	Slave	Slave	Master	Slave	SSI7 and SSI8 operate synchronously with SSI_WS78 and SSI_SCK78 input.
			Slave	Master	
			Slave	Slave	
2	Master	Slave	Slave	Slave	SSI8 and an external device operate synchronously with WS and SCK of SSI7.
3	Slave	Master	—	—	Setting prohibited
4	Master	Master	—	—	Setting prohibited

There are the following limitations on the operating mode combinations shown in Table 41.6.

For No. 1, SSI_WS78 and SSI_SCK78 should be input before either of SSI7 or SSI8 starts data transfer.

For No. 2, the SSI7 as the master should start transfer first thus allowing SSI_WS78 and SSI_SCK78 to be output, and then the SSI8 as the slave should be used. If the master-side transfer is stopped with the CONT bit in SSIWSR being 0, the slave-side SSI8 should be stopped because SSI_WS78 is not output.

41.4.3 Limitations on Slave Mode Operation

When this LSI is used in slave mode, in ending a data transfer process, data transfer on this LSI should be stopped (SSICR.EN = 0) before the input word selection signal (SSI_WS) is stopped.

In slave mode, data transfer is stopped by clearing the EN bit in SSICR (setting to stop transfer) and detecting the falling edge of the word selection signal (SSI_WS). If the input word selection signal is stopped first, the falling edge of the word selection signal cannot be detected and data transfer cannot be ended successfully.

In case of transmission at slave mode, it is necessary that WS signal is stable. Data transmission at slave mode should be started after more than two frames period since WS signal is entered and is stable.

In case of multiple SSI modules and case that one SSI works at master mode and the others do at slave mode, data transfer should be started after more than two frames period since registers of SSI at master mode are set.

41.4.4 Limitations on Changes to Settings

The SSI_SCK and SSI_WS signals are not guaranteed immediately after changes of the WS mode bit in the WS Mode Register (SSIWSR) and configuration bits in the control register (SSICR). Settings must not be changed dynamically if this would affect any connected device.

41.4.5 Stopping or Resuming Transmission

Follow the procedure below to stop or resume transmission.

Stopping transmission:

1. Set the DMEN bit in SSICR to 0 for stopping transmission.
2. Wait for SSISR.DIRQ = 1 by using polling or interrupts.
3. Set the EN bit in SSICR to 0 to stop transmission.
4. Check that SSISR.IDST is 1.

Resuming transmission:

Set DMEN and EN bits in SSICR to 1 for resuming transmission (The DMEN bit should be set to 1 at the same time of or before setting the EN bit).

41.4.6 Stable period of SCK and WS

The period during which SCK signal and WS signal stabilizes is shown below. It is assumed that the clock supplied from ADG is stable.

SCK signal (when SSI is used in the master mode)

1. Set the SSICR (exclude EN bit) register.
2. Wait count end to setting value of SSICR.CKDV (counted by CLK_FS).
3. SCK signal is stable.

WS signal (when SSI is used in the master mode)

1. Set the SSIWSR and SSICR (exclude EN bit) register.
2. Wait 2 frames.
3. WS signal is stable.

41.4.7 About CLK_FS input clock

For details on generation and selection of master clock signal, see section 42. Audio Clock Generator (ADG).

42. Audio Clock Generator (ADG)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

42.1 Overview

The audio clock generator (ADG) selects and supplies the necessary clock for the SSIU, EAVB-IF, SCU module. It also divides the frequency of the selected clock and sends it outside the chip.

42.1.1 Features

- Selects the clock signal from the AUDIO_CLKA, AUDIO_CLKB, AUDIO_CLKC pin or the internal clock and supplies it to the SSIU, EAVB-IF, SCU module.
- The frequency of the clock signals from the AUDIO_CLKA, AUDIO_CLKB, and AUDIO_CLKC pins and the internal clock can be divided before use.
- The divided clock can be output through the AUDIO_CLKOUT, AUDIO_CLKOUT1, AUDIO_CLKOUT2 and AUDIO_CLKOUT3 pins.
- Generate the Media Clock Recovery for EAVB-IF module.

Note: The presence or absence of pins depends on the product. For details, see Table 42.1.

42.1.2 Block Diagram

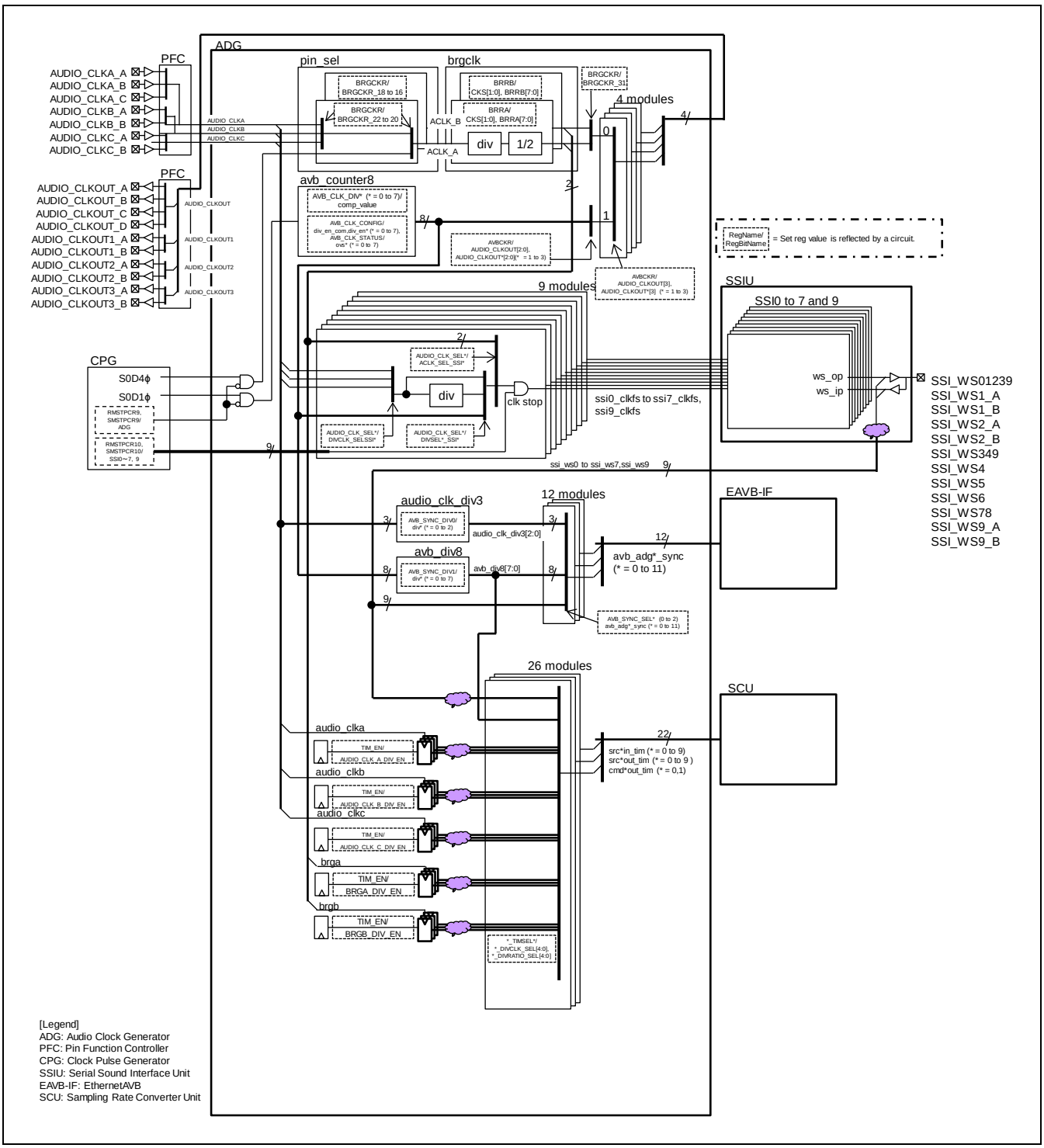


Figure 42.1 Block Diagram [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

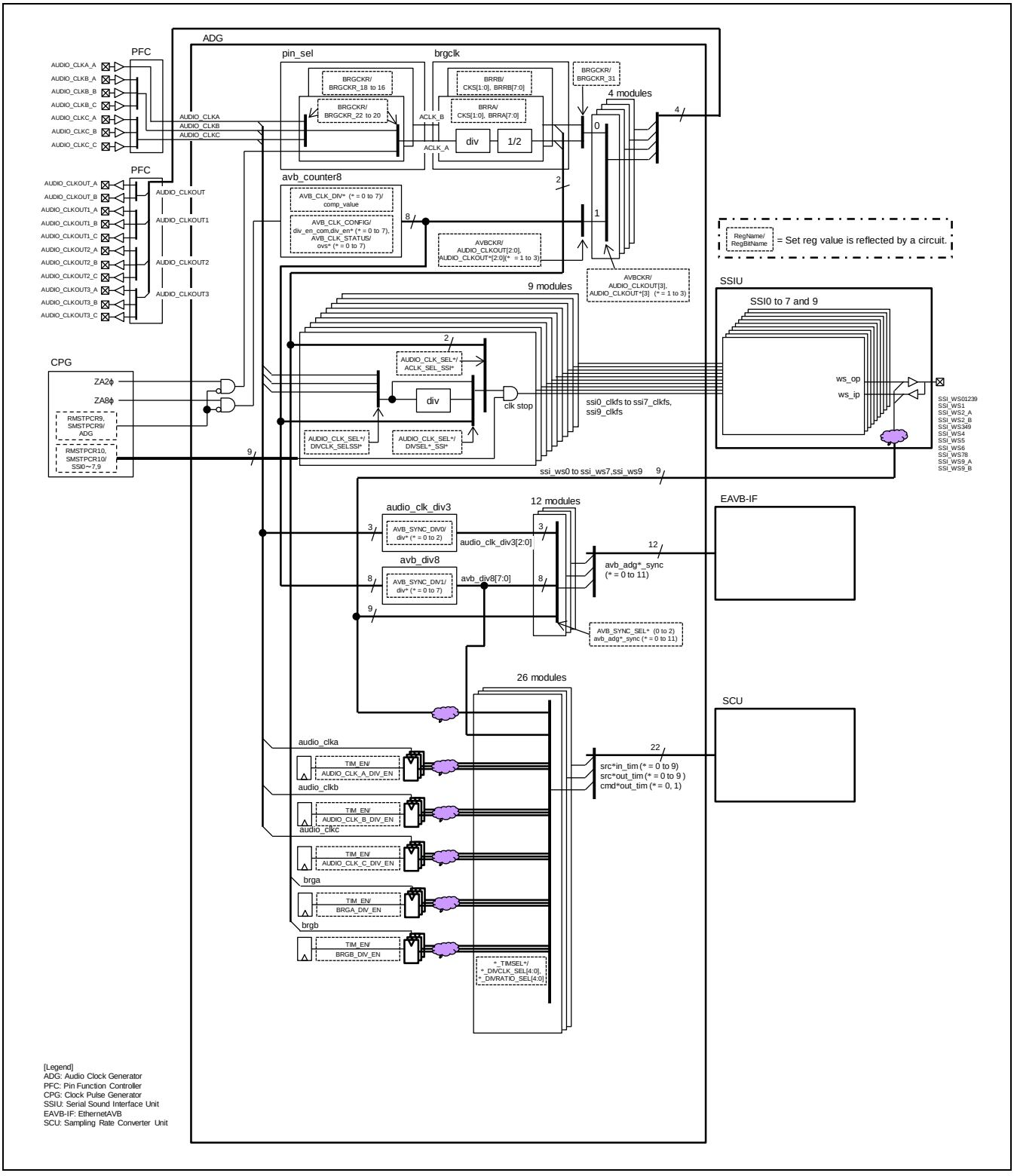


Figure 42.2 Block Diagram [RZ/G2E]

42.1.3 External Pins

Table 42.1 Pin Configuration

			Second Generation RZ/G Series Products			
Pin Name	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
AUDIO_CLKA_A	Input	AUDIO CLOCK A	√	√	√	—
AUDIO_CLKA_B	Input	AUDIO CLOCK A	√	√	√	—
AUDIO_CLKA_C	Input	AUDIO CLOCK A	√	√	√	—
AUDIO_CLKA	Input	AUDIO CLOCK A	—	—	—	√
AUDIO_CLKB_A	Input	AUDIO CLOCK B	√	√	√	√
AUDIO_CLKB_B	Input	AUDIO CLOCK B	√	√	√	√
AUDIO_CLKB_C	Input	AUDIO CLOCK B	—	—	—	√
AUDIO_CLKC_A	Input	AUDIO CLOCK C	√	√	√	√
AUDIO_CLKC_B	Input	AUDIO CLOCK C	√	√	√	√
AUDIO_CLKC_C	Input	AUDIO CLOCK C	—	—	—	√
AUDIO_CLKOUT_A	Output	AUDIO CLOCK OUT	√	√	√	√
AUDIO_CLKOUT_B	Output	AUDIO CLOCK OUT	√	√	√	√
AUDIO_CLKOUT_C	Output	AUDIO CLOCK OUT	√	√	√	—
AUDIO_CLKOUT_D	Output	AUDIO CLOCK OUT	√	√	√	—
AUDIO_CLKOUT1_A	Output	AUDIO CLOCK OUT1	√	√	√	√
AUDIO_CLKOUT1_B	Output	AUDIO CLOCK OUT1	√	√	√	√
AUDIO_CLKOUT1_C	Output	AUDIO CLOCK OUT1	—	—	—	√
AUDIO_CLKOUT2_A	Output	AUDIO CLOCK OUT2	√	√	√	√
AUDIO_CLKOUT2_B	Output	AUDIO CLOCK OUT2	√	√	√	√
AUDIO_CLKOUT2_C	Output	AUDIO CLOCK OUT2	—	—	—	√
AUDIO_CLKOUT3_A	Output	AUDIO CLOCK OUT3	√	√	√	√
AUDIO_CLKOUT3_B	Output	AUDIO CLOCK OUT3	√	√	√	√
AUDIO_CLKOUT3_C	Output	AUDIO CLOCK OUT3	—	—	—	√

42.1.4 Register Configuration

Table 42.2 shows the register configuration. The base address is H'EC5A_0000. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined.

Table 42.2 Register Configuration

						Second Generation RZ/G Series Products			
Name	**Abbreviation**	**R/W**	**Address**	**Initial Value**	**Access size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
BRGA Baud Rate Setting Register	BRRA	R/W	H'000	H'0000_00FF	32	√	√	√	√
BRGB Baud Rate Setting Register	BRRB	R/W	H'004	H'0000_00FF	32	√	√	√	√
BRG Clock Select Register	BRGCKR	R/W	H'008	H'2300_0000	32	√	√	√	√
Audio Clock Select Register 0	AUDIO_ CLK_SEL0	R/W	H'00C	H'0000_0000	32	√	√	√	√
Audio Clock Select Register 1	AUDIO_ CLK_SEL1	R/W	H'010	H'0000_0000	32	√	√	√	√
Audio Clock Select Register 2	AUDIO_ CLK_SEL2	R/W	H'014	H'0000_0000	32	√	√	√	√
Timing Signal Enable Register	TIM_EN	R/W	H'030	H'0000_0000	32	√	√	√	√
SRC Input Timing Select Register 0	SRCIN_ TIMSEL0	R/W	H'034	H'0000_0000	32	√	√	√	√
SRC Input Timing Select Register 1	SRCIN_ TIMSEL1	R/W	H'038	H'0000_0000	32	√	√	√	√
SRC Input Timing Select Register 2	SRCIN_ TIMSEL2	R/W	H'03C	H'0000_0000	32	√	√	√	√
SRC Input Timing Select Register 3	SRCIN_ TIMSEL3	R/W	H'040	H'0000_0000	32	√	√	√	√
SRC Input Timing Select Register 4	SRCIN_ TIMSEL4	R/W	H'044	H'0000_0000	32	√	√	√	√
SRC Output Timing Select Register 0	SRCOUT_ TIMSEL0	R/W	H'048	H'0000_0000	32	√	√	√	√
SRC Output Timing Select Register 1	SRCOUT_ TIMSEL1	R/W	H'04C	H'0000_0000	32	√	√	√	√
SRC Output Timing Select Register 2	SRCOUT_ TIMSEL2	R/W	H'050	H'0000_0000	32	√	√	√	√
SRC Output Timing Select Register 3	SRCOUT_ TIMSEL3	R/W	H'054	H'0000_0000	32	√	√	√	√
SRC Output Timing Select Register 4	SRCOUT_ TIMSEL4	R/W	H'058	H'0000_0000	32	√	√	√	√
CMD Output Timing Select Register	CMDOUT_ TIMSEL	R/W	H'05C	H'0000_0000	32	√	√	√	√
AVB Clock Select Register	AVBCKR	R/W	H'100	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
AVB sync select Register 0	AVB_SYNC_SEL0	R/W	H'104	H'0000_0000	32	√	√	√	√
AVB sync select Register 1	AVB_SYNC_SEL1	R/W	H'10C	H'0000_0000	32	√	√	√	√
AVB sync select Register 2	AVB_SYNC_SEL2	R/W	H'110	H'0000_0000	32	√	√	√	√
AVB sync divide Register 0	AVB_SYNC_DIV0	R/W	H'114	H'0000_0000	32	√	√	√	√
AVB sync divide Register 1	AVB_SYNC_DIV1	R/W	H'118	H'0000_0000	32	√	√	√	√
AVB clock divider comparison value register 0	AVB_CLK_DIV0	R/W	H'11C	H'0000_0000	32	√	√	√	√
AVB clock divider comparison value register 1	AVB_CLK_DIV1	R/W	H'120	H'0000_0000	32	√	√	√	√
AVB clock divider comparison value register 2	AVB_CLK_DIV2	R/W	H'124	H'0000_0000	32	√	√	√	√
AVB clock divider comparison value register 3	AVB_CLK_DIV3	R/W	H'128	H'0000_0000	32	√	√	√	√
AVB clock divider comparison value register 4	AVB_CLK_DIV4	R/W	H'12C	H'0000_0000	32	√	√	√	√
AVB clock divider comparison value register 5	AVB_CLK_DIV5	R/W	H'130	H'0000_0000	32	√	√	√	√
AVB clock divider comparison value register 6	AVB_CLK_DIV6	R/W	H'134	H'0000_0000	32	√	√	√	√
AVB clock divider comparison value register 7	AVB_CLK_DIV7	R/W	H'138	H'0000_0000	32	√	√	√	√
AVB clock divider configuration register	AVB_CLK_CONFIG	R/W	H'13C	H'0000_0000	32	√	√	√	√

42.1.5 Connected Module

Table 42.3 Connected modules

Module name	Connected module name	Function of connected module
Audio Clock Generator	APMU	Access the Register
	PFC	Select External pins
	CPG	Output Clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	SSIU	Serial Sound Interface Unit
	SSI	Serial Sound Interface
	SCU	Sampling Rate Converter Unit
	EAVB-IF	EthernetAVB Interface

42.2 Register Description

[Legend for Register Description]

Initial value: Register value after a reset.

—: Undefined value

R/W: Bit or field is readable and writable. The written value can be read.

R/WC1: The bit or field is readable and writable. Writing 1 to the bit initializes the bit.

All registers are accessed in longword units.

42.2.1 BRGA Baud Rate Setting Register (BRRA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: BRRA is a 32-bit readable/writable register that specifies the baud rate for ACLK_A (see Table 42.4).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CKS[1:0]		BRRA[7:0]							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
9, 8	CKS[1:0]	B'00	R/W	These bits specify the clock source for the on-chip baud rate generator. B'00: ACLK_A B'01: ACLK_A/4 B'10: ACLK_A/16 B'11: ACLK_A/64
7 to 0	BRRA[7:0]	H'FF	R/W	These bits specify the division ratio. For details, see Table 42.4.

Table 42.4 Division Ratio for BRGA

BRGA Operating Clock (CKS[1], CKS[0])	Division Ratio BRRA (N = 0 to 255)	Calculating Formula
ACLK_A	1/2, 1/4, 1/6, ..., 1/512	1 / (2(N + 1))
ACLK_A/4	1/8, 1/16, 1/24, ..., 1/2048	1 / (8(N + 1))
ACLK_A/16	1/32, 1/64, 1/96, ..., 1/8192	1 / (32(N + 1))
ACLK_A/64	1/128, 1/256, 1/384, ..., 1/32768	1 / (128(N + 1))

Note: Use the output of BRGA in less than 25 MHz.

42.2.2 BRGB Baud Rate Setting Register (BRRB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: BRRB is a 32-bit readable/writable register that specifies the baud rate for ACLK_B (see Table 42.5).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CKS[1:0]		BRRB[7:0]							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
9, 8	CKS[1:0]	B'00	R/W	These bits specify the clock source for the on-chip baud rate generator. B'00: ACLK_B B'01: ACLK_B/4 B'10: ACLK_B/16 B'11: ACLK_B/64
7 to 0	BRRB[7:0]	H'FF	R/W	These bits specify the division ratio. For details, see Table 42.5.

Table 42.5 Division Ratio for BRGB

BRGB Operating Clock (CKS[1], CKS[0])	Division Ratio BRRB (N = 0 to 255)	Calculating Formula
ACLK_B	1/2, 1/4, 1/6, ..., 1/512	1 / (2(N + 1))
ACLK_B/4	1/8, 1/16, 1/24, ..., 1/2048	1 / (8(N + 1))
ACLK_B/16	1/32, 1/64, 1/96, ..., 1/8192	1 / (32(N + 1))
ACLK_B/64	1/128, 1/256, 1/384, ..., 1/32768	1 / (128(N + 1))

Note: Use the output of BRGB in less than 25 MHz.

42.2.3 BRG Clock Select Register (BRGCKR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: BRGCKR selects the clocks input to and output from the ADG.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BRGCKR_31	—	—	—	—	—	—	—	—	BRGCKR_22	BRGCKR_21	BRGCKR_20	—	BRGCKR_18	BRGCKR_17	BRGCKR_16
Initial value:	0	0	1	0	0	0	1	1	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	BRGCKR_31	B'0	R/W	This bit selects the clock signal output to the AUDIO_CLKOUT, AUDIO_CLKOUT1, AUDIO_CLKOUT2, AUDIO_CLKOUT3 or external pin. 0: BRGA output clock 1: BRGB output clock
30 to 23	—	H'46	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
22	BRGCKR_22	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
21	BRGCKR_21	B'0		These bits select the clock signal input to the BRGA.
20	BRGCKR_20	B'0		B'000: AUDIO_CLKA B'001: AUDIO_CLKB B'01x: S0D4ϕ (200 MHz) B'100: AUDIO_CLKC B'101: Fixed at 0 B'11x: Fixed at 0 x = Don't care [RZ/G2E] These bits select the clock signal input to the BRGA. B'000: AUDIO_CLKA B'001: AUDIO_CLKB B'01x: ZA2ϕ (200 MHz) B'100: AUDIO_CLKC B'101: Fixed at 0 B'11x: Fixed at 0 x = Don't care
19	—	B'0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
18	BRGCKR_18	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
17	BRGCKR_17	B'0		These bits select the clock signal input to the BRGB.
16	BRGCKR_16	B'0		B'000: AUDIO_CLKA
				B'001: AUDIO_CLKB
				B'01x: S0D4ϕ (200 MHz)
				B'100: AUDIO_CLKC
				B'101: Fixed at 0
				B'11x: Fixed at 0
				x = Don't care
				[RZ/G2E]
				These bits select the clock signal input to the BRGB.
				B'000: AUDIO_CLKA
				B'001: AUDIO_CLKB
				B'01x: ZA2ϕ (200 MHz)
				B'100: AUDIO_CLKC
				B'101: Fixed at 0
				B'11x: Fixed at 0
				x = Don't care
15 to 0	—	All 0	R	Reserved
				The initial value is always read from these bits. The write value should always be the initial value.

42.2.4 Audio Clock Select Register 0 (AUDIO_CLK_SEL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AUDIO_CLK_SEL0 selects the clocks for the SSIU (for SSI0 to SSI3).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DIVSEL_SSI3 [1:0]		ACLK_SEL _SSI3[1:0]		DIVSEL 2_SSI3	DIVCLK_SEL_SSI3 [2:0]			DIVSEL_SSI2 [1:0]		ACLK_SEL _SSI2[1:0]		DIVSEL2_ SSI2	DIVCLK_SEL_SSI2 [2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DIVSEL_SSI1 [1:0]		ACLK_SEL_ SSI1[1:0]		DIVSEL2_ SSI1	DIVCLK_SEL_SSI1 [2:0]			DIVSEL_SSI0 [1:0]		ACLK_SEL_ SSI0[1:0]		DIVSEL2 _SSI0	DIVCLK_SEL_SSI0 [2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	DIVSEL_SSI3[1:0]	B'00	R/W	SSI3 Frequency Divider Select
27	DIVSEL2_SSI3	B'0	R/W	[27], [31:30]: ACLK_SEL_SSI3[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI3[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
29, 28	ACLK_SEL_SSI3[1:0]	B'00	R/W	SSI3 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock

Bit	Bit Name	Initial Value	R/W	Description
26 to 24	DIVCLK_SEL_SSI3 [2:0]	B'000	R/W	SSI3 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting prohibited
23, 22 19	DIVSEL_SSI2[1:0] DIVSEL2_SSI2	B'00 B'0	R/W R/W	SSI2 Frequency Divider Select [19], [23:22]: ACLK_SEL_SSI2[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI2[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
21, 20	ACLK_SEL_SSI2[1:0]	B'00	R/W	SSI2 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock
18 to 16	DIVCLK_SEL_SSI2 [2:0]	B'000	R/W	SSI2 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting Prohibited

Bit	Bit Name	Initial Value	R/W	Description
15, 14	DIVSEL_SSI1[1:0]	B'00	R/W	SSI1 Frequency Divider Select
11	DIVSEL2_SSI1	B'0	R/W	[11], [15:14]: ACLK_SEL_SSI1[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI1[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
13, 12	ACLK_SEL_SSI1[1:0]	B'00	R/W	SSI1 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock
10 to 8	DIVCLK_SEL_SSI1 [2:0]	B'000	R/W	SSI1 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting Prohibited

Bit	Bit Name	Initial Value	R/W	Description
7, 6	DIVSEL_SSI0[1:0]	B'00	R/W	SSI0 Frequency Divider Select
3	DIVSEL2_SSI0	B'0	R/W	[3], [7:6]: ACLK_SEL_SSI0[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI0[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
5, 4	ACLK_SEL_SSI0[1:0]	B'00	R/W	SSI0 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock
2 to 0	DIVCLK_SEL_SSI0 [2:0]	B'000	R/W	SSI0 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting Prohibited

42.2.5 Audio Clock Select Register 1 (AUDIO_CLK_SEL1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AUDIO_CLK_SEL1 selects the clocks for the SSIU (for SSI4 to SSI7).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DIVSEL_SSI7 [1:0]		ACLK_SEL _SSI7[1:0]		DIVSEL2_ SSI7	DIVCLK_SEL_SSI7 [2:0]			DIVSEL_SSI6 [1:0]		ACLK_SEL _SSI6[1:0]		DIVSEL2_ SSI6	DIVCLK_SEL_SSI6 [1:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DIVSEL_SSI5 [1:0]		ACLK_SEL _SSI5[1:0]		DIVSEL2_ SSI5	DIVCLK_SEL_SSI5 [2:0]			DIVSEL_SSI4 [1:0]		ACLK_SEL _SSI4[1:0]		DIVSEL2_ SSI4	DIVCLK_SEL_SSI4 [1:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	DIVSEL_SSI7[1:0]	B'00	R/W	SSI7 Frequency Divider Select
27	DIVSEL2_SSI7	B'0	R/W	[27], [31:30]: ACLK_SEL_SSI7[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI7[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
29, 28	ACLK_SEL_SSI7[1:0]	B'00	R/W	SSI7 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock

Bit	Bit Name	Initial Value	R/W	Description
26 to 24	DIVCLK_SEL_SSI7 [2:0]	B'000	R/W	SSI7 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting Prohibited
23, 22 19	DIVSEL_SSI6[1:0] DIVSEL2_SSI6	B'00 B'0	R/W R/W	SSI6 Frequency Divider Select [19], [23:22]: ACLK_SEL_SSI6[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI6[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
21, 20	ACLK_SEL_SSI6[1:0]	B'00	R/W	SSI6 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock
18 to 16	DIVCLK_SEL_SSI6 [2:0]	B'000	R/W	SSI6 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting Prohibited

Bit	Bit Name	Initial Value	R/W	Description
15, 14	DIVSEL_SSI5[1:0]	B’00	R/W	SSI5 Frequency Divider Select
11	DIVSEL2_SSI5	B’0	R/W	[11], [15:14]: ACLK_SEL_SSI5[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI5[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
13, 12	ACLK_SEL_SSI5[1:0]	B’00	R/W	SSI5 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock
10 to 8	DIVCLK_SEL_SSI5 [2:0]	B’000	R/W	SSI5 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting Prohibited

Bit	Bit Name	Initial Value	R/W	Description
7, 6	DIVSEL_SSI4[1:0]	B’00	R/W	SSI4 Frequency Divider Select
3	DIVSEL2_SSI4	B’0	R/W	[3], [7:6]: ACLK_SEL_SSI4[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI4[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
5, 4	ACLK_SEL_SSI4[1:0]	B’00	R/W	SSI4 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock
2 to 0	DIVCLK_SEL_SSI4 [2:0]	B’000	R/W	SSI4 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting Prohibited

42.2.6 Audio Clock Select Register 2 (AUDIO_CLK_SEL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AUDIO_CLK_SEL2 selects the clocks for the SSIU (for SSI9).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DIVSEL_SSI9 [1:0]		ACLK_SEL _SSI9[1:0]		DIVSEL 2_SSI9	DIVCLK_SEL_SSI9 [2:0]			—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
15, 14	DIVSEL_SSI9[1:0]	B’00	R/W	SSI9 Frequency Divider Select
11	DIVSEL2_SSI9	B’0	R/W	[11], [15:14] ACLK_SEL_SSI9[1:0] = B'00 B'000: Not divided B'001: Divided by 2 B'010: Divided by 4 B'011: Divided by 8 B'100: Divided by 16 B'101: Divided by 32 B'110, B'111: Fixed at 0 ACLK_SEL_SSI9[1:0] = B'11 B'000: avb_counter8[0] B'001: avb_counter8[1] B'010: avb_counter8[2] B'011: avb_counter8[3] B'100: avb_counter8[4] B'101: avb_counter8[5] B'110: avb_counter8[6] B'111: avb_counter8[7]
13, 12	ACLK_SEL_SSI9[1:0]	B’00	R/W	SSI9 Clock Select B'00: DIVCLK B'01: BRGA output clock B'10: BRGB output clock B'11: avb_counter8 output clock

Bit	Bit Name	Initial Value	R/W	Description
10 to 8	DIVCLK_SEL_SSI9[2:0]	B'000	R/W	SSI9 Clock Select B'000: Fixed at 0 B'001: AUDIO_CLKA B'010: AUDIO_CLKB B'011: AUDIO_CLKC B'100: Reserved Others: Setting Prohibited
7 to 0	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

42.2.7 Timing Signal Enable Register (TIM_EN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: TIM_EN is enabling of the Timing Signal supplied to SCU.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	BRGB_ TIM_EN	BRGA_ TIM_EN	AUDIO_ CLKC_ TIM_EN	AUDIO_ CLKB_ TIM_EN	AUDIO_ CLKA_ TIM_EN	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W*	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
5	BRGB_TIM_EN	B'0	R/W	This bit is enabling of the Timing Signal generated from the BRGB frequency divider. 0: Disables timing signal. 1: Enables timing signal.
4	BRGA_TIM_EN	B'0	R/W	This bit is enabling of the Timing Signal generated from the BRGA frequency divider. 0: Disables timing signal. 1: Enables timing signal.
3	AUDIO_CLKC_TIM_EN	B'0	R/W	This bit is enabling of the Timing Signal generated from the AUDIO_CLKC frequency divider. 0: Disables timing signal. 1: Enables timing signal.
2	AUDIO_CLKB_TIM_EN	B'0	R/W	This bit is enabling of the Timing Signal generated from the AUDIO_CLKB frequency divider. 0: Disables timing signal. 1: Enables timing signal.
1	AUDIO_CLKA_TIM_EN	B'0	R/W	This bit is enabling of the Timing Signal generated from the AUDIO_CLKA frequency divider. 0: Disables timing signal. 1: Enables timing signal.
0	—	B'0	R/W	Reserved

42.2.8 SRC Input Timing Select Register 0 (SRCIN_TIMSEL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCIN_TIMSEL0 selects the input timing signals for SRC0 and SRC1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC1_IN_DIVCLK_SEL[4:0]					—	—	—	SRC1_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC0_IN_DIVCLK_SEL[4:0]					—	—	—	SRC0_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC1_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC1 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC1_IN_DIVRATIO_SEL [4:0]	All 0	R/W	SRC1 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC1_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC0_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC0 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC0_IN_DIVRATIO_SEL [4:0]	All 0	R/W	SRC0 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC0_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.9 SRC Input Timing Select Register 1 (SRCIN_TIMSEL1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCIN_TIMSEL1 selects the input timing signals for SRC2 and SRC3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC3_IN_DIVCLK_SEL[4:0]					—	—	—	SRC3_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC2_IN_DIVCLK_SEL[4:0]					—	—	—	SRC2_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC3_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC3 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC3_IN_DIVRATIO_SEL[4:0]	All 0	R/W	SRC3 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC3_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC2_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC2 Input Timing Signal Select B’0_0000: Divided AUDIO_CLKA B’0_0001: Divided AUDIO_CLKB B’0_0010: Divided AUDIO_CLKC B’0_0011: Divided BRGA B’0_0100: Divided BRGB B’0_0101: Reserved B’0_0110: ssi_ws0 B’0_0111: ssi_ws1 B’0_1000: ssi_ws2 B’0_1001: ssi_ws3 B’0_1010: ssi_ws4 B’0_1011: ssi_ws5 B’0_1100: ssi_ws6 B’0_1101: ssi_ws7 B’0_1110: ssi_ws9 B’0_1111: Setting prohibited B’1_0000: avb_div8[0] B’1_0001: avb_div8[1] B’1_0010: avb_div8[2] B’1_0011: avb_div8[3] B’1_0100: avb_div8[4] B’1_0101: avb_div8[5] B’1_0110: avb_div8[6] B’1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC2_IN_DIVRATIO_SEL[4:0]	All -	R/W	SRC2 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC2_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.10 SRC Input Timing Select Register 2 (SRCIN_TIMSEL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCIN_TIMSEL2 selects the input timing signals for SRC4 and SRC5.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC5_IN_DIVCLK_SEL[4:0]					—	—	—	SRC5_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC4_IN_DIVCLK_SEL[4:0					—	—	—	SRC4_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC5_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC5 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC5_IN_DIVRATIO_SEL[4:0]	All 0	R/W	SRC5 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC5_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC4_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC4 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC4_IN_DIVRATIO_SEL[4:0]	All 0	R/W	SRC4 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC4_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.11 SRC Input Timing Select Register 3 (SRCIN_TIMSEL3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCIN_TIMSEL3 selects the input timing signals for SRC6 and SRC7.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC7_IN_DIVCLK_SEL[4:0]					—	—	—	SRC7_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC6_IN_DIVCLK_SEL[4:0]					—	—	—	SRC6_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC7_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC7 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC7_IN_DIVRATIO_SEL[4:0]	All 0	R/W	SRC7 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC7_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC6_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC6 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC6_IN_DIVRATIO_SEL[4:0]	All 0	R/W	SRC6 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC6_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.12 SRC Input Timing Select Register 4 (SRCIN_TIMSEL4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCIN_TIMSEL4 selects the input timing signals for SRC8 and SRC9.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC9_IN_DIVCLK_SEL[4:0]					—	—	—	SRC9_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC8_IN_DIVCLK_SEL[4:0]					—	—	—	SRC8_IN_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC9_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC9 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B’0_1000: ssi_ws2 B’0_1001: ssi_ws3 B’0_1010: ssi_ws4 B’0_1011: ssi_ws5 B’0_1100: ssi_ws6 B’0_1101: ssi_ws7 B’0_1110: ssi_ws9 B’0_1111: Setting prohibited B’1_0000: avb_div8[0] B’1_0001: avb_div8[1] B’1_0010: avb_div8[2] B’1_0011: avb_div8[3] B’1_0100: avb_div8[4] B’1_0101: avb_div8[5] B’1_0110: avb_div8[6] B’1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC9_IN_DIVRATIO_SEL[4:0]	All 0	R/W	SRC9 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC9_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC8_IN_DIVCLK_SEL [4:0]	All 0	R/W	SRC8 Input Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC8_IN_DIVRATIO_SEL[4:0]	All 0	R/W	SRC8 Input Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC8_IN_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.13 SRC Output Timing Select Register 0 (SRCOUT_TIMSEL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCOUT_TIMSEL0 selects the output timing signals for SRC0 and SRC1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC1_OUT_DIVCLK_SEL[4:0]					—	—	—	SRC1_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC0_OUT_DIVCLK_SEL[4:0]					—	—	—	SRC0_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC1_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC1 Output Timing Signal Select B’0_0000: Divided AUDIO_CLKA B’0_0001: Divided AUDIO_CLKB B’0_0010: Divided AUDIO_CLKC B’0_0011: Divided BRGA B’0_0100: Divided BRGB B’0_0101: Reserved B’0_0110: ssi_ws0 B’0_0111: ssi_ws1 B’0_1000: ssi_ws2 B’0_1001: ssi_ws3 B’0_1010: ssi_ws4 B’0_1011: ssi_ws5 B’0_1100: ssi_ws6 B’0_1101: ssi_ws7 B’0_1110: ssi_ws9 B’0_1111: Setting prohibited B’1_0000: avb_div8[0] B’1_0001: avb_div8[1] B’1_0010: avb_div8[2] B’1_0011: avb_div8[3] B’1_0100: avb_div8[4] B’1_0101: avb_div8[5] B’1_0110: avb_div8[6] B’1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC1_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC1 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC1_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B’0_0000: Divided by 2 B’0_0001: Divided by 4 B’0_0010: Divided by 6 B’0_0011: Divided by 8 B’0_0100: Divided by 12 B’0_0101: Divided by 16 B’0_0110: Divided by 24 B’0_0111: Divided by 32 B’0_1000: Divided by 48 B’0_1001: Divided by 64 B’0_1010: Divided by 96 B’0_1011: Divided by 128 B’0_1100: Divided by 192 B’0_1101: Divided by 256 B’0_1110: Divided by 384 B’0_1111: Divided by 512 B’1_0000: Divided by 768 B’1_0001: Divided by 1024 B’1_0010: Divided by 1536 B’1_0011: Divided by 2048 B’1_0100: Divided by 3072 B’1_0101: Divided by 4096 B’1_0110: Divided by 6144 B’1_0111: Divided by 8192 B’1_1000: Divided by 12288 B’1_1001: Divided by 16384 B’1_1010: Divided by 24576 B’1_1011: Divided by 32768 B’1_1100: Divided by 49152 B’1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC0_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC0 Output Timing Signal Select B’0_0000: Divided AUDIO_CLKA B’0_0001: Divided AUDIO_CLKB B’0_0010: Divided AUDIO_CLKC B’0_0011: Divided BRGA B’0_0100: Divided BRGB B’0_0101: Reserved B’0_0110: ssi_ws0 B’0_0111: ssi_ws1 B’0_1000: ssi_ws2 B’0_1001: ssi_ws3 B’0_1010: ssi_ws4 B’0_1011: ssi_ws5 B’0_1100: ssi_ws6 B’0_1101: ssi_ws7 B’0_1110: ssi_ws9 B’0_1111: Setting prohibited B’1_0000: avb_div8[0] B’1_0001: avb_div8[1] B’1_0010: avb_div8[2] B’1_0011: avb_div8[3] B’1_0100: avb_div8[4] B’1_0101: avb_div8[5] B’1_0110: avb_div8[6] B’1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC0_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC0 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC0_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.14 SRC Output Timing Select Register 1 (SRCOUT_TIMSEL1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCOUT_TIMSEL1 selects the output timing signals for SRC2 and SRC3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC3_OUT_DIVCLK_SEL[4:0]					—	—	—	SRC3_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC2_OUT_DIVCLK_SEL[4:0]					—	—	—	SRC2_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC3_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC3 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC3_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC3 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC3_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

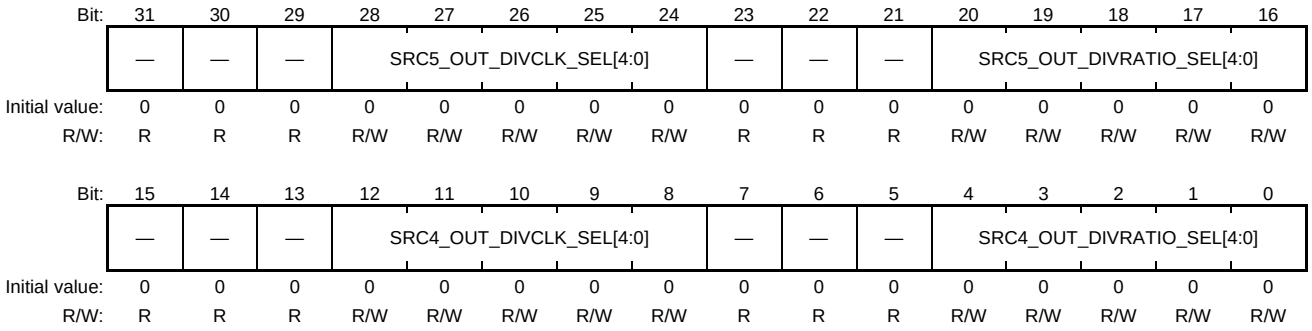
Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC2_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC2 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC2_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC2 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC2_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.15 SRC Output Timing Select Register 2 (SRCOUT_TIMSEL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCOUT_TIMSEL2 selects the output timing signals for SRC4 and SRC5.



Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC5_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC5 Output Timing Signal Select B’0_0000: Divided AUDIO_CLKA B’0_0001: Divided AUDIO_CLKB B’0_0010: Divided AUDIO_CLKC B’0_0011: Divided BRGA B’0_0100: Divided BRGB B’0_0101: Reserved B’0_0110: ssi_ws0 B’0_0111: ssi_ws1 B’0_1000: ssi_ws2 B’0_1001: ssi_ws3 B’0_1010: ssi_ws4 B’0_1011: ssi_ws5 B’0_1100: ssi_ws6 B’0_1101: ssi_ws7 B’0_1110: ssi_ws9 B’0_1111: Setting prohibited B’1_0000: avb_div8[0] B’1_0001: avb_div8[1] B’1_0010: avb_div8[2] B’1_0011: avb_div8[3] B’1_0100: avb_div8[4] B’1_0101: avb_div8[5] B’1_0110: avb_div8[6] B’1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC5_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC5 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC5_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B’0_0000: Divided by 2 B’0_0001: Divided by 4 B’0_0010: Divided by 6 B’0_0011: Divided by 8 B’0_0100: Divided by 12 B’0_0101: Divided by 16 B’0_0110: Divided by 24 B’0_0111: Divided by 32 B’0_1000: Divided by 48 B’0_1001: Divided by 64 B’0_1010: Divided by 96 B’0_1011: Divided by 128 B’0_1100: Divided by 192 B’0_1101: Divided by 256 B’0_1110: Divided by 384 B’0_1111: Divided by 512 B’1_0000: Divided by 768 B’1_0001: Divided by 1024 B’1_0010: Divided by 1536 B’1_0011: Divided by 2048 B’1_0100: Divided by 3072 B’1_0101: Divided by 4096 B’1_0110: Divided by 6144 B’1_0111: Divided by 8192 B’1_1000: Divided by 12288 B’1_1001: Divided by 16384 B’1_1010: Divided by 24576 B’1_1011: Divided by 32768 B’1_1100: Divided by 49152 B’1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC4_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC4 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC4_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC4 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC4_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.16 SRC Output Timing Select Register 3 (SRCOUT_TIMSEL3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCOUT_TIMSEL3 selects the output timing signals for SRC6 and SRC7.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC7_OUT_DIVCLK_SEL[4:0]					—	—	—	SRC7_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC6_OUT_DIVCLK_SEL[4:0]					—	—	—	SRC6_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC7_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC7 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC7_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC7 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC7_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B’0_0000: Divided by 2 B’0_0001: Divided by 4 B’0_0010: Divided by 6 B’0_0011: Divided by 8 B’0_0100: Divided by 12 B’0_0101: Divided by 16 B’0_0110: Divided by 24 B’0_0111: Divided by 32 B’0_1000: Divided by 48 B’0_1001: Divided by 64 B’0_1010: Divided by 96 B’0_1011: Divided by 128 B’0_1100: Divided by 192 B’0_1101: Divided by 256 B’0_1110: Divided by 384 B’0_1111: Divided by 512 B’1_0000: Divided by 768 B’1_0001: Divided by 1024 B’1_0010: Divided by 1536 B’1_0011: Divided by 2048 B’1_0100: Divided by 3072 B’1_0101: Divided by 4096 B’1_0110: Divided by 6144 B’1_0111: Divided by 8192 B’1_1000: Divided by 12288 B’1_1001: Divided by 16384 B’1_1010: Divided by 24576 B’1_1011: Divided by 32768 B’1_1100: Divided by 49152 B’1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC6_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC6 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC6_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC6 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC6_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.17 SRC Output Timing Select Register 4 (SRCOUT_TIMSEL4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCOUT_TIMSEL4 selects the output timing signals for SRC8 and SRC9.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	SRC9_OUT_DIVCLK_SEL[4:0]					—	—	—	SRC9_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SRC8_OUT_DIVCLK_SEL[4:0]					—	—	—	SRC8_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
28 to 24	SRC9_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC9 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved

Bit	Bit Name	Initial Value	R/W	Description
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.
20 to 16	SRC9_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC9 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC9_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	SRC8_OUT_DIVCLK_SEL [4:0]	All 0	R/W	SRC8 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	SRC8_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	SRC8 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using SRC8_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.18 CMD Output Timing Select Register (CMDOUT_TIMSEL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CMDOUT_TIMSEL selects the output timing signals for CMD0 and CMD1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	CMD1_OUT_DIVCLK_SEL[4:0]					—	—	—	CMD1_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CMD0_OUT_DIVCLK_SEL[4:0]					—	—	—	CMD0_OUT_DIVRATIO_SEL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
28 to 24	CMD1_OUT_DIVCLK_SEL [4:0]	All 0	R/W	CMD1 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
23 to 21	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
20 to 16	CMD1_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	CMD1 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using CMD1_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited
15 to 13	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
12 to 8	CMD0_OUT_DIVCLK_SEL [4:0]	All 0	R/W	CMD0 Output Timing Signal Select B'0_0000: Divided AUDIO_CLKA B'0_0001: Divided AUDIO_CLKB B'0_0010: Divided AUDIO_CLKC B'0_0011: Divided BRGA B'0_0100: Divided BRGB B'0_0101: Reserved B'0_0110: ssi_ws0 B'0_0111: ssi_ws1 B'0_1000: ssi_ws2 B'0_1001: ssi_ws3 B'0_1010: ssi_ws4 B'0_1011: ssi_ws5 B'0_1100: ssi_ws6 B'0_1101: ssi_ws7 B'0_1110: ssi_ws9 B'0_1111: Setting prohibited B'1_0000: avb_div8[0] B'1_0001: avb_div8[1] B'1_0010: avb_div8[2] B'1_0011: avb_div8[3] B'1_0100: avb_div8[4] B'1_0101: avb_div8[5] B'1_0110: avb_div8[6] B'1_0111: avb_div8[7] Others: reserved
7 to 5	—	All 0	R	Reserved The initial value is always read from these bits. The write value should always be the initial value.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	CMD0_OUT_DIVRATIO_SEL[4:0]	All 0	R/W	CMD0 Output Timing Signal Frequency Division Ratio Select These bits select the frequency division ratio for the clock signal selected using CMD0_OUT_DIVCLK_SEL[3:0]. Note that ssi_ws signals cannot be divided. B'0_0000: Divided by 2 B'0_0001: Divided by 4 B'0_0010: Divided by 6 B'0_0011: Divided by 8 B'0_0100: Divided by 12 B'0_0101: Divided by 16 B'0_0110: Divided by 24 B'0_0111: Divided by 32 B'0_1000: Divided by 48 B'0_1001: Divided by 64 B'0_1010: Divided by 96 B'0_1011: Divided by 128 B'0_1100: Divided by 192 B'0_1101: Divided by 256 B'0_1110: Divided by 384 B'0_1111: Divided by 512 B'1_0000: Divided by 768 B'1_0001: Divided by 1024 B'1_0010: Divided by 1536 B'1_0011: Divided by 2048 B'1_0100: Divided by 3072 B'1_0101: Divided by 4096 B'1_0110: Divided by 6144 B'1_0111: Divided by 8192 B'1_1000: Divided by 12288 B'1_1001: Divided by 16384 B'1_1010: Divided by 24576 B'1_1011: Divided by 32768 B'1_1100: Divided by 49152 B'1_1101: Divided by 98304 Others: Setting prohibited

42.2.19 AVB Clock Select Register (AVBCKR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVBCKR selects the clocks input to and output from the ADG.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	AUDIO_CLKOUT3[3:0]				—	—	—	—	AUDIO_CLKOUT2[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	AUDIO_CLKOUT1[3:0]				—	—	—	—	AUDIO_CLKOUT[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
27 to 24	AUDIO_CLKOUT3 [3:0]	H'0	R/W	AUDIO_CLKOUT3 Output clock selection. B'0XXX: BRGA/BRGB select B'1000: avb_counter8[0] B'1001: avb_counter8[1] B'1010: avb_counter8[2] B'1011: avb_counter8[3] B'1100: avb_counter8[4] B'1101: avb_counter8[5] B'1110: avb_counter8[6] B'1111: avb_counter8[7]
23 to 20	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
19 to 16	AUDIO_CLKOUT2 [3:0]	H'0	R/W	AUDIO_CLKOUT2 Output clock selection. B'0XXX: BRGA/BRGB select B'1000: avb_counter8[0] B'1001: avb_counter8[1] B'1010: avb_counter8[2] B'1011: avb_counter8[3] B'1100: avb_counter8[4] B'1101: avb_counter8[5] B'1110: avb_counter8[6] B'1111: avb_counter8[7]
15 to 12	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.

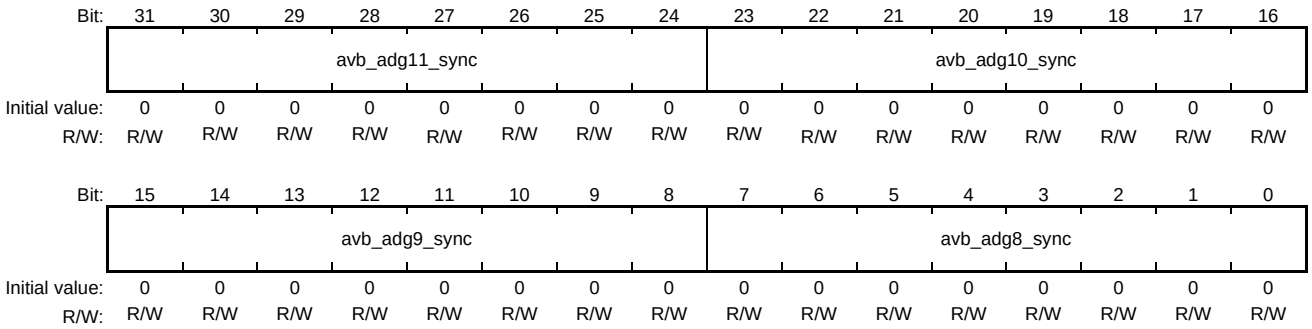
Bit	Bit Name	Initial Value	R/W	Description
11 to 8	AUDIO_ CLKOUT1 [3:0]	H'0	R/W	AUDIO_CLKOUT1 Output clock selection. B'0XXX: BRGA/BRGB select B'1000: avb_counter8[0] B'1001: avb_counter8[1] B'1010: avb_counter8[2] B'1011: avb_counter8[3] B'1100: avb_counter8[4] B'1101: avb_counter8[5] B'1110: avb_counter8[6] B'1111: avb_counter8[7]
7 to 4	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
3 to 0	AUDIO_ CLKOUT [3:0]	H'0	R/W	AUDIO_CLKOUT Output clock selection. B'0XXX: BRGA/BRGB select B'1000: avb_counter8[0] B'1001: avb_counter8[1] B'1010: avb_counter8[2] B'1011: avb_counter8[3] B'1100: avb_counter8[4] B'1101: avb_counter8[5] B'1110: avb_counter8[6] B'1111: avb_counter8[7]

Note: Use AUDIO_CLKOUT, AUDIO_CLKOUT1, AUDIO_CLKOUT2, and AUDIO_CLKOUT3 in less than 25 MHz.

42.2.20 AVB sync select Register 0 (AVB_SYNC_SEL0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_SYNC_SEL0 selects the output clocks for the EAVB-I/F.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	avb_adg11_sync	H'00	R/W	avb_adg*_sync(* = 11 to 8) Output Timing Signal Select
23 to 16	avb_adg10_sync	H'00	R/W	B'0000_0000: fixed '0' output
15 to 8	avb_adg9_sync	H'00	R/W	B'0000_0001 to B'0000 0111: reserved (fixed '0' output)
7 to 0	avb_adg8_sync	H'00	R/W	B'0000_1000: audio_clk_div3[0]
				B'0000_1001: audio_clk_div3[1]
				B'0000_1010: audio_clk_div3[2]
				B'0000_1011 to B'0000_1111: reserved (fixed '0' output)
				B'0001_0000: ssi_ws0
				B'0001_0001: ssi_ws1
				B'0001_0010: ssi_ws2
				B'0001_0011: ssi_ws3
				B'0001_0100: ssi_ws4
				B'0001_0101: ssi_ws5
				B'0001_0110: ssi_ws6
				B'0001_0111: ssi_ws7
				B'0001_1000: reserved
				B'0001_1001: ssi_ws9
				B'0001_1010 to B'0001_1111: reserved (fixed '0' output)
				B'0010_0000: avb_div8[0]
				B'0010_0001: avb_div8[1]
				B'0010_0010: avb_div8[2]
				B'0010_0011: avb_div8[3]
				B'0010_0100: avb_div8[4]
				B'0010_0101: avb_div8[5]
				B'0010_0110: avb_div8[6]
				B'0010_0111: avb_div8[7]
				B'0010_1000 to B'1111_1111: reserved (fixed '0' output)

42.2.21 AVB sync select Register 1 (AVB_SYNC_SEL1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_SYNC_SEL1 selects the output clocks for the EAVB-I/F.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	avb_adg7_sync								avb_adg6_sync							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

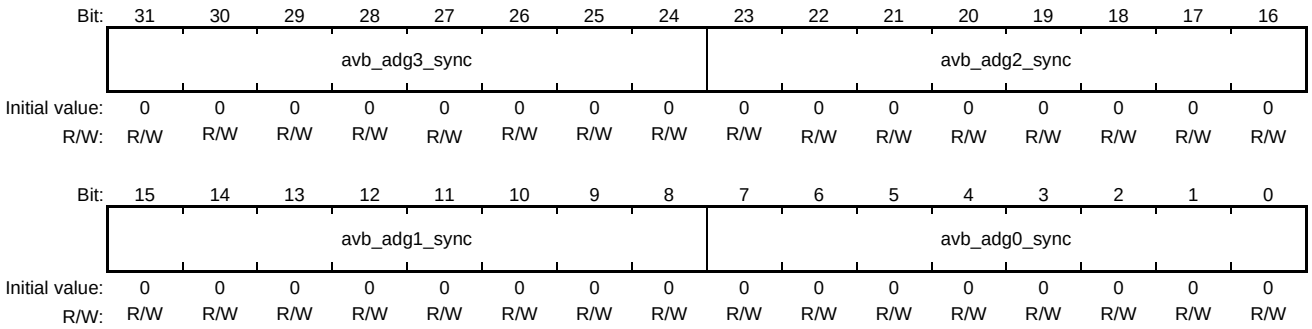
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	avb_adg5_sync								avb_adg4_sync							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	avb_adg7_sync	H'00	R/W	avb_adg*_sync(* = 7to 4) Output Timing Signal Select
23 to 16	avb_adg6_sync	H'00	R/W	B'0000_0000: fixed '0' output
15 to 8	avb_adg5_sync	H'00	R/W	B'0000_0001 to B'0000 0111: reserved (fixed '0' output)
7 to 0	avb_adg4_sync	H'00	R/W	B'0000_1000: audio_clk_div3[0]
				B'0000_1001: audio_clk_div3[1]
				B'0000_1010: audio_clk_div3[2]
				B'0000_1011 to B'0000_1111: reserved (fixed '0' output)
				B'0001_0000: ssi_ws0
				B'0001_0001: ssi_ws1
				B'0001_0010: ssi_ws2
				B'0001_0011: ssi_ws3
				B'0001_0100: ssi_ws4
				B'0001_0101: ssi_ws5
				B'0001_0110: ssi_ws6
				B'0001_0111: ssi_ws7
				B'0001_1000: reserved
				B'0001_1001: ssi_ws9
				B'0001_1010 to B'0001_1111: reserved (fixed '0' output)
				B'0010_0000: avb_div8[0]
				B'0010_0001: avb_div8[1]
				B'0010_0010: avb_div8[2]
				B'0010_0011: avb_div8[3]
				B'0010_0100: avb_div8[4]
				B'0010_0101: avb_div8[5]
				B'0010_0110: avb_div8[6]
				B'0010_0111: avb_div8[7]
				B'0010_1000 to B'1111_1111: reserved (fixed '0' output)

42.2.22 AVB sync select Register 2 (AVB_SYNC_SEL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_SYNC_SEL2 selects the output clocks for the EAVB-I/F.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	avb_adg3_sync	H'00	R/W	avb_adg*_sync(* = 3 to 0) Output Timing Signal Select
23 to 16	avb_adg2_sync	H'00	R/W	B'0000_0000: fixed '0' output
15 to 8	avb_adg1_sync	H'00	R/W	B'0000_0001 to B'0000_0111: reserved (fixed '0' output)
7 to 0	avb_adg0_sync	H'00	R/W	B'0000_1000: audio_clk_div3[0]
				B'0000_1001: audio_clk_div3[1]
				B'0000_1010: audio_clk_div3[2]
				B'0000_1011 to B'0000_1111: reserved (fixed '0' output)
				B'0001_0000: ssi_ws0
				B'0001_0001: ssi_ws1
				B'0001_0010: ssi_ws2
				B'0001_0011: ssi_ws3
				B'0001_0100: ssi_ws4
				B'0001_0101: ssi_ws5
				B'0001_0110: ssi_ws6
				B'0001_0111: ssi_ws7
				B'0001_1000: reserved
				B'0001_1001: ssi_ws9
				B'0001_1010 to B'0001_1111: reserved (fixed '0' output)
				B'0010_0000: avb_div8[0]
				B'0010_0001: avb_div8[1]
				B'0010_0010: avb_div8[2]
				B'0010_0011: avb_div8[3]
				B'0010_0100: avb_div8[4]
				B'0010_0101: avb_div8[5]
				B'0010_0110: avb_div8[6]
				B'0010_0111: avb_div8[7]
				B'0010_1000 to B'1111_1111: reserved (fixed '0' output)

42.2.23 AVB sync divide Register 0 (AVB_SYNC_DIV0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_SYNC_DIV0 selects the clocks to audio_clk_div3

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

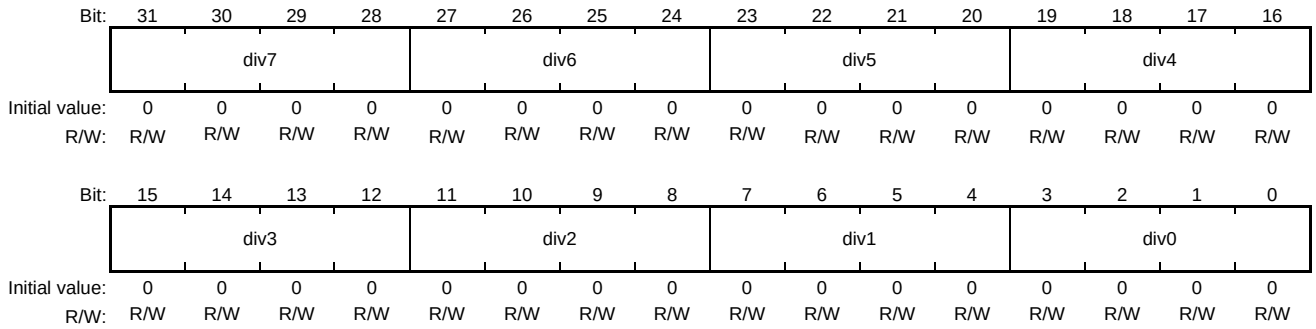
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	div2				div1				div0			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
11 to 8	div2	H'0	R/W	audio_clk_div3[2] Frequency Divider Setting: AUDIO_CLKC divided by 2^n
7 to 4	div1	H'0	R/W	audio_clk_div3[1] Frequency Divider Setting: AUDIO_CLKB divided by 2^n
3 to 0	div0	H'0	R/W	audio_clk_div3[0] Frequency Divider Setting: AUDIO_CLKA divided by 2^n

42.2.24 AVB sync divide Register 1 (AVB_SYNC_DIV1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_SYNC_DIV1 selects the clocks to avb_div8



Bit	Bit Name	Initial Value	R/W	Description
31 to 28	div7	H'0	R/W	avb_div8[7] Frequency Divider Setting: avb_counter8[7] divided by 2^n
27 to 24	div6	H'0	R/W	avb_div8[6] Frequency Divider Setting: avb_counter8[6] divided by 2^n
23 to 20	div5	H'0	R/W	avb_div8[5] Frequency Divider Setting: avb_counter8[5] divided by 2^n
19 to 16	div4	H'0	R/W	avb_div8[4] Frequency Divider Setting: avb_counter8[4] divided by 2^n
15 to 12	div3	H'0	R/W	avb_div8[3] Frequency Divider Setting: avb_counter8[3] divided by 2^n
11 to 8	div2	H'0	R/W	avb_div8[2] Frequency Divider Setting: avb_counter8[2] divided by 2^n
7 to 4	div1	H'0	R/W	avb_div8[1] Frequency Divider Setting: avb_counter8[1] divided by 2^n
3 to 0	div0	H'0	R/W	avb_div8[0] Frequency Divider Setting: avb_counter8[0] divided by 2^n

42.2.25 AVB clock divider comparison value register 0 (AVB_CLK_DIV0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_DIV0 set the comparison value to avb_counter8[0]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	comp_value	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	comp_value															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

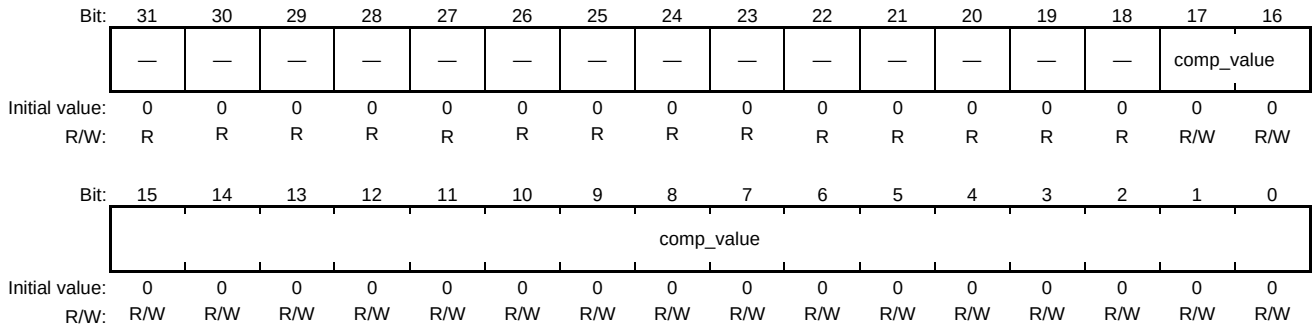
Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
17 to 0	comp_value	H'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AVB_CLK_DIV0 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and S0D1ϕ(800 MHz). [RZ/G2E] AVB_CLK_DIV0 comparison value (Setting area = H'0_0000 ~ H'3_ FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and ZA8ϕ(600 MHz).

Notes: 1. Use avb_counter8[0] in less than 25 MHz.
2. "comp_value" is not updated unless "AVB_CLK_CONFIG.div_en_com" is set.

42.2.26 AVB clock divider comparison value register 1 (AVB_CLK_DIV1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_DIV1 set the comparison value to avb_counter8[1]



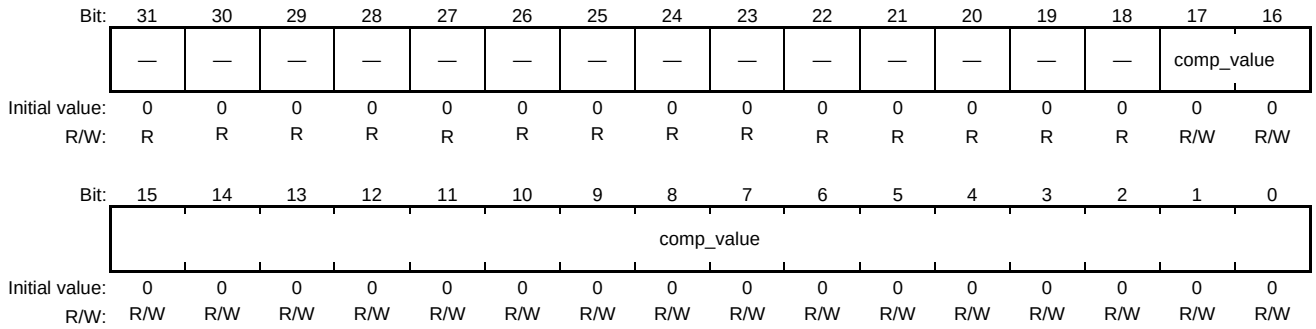
Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
17 to 0	comp_value	H'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AVB_CLK_DIV1 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and S0D1ϕ(800 MHz). [RZ/G2E][RZ/G2E] AVB_CLK_DIV1 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and ZA8ϕ (600 MHz).

Notes: 1. Use avb_counter8[1] in less than 25 MHz.
2. "comp_value" is not updated unless "AVB_CLK_CONFIG.div_en_com" is set.

42.2.27 AVB clock divider comparison value register 2 (AVB_CLK_DIV2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_DIV2 set the comparison value to avb_counter8[2]



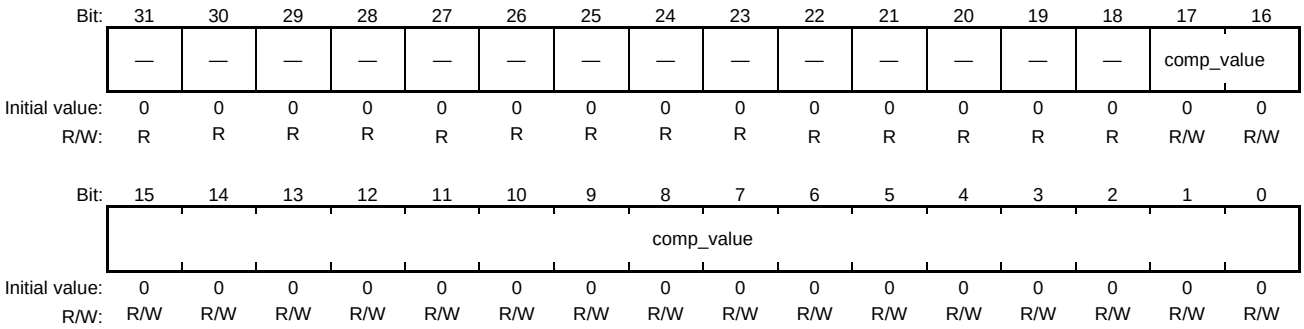
Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
17 to 0	comp_value	H'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AVB_CLK_DIV2 comparison value (Setting area = H'0_0000 ~ H'3_ffc0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and S0D1ϕ(800 MHz). [RZ/G2E][RZ/G2E] AVB_CLK_DIV2 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and ZA8ϕ (600 MHz).

Notes: 1. Use avb_counter8[2] in less than 25 MHz.
2. "comp_value" is not updated unless "AVB_CLK_CONFIG.div_en_com" is set.

42.2.28 AVB clock divider comparison value register 3 (AVB_CLK_DIV3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_DIV3 set the comparison value to avb_counter8[3]



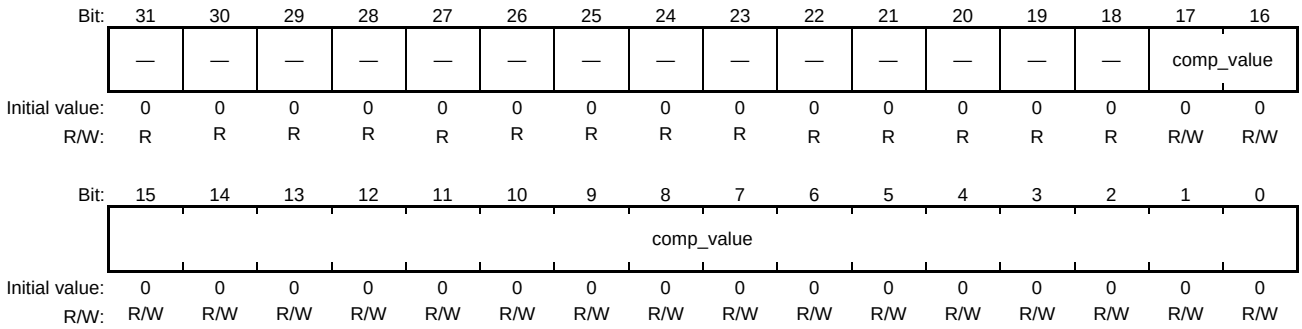
Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
17 to 0	comp_value	H'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AVB_CLK_DIV3 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and S0D1ϕ(800 MHz). [RZ/G2E][RZ/G2E] AVB_CLK_DIV3 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and ZA8ϕ (600 MHz).

Notes: 1. Use avb_counter8[3] in less than 25 MHz.
2 "comp_value" is not updated unless "AVB_CLK_CONFIG.div_en_com" is set.

42.2.29 AVB clock divider comparison value register 4 (AVB_CLK_DIV4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_DIV4 set the comparison value to avb_counter8[4]



Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
17 to 0	comp_value	H'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AVB_CLK_DIV4 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and S0D1ϕ(800 MHz). [RZ/G2E] [RZ/G2E] AVB_CLK_DIV4 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and ZA8ϕ (600 MHz).

Notes: 1. Use avb_counter8[4] in less than 25 MHz.
2 "comp_value" is not updated unless "AVB_CLK_CONFIG.div_en_com" is set.

42.2.30 AVB clock divider comparison value register 5 (AVB_CLK_DIV5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_DIV5 set the comparison value to avb_counter8[5]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	comp_value	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	comp_value															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

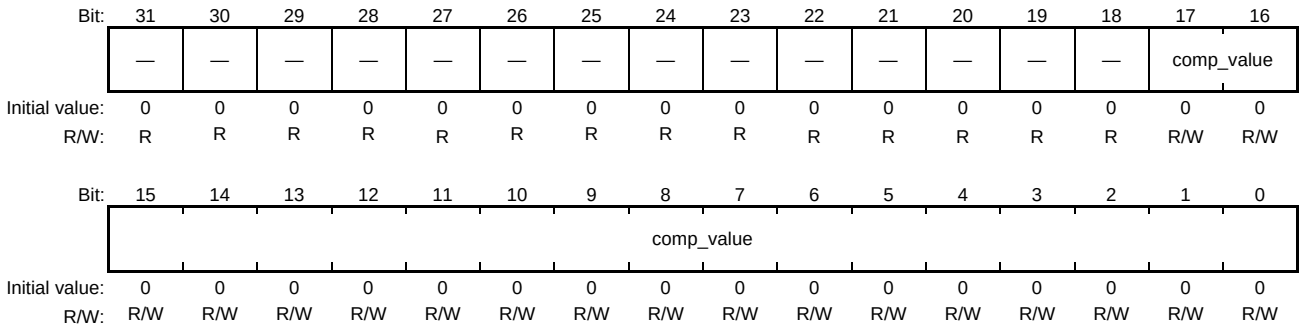
Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
17 to 0	comp_value	H'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AVB_CLK_DIV5 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and S0D1ϕ(800 MHz). [RZ/G2E][RZ/G2E] AVB_CLK_DIV5 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and ZA8ϕ (600 MHz).

Notes: 1. Use avb_counter8[5] in less than 25 MHz.
2 "comp_value" is not updated unless "AVB_CLK_CONFIG.div_en_com" is set.

42.2.31 AVB clock divider comparison value register 6 (AVB_CLK_DIV6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_DIV6 set the comparison value to avb_counter8[6]



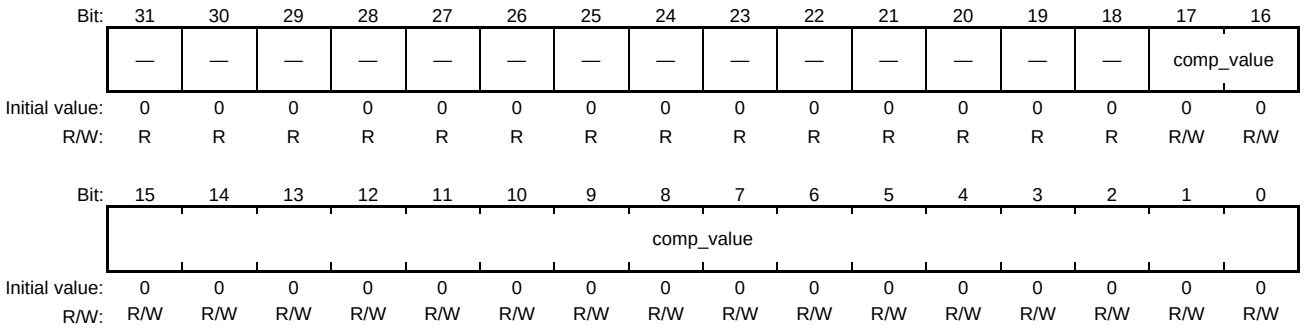
Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
17 to 0	comp_value	H'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AVB_CLK_DIV6 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and S0D1ϕ(800 MHz). [RZ/G2E][RZ/G2E] AVB_CLK_DIV6 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and ZA8ϕ (600 MHz).

Notes: 1. Use avb_counter8[6] in less than 25 MHz.
2. "comp_value" is not updated unless "AVB_CLK_CONFIG.div_en_com" is set.

42.2.32 AVB clock divider comparison value register 7 (AVB_CLK_DIV7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_DIV7 set the comparison value to avb_counter8[7]



Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
17 to 0	comp_value	H'0_0000	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] AVB_CLK_DIV7 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and S0D1ϕ(800 MHz). [RZ/G2E][RZ/G2E] AVB_CLK_DIV7 comparison value (Setting area = H'0_0000 ~ H'3_FFC0) A value is determined in consideration of the gap of gPTP timer(EAVB-I/F) and ZA8ϕ (600 MHz).

Notes: 1. Use avb_counter8[7] in less than 25 MHz.
2. "comp_value" is not updated unless "AVB_CLK_CONFIG.div_en_com" is set.

42.2.33 AVB clock divider configuration register (AVB_CLK_CONFIG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: AVB_CLK_CONFIG set the divider enable to avb_counter8

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	div_en_com	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	div_en[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	div_en_com	B'0	R/W	divider enable (common) 1: enable divider 0: disable all divider
30 to 8	—	All 0	R	Reserved The initial value is always read from this bit. The write value should always be the initial value.
7 to 0	div_en[7:0]	All 0	R/W	divider enable (for AVB_CLK_DIV7 to AVB_CLK_DIV0) 1: enable divider and load comparison value 0: disable divider

42.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

The following sections give examples of setting the ADG registers in two cases.

(1) Supplying SSI with Audio Clock

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The following procedure can be used to divide the internal clock (S0D4ϕ: 200 MHz) by d'18 and supply the resulting BRGB clock (11.111 MHz) to SSI.

If the procedure is applied before starting SSI3, steps 1 to 5 can be executed in any order.

1. Set BRRB so that the frequency division ratio should be d'18.
2. Select internal clock (S0D4ϕ) as the clock to be input to BRGB using BRGCKR.
3. Select the BRGB output clock as SSI3 clock using AUDIO_CLK_SEL0.
4. Release the ADG from the module standby state using RMSTPCR9 or SMSTPCR9 of the CPG module.
5. Release SSI3 from the module standby state using RMSTPCR10 or SMSTPCR10 of the CPG module.

[RZ/G2E]

The following procedure can be used to divide the internal clock (ZA2ϕ in the case of 200 MHz) by d'18 and supply the resulting BRGB clock (11.111 MHz) to SSI.

If the procedure is applied before starting SSI3, steps 1 to 5 can be executed in any order.

1. Set BRRB so that the frequency division ratio should be d'18.
2. Select internal clock (ZA2ϕ in the case of 200 MHz) as the clock to be input to BRGB using BRGCKR.
3. Select the BRGB output clock as SSI3 clock using AUDIO_CLK_SEL0.
4. Release the ADG from the module standby state using RMSTPCR9 or SMSTPCR9 of the CPG module.
5. Release SSI3 from the module standby state using RMSTPCR10 or SMSTPCR10 of the CPG module.

Table 42.6 Setting Example 1

Register Name	Address	Setting Value	Description
BRRB	H'EC5A_0004	H'0000_0008	Divided by d'18
BRGCKR	H'EC5A_0008	H'2302_0000	[RZ/G2H, RZ/G2M V1.3, RZ/G RZ/G2M V3.0, RZ/G2N] Selects S0D4ϕ as the clock to be input to BRGB. [RZ/G2E] Selects ZA2ϕ as the clock to be input to BRGB.
AUDIO_CLK_SEL0	H'EC5A_000C	H'2000_0000	Selects the BRGB output clock as the clock to be output to SSI3.
RMSTPCR9* or SMSTPCR9*	H'E615_0984 H'E615_0994	Set bit 22.	Releases the ADG from the module standby state.
RMSTPCR10* or SMSTPCR10*	H'E615_0988 H'E615_0998	Set bits 12 to 0.	Releases the SSI3 from the module standby state.

Note: * CPG register is enabled by writing the inverse of the value to CPGWPR register.

(2) The function of avb_counter8

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The avb_counter8 is a clock generator. The avb_counter8 has dividers which operates with S0D1ϕ clock. The avb_counter8 has eight output clocks. The avb_counter8 has the internal counter and the setting registers (“AVB clock divider comparison value register 0 (AVB_CLK_DIV0)” to “AVB clock divider comparison value register 7 (AVB_CLK_DIV7)”). The internal counter and setting registers consist of Integral field of 12 bits, and Fractional field of 6 bits. The increment value of the internal counter is H’40. This increment value is fixation. The output clock is toggled when the value of the internal counter becomes beyond the value of AVB_CLK_DIV*.comp_value (* = 0 to 7). After that, the internal counter subtracts the value of AVB_CLK_DIV*. comp_value (* = 0 to 7) and continues operation. In addition, note setting up AVB_CLK_DIV*.comp_value (* = 0 to 7) after setting AVB_CLK_CONFIG.div_en_com.

[RZ/G2E]

The avb_counter8 is a clock generator. The avb_counter8 has dividers which operates with ZA8ϕ clock. The avb_counter8 has eight output clocks. The avb_counter8 has the internal counter and the setting registers (“AVB clock divider comparison value register 0 (AVB_CLK_DIV0)” to “AVB clock divider comparison value register 7 (AVB_CLK_DIV7)”). The internal counter and setting registers consist of Integral field of 12 bits, and Fractional field of 6 bits. The increment value of the internal counter is H’40. This increment value is fixation. The output clock is toggled when the value of the internal counter becomes beyond the value of AVB_CLK_DIV*.comp_value (* = 0 to 7). After that, the internal counter subtracts the value of AVB_CLK_DIV*. comp_value(* = 0 to 7) and continues operation. In addition, note setting up AVB_CLK_DIV*.comp_value(* = 0 to 7) after setting AVB_CLK_CONFIG.div_en_com.

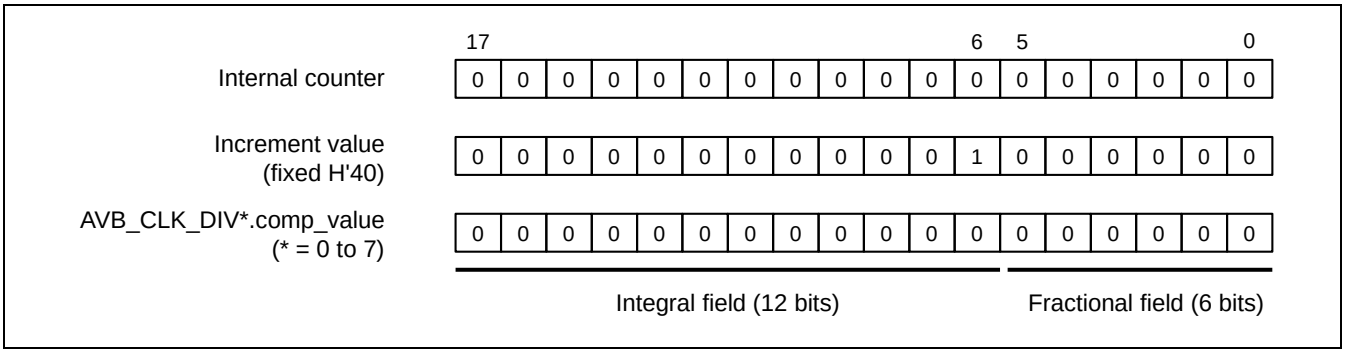


Figure 42.3 Structure of the internal counter and setting registers

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Table 42.7 The example of the setting of AVB_CLK_DIV*.comp_value (* = 0 to 7)

AVB_CLK_DIV*.comp_value (* = 0 to 7)(Hex)	Integral field (dec)	Fractional field (dec)	Frequency of output clock (MHz)
00413	16	19	24.545
00412	16	18	24.568
00411	16	17	24.592

Frequency of the output clock [MHz]

= 1 / (((Integral field value * 1.25ns) * 64 + (Fractional field value * 1.25ns)) / 32)

(S0D1ϕ clock = 800 MHz(1.25ns))

[RZ/G2E]

Table 42.8 The example of the setting of AVB_CLK_DIV*.comp_value (* = 0 to 7)

AVB_CLK_DIV*.comp_value (* = 0 to 7)(Hex)	Integral field (dec)	Fractional field (dec)	Frequency of output clock (MHz)
0030F	12	15	24.521
0030E	12	14	24.552
0030D	12	13	24.584

Frequency of the output clock [MHz]

= 1 / (((Integral field value * 1.67ns) * 64 + (Fractional field value * 1.67ns)) / 32)

(ZA8ϕ clock = 600 MHz(1.67ns))

42.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

42.4.1 Note on using AUDIO_CLK and Input/Output timing signal in stable condition

AUDIO_CLK and Input/Output timing signal should be in a stable state before starting transfer of related audio modules. When Input/Output timing signal counts the number of divider register setting, it becomes stable.

42.4.2 Note on using ZA2ϕ

When ADG use ZA2ϕ, it can not apply SSCG. For details, refer to 8.2.20 [RZ/G2E]

43. Sampling Rate Converter Unit (SCU)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

43.1 Overview

The SCU has ten SRC modules (six for high-sound-quality type; four for general-sound-quality type) that are useful for synchronization of asynchronous data, which is necessary for data transfer with external memory or external devices. It also provides the functions to change the number of channels, perform mixing, and control the volume.

Note: When the SRCs are not in use, configure the system with the same clock sources for AUDIO CLOCK that is input to ADG, and INIC™ or devices for I2S that are connected to external modules, and all thus operate at the same sampling frequency.

43.1.1 Features

(1) Sampling Rate Converter (SRC)

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

- Asynchronous sampling rate conversion is available
- Supports resolutions up to 24 bits
- High-sound-quality type (THD + N* is -132 dB) and general-sound-quality type (THD + N* is -96 dB)
- Automatically generates antialiasing filter coefficients
- Four modules support one, two, four, six, or eight channels, and six modules support one or two channels.

Note: * Total harmonic distortion plus noise

[RZ/G2E]

- Asynchronous sampling rate conversion is available
- Supports resolutions up to 24 bits
- High-sound-quality type (THD + N* is -132 dB) and general-sound-quality type (THD + N* is -96 dB)
- Automatically generates antialiasing filter coefficients
- Two modules support one, two, four, six, or eight channels, and eight modules support one or two channels.

Note: * Total harmonic distortion plus noise

(2) Channel Transfer Unit (CTU)

- Downmixing and splitter functions
  - Conversion of eight input channels into two output channels
  - Conversion of six input channels into two output channels
  - Conversion of two input channels into four sets of two output channels
  - Conversion of one input channel into eight sets of one output channel
  - No conversion

(3) Mixer (MIX)

- Mixing (adds) two to four sources into one
- Ratio for adding sources is selectable
- Ratio is dynamically changeable

- Mixing with volume ramp is available (ramp period is selectable)

(4) Digital Volume and Mute Function (DVC)

- Volume control function including digital volume, volume ramp, and zero-crossing mute
- The digital volume function is specified by a 24-bit fixed-point value within the range from 0 to 8 times (mute or -120 to 18 dB)
- The volume ramp function can be used for soft mute, fade-in, fade-out, or desired volume adjustment
- The volume ramp period can be changed within the sampling range from the 0th to 23rd power of 2
- The zero-crossing mute function silences the sound at the zero-crossing point of the audio data

The CTU, MIX, and DVC functional blocks are collectively called "CMD".

43.1.2 Block Diagram

Figure 43.1 shows the SCU block diagram.

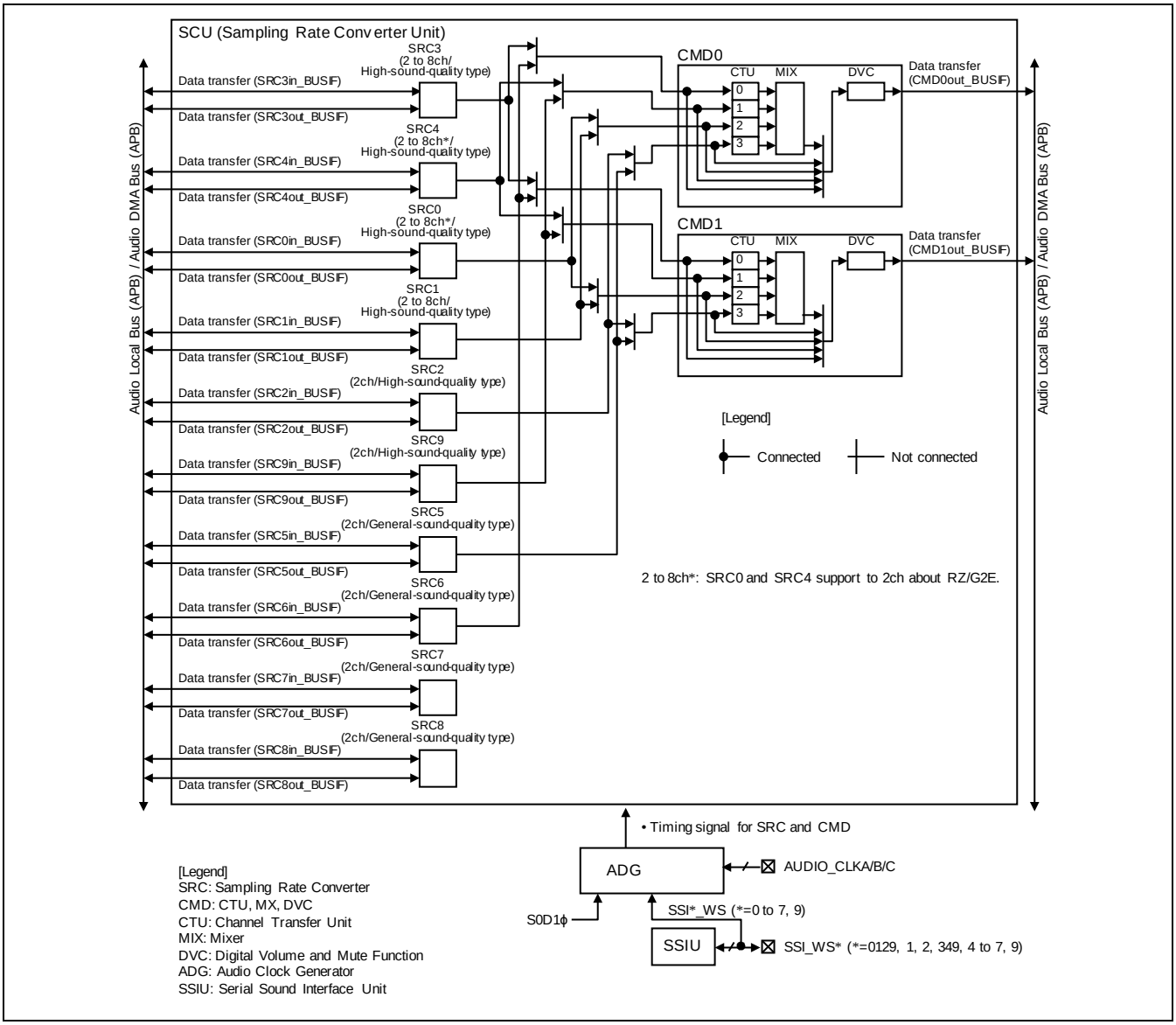


Figure 43.1 Block Diagram of SCU

43.1.3 External Pins

There's no external pin of this module.

43.1.4 Register Configuration

Table 43.1 shows the register configuration. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Access the register as a longword (32 bits). Operation cannot be guaranteed if the register is not accessed as a longword.

Table 43.1 Register Configuration

						Second Generation RZ/G Series Products			
Name	Abbreviation	R/W	Address	Initial Value	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SRC0in_BUSIF_MODE Register	SRC0in_BUSIF_MODE	R/W	H'EC50_0000	H'0000_0001	32	√	√	√	√
SRC0out_BUSIF_MODE Register	SRC0out_BUSIF_MODE	R/W	H'EC50_0004	H'0000_0001	32	√	√	√	√
SRC0_BUSIF_DALIGN Register	SRC0_BUSIF_DALIGN	R/W	H'EC50_0008	H'7654_3210 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] H'0000_0010 [RZ/G2E]	32	√	√	√	√
SRC0_MODE Register	SRC0_MODE	R/W	H'EC50_000C	H'0000_0000	32	√	√	√	√
SRC0 Control Register	SRC0_CONTROL	R/W	H'EC50_0010	H'0000_0000	32	√	√	√	√
SRC0 Status Register	SRC0_STATUS	R	H'EC50_0014	H'0000_0000	32	√	√	√	√
SRC0 Interrupt Enable Register 0	SRC0_INT_ENABLE0	R/W	H'EC50_0018	H'0000_0000	32	√	√	√	√
SRC1in_BUSIF_MODE Register	SRC1in_BUSIF_MODE	R/W	H'EC50_0020	H'0000_0001	32	√	√	√	√
SRC1out_BUSIF_MODE Register	SRC1out_BUSIF_MODE	R/W	H'EC50_0024	H'0000_0001	32	√	√	√	√
SRC1_BUSIF_DALIGN Register	SRC1_BUSIF_DALIGN	R/W	H'EC50_0028	H'7654_3210	32	√	√	√	√
SRC1_MODE Register	SRC1_MODE	R/W	H'EC50_002C	H'0000_0000	32	√	√	√	√
SRC1 Control Register	SRC1_CONTROL	R/W	H'EC50_0030	H'0000_0000	32	√	√	√	√
SRC1 Status Register	SRC1_STATUS	R	H'EC50_0034	H'0000_0000	32	√	√	√	√
SRC1 Interrupt Enable Register 0	SRC1_INT_ENABLE0	R/W	H'EC50_0038	H'0000_0000	32	√	√	√	√
SRC2in_BUSIF_MODE Register	SRC2in_BUSIF_MODE	R/W	H'EC50_0040	H'0000_0001	32	√	√	√	√
SRC2out_BUSIF_MODE Register	SRC2out_BUSIF_MODE	R/W	H'EC50_0044	H'0000_0001	32	√	√	√	√
SRC2_BUSIF_DALIGN Register	SRC2_BUSIF_DALIGN	R/W	H'EC50_0048	H'0000_0010	32	√	√	√	√
SRC2_MODE Register	SRC2_MODE	R/W	H'EC50_004C	H'0000_0000	32	√	√	√	√
SRC2 Control Register	SRC2_CONTROL	R/W	H'EC50_0050	H'0000_0000	32	√	√	√	√
SRC2 Status Register	SRC2_STATUS	R	H'EC50_0054	H'0000_0000	32	√	√	√	√
SRC2 Interrupt Enable Register 0	SRC2_INT_ENABLE0	R/W	H'EC50_0058	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SRC3in_BUSIF_MODE Register	SRC3in_BUSIF_MODE	R/W	H'EC50_0060	H'0000_0001	32	√	√	√	√
SRC3out_BUSIF_MODE Register	SRC3out_BUSIF_MODE	R/W	H'EC50_0064	H'0000_0001	32	√	√	√	√
SRC3_BUSIF_DALIGN Register	SRC3_BUSIF_DALIGN	R/W	H'EC50_0068	H'7654_3210	32	√	√	√	√
SRC3_MODE Register	SRC3_MODE	R/W	H'EC50_006C	H'0000_0000	32	√	√	√	√
SRC3 Control Register	SRC3_CONTROL	R/W	H'EC50_0070	H'0000_0000	32	√	√	√	√
SRC3 Status Register	SRC3_STATUS	R	H'EC50_0074	H'0000_0000	32	√	√	√	√
SRC3 Interrupt Enable Register 0	SRC3_INT_ENABLE0	R/W	H'EC50_0078	H'0000_0000	32	√	√	√	√
SRC4in_BUSIF_MODE Register	SRC4in_BUSIF_MODE	R/W	H'EC50_0080	H'0000_0001	32	√	√	√	√
SRC4out_BUSIF_MODE Register	SRC4out_BUSIF_MODE	R/W	H'EC50_0084	H'0000_0001	32	√	√	√	√
SRC4_BUSIF_DALIGN Register	SRC4_BUSIF_DALIGN	R/W	H'EC50_0088	H'7654_3210 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] H'0000_0010 [RZ/G2E]	32	√	√	√	√
SRC4_MODE Register	SRC4_MODE	R/W	H'EC50_008C	H'0000_0000	32	√	√	√	√
SRC4 Control Register	SRC4_CONTROL	R/W	H'EC50_0090	H'0000_0000	32	√	√	√	√
SRC4 Status Register	SRC4_STATUS	R	H'EC50_0094	H'0000_0000	32	√	√	√	√
SRC4 Interrupt Enable Register 0	SRC4_INT_ENABLE0	R/W	H'EC50_0098	H'0000_0000	32	√	√	√	√
SRC5in_BUSIF_MODE Register	SRC5in_BUSIF_MODE	R/W	H'EC50_00A0	H'0000_0001	32	√	√	√	√
SRC5out_BUSIF_MODE Register	SRC5out_BUSIF_MODE	R/W	H'EC50_00A4	H'0000_0001	32	√	√	√	√
SRC5_BUSIF_DALIGN Register	SRC5_BUSIF_DALIGN	R/W	H'EC50_00A8	H'0000_0010	32	√	√	√	√
SRC5_MODE Register	SRC5_MODE	R/W	H'EC50_00AC	H'0000_0000	32	√	√	√	√
SRC5 Control Register	SRC5_CONTROL	R/W	H'EC50_00B0	H'0000_0000	32	√	√	√	√
SRC5 Status Register	SRC5_STATUS	R	H'EC50_00B4	H'0000_0000	32	√	√	√	√
SRC5 Interrupt Enable Register 0	SRC5_INT_ENABLE0	R/W	H'EC50_00B8	H'0000_0000	32	√	√	√	√
SRC6in_BUSIF_MODE Register	SRC6in_BUSIF_MODE	R/W	H'EC50_00C0	H'0000_0001	32	√	√	√	√
SRC6out_BUSIF_MODE Register	SRC6out_BUSIF_MODE	R/W	H'EC50_00C4	H'0000_0001	32	√	√	√	√
SRC6_BUSIF_ DALIGN Register	SRC6_BUSIF_DALIGN	R/W	H'EC50_00C8	H'0000_0010	32	√	√	√	√
SRC6_MODE Register	SRC6_MODE	R/W	H'EC50_00CC	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SRC6 Control Register	SRC6_CONTROL	R/W	H'EC50_00D0	H'0000_0000	32	√	√	√	√
SRC6 Status Register	SRC6_STATUS	R	H'EC50_00D4	H'0000_0000	32	√	√	√	√
SRC6 Interrupt Enable Register 0	SRC6_INT_ENABLE0	R/W	H'EC50_00D8	H'0000_0000	32	√	√	√	√
SRC7in_BUSIF_MODE Register	SRC7in_BUSIF_MODE	R/W	H'EC50_00E0	H'0000_0001	32	√	√	√	√
SRC7out_BUSIF_MODE Register	SRC7out_BUSIF_MODE	R/W	H'EC50_00E4	H'0000_0001	32	√	√	√	√
SRC7_BUSIF_DALIGN Register	SRC7_BUSIF_DALIGN	R/W	H'EC50_00E8	H'0000_0010	32	√	√	√	√
SRC7_MODE Register	SRC7_MODE	R/W	H'EC50_00EC	H'0000_0000	32	√	√	√	√
SRC7 Control Register	SRC7_CONTROL	R/W	H'EC50_00F0	H'0000_0000	32	√	√	√	√
SRC7 Status Register	SRC7_STATUS	R	H'EC50_00F4	H'0000_0000	32	√	√	√	√
SRC7 Interrupt Enable Register 0	SRC7_INT_ENABLE0	R/W	H'EC50_00F8	H'0000_0000	32	√	√	√	√
SRC8in_BUSIF_MODE Register	SRC8in_BUSIF_MODE	R/W	H'EC50_0100	H'0000_0001	32	√	√	√	√
SRC8out_BUSIF_MODE Register	SRC8out_BUSIF_MODE	R/W	H'EC50_0104	H'0000_0001	32	√	√	√	√
SRC8_BUSIF_DALIGN Register	SRC8_BUSIF_DALIGN	R/W	H'EC50_0108	H'0000_0010	32	√	√	√	√
SRC8_MODE Register	SRC8_MODE	R/W	H'EC50_010C	H'0000_0000	32	√	√	√	√
SRC8 Control Register	SRC8_CONTROL	R/W	H'EC50_0110	H'0000_0000	32	√	√	√	√
SRC8 Status Register	SRC8_STATUS	R	H'EC50_0114	H'0000_0000	32	√	√	√	√
SRC8 Interrupt Enable Register 0	SRC8_INT_ENABLE0	R/W	H'EC50_0118	H'0000_0000	32	√	√	√	√
SRC9in_BUSIF_MODE Register	SRC9in_BUSIF_MODE	R/W	H'EC50_0120	H'0000_0001	32	√	√	√	√
SRC9out_BUSIF_MODE Register	SRC9out_BUSIF_MODE	R/W	H'EC50_0124	H'0000_0001	32	√	√	√	√
SRC9_BUSIF_DALIGN Register	SRC9_BUSIF_DALIGN	R/W	H'EC50_0128	H'0000_0010	32	√	√	√	√
SRC9_MODE Register	SRC9_MODE	R/W	H'EC50_012C	H'0000_0000	32	√	√	√	√
SRC9 Control Register	SRC9_CONTROL	R/W	H'EC50_0130	H'0000_0000	32	√	√	√	√
SRC9 Status Register	SRC9_STATUS	R	H'EC50_0134	H'0000_0000	32	√	√	√	√
SRC9 Interrupt Enable Register 0	SRC9_INT_ENABLE0	R/W	H'EC50_0138	H'0000_0000	32	√	√	√	√
CMD0 out_BUSIF_MODE Register	CMD0out_BUSIF_MODE	R/W	H'EC50_0184	H'0000_0001	32	√	√	√	√
CMD0_BUSIF_DALIGN Register	CMD0_BUSIF_DALIGN	R/W	H'EC50_0188	H'7654_3210	32	√	√	√	√
CMD0_ROUTE_SELECT Register	CMD0_ROUTE_SELECT	R/W	H'EC50_018C	H'0000_0000	32	√	√	√	√
CMD0 Control Register	CMD0_CONTROL	R/W	H'EC50_0190	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CMD1 out_BUSIF_MODE Register	CMD1out_BUSIF_MODE	R/W	H'EC50_01A4	H'0000_0001	32	√	√	√	√
CMD1_BUSIF_DALIGN Register	CMD1_BUSIF_DALIGN	R/W	H'EC50_01A8	H'7654_3210	32	√	√	√	√
CMD1_ROUTE_SELECT Register	CMD1_ROUTE_SELECT	R/W	H'EC50_01AC	H'0000_0000	32	√	√	√	√
CMD1 Control Register	CMD1_CONTROL	R/W	H'EC50_01B0	H'0000_0000	32	√	√	√	√
SCU_SYSTEM Status Register 0	SCU_SYSTEM_STATUS0	R/WC1	H'EC50_01C8	H'0000_0000	32	√	√	√	√
SCU_SYSTEM Interrupt Enable Register 0	SCU_SYSTEM_INT_ENABLE0	R/W	H'EC50_01CC	H'0000_0000	32	√	√	√	√
SCU_SYSTEM Status Register 1	SCU_SYSTEM_STATUS1	R/WC1	H'EC50_01D0	H'0000_0000	32	√	√	√	√
SCU_SYSTEM Interrupt Enable Register 1	SCU_SYSTEM_INT_ENABLE1	R/W	H'EC50_01D4	H'0000_0000	32	√	√	√	√
SRC registers	—	—	SRC0_BASE: H'EC50_0200	—	—	√	√	√	√
			SRC1_BASE: H'EC50_0240	—	—	√	√	√	√
			SRC2_BASE: H'EC50_0280	—	—	√	√	√	√
			SRC3_BASE: H'EC50_02C0	—	—	√	√	√	√
			SRC4_BASE: H'EC50_0300	—	—	√	√	√	√
			SRC5_BASE: H'EC50_0340	—	—	√	√	√	√
			SRC6_BASE: H'EC50_0380	—	—	√	√	√	√
			SRC7_BASE: H'EC50_03C0	—	—	√	√	√	√
			SRC8_BASE: H'EC50_0400	—	—	√	√	√	√
			SRC9_BASE: H'EC50_0440	—	—	√	√	√	√
SRCm Software Reset Register	SRCm_SWRSR	R/W	SRCm_BASE + H'00	H'0000_0001	32	√	√	√	√
SRCm SRC Initialization Register	SRCm_SRCIR	R/W	SRCm_BASE + H'04	H'0000_0001	32	√	√	√	√
SRCm Audio Information Register	SRCm_ADINR	R/W	SRCm_BASE + H'14	H'0000_0000	32	√	√	√	√
SRCm IFS Control Register	SRCm_IFSCR	R/W	SRCm_BASE + H'1C	H'0000_0000	32	√	√	√	√
SRCm IFS Value Setting Register	SRCm_IFSVR	R/W	SRCm_BASE + H'20	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SRCm SRC Control Register	SRCm_SRCCR	R/W	SRCm_BASE + H'24	H'0000_0000_**	32	√	√	√	√
SRCm Buffer Size DATA RAM Setting Register	SRCm_BSDSR	R/W	SRCm_BASE + H'2C	H'0000_0000	32	√	√	√	√
SRCm Buffer Size IJEC RAM Setting Register	SRCm_BSISR	R/W	SRCm_BASE + H'38	H'0000_0000	32	√	√	√	√
CTU registers	—	—	CTU00_BASE: H'EC50_0500 CTU01_BASE: H'EC50_0600 CTU02_BASE: H'EC50_0700 CTU03_BASE: H'EC50_0800 CTU10_BASE: H'EC50_0900 CTU11_BASE: H'EC50_0A00 CTU12_BASE: H'EC50_0B00 CTU13_BASE: H'EC50_0C00	—	—	√	√	√	√
CTUn Software Reset Register	CTUn_SWRSR	R/W	CTUn_BASE + H'00	H'0000_0001	32	√	√	√	√
CTUn CTU Initialization Register	CTUn_CTUIR	R/W	CTUn_BASE + H'04	H'0000_0001	32	√	√	√	√
CTUn Audio Information Register	CTUn_ADINR	R/W	CTUn_BASE + H'08	H'0000_0000	32	√	√	√	√
CTUn CTU Pass Mode Register	CTUn_CPMDR	R/W	CTUn_BASE + H'10	H'0000_0000	32	√	√	√	√
CTUn Scale Mode Register	CTUn_SCMDR	R/W	CTUn_BASE + H'14	H'0000_0000	32	√	√	√	√
CTUn Scale Value e00 Register	CTUn_SV00R	R/W	CTUn_BASE + H'18	H'0000_0000	32	√	√	√	√
CTUn Scale Value e01 Register	CTUn_SV01R	R/W	CTUn_BASE + H'1C	H'0000_0000	32	√	√	√	√
CTUn Scale Value e02 Register	CTUn_SV02R	R/W	CTUn_BASE + H'20	H'0000_0000	32	√	√	√	√
CTUn Scale Value e03 Register	CTUn_SV03R	R/W	CTUn_BASE + H'24	H'0000_0000	32	√	√	√	√
CTUn Scale Value e04 Register	CTUn_SV04R	R/W	CTUn_BASE + H'28	H'0000_0000	32	√	√	√	√
CTUn Scale Value e05 Register	CTUn_SV05R	R/W	CTUn_BASE + H'2C	H'0000_0000	32	√	√	√	√
CTUn Scale Value e06 Register	CTUn_SV06R	R/W	CTUn_BASE + H'30	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CTUn Scale Value e07 Register	CTUn_SV07R	R/W	CTUn_BASE + H'34	H'0000_0000	32	√	√	√	√
CTUn Scale Value e10 Register	CTUn_SV10R	R/W	CTUn_BASE + H'38	H'0000_0000	32	√	√	√	√
CTUn Scale Value e11 Register	CTUn_SV11R	R/W	CTUn_BASE + H'3C	H'0000_0000	32	√	√	√	√
CTUn Scale Value e12 Register	CTUn_SV12R	R/W	CTUn_BASE + H'40	H'0000_0000	32	√	√	√	√
CTUn Scale Value e13 Register	CTUn_SV13R	R/W	CTUn_BASE + H'44	H'0000_0000	32	√	√	√	√
CTUn Scale Value e14 Register	CTUn_SV14R	R/W	CTUn_BASE + H'48	H'0000_0000	32	√	√	√	√
CTUn Scale Value e15 Register	CTUn_SV15R	R/W	CTUn_BASE + H'4C	H'0000_0000	32	√	√	√	√
CTUn Scale Value e16 Register	CTUn_SV16R	R/W	CTUn_BASE + H'50	H'0000_0000	32	√	√	√	√
CTUn Scale Value e17 Register	CTUn_SV17R	R/W	CTUn_BASE + H'54	H'0000_0000	32	√	√	√	√
CTUn Scale Value e20 Register	CTUn_SV20R	R/W	CTUn_BASE + H'58	H'0000_0000	32	√	√	√	√
CTUn Scale Value e21 Register	CTUn_SV21R	R/W	CTUn_BASE + H'5C	H'0000_0000	32	√	√	√	√
CTUn Scale Value e22 Register	CTUn_SV22R	R/W	CTUn_BASE + H'60	H'0000_0000	32	√	√	√	√
CTUn Scale Value e23 Register	CTUn_SV23R	R/W	CTUn_BASE + H'64	H'0000_0000	32	√	√	√	√
CTUn Scale Value e24 Register	CTUn_SV24R	R/W	CTUn_BASE + H'68	H'0000_0000	32	√	√	√	√
CTUn Scale Value e25 Register	CTUn_SV25R	R/W	CTUn_BASE + H'6C	H'0000_0000	32	√	√	√	√
CTUn Scale Value e26 Register	CTUn_SV26R	R/W	CTUn_BASE + H'70	H'0000_0000	32	√	√	√	√
CTUn Scale Value e27 Register	CTUn_SV27R	R/W	CTUn_BASE + H'74	H'0000_0000	32	√	√	√	√
CTUn Scale Value e30 Register	CTUn_SV30R	R/W	CTUn_BASE + H'78	H'0000_0000	32	√	√	√	√
CTUn Scale Value e31 Register	CTUn_SV31R	R/W	CTUn_BASE + H'7C	H'0000_0000	32	√	√	√	√
CTUn Scale Value e32 Register	CTUn_SV32R	R/W	CTUn_BASE + H'80	H'0000_0000	32	√	√	√	√
CTUn Scale Value e33 Register	CTUn_SV33R	R/W	CTUn_BASE + H'84	H'0000_0000	32	√	√	√	√
CTUn Scale Value e34 Register	CTUn_SV34R	R/W	CTUn_BASE + H'88	H'0000_0000	32	√	√	√	√
CTUn Scale Value e35 Register	CTUn_SV35R	R/W	CTUn_BASE + H'8C	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CTUn Scale Value e36 Register	CTUn_SV36R	R/W	CTUn_BASE + H'90	H'0000_0000	32	√	√	√	√
CTUn Scale Value e37 Register	CTUn_SV37R	R/W	CTUn_BASE + H'94	H'0000_0000	32	√	√	√	√
MIX registers	—	—	MIX0_BASE: H'EC50_0D00 MIX1_BASE: H'EC50_0D40	—	—	√	√	√	√
MIXp Software Reset Register	MIXp_SWRSR	R/W	MIXp_BASE + H'00	H'0000_0001	32	√	√	√	√
MIXp MIX Initialization Register	MIXp_MIXIR	R/W	MIXp_BASE + H'04	H'0000_0001	32	√	√	√	√
MIXp Audio Information Register	MIXp_ADINR	R/W	MIXp_BASE + H'08	H'0000_0000	32	√	√	√	√
MIXp MIX Mode Register	MIXp_MIXMR	R/W	MIXp_BASE + H'10	H'0000_0000	32	√	√	√	√
MIXp MIX Volume Period Register	MIXp_MVPDR	R/W	MIXp_BASE + H'14	H'0000_0000	32	√	√	√	√
MIXp MIX Decibel A Register	MIXp_MDBAR	R/W	MIXp_BASE + H'18	H'0000_0000	32	√	√	√	√
MIXp MIX Decibel B Register	MIXp_MDBBR	R/W	MIXp_BASE + H'1C	H'0000_0000	32	√	√	√	√
MIXp MIX Decibel C Register	MIXp_MDBCR	R/W	MIXp_BASE + H'20	H'0000_0000	32	√	√	√	√
MIXp MIX Decibel D Register	MIXp_MDBDR	R/W	MIXp_BASE + H'24	H'0000_0000	32	√	√	√	√
MIXp MIX Decibel Enable Register	MIXp_MDBER	R/W	MIXp_BASE + H'28	H'0000_0000	32	√	√	√	√
MIXp MIX Status Register	MIXp_MIXSR	R	MIXp_BASE + H'2C	H'0000_0000	32	√	√	√	√
DVC registers	—	—	DVC0_BASE: H'EC50_0E00 DVC1_BASE: H'EC50_0F00	—	—	√	√	√	√
DVCp Software Reset Register	DVCp_SWRSR	R/W	DVCp_BASE + H'00	H'0000_0001	32	√	√	√	√
DVCp DVU Initialization Register	DVCp_DVUIR	R/W	DVCp_BASE + H'04	H'0000_0001	32	√	√	√	√
DVCp Audio Information Register	DVCp_ADINR	R/W	DVCp_BASE + H'08	H'0000_0000	32	√	√	√	√
DVCp DVU Control Register	DVCp_DVUCR	R/W	DVCp_BASE + H'10	H'0000_0000	32	√	√	√	√
DVCp Zero Cross Mute Control Register	DVCp_ZCMCR	R/W	DVCp_BASE + H'14	H'0000_0000	32	√	√	√	√
DVCp Volume Ramp Control Register	DVCp_VRCTR	R/W	DVCp_BASE + H'18	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DVCp Volume Ramp Period Register	DVCp_VRPDR	R/W	DVCp_BASE + H'1C	H'0000_0000	32	√	√	√	√
DVCp Volume Ramp decibel Register	DVCp_VRDBR	R/W	DVCp_BASE + H'20	H'0000_0000	32	√	√	√	√
DVCp Volume Ramp wait time Register	DVCp_VRWTR	R/W	DVCp_BASE + H'24	H'0000_0000	32	√	√	√	√
DVCp Volume Value Setting 0 Register	DVCp_VOL0R	R/W	DVCp_BASE + H'28	H'0000_0000	32	√	√	√	√
DVCp Volume Value Setting 1 Register	DVCp_VOL1R	R/W	DVCp_BASE + H'2C	H'0000_0000	32	√	√	√	√
DVCp Volume Value Setting 2 Register	DVCp_VOL2R	R/W	DVCp_BASE + H'30	H'0000_0000	32	√	√	√	√
DVCp Volume Value Setting 3 Register	DVCp_VOL3R	R/W	DVCp_BASE + H'34	H'0000_0000	32	√	√	√	√
DVCp Volume Value Setting 4 Register	DVCp_VOL4R	R/W	DVCp_BASE + H'38	H'0000_0000	32	√	√	√	√
DVCp Volume Value Setting 5 Register	DVCp_VOL5R	R/W	DVCp_BASE + H'3C	H'0000_0000	32	√	√	√	√
DVCp Volume Value Setting 6 Register	DVCp_VOL6R	R/W	DVCp_BASE + H'40	H'0000_0000	32	√	√	√	√
DVCp Volume Value Setting 7 Register	DVCp_VOL7R	R/W	DVCp_BASE + H'44	H'0000_0000	32	√	√	√	√
DVCp DVU Enable Register	DVCp_DVUER	R/W	DVCp_BASE + H'48	H'0000_0000	32	√	√	√	√
DVCp DVU Status Register	DVCp_DVUSR	R	DVCp_BASE + H'4C	H'0000_0008	32	√	√	√	√
DVCp Interrupt Enable Register	DVCp_DVIER	R/W	DVCp_BASE + H'50	H'0000_0000	32	√	√	√	√
SRC0 in Write Data Register	SRC0in_BUSIF	—/W	H'EC00_0000/ H'EC30_0000*	H'0000_0000	32	√	√	√	√
SRC1 in Write Data Register	SRC1in_BUSIF	—/W	H'EC00_0400/ H'EC30_0400*	H'0000_0000	32	√	√	√	√
SRC2 in Write Data Register	SRC2in_BUSIF	—/W	H'EC00_0800/ H'EC30_0800*	H'0000_0000	32	√	√	√	√
SRC3 in Write Data Register	SRC3in_BUSIF	—/W	H'EC00_0C00/ H'EC30_0C00*	H'0000_0000	32	√	√	√	√
SRC4 in Write Data Register	SRC4in_BUSIF	—/W	H'EC00_1000/ H'EC30_1000*	H'0000_0000	32	√	√	√	√
SRC5 in Write Data Register	SRC5in_BUSIF	—/W	H'EC00_1400/ H'EC30_1400*	H'0000_0000	32	√	√	√	√
SRC6 in Write Data Register	SRC6in_BUSIF	—/W	H'EC00_1800/ H'EC30_1800*	H'0000_0000	32	√	√	√	√
SRC7 in Write Data Register	SRC7in_BUSIF	—/W	H'EC00_1C00/ H'EC30_1C00*	H'0000_0000	32	√	√	√	√
SRC8 in Write Data Register	SRC8in_BUSIF	—/W	H'EC00_2000/ H'EC30_2000*	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SRC9 in Write Data Register	SRC9in_BUSIF	—/W	H'EC00_2400/ H'EC30_2400*	H'0000_0000	32	√	√	√	√
SRC0 out Read Data Register	SRC0out_BUSIF	R	H'EC00_4000/ H'EC30_4000*	H'0000_0000	32	√	√	√	√
SRC1 out Read Data Register	SRC1out_BUSIF	R	H'EC00_4400/ H'EC30_4400*	H'0000_0000	32	√	√	√	√
SRC2 out Read Data Register	SRC2out_BUSIF	R	H'EC00_4800/ H'EC30_4800*	H'0000_0000	32	√	√	√	√
SRC3 out Read Data Register	SRC3out_BUSIF	R	H'EC00_4C00/ H'EC30_4C00*	H'0000_0000	32	√	√	√	√
SRC4 out Read Data Register	SRC4out_BUSIF	R	H'EC00_5000/ H'EC30_5000*	H'0000_0000	32	√	√	√	√
SRC5 out Read Data Register	SRC5out_BUSIF	R	H'EC00_5400/ H'EC30_5400*	H'0000_0000	32	√	√	√	√
SRC6 out Read Data Register	SRC6out_BUSIF	R	H'EC00_5800/ H'EC30_5800*	H'0000_0000	32	√	√	√	√
SRC7 out Read Data Register	SRC7out_BUSIF	R	H'EC00_5C00/ H'EC30_5C00*	H'0000_0000	32	√	√	√	√
SRC8 out Read Data Register	SRC8out_BUSIF	R	H'EC00_6000/ H'EC30_6000*	H'0000_0000	32	√	√	√	√
SRC9 out Read Data Register	SRC9out_BUSIF	R	H'EC00_6400/ H'EC30_6400*	H'0000_0000	32	√	√	√	√
CMD0 out Read Data Register	CMD0out_BUSIF	R	H'EC00_8000/ H'EC30_8000*	H'0000_0000	32	√	√	√	√
CMD1 out Read Data Register	CMD1out_BUSIF	R	H'EC00_8400/ H'EC30_8400*	H'0000_0000	32	√	√	√	√

Notes: m = 0 to 9; n = 00, 01, 02, 03, 10, 11, 12, or 13; p = 0 or 1

* H'EC00_xxxx is the address for transferring by Audio-DMAC. H'EC30_xxxx is the address for transferring by Audio-DMACpp.

** This register is just what to show the initial value here, but, set a value according to 43.2.23 by all means when you use it.

43.1.5 Connected Module

Table 43.2 Connected modules

Module name	Connected module name	Function of connected module
Sampling Rate Converter Unit	APMU	Access the Register
	PFC	Select External pins
	CPG	Output Clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-AP	Control to interrupt
	SSIU	Serial Sound Interface Unit
	SSI	Serial Sound Interface
	ADG	Output Clocks for Audio module
	Audio-DMACpp	Control Direct Memory Access for Audio modules connected to the audio local bus
	Audio-DMAC	Control Direct Memory Access for Audio module

43.2 Register Description

Legend for Register Description

Initial value:	Register value after a reset. H'xxxx represents a hexadecimal number. Others are represented in binary numbers.
—:	Undefined value
R/W:	Readable/writable. The written value can be read.
R:	Read-only. The write value should always be 0.
R/WC0:	Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.
R/WC1:	Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.
W:	Write-only. Reading this bit is prohibited. When the bit is reserved, the write value should always be 0.
—/W:	Write-only. The read value is undefined.

All access to registers is made in longword units.

43.2.1 SRCm(in/out)_BUSIF_MODE Register (SRCm(in/out)_BUSIF_MODE)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm (in/out)_BUSIF_MODE sets the initial setting for the bus interface.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	sft_dir	sft_num			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	dma
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20	sft_dir	B'0	R/W	src*m*(in/out)_busif_shift_dir Selects the bit-shift direction for position adjustment of the valid SRC*m*(in/out)_BUSIF input and output data. 0: Shift to left. 1: Shift to right.
19 to 16	sft_num	H'0	R/W	src*m*(in/out)_busif _shift_num Selects the bit-shift count for position adjustment of the valid SRC*m*(in/out)_BUSIF input and output data. B'0000: 0 bit B'0001: 1 bit B'0010: 2 bits B'0011: 3 bits B'0100: 4 bits B'0101: 5 bits B'0110: 6 bits B'0111: 7 bits B'1000: 8 bits B'1001: 9 bits B'1010: 10 bits B'1011: 11 bits B'1100: 12 bits B'1101: 13 bits B'1110: 14 bits B'1111: 15 bits
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
0	dma	B'1	R/W	src*m*(in/out)_busif _dma Selects the access type for SRC*m*(in/out)_BUSIF. 0: PIO access (setting prohibited) 1: DMA access Be sure to specify the DMA access.

43.2.2 SRCm_BUSIF_DALIGN Register (SRCm_BUSIF_DALIGN)

Note: m = 0, 1, 3, or 4 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
m = 1 and 3 [RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_BUSIF_DALIGN determines the initial settings of the SRCm route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	place7			—	place6			—	place5			—	place4		
Initial value:	0	1	1	1	0	1	1	0	0	1	0	1	0	1	0	0
R/W:	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	place3			—	place2			—	place1			—	place0		
Initial value:	0	0	1	1	0	0	1	0	0	0	0	1	0	0	0	0
R/W:	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
30 to 28	place7	H'7	R/W	Changes the stream data order. These bits are used for the 8-channel setting. **For the 6- or less-channel setting, the initial value should not be changed.** The data order is changed before input to the SRC. Selects the input-side data to be output to place 7 on the output side. B'000: Data at input-side place 0 is sent to output-side place 7. B'001: Data at input-side place 1 is sent to output-side place 7. B'010: Data at input-side place 2 is sent to output-side place 7. B'011: Data at input-side place 3 is sent to output-side place 7. B'100: Data at input-side place 4 is sent to output-side place 7. B'101: Data at input-side place 5 is sent to output-side place 7. B'110: Data at input-side place 6 is sent to output-side place 7. B'111: Data at input-side place 7 is sent to output-side place 7.
27	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
26 to 24	place6	H'6	R/W	Changes the stream data order. These bits are used for the 8-channel setting. **For the 6- or less-channel setting, the initial value should not be changed.** The data order is changed before input to the SRC. Selects the input-side data to be output to place 6 on the output side. B'000: Data at input-side place 0 is sent to output-side place 6. B'001: Data at input-side place 1 is sent to output-side place 6. B'010: Data at input-side place 2 is sent to output-side place 6. B'011: Data at input-side place 3 is sent to output-side place 6. B'100: Data at input-side place 4 is sent to output-side place 6. B'101: Data at input-side place 5 is sent to output-side place 6. B'110: Data at input-side place 6 is sent to output-side place 6. B'111: Data at input-side place 7 is sent to output-side place 6.
23	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 20	place5	H'5	R/W	Changes the stream data order. These bits are used for the 6- or more-channel setting. **For the 4- or less-channel setting, the initial value should not be changed.** The data order is changed before input to the SRC. Selects the input-side data to be output to place 5 on the output side. B'000: Data at input-side place 0 is sent to output-side place 5. B'001: Data at input-side place 1 is sent to output-side place 5. B'010: Data at input-side place 2 is sent to output-side place 5. B'011: Data at input-side place 3 is sent to output-side place 5. B'100: Data at input-side place 4 is sent to output-side place 5. B'101: Data at input-side place 5 is sent to output-side place 5. B'110: Data at input-side place 6 is sent to output-side place 5. B'111: Data at input-side place 7 is sent to output-side place 5.
19	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
18 to 16	place4	H'4	R/W	Changes the stream data order. These bits are used for the 6- or more-channel setting. **For the 4- or less-channel setting, the initial value should not be changed.** The data order is changed before input to the SRC. Selects the input-side data to be output to place 4 on the output side. B'000: Data at input-side place 0 is sent to output-side place 4. B'001: Data at input-side place 1 is sent to output-side place 4. B'010: Data at input-side place 2 is sent to output-side place 4. B'011: Data at input-side place 3 is sent to output-side place 4. B'100: Data at input-side place 4 is sent to output-side place 4. B'101: Data at input-side place 5 is sent to output-side place 4. B'110: Data at input-side place 6 is sent to output-side place 4. B'111: Data at input-side place 7 is sent to output-side place 4.
15	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
14 to 12	place3	H'3	R/W	Changes the stream data order. These bits are used for the 4- or more-channel setting. **For the 2- or less-channel setting, the initial value should not be changed.** The data order is changed before input to the SRC. Selects the input-side data to be output to place 3 on the output side. B'000: Data at input-side place 0 is sent to output-side place 3. B'001: Data at input-side place 1 is sent to output-side place 3. B'010: Data at input-side place 2 is sent to output-side place 3. B'011: Data at input-side place 3 is sent to output-side place 3. B'100: Data at input-side place 4 is sent to output-side place 3. B'101: Data at input-side place 5 is sent to output-side place 3. B'110: Data at input-side place 6 is sent to output-side place 3. B'111: Data at input-side place 7 is sent to output-side place 3.
11	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
10 to 8	place2	H'2	R/W	Changes the stream data order. These bits are used for the 4- or more-channel setting. **For the 2- or less-channel setting, the initial value should not be changed.** The data order is changed before input to the SRC. Selects the input-side data to be output to place 2 on the output side. B'000: Data at input-side place 0 is sent to output-side place 2. B'001: Data at input-side place 1 is sent to output-side place 2. B'010: Data at input-side place 2 is sent to output-side place 2. B'011: Data at input-side place 3 is sent to output-side place 2. B'100: Data at input-side place 4 is sent to output-side place 2. B'101: Data at input-side place 5 is sent to output-side place 2. B'110: Data at input-side place 6 is sent to output-side place 2. B'111: Data at input-side place 7 is sent to output-side place 2.
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 4	place1	H'1	R/W	Changes the stream data order. The data order is changed before input to the SRC. Selects the input-side data to be output to place 1 on the output side. B'000: Data at input-side place 0 is sent to output-side place 1. B'001: Data at input-side place 1 is sent to output-side place 1. B'010: Data at input-side place 2 is sent to output-side place 1. B'011: Data at input-side place 3 is sent to output-side place 1. B'100: Data at input-side place 4 is sent to output-side place 1. B'101: Data at input-side place 5 is sent to output-side place 1. B'110: Data at input-side place 6 is sent to output-side place 1. B'111: Data at input-side place 7 is sent to output-side place 1.
3	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
2 to 0	place0	H'0	R/W	Changes the stream data order. The data order is changed before input to the SRC. Selects the input-side data to be output to place 0 on the output side. B'000: Data at input-side place 0 is sent to output-side place 0. B'001: Data at input-side place 1 is sent to output-side place 0. B'010: Data at input-side place 2 is sent to output-side place 0. B'011: Data at input-side place 3 is sent to output-side place 0. B'100: Data at input-side place 4 is sent to output-side place 0. B'101: Data at input-side place 5 is sent to output-side place 0. B'110: Data at input-side place 6 is sent to output-side place 0. B'111: Data at input-side place 7 is sent to output-side place 0.

43.2.3 SRCn_BUSIF_DALIGN Register (SRCn_BUSIF_DALIGN)

Note: n = 2, 5, 6, 7, 8, or 9 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
n = 0, 2, 4, 5, 6, 7, 8, or 9 [RZ/G2E]

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCn_BUSIF_DALIGN determines the initial settings of the SRCn route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	place1	—	—	—	place0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	place1	B'1	R/W	Changes the stream data order. The data order is changed before input to the SRC. Selects the input-side data to be output to place 1 on the output side. 0: Data at input-side place 0 is sent to output-side place 1. 1: Data at input-side place 1 is sent to output-side place 1.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	place0	B'0	R/W	Changes the stream data order. The data order is changed before input to the SRC. Selects the input-side data to be output to place 0 on the output side. 0: Data at input-side place 0 is sent to output-side place 0. 1: Data at input-side place 1 is sent to output-side place 0.

43.2.4 SRCm_MODE Register (SRCm_MODE)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_MODE determines the initial settings of the SRCm route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	sync_out	sync_in	—	—	—	—	—	—	—	uf_data
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	src
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25	sync_out	B'0	R/W	src*m*out_sync Selects how to treat data in the SRC output buffer. 0: Asynchronous SRC 1: Synchronous SRC
24	sync_in	B'0	R/W	src*m*in_sync Selects how to treat data in the SRC input buffer. 0: Asynchronous SRC 1: Synchronous SRC
23 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	uf_data	B'0	R/W	src*m*_uf_data_sel Selects how to treat data when an underflow occurs in the SRC input buffer. 0: Data before the underflow occurs is output. 1: All 0s are output.
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	src	B'0	R/W	src*m*_src Selects whether to use SRC*m*. 0: SRC*m* is not used. 1: SRC*m* is used.

Notes: 1. Set one of sync_in and sync_out bits, when SRCm is used in synchronous mode by setting SRCMD bit in SRCm_SRCCR register.
2. If sync_out is set in synchronous mode, data should directly transmit to memory. (Data should not transmit throughout CMD.)

43.2.5 SRCm Control Register (SRCm_CONTROL)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_CONTROL starts or stops transfer.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	start_ out	—	—	—	start_ in
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	start_out	B'0	R/W	SRC*m*out_start_flag Starts or stops transfer via SRC*m*. 0: Stops transfer. 1: Starts transfer.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	start_in	B'0	R/W	SRC*m*in_start_flag Starts or stops transfer via SRC*m*. 0: Stops transfer. 1: Starts transfer.

Note: When CMD is used with route SRC0, SRC1, SRC2, SRC3, SRC4, SRC5, SRC6 or SRC9 SRCmout_start_flag should be set to 0 to stop transfer. When CMD is not used with route SRC0, SRC1, SRC2, SRC3, SRC4, SRC5, SRC6 or SRC9, or when route SRC7 or SRC8 is used, SRCmin_start_flag and SRCmout_start_flag should be set simultaneously.

43.2.6 SRCm Status Register (SRCm_STATUS)

Note: m = 0 to 6, 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_STATUS indicates the state of each SRC. When a register bit is set, the corresponding interrupt signal is output. However, if interrupt outputs are masked by the SRC*m* interrupt enable register, interrupt signals are not output.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	dvc1	—	—	—	dvc0	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	uf_srco	of_srco	—	—	of_srci	uf_srci	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	dvc1	B'0	R	dvc1 Indicates the state of the DVC1_DVUSR register collectively. The state information is used only for the interrupt signal that is enabled by DVC1_DVIER.
27 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	dvc0	B'0	R	dvc0 Indicates the state of the DVC0_DVUSR register collectively. The state information is used only for the interrupt signal that is enabled by DVC0_DVIER.
23 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	uf_srco	B'0	R	under_flow_srcout Indicates the state of the output buffer of SRCout in the SCU_SYSTEM_STATUS1 register. The state information is used when the interrupt signal is enabled by SCU_SYSTEM_INT_ENABLE1.
12	of_srco	B'0	R	over_flow_srcout Indicates the state of the output buffer of SRCout in the SCU_SYSTEM_STATUS0 register. The state information is used when the interrupt signal is enabled by SCU_SYSTEM_INT_ENABLE0.
11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
9	of_srci	B'0	R	over_flow_srcin Indicates the state of the output buffer of SRCin in the SCU_SYSTEM_STATUS1 register. The state information is used when the interrupt signal is enabled by SCU_SYSTEM_INT_ENABLE1.
8	uf_srci	B'0	R	under_flow_srcin Indicates the state of the output buffer of SRCin in the SCU_SYSTEM_STATUS0 register. The state information is used when the interrupt signal is enabled by SCU_SYSTEM_INT_ENABLE0.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

43.2.7 SRCn Status Register (SRCn_STATUS)

Note: n = 7 and 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCn_STATUS indicates the state of each SRC. When a register bit is set, the corresponding interrupt signal is output. However, if interrupt outputs are masked by the SRCn interrupt enable register, interrupt signals are not output.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	uf_srco	of_srco	—	—	of_srci	uf_srci	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	uf_srco	B'0	R	under_flow_srcout Indicates the state of the output buffer of SRCout in the SCU_SYSTEM_STATUS1 register. The state information is used when the interrupt signal is enabled by SCU_SYSTEM_INT_ENABLE1.
12	of_srco	B'0	R	over_flow_srcout Indicates the state of the output buffer of SRCout in the SCU_SYSTEM_STATUS0 register. The state information is used when the interrupt signal is enabled by SCU_SYSTEM_INT_ENABLE0.
11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	of_srci	B'0	R	over_flow_srcin Indicates the state of the output buffer of SRCin in the SCU_SYSTEM_STATUS1 register. The state information is used when the interrupt signal is enabled by SCU_SYSTEM_INT_ENABLE1.
8	uf_srci	B'0	R	under_flow_srcin Indicates the state of the output buffer of SRCin in the SCU_SYSTEM_STATUS0 register. The state information is used when the interrupt signal is enabled by SCU_SYSTEM_INT_ENABLE0.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

43.2.8 SRCm Interrupt Enable Register 0 (SRCm_INT_ENABLE0)

Note: m = 0 to 6, 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_INT_ENABLE0 enables or disables output of interrupts corresponding to the states indicated in the SRCm status register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	dvc1_ie	—	—	—	dvc0_ie	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	uf_srco_ie	of_srco_ie	—	—	of_srci_ie	uf_srci_ie	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	dvc1_ie	B'0	R/W	dvc1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
27 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	dvc0_ie	B'0	R/W	dvc0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
23 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	uf_srco_ie	B'0	R/W	under_flow_srcout_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	of_srco_ie	B'0	R/W	over_flow_srcout_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	of_srci_ie	B'0	R/W	over_flow_srcin_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
8	uf_srci_ie	B'0	R/W	under_flow_srcin_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

43.2.9 SRCn Interrupt Enable Register 0 (SRCn_INT_ENABLE0)

Note: n = 7 and 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCn_INT_ENABLE0 enables or disables output of interrupts corresponding to the states indicated in the SRCn status register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	uf_srco_ie	of_srco_ie	—	—	of_srci_ie	uf_srci_ie	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	uf_srco_ie	B'0	R/W	under_flow_srcout_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	of_srco_ie	B'0	R/W	over_flow_srcout_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	of_srci_ie	B'0	R/W	over_flow_srcin_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	uf_srci_ie	B'0	R/W	under_flow_srcin_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

43.2.10 CMDn out_BUSIF_MODE Register (CMDn out_BUSIF_MODE)

Note: n = 0, 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CMDn out_BUSIF_MODE sets the initial setting for the bus interface

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	sft_dir	sft_num			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	dma
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20	sft_dir	B'0	R/W	cmd*n*out_busif_shift_dir Selects the bit-shift direction for position adjustment of the valid CMD*n*out_BUSIF input and output data. 0: Shift to left. 1: Shift to right.
19 to 16	sft_num	H'0	R/W	cmd*n*out_busif_shift_num Selects the bit-shift count for position adjustment of the valid CMD*n*out_BUSIF input and output data. B'0000: 0 bit B'0001: 1 bit B'0010: 2 bits B'0011: 3 bits B'0100: 4 bits B'0101: 5 bits B'0110: 6 bits B'0111: 7 bits B'1000: 8 bits B'1001: 9 bits B'1010: 10 bits B'1011: 11 bits B'1100: 12 bits B'1101: 13 bits B'1110: 14 bits B'1111: 15 bits
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
0	dma	B'1	R/W	CMDnout_busif _dma Selects the access type for CMDnout_BUSIF. 0: PIO access (setting prohibited) 1: DMA access Be sure to specify the DMA access.

43.2.11 CMDn_BUSIF_DALIGN Register (CMDn_BUSIF_DALIGN)

Note: n = 0, 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CMDn_BUSIF_DALIGN determines the initial settings of the CMDn route.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	place7			—	place6			—	place5			—	place4		
Initial value:	0	1	1	1	0	1	1	0	0	1	0	1	0	1	0	0
R/W:	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	place3			—	place2			—	place1			—	place0		
Initial value:	0	0	1	1	0	0	1	0	0	0	0	1	0	0	0	0
R/W:	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
30 to 28	place7	H'7	R/W	Changes the stream data order. These bits are used for the 8-channel setting. **For the 6- or less-channel setting, the initial value should not be changed.** The data order is changed after output from the CMD. Selects the input-side data to be output to place 7 on the output side. B'000: Data at input-side place0 is sent to output-side place7. B'001: Data at input-side place1 is sent to output-side place7. B'010: Data at input-side place2 is sent to output-side place7. B'011: Data at input-side place3 is sent to output-side place7. B'100: Data at input-side place4 is sent to output-side place7. B'101: Data at input-side place5 is sent to output-side place7. B'110: Data at input-side place6 is sent to output-side place7. B'111: Data at input-side place7 is sent to output-side place7.
27	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
26 to 24	place6	H'6	R/W	Changes the stream data order. These bits are used for the 8-channel setting. **For the 6- or less-channel setting, the initial value should not be changed.** The data order is changed after output from the CMD. Selects the input-side data to be output to place 6 on the output side. B'000: Data at input-side place0 is sent to output-side place6. B'001: Data at input-side place1 is sent to output-side place6. B'010: Data at input-side place2 is sent to output-side place6. B'011: Data at input-side place3 is sent to output-side place6. B'100: Data at input-side place4 is sent to output-side place6. B'101: Data at input-side place5 is sent to output-side place6. B'110: Data at input-side place6 is sent to output-side place6. B'111: Data at input-side place7 is sent to output-side place6.

Bit	Bit Name	Initial Value	R/W	Description
23	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 20	place5	H'5	R/W	Changes the stream data order. These bits are used for the 6- or more-channel setting. **For the 4- or less-channel setting, the initial value should not be changed.** The data order is changed after output from the CMD. Selects the input-side data to be output to place 5 on the output side. B'000: Data at input-side place0 is sent to output-side place5. B'001: Data at input-side place1 is sent to output-side place5. B'010: Data at input-side place2 is sent to output-side place5. B'011: Data at input-side place3 is sent to output-side place5. B'100: Data at input-side place4 is sent to output-side place5. B'101: Data at input-side place5 is sent to output-side place5. B'110: Data at input-side place6 is sent to output-side place5. B'111: Data at input-side place7 is sent to output-side place5.
19	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
18 to 16	place4	H'4	R/W	Changes the stream data order. These bits are used for the 6- or more-channel setting. **For the 4- or less-channel setting, the initial value should not be changed.** The data order is changed after output from the CMD. Selects the input-side data to be output to place 4 on the output side. B'000: Data at input-side place0 is sent to output-side place4. B'001: Data at input-side place1 is sent to output-side place4. B'010: Data at input-side place2 is sent to output-side place4. B'011: Data at input-side place3 is sent to output-side place4. B'100: Data at input-side place4 is sent to output-side place4. B'101: Data at input-side place5 is sent to output-side place4. B'110: Data at input-side place6 is sent to output-side place4. B'111: Data at input-side place7 is sent to output-side place4.
15	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
14 to 12	place3	H'3	R/W	Changes the stream data order. These bits are used for the 4- or more-channel setting. **For the 2- or less-channel setting, the initial value should not be changed.** The data order is changed after output from the CMD. Selects the input-side data to be output to place 3 on the output side. B'000: Data at input-side place0 is sent to output-side place3. B'001: Data at input-side place1 is sent to output-side place3. B'010: Data at input-side place2 is sent to output-side place3. B'011: Data at input-side place3 is sent to output-side place3. B'100: Data at input-side place4 is sent to output-side place3. B'101: Data at input-side place5 is sent to output-side place3. B'110: Data at input-side place6 is sent to output-side place3. B'111: Data at input-side place7 is sent to output-side place3.
11	—	0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
10 to 8	place2	H'2	R/W	Changes the stream data order. These bits are used for the 4- or more-channel setting. **For the 2- or less-channel setting, the initial value should not be changed.** The data order is changed after output from the CMD. Selects the input-side data to be output to place 2 on the output side. B'000: Data at input-side place0 is sent to output-side place2. B'001: Data at input-side place1 is sent to output-side place2. B'010: Data at input-side place2 is sent to output-side place2. B'011: Data at input-side place3 is sent to output-side place2. B'100: Data at input-side place4 is sent to output-side place2. B'101: Data at input-side place5 is sent to output-side place2. B'110: Data at input-side place6 is sent to output-side place2. B'111: Data at input-side place7 is sent to output-side place2.
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 4	place1	H'1	R/W	Changes the stream data order. The data order is changed after output from the CMD. Selects the input-side data to be output to place 1 on the output side. B'000: Data at input-side place0 is sent to output-side place1. B'001: Data at input-side place1 is sent to output-side place1. B'010: Data at input-side place2 is sent to output-side place1. B'011: Data at input-side place3 is sent to output-side place1. B'100: Data at input-side place4 is sent to output-side place1. B'101: Data at input-side place5 is sent to output-side place1. B'110: Data at input-side place6 is sent to output-side place1. B'111: Data at input-side place7 is sent to output-side place1.
3	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
2 to 0	place0	H'0	R/W	Changes the stream data order. The data order is changed after output from the CMD. Selects the input-side data to be output to place 0 on the output side. B'000: Data at input-side place0 is sent to output-side place0. B'001: Data at input-side place1 is sent to output-side place0. B'010: Data at input-side place2 is sent to output-side place0. B'011: Data at input-side place3 is sent to output-side place0. B'100: Data at input-side place4 is sent to output-side place0. B'101: Data at input-side place5 is sent to output-side place0. B'110: Data at input-side place6 is sent to output-side place0. B'111: Data at input-side place7 is sent to output-side place0.

43.2.12 CMDn_ROUTE_SELECT Register (CMDn_ROUTE_SELECT)

Note: n = 0, 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[, RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Function: CMDn_ROUTE_SELECT selects the sound route for each CMD (CTU, MIX, and DVC). Refer to figures Figure 43.1 and Figure 43.11 for the sound routes.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	synco_cmd[3:0]				—	—	—	—	—	cmd_case		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	cmdin_ctu1	—	—	cmdin_ctu0	—	—	—	cmdin_ctu3	—	—	—	—	—	—	—	cmdin_ctu2
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27	synco_cmd[3]	B'0	R/W	synco_cmd[3] Selects how to treat the CMD output data timing. Refer to Figure 43.11 CMD Block Diagram. 0: CMD output data timing 1: Synchronous SRC output data timing (Only when sync_out = 1 in SRCm_MODE register)
26 to 24	synco_cmd[2:0]	H'0	R/W	synco_cmd[2:0] Selects SRC for CMD output data timing. If synco_cmd[3] = 0, these bits are ignored. B'000: SRC0 B'001: SRC1 B'010: SRC2 B'011: SRC3 B'100: SRC4 B'101: SRC5 B'110: SRC6 B'111: SRC9
23 to 19	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
18 to 16	cmd_case	H'0	R/W	cmd*n*_case_sel Selects the route in CMD*n*. B'000: Input audio data0 to 3 → CTU → MIX → DVC route is used. B'001: Input audio data0 (from SRC3 or SRC6) → DVC route is used. B'010: Input audio data1 (from SRC4 or SRC9) → DVC route is used. B'011: Input audio data2(from SRC0 or SRC1) → DVC route is used. B'100: Input audio data3 (from SRC2 or SRC5) → DVC route is used. Others: Setting prohibited.
15	cmdin_ctu1	B’0	R/W	cmd*n*in_ctu1_sel Selects SRC for Input audio data1 of CMD*n*. 0: SRC4 route is used. 1: SRC9 route is used.
14 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	cmdin_ctu0	B’0	R/W	cmd*n*in_ctu0_sel Selects SRC for Input audio data0 of CMD*n*. 0: SRC3 route is used. 1: SRC6 route is used.
11 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	cmdin_ctu3	B’0	R/W	cmd*n*in_ctu3_sel Selects SRC for Input audio data3 of CMD*n*. 0: SRC2 route is used. 1: SRC5 route is used.
7 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	cmdin_ctu2	B’0	R/W	cmd*n*in_ctu2_sel Selects SRC for Input audio data2 of CMD*n*. 0: SRC0 route is used. 1: SRC1 route is used.

43.2.13 CMDn Control Register (CMDn_CONTROL)

Note: n = 0, 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CMDn_CONTROL starts or stops transfer.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	start_ out	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	start_out	B'0	R/W	CMD*n*out_start_flag Starts or stops transfer via CMD*n*. 0: Stops transfer. 1: Starts transfer.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

43.2.14 SCU_SYSTEM Status Register 0 (SCU_SYSTEM_STATUS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SCU_SYSTEM_STATUS0 indicates the internal buffer state. When a register bit is set, the corresponding interrupt signal is output. However, if interrupt outputs are masked by the SYSTEM interrupt enable register 0, interrupt signals are not output.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	of_cmd1o	of_cmd0o	—	—	of_src9o	of_src8o	of_src7o	of_src6o	of_src5o	of_src4o	of_src3o	of_src2o	of_src1o	of_src0o
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/WC1	R/WC1	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	uf_src9i	uf_src8i	uf_src7i	uf_src6i	uf_src5i	uf_src4i	uf_src3i	uf_src2i	uf_src1i	uf_src0i
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	of_cmd1o	B'0	R/WC1	over_flow_cmd1out Indicates the state of the CMD1out output buffer. 0: Normal operation 1: An overflow has occurred.
28	of_cmd0o	B'0	R/WC1	over_flow_cmd0out Indicates the state of the CMD0out output buffer. 0: Normal operation 1: An overflow has occurred.
27, 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25	of_src9o	B'0	R/WC1	over_flow_src9out Indicates the state of the SRC9out output buffer. 0: Normal operation 1: An overflow has occurred.
24	of_src8o	B'0	R/WC1	over_flow_src8out Indicates the state of the SRC8out output buffer. 0: Normal operation 1: An overflow has occurred.
23	of_src7o	B'0	R/WC1	over_flow_src7out Indicates the state of the SRC7out output buffer. 0: Normal operation 1: An overflow has occurred.
22	of_src6o	B'0	R/WC1	over_flow_src6out Indicates the state of the SRC6out output buffer. 0: Normal operation 1: An overflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
21	of_src5o	B'0	R/WC1	over_flow_src5out Indicates the state of the SRC5out output buffer. 0: Normal operation 1: An overflow has occurred.
20	of_src4o	B'0	R/WC1	over_flow_src4out Indicates the state of the SRC4out output buffer. 0: Normal operation 1: An overflow has occurred.
19	of_src3o	B'0	R/WC1	over_flow_src3out Indicates the state of the SRC3out output buffer. 0: Normal operation 1: An overflow has occurred.
18	of_src2o	B'0	R/WC1	over_flow_src2out Indicates the state of the SRC2out output buffer. 0: Normal operation 1: An overflow has occurred.
17	of_src1o	B'0	R/WC1	over_flow_src1out Indicates the state of the SRC1out output buffer. 0: Normal operation 1: An overflow has occurred.
16	of_src0o	B'0	R/WC1	over_flow_src0out Indicates the state of the SRC0out output buffer. 0: Normal operation 1: An overflow has occurred.
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	uf_src9i	B'0	R/WC1	under_flow_src9in Indicates the state of the SRC9in input buffer. 0: Normal operation 1: An underflow has occurred.
8	uf_src8i	B'0	R/WC1	under_flow_src8in Indicates the state of the SRC8in input buffer. 0: Normal operation 1: An underflow has occurred.
7	uf_src7i	B'0	R/WC1	under_flow_src7in Indicates the state of the SRC7in input buffer. 0: Normal operation 1: An underflow has occurred.
6	uf_src6i	B'0	R/WC1	under_flow_src6in Indicates the state of the SRC6in input buffer. 0: Normal operation 1: An underflow has occurred.
5	uf_src5i	B'0	R/WC1	under_flow_src5in Indicates the state of the SRC5in input buffer. 0: Normal operation 1: An underflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
4	uf_src4i	B'0	R/WC1	under_flow_src4in Indicates the state of the SRC4in input buffer. 0: Normal operation 1: An underflow has occurred.
3	uf_src3i	B'0	R/WC1	under_flow_src3in Indicates the state of the SRC3in input buffer. 0: Normal operation 1: An underflow has occurred.
2	uf_src2i	B'0	R/WC1	under_flow_src2in Indicates the state of the SRC2in input buffer. 0: Normal operation 1: An underflow has occurred.
1	uf_src1i	B'0	R/WC1	under_flow_src1in Indicates the state of the SRC1in input buffer. 0: Normal operation 1: An underflow has occurred.
0	uf_src0i	B'0	R/WC1	under_flow_src0in Indicates the state of the SRC0in input buffer. 0: Normal operation 1: An underflow has occurred.

43.2.15 SCU_SYSTEM Interrupt Enable Register 0 (SCU_SYSTEM_INT_ENABLE0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SCU_SYSTEM_INT_ENABLE0 enables or disables output of interrupts corresponding to the states indicated in the SCU_SYSTEM status register 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	of_src9o_ie	of_src8o_ie	of_src7o_ie	of_src6o_ie	of_src5o_ie	of_src4o_ie	of_src3o_ie	of_src2o_ie	of_src1o_ie	of_src0o_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	uf_src9i_ie	uf_src8i_ie	uf_src7i_ie	uf_src6i_ie	uf_src5i_ie	uf_src4i_ie	uf_src3i_ie	uf_src2i_ie	uf_src1i_ie	uf_src0i_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
28	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
27, 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25	of_src9o_ie	B'0	R/W	over_flow_src9out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
24	of_src8o_ie	B'0	R/W	over_flow_src8out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
23	of_src7o_ie	B'0	R/W	over_flow_src7out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
22	of_src6o_ie	B'0	R/W	over_flow_src6out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
21	of_src5o_ie	B'0	R/W	over_flow_src5out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
20	of_src4o_ie	B'0	R/W	over_flow_src4out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
19	of_src3o_ie	B'0	R/W	over_flow_src3out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
18	of_src2o_ie	B'0	R/W	over_flow_src2out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
17	of_src1o_ie	B'0	R/W	over_flow_src1out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
16	of_src0o_ie	B'0	R/W	over_flow_src0out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	uf_src9i_ie	B'0	R/W	under_flow_src9in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	uf_src8i_ie	B'0	R/W	under_flow_src8in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	uf_src7i_ie	B'0	R/W	under_flow_src7in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	uf_src6i_ie	B'0	R/W	under_flow_src6in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	uf_src5i_ie	B'0	R/W	under_flow_src5in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	uf_src4i_ie	B'0	R/W	under_flow_src4in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	uf_src3i_ie	B'0	R/W	under_flow_src3in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	uf_src2i_ie	B'0	R/W	under_flow_src2in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	uf_src1i_ie	B'0	R/W	under_flow_src1in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	uf_src0i_ie	B'0	R/W	under_flow_src0in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

43.2.16 SCU_SYSTEM Status Register 1 (SCU_SYSTEM_STATUS1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SCU_SYSTEM_STATUS1 indicates the internal buffer state in synchronous mode. When a register bit is set, the corresponding interrupt signal is output. However, if interrupt outputs are masked by the SYSTEM interrupt enable register 1, interrupt signals are not output.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	uf_src9o	uf_src8o	uf_src7o	uf_src6o	uf_src5o	uf_src4o	uf_src3o	uf_src2o	uf_src1o	uf_src0o
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	of_src9i	of_src8i	of_src7i	of_src6i	of_src5i	of_src4i	of_src3i	of_src2i	of_src1i	of_src0i
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25	uf_src9o	B'0	R/WC1	under_flow_src9out Indicates the state of the SRC9out output buffer. 0: Normal operation 1: An underflow has occurred.
24	uf_src8o	B'0	R/WC1	under_flow_src8out Indicates the state of the SRC8out output buffer. 0: Normal operation 1: An underflow has occurred.
23	uf_src7o	B'0	R/WC1	under_flow_src7out Indicates the state of the SRC7out output buffer. 0: Normal operation 1: An underflow has occurred.
22	uf_src6o	B'0	R/WC1	under_flow_src6out Indicates the state of the SRC6out output buffer. 0: Normal operation 1: An underflow has occurred.
21	uf_src5o	B'0	R/WC1	under_flow_src5out Indicates the state of the SRC5out output buffer. 0: Normal operation 1: An underflow has occurred.
20	uf_src4o	B'0	R/WC1	under_flow_src4out Indicates the state of the SRC4out output buffer. 0: Normal operation 1: An underflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
19	uf_src3o	B'0	R/WC1	under_flow_src3out Indicates the state of the SRC3out output buffer. 0: Normal operation 1: An underflow has occurred.
18	uf_src2o	B'0	R/WC1	under_flow_src2out Indicates the state of the SRC2out output buffer. 0: Normal operation 1: An underflow has occurred.
17	uf_src1o	B'0	R/WC1	under_flow_src1out Indicates the state of the SRC1out output buffer. 0: Normal operation 1: An underflow has occurred.
16	uf_src0o	B'0	R/WC1	under_flow_src0out Indicates the state of the SRC0out output buffer. 0: Normal operation 1: An underflow has occurred.
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	of_src9i	B'0	R/WC1	over_flow_src9in Indicates the state of the SRC9in input buffer. 0: Normal operation 1: An overflow has occurred.
8	of_src8i	B'0	R/WC1	over_flow_src8in Indicates the state of the SRC8in input buffer. 0: Normal operation 1: An overflow has occurred.
7	of_src7i	B'0	R/WC1	over_flow_src7in Indicates the state of the SRC7in input buffer. 0: Normal operation 1: An overflow has occurred.
6	of_src6i	B'0	R/WC1	over_flow_src6in Indicates the state of the SRC6in input buffer. 0: Normal operation 1: An overflow has occurred.
5	of_src5i	B'0	R/WC1	over_flow_src5in Indicates the state of the SRC5in input buffer. 0: Normal operation 1: An overflow has occurred.
4	of_src4i	B'0	R/WC1	over_flow_src4in Indicates the state of the SRC4in input buffer. 0: Normal operation 1: An overflow has occurred.
3	of_src3i	B'0	R/WC1	over_flow_src3in Indicates the state of the SRC3in input buffer. 0: Normal operation 1: An overflow has occurred.

Bit	Bit Name	Initial Value	R/W	Description
2	of_src2i	B'0	R/WC1	over_flow_src2in Indicates the state of the SRC2in input buffer. 0: Normal operation 1: An overflow has occurred.
1	of_src1i	B'0	R/WC1	over_flow_src1in Indicates the state of the SRC1in input buffer. 0: Normal operation 1: An overflow has occurred.
0	of_src0i	B'0	R/WC1	over_flow_src0in Indicates the state of the SRC0in input buffer. 0: Normal operation 1: An overflow has occurred.

43.2.17 SCU_SYSTEM Interrupt Enable Register 1 (SCU_SYSTEM_INT_ENABLE1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SCU_SYSTEM_INT_ENABLE1 enables or disables output of interrupts corresponding to the states indicated in the SCU_SYSTEM status register 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	uf_src9o_ie	uf_src8o_ie	uf_src7o_ie	uf_src6o_ie	uf_src5o_ie	uf_src4o_ie	uf_src3o_ie	uf_src2o_ie	uf_src1o_ie	uf_src0o_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	of_src9i_ie	of_src8i_ie	of_src7i_ie	of_src6i_ie	of_src5i_ie	of_src4i_ie	of_src3i_ie	of_src2i_ie	of_src1i_ie	of_src0i_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25	uf_src9o_ie	B'0	R/W	under_flow_src9out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
24	uf_src8o_ie	B'0	R/W	under_flow_src8out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
23	uf_src7o_ie	B'0	R/W	under_flow_src7out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
22	uf_src6o_ie	B'0	R/W	under_flow_src6out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
21	uf_src5o_ie	B'0	R/W	under_flow_src5out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
20	uf_src4o_ie	B'0	R/W	under_flow_src4out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
19	uf_src3o_ie	B'0	R/W	under_flow_src3out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
18	uf_src2o_ie	B'0	R/W	under_flow_src2out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
17	uf_src1o_ie	B'0	R/W	under_flow_src1out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
16	uf_src0o_ie	B'0	R/W	under_flow_src0out_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	of_src9i_ie	B'0	R/W	over_flow_src9in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	of_src8i_ie	B'0	R/W	over_flow_src8in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	of_src7i_ie	B'0	R/W	over_flow_src7in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
6	of_src6i_ie	B'0	R/W	over_flow_src6in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	of_src5i_ie	B'0	R/W	over_flow_src5in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	of_src4i_ie	B'0	R/W	over_flow_src4in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	of_src3i_ie	B'0	R/W	over_flow_src3in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	of_src2i_ie	B'0	R/W	over_flow_src2in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	of_src1i_ie	B'0	R/W	over_flow_src1in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	of_src0i_ie	B'0	R/W	over_flow_src0in_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

43.2.18 SRCm Software Reset Register (SRCm_SWRSR)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_SWRSR is a 32-bit readable/writable register that controls operation/reset of the SRC internal circuits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SWRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SWRST	B'1	R/W	Software Reset While this bit is 0, the SRC internal circuits are put in the reset state. SRCm_* registers except this register are reset. Therefore, they should be set again after the reset is canceled. 0: Resets the SRC 1: SRC enters the operating state

43.2.19 SRCm SRC Initialization Register (SRCm_SRCIR)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_SRCIR is a 32-bit readable/writable register that initializes the operation of the SRC internal circuits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	INIT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	INIT	B'1	R/W	Initialization of Processing When this bit is set to 1, the SRC processing is initialized. This bit should be cleared to 0 after it was set to 1. 0: Processing State 1: Initialization (sets the initial setting of other registers)

43.2.20 SRCm Audio Information Register (SRCm_ADINR)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_ADINR is a 32-bit readable/writable register that selects channel number and bit length of output audio data.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	OTBL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CHNUM[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	OTBL[4:0]	H'00	R/W	Bit Length of Output Audio Data. These bits set the bit length of output audio data. B'0_0000: 24 bits B'0_0001: Reserved B'0_0010: 22 bits B'0_0011: Reserved B'0_0100: 20 bits B'0_0101: Reserved B'0_0110: 18 bits B'0_0111: Reserved B'0_1000: 16 bits B'0_1001 to B'0_1111: Reserved B'1_0000: 8 bits B'1_0001 to B'1_1111: Reversed
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	CHNUM[3:0]	H'0	R/W	Channel Number These bits set the input data channel number. m = 0, 1, 3, or 4 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] m = 1 and 3 [RZ/G2E] B'0000: 0 (None) B'0001: 1 channel B'0010: 2 channels B'0011: Reserved B'0100: 4 channels B'0101: Reserved B'0110: 6 channels B'0111: Reserved B'1000: 8 channels B'1001 to B'1111: Reserved m = 2, 5 to 9 [, RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] m = 0, 2, 4, 5 or 9 [RZ/G2E] B'0000: 0 (None) B'0001: 1 channel B'0010: 2 channels B'0011 to B'1111: Reserved

43.2.21 SRCm IFS Control Register (SRCm_IFSCR)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_IFSCR is a 32-bit readable/writable register that controls INTIFS value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	fast_ijc_en	—	—	—	—	—	—	—	fast_ijc_setting[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	INTIFSEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	fast_ijc_en	B'0	R/W	fast_ijc Enable It can diminish convergence time to input frequency deflection. 0: Reserved 1: It can be gradual decrease of convergence time. This function is valid if SRCm_SRCCR Register SRCMD = 0 (Asynchronous SRC).
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 20	fast_ijc_setting[7:4]	H'0	R/W	The period that to recognize “stable” by ijc_fsi calculator. This bit should be set to H'2. (Only when fast_ijc_en = 1, as bit 31)
19 to 16	fast_ijc_setting[3:0]	H'0	R/W	The period that to rerun calculation by ijc_fsi calculator. This bit should be set to H'4. (Only when fast_ijc_en = 1, as bit 31)
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	INTIFSEN	B'0	R/W	INTIFS Value Setting Enable This bit controls the INTIFS bit of SRCm_IFSVR register. This bit is effective only in asynchronous SRC Mode (bit SRCMD in SRCm_SRCCR register is 0) 0: Disables INTIFS bit of SRCm_IFSVR register 1: Enables INTIFS bit of SRCm_IFSVR register Basically, this bit should be set to 1.

43.2.22 SRCm IFS Value Setting Register (SRCm_IFSVR)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_IFSVR is a 32-bit readable/writable register that sets the value of INTIFS. The INTIFS is the initial value of FSI of sampling rate conversion function. SRC detects input sampling rate and output sampling rate automatically. By doing this, it calculates the FSI value so that the below formula is satisfied.

Fin/Fout ≈ FSI/FSO

The INTIFS value is used for the initial value of FSI. If this setting is disabled (INTIFSEN bit of SRCm_IFSCR register is 0), SRC will use FSO for initial value of FSI.

INTIFS = Fin × FSO/Fout

Note: Fin: Input sampling frequency
Fout: Output sampling frequency
FSI: Input sampling rate
FSO: Output sampling rate (Fixed value: 2^{22} = H'040_0000)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	INTIFS[27:16]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	INTIFS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27 to 0	INTIFS[27:0]	H'000_0000	R/W	Initial Value of FSI These bits set initial value of FSI. These bits should be set the ratio of input and output sampling-rate within the range of the restriction decided from channel number. Example: Fin = 32 kHz Fout = 44.1 kHz FSI = 2^{22} × 32000 / 44100 = 3043485 = H'02E_709D For the setting value examples, seeTable 43.10.

Note: When SRCm is used in synchronous mode (SRCMD bit in SRCm_SRCCR register is 1), INTIFS can change without SRC initialization. On the operating state, INTIFS can change within 1%.
However, the change of the SRC conversion rate means that it will set jitter by manual operation. Evaluate sound quality, and use this function as far as you judged sound quality is no problem.
If on the occasion of the change more than 1%, it should do SRC initialization (cf. section 43.3.5(1)(d)) after changing INTIFS.

43.2.23 SRCm SRC Control Register (SRCm_SRCCR)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_SRCCR is a 32-bit readable/writable register that controls the operation of sampling rate converter.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SRCMD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	—	B'0	R/W	Reserved This bit should be set to 1.
15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	—	B'0	R/W	Reserved This bit should be set to 1.
11 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	—	B'0	R/W	Reserved This bit should be set to 1.
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	—	B'0	R/W	Reserved This bit should be set to 1.
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SRCMD	B'0	R/W	Select SRC Mode 0: Asynchronous SRC 1: Synchronous SRC

Note: Set sync_in or sync_out bit in SRCm_MODE register, when SRCm is used in synchronous mode by setting SRCMD = 1.

43.2.24 SRCm Buffer Size DATA RAM Setting Register (SRCm_BSDSR)

Note: m = 0 to 4, 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_BSDSR is a 32-bit readable/writable register that controls the buffer size of DATA RAM. This register should set with SRCm_BSISR register. See Table 43.8 and 43.9 for the combination of settings.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	BUFDATA[10:0]										
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
26 to 16	BUFDATA [10:0]	H'000	R/W	These bits should be set appropriately according to the following table. Refer to Table 43.8 and 43.9 for the combination of FSO/FSI ratio, channel number, and latency.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

FSO/FSI Ratio	Value
6 - 1/6	H'180
6 - 1/4	H'100
6 - 1/3	H'0C0
6 - 1/2	H'080
6 - 2/3	H'060
6 - 1	H'040

43.2.25 SRCm Buffer Size DATA RAM Setting Register (SRCm_BSDSR)

Note: m = 5 to 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCn_BSDSR is a 32-bit readable/writable register that controls the buffer size of DATA RAM. This register should set with SRCm_BSISR register. See Table 43.8 and 43.9 for the combination of settings.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	BUFDATA[10:0]										
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
26 to 16	BUFDATA [10:0]	H'000	R/W	These bits should be set appropriately according to the following table. Refer to Table 43.8 and 43.9 for the combination of FSO/FSI ratio, channel number, and latency.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

FSO/FSI Ratio	Value
6 - 1/6	H'240
6 - 1/4	H'180
6 - 1/3	H'120
6 - 1/2	H'0C0
6 - 2/3	H'090
6 - 1	H'060

43.2.26 SRCm Buffer Size IJEC RAM Setting Register (SRCm_BSISR)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm_BSISR is a 32-bit readable/writable register that controls the precision value and buffer size of IJEC RAM. This register should set with SRCm_BSDSR/SRCn_BSDSR register. See Table 43.8 and 43.9 for the combination of settings.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	IJECPREC[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	IJECSIZE[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	IJECPREC[5:0]	H'00	R/W	These bits should be set to H'10.
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8 to 0	IJECSIZE[8:0]	H'000	R/W	These bits should be set appropriately according to the following table. Refer to Table 43.8 and 43.9 for the combination of FSO/FSI ratio, channel number, and latency.

FSO/FSI Ratio	Value
6 - 1/6	H'60
6 - 1/4	H'40
6 - 1/3	H'30
6 - 1/2	H'20
6 - 2/3	H'20
6 - 1	H'20

43.2.27 CTUn Software Reset Register (CTUn_SWRSR)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SWRSR is a 32-bit readable/writable register that controls operation/reset of the CTU internal circuits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SWRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SWRST	B'1	R/W	Software Reset While this bit is 0, the CTU internal circuits are put in the reset state. CTUn_* registers except this register are reset. Therefore, they should be set again after the reset is canceled. 0: Resets the CTU 1: Operating state

43.2.28 CTUn CTU Initialization Register (CTUn_CTUIR)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_CTUIR is a 32-bit readable/writable register that initializes the operation of the CTU internal circuits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	INIT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	INIT	B'1	R/W	Initialization of Processing When this bit is set to 1, the CTU processing is initialized. This bit should be cleared to 0 after it was set to 1. 0: Processing State 1: Initialization (sets the initial setting of other registers)

43.2.29 CTUn Audio Information Register (CTUn_ADINR)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_ADINR is a 32-bit readable/writable register that selects channel number.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CHNUM[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	CHNUM[3:0]	H'0	R/W	Channel Number These bits set the input data channel number. B'0000: 0 (None) B'0001: 1 channel B'0010: 2 channels B'0011: Reserved B'0100: 4 channels B'0101: Reserved B'0110: 6 channels B'0111: Reserved B'1000: 8 channels B'1001 to B'1111: Reserved

43.2.30 CTUn CTU Pass Mode Register (CTUn_CPMDR)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_CPMDR is a 32-bit readable/writable register that controls the pass of channel data for each output.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SELOT0[3:0]				SELOT1[3:0]				SELOT2[3:0]				SELOT3[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SELOT4[3:0]				SELOT5[3:0]				SELOT6[3:0]				SELOT7[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	SELOT0[3:0]	H'0	R/W	Select output data for channel 0 These bits select the output data for channel 0. B'0000: Connect input data of channel 0 B'0001: Connect input data of channel 0 B'0010: Connect input data of channel 1 B'0011: Connect input data of channel 2 B'0100: Connect input data of channel 3 B'0101: Connect input data of channel 4 B'0110: Connect input data of channel 5 B'0111: Connect input data of channel 6 B'1000: Connect input data of channel 7 B'1001: Connect calculated data by scale values of matrix row 0 B'1010: Connect calculated data by scale values of matrix row 1 B'1011: Connect calculated data by scale values of matrix row 2 B'1100: Connect calculated data by scale values of matrix row 3 Others: Setting prohibited.

Bit	Bit Name	Initial Value	R/W	Description
27 to 24	SELOT1[3:0]	H'0	R/W	Select output data for channel 1 These bits select the output data for channel 1. B'0000: Connect input data of channel 1 B'0001: Connect input data of channel 0 B'0010: Connect input data of channel 1 B'0011: Connect input data of channel 2 B'0100: Connect input data of channel 3 B'0101: Connect input data of channel 4 B'0110: Connect input data of channel 5 B'0111: Connect input data of channel 6 B'1000: Connect input data of channel 7 B'1001: Connect calculated data by scale values of matrix row 0 B'1010: Connect calculated data by scale values of matrix row 1 B'1011: Connect calculated data by scale values of matrix row 2 B'1100: Connect calculated data by scale values of matrix row 3 Others: Setting prohibited.
23 to 20	SELOT2[3:0]	H'0	R/W	Select output data for channel 2 These bits select the output data for channel 2. B'0000: Connect input data of channel 2 B'0001: Connect input data of channel 0 B'0010: Connect input data of channel 1 B'0011: Connect input data of channel 2 B'0100: Connect input data of channel 3 B'0101: Connect input data of channel 4 B'0110: Connect input data of channel 5 B'0111: Connect input data of channel 6 B'1000: Connect input data of channel 7 B'1001: Connect calculated data by scale values of matrix row 0 B'1010: Connect calculated data by scale values of matrix row 1 B'1011: Connect calculated data by scale values of matrix row 2 B'1100: Connect calculated data by scale values of matrix row 3 Others: Setting prohibited.

Bit	Bit Name	Initial Value	R/W	Description
19 to 16	SELOT3[3:0]	H'0	R/W	Select output data for channel 3 These bits select the output data for channel 3. B'0000: Connect input data of channel 3 B'0001: Connect input data of channel 0 B'0010: Connect input data of channel 1 B'0011: Connect input data of channel 2 B'0100: Connect input data of channel 3 B'0101: Connect input data of channel 4 B'0110: Connect input data of channel 5 B'0111: Connect input data of channel 6 B'1000: Connect input data of channel 7 B'1001: Connect calculated data by scale values of matrix row 0 B'1010: Connect calculated data by scale values of matrix row 1 B'1011: Connect calculated data by scale values of matrix row 2 B'1100: Connect calculated data by scale values of matrix row 3 Others: Setting prohibited.
15 to 12	SELOT4[3:0]	H'0	R/W	Select output data for channel 4 These bits select the output data for channel 4. B'0000: Connect input data of channel 4 B'0001: Connect input data of channel 0 B'0010: Connect input data of channel 1 B'0011: Connect input data of channel 2 B'0100: Connect input data of channel 3 B'0101: Connect input data of channel 4 B'0110: Connect input data of channel 5 B'0111: Connect input data of channel 6 B'1000: Connect input data of channel 7 B'1001: Connect calculated data by scale values of matrix row 0 B'1010: Connect calculated data by scale values of matrix row 1 B'1011: Connect calculated data by scale values of matrix row 2 B'1100: Connect calculated data by scale values of matrix row 3 Others: Setting prohibited.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	SELOT5[3:0]	H'0	R/W	Select output data for channel 5 These bits select the output data for channel 5. B'0000: Connect input data of channel 5 B'0001: Connect input data of channel 0 B'0010: Connect input data of channel 1 B'0011: Connect input data of channel 2 B'0100: Connect input data of channel 3 B'0101: Connect input data of channel 4 B'0110: Connect input data of channel 5 B'0111: Connect input data of channel 6 B'1000: Connect input data of channel 7 B'1001: Connect calculated data by scale values of matrix row 0 B'1010: Connect calculated data by scale values of matrix row 1 B'1011: Connect calculated data by scale values of matrix row 2 B'1100: Connect calculated data by scale values of matrix row 3 Others: Setting prohibited.
7 to 4	SELOT6[3:0]	H'0	R/W	Select output data for channel 6 These bits select the output data for channel 6. B'0000: Connect input data of channel 6 B'0001: Connect input data of channel 0 B'0010: Connect input data of channel 1 B'0011: Connect input data of channel 2 B'0100: Connect input data of channel 3 B'0101: Connect input data of channel 4 B'0110: Connect input data of channel 5 B'0111: Connect input data of channel 6 B'1000: Connect input data of channel 7 B'1001: Connect calculated data by scale values of matrix row 0 B'1010: Connect calculated data by scale values of matrix row 1 B'1011: Connect calculated data by scale values of matrix row 2 B'1100: Connect calculated data by scale values of matrix row 3 Others: Setting prohibited.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	SELOT7[3:0]	H'0	R/W	Select output data for channel 7 These bits select the output data for channel 7. B'0000: Connect input data of channel 7 B'0001: Connect input data of channel 0 B'0010: Connect input data of channel 1 B'0011: Connect input data of channel 2 B'0100: Connect input data of channel 3 B'0101: Connect input data of channel 4 B'0110: Connect input data of channel 5 B'0111: Connect input data of channel 6 B'1000: Connect input data of channel 7 B'1001: Connect calculated data by scale values of matrix row 0 B'1010: Connect calculated data by scale values of matrix row 1 B'1011: Connect calculated data by scale values of matrix row 2 B'1100: Connect calculated data by scale values of matrix row 3 Others: Setting prohibited.

43.2.31 CTUn Scale Mode Register (CTUn_SCMDR)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SCMDR is a 32-bit readable/writable register that selects the number of rows calculated by matrix.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	SCMD[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	SCMD[2:0]	H'0	R/W	The number of rows calculated by matrix These bits select the number of rows calculated by matrix by the scale values. B'000: No operation B'001: Calculate matrix row 0 by scale values. B'010: Calculate matrix row 0 and 1 by scale values. B'011: Calculate matrix row 0 and 1 and 2 by scale values. B'100: Calculate matrix row 0 and 1 and 2 and 3 by scale values. Others: Setting prohibited.

43.2.32 CTUn Scale Value e00 Register (CTUn_SV00R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV00R is a 32-bit readable/writable register that sets the scale value for channel 0 of matrix row 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE00[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE00[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE00[23:0]	H'00_0000	R/W	Scale Value e00 for Input Channel 0 of Matrix Row 0 These bits set the scale value for input data of channel 0 of matrix row 0. SVE00[23]: Sign bit SVE00[22]: Integer bit SVE00[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.33 CTUn Scale Value e01 Register (CTUn_SV01R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV01R is a 32-bit readable/writable register that sets the scale value for channel 1 of matrix row 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE01[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE01[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE01[23:0]	H'00_0000	R/W	Scale Value e01 for Input Channel 1 of Matrix Row 0 These bits set the scale value for input data of channel 1 of matrix row 0. SVE01[23]: Sign bit SVE01[22]: Integer bit SVE01[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.34 CTUn Scale Value e02 Register (CTUn_SV02R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV02R is a 32-bit readable/writable register that sets the scale value for channel 2 of matrix row 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE02[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE02[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE02[23:0]	H'00_0000	R/W	Scale Value e02 for Input Channel 2 of Matrix Row 0 These bits set the scale value for input data of channel 2 of matrix row 0. SVE02[23]: Sign bit SVE02[22]: Integer bit SVE02[21:0]: Decimal bits

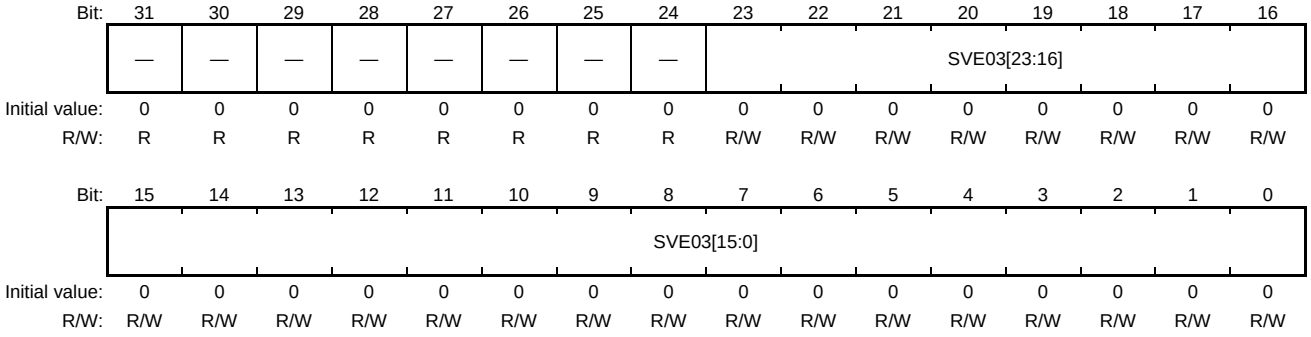
plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.35 CTUn Scale Value e03 Register (CTUn_SV03R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV03R is a 32-bit readable/writable register that sets the scale value for channel 3 of matrix row 0.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE03[23:0]	H'00_0000	R/W	Scale Value e03 for Input Channel 3 of Matrix Row 0 These bits set the scale value for input data of channel 3 of matrix row 0. SVE03[23]: Sign bit SVE03[22]: Integer bit SVE03[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	$-\infty$	H'FF_FFFF	2.38×10^{-7}	-132

43.2.36 CTUn Scale Value e04 Register (CTUn_SV04R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV04R is a 32-bit readable/writable register that sets the scale value for channel 4 of matrix row 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE04[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE04[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE04[23:0]	H'00_0000	R/W	Scale Value e04 for Input Channel 4 of Matrix Row 0 These bits set the scale value for input data of channel 4 of matrix row 0. SVE04[23]: Sign bit SVE04[22]: Integer bit SVE04[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.37 CTUn Scale Value e05 Register (CTUn_SV05R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV05R is a 32-bit readable/writable register that sets the scale value for channel 5 of matrix row 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE05[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE05[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE05[23:0]	H'00_0000	R/W	Scale Value e05 for Input Channel 5 of Matrix Row 0 These bits set the scale value for input data of channel 5 of matrix row 0. SVE05[23]: Sign bit SVE05[22]: Integer bit SVE05[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.38 CTUn Scale Value e06 Register (CTUn_SV06R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV06R is a 32-bit readable/writable register that sets the scale value for channel 6 of matrix row 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE06[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE06[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE06[23:0]	H'00_0000	R/W	Scale Value e06 for Input Channel 6 of Matrix Row 0 These bits set the scale value for input data of channel 6 of matrix row 0. SVE06[23]: Sign bit SVE06[22]: Integer bit SVE06[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.39 CTUn Scale Value e07 Register (CTUn_SV07R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV07R is a 32-bit readable/writable register that sets the scale value for channel 7 of matrix row 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE07[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE07[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE07[23:0]	H'00_0000	R/W	Scale Value e07 for Input Channel 7 of Matrix Row 0 These bits set the scale value for input data of channel 7 of matrix row 0. SVE07[23]: Sign bit SVE07[22]: Integer bit SVE07[21:0]: Decimal bits

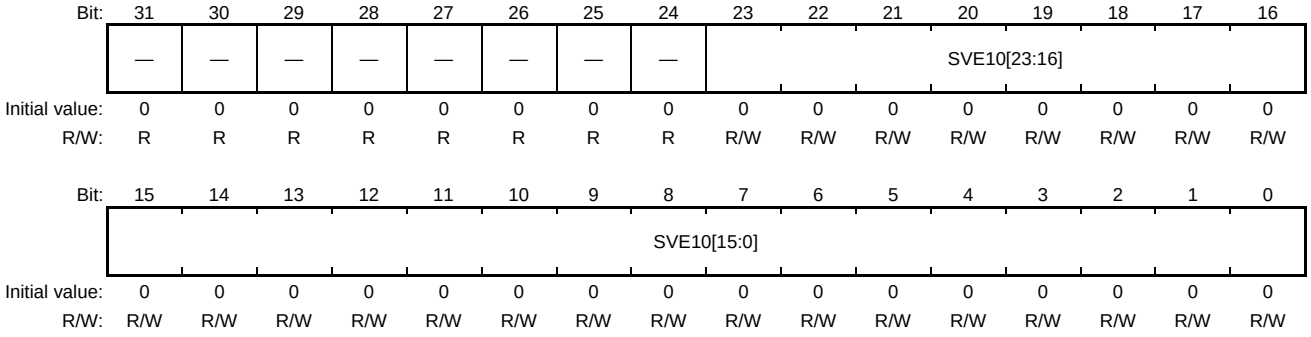
plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.40 CTUn Scale Value e10 Register (CTUn_SV10R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV10R is a 32-bit readable/writable register that sets the scale value for channel 0 of matrix row 1.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE10[23:0]	H'00_0000	R/W	Scale Value e10 for Input Channel 0 of Matrix Row 1 These bits set the scale value for input data of channel 0 of matrix row 1. SVE10[23]: Sign bit SVE10[22]: Integer bit SVE10[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.41 CTUn Scale Value e11 Register (CTUn_SV11R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV11R is a 32-bit readable/writable register that sets the scale value for channel 1 of matrix row 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE11[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE11[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE11[23:0]	H'00_0000	R/W	Scale Value e11 for Input Channel 1 of Matrix Row 1 These bits set the scale value for input data of channel 1 of matrix row 1. SVE11[23]: Sign bit SVE11[22]: Integer bit SVE11[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.42 CTUn Scale Value e12 Register (CTUn_SV12R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV12R is a 32-bit readable/writable register that sets the scale value for channel 2 of matrix row 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE12[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE12[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE12[23:0]	H'00_0000	R/W	Scale Value e12 for Input Channel 2 of Matrix Row 1 These bits set the scale value for input data of channel 2 of matrix row 1. SVE12[23]: Sign bit SVE12[22]: Integer bit SVE12[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.43 CTUn Scale Value e13 Register (CTUn_SV13R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV13R is a 32-bit readable/writable register that sets the scale value for channel 3 of matrix row 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE13[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE13[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE13[23:0]	H'00_0000	R/W	Scale Value e13 for Input Channel 3 of Matrix Row 1 These bits set the scale value for input data of channel 3 of matrix row 1. SVE13[23]: Sign bit SVE13[22]: Integer bit SVE13[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.44 CTUn Scale Value e14 Register (CTUn_SV14R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV14R is a 32-bit readable/writable register that sets the scale value for channel 4 of matrix row 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE14[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE14[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE14[23:0]	H'00_0000	R/W	Scale Value e14 for Input Channel 4 of Matrix Row 1 These bits set the scale value for input data of channel 4 of matrix row 1. SVE14[23]: Sign bit SVE14[22]: Integer bit SVE14[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.45 CTUn Scale Value e15 Register (CTUn_SV15R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV15R is a 32-bit readable/writable register that sets the scale value for channel 5 of matrix row 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE15[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE15[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE15[23:0]	H'00_0000	R/W	Scale Value e15 for Input Channel 5 of Matrix Row 1 These bits set the scale value for input data of channel 5 of matrix row 1. SVE15[23]: Sign bit SVE15[22]: Integer bit SVE15[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.46 CTUn Scale Value e16 Register (CTUn_SV16R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV16R is a 32-bit readable/writable register that sets the scale value for channel 6 of matrix row 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE16[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE16[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE16[23:0]	H'00_0000	R/W	Scale Value e16 for Input Channel 6 of Matrix Row 1 These bits set the scale value for input data of channel 6 of matrix row 1. SVE16[23]: Sign bit SVE16[22]: Integer bit SVE16[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.47 CTUn Scale Value e17 Register (CTUn_SV17R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV17R is a 32-bit readable/writable register that sets the scale value for channel 7 of matrix row 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE17[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE17[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE17[23:0]	H'00_0000	R/W	Scale Value e17 for Input Channel 7 of Matrix Row 1 These bits set the scale value for input data of channel 7 of matrix row 1. SVE17[23]: Sign bit SVE17[22]: Integer bit SVE17[21:0]: Decimal bits

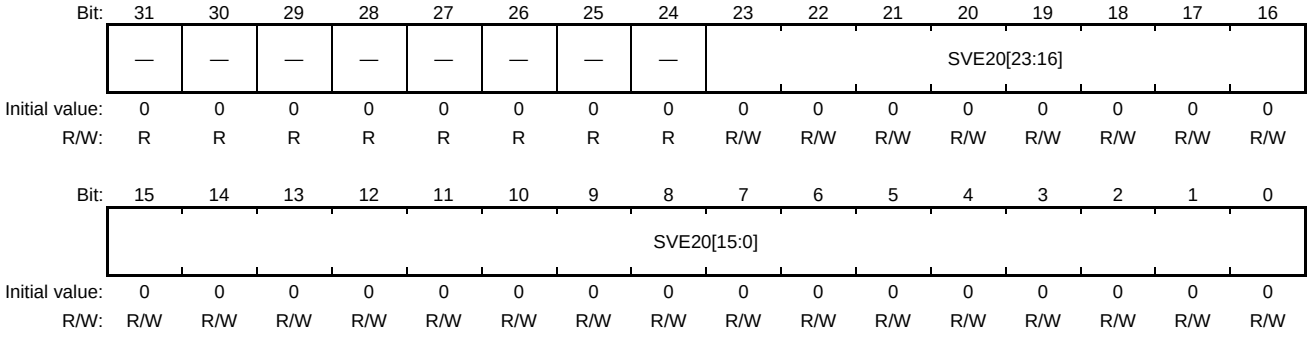
plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.48 CTUn Scale Value e20 Register (CTUn_SV20R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV20R is a 32-bit readable/writable register that sets the scale value for channel 0 of matrix row 2.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE20[23:0]	H'00_0000	R/W	Scale Value e20 for Input Channel 0 of Matrix Row 2 These bits set the scale value for input data of channel 0 of matrix row 2. SVE20[23]: Sign bit SVE20[22]: Integer bit SVE20[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.49 CTUn Scale Value e21 Register (CTUn_SV21R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV21R is a 32-bit readable/writable register that sets the scale value for channel 1 of matrix row 2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE21[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE21[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE21[23:0]	H'00_0000	R/W	Scale Value e21 for Input Channel 1 of Matrix Row 2 These bits set the scale value for input data of channel 1 of matrix row 2. SVE21[23]: Sign bit SVE21[22]: Integer bit SVE21[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.50 CTUn Scale Value e22 Register (CTUn_SV22R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV22R is a 32-bit readable/writable register that sets the scale value for channel 2 of matrix row 2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE22[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE22[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE22[23:0]	H'00_0000	R/W	Scale Value e22 for Input Channel 2 of Matrix Row 2 These bits set the scale value for input data of channel 2 of matrix row 2. SVE22[23]: Sign bit SVE22[22]: Integer bit SVE22[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.51 CTUn Scale Value e23 Register (CTUn_SV23R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV23R is a 32-bit readable/writable register that sets the scale value for channel 3 of matrix row 2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE23[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE23[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE23[23:0]	H'00_0000	R/W	Scale Value e23 for Input Channel 3 of Matrix Row 2 These bits set the scale value for input data of channel 3 of matrix row 2. SVE23[23]: Sign bit SVE23[22]: Integer bit SVE23[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.52 CTUn Scale Value e24 Register (CTUn_SV24R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV24R is a 32-bit readable/writable register that sets the scale value for channel 4 of matrix row 2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE24[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE24[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE24[23:0]	H'00_0000	R/W	Scale Value e24 for Input Channel 4 of Matrix Row 2 These bits set the scale value for input data of channel 4 of matrix row 2. SVE24[23]: Sign bit SVE24[22]: Integer bit SVE24[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	$-\infty$	H'FF_FFFF	2.38×10^{-7}	-132

43.2.53 CTUn Scale Value e25 Register (CTUn_SV25R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV25R is a 32-bit readable/writable register that sets the scale value for channel 5 of matrix row 2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE25[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE25[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE25[23:0]	H'00_0000	R/W	Scale Value e25 for Input Channel 5 of Matrix Row 2 These bits set the scale value for input data of channel 5 of matrix row 2. SVE25[23]: Sign bit SVE25[22]: Integer bit SVE25[21:0]: Decimal bits

plus			minus		
Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.54 CTUn Scale Value e26 Register (CTUn_SV26R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV26R is a 32-bit readable/writable register that sets the scale value for channel 6 of matrix row 2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE26[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE26[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE26[23:0]	H'00_0000	R/W	Scale Value e26 for Input Channel 6 of Matrix Row 2 These bits set the scale value for input data of channel 6 of matrix row 2. SVE26[23]: Sign bit SVE26[22]: Integer bit SVE26[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.55 CTUn Scale Value e27 Register (CTUn_SV27R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV27R is a 32-bit readable/writable register that sets the scale value for channel 7 of matrix row 2.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE27[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE27[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE27[23:0]	H'00_0000	R/W	Scale Value e27 for Input Channel 7 of Matrix Row 2 These bits set the scale value for input data of channel 7 of matrix row 2. SVE27[23]: Sign bit SVE27[22]: Integer bit SVE27[21:0]: Decimal bits

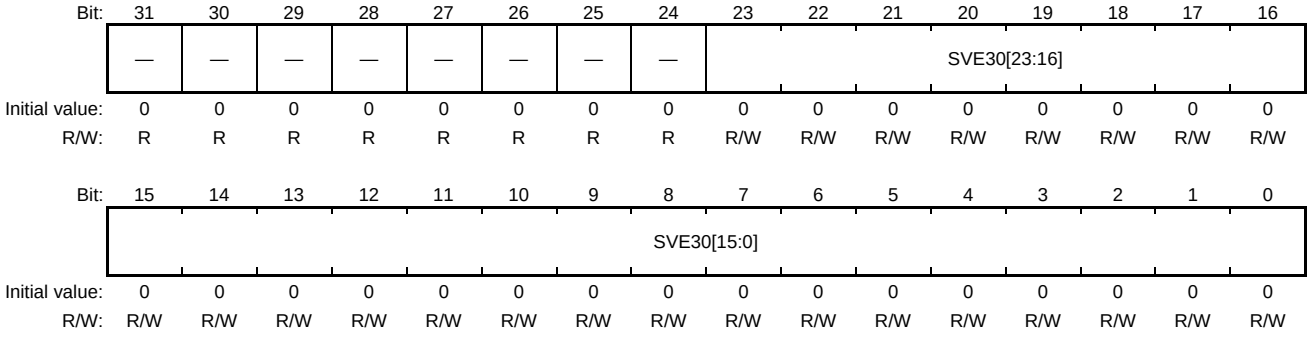
plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.56 CTUn Scale Value e30 Register (CTUn_SV30R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV30R is a 32-bit readable/writable register that sets the scale value for channel 0 of matrix row 3.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE30[23:0]	H'00_0000	R/W	Scale Value e30 for Input Channel 0 of Matrix Row 3 These bits set the scale value for input data of channel 0 of matrix row 3. SVE30[23]: Sign bit SVE30[22]: Integer bit SVE30[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.57 CTUn Scale Value e31 Register (CTUn_SV31R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV31R is a 32-bit readable/writable register that sets the scale value for channel 1 of matrix row 3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE31[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE31[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE31[23:0]	H'00_0000	R/W	Scale Value e31 for Input Channel 1 of Matrix Row 3 These bits set the scale value for input data of channel 1 of matrix row 3. SVE31[23]: Sign bit SVE31[22]: Integer bit SVE31[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.58 CTUn Scale Value e32 Register (CTUn_SV32R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV32R is a 32-bit readable/writable register that sets the scale value for channel 2 of matrix row 3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE32[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE32[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE32[23:0]	H'00_0000	R/W	Scale Value e32 for Input Channel 2 of Matrix Row 3 These bits set the scale value for input data of channel 2 of matrix row 3. SVE32[23]: Sign bit SVE32[22]: Integer bit SVE32[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.59 CTUn Scale Value e33 Register (CTUn_SV33R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV33R is a 32-bit readable/writable register that sets the scale value for channel 3 of matrix row 3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE33[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE33[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE33[23:0]	H'00_0000	R/W	Scale Value e33 for Input Channel 3 of Matrix Row 3 These bits set the scale value for input data of channel 3 of matrix row 3. SVE33[23]: Sign bit SVE33[22]: Integer bit SVE33[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.60 CTUn Scale Value e34 Register (CTUn_SV34R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV34R is a 32-bit readable/writable register that sets the scale value for channel 4 of matrix row 3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE34[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE34[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE34[23:0]	H'00_0000	R/W	Scale Value e34 for Input Channel 4 of Matrix Row 3 These bits set the scale value for input data of channel 4 of matrix row 3. SVE34[23]: Sign bit SVE34[22]: Integer bit SVE34[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.61 CTUn Scale Value e35 Register (CTUn_SV35R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV35R is a 32-bit readable/writable register that sets the scale value for channel 5 of matrix row 3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE35[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE35[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE35[23:0]	H'00_0000	R/W	Scale Value e35 for Input Channel 5 of Matrix Row 3 These bits set the scale value for input data of channel 5 of matrix row 3. SVE35[23]: Sign bit SVE35[22]: Integer bit SVE35[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.62 CTUn Scale Value e36 Register (CTUn_SV36R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV36R is a 32-bit readable/writable register that sets the scale value for channel 6 of matrix row 3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE36[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE36[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE36[23:0]	H'00_0000	R/W	Scale Value e36 for Input Channel 6 of Matrix Row 3 These bits set the scale value for input data of channel 6 of matrix row 3. SVE36[23]: Sign bit SVE36[22]: Integer bit SVE36[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.63 CTUn Scale Value e37 Register (CTUn_SV37R)

Note: n = 00, 01, 02, 03, 10, 11, 12, or 13

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CTUn_SV37R is a 32-bit readable/writable register that sets the scale value for channel 7 of matrix row 3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	SVE37[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SVE37[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	SVE37[23:0]	H'00_0000	R/W	Scale Value e37 for Input Channel 7 of Matrix Row 3 These bits set the scale value for input data of channel 7 of matrix row 3. SVE37[23]: Sign bit SVE37[22]: Integer bit SVE37[21:0]: Decimal bits

plus			minus		
Value	**[time]**	**[dB]**	**Value**	**[time]**	**[dB]**
H'7F_FFFF	2	6	H'80_0000	2	6
.....	.....	.....	.....	.....	.....
H'40_0000	1	0	H'C0_0000	1	0
.....	.....	.....	.....	.....	.....
H'00_0001	2.38×10^{-7}	-132	.....	.....	.....
H'00_0000	0 (Mute)	-∞	H'FF_FFFF	2.38×10^{-7}	-132

43.2.64 MIXp Software Reset Register (MIXp_SWRSR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_SWRSR is a 32-bit readable/writable register that controls operation/reset of the MIX internal circuits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SWRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SWRST	B'1	R/W	Software Reset While this bit is 0, the MIX internal circuits are put in the reset state. MIXp_* registers except this register are reset. Therefore, they should be set again after the reset is canceled. 0: Resets the MIX 1: Operating state

43.2.65 MIXp MIX Initialization Register (MIXp_MIXIR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MIXIR is a 32-bit readable/writable register that initializes the operation of the MIX internal circuits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	INIT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	INIT	B'1	R/W	Initialization of Processing When this bit is set to 1, the MIX processing is initialized. This bit should be cleared to 0 after it was set to 1. 0: Processing State 1: Initialization (sets the initial setting of other registers)

43.2.66 MIXp Audio Information Register (MIXp_ADINR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_ADINR is a 32-bit readable/writable register that selects channel number.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CHNUM[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	CHNUM[3:0]	H'0	R/W	Channel Number These bits set the output data channel number B'0000: 0 (None) B'0001: 1 channel B'0010: 2 channels B'0011: Reserved B'0100: 4 channels B'0101: Reserved B'0110: 6 channels B'0111: Reserved B'1000: 8 channels B'1001 to B'1111: Reserved

43.2.67 MIXp MIX Mode Register (MIXp_MIXMR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MIXMR is a 32-bit readable/writable register that controls the mix mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	MIX MODE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	MIXMODE	B'0	R/W	MIX Mode This bit controls the mix mode. 0: Selects volume step mixer 1: Selects volume ramp mixer

43.2.68 MIXp MIX Volume Period Register (MIXp_MVPDR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MVPDR is a 32-bit readable/writable register that sets the value of the change of the volume a sample.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MXPDUP[3:0]				—	—	—	—	MXPDDW[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	MXPDUP[3:0]	H'0	R/W	MIX Period for Volume Up These bits set the decibel value that changed by one sample for volume up. And when MIXMODE bit of MIXp_MIXMR register is 1, this setting can be used. B'0000: 128 dB / 1 sample B'0001: 64 dB / 1 sample B'0010: 32 dB / 1 sample B'0011: 16 dB / 1 sample B'0100: 8 dB / 1 sample B'0101: 4 dB / 1 sample B'0110: 2 dB / 1 sample B'0111: 1 dB / 1 sample B'1000: 0.5 dB / 1 sample B'1001: 0.25 dB / 1 sample B'1010: 0.125 dB / 1 sample B'1011 to B'1111: Reserved
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	MXPDDW[3:0]	H'0	R/W	MIX Period for Volume Down These bits set the decibel value that changed by one sample for volume down. And when MIXMODE bit of MIXp_MIXMR register is 1, this setting can be used. B'0000: -128 dB / 1 sample B'0001: -64 dB / 1 sample B'0010: -32 dB / 1 sample B'0011: -16 dB / 1 sample B'0100: -8 dB / 1 sample B'0101: -4 dB / 1 sample B'0110: -2 dB / 1 sample B'0111: -1 dB / 1 sample B'1000: -0.5 dB / 1 sample B'1001: -0.25 dB / 1 sample B'1010: -0.125 dB / 1 sample B'1011 to B'1111: Reserved

43.2.69 MIXp MIX Decibel A Register (MIXp_MDBAR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MDBAR is a 32-bit readable/writable register that sets the decibel (gain level) of system A.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MIXDBA[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	MIXDBA[9:0]	H'000	R/W	dB of System A These bits control the decibel (gain level) of system A. The value can select 1024 points from 0 dB to -∞ dB at intervals of 0.125 dB.

Value	[time]	[dB]	Value	[time]	[dB]
H'000	1	0	……	……	……
.....	.....	.....	H'091	0.125	-18.125
H'031	0.5	-6.125	.....	……	……
.....	.....	.....	H'3FE	4.1×10^{-7}	-127.75
H'061	0.25	-12.125	H'3FF	0 (Mute)	-∞

The relation between the setting value and the decibel is shown in Table 43.11, Table 43.12, Table 43.13 and Table 43.14.

43.2.70 MIXp MIX Decibel B Register (MIXp_MDBBR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MDBBR is a 32-bit readable/writable register that sets the decibel (gain level) of system B.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MIXDBB[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	MIXDBB[9:0]	H'000	R/W	dB of System B These bits control the decibel (gain level) of system B. The value can select 1024 points from 0 dB to -∞ dB at intervals of 0.125 dB.

Value	[time]	[dB]	Value	[time]	[dB]
H'000	1	0	……	……	……
.....	.....	.....	H'091	0.125	-18.125
H'031	0.5	-6.125	.....	……	……
.....	.....	.....	H'3FE	4.1×10^{-7}	-127.75
H'061	0.25	-12.125	H'3FF	0 (Mute)	-∞

The relation between the setting value and the decibel is shown in Table 43.11, Table 43.12, Table 43.13 and Table 43.14.

43.2.71 MIXp MIX Decibel C Register (MIXp_MDBCR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MDBCR is a 32-bit readable/writable register that sets the decibel (gain level) of system C.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MIXDBC[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	MIXDBC[9:0]	H'000	R/W	dB of System C These bits control the decibel (gain level) of system C. The value can select 1024 points from 0 dB to -∞ dB at intervals of 0.125 dB.

Value	[time]	[dB]	Value	[time]	[dB]
H'000	1	0	……	……	……
.....	.....	.....	H'091	0.125	-18.125
H'031	0.5	-6.125	.....	……	……
.....	.....	.....	H'3FE	4.1×10^{-7}	-127.75
H'061	0.25	-12.125	H'3FF	0 (Mute)	-∞

The relation between the setting value and the decibel is shown in Table 43.11, Table 43.12, Table 43.13 and Table 43.14.

43.2.72 MIXp MIX Decibel D Register (MIXp_MDBDR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MDBDR is a 32-bit readable/writable register that sets the decibel (gain level) of system D.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MIXDBD[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	MIXDBD[9:0]	H'000	R/W	dB of System D These bits control the decibel (gain level) of system D. The value can select 1024 points from 0 dB to -∞ dB at intervals of 0.125 dB.

Value	[time]	[dB]	Value	[time]	[dB]
H'000	1	0	……	……	……
.....	.....	.....	H'091	0.125	-18.125
H'031	0.5	-6.125	.....	……	……
.....	.....	.....	H'3FE	4.1×10^{-7}	-127.75
H'061	0.25	-12.125	H'3FF	0 (Mute)	-∞

The relation between the setting value and the decibel is shown in Table 43.11, Table 43.12, Table 43.13 and Table 43.14.

43.2.73 MIXp MIX Decibel Enable Register (MIXp_MDBER)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MDBER is a 32-bit readable/writable register that controls the dB value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	MIX DBEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	MIXDBEN	B'0	R/W	MIX dB Enable This bit controls the dB value that sets in MIXp_MDBAR, MIXp_MDBBR, MIXp_MDBCR and MIXp_MDBDR registers. 0: Disables the setting of dB 1: Enables the setting of dB

43.2.74 MIXp MIX Status Register (MIXp_MIXSR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: MIXp_MIXSR is a 32-bit readable register that indicates the status of the volume ramp.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	MRPSTS	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	MRPSTS	H'0	R	MIX Volume Ramp Status These bits indicate the volume ramp status of mix operation. B'00: Level of volume ramp is stable B'01: Volume ramp down B'10: Volume ramp up Others: Setting prohibited.

43.2.75 DVCp Software Reset Register (DVCp_SWRSR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_SWRSR is a 32-bit readable/writable register that controls operation/reset of the DVC internal circuits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SWRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SWRST	B'1	R/W	Software Reset While this bit is 0, the DVC internal circuits are put in the reset state. DVCp_* registers except this register are reset. Therefore, they should be set again after the reset is canceled. 0: Resets the DVC 1: Operating state

43.2.76 DVCp DVU Initialization Register (DVCp_DVUIR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_DVUIR is a 32-bit readable/writable register that initializes the operation of the DVC internal circuits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	INIT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	INIT	B'1	R/W	Initialization of Processing When this bit is set to 1, the DVC processing is initialized. This bit should be cleared to 0 after it was set to 1. 0: Processing State 1: Initialization (sets the initial setting of other registers)

43.2.77 DVCp Audio Information Register (DVCp_ADINR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_ADINR is a 32-bit readable/writable register that selects channel number and bit length of output audio data.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	OTBL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CHNUM[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	OTBL[4:0]	H'00	R/W	Bit Length of Output Audio Data. These bits set the bit length of output audio data. B'0_0000: 24 bits B'0_0001: Reserved B'0_0010: 22 bits B'0_0011: Reserved B'0_0100: 20 bits B'0_0101: Reserved B'0_0110: 18 bits B'0_0111: Reserved B'0_1000: 16 bits B'0_1001 to 0_1111: Reserved B'1_0000: 8 bits B'1_0001 to 1_1111: Reversed
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	CHNUM[3:0]	H'0	R/W	Channel Number These bits set the output data channel number B'0000: 0 (None) B'0001: 1 channel B'0010: 2 channels B'0011: Reserved B'0100: 4 channels B'0101: Reserved B'0110: 6 channels B'0111: Reserved B'1000: 8 channels B'1001 to B'1111: Reserved

43.2.78 DVCp DVU Control Register (DVCp_DVUCR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_DVUCR is a 32-bit readable/writable register that selects the mode of function to operate.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	VVMD	—	—	—	VRMD	—	—	—	ZCMD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	VVMD	B'0	R/W	Select Digital Volume Value Mode This bit selects the digital volume value function. 0: Sleep the digital volume value function 1: Use the digital volume value function
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	VRMD	B'0	R/W	Select Volume Ramp Mode This bit selects the volume ramp function. 0: Sleep the volume ramp function 1: Use the volume ramp function
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	ZCMD	B'0	R/W	Select Zero Cross Mute Mode This bit selects the zero cross mute function. 0: Sleep the zero cross mute function 1: Use the zero cross mute function

43.2.79 DVCp Zero Cross Mute Control Register (DVCp_ZCMCR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_ZCMCR is a 32-bit readable/writable register that controls the operation of the zero cross mute function for each channel.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ZCEN7	ZCEN6	ZCEN5	ZCEN4	ZCEN3	ZCEN2	ZCEN1	ZCEN0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	ZCEN7	B'0	R/W	Zero Cross Mute Enable for Channel 7 This bit controls the operation of the zero cross mute function for channel 7. 0: Disables the operation of the zero cross mute function 1: Enables the operation of the zero cross mute function
6	ZCEN6	B'0	R/W	Zero Cross Mute Enable for Channel 6 This bit controls the operation of the zero cross mute function for channel 6. 0: Disables the operation of the zero cross mute function 1: Enables the operation of the zero cross mute function
5	ZCEN5	B'0	R/W	Zero Cross Mute Enable for Channel 5 This bit controls the operation of the zero cross mute function for channel 5. 0: Disables the operation of the zero cross mute function 1: Enables the operation of the zero cross mute function
4	ZCEN4	B'0	R/W	Zero Cross Mute Enable for Channel 4 This bit controls the operation of the zero cross mute function for channel 4. 0: Disables the operation of the zero cross mute function 1: Enables the operation of the zero cross mute function
3	ZCEN3	B'0	R/W	Zero Cross Mute Enable for Channel 3 This bit controls the operation of the zero cross mute function for channel 3. 0: Disables the operation of the zero cross mute function 1: Enables the operation of the zero cross mute function

Bit	Bit Name	Initial Value	R/W	Description
2	ZCEN2	B'0	R/W	Zero Cross Mute Enable for Channel 2 This bit controls the operation of the zero cross mute function for channel 2. 0: Disables the operation of the zero cross mute function 1: Enables the operation of the zero cross mute function
1	ZCEN1	B'0	R/W	Zero Cross Mute Enable for Channel 1 This bit controls the operation of the zero cross mute function for channel 1. 0: Disables the operation of the zero cross mute function 1: Enables the operation of the zero cross mute function
0	ZCEN0	B'0	R/W	Zero Cross Mute Enable for Channel 0 This bit controls the operation of the zero cross mute function for channel 0. 0: Disables the operation of the zero cross mute function 1: Enables the operation of the zero cross mute function

43.2.80 DVCp Volume Ramp Control Register (DVCp_VRCTR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VRCTR is a 32-bit readable/writable register that controls the operation of the volume ramp function for each channel.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	VREN7	VREN6	VREN5	VREN4	VREN3	VREN2	VREN1	VREN0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	VREN7	B'0	R/W	Volume Ramp Enable for Channel 7 This bit controls the operation of the volume ramp function for channel 7. 0: Disables the operation of the volume ramp function 1: Enables the operation of the volume ramp function
6	VREN6	B'0	R/W	Volume Ramp Enable for Channel 6 This bit controls the operation of the volume ramp function for channel 6. 0: Disables the operation of the volume ramp function 1: Enables the operation of the volume ramp function
5	VREN5	B'0	R/W	Volume Ramp Enable for Channel 5 This bit controls the operation of the volume ramp function for channel 5. 0: Disables the operation of the volume ramp function 1: Enables the operation of the volume ramp function
4	VREN4	B'0	R/W	Volume Ramp Enable for Channel 4 This bit controls the operation of the volume ramp function for channel 4. 0: Disables the operation of the volume ramp function 1: Enables the operation of the volume ramp function
3	VREN3	B'0	R/W	Volume Ramp Enable for Channel 3 This bit controls the operation of the volume ramp function for channel 3. 0: Disables the operation of the volume ramp function 1: Enables the operation of the volume ramp function
2	VREN2	B'0	R/W	Volume Ramp Enable for Channel 2 This bit controls the operation of the volume ramp function for channel 2. 0: Disables the operation of the volume ramp function 1: Enables the operation of the volume ramp function

Bit	Bit Name	Initial Value	R/W	Description
1	VREN1	B'0	R/W	Volume Ramp Enable for Channel 1 This bit controls the operation of the volume ramp function for channel 1. 0: Disables the operation of the volume ramp function 1: Enables the operation of the volume ramp function
0	VREN0	B'0	R/W	Volume Ramp Enable for Channel 0 This bit controls the operation of the volume ramp function for channel 0. 0: Disables the operation of the volume ramp function 1: Enables the operation of the volume ramp function

Note: All of these bits should be set to 1 when VRMD bit of DVCp_DVUCR register is 1.

43.2.81 DVCp Volume Ramp Period Register (DVCp_VRPDR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VRPDR is a 32-bit readable/writable register that controls.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	VRPDUP[4:0]					—	—	—	VRPDDW[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	VRPDUP[4:0]	H'00	R/W	Volume Ramp Period for Volume Up B'0_0000: 1 [sample] (128 dB/1 step) B'0_0001: 2 [sample] (64 dB/1 step) B'0_0010: 4 [sample] (32 dB/1 step) B'0_0011: 8 [sample] (16 dB/1 step) B'0_0100: 16 [sample] (8 dB/1 step) B'0_0101: 32 [sample] (4 dB/1 step) B'0_0110: 64 [sample] (2 dB/1 step) B'0_0111: 128 [sample] (1 dB/1 step) B'0_1000: 256 [sample] (0.5 dB/1 step) B'0_1001: 512 [sample] (0.25 dB/1 step) B'0_1010: 1024 [sample] (0.125 dB/1 step) B'0_1011: 2048 [sample] (0.125 dB/2 steps) B'0_1100: 4096 [sample] (0.125 dB/4 steps) B'0_1101: 8192 [sample] (0.125 dB/8 steps) B'0_1110: 16384 [sample] (0.125 dB/16 steps) B'0_1111: 32768 [sample] (0.125 dB/32 steps) B'1_0000: 65536 [sample] (0.125 dB/64 steps) B'1_0001: 131072 [sample] (0.125 dB/128 steps) B'1_0010: 262144 [sample] (0.125 dB/256 steps) B'1_0011: 524288 [sample] (0.125 dB/512 steps) B'1_0100: 1048576 [sample] (0.125 dB/1024 steps) B'1_0101: 2097152 [sample] (0.125 dB/2048 steps) B'1_0110: 4194304 [sample] (0.125 dB/4096 steps) B'1_0111: 8388608 [sample] (0.125 dB/8192 steps) B'1_1000 to B'1_1111: Reserved

Bit	Bit Name	Initial Value	R/W	Description
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	VRPDDW[4:0]	H'00	R/W	Volume Ramp Period for Volume Down B'0_0000: 1 [sample] (-128 dB/1 step) B'0_0001: 2 [sample] (-64 dB/1 step) B'0_0010: 4 [sample] (-32 dB/1 step) B'0_0011: 8 [sample] (-16 dB/1 step) B'0_0100: 16 [sample] (-8 dB/1 step) B'0_0101: 32 [sample] (-4 dB/1 step) B'0_0110: 64 [sample] (-2 dB/1 step) B'0_0111: 128 [sample] (-1 dB/1 step) B'0_1000: 256 [sample] (-0.5 dB/1 step) B'0_1001: 512 [sample] (-0.25 dB/1 step) B'0_1010: 1024 [sample] (-0.125 dB/1 step) B'0_1011: 2048 [sample] (-0.125 dB/2 steps) B'0_1100: 4096 [sample] (-0.125 dB/4 steps) B'0_1101: 8192 [sample] (-0.125 dB/8 steps) B'0_1110: 16384 [sample] (-0.125 dB/16 steps) B'0_1111: 32768 [sample] (-0.125 dB/32 steps) B'1_0000: 65536 [sample] (-0.125 dB/64 steps) B'1_0001: 131072 [sample] (-0.125 dB/128 steps) B'1_0010: 262144 [sample] (-0.125 dB/256 steps) B'1_0011: 524288 [sample] (-0.125 dB/512 steps) B'1_0100: 1048576 [sample] (-0.125 dB/1024 steps) B'1_0101: 2097152 [sample] (-0.125 dB/2048 steps) B'1_0110: 4194304 [sample] (-0.125 dB/4096 steps) B'1_0111: 8388608 [sample] (-0.125 dB/8192 steps) B'1_1000 to B'1_1111: Reserved

43.2.82 DVCp Volume Ramp Decibel Register (DVCp_VRDBR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VRDBR is a 32-bit readable/writable register that sets the decibel (gain level) of volume ramp.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	VRDB[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	VRDB[9:0]	H'000	R/W	dB of Volume Ramp These bits control the decibel (gain level) of volume ramp. The value can select 1024 points from 0 dB to -∞ dB at intervals of 0.125 dB.

Value	[time]	[dB]	Value	[time]	[dB]
H'000	1	0	……	……	……
.....	.....	.....	H'091	0.125	-18.125
H'031	0.5	-6.125	.....	……	……
.....	.....	.....	H'3FE	4.1×10^{-7}	-127.75
H'061	0.25	-12.125	H'3FF	0 (Mute)	-∞

The relation between the setting value and the decibel is shown in Table 43.11, Table 43.12, Table 43.13 and Table 43.14.

43.2.83 DVCp Volume Ramp Wait Time Register (DVCp_VRWTR)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VRWTR is a 32-bit readable/writable register that sets the standby time to start the operation of the volume ramp function.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	VRWT[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VRWT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VRWT[23:0]	H'00_0000	R/W	Volume Ramp Wait Time These bits set the standby time to adjust the start timing of operation of the volume ramp function when the setting of DVCp_VRDBR register is changed. If the internal counter of the DVC logic reached to the value of these bits, the volume ramp function starts to operate to change the volume to target volume of DVCp_VRDBR register.

43.2.84 DVCp Volume Value Setting 0 Register (DVCp_VOL0R)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VOL0R is a 32-bit readable/writable register that sets digital volume value for channel 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	VOLVAL0[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VOLVAL0[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VOLVAL0 [23:0]	H'00_0000	R/W	Digital Volume Value for Channel 0 These bits set the digital volume of channel 0. The maximum value is 8-time (18 dB) and the minimum value is 0 (-∞ dB). VOLVAL0[23]: Sign bit (The write value should be 0.) VOLVAL0[22:20]: Integer bits VOLVAL0[19:0]: Decimal bits

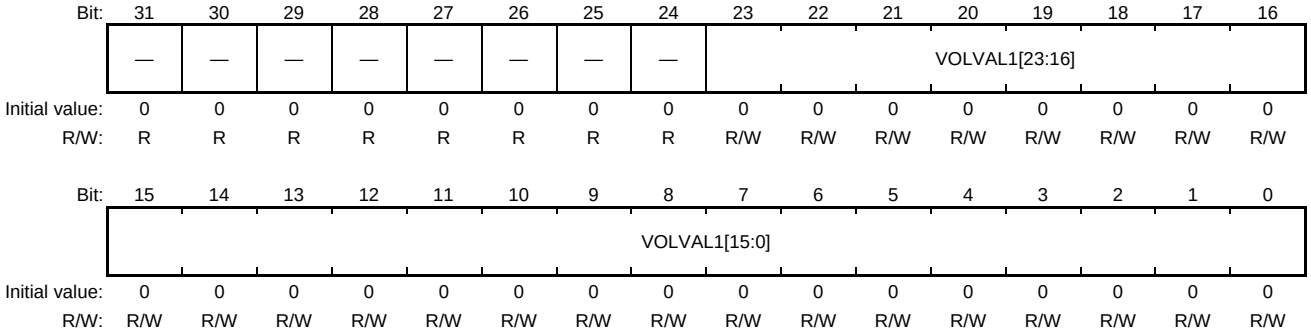
Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	8	18	H'08_0000	0.5	-6
…	…	…	…	…	…
H'10_0000	1	0	H'00_0001	9.5×10^{-7}	-120
…	…	…	H'00_0000	0	-∞

43.2.85 DVCp Volume Value Setting 1 Register (DVCp_VOL1R)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VOL1R is a 32-bit readable/writable register that sets digital volume value for channel 1.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VOLVAL1 [23:0]	H'00_0000	R/W	Digital Volume Value for Channel 1 These bits set the digital volume of channel 1. The maximum value is 8-time (18 dB) and the minimum value is 0 (-∞ dB). VOLVAL1[23]: Sign bit (The write value should be 0.) VOLVAL1[22:20]: Integer bits VOLVAL1[19:0]: Decimal bits

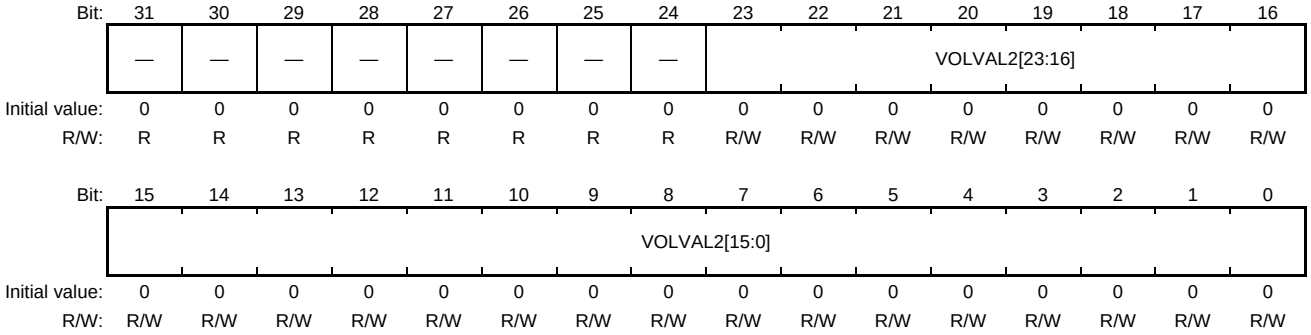
Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	8	18	H'08_0000	0.5	-6
…	…	…	…	…	…
H'10_0000	1	0	H'00_0001	9.5×10^{-7}	-120
…	…	…	H'00_0000	0	-∞

43.2.86 DVCp Volume Value Setting 2 Register (DVCp_VOL2R)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VOL2R is a 32-bit readable/writable register that sets digital volume value for channel 2.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VOLVAL2 [23:0]	H'00_0000	R/W	Digital Volume Value for Channel 2 These bits set the digital volume of channel 2. The maximum value is 8-time (18 dB) and the minimum value is 0 (-∞ dB). VOLVAL2[23]: Sign bit (The write value should be 0.) VOLVAL2[22:20]: Integer bits VOLVAL2[19:0]: Decimal bits

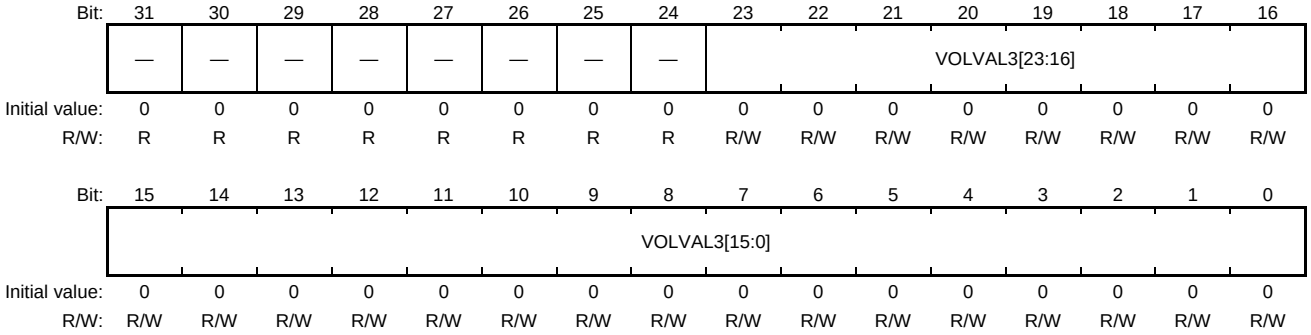
Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	8	18	H'08_0000	0.5	-6
…	…	…	…	…	…
H'10_0000	1	0	H'00_0001	9.5×10^{-7}	-120
…	…	…	H'00_0000	0	-∞

43.2.87 DVCp Volume Value Setting 3 Register (DVCp_VOL3R)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VOL3R is a 32-bit readable/writable register that sets digital volume value for channel 3.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VOLVAL3 [23:0]	H'00_0000	R/W	Digital Volume Value for Channel 3 These bits set the digital volume of channel 3. The maximum value is 8-time (18 dB) and the minimum value is 0 (-∞ dB). VOLVAL3[23]: Sign bit (The write value should be 0.) VOLVAL3[22:20]: Integer bits VOLVAL3[19:0]: Decimal bits

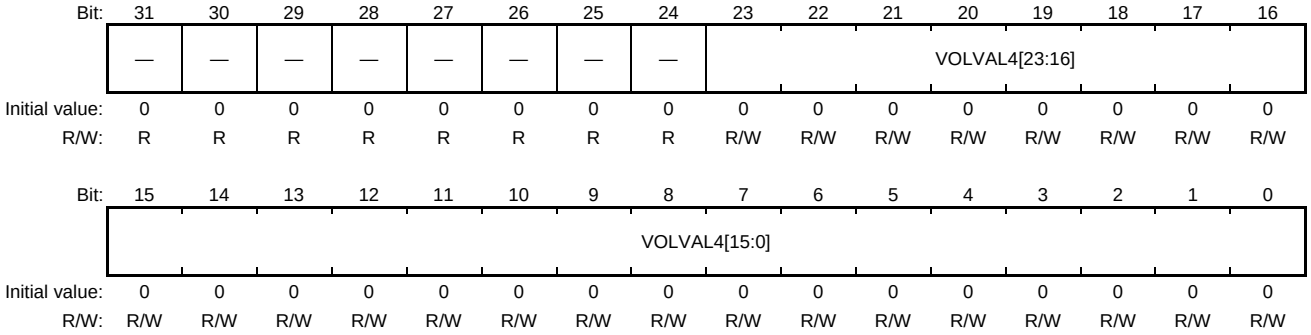
Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	8	18	H'08_0000	0.5	-6
…	…	…	…	…	…
H'10_0000	1	0	H'00_0001	9.5×10^{-7}	-120
…	…	…	H'00_0000	0	-∞

43.2.88 DVCp Volume Value Setting 4 Register (DVCp_VOL4R)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VOL4R is a 32-bit readable/writable register that sets digital volume value for channel 4.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VOLVAL4 [23:0]	H'00_0000	R/W	Digital Volume Value for Channel 4 These bits set the digital volume of channel 4. The maximum value is 8-time (18 dB) and the minimum value is 0 (-∞ dB). VOLVAL4[23]: Sign bit (The write value should be 0.) VOLVAL4[22:20]: Integer bits VOLVAL4[19:0]: Decimal bits

Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	8	18	H'08_0000	0.5	-6
…	…	…	…	…	…
H'10_0000	1	0	H'00_0001	9.5×10^{-7}	-120
…	…	…	H'00_0000	0	-∞

43.2.89 DVCp Volume Value Setting 5 Register (DVCp_VOL5R)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VOL5R is a 32-bit readable/writable register that sets digital volume value for channel 5.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	VOLVAL5[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VOLVAL5[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VOLVAL5 [23:0]	H'00_0000	R/W	Digital Volume Value for Channel 5 These bits set the digital volume of channel 5. The maximum value is 8-time (18 dB) and the minimum value is 0 (-∞ dB). VOLVAL5[23]: Sign bit (The write value should be 0.) VOLVAL5[22:20]: Integer bits VOLVAL5[19:0]: Decimal bits

Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	8	18	H'08_0000	0.5	-6
…	…	…	…	…	…
H'10_0000	1	0	H'00_0001	9.5×10^{-7}	-120
…	…	…	H'00_0000	0	-∞

43.2.90 DVCp Volume Value Setting 6 Register (DVCp_VOL6R)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VOL6R is a 32-bit readable/writable register that sets digital volume value for channel 6.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	VOLVAL6[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VOLVAL6[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VOLVAL6 [23:0]	H'00_0000	R/W	Digital Volume Value for Channel 6 These bits set the digital volume of channel 6. The maximum value is 8-time (18 dB) and the minimum value is 0 (-∞ dB). VOLVAL6[23]: Sign bit (The write value should be 0.) VOLVAL6[22:20]: Integer bits VOLVAL6[19:0]: Decimal bits

Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	8	18	H'08_0000	0.5	-6
…	…	…	…	…	…
H'10_0000	1	0	H'00_0001	9.5×10^{-7}	-120
…	…	…	H'00_0000	0	-∞

43.2.91 DVCp Volume Value Setting 7 Register (DVCp_VOL7R)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_VOL7R is a 32-bit readable/writable register that sets digital volume value for channel 7.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	VOLVAL7[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VOLVAL7[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	VOLVAL7 [23:0]	H'00_0000	R/W	Digital Volume Value for Channel 7 These bits set the digital volume of channel 7. The maximum value is 8-time (18 dB) and the minimum value is 0 (-∞ dB). VOLVAL7[23]: Sign bit (The write value should be 0.) VOLVAL7[22:20]: Integer bits VOLVAL7[19:0]: Decimal bits

Value	[time]	[dB]	Value	[time]	[dB]
H'7F_FFFF	8	18	H'08_0000	0.5	-6
…	…	…	…	…	…
H'10_0000	1	0	H'00_0001	9.5×10^{-7}	-120
…	…	…	H'00_0000	0	-∞

43.2.92 DVCp DVU Enable Register (DVCp_DVUER)

Note: p = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_DVUER is a 32-bit readable/writable register that controls the setting of DVC registers.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DVCEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	DVCEN	B'0	R/W	DVC Register Setting Enable This bit controls the setting of DVC registers (DVCp_ZCMCR, DVCp_VRCTR, DVCp_VRPDR, DVCp_VRDBR, DVCp_VOL0R, DVCp_VOL1R, DVCp_VOL2R, DVCp_VOL3R, DVCp_VOL4R, DVCp_VOL5R, DVCp_VOL6R, DVCp_VOL7R). 0: Disables the setting of dvc registers to DVC logic 1: Enables the setting of dvc registers to DVC logic

43.2.93 DVCp DVU Status Register (DVCp_DVUSR)

Note: p = 0, 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_DVUSR is a 32-bit readable register that indicates the status of the zero cross mute and the volume ramp. This register is used for debug.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	ALLZSTS	ZSTS7	ZSTS6	ZSTS5	ZSTS4	ZSTS3	ZSTS2	ZSTS1	ZSTS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	VRSTS_LEVEL	VRSTS_MUTE	VRSTS[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	ALLZSTS	B'0	R	All-Channel Zero Cross Mute Status 0: Not all-channel zero cross mute state 1: All-channel zero cross mute state Note: The state is determined only based on the channels for which the zero cross mute function is set.
23	ZSTS7	B'0	R	Zero Cross Mute Status of Channel 7 This bit indicates the zero cross mute status of channel 7. 0: Not mute status 1: Mute status
22	ZSTS6	B'0	R	Zero Cross Mute Status of Channel 6 This bit indicates the zero cross mute status of channel 6. 0: Not mute status 1: Mute status
21	ZSTS5	B'0	R	Zero Cross Mute Status of Channel 5 This bit indicates the zero cross mute status of channel 5. 0: Not mute status 1: Mute status
20	ZSTS4	B'0	R	Zero Cross Mute Status of Channel 4 This bit indicates the zero cross mute status of channel 4. 0: Not mute status 1: Mute status
19	ZSTS3	B'0	R	Zero Cross Mute Status of Channel 3 This bit indicates the zero cross mute status of channel 3. 0: Not mute status 1: Mute status

Bit	Bit Name	Initial Value	R/W	Description
18	ZSTS2	B'0	R	Zero Cross Mute Status of Channel 2 This bit indicates the zero cross mute status of channel 2. 0: Not mute status 1: Mute status
17	ZSTS1	B'0	R	Zero Cross Mute Status of Channel 1 This bit indicates the zero cross mute status of channel 1. 0: Not mute status 1: Mute status
16	ZSTS0	B'0	R	Zero Cross Mute Status of Channel 0 This bit indicates the zero cross mute status of channel 0. 0: Not mute status 1: Mute status
15 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	VRSTS_LEVEL	B'0	R	Volume Ramp Level Status 0: The volume ramp level is not the level specified by the DVCp_VRDBR register. (VRSTS is not 011.) 1: The volume ramp level is the level specified by the DVCp_VRDBR register. (VRSTS is 011.)
3	VRSTS_MUTE	B'1	R	Volume Ramp Mute Status 0: Not mute status 1: Mute status
2 to 0	VRSTS[2:0]	H'0	R	Volume Ramp Status These bits indicate the volume ramp status. B'000: Mute status B'001: Volume ramp down B'010: Volume ramp up B'011: The volume ramp level is the level specified by the DVCp_VRDBR register. B'100: Volume of input data is maintained (Volume is 1-time) B'101~111: Reserved bits

43.2.94 DVCp Interrupt Enable Register (DVCp_DVIER)

Note: p = 0, 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: DVCp_DVIER enables or disables output of interrupts corresponding to the states indicated in the DVCp_DVUSR register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	ALLZSTS_ie	ZSTS7_ie	ZSTS6_ie	ZSTS5_ie	ZSTS4_ie	ZSTS3_ie	ZSTS2_ie	ZSTS1_ie	ZSTS0_ie
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	VRSTS_LEVEL_ie	VRSTS_MUTE_ie	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	ALLZSTS_ie	B'0	R/W	allzsts_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
23	ZSTS7_ie	B'0	R/W	zsts7_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
22	ZSTS6_ie	B'0	R/W	zsts6_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
21	ZSTS5_ie	B'0	R/W	zsts5_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
20	ZSTS4_ie	B'0	R/W	zsts4_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
19	ZSTS3_ie	B'0	R/W	zsts3_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
18	ZSTS2_ie	B'0	R/W	zsts2_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
17	ZSTS1_ie	B'0	R/W	zsts1_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

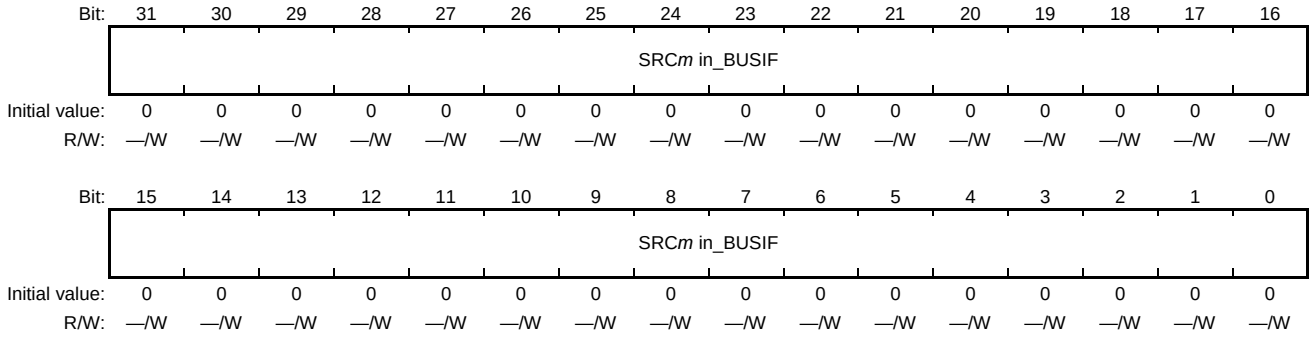
Bit	Bit Name	Initial Value	R/W	Description
16	ZSTS0_ie	B'0	R/W	zsts0_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
15 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	VRSTS_LEVEL_ie	B'0	R/W	vrsts_level_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	VRSTS_MUTE_ie	B'0	R/W	vrsts_mute_int_enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

43.2.95 SRCm in Write Data Register (SRCm in_BUSIF)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm in_BUSIF are window registers in which data is stored during data transfer via SRCm in_BUSIF. These registers are used for transmission.



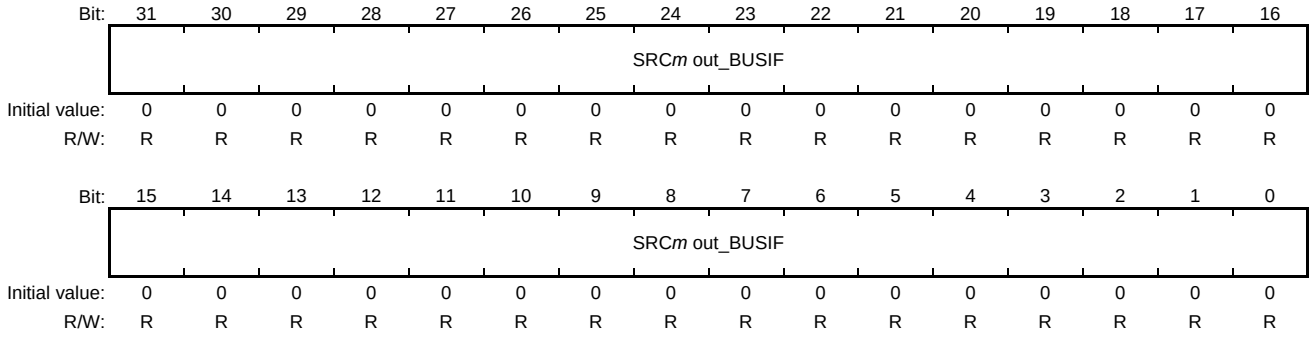
Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SRCm in_BUSIF	All 0	—/W	These bits are a window register in which data is stored during data transfer via SRCmin_BUSIF. This register is used for transmission.

43.2.96 SRCm out Read Data Register (SRCm out_BUSIF)

Note: m = 0 to 9

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: SRCm out_BUSIF are window registers in which data is stored during data transfer via SRCm out_BUSIF. These registers are used for reception.



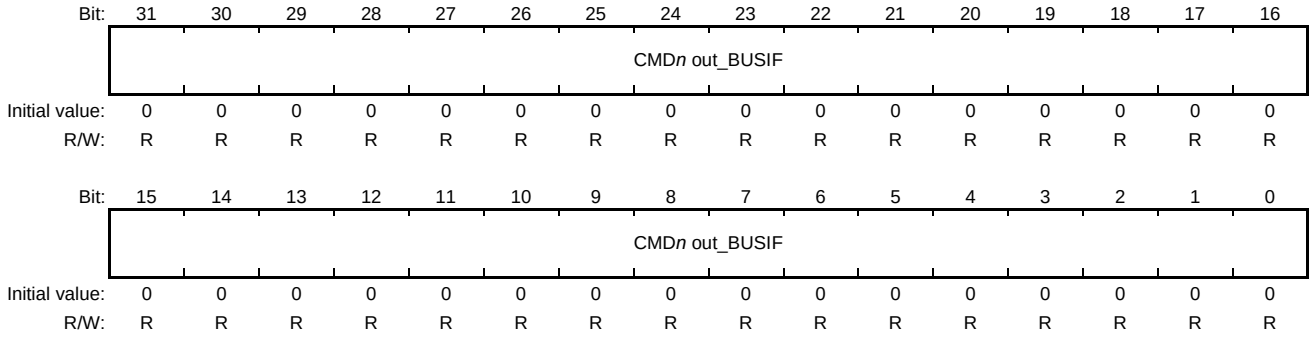
Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SRCm out_BUSIF	All 0	R	These bits are a window register in which data is stored during data transfer via SRCmout_BUSIF. This register is used for reception.

43.2.97 CMDn out Read Data Register (CMDn out_BUSIF)

Note: n = 0 or 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: CMDn out_BUSIF are window registers in which data is stored during data transfer via CMDn out_BUSIF. These registers are used for reception.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMD*n* out_BUSIF	All 0	R	These bits are a window register in which data is stored during data transfer via CMD*n*out_BUSIF. This register is used for reception.

43.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

43.3.1 Procedure for Initializing the SCU

Figures Figure 43.2 and Figure 43.3 show the procedure for initializing the SCU. For details on the register settings, refer to section 43.2, Register Description.

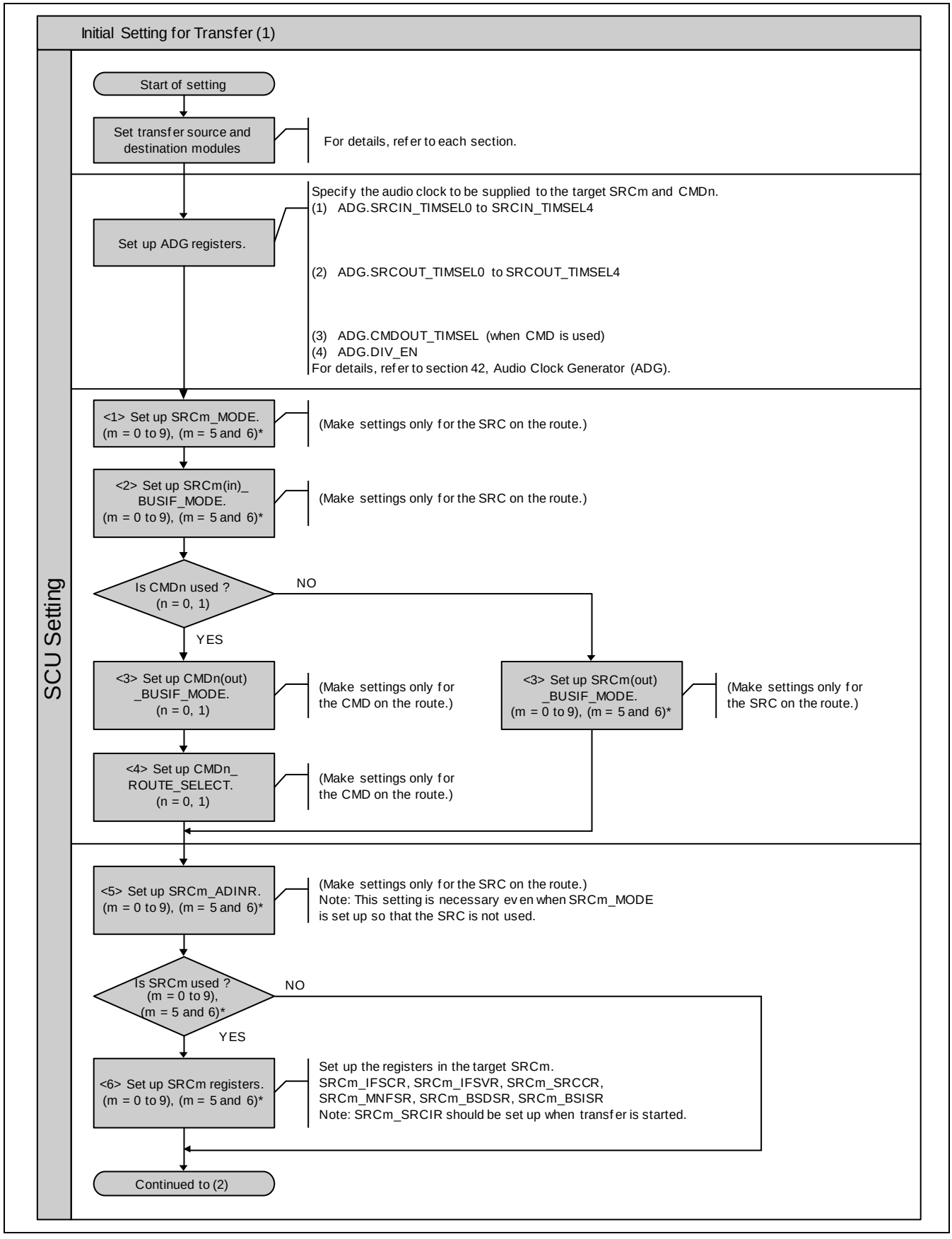


Figure 43.2 Procedure for Initializing the SCU (1)

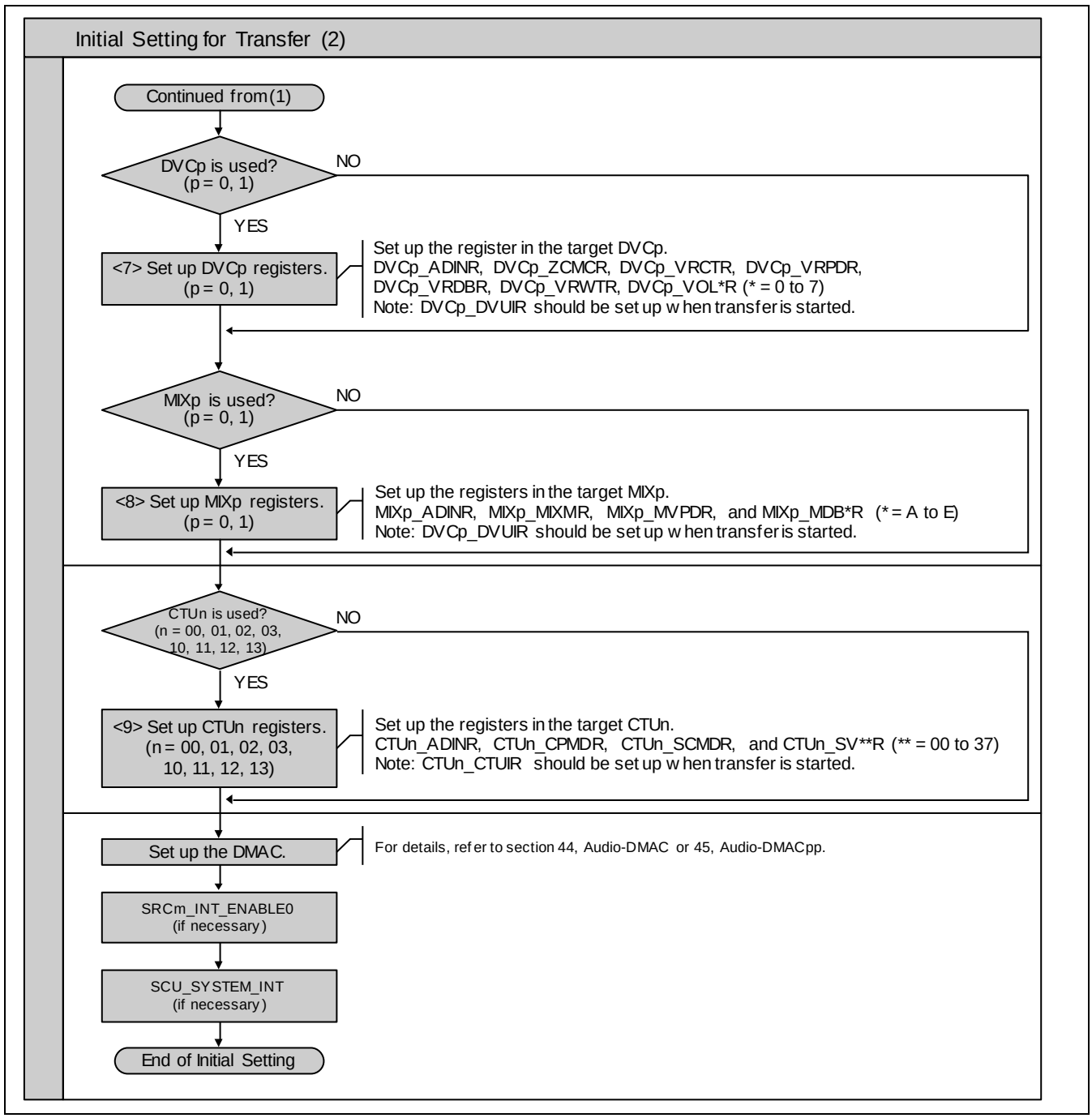


Figure 43.3 Procedure for Initializing the SCU (2)

43.3.2 Procedure for Starting and Stopping Transfer by the SCU

Figure 43.4 shows the procedure for starting and stopping the transfer by the SCU. For details on the register settings, refer to section 43.2, Register Description.

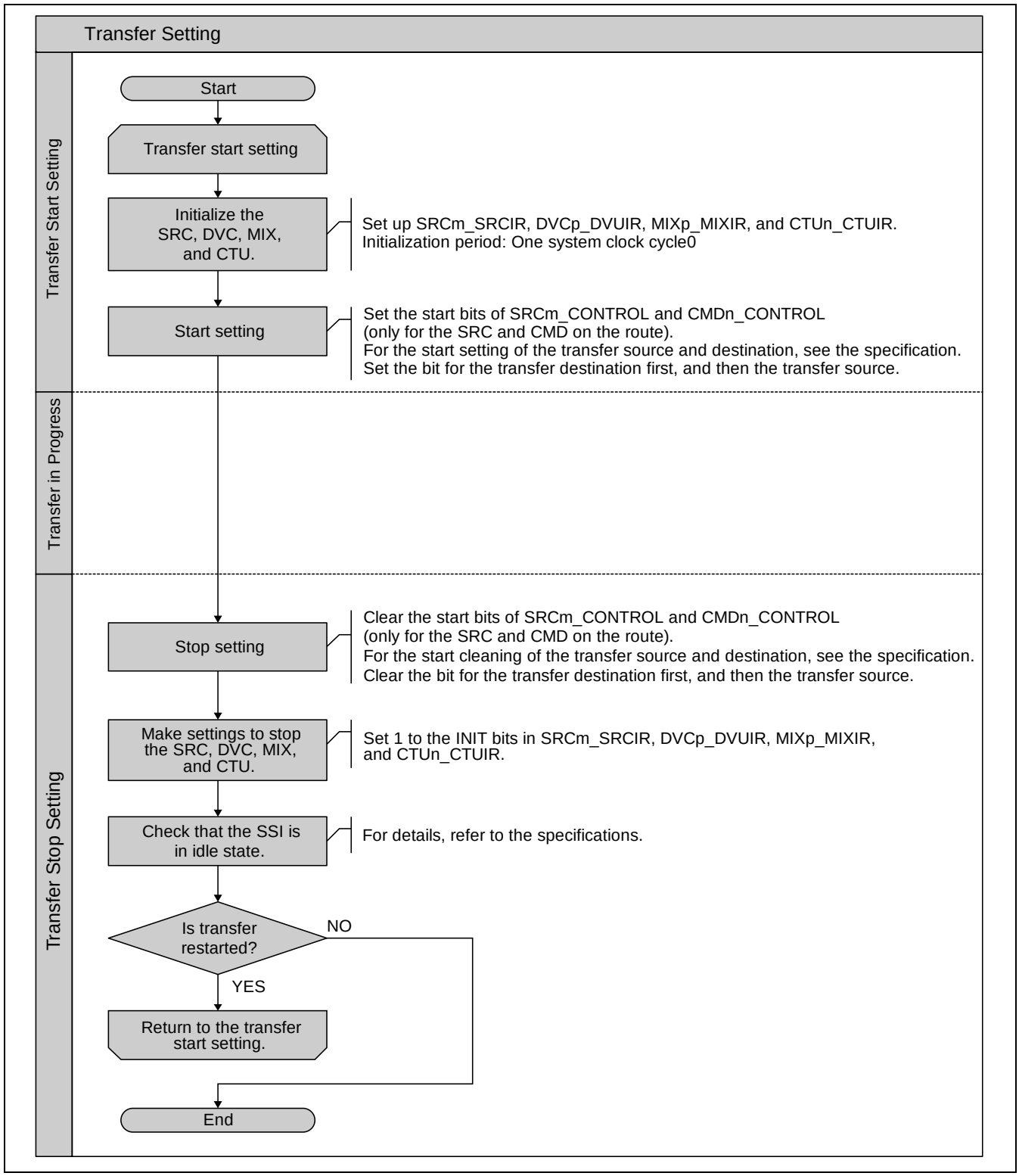


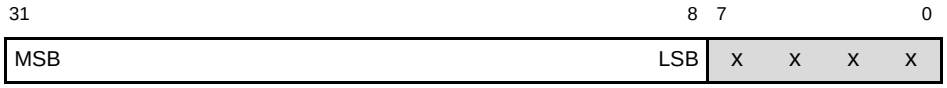
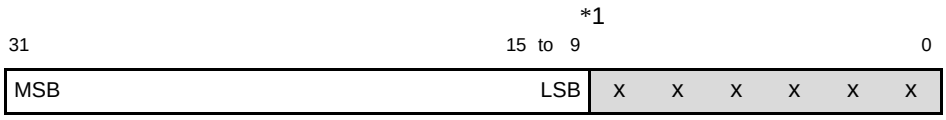
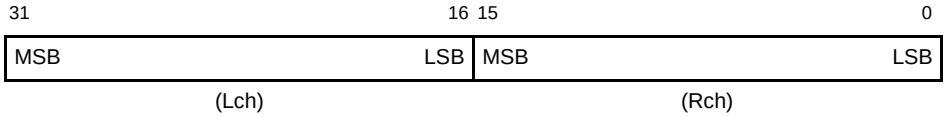
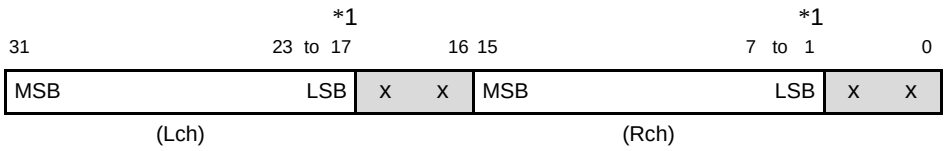
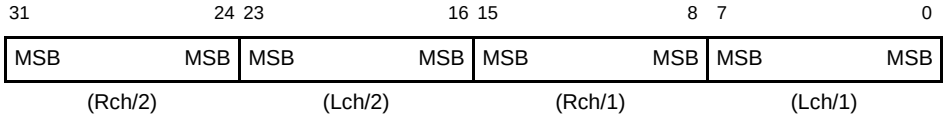
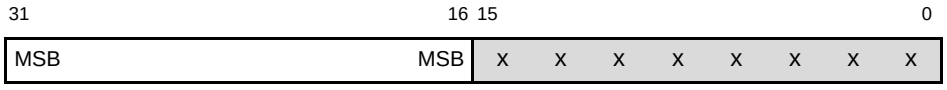
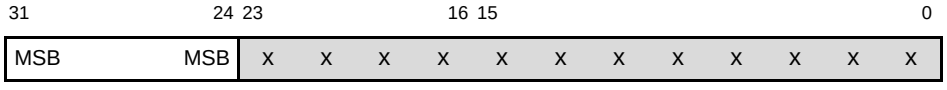
Figure 43.4 Procedure for Starting and Stopping Transfer by the SCU

43.3.3 Data Format for Data Transfer BUSIF

Table 43.3 shows the data formats handled in the SCU. When writing or reading data through the data transfer BUSIF (SRCm in_BUSIF, SRCm out_BUSIF, or CMDn out_BUSIF), align data to match the appropriate data format from those in table Table 43.3. Data alignment can be changed through the SRCm(in/out)_BUSIF_MODE, SRCm_MODE register or CMDnout_BUSIF_MODE register (see section 43.2.4, SRCm_MODE Register (SRCm_MODE) or section 43.2.10, CMDn out_BUSIF_MODE Register (CMDn out_BUSIF_MODE)).

Table 43.3 Data Formats Handled in the SCU

*1. LSB is changeable, depends on stereo data width.

24-bit stereo data, multichannel data	
17 to 23-bit stereo data, multichannel data	
16-bit stereo data, multichannel data	
9- to 15-bit stereo data, multichannel data	
8-bit stereo data	
16-bit monaural data	
8-bit monaural data	

Notes: 1. Write 0 to the "x" bits in the table when writing data through the data transfer SRCm in_BUSIF. When reading data through the SRCm out_BUSIF or CMDn out_BUSIF, ignore the values read from these bits.
2. In the 8-bit stereo data format, (Lch/1) and (Rch/1) indicate the data pair to be processed first and (Lch/2) and (Rch/2) indicate the next data pair to be processed.
3. Only the MSB-first data formats can be used in the SRU.

43.3.4 Changing Data Order in Channel Units

The data order can be changed in channel units in the SCU immediately before input to the SRC and immediately after output from the CMD. Table 43.4 and Table 43.5 show the data places in each data format. Use SRCm_BUSIF_DALIGN or SRCn_BUSIF_DALIGN to change the order before input to the SRC (see section 43.2.2, SRCm_BUSIF_DALIGN Register (SRCm_BUSIF_DALIGN) or section 43.2.3, SRCn_BUSIF_DALIGN Register (SRCn_BUSIF_DALIGN). Use CMDn_BUSIF_DALIGN to change the order immediately after output from the CMD (see section 43.2.11, CMDn_BUSIF_DALIGN Register (CMDn_BUSIF_DALIGN)). Table 43.4 and Table 43.5 show the data places when these registers are set to the initial values.

Table 43.4 Data Places in Each Data Format (1)

BUSIF · Stereo (2 channels) · 24 bits	External memory image 31 0 H'00 Place 0 * H'04 Place 1 * H'08 Place 0 * H'0C Place 1 * … … *
BUSIF · Stereo (2 channels) · 16 bits	External memory image 31 0 H'00 Place 0 Place 1 H'04 Place 0 Place 1 H'08 Place 0 Place 1 H'0C Place 0 Place 1 … … …
BUSIF · Stereo (2 channels) · 8 bits	External memory image 31 0 H'00 Place 1 Place 0 Place 1 Place 0 H'04 Place 1 Place 0 Place 1 Place 0 … … … … …
BUSIF · Monaural (1 channel) · 8/16 bits	External memory image 31 0 H'00 Place 0 * H'04 Place 0 * H'08 Place 0 * H'0C Place 0 * … … *
BUSIF · Multichannel (4 channels) · 24 bits	External memory image 31 0 H'00 Place 0 * H'04 Place 1 * H'08 Place 2 * H'0C Place 3 * H'10 Place 0 * H'14 Place 1 * H'18 Place 2 * H'1C Place 3 * … … *
BUSIF · Multichannel (4 channels) · 16 bits	External memory image 31 0 H'00 Place 0 Place 1 H'04 Place 2 Place 3 H'08 Place 0 Place 1 H'0C Place 2 Place 3 … … …

Table 43.5 Data Places in Each Data Format (2)

<table>
<tr>
<td>BUSIF
· Multichannel (6 channels)
· 24 bits</td>
<td>External memory image
<table>
<tr><td></td><td>31</td><td>0</td></tr>
<tr><td>H'00</td><td>Place 0</td><td>*</td></tr>
<tr><td>H'04</td><td>Place 1</td><td>*</td></tr>
<tr><td>H'08</td><td>Place 2</td><td>*</td></tr>
<tr><td>H'0C</td><td>Place 3</td><td>*</td></tr>
<tr><td>H'10</td><td>Place 4</td><td>*</td></tr>
<tr><td>H'14</td><td>Place 5</td><td>*</td></tr>
<tr><td>H'18</td><td>Place 0</td><td>*</td></tr>
<tr><td>H'1C</td><td>Place 1</td><td>*</td></tr>
<tr><td>…</td><td>…</td><td>…</td></tr>
</table></td>
</tr>
<tr>
<td>BUSIF
· Multichannel (6 channels)
· 16 bits</td>
<td>External memory image
<table>
<tr><td></td><td>31</td><td>0</td></tr>
<tr><td>H'00</td><td>Place 0</td><td>Place 1</td></tr>
<tr><td>H'04</td><td>Place 2</td><td>Place 3</td></tr>
<tr><td>H'08</td><td>Place 4</td><td>Place 5</td></tr>
<tr><td>H'0C</td><td>Place 0</td><td>Place 1</td></tr>
<tr><td>…</td><td>…</td><td>…</td></tr>
</table></td>
</tr>
<tr>
<td>BUSIF
· Multichannel (8 channels)
· 24 bits</td>
<td>External memory image
<table>
<tr><td></td><td>31</td><td>0</td></tr>
<tr><td>H'00</td><td>Place 0</td><td>*</td></tr>
<tr><td>H'04</td><td>Place 1</td><td>*</td></tr>
<tr><td>H'08</td><td>Place 2</td><td>*</td></tr>
<tr><td>H'0C</td><td>Place 3</td><td>*</td></tr>
<tr><td>H'10</td><td>Place 4</td><td>*</td></tr>
<tr><td>H'14</td><td>Place 5</td><td>*</td></tr>
<tr><td>H'18</td><td>Place 6</td><td>*</td></tr>
<tr><td>H'1C</td><td>Place 7</td><td>*</td></tr>
<tr><td>H'20</td><td>Place 0</td><td>*</td></tr>
<tr><td>…</td><td>…</td><td>*</td></tr>
</table></td>
</tr>
<tr>
<td>BUSIF
· Multichannel (8 channels)
· 16 bits</td>
<td>External memory image
<table>
<tr><td></td><td>31</td><td>0</td></tr>
<tr><td>H'00</td><td>Place 0</td><td>Place 1</td></tr>
<tr><td>H'04</td><td>Place 2</td><td>Place 3</td></tr>
<tr><td>H'08</td><td>Place 4</td><td>Place 5</td></tr>
<tr><td>H'0C</td><td>Place 6</td><td>Place 7</td></tr>
<tr><td>H'10</td><td>Place 0</td><td>Place 1</td></tr>
<tr><td>…</td><td>…</td><td>…</td></tr>
</table></td>
</tr>
</table>

43.3.5 SRC Block

The SRC is a block for implementing the sampling rate conversion function, which can convert asynchronous sampling rates.

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

- Asynchronous sampling rate conversion is available
- Supports resolutions up to 24 bits
- High-sound-quality type (THD + N* is -132 dB) and general-sound-quality type (THD + N* is -96 dB)
- Automatically generates antialiasing filter coefficients
- Four modules support one, two, four, six, or eight channels, and six modules support one or two channels.

Note: * Total harmonic distortion plus noise

[RZ/G2E]

- Asynchronous sampling rate conversion is available
- Supports resolutions up to 24 bits
- High-sound-quality type (THD + N* is -132 dB) and general-sound-quality type (THD + N* is -96 dB)
- Automatically generates antialiasing filter coefficients
- Two modules support one, two, four, six, or eight channels, and eight modules support one or two channels.

Note: * Total harmonic distortion plus noise

Figure 43.5 shows the SRC block diagram.

The "Input audio data" in the figure indicates the data before SRC processing is applied. The "Output audio data" indicates the data after SRC processing is applied.

The "Input data timing" is a signal to show the sampling period for the input audio data. The "Output data timing" is a signal to show the sampling period for the output audio data. When CMD is used in the route, the output data timing signal is the same signal as the output data timing signal used in the CMD.

In synchronous mode specified by setting the SRCMD bit in the SRCm_SRCCR register, when the sync_in bit in the SRCm_MODE register is set to 1, the SRCm doesn't need the input data timing signal, and when the sync_out bit in the SRCm_MODE register is set to 1, the SRCm doesn't need the output data timing signal.

Before using the SRC function, be sure to specify the sampling rate through the SRCm IFS value setting register (see section 43.2.22, SRCm IFS Value Setting Register (SRCm_IFSVR).

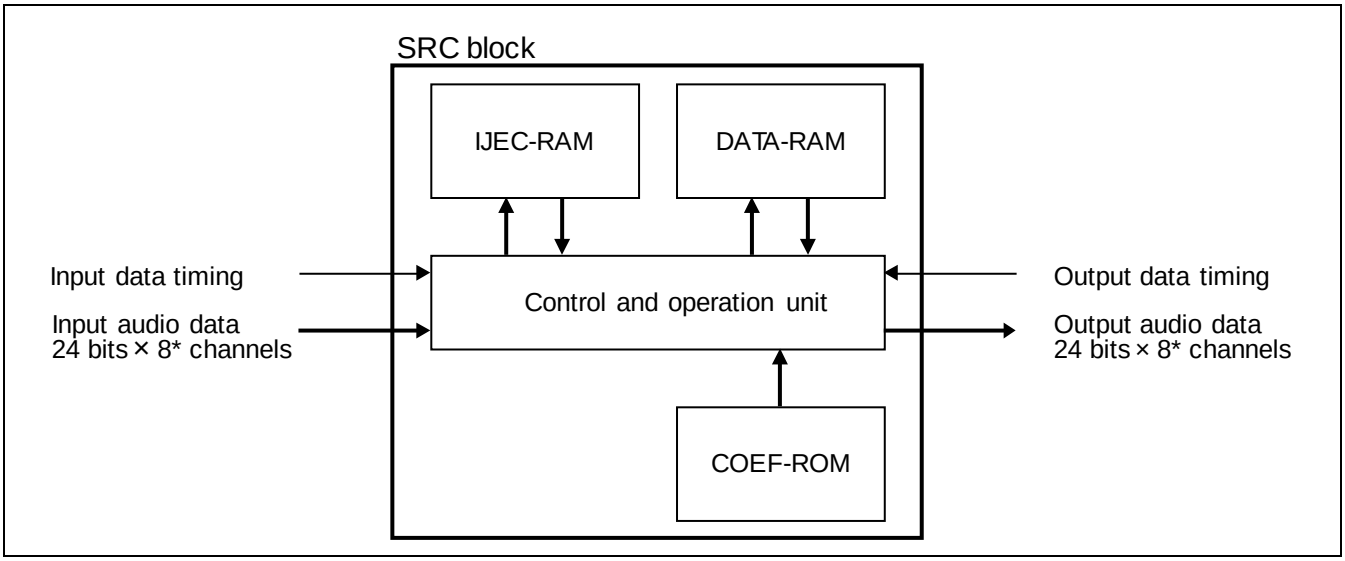


Figure 43.5 SRC Block Diagram

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Table 43.6 shows the SRC functions.

Table 43.6 SRC Functions

Item		Performance			
Type of SRC		Asynchronous/ Synchronous SRC			
Channel number		1 or 2	4	6	8
Sampling rate of input source	SRC0	8k to 192k [Hz]	8k to 192k [Hz]	8k to 192k [Hz]	8k to 192k [Hz]
	SRC1, SRC3, SRC4	8k to 192k [Hz]	8k to 192k [Hz]	8k to 128k [Hz]	8k to 96k [Hz]
	SRC2, SRC9	8k to 192k [Hz]	—	—	—
	SRC5 to SRC8	8k to 192k [Hz]	—	—	—
Sampling rate of output source	SRC0	8k to 192k [Hz]	8k to 192k [Hz]	8k to 192k [Hz]	8k to 192k [Hz]
	SRC1, SRC3, SRC4	8k to 192k [Hz]	8k to 192k [Hz]	8k to 128k [Hz]	8k to 96k [Hz]
	SRC2, SRC9	8k to 192k [Hz]	—	—	—
	SRC5 to SRC8	8k to 192k [Hz]	—	—	—
Ratio of input and output sampling rates (FSO/FSI ratio)	SRC0	6 to 1/6 [times]	6 to 1/4 [times]	6 to 1/4 [times]	6 to 1/4 [times]
	SRC1, SRC3, SRC4	6 to 1/6 [times]	6 to 1/4 [times]	6 to 1/2 [times]	6 to 1/2 [times]
	SRC2, SRC9	6 to 1/6 [times]	—	—	—
	SRC5 to SRC8	6 to 1/6 [times]	—	—	—
Sound quality (THD+N)	SRC0 to SRC4, SRC9	-132 dB (for high-quality type)			
	SRC5 to SRC8	-96 dB (for general-quality type)			

[RZ/G2E] Table 43.7 shows the SRC functions.

Table 43.7 SRC Functions

Item		Performance			
Type of SRC		Asynchronous/ Synchronous SRC			
Channel number		1 or 2	4	6	8
Sampling rate of input source	SRC1, SRC3	8k to 192k [Hz]	8k to 192k [Hz]	8k to 128k [Hz]	8k to 96k [Hz]
	SRC0, SRC2, SRC4, SRC9	8k to 192k [Hz]	—	—	—
	SRC5 to SRC8	8k to 192k [Hz]	—	—	—
Sampling rate of output source	SRC1, SRC3	8k to 192k [Hz]	8k to 192k [Hz]	8k to 128k [Hz]	8k to 96k [Hz]
	SRC0, SRC2, SRC4, SRC9	8k to 192k [Hz]	—	—	—
	SRC5 to SRC8	8k to 192k [Hz]	—	—	—
Ratio of input and output sampling rates (FSO/FSI ratio)	SRC1, SRC3	6 to 1/6 [times]	6 to 1/4 [times]	6 to 1/2 [times]	6 to 1/2 [times]
	SRC0, SRC2, SRC4, SRC9	6 to 1/6 [times]	—	—	—
	SRC5 to SRC8	6 to 1/6 [times]	—	—	—
Sound quality (THD+N)	SRC0 to SRC4, SRC9	-132 dB (for high-quality type)			
	SRC5 to SRC8	-96 dB (for general-quality type)			

Table 43.8 and 43.9 show the IJEC RAM and DATA RAM buffer size settings and the latencies.

Latency is different by setting of channel number.

Select the combination of settings BUFDATA[10:0] bits in SRCm_BSDSR/ SRCn_BSDSR register and IJECSIZE[8:0] bits in SRCm_BSISR register from Table 43.8 and 43.9. Operation cannot be guaranteed if the register is not set as specified combination.

Output delay depends on FSO/FSI ratio and it is calculated from following formula.

Output delay [Output sample] = (Processing delay) × (FSO/FSI ratio) + (Logic delay*)

*Logic delay = 3[Output sample]

Table 43.8 Combination of Register Setting Related to FSO/FSI Ratio and Channel, Latency [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Item	Setting Range FSO/FSI Ratio	Channel Number	Register Setting IJEC SIZE [8:0]	Register Setting BUF DATA [10:0]	Processing Delay [sample]	Latency (Example case calculated by formula) 6	4	3	2	1	2/3	1/2	1/3	1/4	1/6	Note
SRC0	6 to 1/6	1 to 2	H'60	H'180	241	1449	967	726	485	244	164	124	83	63	43	*
	6 to 1/4	1 to 8	H'40	H'100	161	969	647	486	325	164	110	84	57	43		
	6 to 1/3	1 to 8	H'30	H'0C0	121	729	487	366	245	124	84	64	43			
	6 to 1/2	1 to 8	H'20	H'080	81	489	327	246	165	84	57	44				
	6 to 2/3	1 to 8	H'20	H'060	65	393	263	198	133	68	46					
	6 to 1	1 to 8	H'20	H'040	49	297	199	150	101	52						
SRC1 SRC3 SRC4	6 to 1/6	1 to 2	H'60	H'180	241	1449	967	726	485	244	164	124	83	63	43	*
	6 to 1/4	1 to 4	H'40	H'100	161	969	647	486	325	164	110	84	57	43		
	6 to 1/3	1 to 4	H'30	H'0C0	121	729	487	366	245	124	84	64	43			
	6 to 1/2	1 to 8	H'20	H'080	81	489	327	246	165	84	57	44				
	6 to 2/3	1 to 8	H'20	H'060	65	393	263	198	133	68	46					
	6 to 1	1 to 8	H'20	H'040	49	297	199	150	101	52						
SRC2	6 to 1/6	1 to 2	H'60	H'180	241	1449	967	726	485	244	164	124	83	63	43	*
SRC9	6 to 1/4	1 to 2	H'40	H'100	161	969	647	486	325	164	110	84	57	43		
	6 to 1/3	1 to 2	H'30	H'0C0	121	729	487	366	245	124	84	64	43			
	6 to 1/2	1 to 2	H'20	H'080	81	489	327	246	165	84	57	44				
	6 to 2/3	1 to 2	H'20	H'060	65	393	263	198	133	68	46					
	6 to 1	1 to 2	H'20	H'040	49	297	199	150	101	52						
SRC5 to SRC8	6 to 1/6	1 to 2	H'60	H'240	337	2025	1351	1014	677	340	228	172	115	87	59	*
	6 to 1/4	1 to 2	H'40	H'180	225	1353	903	678	453	228	153	116	78	59		
	6 to 1/3	1 to 2	H'30	H'120	169	1017	679	510	341	172	116	88	59			
	6 to 1/2	1 to 2	H'20	H'0C0	113	681	455	342	229	116	78	60				
	6 to 2/3	1 to 2	H'20	H'090	89	537	359	270	181	92	62					
	6 to 1	1 to 2	H'20	H'060	65	393	263	198	133	68						

Note: Set up "*" case by common setting, if there are no problem for the latency.

Table 43.9 Combination of Register Setting Related to FSO/FSI Ratio and Channel, Latency [RZ/G2E]

Item	Setting Range FSO/FSI Ratio	Channel Number	Register Setting IJEC SIZE [8:0]	Register Setting BUF DATA [10:0]	Processing Delay [sample]	Latency (Example case calculated by formula) 6	4	3	2	1	2/3	1/2	1/3	1/4	1/6	Note
SRC1	6 to 1/6	1 to 2	H'60	H'180	241	1449	967	726	485	244	164	124	83	63	43	*
SRC3	6 to 1/4	1 to 4	H'40	H'100	161	969	647	486	325	164	110	84	57	43		
	6 to 1/3	1 to 4	H'30	H'0C0	121	729	487	366	245	124	84	64	43			
	6 to 1/2	1 to 8	H'20	H'080	81	489	327	246	165	84	57	44				
	6 to 2/3	1 to 8	H'20	H'060	65	393	263	198	133	68	46					
	6 to 1	1 to 8	H'20	H'040	49	297	199	150	101	52						
SRC0	6 to 1/6	1 to 2	H'60	H'180	241	1449	967	726	485	244	164	124	83	63	43	*
SRC2	6 to 1/4	1 to 2	H'40	H'100	161	969	647	486	325	164	110	84	57	43		
SRC4	6 to 1/3	1 to 2	H'30	H'0C0	121	729	487	366	245	124	84	64	43			
SRC9	6 to 1/2	1 to 2	H'20	H'080	81	489	327	246	165	84	57	44				
	6 to 2/3	1 to 2	H'20	H'060	65	393	263	198	133	68	46					
	6 to 1	1 to 2	H'20	H'040	49	297	199	150	101	52						
SRC5 to SRC8	6 to 1/6	1 to 2	H'60	H'240	337	2025	1351	1014	677	340	228	172	115	87	59	*
	6 to 1/4	1 to 2	H'40	H'180	225	1353	903	678	453	228	153	116	78	59		
	6 to 1/3	1 to 2	H'30	H'120	169	1017	679	510	341	172	116	88	59			
	6 to 1/2	1 to 2	H'20	H'0C0	113	681	455	342	229	116	78	60				
	6 to 2/3	1 to 2	H'20	H'090	89	537	359	270	181	92	62					
	6 to 1	1 to 2	H'20	H'060	65	393	263	198	133	68						

Note: Set up “*” case by common setting, if there are no problem for the latency.

Table 43.10 shows the INTIFS setting examples in the SRC block.

Table 43.10 INTIFS Values in SRCm_IFSVR Register for Some Specific Cases

INTIFS[27:0]

Input sampling rate [kHz]	Output sampling rate [kHz]						
	8	16	32	44.1	48	96	192
8	H'040_0000	H'020_0000	H'010_0000	H'00B_9C27	H'00A_AAAA	—	—
11.025	H'058_3333	H'02C_1999	H'016_0CCC	H'010_0000	H'00E_B333	—	—
12	H'060_0000	H'030_0000	H'018_0000	H'011_6A3B	H'010_0000	—	—
16	H'080_0000	H'040_0000	H'020_0000	H'017_384E	H'015_5555	H'00A_AAAA	—
22.05	H'0B0_6666	H'058_3333	H'02C_1999	H'020_0000	H'01D_6666	H'00E_B333	—
24	H'0C0_0000	H'060_0000	H'030_0000	H'022_D476	H'020_0000	H'010_0000	—
32	H'100_0000	H'080_0000	H'040_0000	H'02E_709D	H'02A_AAAA	H'015_5555	H'00A_AAAA
44.1	H'160_CCCC	H'0B0_6666	H'058_3333	H'040_0000	H'03A_CCCC	H'01D_6666	H'00E_B333
48	H'180_0000	H'0C0_0000	H'060_0000	H'045_A8EC	H'040_0000	H'020_0000	H'010_0000
64	—	H'100_0000	H'080_0000	H'05C_E13B	H'055_5555	H'02A_AAAA	H'015_5555
88.2	—	H'160_CCCC	H'0B0_6666	H'080_0000	H'075_9999	H'03A_CCCC	H'01D_6666
96	—	H'180_0000	H'0C0_0000	H'08B_51D9	H'080_0000	H'040_0000	H'020_0000
176.4	—	H'2C1_9999	H'160_CCCC	H'100_0000	H'0EB_3333	H'075_9999	H'03A_CCCC
192	—	—	H'180_0000	H'116_A3B3	H'100_0000	H'080_0000	H'040_0000

(1) Register Setting Procedure

The following describes the SRC register setting procedures. The register should be used according to the following procedures.

(a) SRC Processing Procedure

Figure 43.6 shows the processing procedure of SRC.

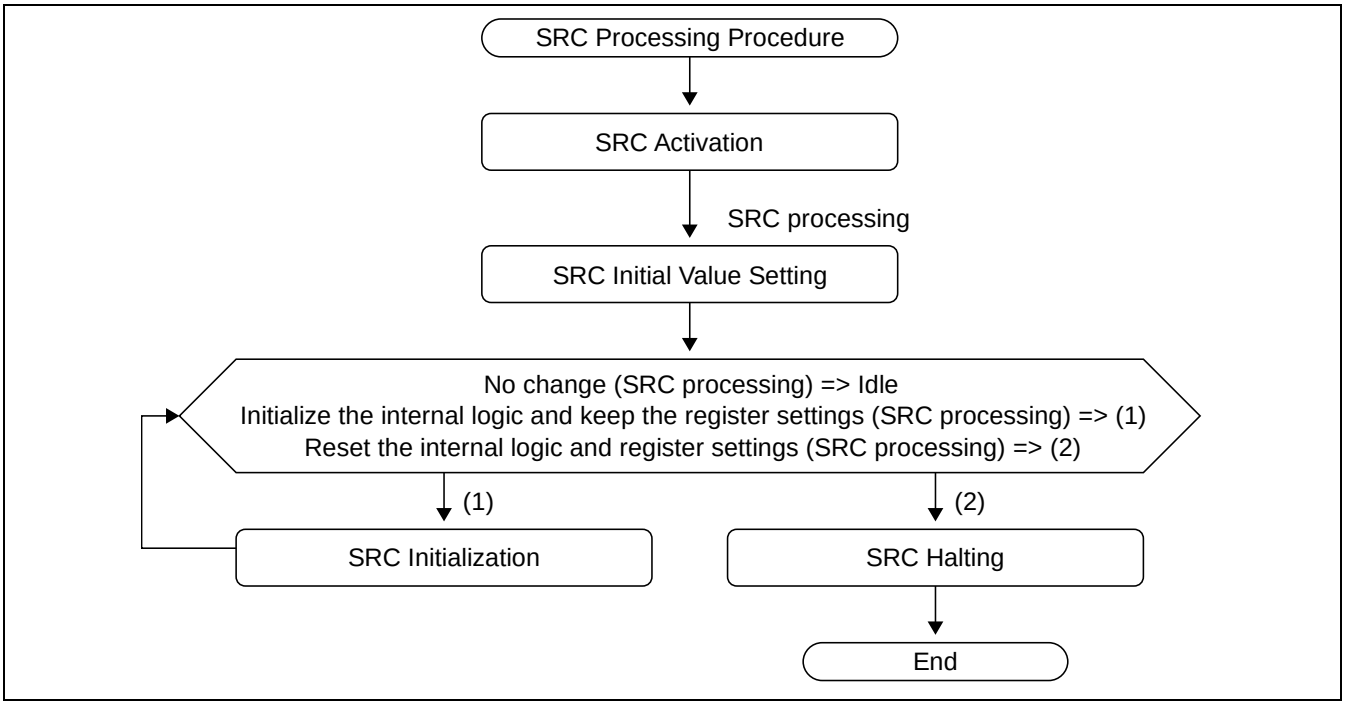


Figure 43.6 SRC Processing Procedure

(b) SRC Activation

Figure 43.7 shows the SRC activation flowchart. When the SRC is activated, a software reset should be set to initialize logic and register setting. Then, the software reset should be cleared and ready to operate SRC. When reset the SRC function, all registers are initialized. If the SRC function was initialized by a hardware reset, it doesn't need to initialize the SRC function by software reset.

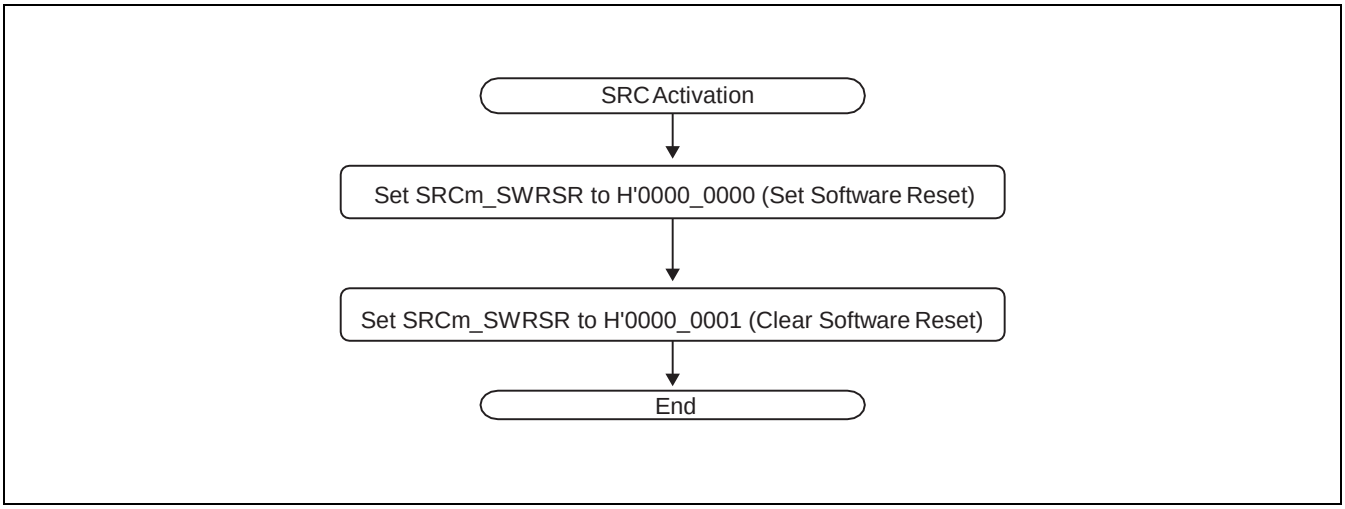


Figure 43.7 SRC Activation Flowchart

(c) SRC Initial Value Setting

Figure 43.8 shows the flowchart of the SRC initial value setting. Before operate SRC function, the initial values should be set.

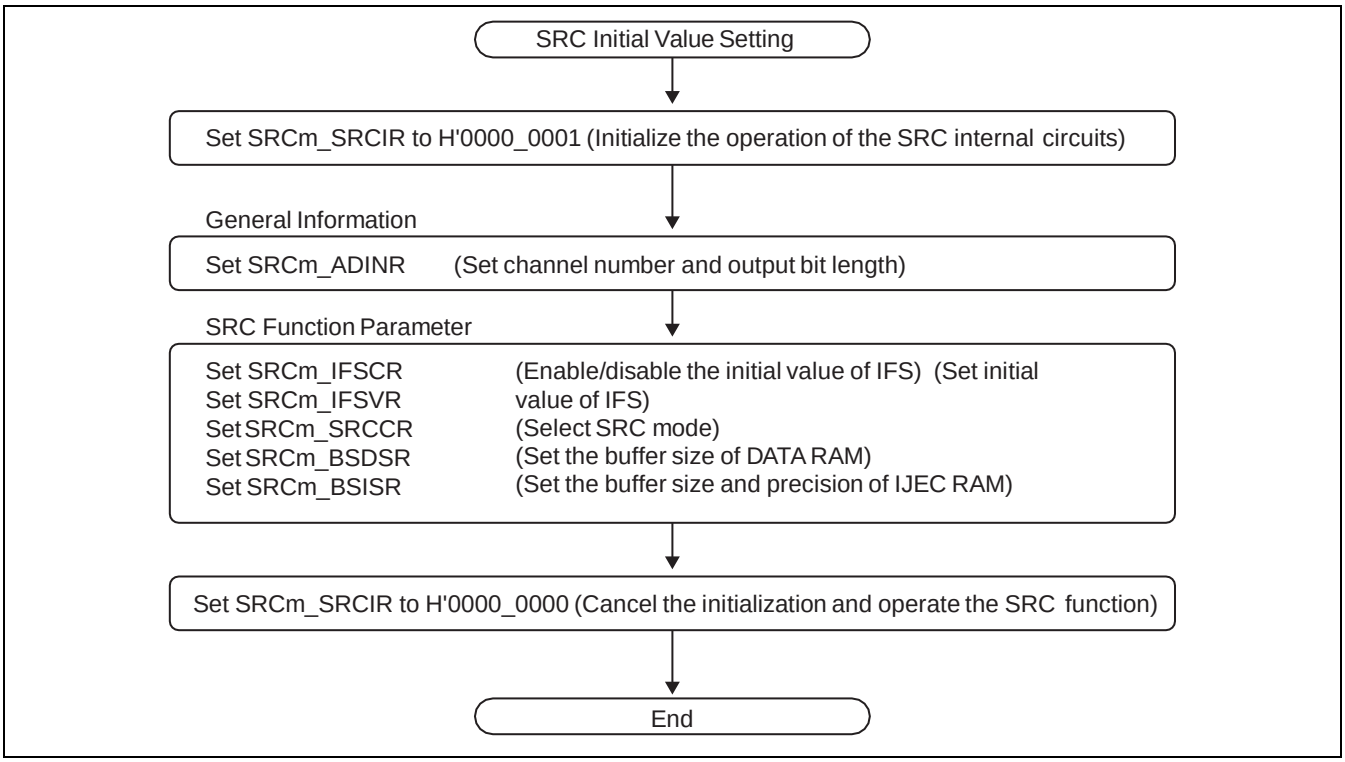


Figure 43.8 SRC Initial Value Setting Flowchart

(d) SRC Initialization

Figure 43.9 shows the SRC initialization flowchart. SRCm_SRCIR register doesn't initialize the register settings and these values are maintained. Before cancel the initialization, it is necessary to set or check the register settings of peripheral IP. And also it is necessary to provide the input and output timing signal.

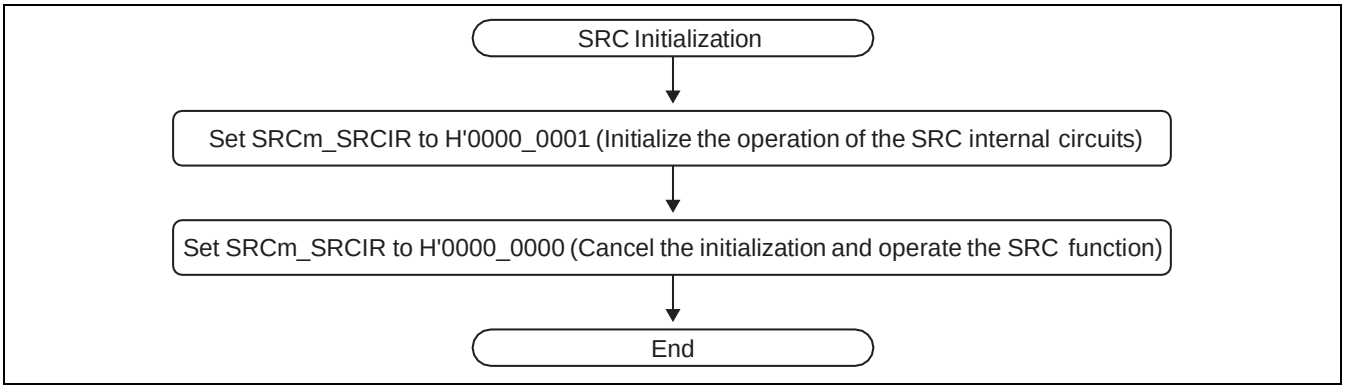


Figure 43.9 SRC Initialization Flowchart

(e) SRC Halting

Figure 43.10 shows the flowchart of SRC halting. When SRC is halting, it should be initialize or reset by software reset or hardware reset. Before initialize or reset the SRC function, it is necessary to confirm the register settings and operation of peripheral IP.

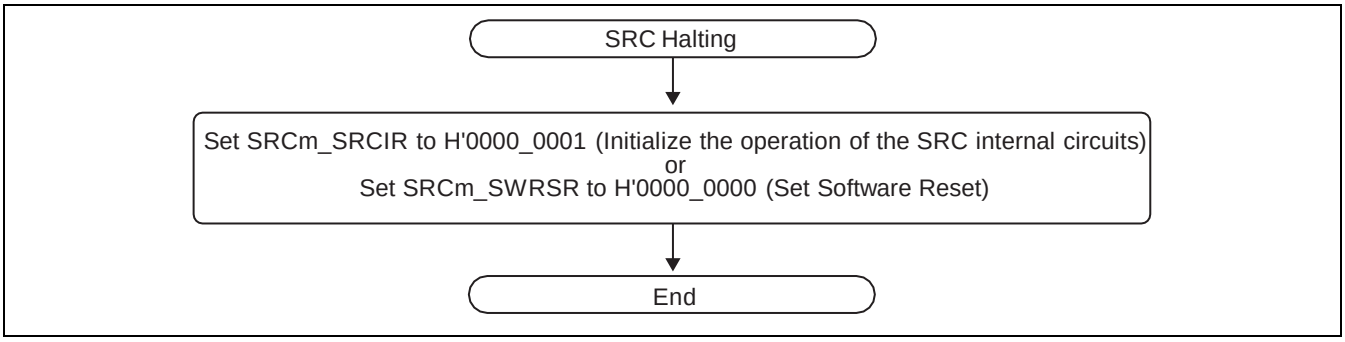


Figure 43.10 SRC Halting Flowchart

43.3.6 CMD Block

The CMD is a block for implementing the channel transfer unit (CTU block), mixing (MIX block), and digital volume and mute (DVC block) functions. Figure 43.11 shows the CMD block diagram.

The "Input audio data 0" to "Input audio data 3" in the figure indicate the data before the CMD function is applied. The "Output audio data" indicates the data after the CMD function is applied.

The "Output data timing" is a signal to show the sampling period for the output audio data. In addition, give the same signals to CMD output timing signal and output data timing signal used in the SRC.

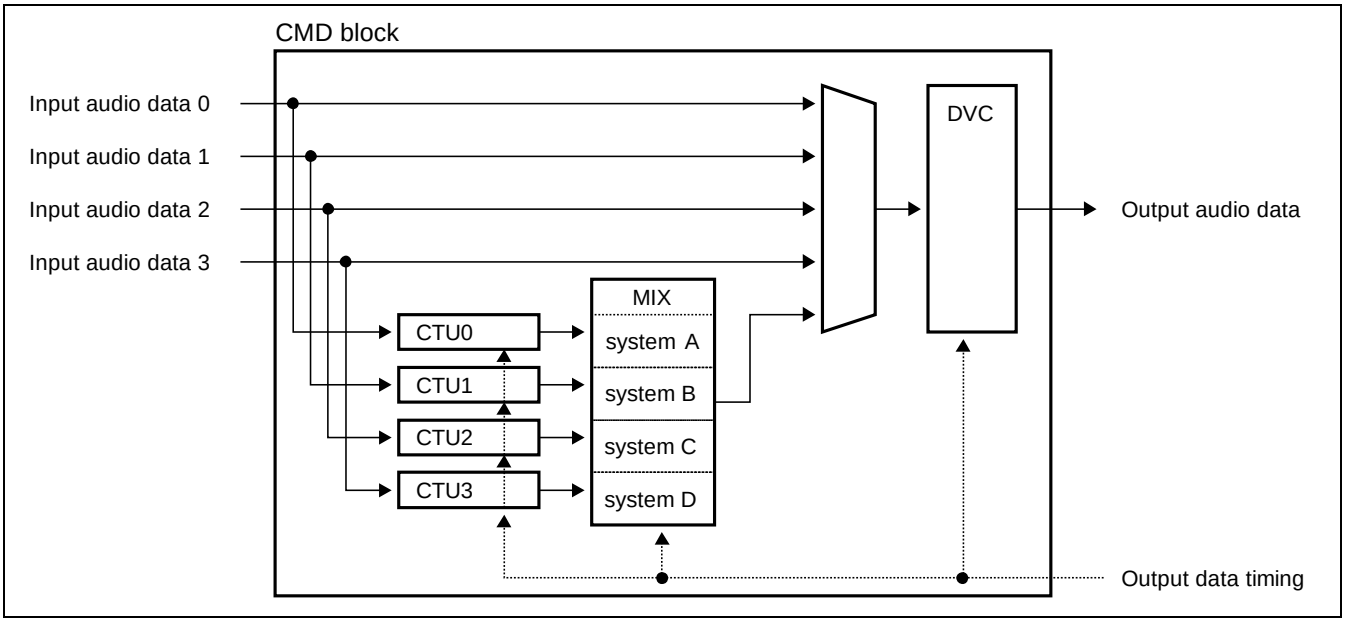


Figure 43.11 CMD Block Diagram

43.3.7 Functional Blocks in CMD

(1) CTU Block

The CTU is a block for implementing channel transfer unit functions such as downmixing and splitter functions.

- Downmixing and splitter functions
  - Conversion of eight input channels into two output channels
  - Conversion of six input channels into two output channels
  - Conversion of two input channels into four sets of two output channels
  - Conversion of one input channel into eight sets of one output channel
  - No conversion

The settings of the Scale Value e00 to Scale Value e37 registers are calculated by using the following formula (signed bits are excluded):

Setting (decimal) = $10^X \times 4194304$

X = (value in dB) / 20

(a) Register Setting Procedure

The following describes the CTU register setting procedures. The register should be used according to the following procedures.

- CTU Processing Procedure
  Figure 43.12 shows the processing procedure of CTU.

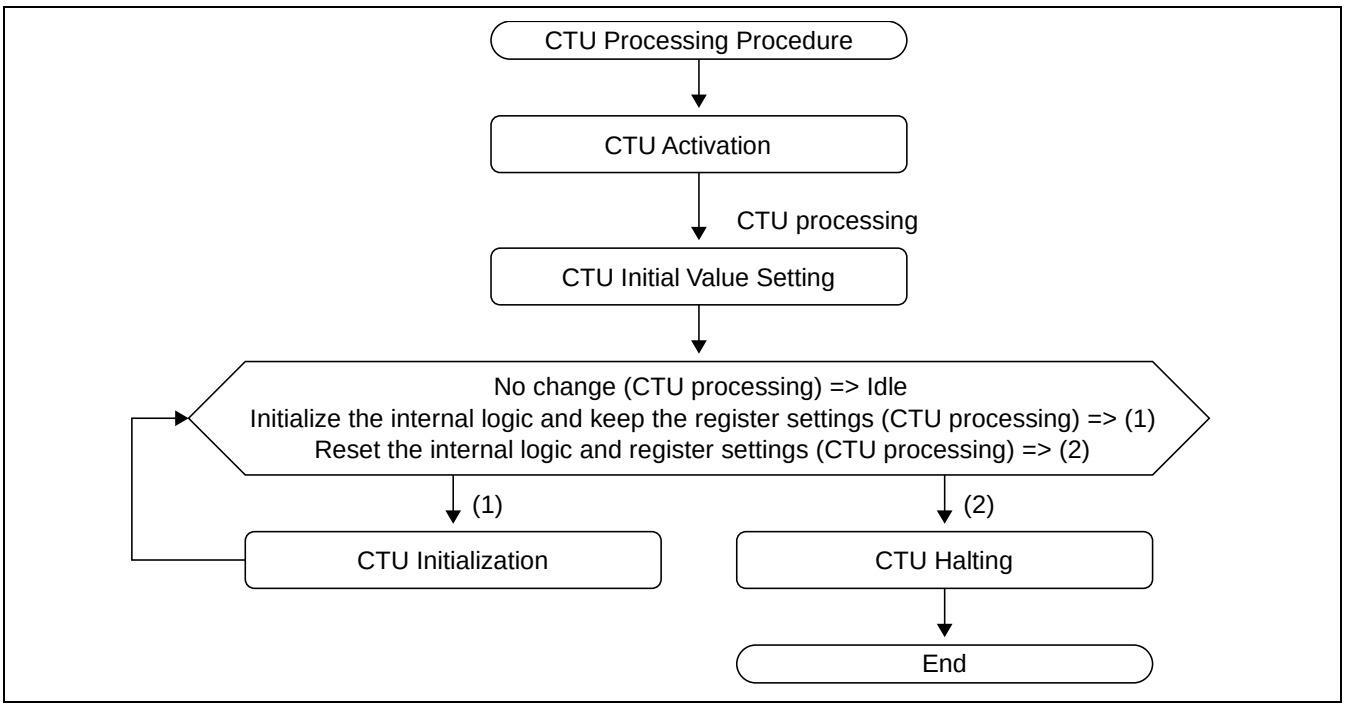


Figure 43.12 CTU Processing Procedure

- CTU Activation
  Figure 43.13 shows the CTU activation flowchart. When the CTU is activated, a software reset should be set to initialize logic and register setting. Then, the software reset should be cleared and ready to operate CTU. When reset the CTU function, all registers are initialized. If the CTU function was initialized by a hardware reset, it doesn't need to initialize the CTU function by software reset.

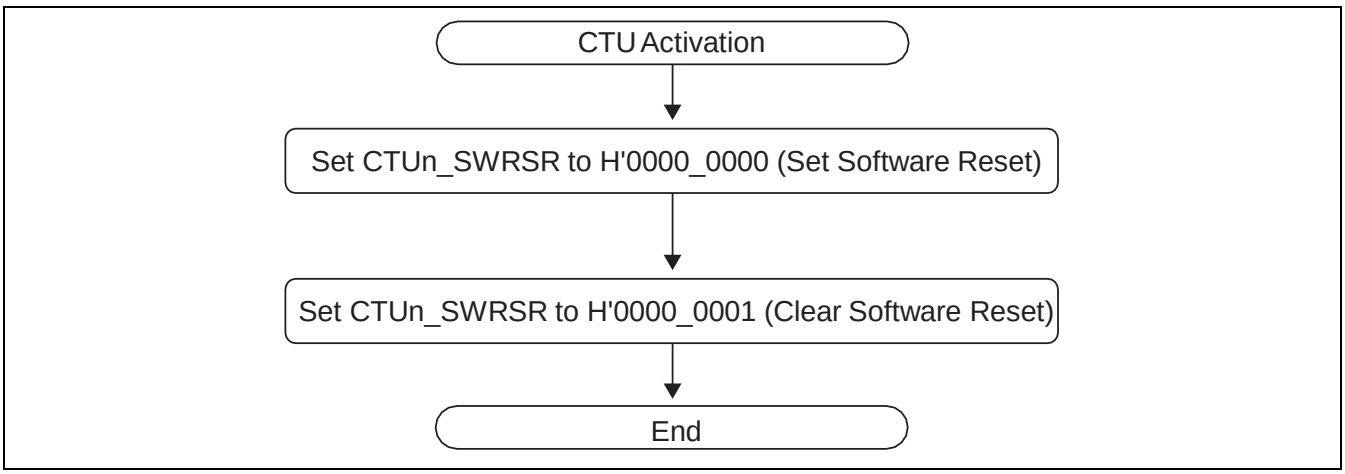


Figure 43.13 CTU Activation Flowchart

- CTU Initial Value Setting

  Figure 43.14 shows the flowchart of the CTU initial value setting. Before operate CTU function, the initial values should be set. After set the register setting and cancel the initialization, CTU module starts the operation.

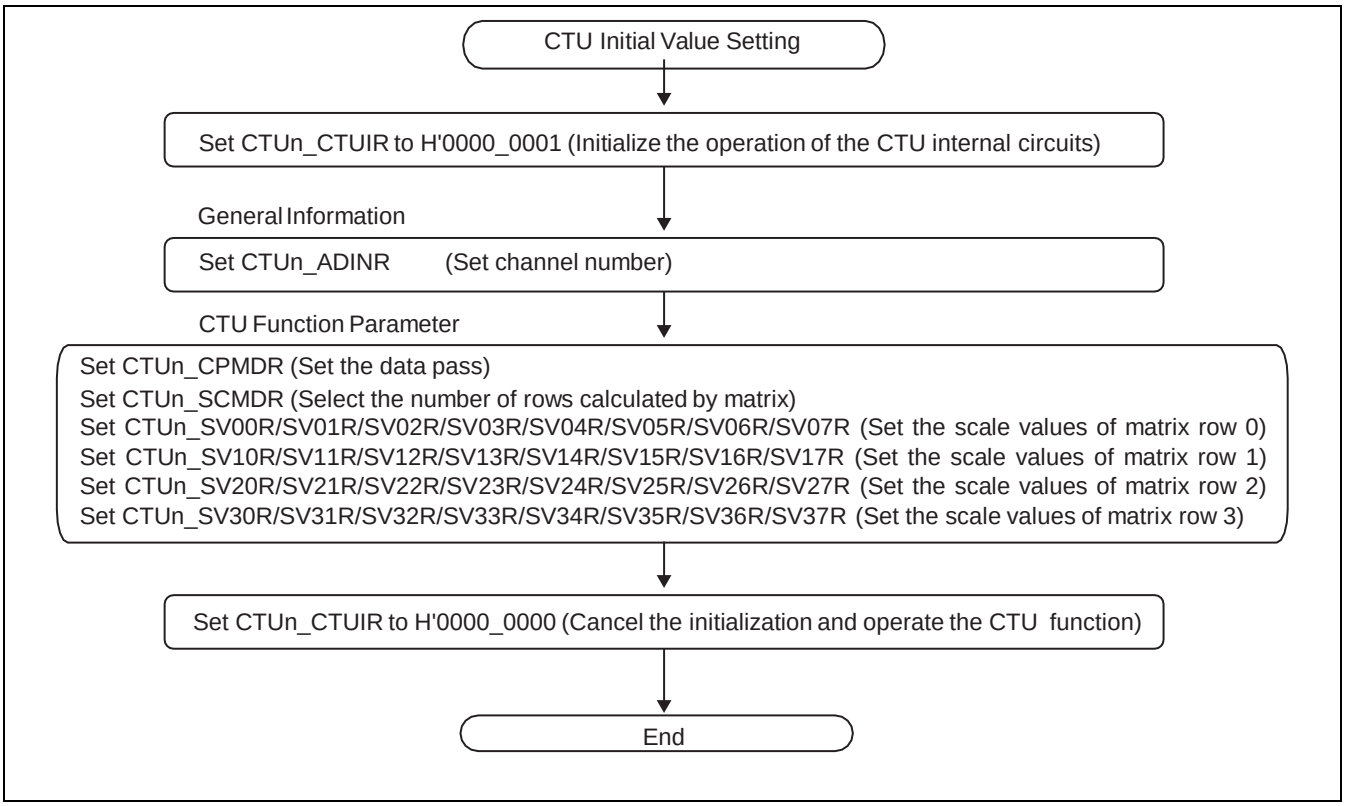


Figure 43.14 CTU Initial Value Setting Flowchart

- CTU Initialization

  Figure 43.15 shows the CTU initialization flowchart. CTUn_CTUIR register doesn't initialize the register settings and these values are maintained. Before cancel the initialization, it is necessary to set or check the register settings of peripheral IP.

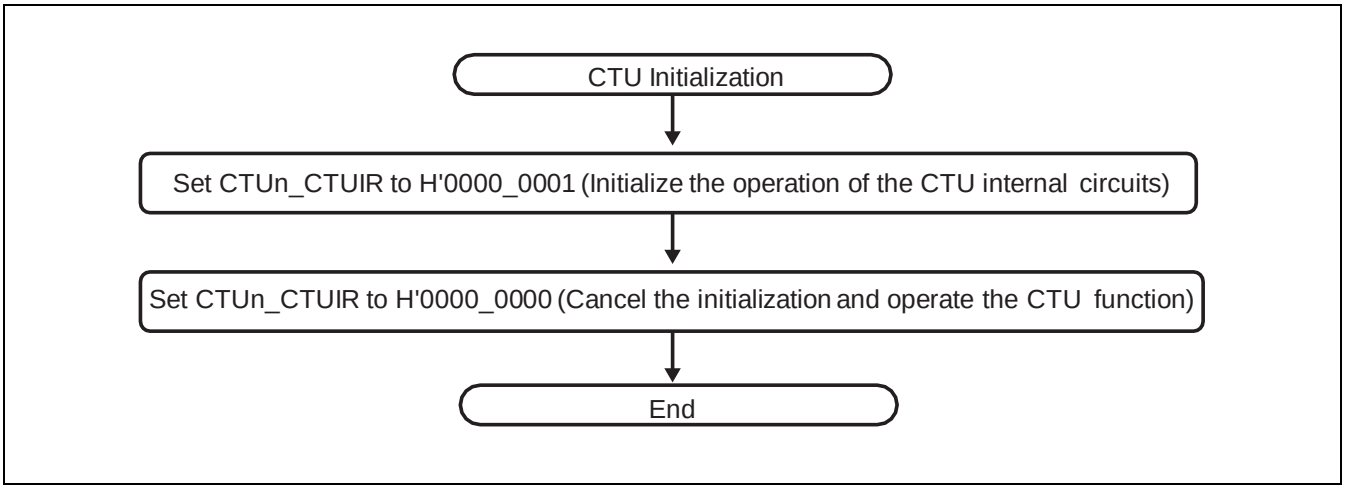


Figure 43.15 CTU Initialization Flowchart

- CTU Halting

  Figure 43.16 shows the flowchart of CTU halting. When CTU is halting, it should be initialize or reset by software reset or hardware reset. Before initialize or reset the CTU function, it is necessary to confirm the register settings and operation of peripheral IP.

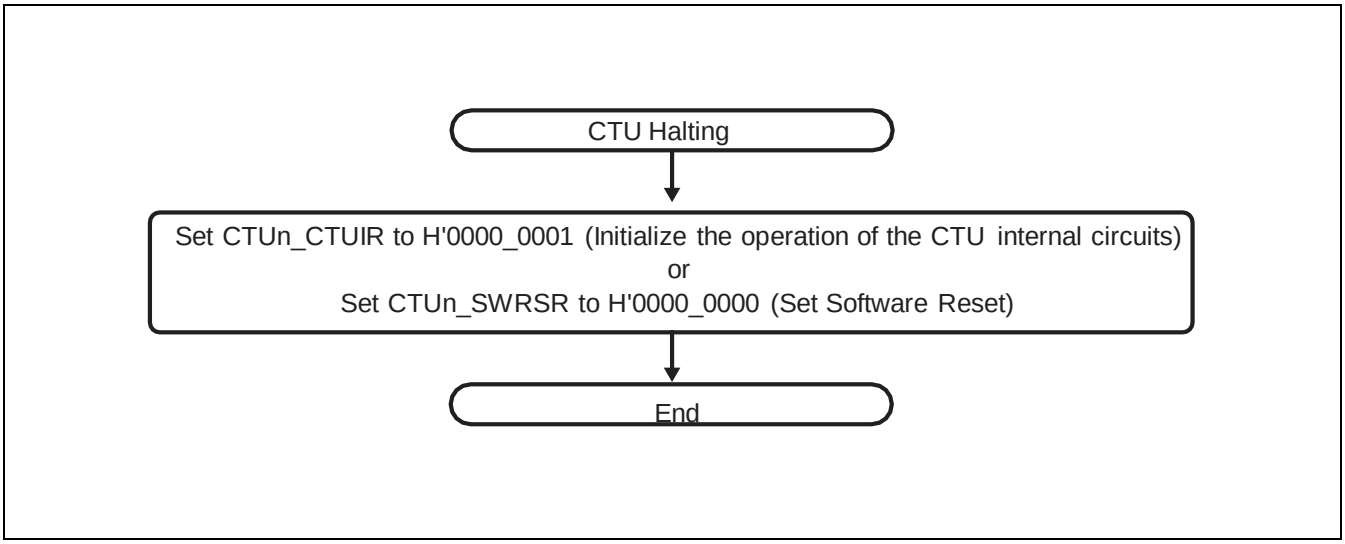


Figure 43.16 CTU Halting Flowchart

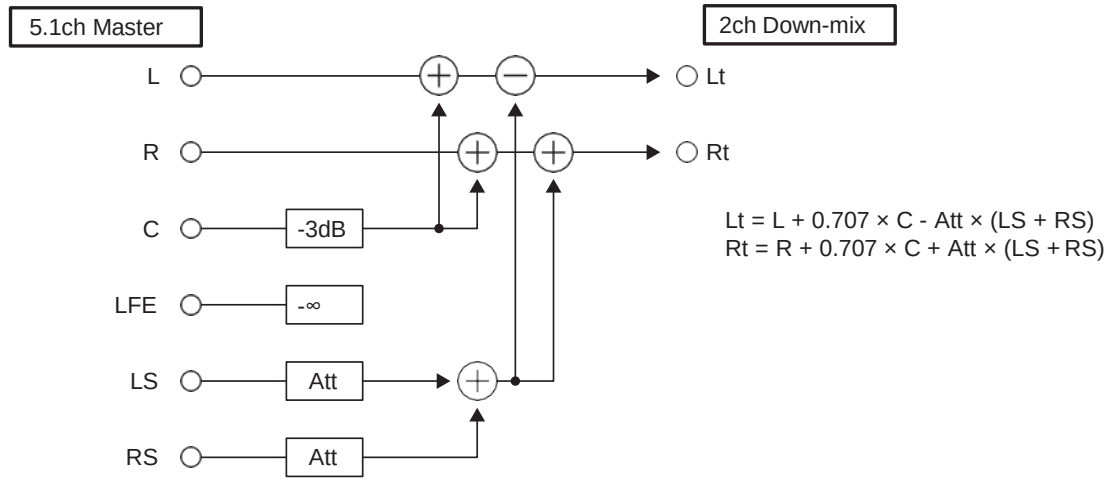
- CTU – Example

  The channel conversion executes the linear transformation (matrix operation) as follows.

$$\begin{pmatrix} y_0 \\ y_1 \\ y_2 \\ y_3 \\ y_4 \\ y_5 \\ y_6 \\ y_7 \end{pmatrix} = \begin{pmatrix} e_{00} & e_{01} & e_{02} & e_{03} & e_{04} & e_{05} & e_{06} & e_{07} \\ e_{10} & e_{11} & e_{12} & e_{13} & e_{14} & e_{15} & e_{16} & e_{17} \\ e_{20} & e_{21} & e_{22} & e_{23} & e_{24} & e_{25} & e_{26} & e_{27} \\ e_{30} & e_{31} & e_{32} & e_{33} & e_{34} & e_{35} & e_{36} & e_{37} \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{pmatrix} \times \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \\ x_7 \end{pmatrix}$$

x_i : Input data of channel i (i = 0 to 7)
y_i: Output data of channel i (i = 0 to 7)
e_j: CTUn_SVjR.SVEj (j = 00, 01, 02, 03, 04, 05, 06, 07,
10, 11, 12, 13, 14, 15, 16, 17,
20, 21, 22, 23, 24, 25, 26, 27,
30, 31, 32, 33, 34, 35, 36, 37)

Figure 43.17 shows 2 channels fold-down.



L (Left) : x0 (Input data of channel 0)
R (Right) : x1 (Input data of channel 1)
C (Center) : x2 (Input data of channel 2)
LFE (Low Frequency Effect) : x3 (Input data of channel 3)
LS (Left Surround) : x4 (Input data of channel 4)
RS (Right Surround) : x5 (Input data of channel 5)

Lt (L total) : y0 (Output data of channel 0)
Rt (R total) : y1 (Output data of channel 1)

--- CTUn_ADINR.CHNUM[3:0] = B'0110 (6 channel)
(MIXp_ADINR.CHNUM[3:0] = B'0010 (2 channel))
CTUn_CPMDR.SELOT0[3:0] = B'1001 (Connect calculated data by scale values of matrix row 0)
CTUn_CPMDR.SELOT1[3:0] = B'1010 (Connect calculated data by scale values of matrix row 1)
CTUn_CPMDR.SELOT2[3:0] = B'0000 (Connect input data of channel 2)
CTUn_CPMDR.SELOT3[3:0] = B'0000 (Connect input data of channel 3)
CTUn_CPMDR.SELOT4[3:0] = B'0000 (Connect input data of channel 4)
CTUn_CPMDR.SELOT5[3:0] = B'0000 (Connect input data of channel 5)
CTUn_CPMDR.SELOT6[3:0] = B'0000 (Connect input data of channel 6)
CTUn_CPMDR.SELOT7[3:0] = B'0000 (Connect input data of channel 7)
CTUn_SCMDR.SCMD[2:0] = B'010 (Calculate matrix row 0 and 1 by scale values.)

e00 : CTUn_SV00R.SVE00[23:0] = 1 × 2^22 = H'40_0000
e01 : CTUn_SV01R.SVE01[23:0] = 0 × 2^22 = H'00_0000
e02 : CTUn_SV02R.SVE02[23:0] = 0.707 × 2^22 = H'2D_3F7C
e03 : CTUn_SV03R.SVE03[23:0] = 0 × 2^22 = H'00_0000
e04 : CTUn_SV04R.SVE04[23:0] = -Att × 2^22 = (bit23 (Sign bit) = 1), (bit[22:0] = Att × 2^22)
e05 : CTUn_SV05R.SVE05[23:0] = -Att × 2^22 = (bit23 (Sign bit) = 1), (bit[22:0] = Att × 2^22)
e06 : CTUn_SV06R.SVE06[23:0] = 0 × 2^22 = H'00_0000
e07 : CTUn_SV07R.SVE07[23:0] = 0 × 2^22 = H'00_0000

e10 : CTUn_SV10R.SVE10[23:0] = 0 × 2^22 = H'00_0000
e11 : CTUn_SV11R.SVE11[23:0] = 1 × 2^22 = H'40_0000
e12 : CTUn_SV12R.SVE12[23:0] = 0.707 × 2^22 = H'2D_3F7C
e13 : CTUn_SV13R.SVE13[23:0] = 0 × 2^22 = H'00_0000
e14 : CTUn_SV14R.SVE14[23:0] = Att × 2^22 = (bit23 (Sign bit) = 0), (bit[22:0] = Att × 2^22)
e15 : CTUn_SV15R.SVE15[23:0] = Att × 2^22 = (bit23 (Sign bit) = 0), (bit[22:0] = Att × 2^22)
e16 : CTUn_SV16R.SVE16[23:0] = 0 × 2^22 = H'00_0000
e17 : CTUn_SV17R.SVE17[23:0] = 0 × 2^22 = H'00_0000

Figure 43.17 2 channels fold-down (Lt/Rt Downmix)

(2) MIX Block

The MIX block is for mixing (adding) streams from two to four audio data sources into a single stream.

- Ratio for adding sources is selectable
- Ratio is dynamically changeable
- Mixing with volume ramp is available (ramp period is selectable)

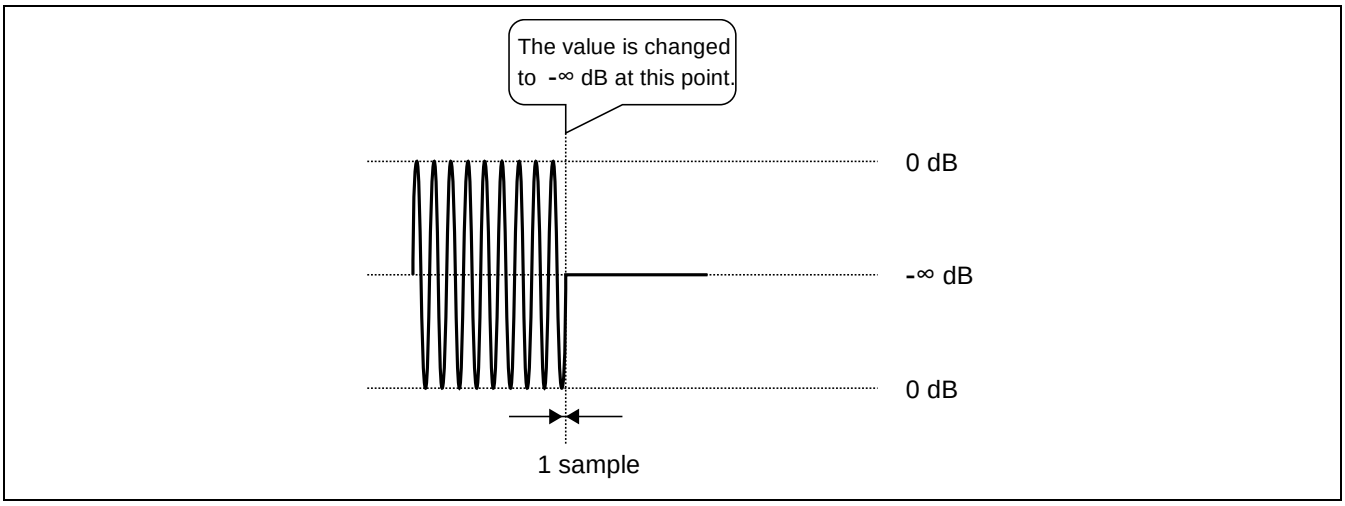


Figure 43.18 Step Processing

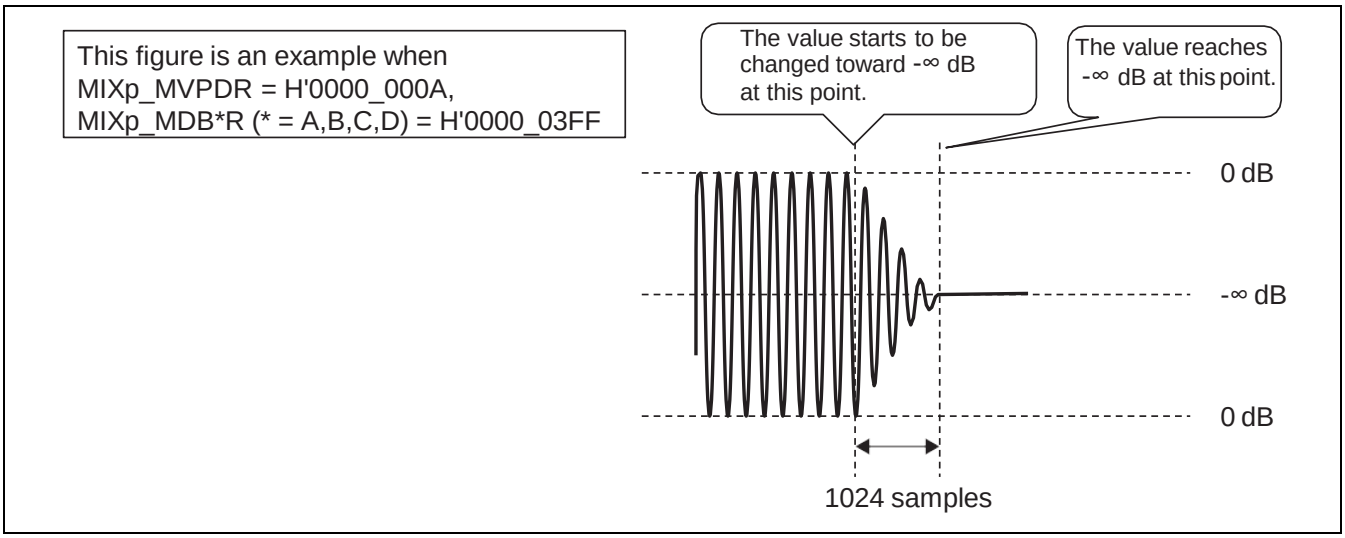


Figure 43.19 Ramp Processing

Table 43.11 to Table 43.14 show the settings of the MIX decibel register and the corresponding levels in decibels.

Table 43.11 Settings of MIXp_MDBAR, MIXp_MDBBR, MIXp_MDBCR, and MIXp_MDBDR and Corresponding Values in Decibels (No. 0 to 255)

No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB
0	000	0	39	027	-4.875	78	04E	-9.75	117	075	-14.625
1	001	-0.125	40	028	-5	79	04F	-9.875	118	076	-14.75
2	002	-0.25	41	029	-5.125	80	050	-10	119	077	-14.875
3	003	-0.375	42	02A	-5.25	81	051	-10.125	120	078	-15
4	004	-0.5	43	02B	-5.375	82	052	-10.25	121	079	-15.125
5	005	-0.625	44	02C	-5.5	83	053	-10.375	122	07A	-15.25
6	006	-0.75	45	02D	-5.625	84	054	-10.5	123	07B	-15.375
7	007	-0.875	46	02E	-5.75	85	055	-10.625	124	07C	-15.5
8	008	-1	47	02F	-5.875	86	056	-10.75	125	07D	-15.625
9	009	-1.125	48	030	-6	87	057	-10.875	126	07E	-15.75
10	00A	-1.25	49	031	-6.125	88	058	-11	127	07F	-15.875
11	00B	-1.375	50	032	-6.25	89	059	-11.125	128	080	-16
12	00C	-1.5	51	033	-6.375	90	05A	-11.25	129	081	-16.125
13	00D	-1.625	52	034	-6.5	91	05B	-11.375	130	082	-16.25
14	00E	-1.75	53	035	-6.625	92	05C	-11.5	131	083	-16.375
15	00F	-1.875	54	036	-6.75	93	05D	-11.625	132	084	-16.5
16	010	-2	55	037	-6.875	94	05E	-11.75	133	085	-16.625
17	011	-2.125	56	038	-7	95	05F	-11.875	134	086	-16.75
18	012	-2.25	57	039	-7.125	96	060	-12	135	087	-16.875
19	013	-2.375	58	03A	-7.25	97	061	-12.125	136	088	-17
20	014	-2.5	59	03B	-7.375	98	062	-12.25	137	089	-17.125
21	015	-2.625	60	03C	-7.5	99	063	-12.375	138	08A	-17.25
22	016	-2.75	61	03D	-7.625	100	064	-12.5	139	08B	-17.375
23	017	-2.875	62	03E	-7.75	101	065	-12.625	140	08C	-17.5
24	018	-3	63	03F	-7.875	102	066	-12.75	141	08D	-17.625
25	019	-3.125	64	040	-8	103	067	-12.875	142	08E	-17.75
26	01A	-3.25	65	041	-8.125	104	068	-13	143	08F	-17.875
27	01B	-3.375	66	042	-8.25	105	069	-13.125	144	090	-18
28	01C	-3.5	67	043	-8.375	106	06A	-13.25	145	091	-18.125
29	01D	-3.625	68	044	-8.5	107	06B	-13.375	146	092	-18.25
30	01E	-3.75	69	045	-8.625	108	06C	-13.5	147	093	-18.375
31	01F	-3.875	70	046	-8.75	109	06D	-13.625	148	094	-18.5
32	020	-4	71	047	-8.875	110	06E	-13.75	149	095	-18.625
33	021	-4.125	72	048	-9	111	06F	-13.875	150	096	-18.75
34	022	-4.25	73	049	-9.125	112	070	-14	151	097	-18.875
35	023	-4.375	74	04A	-9.25	113	071	-14.125	152	098	-19
36	024	-4.5	75	04B	-9.375	114	072	-14.25	153	099	-19.125
37	025	-4.625	76	04C	-9.5	115	073	-14.375	154	09A	-19.25
38	026	-4.75	77	04D	-9.625	116	074	-14.5	155	09B	-19.375

No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB
156	09C	-19.5	181	0B5	-22.625	206	0CE	-25.75	231	0E7	-28.875
157	09D	-19.625	182	0B6	-22.75	207	0CF	-25.875	232	0E8	-29
158	09E	-19.75	183	0B7	-22.875	208	0D0	-26	233	0E9	-29.125
159	09F	-19.875	184	0B8	-23	209	0D1	-26.125	234	0EA	-29.25
160	0A0	-20	185	0B9	-23.125	210	0D2	-26.25	235	0EB	-29.375
161	0A1	-20.125	186	0BA	-23.25	211	0D3	-26.375	236	0EC	-29.5
162	0A2	-20.25	187	0BB	-23.375	212	0D4	-26.5	237	0ED	-29.625
163	0A3	-20.375	188	0BC	-23.5	213	0D5	-26.625	238	0EE	-29.75
164	0A4	-20.5	189	0BD	-23.625	214	0D6	-26.75	239	0EF	-29.875
165	0A5	-20.625	190	0BE	-23.75	215	0D7	-26.875	240	0F0	-30
166	0A6	-20.75	191	0BF	-23.875	216	0D8	-27	241	0F1	-30.125
167	0A7	-20.875	192	0C0	-24	217	0D9	-27.125	242	0F2	-30.25
168	0A8	-21	193	0C1	-24.125	218	0DA	-27.25	243	0F3	-30.375
169	0A9	-21.125	194	0C2	-24.25	219	0DB	-27.375	244	0F4	-30.5
170	0AA	-21.25	195	0C3	-24.375	220	0DC	-27.5	245	0F5	-30.625
171	0AB	-21.375	196	0C4	-24.5	221	0DD	-27.625	246	0F6	-30.75
172	0AC	-21.5	197	0C5	-24.625	222	0DE	-27.75	247	0F7	-30.875
173	0AD	-21.625	198	0C6	-24.75	223	0DF	-27.875	248	0F8	-31
174	0AE	-21.75	199	0C7	-24.875	224	0E0	-28	249	0F9	-31.125
175	0AF	-21.875	200	0C8	-25	225	0E1	-28.125	250	0FA	-31.25
176	0B0	-22	201	0C9	-25.125	226	0E2	-28.25	251	0FB	-31.375
177	0B1	-22.125	202	0CA	-25.25	227	0E3	-28.375	252	0FC	-31.5
178	0B2	-22.25	203	0CB	-25.375	228	0E4	-28.5	253	0FD	-31.625
179	0B3	-22.375	204	0CC	-25.5	229	0E5	-28.625	254	0FE	-31.75
180	0B4	-22.5	205	0CD	-25.625	230	0E6	-28.75	255	0FF	-31.875

Table 43.12 Settings of MIXp_MDBAR, MIXp_MDBBR, MIXp_MDBCR, and MIXp_MDBDR and Corresponding Values in Decibels (No. 256 to 511)

No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB
256	100	-32	297	129	-37.125	338	152	-42.25	379	17B	-47.375
257	101	-32.125	298	12A	-37.25	339	153	-42.375	380	17C	-47.5
258	102	-32.25	299	12B	-37.375	340	154	-42.5	381	17D	-47.625
259	103	-32.375	300	12C	-37.5	341	155	-42.625	382	17E	-47.75
260	104	-32.5	301	12D	-37.625	342	156	-42.75	383	17F	-47.875
261	105	-32.625	302	12E	-37.75	343	157	-42.875	384	180	-48
262	106	-32.75	303	12F	-37.875	344	158	-43	385	181	-48.125
263	107	-32.875	304	130	-38	345	159	-43.125	386	182	-48.25
264	108	-33	305	131	-38.125	346	15A	-43.25	387	183	-48.375
265	109	-33.125	306	132	-38.25	347	15B	-43.375	388	184	-48.5
266	10A	-33.25	307	133	-38.375	348	15C	-43.5	389	185	-48.625
267	10B	-33.375	308	134	-38.5	349	15D	-43.625	390	186	-48.75
268	10C	-33.5	309	135	-38.625	350	15E	-43.75	391	187	-48.875
269	10D	-33.625	310	136	-38.75	351	15F	-43.875	392	188	-49
270	10E	-33.75	311	137	-38.875	352	160	-44	393	189	-49.125
271	10F	-33.875	312	138	-39	353	161	-44.125	394	18A	-49.25
272	110	-34	313	139	-39.125	354	162	-44.25	395	18B	-49.375
273	111	-34.125	314	13A	-39.25	355	163	-44.375	396	18C	-49.5
274	112	-34.25	315	13B	-39.375	356	164	-44.5	397	18D	-49.625
275	113	-34.375	316	13C	-39.5	357	165	-44.625	398	18E	-49.75
276	114	-34.5	317	13D	-39.625	358	166	-44.75	399	18F	-49.875
277	115	-34.625	318	13E	-39.75	359	167	-44.875	400	190	-50
278	116	-34.75	319	13F	-39.875	360	168	-45	401	191	-50.125
279	117	-34.875	320	140	-40	361	169	-43.125	402	192	-50.25
280	118	-35	321	141	-40.125	362	16A	-43.25	403	193	-50.375
281	119	-35.125	322	142	-40.25	363	16B	-43.375	404	194	-50.5
282	11A	-35.25	323	143	-40.375	364	16C	-45.5	405	195	-50.625
283	11B	-35.375	324	144	-40.5	365	16D	-45.625	406	196	-50.75
284	11C	-35.5	325	145	-40.625	366	16E	-45.75	407	197	-50.875
285	11D	-35.625	326	146	-40.75	367	16F	-45.875	408	198	-51
286	11E	-35.75	327	147	-40.875	368	170	-46	409	199	-51.125
287	11F	-35.875	328	148	-41	369	171	-46.125	410	19A	-51.25
288	120	-36	329	149	-41.125	370	172	-46.25	411	19B	-51.375
289	121	-36.125	330	14A	-41.25	371	173	-46.375	412	19C	-51.5
290	122	-36.25	331	14B	-41.375	372	174	-46.5	413	19D	-51.625
291	123	-36.375	332	14C	-41.5	373	175	-46.625	414	19E	-51.75
292	124	-36.5	333	14D	-41.625	374	176	-46.75	415	19F	-51.875
293	125	-36.625	334	14E	-41.75	375	177	-46.875	416	1A0	-52
294	126	-36.75	335	14F	-41.875	376	178	-47	417	1A1	-52.125
295	127	-36.875	336	150	-42	377	179	-47.125	418	1A2	-52.25
296	128	-37	337	151	-42.125	378	17A	-47.25	419	1A3	-52.375

No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB
420	1A4	-52.5	443	1BB	-55.375	466	1D2	-58.25	489	1E9	-61.125
421	1A5	-52.625	444	1BC	-55.5	467	1D3	-58.375	490	1EA	-61.25
422	1A6	-52.75	445	1BD	-55.625	468	1D4	-58.5	491	1EB	-61.375
423	1A7	-52.875	446	1BE	-55.75	469	1D5	-58.625	492	1EC	-61.5
424	1A8	-53	447	1BF	-55.875	470	1D6	-58.75	493	1ED	-61.625
425	1A9	-53.125	448	1C0	-56	471	1D7	-58.875	494	1EE	-61.75
426	1AA	-53.25	449	1C1	-56.125	472	1D8	-59	495	1EF	-61.875
427	1AB	-53.375	450	1C2	-56.25	473	1D9	-59.125	496	1F0	-62
428	1AC	-53.5	451	1C3	-56.375	474	1DA	-59.25	497	1F1	-62.125
429	1AD	-53.625	452	1C4	-56.5	475	1DB	-59.375	498	1F2	-62.25
430	1AE	-53.75	453	1C5	-56.625	476	1DC	-59.5	499	1F3	-62.375
431	1AF	-53.875	454	1C6	-56.75	477	1DD	-59.625	500	1F4	-62.5
432	1B0	-54	455	1C7	-56.875	478	1DE	-59.75	501	1F5	-62.625
433	1B1	-54.125	456	1C8	-57	479	1DF	-59.875	502	1F6	-62.75
434	1B2	-54.25	457	1C9	-57.125	480	1E0	-60	503	1F7	-62.875
435	1B3	-54.375	458	1CA	-57.25	481	1E1	-60.125	504	1F8	-63
436	1B4	-54.5	459	1CB	-57.375	482	1E2	-60.25	505	1F9	-63.125
437	1B5	-54.625	460	1CC	-57.5	483	1E3	-60.375	506	1FA	-63.25
438	1B6	-54.75	461	1CD	-57.625	484	1E4	-60.5	507	1FB	-63.375
439	1B7	-54.875	462	1CE	-57.75	485	1E5	-60.625	508	1FC	-63.5
440	1B8	-55	463	1CF	-57.875	486	1E6	-60.75	509	1FD	-63.625
441	1B9	-55.125	464	1D0	-58	487	1E7	-60.875	510	1FE	-63.75
442	1BA	-55.25	465	1D1	-58.125	488	1E8	-61	511	1FF	-63.875

Table 43.13 Settings of MIXp_MDBAR, MIXp_MDBBR, MIXp_MDBCR, and MIXp_MDBDR and Corresponding Values in Decibels (No. 512 to 767)

No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB
512	200	-64	553	229	-69.125	594	252	-74.25	635	27B	-79.375
513	201	-64.125	554	22A	-69.25	595	253	-74.375	636	27C	-79.5
514	202	-64.25	555	22B	-69.375	596	254	-74.5	637	27D	-79.625
515	203	-64.375	556	22C	-69.5	597	255	-74.625	638	27E	-79.75
516	204	-64.5	557	22D	-69.625	598	256	-74.75	639	27F	-79.875
517	205	-64.625	558	22E	-69.75	599	257	-74.875	640	280	-80
518	206	-64.75	559	22F	-69.875	600	258	-75	641	281	-80.125
519	207	-64.875	560	230	-70	601	259	-75.125	642	282	-80.25
520	208	-65	561	231	-70.125	602	25A	-75.25	643	283	-80.375
521	209	-65.125	562	232	-70.25	603	25B	-75.375	644	284	-80.5
522	20A	-65.25	563	233	-70.375	604	25C	-75.5	645	285	-80.625
523	20B	-65.375	564	234	-70.5	605	25D	-75.625	646	286	-80.75
524	20C	-65.5	565	235	-70.625	606	25E	-75.75	647	287	-80.875
525	20D	-65.625	566	236	-70.75	607	25F	-75.875	648	288	-81
526	20E	-65.75	567	237	-70.875	608	260	-76	649	289	-81.125
527	20F	-65.875	568	238	-71	609	261	-76.125	650	28A	-81.25
528	210	-66	569	239	-71.125	610	262	-76.25	651	28B	-81.375
529	211	-66.125	570	23A	-71.25	611	263	-76.375	652	28C	-81.5
530	212	-66.25	571	23B	-71.375	612	264	-76.5	653	28D	-81.625
531	213	-66.375	572	23C	-71.5	613	265	-76.625	654	28E	-81.75
532	214	-66.5	573	23D	-71.625	614	266	-76.75	655	28F	-81.875
533	215	-66.625	574	23E	-71.75	615	267	-76.875	656	290	-82
534	216	-66.75	575	23F	-71.875	616	268	-77	657	291	-82.125
535	217	-66.875	576	240	-72	617	269	-77.125	658	292	-82.25
536	218	-67	577	241	-72.125	618	26A	-77.25	659	293	-82.375
537	219	-67.125	578	242	-72.25	619	26B	-77.375	660	294	-82.5
538	21A	-67.25	579	243	-72.375	620	26C	-77.5	661	295	-82.625
539	21B	-67.375	580	244	-72.5	621	26D	-77.625	662	296	-82.75
540	21C	-67.5	581	245	-72.625	622	26E	-77.75	663	297	-82.875
541	21D	-67.625	582	246	-72.75	623	26F	-77.875	664	298	-83
542	21E	-67.75	583	247	-72.875	624	270	-78	665	299	-83.125
543	21F	-67.875	584	248	-73	625	271	-78.125	666	29A	-83.25
544	220	-68	585	249	-73.125	626	272	-78.25	667	29B	-83.375
545	221	-68.125	586	24A	-73.25	627	273	-78.375	668	29C	-83.5
546	222	-68.25	587	24B	-73.375	628	274	-78.5	669	29D	-83.625
547	223	-68.375	588	24C	-73.5	629	275	-78.625	670	29E	-83.75
548	224	-68.5	589	24D	-73.625	630	276	-78.75	671	29F	-83.875
549	225	-68.625	590	24E	-73.75	631	277	-78.875	672	2A0	-84
550	226	-68.75	591	24F	-73.875	632	278	-79	673	2A1	-84.125
551	227	-68.875	592	250	-74	633	279	-79.125	674	2A2	-84.25
552	228	-69	593	251	-74.125	634	27A	-79.25	675	2A3	-84.375

No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB
676	2A4	-84.5	699	2BB	-87.375	722	2D2	-90.25	745	2E9	-93.125
677	2A5	-84.625	700	2BC	-87.5	723	2D3	-90.375	746	2EA	-93.25
678	2A6	-84.75	701	2BD	-87.625	724	2D4	-90.5	747	2EB	-93.375
679	2A7	-84.875	702	2BE	-87.75	725	2D5	-90.625	748	2EC	-93.5
680	2A8	-85	703	2BF	-87.875	726	2D6	-90.75	749	2ED	-93.625
681	2A9	-85.125	704	2C0	-88	727	2D7	-90.875	750	2EE	-93.75
682	2AA	-85.25	705	2C1	-88.125	728	2D8	-91	751	2EF	-93.875
683	2AB	-85.375	706	2C2	-88.25	729	2D9	-91.125	752	2F0	-94
684	2AC	-85.5	707	2C3	-88.375	730	2DA	-91.25	753	2F1	-94.125
685	2AD	-85.625	708	2C4	-88.5	731	2DB	-91.375	754	2F2	-94.25
686	2AE	-85.75	709	2C5	-88.625	732	2DC	-91.5	755	2F3	-94.375
687	2AF	-85.875	710	2C6	-88.75	733	2DD	-91.625	756	2F4	-94.5
688	2B0	-86	711	2C7	-88.875	734	2DE	-91.75	757	2F5	-94.625
689	2B1	-86.125	712	2C8	-89	735	2DF	-91.875	758	2F6	-94.75
690	2B2	-86.25	713	2C9	-89.125	736	2E0	-92	759	2F7	-94.875
691	2B3	-86.375	714	2CA	-89.25	737	2E1	-92.125	760	2F8	-95
692	2B4	-86.5	715	2CB	-89.375	738	2E2	-92.25	761	2F9	-95.125
693	2B5	-86.625	716	2CC	-89.5	739	2E3	-92.375	762	2FA	-95.25
694	2B6	-86.75	717	2CD	-89.625	740	2E4	-92.5	763	2FB	-95.375
695	2B7	-86.875	718	2CE	-89.75	741	2E5	-92.625	764	2FC	-95.5
696	2B8	-87	719	2CF	-89.875	742	2E6	-92.75	765	2FD	-95.625
697	2B9	-87.125	720	2D0	-90	743	2E7	-92.875	766	2FE	-95.75
698	2BA	-87.25	721	2D1	-90.125	744	2E8	-93	767	2FF	-95.875

Table 43.14 Settings of MIXp_MDBAR, MIXp_MDBBR, MIXp_MDBCR, and MIXp_MDBDR and Corresponding Values in Decibels (No. 768 to 1023)

No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB
768	300	-96	809	329	-101.125	850	352	-106.25	891	37B	-111.375
769	301	-96.125	810	32A	-101.25	851	353	-106.375	892	37C	-111.5
770	302	-96.25	811	32B	-101.375	852	354	-106.5	893	37D	-111.625
771	303	-96.375	812	32C	-101.5	853	355	-106.625	894	37E	-111.75
772	304	-96.5	813	32D	-101.625	854	356	-106.75	895	37F	-111.875
773	305	-96.625	814	32E	-101.75	855	357	-106.875	896	380	-112
774	306	-96.75	815	32F	-101.875	856	358	-107	897	381	-112.125
775	307	-96.875	816	330	-102	857	359	-107.125	898	382	-112.25
776	308	-97	817	331	-102.125	858	35A	-107.25	899	383	-112.375
777	309	-97.125	818	332	-102.25	859	35B	-107.375	900	384	-112.5
778	30A	-97.25	819	333	-102.375	860	35C	-107.5	901	385	-112.625
779	30B	-97.375	820	334	-102.5	861	35D	-107.625	902	386	-112.75
780	30C	-97.5	821	335	-102.625	862	35E	-107.75	903	387	-112.875
781	30D	-97.625	822	336	-102.75	863	35F	-107.875	904	388	-113
782	30E	-97.75	823	337	-102.875	864	360	-108	905	389	-113.125
783	30F	-97.875	824	338	-103	865	361	-108.125	906	38A	-113.25
784	310	-98	825	339	-103.125	866	362	-108.25	907	38B	-113.375
785	311	-98.125	826	33A	-103.25	867	363	-108.375	908	38C	-113.5
786	312	-98.25	827	33B	-103.375	868	364	-108.5	909	38D	-113.625
787	313	-98.375	828	33C	-103.5	869	365	-108.625	910	38E	-113.75
788	314	-98.5	829	33D	-103.625	870	366	-108.75	911	38F	-113.875
789	315	-98.625	830	33E	-103.75	871	367	-108.875	912	390	-114
790	316	-98.75	831	33F	-103.875	872	368	-109	913	391	-114.125
791	317	-98.875	832	340	-104	873	369	-109.125	914	392	-114.25
792	318	-99	833	341	-104.125	874	36A	-109.25	915	393	-114.375
793	319	-99.125	834	342	-104.25	875	36B	-109.375	916	394	-114.5
794	31A	-99.25	835	343	-104.375	876	36C	-109.5	917	395	-114.625
795	31B	-99.375	836	344	-104.5	877	36D	-109.625	918	396	-114.75
796	31C	-99.5	837	345	-104.625	878	36E	-109.75	919	397	-114.875
797	31D	-99.625	838	346	-104.75	879	36F	-109.875	920	398	-115
798	31E	-99.75	839	347	-104.875	880	370	-110	921	399	-115.125
799	31F	-99.875	840	348	-105	881	371	-110.125	922	39A	-115.25
800	320	-100	841	349	-105.125	882	372	-110.25	923	39B	-115.375
801	321	-100.125	842	34A	-105.25	883	373	-110.375	924	39C	-115.5
802	322	-100.25	843	34B	-105.375	884	374	-110.5	925	39D	-115.625
803	323	-100.375	844	34C	-105.5	885	375	-110.625	926	39E	-115.75
804	324	-100.5	845	34D	-105.625	886	376	-110.75	927	39F	-115.875
805	325	-100.625	846	34E	-105.75	887	377	-110.875	928	3A0	-116
806	326	-100.75	847	34F	-105.875	888	378	-111	929	3A1	-116.125
807	327	-100.875	848	350	-106	889	379	-111.125	930	3A2	-116.25
808	328	-101	849	351	-106.125	890	37A	-111.25	931	3A3	-116.375

No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB	No	Value (HEX)	dB
932	3A4	-116.5	955	3BB	-119.375	978	3D2	-122.25	1001	3E9	-125.125
933	3A5	-116.625	956	3BC	-119.5	979	3D3	-122.375	1002	3EA	-125.25
934	3A6	-116.75	957	3BD	-119.625	980	3D4	-122.5	1003	3EB	-125.375
935	3A7	-116.875	958	3BE	-119.75	981	3D5	-122.625	1004	3EC	-125.5
936	3A8	-117	959	3BF	-119.875	982	3D6	-122.75	1005	3ED	-125.625
937	3A9	-117.125	960	3C0	-120	983	3D7	-122.875	1006	3EE	-125.75
938	3AA	-117.25	961	3C1	-120.125	984	3D8	-123	1007	3EF	-125.875
939	3AB	-117.375	962	3C2	-120.25	985	3D9	-123.125	1008	3F0	-126
940	3AC	-117.5	963	3C3	-120.375	986	3DA	-123.25	1009	3F1	-126.125
941	3AD	-117.625	964	3C4	-120.5	987	3DB	-123.375	1010	3F2	-126.25
942	3AE	-117.75	965	3C5	-120.625	988	3DC	-123.5	1011	3F3	-126.375
943	3AF	-117.875	966	3C6	-120.75	989	3DD	-123.625	1012	3F4	-126.5
944	3B0	-118	967	3C7	-120.875	990	3DE	-123.75	1013	3F5	-126.625
945	3B1	-118.125	968	3C8	-121	991	3DF	-123.875	1014	3F6	-126.75
946	3B2	-118.25	969	3C9	-121.125	992	3E0	-124	1015	3F7	-126.875
947	3B3	-118.375	970	3CA	-121.25	993	3E1	-124.125	1016	3F8	-127
948	3B4	-118.5	971	3CB	-121.375	994	3E2	-124.25	1017	3F9	-127.125
949	3B5	-118.625	972	3CC	-121.5	995	3E3	-124.375	1018	3FA	-127.25
950	3B6	-118.75	973	3CD	-121.625	996	3E4	-124.5	1019	3FB	-127.375
951	3B7	-118.875	974	3CE	-121.75	997	3E5	-124.625	1020	3FC	-127.5
952	3B8	-119	975	3CF	-121.875	998	3E6	-124.75	1021	3FD	-127.625
953	3B9	-119.125	976	3D0	-122	999	3E7	-124.875	1022	3FE	-127.75
954	3BA	-119.25	977	3D1	-122.125	1000	3E8	-125	1023	3FF	-∞

(a) Register Setting Procedure

The following describes the MIX register setting procedures. The register should be used according to the following procedures.

- MIX Processing Procedure
  Figure 43.20 shows the processing procedure of MIX.

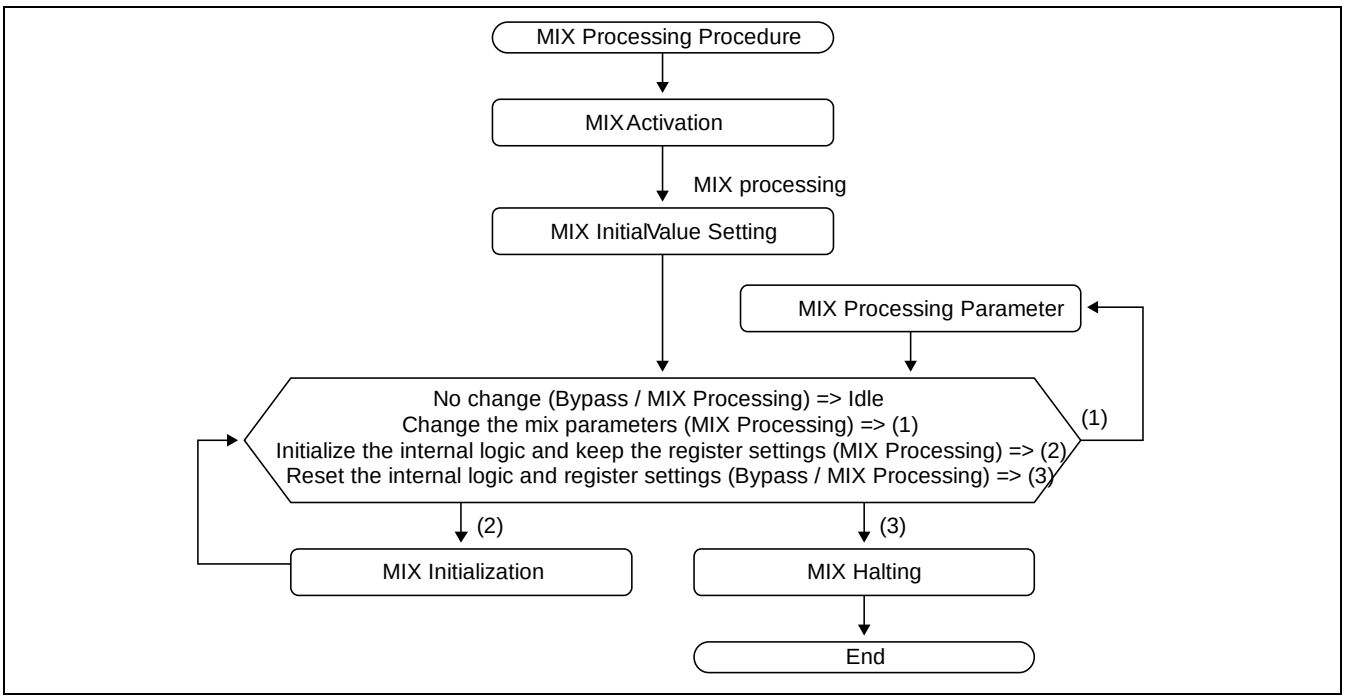


Figure 43.20 MIX Processing Procedure

- MIX Activation
  Figure 43.21 shows the MIX activation flowchart. When the MIX is activated, a software reset should be set to initialize logic and register setting. Then, the software reset should be cleared and ready to operate MIX. When reset the MIX function, all registers are initialized. If the MIX function was initialized by a hardware reset, it doesn't need to initialize the MIX function by software reset.

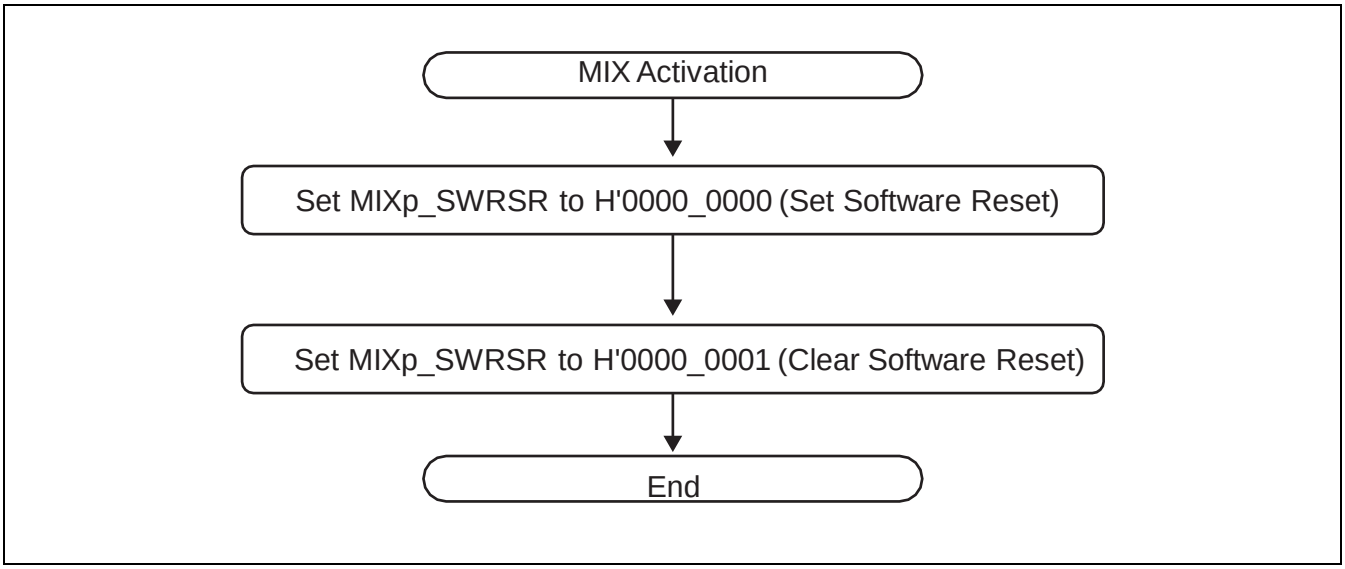


Figure 43.21 MIX Activation Flowchart

- MIX Initial Value Setting

  Figure 43.22 shows the flowchart of the MIX initial value setting. Before operate MIX function, the initial values should be set. After set the register setting and cancel the initialization, MIX module changes the volume of each system by volume step to the dB value of MIXp_MDBAR and MIXp_MDBBR and MIXp_MDBCR and MIXp_MDBDR regardless of MIXp_MIXMR setting.

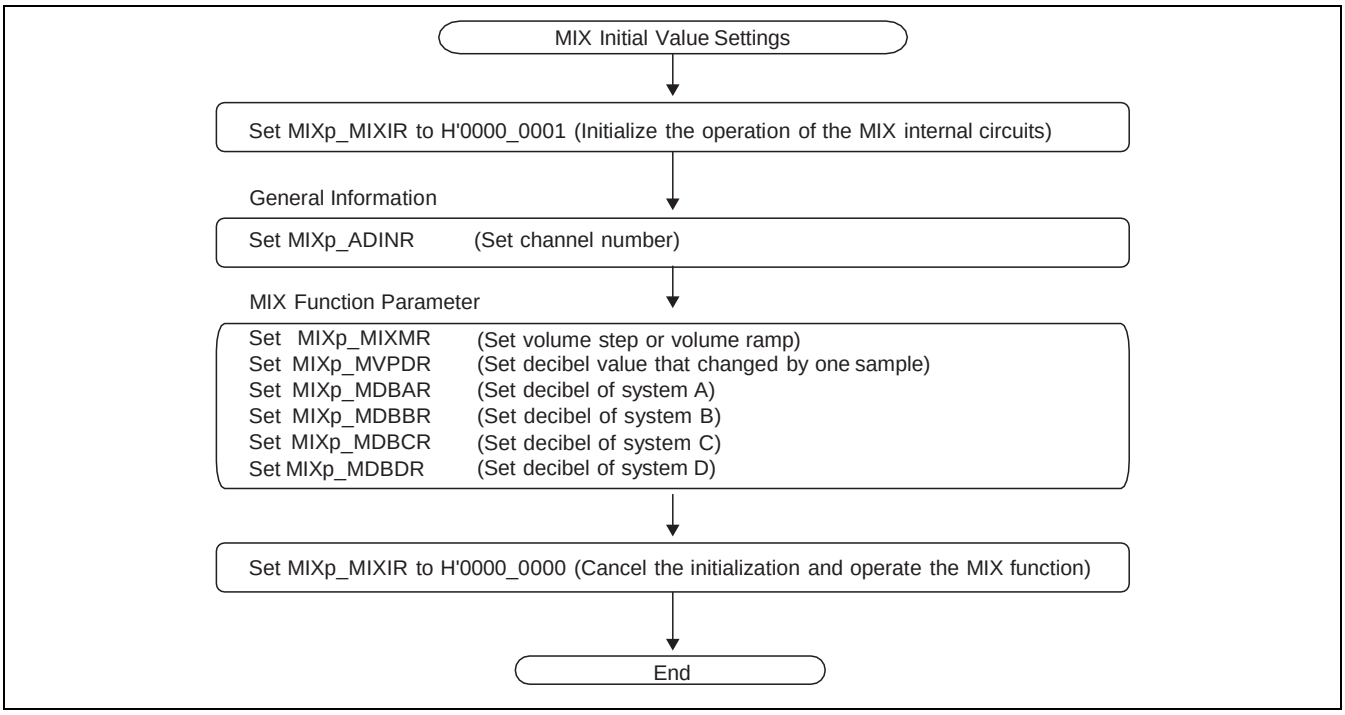


Figure 43.22 MIX Initial Value Setting Flowchart

- MIX Processing Parameter

  Figure 43.23 shows the MIX processing parameter flowchart. Before change the parameter of decibel for each system, the setting of the MIXp_MDBER should be disables. After that set the decibels of MIXp_MDBAR and MIXp_MDBBR and MIXp_MDBCR and MIXp_MDBDR and enables the MIXp_MDBER for reflect the decibel setting to the MIX processing.

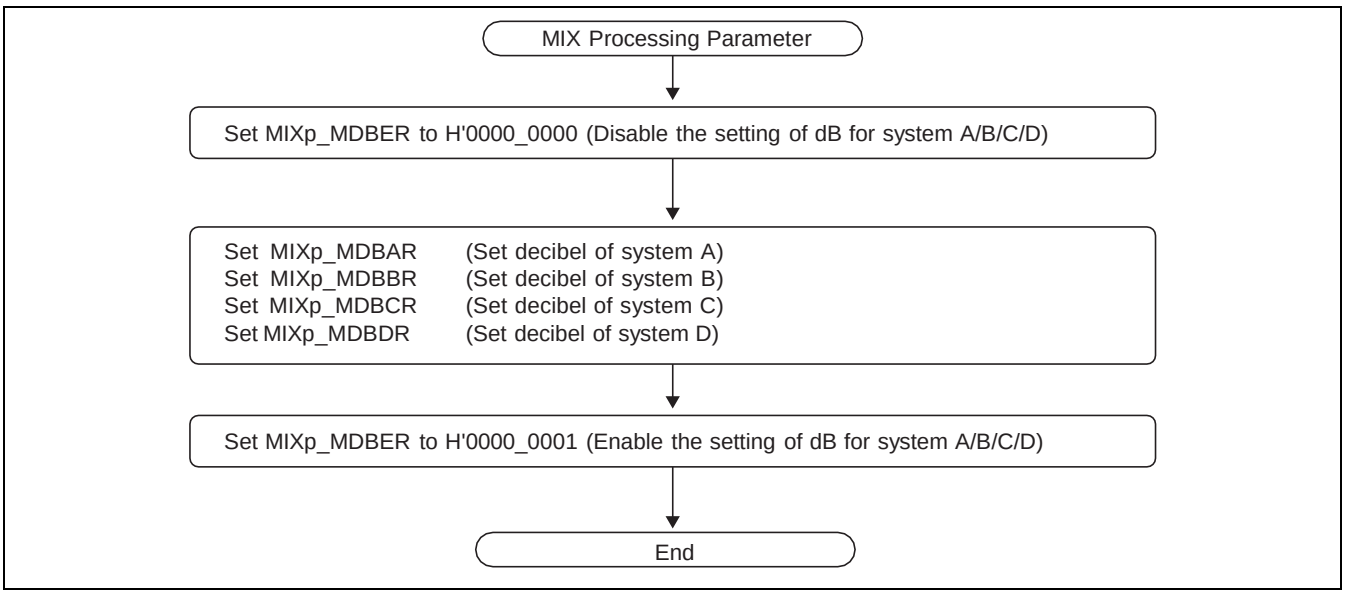


Figure 43.23 MIX Processing Parameter Flowchart

- MIX Initialization

  Figure 43.24 shows the MIX initialization flowchart. MIXp_MIXIR register doesn't initialize the register settings and these values are maintained. Before cancel the initialization, it is necessary to set or check the register settings of peripheral IP.

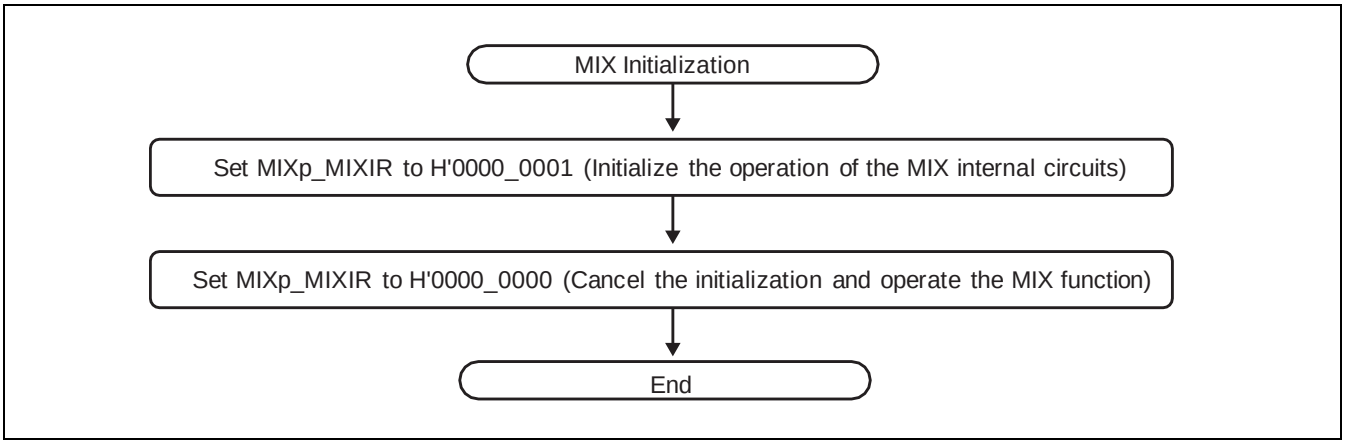


Figure 43.24 MIX Initialization Flowchart

- MIX Halting

  Figure 43.25 shows the flowchart of MIX halting. When MIX is halting, it should be initialize or reset by software reset or hardware reset. Before initialize or reset the MIX function, it is necessary to confirm the register settings and operation of peripheral IP.

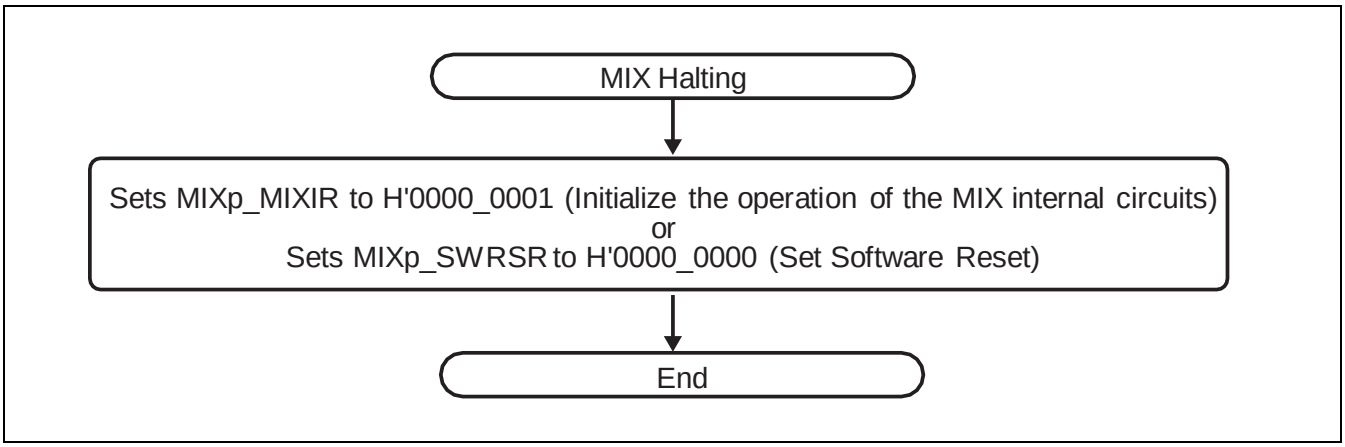


Figure 43.25 MIX Halting Flowchart

(3) DVC Block

The DVC is a block for implementing the volume and mute functions.

- Volume control function including digital volume, volume ramp, and zero-crossing mute
- The digital volume function is specified by a 24-bit fixed-point value within the range from 0 to 8 times (mute or -120 to 18 dB)
- The volume ramp function can be used for soft mute, fade-in, fade-out, or desired volume adjustment
- The volume ramp period can be changed within the sampling range from the 0th to 23rd power of 2
- The zero-crossing mute function silences the sound at the zero-crossing point of the audio data

Table 43.15 shows the DVC functions.

Table 43.15 DVC Functions

Item	Performance
Digital volume	Range: -120 dB to 18 dB (9.5×10^{-7} times to 8 times)
Volume ramp	Volume ramp is used for many kinds of operation (soft mute, fade-in, fade-out, and volume adjustment by ramp) Ramp period: 2^0/fso to 2^{23}/fso Examples: (1/fso: -128 dB/1 step) (2/fso: -64 dB/1 step) (4/fso: -32 dB/1 step) : (128/fso: -1 dB/1 step) (256/fso: -0.5 dB/1 step) (512/fso: -0.25 dB/1 step) (1024/fso: -0.125 dB/1 step) (2048/fso: -0.125 dB/2 steps) (4096/fso: -0.125 dB/4 steps) : (8388608/fso: -0.125 dB/8192 steps)
Zero-crossing mute	Mute the signal at zero-crossing point

The settings and corresponding values for the volume ramp are the same as those listed in Table 43.11 to Table 43.14.

The settings and corresponding values for the digital volume are calculated by using the following formula:

Setting (decimal) = $10^X \times 1048576$

X = (value in dB) / 20

(a) Register Setting Procedure

The following describes the DVC register setting procedures. The register should be used according to the following procedures.

- DVC Processing Procedure
  Figure 43.26 shows the processing procedure of DVC.

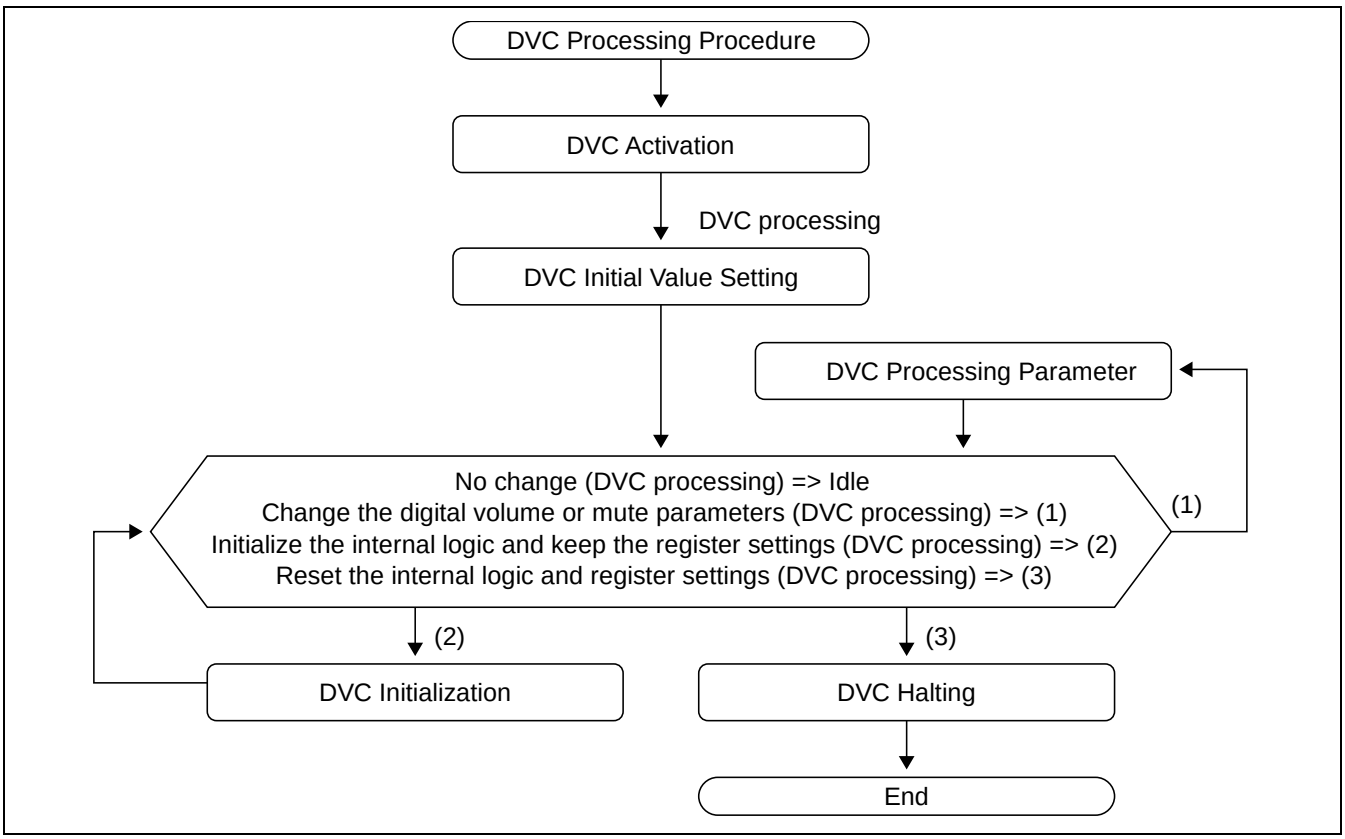


Figure 43.26 DVC Processing Procedure

- DVC Activation
  Figure 43.27 shows the DVC activation flowchart. When the DVC is activated, a software reset should be set to initialize logic and register setting. Then, the software reset should be cleared and ready to operate DVC. When reset the DVC function, all registers are initialized. If the DVC function was initialized by a hardware reset, it doesn't need to initialize the DVC function by software reset.

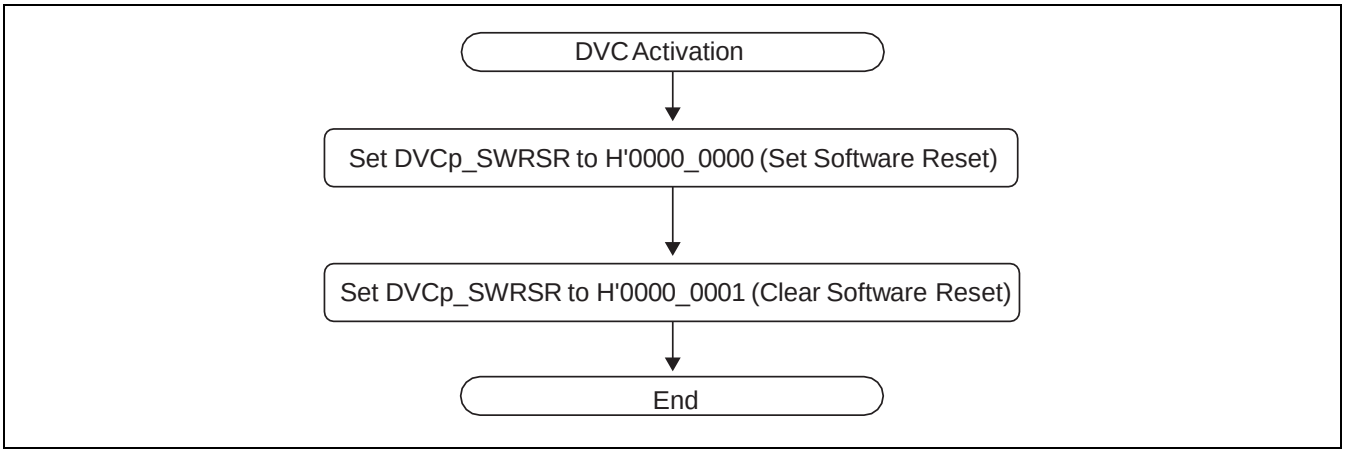


Figure 43.27 DVC Activation Flowchart

- DVC Initial Value Setting

  Figure 43.28 shows the flowchart of the DVC initial value setting. Before operate DVC function, the initial values should be set.

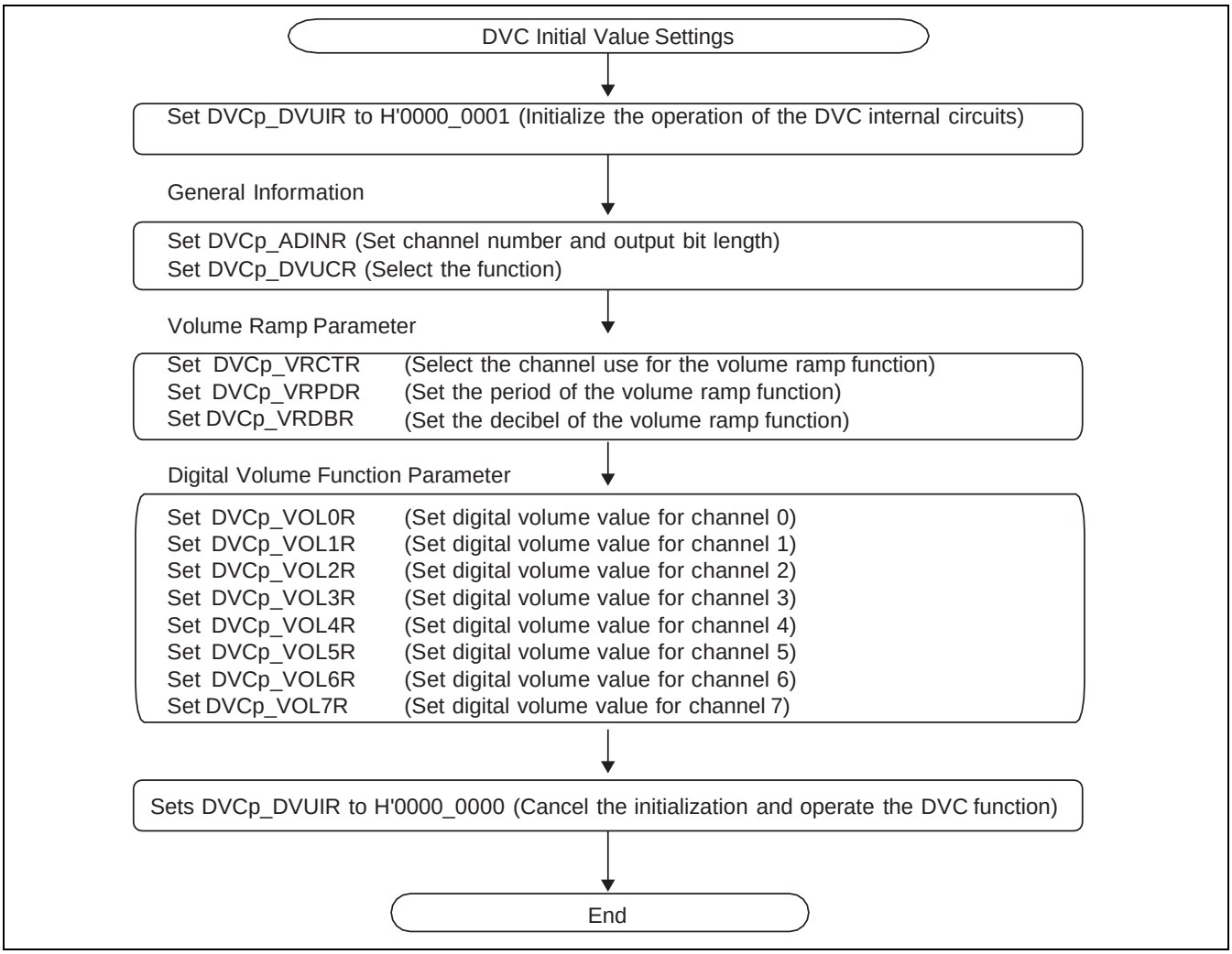


Figure 43.28 DVC Initial Value Setting Flowchart

- DVC Processing Parameter

  Figure 43.29 shows the DVC processing parameter flowchart. When DVC is processing, user can control the zero cross mute and the volume ramp and the digital volume value or by changing the setting value of registers. Before change the parameter of each function, the setting of DVCp_DVUER should be disables. After that set the setting of each function and enables the DVCp_DVUER for reflect the register setting to the DVC processing.

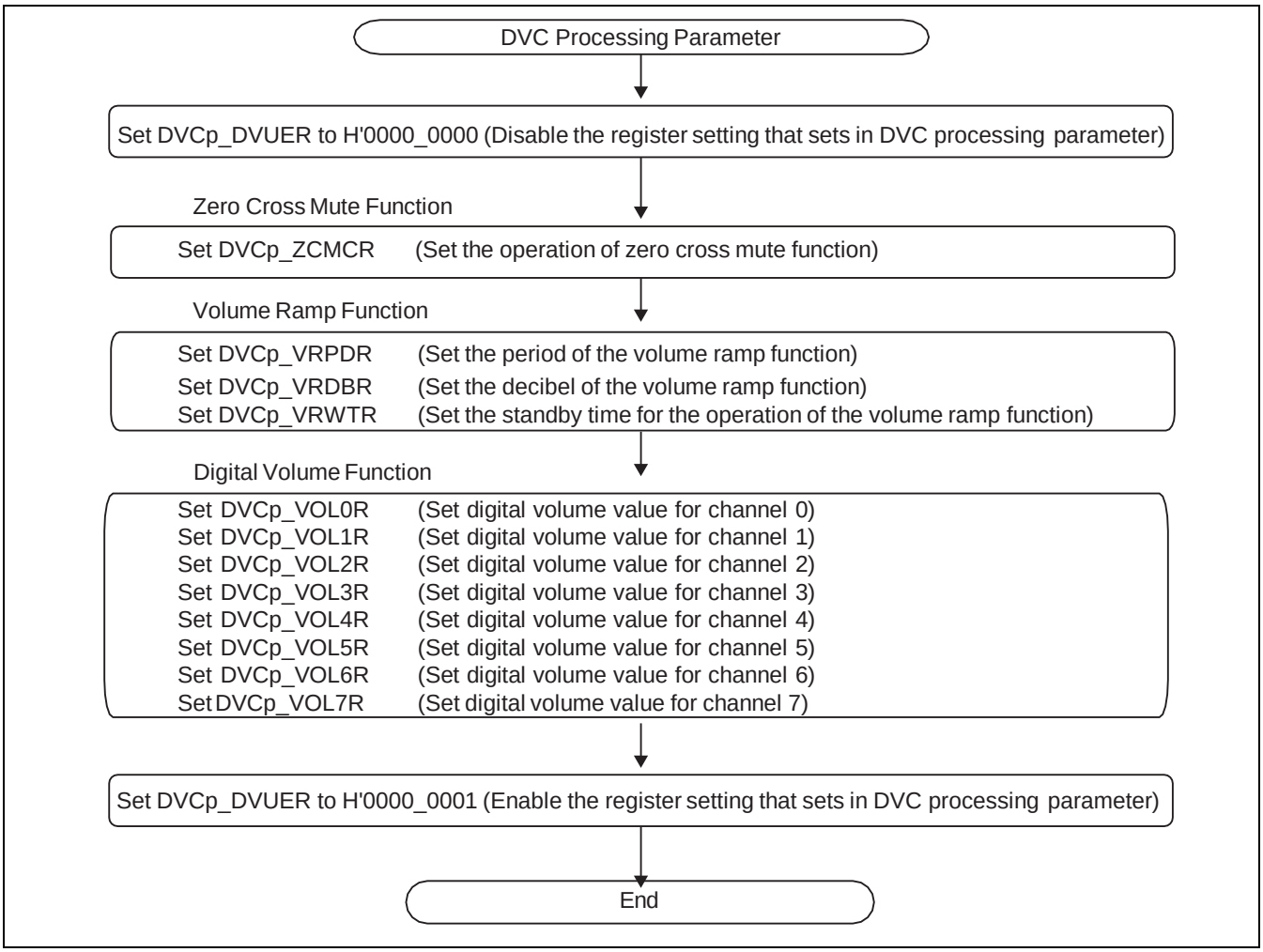


Figure 43.29 DVC Processing Parameter Flowchart

- DVC Initialization

  Figure 43.30 shows the flowchart of DVC Initialization. DVCp_DVUIR register doesn't initialize the register settings and these values are maintained. Before cancel the initialization, it is necessary to set or check the register settings of peripheral IP.

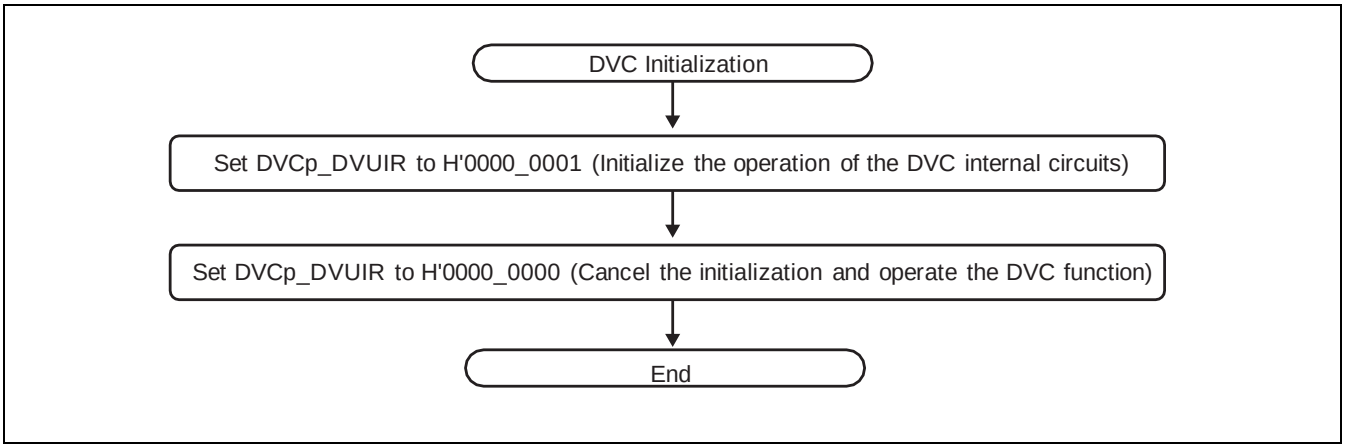


Figure 43.30 DVC Initialization Flowchart

- DVC Halting

  Figure 43.31 shows the flowchart of DVC halting. When DVC is halting, it should be initialize or reset by software reset or hardware reset. Before initialize or reset the DVC function, it is necessary to confirm the register settings and operation of peripheral IP.

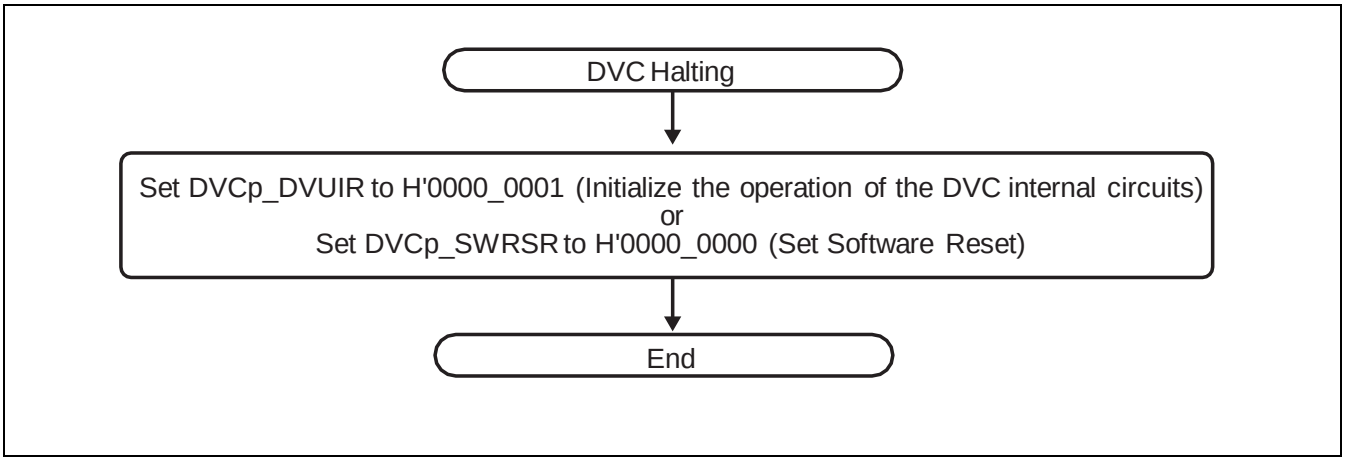


Figure 43.31 DVC Halting Flowchart

43.3.8 Input Data Timing and Output Data Timing

When using the SRC or CMD, the input data timing and output data timing should be specified. For details of the settings, refer to section 42, Audio Clock Generator (ADG).

43.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

43.4.1 Notes on Fixed Value related to SCU registers

The fixed value is needed for these bits in the SCU registers.
It is necessary to change from the initial value to the specific fixed value for the bits of the registers on Table 43.17.
Setting other value is prohibited.

Table 43.16 Fixed Value for the SCU Registers without any condition

Section	Bit Number	Fixed Value
43.2.23 SRCm SRC Control Register	16	B'1
	12	B'1
	8	B'1
	4	B'1
43.2.21 SRCm IFS Control Register	0	B'1
43.2.22 SRCm IFS Value Setting Register	27 to 0	The value of FSI should be calculated into them. A calculate method can be found in that section.
43.2.24 SRCm Buffer Size DATA RAM Setting Register	26 to 16	Depends on your needs. *
43.2.25 SRCn Buffer Size DATA RAM Setting Register	26 to 16	Depends on your needs. *
43.2.26 SRCm Buffer Size IJEC RAM Setting Register	21 to 16	H'10
	8 to 0	Depends on your needs. *

Note: * The fixed value depends on your needs. Refer to the explanation in those section or related table.

Table 43.17 Fixed Value for the SCU Registers with some condition

Section	Bit Number	Fixed Value	Condition
43.2.5 SRCm Control Register	4	B'0	A condition is described in a note of that section. Refer to that note.
43.2.21 SRCm IFS Control Register	23 to 20	H'2	Only when fast_ijc_en = 1, as bit 31
	19 to 16	H'4	Only when fast_ijc_en = 1, as bit 31
43.2.80 DVCp Volume Ramp Control Register	7 to 0	H'FF	VRMD bit of DVCp_DVUCR register is 1.

43.4.2 Note on generation and selection of timing signal

For details on generation and selection of timing signals, see section 42. Audio Clock Generator (ADG).

44. Direct Memory Access Controller for Audio (Audio-DMAC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

44.1 Overview

This LSI includes a direct memory access controller for audio (audio-DMAC). The audio-DMAC can be used in place of the CPU to handle high-speed data transfer to and from an external memory, the on-chip memory, memory-mapped external devices, or on-chip peripheral modules.

44.1.1 Features

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

- Up to 32 channels are available.

[RZ/G2E]

- Up to 16 channels are available.

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

- 1-T byte physical address space
- Transfer data length: Byte, word (2 bytes), long-word (4 bytes), 8 bytes, 16 bytes, 32 bytes, and 64 bytes
- Maximum number of transfer times: 16,777,215
- Address mode: Dual address mode
- Transfer requests:

  Requests from on-chip peripheral modules or auto requests can be selected. The following modules can issue on-chip peripheral module requests.

  SSI0 to SSI9, SCU0 to SCU9
- Selectable bus modes:

  Normal speed mode or slow mode can be selected for each channel.
- Either fixed priority or round-robin arbitration can be selected for use in arbitration among the transfer channels.
- Interrupt request:

  The audio-DMAC can be set up to generate an interrupt request for the CPU upon completion of transfer under the control of one stage of the descriptor memory, at the end of the data transfer, in response to an MMU error, and in response to an address error.
- Descriptor memory function:

  Up to 128 sets of the settings for the source address register, destination address register, and transfer count register are available (if use of the descriptor memory is only enabled for one channel) for use in setting up consecutive DMA transfers (the memory can hold register values for up to 256 stages of transfer when the external memory is selected). An infinite repeat mode is also available.

Figure 44.1 shows the block diagram of the audio-DMAC.

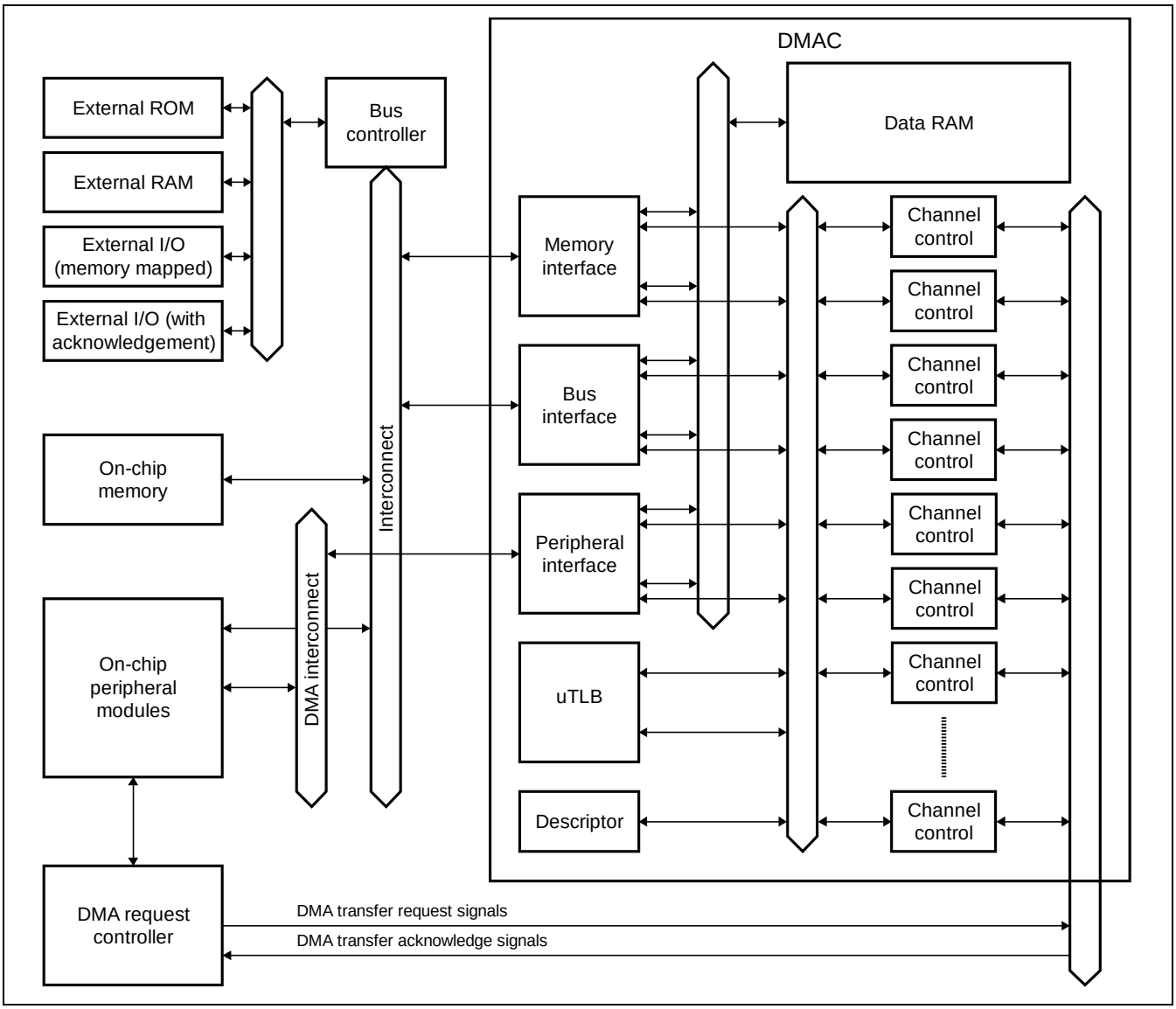


Figure 44.1 Block Diagram of the Audio-DMAC

44.1.2 External Pins

There are no external pins relevant to the audio-DMAC.

44.1.3 Register Configuration

Table 44.1 lists the registers of the audio-DMAC. Table 44.2 shows the register states of the audio-DMAC in each operating mode.

Note: The number of the audio-DMAC channels and the registers in use depend on the product:
32 channels for the RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 (registers for both the higher- and lower-numbered sets of channels 0 to 15 and 16 to 31 are in use)

Table 44.1 Register Configuration of the Audio-DMAC

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA interrupt status register (for lower-numbered channels)	DMAISTA_L	R	H'EC70_0020	32	√	√	√	√
DMA secure control register (for lower-numbered channels)	DMASEC_L	R/W	H'EC70_0030	32	√	√	√	√
DMA operation register (for lower-numbered channels)	DMAOR_L	R/W	H'EC70_0060	16	√	√	√	√
DMA channel clear register (for lower-numbered channels)	DMACHCLR_L	W	H'EC70_0080	32	√	√	√	√
DPRAM secure control register (for lower-numbered channels)	DMADPSEC_L	R/W	H'EC70_00A0	32	√	√	√	√
DMA source address register_0	DMASAR_0	R/W	H'EC70_8000 H'EC70_8020*	32	√	√	√	√
DMA destination address register_0	DMADAR_0	R/W	H'EC70_8004 H'EC70_8024*	32	√	√	√	√
DMA transfer count register_0	DMATCR_0	R/W	H'EC70_8008	32	√	√	√	√
DMA transfer size register_0	DMATSR_0	R/W	H'EC70_8028*	32	√	√	√	√
DMA channel control register_0	DMACHCR_0	R/W	H'EC70_800C H'EC70_802C*	32	√	√	√	√
DMA transfer count register B_0	DMATCRB_0	R/W	H'EC70_8018	32	√	√	√	√
DMA transfer size register B_0	DMATSRB_0	R/W	H'EC70_8038	32	√	√	√	√
DMA channel control register B_0	DMACHCRB_0	R/W	H'EC70_801C	32	√	√	√	√
DMA extended resource selector_0	DMARS_0	R/W	H'EC70_8040	16	√	√	√	√
DMA buffer control register_0	DMABUFCR_0	R/W	H'EC70_8048	32	√	√	√	√
DMA descriptor base address register_0	DMADPBASE_0	R/W	H'EC70_8050	32	√	√	√	√
DMA descriptor control register_0	DMADPCR_0	R/W	H'EC70_8054	32	√	√	√	√
DMA fixed source address register_0	DMAFIXSAR_0	R/W	H'EC70_8010	32	√	√	√	√
DMA fixed destination address register_0	DMAFIXDAR_0	R/W	H'EC70_8014	32	√	√	√	√
DMA fixed descriptor base address register_0	DMAFIXDPBASE_0	R/W	H'EC70_8060	32	√	√	√	√
DMA source address register_1	DMASAR_1	R/W	H'EC70_8080 H'EC70_80A0*	32	√	√	√	√
DMA destination address register_1	DMADAR_1	R/W	H'EC70_8084 H'EC70_80A4*	32	√	√	√	√
DMA transfer count register_1	DMATCR_1	R/W	H'EC70_8088	32	√	√	√	√
DMA transfer size register_1	DMATSR_1	R/W	H'EC70_80A8*	32	√	√	√	√
DMA channel control register_1	DMACHCR_1	R/W	H'EC70_808C H'EC70_80AC*	32	√	√	√	√
DMA transfer count register B_1	DMATCRB_1	R/W	H'EC70_8098	32	√	√	√	√
DMA transfer size register B_1	DMATSRB_1	R/W	H'EC70_80B8*	32	√	√	√	√
DMA channel control register B_1	DMACHCRB_1	R/W	H'EC70_809C	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA extended resource selector_1	DMARS_1	R/W	H'EC70_80C0	16	√	√	√	√
DMA buffer control register_1	DMABUFCR_1	R/W	H'EC70_80C8	32	√	√	√	√
DMA descriptor base address register_1	DMADPBASE_1	R/W	H'EC70_80D0	32	√	√	√	√
DMA descriptor control register_1	DMADPCR_1	R/W	H'EC70_80D4	32	√	√	√	√
DMA fixed descriptor base address register_1	DMAFIXDPBASE_1	R/W	H'EC70_80E0	32	√	√	√	√
DMA fixed source address register_1	DMAFIXSAR_1	R/W	H'EC70_8090	32	√	√	√	√
DMA fixed destination address register_1	DMAFIXDAR_1	R/W	H'EC70_8094	32	√	√	√	√
DMA source address register_2	DMASAR_2	R/W	H'EC70_8100 H'EC70_8120*	32	√	√	√	√
DMA destination address register_2	DMADAR_2	R/W	H'EC70_8104 H'EC70_8124*	32	√	√	√	√
DMA transfer count register_2	DMATCR_2	R/W	H'EC70_8108	32	√	√	√	√
DMA transfer size register_2	DMATSR_2	R/W	H'EC70_8128*	32	√	√	√	√
DMA channel control register_2	DMACHCR_2	R/W	H'EC70_810C H'EC70_812C*	32	√	√	√	√
DMA transfer count register B_2	DMATCRB_2	R/W	H'EC70_8118	32	√	√	√	√
DMA transfer size register B_2	DMATSRB_2	R/W	H'EC70_8138*	32	√	√	√	√
DMA channel control register B_2	DMACHCRB_2	R/W	H'EC70_811C	32	√	√	√	√
DMA extended resource selector_2	DMARS_2	R/W	H'EC70_8140	16	√	√	√	√
DMA buffer control register_2	DMABUFCR_2	R/W	H'EC70_8148	32	√	√	√	√
DMA descriptor base address register_2	DMADPBASE_2	R/W	H'EC70_8150	32	√	√	√	√
DMA descriptor control register_2	DMADPCR_2	R/W	H'EC70_8154	32	√	√	√	√
DMA fixed source address register_2	DMAFIXSAR_2	R/W	H'EC70_8110	32	√	√	√	√
DMA fixed destination address register_2	DMAFIXDAR_2	R/W	H'EC70_8114	32	√	√	√	√
DMA fixed descriptor base address register_2	DMAFIXDPBASE_2	R/W	H'EC70_8160	32	√	√	√	√
DMA source address register_3	DMASAR_3	R/W	H'EC70_8180 H'EC70_81A0*	32	√	√	√	√
DMA destination address register_3	DMADAR_3	R/W	H'EC70_8184 H'EC70_81A4*	32	√	√	√	√
DMA transfer count register_3	DMATCR_3	R/W	H'EC70_8188	32	√	√	√	√
DMA transfer size register_3	DMATSR_3	R/W	H'EC70_81A8*	32	√	√	√	√
DMA channel control register_3	DMACHCR_3	R/W	H'EC70_818C H'EC70_81AC*	32	√	√	√	√
DMA transfer count register B_3	DMATCRB_3	R/W	H'EC70_8198	32	√	√	√	√
DMA transfer size register B_3	DMATSRB_3	R/W	H'EC70_81B8*	32	√	√	√	√
DMA channel control register B_3	DMACHCRB_3	R/W	H'EC70_819C	32	√	√	√	√
DMA extended resource selector_3	DMARS_3	R/W	H'EC70_81C0	16	√	√	√	√
DMA buffer control register_3	DMABUFCR_3	R/W	H'EC70_81C8	32	√	√	√	√
DMA descriptor base address register_3	DMADPBASE_3	R/W	H'EC70_81D0	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA descriptor control register_3	DMADPCR_3	R/W	H'EC70_81D4	32	√	√	√	√
DMA fixed source address register_3	DMAFIXSAR_3	R/W	H'EC70_8190	32	√	√	√	√
DMA fixed destination address register_3	DMAFIXDAR_3	R/W	H'EC70_8194	32	√	√	√	√
DMA fixed descriptor base address register_3	DMAFIXDPBASE_3	R/W	H'EC70_81E0	32	√	√	√	√
DMA source address register_4	DMASAR_4	R/W	H'EC70_8200 H'EC70_8220*	32	√	√	√	√
DMA destination address register_4	DMADAR_4	R/W	H'EC70_8204 H'EC70_8224*	32	√	√	√	√
DMA transfer count register_4	DMATCR_4	R/W	H'EC70_8208	32	√	√	√	√
DMA transfer size register_4	DMATSR_4	R/W	H'EC70_8228*	32	√	√	√	√
DMA channel control register_4	DMACHCR_4	R/W	H'EC70_820C H'EC70_822C*	32	√	√	√	√
DMA transfer count register B_4	DMATCRB_4	R/W	H'EC70_8218	32	√	√	√	√
DMA transfer size register B_4	DMATSRB_4	R/W	H'EC70_8238*	32	√	√	√	√
DMA channel control register B_4	DMACHCRB_4	R/W	H'EC70_821C	32	√	√	√	√
DMA extended resource selector_4	DMARS_4	R/W	H'EC70_8240	16	√	√	√	√
DMA buffer control register_4	DMABUFCR_4	R/W	H'EC70_8248	32	√	√	√	√
DMA descriptor base address register_4	DMADPBASE_4	R/W	H'EC70_8250	32	√	√	√	√
DMA descriptor control register_4	DMADPCR_4	R/W	H'EC70_8254	32	√	√	√	√
DMA fixed source address register_4	DMAFIXSAR_4	R/W	H'EC70_8210	32	√	√	√	√
DMA fixed destination address register_4	DMAFIXDAR_4	R/W	H'EC70_8214	32	√	√	√	√
DMA fixed descriptor base address register_4	DMAFIXDPBASE_4	R/W	H'EC70_8260	32	√	√	√	√
DMA source address register_5	DMASAR_5	R/W	H'EC70_8280 H'EC70_82A0*	32	√	√	√	√
DMA destination address register_5	DMADAR_5	R/W	H'EC70_8284 H'EC70_82A4*	32	√	√	√	√
DMA transfer count register_5	DMATCR_5	R/W	H'EC70_8288	32	√	√	√	√
DMA transfer size register_5	DMATSR_5	R/W	H'EC70_82A8*	32	√	√	√	√
DMA channel control register_5	DMACHCR_5	R/W	H'EC70_828C H'EC70_82AC*	32	√	√	√	√
DMA transfer count register B_5	DMATCRB_5	R/W	H'EC70_8298	32	√	√	√	√
DMA transfer size register B_5	DMATSRB_5	R/W	H'EC70_82B8*	32	√	√	√	√
DMA channel control register B_5	DMACHCRB_5	R/W	H'EC70_829C	32	√	√	√	√
DMA extended resource selector_5	DMARS_5	R/W	H'EC70_82C0	16	√	√	√	√
DMA buffer control register_5	DMABUFCR_5	R/W	H'EC70_82C8	32	√	√	√	√
DMA descriptor base address register_5	DMADPBASE_5	R/W	H'EC70_82D0	32	√	√	√	√
DMA descriptor control register_5	DMADPCR_5	R/W	H'EC70_82D4	32	√	√	√	√
DMA fixed source address register_5	DMAFIXSAR_5	R/W	H'EC70_8290	32	√	√	√	√
DMA fixed destination address register_5	DMAFIXDAR_5	R/W	H'EC70_8294	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_5	DMAFIXDPBASE_5	R/W	H'EC70_82E0	32	√	√	√	√
DMA source address register_6	DMASAR_6	R/W	H'EC70_8300 H'EC70_8320*	32	√	√	√	√
DMA destination address register_6	DMADAR_6	R/W	H'EC70_8304 H'EC70_8324*	32	√	√	√	√
DMA transfer count register_6	DMATCR_6	R/W	H'EC70_8308	32	√	√	√	√
DMA transfer size register_6	DMATSR_6	R/W	H'EC70_8328*	32	√	√	√	√
DMA channel control register_6	DMACHCR_6	R/W	H'EC70_830C H'EC70_832C*	32	√	√	√	√
DMA transfer count register B_6	DMATCRB_6	R/W	H'EC70_8318	32	√	√	√	√
DMA transfer size register B_6	DMATSRB_6	R/W	H'EC70_8338*	32	√	√	√	√
DMA channel control register B_6	DMACHCRB_6	R/W	H'EC70_831C	32	√	√	√	√
DMA extended resource selector_6	DMARS_6	R/W	H'EC70_8340	16	√	√	√	√
DMA buffer control register_6	DMABUFCR_6	R/W	H'EC70_8348	32	√	√	√	√
DMA descriptor base address register_6	DMADPBASE_6	R/W	H'EC70_8350	32	√	√	√	√
DMA descriptor control register_6	DMADPCR_6	R/W	H'EC70_8354	32	√	√	√	√
DMA fixed source address register_6	DMAFIXSAR_6	R/W	H'EC70_8310	32	√	√	√	√
DMA fixed destination address register_6	DMAFIXDAR_6	R/W	H'EC70_8314	32	√	√	√	√
DMA fixed descriptor base address register_6	DMAFIXDPBASE_6	R/W	H'EC70_8360	32	√	√	√	√
DMA source address register_7	DMASAR_7	R/W	H'EC70_8380 H'EC70_83A0*	32	√	√	√	√
DMA destination address register_7	DMADAR_7	R/W	H'EC70_8384 H'EC70_83A4*	32	√	√	√	√
DMA transfer count register_7	DMATCR_7	R/W	H'EC70_8388	32	√	√	√	√
DMA transfer size register_7	DMATSR_7	R/W	H'EC70_83A8*	32	√	√	√	√
DMA channel control register_7	DMACHCR_7	R/W	H'EC70_838C H'EC70_83AC*	32	√	√	√	√
DMA transfer count register B_7	DMATCRB_7	R/W	H'EC70_8398	32	√	√	√	√
DMA transfer size register B_7	DMATSRB_7	R/W	H'EC70_83B8*	32	√	√	√	√
DMA channel control register B_7	DMACHCRB_7	R/W	H'EC70_839C	32	√	√	√	√
DMA extended resource selector_7	DMARS_7	R/W	H'EC70_83C0	16	√	√	√	√
DMA buffer control register_7	DMABUFCR_7	R/W	H'EC70_83C8	32	√	√	√	√
DMA descriptor base address register_7	DMADPBASE_7	R/W	H'EC70_83D0	32	√	√	√	√
DMA descriptor control register_7	DMADPCR_7	R/W	H'EC70_83D4	32	√	√	√	√
DMA fixed source address register_7	DMAFIXSAR_7	R/W	H'EC70_8390	32	√	√	√	√
DMA fixed destination address register_7	DMAFIXDAR_7	R/W	H'EC70_8394	32	√	√	√	√
DMA fixed descriptor base address register_7	DMAFIXDPBASE_7	R/W	H'EC70_83E0	32	√	√	√	√
DMA source address register_8	DMASAR_8	R/W	H'EC70_8400 H'EC70_8420*	32	√	√	√	√
DMA destination address register_8	DMADAR_8	R/W	H'EC70_8404 H'EC70_8424*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA transfer count register_8	DMATCR_8	R/W	H'EC70_8408	32	√	√	√	√
DMA transfer size register_8	DMATSR_8	R/W	H'EC70_8428*	32	√	√	√	√
DMA channel control register_8	DMACHCR_8	R/W	H'EC70_840C H'EC70_842C*	32	√	√	√	√
DMA transfer count register B_8	DMATCRB_8	R/W	H'EC70_8418	32	√	√	√	√
DMA transfer size register B_8	DMATSRB_8	R/W	H'EC70_8438*	32	√	√	√	√
DMA channel control register B_8	DMACHCRB_8	R/W	H'EC70_841C	32	√	√	√	√
DMA extended resource selector_8	DMARS_8	R/W	H'EC70_8440	16	√	√	√	√
DMA buffer control register_8	DMABUFCR_8	R/W	H'EC70_8448	32	√	√	√	√
DMA descriptor base address register_8	DMADPBASE_8	R/W	H'EC70_8450	32	√	√	√	√
DMA descriptor control register_8	DMADPCR_8	R/W	H'EC70_8454	32	√	√	√	√
DMA fixed source address register_8	DMAFIXSAR_8	R/W	H'EC70_8410	32	√	√	√	√
DMA fixed destination address register_8	DMAFIXDAR_8	R/W	H'EC70_8414	32	√	√	√	√
DMA fixed descriptor base address register_8	DMAFIXDPBASE_8	R/W	H'EC70_8460	32	√	√	√	√
DMA source address register_9	DMASAR_9	R/W	H'EC70_8480 H'EC70_84A0*	32	√	√	√	√
DMA destination address register_9	DMADAR_9	R/W	H'EC70_8484 H'EC70_84A4*	32	√	√	√	√
DMA transfer count register_9	DMATCR_9	R/W	H'EC70_8488	32	√	√	√	√
DMA transfer size register_9	DMATSR_9	R/W	H'EC70_84A8*	32	√	√	√	√
DMA channel control register_9	DMACHCR_9	R/W	H'EC70_848C H'EC70_84AC*	32	√	√	√	√
DMA transfer count register B_9	DMATCRB_9	R/W	H'EC70_8498	32	√	√	√	√
DMA transfer size register B_9	DMATSRB_9	R/W	H'EC70_84B8*	32	√	√	√	√
DMA channel control register B_9	DMACHCRB_9	R/W	H'EC70_849C	32	√	√	√	√
DMA extended resource selector_9	DMARS_9	R/W	H'EC70_84C0	16	√	√	√	√
DMA buffer control register_9	DMABUFCR_9	R/W	H'EC70_84C8	32	√	√	√	√
DMA descriptor base address register_9	DMADPBASE_9	R/W	H'EC70_84D0	32	√	√	√	√
DMA descriptor control register_9	DMADPCR_9	R/W	H'EC70_84D4	32	√	√	√	√
DMA fixed source address register_9	DMAFIXSAR_9	R/W	H'EC70_8490	32	√	√	√	√
DMA fixed destination address register_9	DMAFIXDAR_9	R/W	H'EC70_8494	32	√	√	√	√
DMA fixed descriptor base address register_9	DMAFIXDPBASE_9	R/W	H'EC70_84E0	32	√	√	√	√
DMA source address register_10	DMASAR_10	R/W	H'EC70_8500 H'EC70_8520*	32	√	√	√	√
DMA destination address register_10	DMADAR_10	R/W	H'EC70_8504 H'EC70_8524*	32	√	√	√	√
DMA transfer count register_10	DMATCR_10	R/W	H'EC70_8508	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA transfer size register_10	DMATSR_10	R/W	H'EC70_8528*	32	√	√	√	√
DMA channel control register_10	DMACHCR_10	R/W	H'EC70_850C H'EC70_852C*	32	√	√	√	√
DMA transfer count register B_10	DMATCRB_10	R/W	H'EC70_8518	32	√	√	√	√
DMA transfer size register B_10	DMATSRB_10	R/W	H'EC70_8538*	32	√	√	√	√
DMA channel control register B_10	DMACHCRB_10	R/W	H'EC70_851C	32	√	√	√	√
DMA extended resource selector_10	DMARS_10	R/W	H'EC70_8540	16	√	√	√	√
DMA buffer control register_10	DMABUFCR_10	R/W	H'EC70_8548	32	√	√	√	√
DMA descriptor base address register_10	DMADPBASE_10	R/W	H'EC70_8550	32	√	√	√	√
DMA descriptor control register_10	DMADPCR_10	R/W	H'EC70_8554	32	√	√	√	√
DMA fixed source address register_10	DMAFIXSAR_10	R/W	H'EC70_8510	32	√	√	√	√
DMA fixed destination address register_10	DMAFIXDAR_10	R/W	H'EC70_8514	32	√	√	√	√
DMA fixed descriptor base address register_10	DMAFIXDPBASE_10	R/W	H'EC70_8560	32	√	√	√	√
DMA source address register_11	DMASAR_11	R/W	H'EC70_8580 H'EC70_85A0*	32	√	√	√	√
DMA destination address register_11	DMADAR_11	R/W	H'EC70_8584 H'EC70_85A4*	32	√	√	√	√
DMA transfer count register_11	DMATCR_11	R/W	H'EC70_8588	32	√	√	√	√
DMA transfer size register_11	DMATSR_11	R/W	H'EC70_85A8*	32	√	√	√	√
DMA channel control register_11	DMACHCR_11	R/W	H'EC70_858C H'EC70_85AC*	32	√	√	√	√
DMA transfer count register B_11	DMATCRB_11	R/W	H'EC70_8598	32	√	√	√	√
DMA transfer size register B_11	DMATSRB_11	R/W	H'EC70_85B8*	32	√	√	√	√
DMA channel control register B_11	DMACHCRB_11	R/W	H'EC70_859C	32	√	√	√	√
DMA extended resource selector_11	DMARS_11	R/W	H'EC70_85C0	16	√	√	√	√
DMA buffer control register_11	DMABUFCR_11	R/W	H'EC70_85C8	32	√	√	√	√
DMA descriptor base address register_11	DMADPBASE_11	R/W	H'EC70_85D0	32	√	√	√	√
DMA descriptor control register_11	DMADPCR_11	R/W	H'EC70_85D4	32	√	√	√	√
DMA fixed source address register_11	DMAFIXSAR_11	R/W	H'EC70_8590	32	√	√	√	√
DMA fixed destination address register_11	DMAFIXDAR_11	R/W	H'EC70_8594	32	√	√	√	√
DMA fixed descriptor base address register_11	DMAFIXDPBASE_11	R/W	H'EC70_85E0	32	√	√	√	√
DMA source address register_12	DMASAR_12	R/W	H'EC70_8600 H'EC70_8620*	32	√	√	√	√
DMA destination address register_12	DMADAR_12	R/W	H'EC70_8604 H'EC70_8624*	32	√	√	√	√
DMA transfer count register_12	DMATCR_12	R/W	H'EC70_8608	32	√	√	√	√
DMA transfer size register_12	DMATSR_12	R/W	H'EC70_8628*	32	√	√	√	√
DMA channel control register_12	DMACHCR_12	R/W	H'EC70_860C H'EC70_862C*	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA transfer count register B_12	DMATCRB_12	R/W	H'EC70_8618	32	√	√	√	√
DMA transfer size register B_12	DMATSRB_12	R/W	H'EC70_8638*	32	√	√	√	√
DMA channel control register B_12	DMACHCRB_12	R/W	H'EC70_861C	32	√	√	√	√
DMA extended resource selector_12	DMARS_12	R/W	H'EC70_8640	16	√	√	√	√
DMA buffer control register_12	DMABUFCR_12	R/W	H'EC70_8648	32	√	√	√	√
DMA descriptor base address register_12	DMADPBASE_12	R/W	H'EC70_8650	32	√	√	√	√
DMA descriptor control register_12	DMADPCR_12	R/W	H'EC70_8654	32	√	√	√	√
DMA fixed source address register_12	DMAFIXSAR_12	R/W	H'EC70_8610	32	√	√	√	√
DMA fixed destination address register_12	DMAFIXDAR_12	R/W	H'EC70_8614	32	√	√	√	√
DMA fixed descriptor base address register_12	DMAFIXDPBASE_12	R/W	H'EC70_8660	32	√	√	√	√
DMA source address register_13	DMASAR_13	R/W	H'EC70_8680 H'EC70_86A0*	32	√	√	√	√
DMA destination address register_13	DMADAR_13	R/W	H'EC70_8684 H'EC70_86A4*	32	√	√	√	√
DMA transfer count register_13	DMATCR_13	R/W	H'EC70_8688	32	√	√	√	√
DMA transfer size register_13	DMATSR_13	R/W	H'EC70_86A8*	32	√	√	√	√
DMA channel control register_13	DMACHCR_13	R/W	H'EC70_868C H'EC70_86AC*	32	√	√	√	√
DMA transfer count register B_13	DMATCRB_13	R/W	H'EC70_8698	32	√	√	√	√
DMA transfer size register B_13	DMATSRB_13	R/W	H'EC70_86B8*	32	√	√	√	√
DMA channel control register B_13	DMACHCRB_13	R/W	H'EC70_869C	32	√	√	√	√
DMA extended resource selector_13	DMARS_13	R/W	H'EC70_86C0	16	√	√	√	√
DMA buffer control register_13	DMABUFCR_13	R/W	H'EC70_86C8	32	√	√	√	√
DMA descriptor base address register_13	DMADPBASE_13	R/W	H'EC70_86D0	32	√	√	√	√
DMA descriptor control register_13	DMADPCR_13	R/W	H'EC70_86D4	32	√	√	√	√
DMA fixed source address register_13	DMAFIXSAR_13	R/W	H'EC70_8690	32	√	√	√	√
DMA fixed destination address register_13	DMAFIXDAR_13	R/W	H'EC70_8694	32	√	√	√	√
DMA fixed descriptor base address register_13	DMAFIXDPBASE_13	R/W	H'EC70_86E0	32	√	√	√	√
DMA source address register_14	DMASAR_14	R/W	H'EC70_8700 H'EC70_8720*	32	√	√	√	√
DMA destination address register_14	DMADAR_14	R/W	H'EC70_8704 H'EC70_8724*	32	√	√	√	√
DMA transfer count register_14	DMATCR_14	R/W	H'EC70_8708	32	√	√	√	√
DMA transfer size register_14	DMATSR_14	R/W	H'EC70_8728*	32	√	√	√	√
DMA channel control register_14	DMACHCR_14	R/W	H'EC70_870C H'EC70_872C*	32	√	√	√	√
DMA transfer count register B_14	DMATCRB_14	R/W	H'EC70_8718	32	√	√	√	√
DMA transfer size register B_14	DMATSRB_14	R/W	H'EC70_8738*	32	√	√	√	√
DMA channel control register B_14	DMACHCRB_14	R/W	H'EC70_871C	32	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA extended resource selector_14	DMARS_14	R/W	H'EC70_8740	16	√	√	√	√
DMA buffer control register_14	DMABUFCR_14	R/W	H'EC70_8748	32	√	√	√	√
DMA descriptor base address register_14	DMADPBASE_14	R/W	H'EC70_8750	32	√	√	√	√
DMA descriptor control register_14	DMADPCR_14	R/W	H'EC70_8754	32	√	√	√	√
DMA fixed source address register_14	DMAFIXSAR_14	R/W	H'EC70_8710	32	√	√	√	√
DMA fixed destination address register_14	DMAFIXDAR_14	R/W	H'EC70_8714	32	√	√	√	√
DMA fixed descriptor base address register_14	DMAFIXDPBASE_14	R/W	H'EC70_8760	32	√	√	√	√
DMA source address register_15	DMASAR_15	R/W	H'EC70_8780 H'EC70_87A0*	32	√	√	√	√
DMA destination address register_15	DMADAR_15	R/W	H'EC70_8784 H'EC70_87A4*	32	√	√	√	√
DMA transfer count register_15	DMATCR_15	R/W	H'EC70_8788	32	√	√	√	√
DMA transfer size register_15	DMATSR_15	R/W	H'EC70_87A8*	32	√	√	√	√
DMA channel control register_15	DMACHCR_15	R/W	H'EC70_878C H'EC70_87AC*	32	√	√	√	√
DMA transfer count register B_15	DMATCRB_15	R/W	H'EC70_8798	32	√	√	√	√
DMA transfer size register B_15	DMATSRB_15	R/W	H'EC70_87B8*	32	√	√	√	√
DMA channel control register B_15	DMACHCRB_15	R/W	H'EC70_879C	32	√	√	√	√
DMA extended resource selector_15	DMARS_15	R/W	H'EC70_87C0	16	√	√	√	√
DMA buffer control register_15	DMABUFCR_15	R/W	H'EC70_87C8	32	√	√	√	√
DMA descriptor base address register_15	DMADPBASE_15	R/W	H'EC70_87D0	32	√	√	√	√
DMA descriptor control register_15	DMADPCR_15	R/W	H'EC70_87D4	32	√	√	√	√
DMA fixed source address register_15	DMAFIXSAR_15	R/W	H'EC70_8790	32	√	√	√	√
DMA fixed destination address register_15	DMAFIXDAR_15	R/W	H'EC70_8794	32	√	√	√	√
DMA fixed descriptor base address register_15	DMAFIXDPBASE_15	R/W	H'EC70_87E0	32	√	√	√	√
Descriptor memory (for lower-numbered channels)	DescriptorMEM	R/W	H'EC70_A000 to H'EC70_A7FC	32	√	√	√	√
Secure function Secure Status register (for channels 0 to 15)	DMASES_L	R/W	H'EC70_00C0	32	√	√	√	√
Secure function Slave Error Address register (for channels 0 to 15)	DMASEDDR_L	R	H'EC70_00C4	32	√	√	√	√
Secure function Error Master ID register (for channels 0 to 15)	DMASEMID_L	R	H'EC70_00C8	32	√	√	√	√
DMA interrupt status register (for higher-numbered channels)	DMAISTA_U	R	H'EC72_0020	32	√	√	√	√
DMA secure control register (for higher-numbered channels)	DMASEC_H	R/W	H'EC72_0030	32	√	√	√	√
DMA operation register (for higher-numbered channels)	DMAOR_U	R/W	H'EC72_0060	16	√	√	√	√

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA channel clear register (for higher-numbered channels)	DMACHCLR_U	W	H'EC72_0080	32	√	√	√	√
DPRAM secure control register (for higher-numbered channels)	DMADPSEC_U	R/W	H'EC72_00A0	32	√	√	√	√
DMA source address register_16	DMASAR_16	R/W	H'EC72_8000 H'EC72_8020*	32	√	√	√	—
DMA destination address register_16	DMADAR_16	R/W	H'EC72_8004 H'EC72_8024*	32	√	√	√	—
DMA transfer count register_16	DMATCR_16	R/W	H'EC72_8008	32	√	√	√	—
DMA transfer size register_16	DMATSR_16	R/W	H'EC72_8028*	32	√	√	√	—
DMA channel control register_16	DMACHCR_16	R/W	H'EC72_800C H'EC72_802C*	32	√	√	√	—
DMA transfer count register B_16	DMATCRB_16	R/W	H'EC72_8018	32	√	√	√	—
DMA transfer size register B_16	DMATSRB_16	R/W	H'EC72_8038	32	√	√	√	—
DMA channel control register B_16	DMACHCRB_16	R/W	H'EC72_801C	32	√	√	√	—
DMA extended resource selector_16	DMARS_16	R/W	H'EC72_8040	16	√	√	√	—
DMA buffer control register_16	DMABUFCR_16	R/W	H'EC72_8048	32	√	√	√	—
DMA descriptor base address register_16	DMADPBASE_16	R/W	H'EC72_8050	32	√	√	√	—
DMA descriptor control register_16	DMADPCR_16	R/W	H'EC72_8054	32	√	√	√	—
DMA fixed source address register_16	DMAFIXSAR_16	R/W	H'EC72_8010	32	√	√	√	—
DMA fixed destination address register_16	DMAFIXDAR_16	R/W	H'EC72_8014	32	√	√	√	—
DMA fixed descriptor base address register_16	DMAFIXDPBASE_16	R/W	H'EC72_8060	32	√	√	√	—
DMA source address register_17	DMASAR_17	R/W	H'EC72_8080 H'EC72_80A0*	32	√	√	√	—
DMA destination address register_17	DMADAR_17	R/W	H'EC72_8084 H'EC72_80A4*	32	√	√	√	—
DMA transfer count register_17	DMATCR_17	R/W	H'EC72_8088	32	√	√	√	—
DMA transfer size register_17	DMATSR_17	R/W	H'EC72_80A8*	32	√	√	√	—
DMA channel control register_17	DMACHCR_17	R/W	H'EC72_808C H'EC72_80AC*	32	√	√	√	—
DMA transfer count register B_17	DMATCRB_17	R/W	H'EC72_8098	32	√	√	√	—
DMA transfer size register B_17	DMATSRB_17	R/W	H'EC72_80B8*	32	√	√	√	—
DMA channel control register B_17	DMACHCRB_17	R/W	H'EC72_809C	32	√	√	√	—
DMA extended resource selector_17	DMARS_17	R/W	H'EC72_80C0	16	√	√	√	—
DMA buffer control register_17	DMABUFCR_17	R/W	H'EC72_80C8	32	√	√	√	—
DMA descriptor base address register_17	DMADPBASE_17	R/W	H'EC72_80D0	32	√	√	√	—
DMA descriptor control register_17	DMADPCR_17	R/W	H'EC72_80D4	32	√	√	√	—
DMA fixed source address register_17	DMAFIXSAR_17	R/W	H'EC72_8090	32	√	√	√	—
DMA fixed destination address register_17	DMAFIXDAR_17	R/W	H'EC72_8094	32	√	√	√	—
DMA fixed descriptor base address register_17	DMAFIXDPBASE_17	R/W	H'EC72_80E0	32	√	√	√	—

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA source address register_18	DMASAR_18	R/W	H'EC72_8100 H'EC72_8120*	32	√	√	√	—
DMA destination address register_18	DMADAR_18	R/W	H'EC72_8104 H'EC72_8124*	32	√	√	√	—
DMA transfer count register_18	DMATCR_18	R/W	H'EC72_8108	32	√	√	√	—
DMA transfer size register_18	DMATSR_18	R/W	H'EC72_8128*	32	√	√	√	—
DMA channel control register_18	DMACHCR_18	R/W	H'EC72_810C H'EC72_812C*	32	√	√	√	—
DMA transfer count register B_18	DMATCRB_18	R/W	H'EC72_8118	32	√	√	√	—
DMA transfer size register B_18	DMATSRB_18	R/W	H'EC72_8138*	32	√	√	√	—
DMA channel control register B_18	DMACHCRB_18	R/W	H'EC72_811C	32	√	√	√	—
DMA extended resource selector_18	DMARS_18	R/W	H'EC72_8140	16	√	√	√	—
DMA buffer control register_18	DMABUFCR_18	R/W	H'EC72_8148	32	√	√	√	—
DMA descriptor base address register_18	DMADPBASE_18	R/W	H'EC72_8150	32	√	√	√	—
DMA descriptor control register_18	DMADPCR_18	R/W	H'EC72_8154	32	√	√	√	—
DMA fixed source address register_18	DMAFIXSAR_18	R/W	H'EC72_8110	32	√	√	√	—
DMA fixed destination address register_18	DMAFIXDAR_18	R/W	H'EC72_8114	32	√	√	√	—
DMA fixed descriptor base address register_18	DMAFIXDPBASE_18	R/W	H'EC72_8160	32	√	√	√	—
DMA source address register_19	DMASAR_19	R/W	H'EC72_8180 H'EC72_81A0*	32	√	√	√	—
DMA destination address register_19	DMADAR_19	R/W	H'EC72_8184 H'EC72_81A4*	32	√	√	√	—
DMA transfer count register_19	DMATCR_19	R/W	H'EC72_8188	32	√	√	√	—
DMA transfer size register_19	DMATSR_19	R/W	H'EC72_81A8*	32	√	√	√	—
DMA channel control register_19	DMACHCR_19	R/W	H'EC72_818C H'EC72_81AC*	32	√	√	√	—
DMA transfer count register B_19	DMATCRB_19	R/W	H'EC72_8198	32	√	√	√	—
DMA transfer size register B_19	DMATSRB_19	R/W	H'EC72_81B8*	32	√	√	√	—
DMA channel control register B_19	DMACHCRB_19	R/W	H'EC72_819C	32	√	√	√	—
DMA extended resource selector_19	DMARS_19	R/W	H'EC72_81C0	16	√	√	√	—
DMA buffer control register_19	DMABUFCR_19	R/W	H'EC72_81C8	32	√	√	√	—
DMA descriptor base address register_19	DMADPBASE_19	R/W	H'EC72_81D0	32	√	√	√	—
DMA descriptor control register_19	DMADPCR_19	R/W	H'EC72_81D4	32	√	√	√	—
DMA fixed source address register_19	DMAFIXSAR_19	R/W	H'EC72_8190	32	√	√	√	—
DMA fixed destination address register_19	DMAFIXDAR_19	R/W	H'EC72_8194	32	√	√	√	—
DMA fixed descriptor base address register_19	DMAFIXDPBASE_19	R/W	H'EC72_81E0	32	√	√	√	—
DMA source address register_20	DMASAR_20	R/W	H'EC72_8200 H'EC72_8220*	32	√	√	√	—

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA destination address register_20	DMADAR_20	R/W	H'EC72_8204 H'EC72_8224*	32	√	√	√	—
DMA transfer count register_20	DMATCR_20	R/W	H'EC72_8208	32	√	√	√	—
DMA transfer size register_20	DMATSR_20	R/W	H'EC72_8228*	32	√	√	√	—
DMA channel control register_20	DMACHCR_20	R/W	H'EC72_820C H'EC72_822C*	32	√	√	√	—
DMA transfer count register B_20	DMATCRB_20	R/W	H'EC72_8218	32	√	√	√	—
DMA transfer size register B_20	DMATSRB_20	R/W	H'EC72_8238*	32	√	√	√	—
DMA channel control register B_20	DMACHCRB_20	R/W	H'EC72_821C	32	√	√	√	—
DMA extended resource selector_20	DMARS_20	R/W	H'EC72_8240	16	√	√	√	—
DMA buffer control register_20	DMABUFCR_20	R/W	H'EC72_8248	32	√	√	√	—
DMA descriptor base address register_20	DMADPBASE_20	R/W	H'EC72_8250	32	√	√	√	—
DMA descriptor control register_20	DMADPCR_20	R/W	H'EC72_8254	32	√	√	√	—
DMA fixed source address register_20	DMAFIXSAR_20	R/W	H'EC72_8210	32	√	√	√	—
DMA fixed destination address register_20	DMAFIXDAR_20	R/W	H'EC72_8214	32	√	√	√	—
DMA fixed descriptor base address register_20	DMAFIXDPBASE_20	R/W	H'EC72_8260	32	√	√	√	—
DMA source address register_21	DMASAR_21	R/W	H'EC72_8280 H'EC72_82A0*	32	√	√	√	—
DMA destination address register_21	DMADAR_21	R/W	H'EC72_8284 H'EC72_82A4*	32	√	√	√	—
DMA transfer count register_21	DMATCR_21	R/W	H'EC72_8288	32	√	√	√	—
DMA transfer size register_21	DMATSR_21	R/W	H'EC72_82A8*	32	√	√	√	—
DMA channel control register_21	DMACHCR_21	R/W	H'EC72_828C H'EC72_82AC*	32	√	√	√	—
DMA transfer count register B_21	DMATCRB_21	R/W	H'EC72_8298	32	√	√	√	—
DMA transfer size register B_21	DMATSRB_21	R/W	H'EC72_82B8*	32	√	√	√	—
DMA channel control register B_21	DMACHCRB_21	R/W	H'EC72_829C	32	√	√	√	—
DMA extended resource selector_21	DMARS_21	R/W	H'EC72_82C0	16	√	√	√	—
DMA buffer control register_21	DMABUFCR_21	R/W	H'EC72_82C8	32	√	√	√	—
DMA descriptor base address register_21	DMADPBASE_21	R/W	H'EC72_82D0	32	√	√	√	—
DMA descriptor control register_21	DMADPCR_21	R/W	H'EC72_82D4	32	√	√	√	—
DMA fixed source address register_21	DMAFIXSAR_21	R/W	H'EC72_8290	32	√	√	√	—
DMA fixed destination address register_21	DMAFIXDAR_21	R/W	H'EC72_8294	32	√	√	√	—
DMA fixed descriptor base address register_21	DMAFIXDPBASE_21	R/W	H'EC72_82E0	32	√	√	√	—
DMA source address register_22	DMASAR_22	R/W	H'EC72_8300 H'EC72_8320*	32	√	√	√	—
DMA destination address register_22	DMADAR_22	R/W	H'EC72_8304 H'EC72_8324*	32	√	√	√	—
DMA transfer count register_22	DMATCR_22	R/W	H'EC72_8308	32	√	√	√	—

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA transfer size register_22	DMATSR_22	R/W	H'EC72_8328*	32	√	√	√	—
DMA channel control register_22	DMACHCR_22	R/W	H'EC72_830C H'EC72_832C*	32	√	√	√	—
DMA transfer count register B_22	DMATCRB_22	R/W	H'EC72_8318	32	√	√	√	—
DMA transfer size register B_22	DMATSRB_22	R/W	H'EC72_8338*	32	√	√	√	—
DMA channel control register B_22	DMACHCRB_22	R/W	H'EC72_831C	32	√	√	√	—
DMA extended resource selector_22	DMARS_22	R/W	H'EC72_8340	16	√	√	√	—
DMA buffer control register_22	DMABUFCR_22	R/W	H'EC72_8348	32	√	√	√	—
DMA descriptor base address register_22	DMADPBASE_22	R/W	H'EC72_8350	32	√	√	√	—
DMA descriptor control register_22	DMADPCR_22	R/W	H'EC72_8354	32	√	√	√	—
DMA fixed source address register_22	DMAFIXSAR_22	R/W	H'EC72_8310	32	√	√	√	—
DMA fixed destination address register_22	DMAFIXDAR_22	R/W	H'EC72_8314	32	√	√	√	—
DMA fixed descriptor base address register_22	DMAFIXDPBASE_22	R/W	H'EC72_8360	32	√	√	√	—
DMA source address register_23	DMASAR_23	R/W	H'EC72_8380 H'EC72_83A0*	32	√	√	√	—
DMA destination address register_23	DMADAR_23	R/W	H'EC72_8384 H'EC72_83A4*	32	√	√	√	—
DMA transfer count register_23	DMATCR_23	R/W	H'EC72_8388	32	√	√	√	—
DMA transfer size register_23	DMATSR_23	R/W	H'EC72_83A8*	32	√	√	√	—
DMA channel control register_23	DMACHCR_23	R/W	H'EC72_838C H'EC72_83AC*	32	√	√	√	—
DMA transfer count register B_23	DMATCRB_23	R/W	H'EC72_8398	32	√	√	√	—
DMA transfer size register B_23	DMATSRB_23	R/W	H'EC72_83B8*	32	√	√	√	—
DMA channel control register B_23	DMACHCRB_23	R/W	H'EC72_839C	32	√	√	√	—
DMA extended resource selector_23	DMARS_23	R/W	H'EC72_83C0	16	√	√	√	—
DMA buffer control register_23	DMABUFCR_23	R/W	H'EC72_83C8	32	√	√	√	—
DMA descriptor base address register_23	DMADPBASE_23	R/W	H'EC72_83D0	32	√	√	√	—
DMA descriptor control register_23	DMADPCR_23	R/W	H'EC72_83D4	32	√	√	√	—
DMA fixed source address register_23	DMAFIXSAR_23	R/W	H'EC72_8390	32	√	√	√	—
DMA fixed destination address register_23	DMAFIXDAR_23	R/W	H'EC72_8394	32	√	√	√	—
DMA fixed descriptor base address register_23	DMAFIXDPBASE_23	R/W	H'EC72_83E0	32	√	√	√	—
DMA source address register_24	DMASAR_24	R/W	H'EC72_8400 H'EC72_8420*	32	√	√	√	—
DMA destination address register_24	DMADAR_24	R/W	H'EC72_8404 H'EC72_8424*	32	√	√	√	—
DMA transfer count register_24	DMATCR_24	R/W	H'EC72_8408	32	√	√	√	—
DMA transfer size register_24	DMATSR_24	R/W	H'EC72_8428*	32	√	√	√	—
DMA channel control register_24	DMACHCR_24	R/W	H'EC72_840C H'EC72_842C*	32	√	√	√	—

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA transfer count register B_24	DMATCRB_24	R/W	H'EC72_8418	32	√	√	√	—
DMA transfer size register B_24	DMATSRB_24	R/W	H'EC72_8438*	32	√	√	√	—
DMA channel control register B_24	DMACHCRB_24	R/W	H'EC72_841C	32	√	√	√	—
DMA extended resource selector_24	DMARS_24	R/W	H'EC72_8440	16	√	√	√	—
DMA buffer control register_24	DMABUFCR_24	R/W	H'EC72_8448	32	√	√	√	—
DMA descriptor base address register_24	DMADPBASE_24	R/W	H'EC72_8450	32	√	√	√	—
DMA descriptor control register_24	DMADPCR_24	R/W	H'EC72_8454	32	√	√	√	—
DMA fixed source address register_24	DMAFIXSAR_24	R/W	H'EC72_8410	32	√	√	√	—
DMA fixed destination address register_24	DMAFIXDAR_24	R/W	H'EC72_8414	32	√	√	√	—
DMA fixed descriptor base address register_24	DMAFIXDPBASE_24	R/W	H'EC72_8460	32	√	√	√	—
DMA source address register_25	DMASAR_25	R/W	H'EC72_8480 H'EC72_84A0*	32	√	√	√	—
DMA destination address register_25	DMADAR_25	R/W	H'EC72_8484 H'EC72_84A4*	32	√	√	√	—
DMA transfer count register_25	DMATCR_25	R/W	H'EC72_8488	32	√	√	√	—
DMA transfer size register_25	DMATSR_25	R/W	H'EC72_84A8*	32	√	√	√	—
DMA channel control register_25	DMACHCR_25	R/W	H'EC72_848C H'EC72_84AC*	32	√	√	√	—
DMA transfer count register B_25	DMATCRB_25	R/W	H'EC72_8498	32	√	√	√	—
DMA transfer size register B_25	DMATSRB_25	R/W	H'EC72_84B8*	32	√	√	√	—
DMA channel control register B_25	DMACHCRB_25	R/W	H'EC72_849C	32	√	√	√	—
DMA extended resource selector_25	DMARS_25	R/W	H'EC72_84C0	16	√	√	√	—
DMA buffer control register_25	DMABUFCR_25	R/W	H'EC72_84C8	32	√	√	√	—
DMA descriptor base address register_25	DMADPBASE_25	R/W	H'EC72_84D0	32	√	√	√	—
DMA descriptor control register_25	DMADPCR_25	R/W	H'EC72_84D4	32	√	√	√	—
DMA fixed source address register_25	DMAFIXSAR_25	R/W	H'EC72_8490	32	√	√	√	—
DMA fixed destination address register_25	DMAFIXDAR_25	R/W	H'EC72_8494	32	√	√	√	—
DMA fixed descriptor base address register_25	DMAFIXDPBASE_25	R/W	H'EC72_84E0	32	√	√	√	—
DMA source address register_26	DMASAR_26	R/W	H'EC72_8500 H'EC72_8520*	32	√	√	√	—
DMA destination address register_26	DMADAR_26	R/W	H'EC72_8504 H'EC72_8524*	32	√	√	√	—
DMA transfer count register_26	DMATCR_26	R/W	H'EC72_8508	32	√	√	√	—
DMA transfer size register_26	DMATSR_26	R/W	H'EC72_8528*	32	√	√	√	—
DMA channel control register_26	DMACHCR_26	R/W	H'EC72_850C H'EC72_852C*	32	√	√	√	—
DMA transfer count register B_26	DMATCRB_26	R/W	H'EC72_8518	32	√	√	√	—
DMA transfer size register B_26	DMATSRB_26	R/W	H'EC72_8538*	32	√	√	√	—
DMA channel control register B_26	DMACHCRB_26	R/W	H'EC72_851C	32	√	√	√	—

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA extended resource selector_26	DMARS_26	R/W	H'EC72_8540	16	√	√	√	—
DMA buffer control register_26	DMABUFCR_26	R/W	H'EC72_8548	32	√	√	√	—
DMA descriptor base address register_26	DMADPBASE_26	R/W	H'EC72_8550	32	√	√	√	—
DMA descriptor control register_26	DMADPCR_26	R/W	H'EC72_8554	32	√	√	√	—
DMA fixed source address register_26	DMAFIXSAR_26	R/W	H'EC72_8510	32	√	√	√	—
DMA fixed destination address register_26	DMAFIXDAR_26	R/W	H'EC72_8514	32	√	√	√	—
DMA fixed descriptor base address register_26	DMAFIXDPBASE_26	R/W	H'EC72_8560	32	√	√	√	—
DMA source address register_27	DMASAR_27	R/W	H'EC72_8580 H'EC72_85A0*	32	√	√	√	—
DMA destination address register_27	DMADAR_27	R/W	H'EC72_8584 H'EC72_85A4*	32	√	√	√	—
DMA transfer count register_27	DMATCR_27	R/W	H'EC72_8588	32	√	√	√	—
DMA transfer size register_27	DMATSR_27	R/W	H'EC72_85A8*	32	√	√	√	—
DMA channel control register_27	DMACHCR_27	R/W	H'EC72_858C H'EC72_85AC*	32	√	√	√	—
DMA transfer count register B_27	DMATCRB_27	R/W	H'EC72_8598	32	√	√	√	—
DMA transfer size register B_27	DMATSRB_27	R/W	H'EC72_85B8*	32	√	√	√	—
DMA channel control register B_27	DMACHCRB_27	R/W	H'EC72_859C	32	√	√	√	—
DMA extended resource selector_27	DMARS_27	R/W	H'EC72_85C0	16	√	√	√	—
DMA buffer control register_27	DMABUFCR_27	R/W	H'EC72_85C8	32	√	√	√	—
DMA descriptor base address register_27	DMADPBASE_27	R/W	H'EC72_85D0	32	√	√	√	—
DMA descriptor control register_27	DMADPCR_27	R/W	H'EC72_85D4	32	√	√	√	—
DMA fixed source address register_27	DMAFIXSAR_27	R/W	H'EC72_8590	32	√	√	√	—
DMA fixed destination address register_27	DMAFIXDAR_27	R/W	H'EC72_8594	32	√	√	√	—
DMA fixed descriptor base address register_27	DMAFIXDPBASE_27	R/W	H'EC72_85E0	32	√	√	√	—
DMA source address register_28	DMASAR_28	R/W	H'EC72_8600 H'EC72_8620*	32	√	√	√	—
DMA destination address register_28	DMADAR_28	R/W	H'EC72_8604 H'EC72_8624*	32	√	√	√	—
DMA transfer count register_28	DMATCR_28	R/W	H'EC72_8608	32	√	√	√	—
DMA transfer size register_28	DMATSR_28	R/W	H'EC72_8628*	32	√	√	√	—
DMA channel control register_28	DMACHCR_28	R/W	H'EC72_860C H'EC72_862C*	32	√	√	√	—
DMA transfer count register B_28	DMATCRB_28	R/W	H'EC72_8618	32	√	√	√	—
DMA transfer size register B_28	DMATSRB_28	R/W	H'EC72_8638*	32	√	√	√	—
DMA channel control register B_28	DMACHCRB_28	R/W	H'EC72_861C	32	√	√	√	—
DMA extended resource selector_28	DMARS_28	R/W	H'EC72_8640	16	√	√	√	—
DMA buffer control register_28	DMABUFCR_28	R/W	H'EC72_8648	32	√	√	√	—
DMA descriptor base address register_28	DMADPBASE_28	R/W	H'EC72_8650	32	√	√	√	—

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA descriptor control register_28	DMADPCR_28	R/W	H'EC72_8654	32	√	√	√	—
DMA fixed source address register_28	DMAFIXSAR_28	R/W	H'EC72_8610	32	√	√	√	—
DMA fixed destination address register_28	DMAFIXDAR_28	R/W	H'EC72_8614	32	√	√	√	—
DMA fixed descriptor base address register_28	DMAFIXDPBASE_28	R/W	H'EC72_8660	32	√	√	√	—
DMA source address register_29	DMASAR_29	R/W	H'EC72_8680 H'EC72_86A0*	32	√	√	√	—
DMA destination address register_29	DMADAR_29	R/W	H'EC72_8684 H'EC72_86A4*	32	√	√	√	—
DMA transfer count register_29	DMATCR_29	R/W	H'EC72_8688	32	√	√	√	—
DMA transfer size register_29	DMATSR_29	R/W	H'EC72_86A8*	32	√	√	√	—
DMA channel control register_29	DMACHCR_29	R/W	H'EC72_868C H'EC72_86AC*	32	√	√	√	—
DMA transfer count register B_29	DMATCRB_29	R/W	H'EC72_8698	32	√	√	√	—
DMA transfer size register B_29	DMATSRB_29	R/W	H'EC72_86B8*	32	√	√	√	—
DMA channel control register B_29	DMACHCRB_29	R/W	H'EC72_869C	32	√	√	√	—
DMA extended resource selector_29	DMARS_29	R/W	H'EC72_86C0	16	√	√	√	—
DMA buffer control register_29	DMABUFCR_29	R/W	H'EC72_86C8	32	√	√	√	—
DMA descriptor base address register_29	DMADPBASE_29	R/W	H'EC72_86D0	32	√	√	√	—
DMA descriptor control register_29	DMADPCR_29	R/W	H'EC72_86D4	32	√	√	√	—
DMA fixed source address register_29	DMAFIXSAR_29	R/W	H'EC72_8690	32	√	√	√	—
DMA fixed destination address register_29	DMAFIXDAR_29	R/W	H'EC72_8694	32	√	√	√	—
DMA fixed descriptor base address register_29	DMAFIXDPBASE_29	R/W	H'EC72_86E0	32	√	√	√	—
DMA source address register_30	DMASAR_30	R/W	H'EC72_8700 H'EC72_8720*	32	√	√	√	—
DMA destination address register_30	DMADAR_30	R/W	H'EC72_8704 H'EC72_8724*	32	√	√	√	—
DMA transfer count register_30	DMATCR_30	R/W	H'EC72_8708	32	√	√	√	—
DMA transfer size register_30	DMATSR_30	R/W	H'EC72_8728*	32	√	√	√	—
DMA channel control register_30	DMACHCR_30	R/W	H'EC72_870C H'EC72_872C*	32	√	√	√	—
DMA transfer count register B_30	DMATCRB_30	R/W	H'EC72_8718	32	√	√	√	—
DMA transfer size register B_30	DMATSRB_30	R/W	H'EC72_8738*	32	√	√	√	—
DMA channel control register B_30	DMACHCRB_30	R/W	H'EC72_871C	32	√	√	√	—
DMA extended resource selector_30	DMARS_30	R/W	H'EC72_8740	16	√	√	√	—
DMA buffer control register_30	DMABUFCR_30	R/W	H'EC72_8748	32	√	√	√	—
DMA descriptor base address register_30	DMADPBASE_30	R/W	H'EC72_8750	32	√	√	√	—
DMA descriptor control register_30	DMADPCR_30	R/W	H'EC72_8754	32	√	√	√	—
DMA fixed source address register_30	DMAFIXSAR_30	R/W	H'EC72_8710	32	√	√	√	—
DMA fixed destination address register_30	DMAFIXDAR_30	R/W	H'EC72_8714	32	√	√	√	—

Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMA fixed descriptor base address register_30	DMAFIXDPBASE_30	R/W	H'EC72_8760	32	√	√	√	—
DMA source address register_31	DMASAR_31	R/W	H'EC72_8780 H'EC72_87A0*	32	√	√	√	—
DMA destination address register_31	DMADAR_31	R/W	H'EC72_8784 H'EC72_87A4*	32	√	√	√	—
DMA transfer count register_31	DMATCR_31	R/W	H'EC72_8788	32	√	√	√	—
DMA transfer size register_31	DMATSR_31	R/W	H'EC72_87A8*	32	√	√	√	—
DMA channel control register_31	DMACHCR_31	R/W	H'EC72_878C H'EC72_87AC*	32	√	√	√	—
DMA transfer count register B_31	DMATCRB_31	R/W	H'EC72_8798	32	√	√	√	—
DMA transfer size register B_31	DMATSRB_31	R/W	H'EC72_87B8*	32	√	√	√	—
DMA channel control register B_31	DMACHCRB_31	R/W	H'EC72_879C	32	√	√	√	—
DMA extended resource selector_31	DMARS_31	R/W	H'EC72_87C0	16	√	√	√	—
DMA buffer control register_31	DMABUFCR_31	R/W	H'EC72_87C8	32	√	√	√	—
DMA descriptor base address register_31	DMADPBASE_31	R/W	H'EC72_87D0	32	√	√	√	—
DMA descriptor control register_31	DMADPCR_31	R/W	H'EC72_87D4	32	√	√	√	—
DMA fixed source address register_31	DMAFIXSAR_31	R/W	H'EC72_8790	32	√	√	√	—
DMA fixed destination address register_31	DMAFIXDAR_31	R/W	H'EC72_8794	32	√	√	√	—
DMA fixed descriptor base address register_31	DMAFIXDPBASE_31	R/W	H'EC72_87E0	32	√	√	√	—
Secure function Secure Status register (for channels 16 to 31)	DMASES_U	R/W	H'EC72_00C0	32	√	√	√	—
Secure function Slave Error Address register (for channels 16 to 31)	DMASEDDR_U	R	H'EC72_00C4	32	√	√	√	—
Secure function Error Master ID register (for channels 16 to 31)	DMASEMID_U	R	H'EC72_00C8	32	√	√	√	—

Note: For RZ/G Gen2, the base address of registers for the lower-numbered channels (0 to 15) is H'EC70_0000.
For RZ/G Gen2, the base address of registers for the higher-numbered channels (16 to 31) is H'EC72_0000.
* This address is used in total size transmission (see section 44.3.6, Total Size Transmission).

Table 44.2 States of Audio-DMAC Registers in each Operating Mode

Abbreviation	Power-On Reset	Module Standby
DMAISTA_L/ DMAISTA_U	Initialized	Retained
DMASEC_L/ DMASEC_H	Initialized	Retained
DMAOR_L/ DMAOR_U	Initialized	Retained
DMACHCLR_L/ DMACHCLR_U	Initialized	Retained
DMADPSEC_L/ DMADPSEC_U	Initialized	Retained
DMASAR_0 to DMASAR_31	Initialized	Retained
DMADAR_0 to DMADAR_31	Initialized	Retained
DMATCR_0 to DMATCR_31	Initialized	Retained
DMATSR_0 to DMATSR_31	Initialized	Retained
DMACHCR_0 to DMACHCR_31	Initialized	Retained
DMATCRB_0 DMATCRB_31	Initialized	Retained
DMATSRB_0 to DMATSRB_31	Initialized	Retained
DMACHCRB_0 to DMACHCRB_31	Initialized	Retained
DMABUFCR_0 to DMABUFCR_31	Initialized	Retained
DMARS_0 to DMARS_31	Initialized	Retained
DMADPBASE_0 to DMADPBASE_31	Initialized	Retained
DMADPCR_0 DMADPCR_31	Initialized	Retained
DMAFIXSAR_0 to DMAFIXSAR_31	Initialized	Retained
DMAFIXDAR_0 to DMAFIXDAR_31	Initialized	Retained
DMAFIXDPBASE_0 to DMAFIXDPBASE_31	Initialized	Retained
DescriptorMEM	Undefined	Retained
DMASES_L/ DMASES_U	Initialized	Retained
DMASEDDR_L/ DMASEDDR_U	Initialized	Retained
DMASEMID_L/ DMASEMID_U	Initialized	Retained

44.1.4 Connected Modules

Table 44.3 shows the connected modules to Audio-DMAC. As for the feature of the connected modules, refer to the chapter of each modules.

Table 44.3 Connected Modules

Module name	Connected module name	Function of connected module
Direct Memory Access Controller for Audio (Audio-DMAC)	CPG	Output clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-SYS	Control to interrupt
	IPMMU	UTLB function
	Audio AXI Main Bus	MEM I/F-128bit, BUS I/F-64bit connection
	Audio AXI DMAC Bus	PERI I/F-64bit connection
	D-REQ synchronous	DMA request and RACK handshake

44.2 Register Description

44.2.1 DMA Interrupt Status Register for Lower-Numbered Channels (DMAISTA_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAISTA_L is a 32-bit readable register that indicates the states of the interrupt signals for each of the lower-numbered channels.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	I15	I14	I13	I12	I11	I10	I9	I8	I7	I6	I5	I4	I3	I2	I1	I0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	I15	B'0	R	Interrupt State in Channel 15 0: An interrupt is not present. 1: An interrupt is present.
14	I14	B'0	R	Interrupt State in Channel 14 0: An interrupt is not present. 1: An interrupt is present.
13	I13	B'0	R	Interrupt State in Channel 13 0: An interrupt is not present. 1: An interrupt is present.
12	I12	B'0	R	Interrupt State in Channel 12 0: An interrupt is not present. 1: An interrupt is present.
11	I11	B'0	R	Interrupt State in Channel 11 0: An interrupt is not present. 1: An interrupt is present.
10	I10	B'0	R	Interrupt State in Channel 10 0: An interrupt is not present. 1: An interrupt is present.
9	I9	B'0	R	Interrupt State in Channel 9] 0: An interrupt is not present. 1: An interrupt is present.
8	I8	B'0	R	Interrupt State in Channel 8 0: An interrupt is not present. 1: An interrupt is present.

Bit	Bit Name	Initial Value	R/W	Descriptions
7	I7	B'0	R	Interrupt State in Channel 7 0: An interrupt is not present. 1: An interrupt is present.
6	I6	B'0	R	Interrupt State in Channel 6 0: An interrupt is not present. 1: An interrupt is present.
5	I5	B'0	R	Interrupt State in Channel 5 0: An interrupt is not present. 1: An interrupt is present.
4	I4	B'0	R	Interrupt State in Channel 4 0: An interrupt is not present. 1: An interrupt is present.
3	I3	B'0	R	Interrupt State in Channel 3 0: An interrupt is not present. 1: An interrupt is present.
2	I2	B'0	R	Interrupt State in Channel 2 0: An interrupt is not present. 1: An interrupt is present.
1	I1	B'0	R	Interrupt State in Channel 1 0: An interrupt is not present. 1: An interrupt is present.
0	I0	B'0	R	Interrupt State in Channel 0 0: An interrupt is not present. 1: An interrupt is present.

44.2.2 DMA Interrupt Status Register for Higher-Numbered Channels (DMAISTA_U)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

DMAISTA_U is a 32-bit readable register that indicates the states of the interrupt signals for each of the higher-numbered channels.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	I31	I30	I29	I28	I27	I26	I25	I24	I23	I22	I21	I20	I19	I18	I17	I16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	I31	B'0	R	Interrupt State in Channel 31 0: An interrupt is not present. 1: An interrupt is present.
14	I30	B'0	R	Interrupt State in Channel 30 0: An interrupt is not present. 1: An interrupt is present.
13	I29	B'0	R	Interrupt State in Channel 29 0: An interrupt is not present. 1: An interrupt is present.
12	I28	B'0	R	Interrupt State in Channel 28 0: An interrupt is not present. 1: An interrupt is present.
11	I27	B'0	R	Interrupt State in Channel 27 0: An interrupt is not present. 1: An interrupt is present.
10	I26	B'0	R	Interrupt State in Channel 26 0: An interrupt is not present. 1: An interrupt is present.
9	I25	B'0	R	Interrupt State in Channel 25 0: An interrupt is not present. 1: An interrupt is present.
8	I24	B'0	R	Interrupt State in Channel 24 0: An interrupt is not present. 1: An interrupt is present.
7	I23	B'0	R	Interrupt State in Channel 23 0: An interrupt is not present. 1: An interrupt is present.

Bit	Bit Name	Initial Value	R/W	Descriptions
6	I22	B'0	R	Interrupt State in Channel 22 0: An interrupt is not present. 1: An interrupt is present.
5	I21	B'0	R	Interrupt State in Channel 21 0: An interrupt is not present. 1: An interrupt is present.
4	I20	B'0	R	Interrupt State in Channel 20 0: An interrupt is not present. 1: An interrupt is present.
3	I19	B'0	R	Interrupt State in Channel 19 0: An interrupt is not present. 1: An interrupt is present.
2	I18	B'0	R	Interrupt State in Channel 18 0: An interrupt is not present. 1: An interrupt is present.
1	I17	B'0	R	Interrupt State in Channel 17 0: An interrupt is not present. 1: An interrupt is present.
0	I16	B'0	R	Interrupt State in Channel 16 0: An interrupt is not present. 1: An interrupt is present.

44.2.3 DMA Secure Control Register for Lower-Numbered Channels (DMASEC_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEC_L is a 32-bit readable/writable register that controls the security attribute of each of the lower-numbered channels. Only the initiator in the secure mode can change the setting of this register.
Only secure access is allowed to registers of channels with the secure mode setting. The following registers are protected by the secure mode.
DMASAR, DMADAR, DMATCR, DMATSR, DMACHCR, DMATCRB, DMATSRB, DMACHCRB, DMARS, DMABUFCR, DMADPBASE, DMADPCR, DMAFIXSAR, DMAFIXDAR, and DMAFIXDPBASE

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	S15	S14	S13	S12	S11	S10	S9	S8	S7	S6	S5	S4	S3	S2	S1	S0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	S15	B'0	R/W	Secure Mode Setting for Channel 15 0: Non-secure mode 1: Secure mode
14	S14	B'0	R/W	Secure Mode Setting for Channel 14 0: Non-secure mode 1: Secure mode
13	S13	B'0	R/W	Secure Mode Setting for Channel 13 0: Non-secure mode 1: Secure mode
12	S12	B'0	R/W	Secure Mode Setting for Channel 12 0: Non-secure mode 1: Secure mode
11	S11	B'0	R/W	Secure Mode Setting for Channel 11 0: Non-secure mode 1: Secure mode
10	S10	B'0	R/W	Secure Mode Setting for Channel 10 0: Non-secure mode 1: Secure mode
9	S9	B'0	R/W	Secure Mode Setting for Channel 9 0: Non-secure mode 1: Secure mode
8	S8	B'0	R/W	Secure Mode Setting for Channel 8 0: Non-secure mode 1: Secure mode

Bit	Bit Name	Initial Value	R/W	Descriptions
7	S7	B'0	R/W	Secure Mode Setting for Channel 7 0: Non-secure mode 1: Secure mode
6	S6	B'0	R/W	Secure Mode Setting for Channel 6 0: Non-secure mode 1: Secure mode
5	S5	B'0	R/W	Secure Mode Setting for Channel 5 0: Non-secure mode 1: Secure mode
4	S4	B'0	R/W	Secure Mode Setting for Channel 4 0: Non-secure mode 1: Secure mode
3	S3	B'0	R/W	Secure Mode Setting for Channel 3 0: Non-secure mode 1: Secure mode
2	S2	B'0	R/W	Secure Mode Setting for Channel 2 0: Non-secure mode 1: Secure mode
1	S1	B'0	R/W	Secure Mode Setting for Channel 1 0: Non-secure mode 1: Secure mode
0	S0	B'0	R/W	Secure Mode Setting for Channel 0 0: Non-secure mode 1: Secure mode

44.2.4 DMA Secure Control Register Higher-Numbered Channels (DMASEC_H)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEC_H is a 32-bit readable/writable register that controls the security attribute of each of the higher-numbered channels. Only the initiator in the secure mode can change the setting of this register.
Only secure access is allowed to registers of channels with the secure mode setting. The following registers are protected by the secure mode.
DMASAR, DMADAR, DMATCR, DMATSR, DMACHCR, DMATCRB, DMATSRB, DMACHCRB, DMARS, DMABUFCR, DMADPBASE, DMADPCR, DMAFIXSAR, DMAFIXDAR, and DMAFIXDPBASE

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	S31	S30	S29	S28	S27	S26	S25	S24	S23	S22	S21	S20	S19	S18	S17	S16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	S31	B'0	R/W	Secure Mode Setting for Channel 31 0: Non-secure mode 1: Secure mode
14	S30	B'0	R/W	Secure Mode Setting for Channel 30 0: Non-secure mode 1: Secure mode
13	S29	B'0	R/W	Secure Mode Setting for Channel 29 0: Non-secure mode 1: Secure mode
12	S28	B'0	R/W	Secure Mode Setting for Channel 28 0: Non-secure mode 1: Secure mode
11	S27	B'0	R/W	Secure Mode Setting for Channel 27 0: Non-secure mode 1: Secure mode
10	S26	B'0	R/W	Secure Mode Setting for Channel 26 0: Non-secure mode 1: Secure mode
9	S25	B'0	R/W	Secure Mode Setting for Channel 25 0: Non-secure mode 1: Secure mode
8	S24	B'0	R/W	Secure Mode Setting for Channel 24 0: Non-secure mode 1: Secure mode

Bit	Bit Name	Initial Value	R/W	Descriptions
7	S23	B'0	R/W	Secure Mode Setting for Channel 23 0: Non-secure mode 1: Secure mode
6	S22	B'0	R/W	Secure Mode Setting for Channel 22 0: Non-secure mode 1: Secure mode
5	S21	B'0	R/W	Secure Mode Setting for Channel 21 0: Non-secure mode 1: Secure mode
4	S20	B'0	R/W	Secure Mode Setting for Channel 20 0: Non-secure mode 1: Secure mode
3	S19	B'0	R/W	Secure Mode Setting for Channel 19 0: Non-secure mode 1: Secure mode
2	S18	B'0	R/W	Secure Mode Setting for Channel 18 0: Non-secure mode 1: Secure mode
1	S17	B'0	R/W	Secure Mode Setting for Channel 17 0: Non-secure mode 1: Secure mode
0	S16	B'0	R/W	Secure Mode Setting for Channel 16 0: Non-secure mode 1: Secure mode

44.2.5 DMA Operation Register for Lower-Numbered Channels (DMAOR_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMAOR_L is a 16-bit readable/writable register that enables DMA transfer on all lower-numbered channels and specifies the method used to determine the priority levels for all lower-numbered DMA channels. This register also indicates address errors.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PR[1:0]		—	—	—	—	—	AE	—	DME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R/(W)*	R	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	PR[1:0]	B’00	R/W	Priority Mode Select the method for setting the order of priority of channels when transfer requests for multiple channels arrive simultaneously. B’00: Fixed CH0 > CH1 > ... > CH11 > CH15 B’11: Round-robin priority Other than above: Setting prohibited
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	AE	B’0	R/(W)*	Address Error Flag Indicates that an address error interrupt occurred during DMA transfer. This bit is set under the following conditions: The value set in DMASAR or DMADAR does not fall on a boundary corresponding to the transfer size. The source or destination for transfer is in an invalid space. The source or destination for transfer is in module stop mode. If this bit is set, DMA transfer through the channel is not possible even if the DE bit is set to 1. To clear the AE bit, write 0 to the AE bit after reading 1 from it or clear the CAE bit for each channel for which it is set. Clearing the AE bit clears the channel address error bits for all channels. 0: An audio-DMAC address error interrupt is not present. [Clearing condition] Writing CAE = 0 after reading CAE = 1 1: An audio-DMAC address error interrupt being generated during DMA transfer.
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
0	DME	B'0	R/W	DMA Master Enable Enables or disables DMA transfer on all channels. If the DME bit and the DE bit in DMACHCR are both set to 1, DMA transfer is enabled. At this time all AE bits in DMAOR_L must have the value 0. For DMA transfer on a channel to then proceed, the TE bit in DMACHCR for the channel must also have the value 0. Clearing this bit during transfer aborts transfer on all channels. 0: Disables DMA transfers on all channels 1: Enables DMA transfers on all channels

Note: * Writing 0 is possible to clear the flag.

44.2.6 DMA Operation Register for Higher-Numbered Channels (DMAOR_U)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

DMAOR_U is a 16-bit readable/writable register that enables DMA transfer on all higher-numbered channels and specifies the method used to determine the priority levels for all higher-numbered DMA channels. This register also indicates address errors.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PR[1:0]		—	—	—	—	—	AE	—	DME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R/(W)*	R	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9, 8	PR[1:0]	B’00	R/W	Priority Mode Select the method for setting the order of priority of channels when transfer requests for multiple channels arrive simultaneously. B’00: Fixed CH16 > CH17 > ... > CH30 > CH31 [in the RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] B’11: Round-robin priority Other than above: Setting prohibited
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	AE	B’0	R/(W)*	Address Error Flag Indicates that an address error interrupt occurred during DMA transfer. This bit is set under the following conditions: The value set in DMASAR or DMADAR does not fall on a boundary corresponding to the transfer size. The source or destination for transfer is in an invalid space. The source or destination for transfer is in module stop mode. If this bit is set, DMA transfer through the channel is not possible even if the DE bit is set to 1. To clear the AE bit, write 0 to the AE bit after reading 1 from it or clear the CAE bit for each channel for which it is set. Clearing the AE bit clears the channel address error bits for all channels. 0: An audio-DMAC address error interrupt is not present. [Clearing condition] Writing CAE = 0 after reading CAE = 1 1: An audio-DMAC address error interrupt being generated during DMA transfer.
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
0	DME	B'0	R/W	DMA Master Enable Enables or disables DMA transfer on all channels. If the DME bit and the DE bit in DMACHCR are both set to 1, DMA transfer is enabled. At this time all AE bits in DMAOR_U must have the value 0. For DMA transfer on a channel to then proceed, the TE bit in DMACHCR for the channel must also have the value 0. Clearing this bit during transfer aborts transfer on all channels. 0: Disables DMA transfers on all channels 1: Enables DMA transfers on all channels

44.2.7 DMA Channel Clear Register for Lower-Numbered Channels (DMACHCLR_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMACHCLR_L is a 32-bit writable register that initializes each of the lower-numbered channels.
When a bit of this register is set, the state of the corresponding channel is completely initialized.
This includes initialization of the following registers.
DMASAR, DMADAR, DMATCR, DMATSR, DMACHCR, DMATCRB, DMATSRB, DMACHCRB, DMARS, DMABUFCR, DMADPBASE, DMADPCR, DMAFIXSAR, DMAFIXDAR, and DMAFIXDPBASE

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

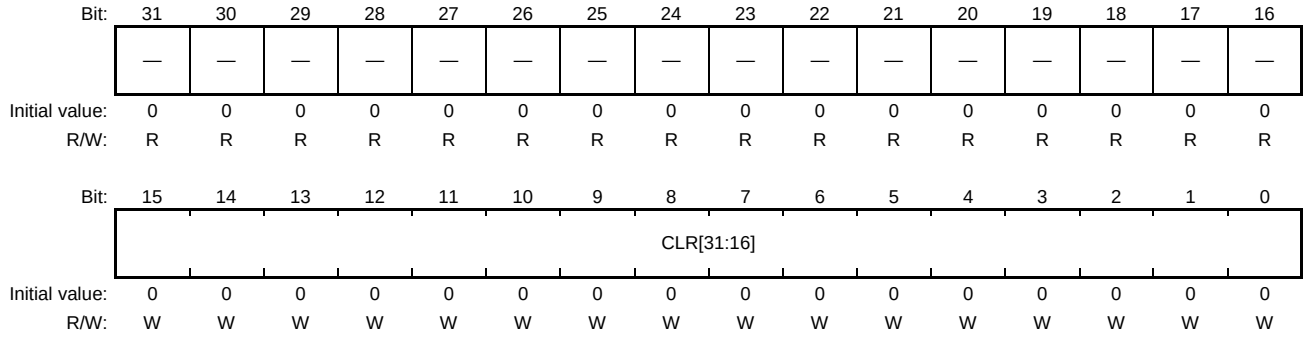
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CLR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	CLR[15:0]	All 0	W	Writing to a bit leads to clearing of all registers for the corresponding channel. CLR[0] 0: Ignored 1: All registers for channel 0 are cleared. CLR[1] 0: Ignored 1: All registers for channel 1 are cleared. CLR[2] 0: Ignored 1: All registers for channel 2 are cleared. ... CLR[12] 0: Ignored 1: All registers for channel 12 are cleared. CLR[13] 0: Ignored 1: All registers for channel 13 are cleared. CLR[14] 0: Ignored 1: All registers for channel 14 are cleared. CLR[15] 0: Ignored 1: All registers for channel 15 are cleared. When writing to this register, confirm that the DE bit is set to 0.

44.2.8 DMA Channel Clear Register for Higher-Numbered Channels (DMACHCLR_U)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

DMACHCLR_U is a 32-bit writable register that initializes each of the higher-numbered channels.
When a bit of this register is set, the state of the corresponding channel is completely initialized.
This includes initialization of the following registers.
DMASAR, DMADAR, DMATCR, DMATSR, DMACHCR, DMATCRB, DMATSRB, DMACHCRB, DMARS, DMABUFCR, DMADPBASE, DMADPCR, DMAFIXSAR, DMAFIXDAR, and DMAFIXDPBASE



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	CLR[31:16]	All 0	W	Writing to a bit leads to clearing of all registers for the corresponding channel. CLR[16] 0: Ignored 1: All registers for channel 16 are cleared. CLR[17] 0: Ignored 1: All registers for channel 17 are cleared. ... CLR[25] 0: Ignored 1: All registers for channel 25 are cleared. CLR[26] 0: Ignored 1: All registers for channel 26 are cleared. [in the RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] CLR[27] 0: Ignored 1: All registers for channel 27 are cleared. [in the RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] CLR[28] 0: Ignored 1: All registers for channel 28 are cleared. [in the RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] CLR[29] 0: Ignored 1: All registers for channel 29 are cleared. [in the RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] CLR[30] 0: Ignored 1: All registers for channel 30 are cleared. [in the RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] CLR[31] 0: Ignored 1: All registers for channel 31 are cleared. [in the RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] When writing to this register, confirm that the DE bit is set to 0.

44.2.9 DPRAM Secure Control Register for Lower-Numbered Channels (DMADPSEC_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMADPSEC_L is a 32-bit readable/writable register that controls the security attribute of the descriptor memory. Only the initiator in the secure mode can change the setting of this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SEC	—	—	—	—	—	—	SA[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SM[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	SEC	B'0	R/W	Security Attribute Setting for Descriptor Memory Specifies the security attribute of the address space used for the descriptor memory. 0: Non-secure 1: Secure
30 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	SA[8:0]	H'000	R/W	Security Attribute Setting for Base Address of Descriptor Memory Specify the base address of the descriptor memory to be assigned the security attribute. H'000: H'A000 H'001: H'A004 ... H'1FF: H'A7FC
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8 to 0	SM[8:0]	H'000	R/W	Security Attribute Setting for Base Address Mask of Descriptor Memory Specify the security attribute base address mask of the descriptor memory. The range of memory to be assigned the security attribute is specified by this register. See Figure 44.4.

44.2.10 DPRAM Secure Control Register for Higher-Numbered Channels (DMADPSEC_U)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

DMADPSEC_U is a 32-bit readable/writable register that controls the security attribute of the descriptor memory. Only the initiator in the secure mode can change the setting of this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SEC	—	—	—	—	—	—	SA[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SM[8:0]								
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	SEC	B'0	R/W	Security Attribute Setting for Descriptor Memory Specifies the security attribute of the address space used for the descriptor memory. 0: Non-secure 1: Secure
30 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	SA[8:0]	H'000	R/W	Security Attribute Setting for Base Address of Descriptor Memory Specify the base address of the descriptor memory to be assigned the security attribute. H'000: H'A000 H'001: H'A004 ... H'1FF: H'A7FC
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8 to 0	SM[8:0]	H'000	R/W	Security Attribute Setting for Base Address Mask of Descriptor Memory Specify the security attribute base address mask of the descriptor memory. The range of memory to be assigned the security attribute is specified by this register. See Figure 44.4.

44.2.11 DMA Source Address Registers 0 to 31 (DMASAR_0 to DMASAR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMASAR is a 32-bit readable/writable register that specifies the source address of a DMA transfer. While a DMA transfer is in progress, this register indicates the next source address.
When the address mode is incrementation, sources in memory only have byte boundaries. For details, refer to Table 44.4.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SAR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SAR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

44.2.12 DMA Destination Address Registers 0 to 31 (DMADAR_0 to DMADAR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMADAR is 32-bit readable/writable register that specify the destination address of a DMA transfer. While a DMA transfer is in progress, this register indicates the next destination address.
When the address mode is incremented, destinations in memory only have byte boundaries. For details, refer to Table 44.4.

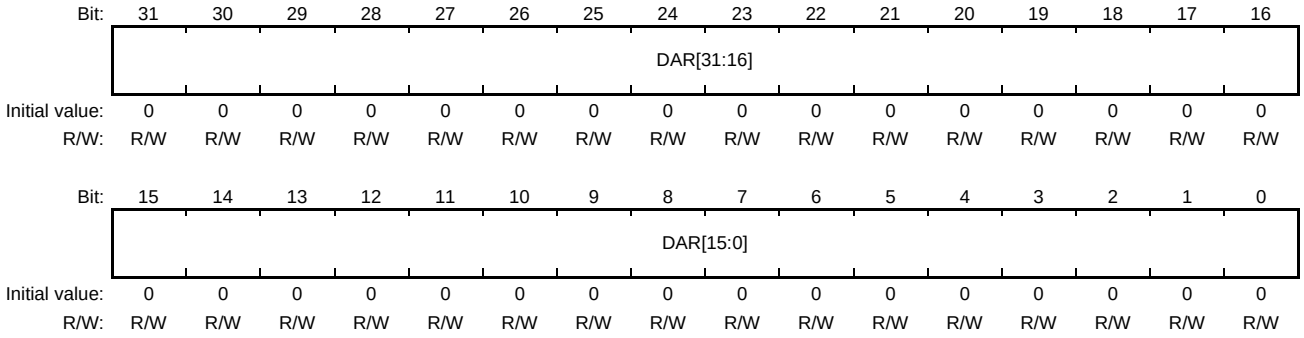


Table 44.4 SAR/DAR Address Restriction

Resource Selection	Address Mode	Restriction
Auto request	Incrementation	No restriction (byte boundaries)
	Others	Boundary corresponding to the DMA transfer size
On-chip peripheral module request Transmission/DAR, Reception/SAR	All	Boundary corresponding to the DMA transfer size
On-chip peripheral module request Transmission/SAR, Reception/DAR	Incrementation	No restriction (byte boundaries)
	Others	Boundary corresponding to the DMA transfer size

44.2.13 DMA Transfer Count Registers 0 to 31 (DMATCR_0 to DMATCR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMATCR is a 32-bit readable/writable register that specifies the number of rounds of DMA transfer. The number of rounds of DMA transfer is 1 when the setting is H'0000_0001 and 16,777,215 (the maximum) when the setting is H'00FF_FFFF. During a DMA transfer, this register indicates the remaining number of rounds of transfer.
The audio-DMAC includes independent data buffers for reading and writing. Therefore, the read transfer counter and write transfer counter have different values. This register indicates the counter value used in reading.
The eight higher-order bits of DMATCR are always read as 0, and the write value should always be 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	TCR[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

44.2.14 DMA Transfer Count Registers B_0 to 31 (DMATCRB_0 to DMATCRB_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMATCRB is a 32-bit readable/writable register that specifies the number of rounds of DMA transfer. The number of rounds of DMA transfer is 1 when the setting is H'0000_0001 and 16,777,215 (the maximum) when the setting is H'00FF_FFFF. During a DMA transfer, this register indicates the remaining number of rounds of transfer.
The audio-DMAC includes independent data buffers for reading and writing. Therefore, the read transfer counter and write transfer counter have different values. This register indicates the counter value used in writing.
The eight higher-order bits of DMATCRB are always read as 0, and the write value should always be 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	TCR[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

44.2.15 DMA Transfer Size Registers 0 to 31 (DMATSR_0 to DMATSR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMATSR is a 32-bit readable/writable register that specifies a total amount of memory to be transferred. The total size of DMA transfer is 1 byte when the setting is H'0000_0001, 4,294,967295 bytes when the setting is H'FFFF_FFFF, and 4,294,967,296 bytes (the maximum) when the setting is H'0000_0000. During a DMA transfer, this register indicates the remaining amount of memory to be transferred. This register is used in total size transmission.
The audio-DMAC includes independent data buffers for reading and writing. Therefore, reading and writing will have different transfer sizes. This register indicates the value of the read transfer size.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

44.2.16 DMA Transfer Size Registers B_0 to 31 (DMATSRB_0 to DMATSRB_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMATSRB is a 32-bit readable/writable register that specifies a total amount of memory to be transferred. The total size of DMA transfer is 1 byte when the setting is H'0000_0001, 4,294,967295 bytes when the setting is H'FFFF_FFFF, and 4,294,967,296 bytes (the maximum) when the setting is H'0000_0000. During a DMA transfer, this register indicates the remaining amount of memory to be transferred. This register is used in total size transmission.
The audio-DMAC includes independent data buffers for reading and writing. Therefore, reading and writing will have different transfer sizes. This register indicates the value of the write transfer size.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

44.2.17 DMA Channel Control Registers 0 to 31 (DMACHCR_0 to DMACHCR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMACHCR is a 32-bit readable/writable register that controls the DMA transfer mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CAE	CAIE	DPM[1:0]		RPT[2:0]			—	—	DPB	TS[3:2]		DSE	DSIE	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/(W)*	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/(W)*	R/W	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DM[1:0]		SM[1:0]		RS[3:0]				—	—	—	TS[1:0]		IE	TE	DE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/(W)*	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31	CAE	B'0	R/(W)*	Channel Address Error Flag Indicates that an address error interrupt occurred during DMA transfer. This bit is set under the following conditions: The value set in DMASAR or DMADAR does not fall on a boundary corresponding to the transfer size. The source or destination for transfer is in an invalid space. The source or destination for transfer is in module stop mode. If this bit is set, DMA transfer through the channel is not possible even if the DE bit is set to 1. To clear the CAE bit, write 0 to the CAE bit after reading 1 from it or clear the AE bit in DMAOR. Clearing the CAE bit clears the channel address error bits for all channels. 0: An audio-DMAC address error interrupt is not present. [Clearing condition] Writing CAE = 0 after reading CAE = 1 1: An audio-DMAC address error interrupt being generated during DMA transfer.
30	CAIE	B'0	R/W	Channel Address Error Interrupt Enable Enables or disables the generation of interrupt requests for the CPU when address errors occur. When the CAIE bit is set to 1, if the CAE bit is also set, an interrupt (DEI 0 to 25) from the corresponding channel will be generated for the CPU in response to address errors. Note: An address error interrupt (DADERR) is also asserted simultaneously. See section 19, Interrupt Controller (INTC-AP) for more details. 0: Interrupt requests are disabled. 1: Interrupt requests are enabled.

Bit	Bit Name	Initial Value	R/W	Descriptions
29, 28	DPM[1:0]	B'00	R/W	Operating Mode of Descriptor Memory Enable or disable the descriptor memory and specify its operating mode. B'00: Disabled (normal use) B'01: Enabled (normal mode) B'10: Enabled (repeat mode) B'11: Enabled (read-out interrupt mode, infinite repeat mode)
27 to 25	RPT[2:0]	B'000	R/W	Descriptor Setting Update Specify the parameters to be updated from the descriptor memory. RPT[2]: Enables or disables updating of the source address register RPT[1]: Enables or disables updating of the destination address register RPT[0]: Enables or disables updating of the transfer count register 0: Disabled 1: Enabled
24, 23	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22	DPB	B'0	R/W	Descriptor Start Specifies configuration to be loaded when transfer under control of the descriptor memory begins. This bit is cleared after the descriptor memory is read. 0: Processing starts with the values in DMASAR, DMADAR, and DMATCR. 1: Processing starts after the first set of descriptors is read out.
21, 20	TS[3:2]	B'00	R/W	DMA Transfer Size In combination with TS[1:0], these bits specify the DMA transfer size. When the transfer source or transfer destination is a register of an on-chip peripheral module for which a transfer size is specified, be sure to select the specified transfer size. For the transfer source or destination address specified by DMASAR or DMADAR, an appropriate boundary address should be set according to the transfer data size. TS[3:2] + TS[1:0] ("+" here indicates concatenation, not addition) B'0000: Transfer is in byte units. B'0001: Transfer is in word (2-byte) units. B'0010: Transfer is in longword (4-byte) units. B'0011: Transfer is in 16-byte units. B'0100: Transfer is in 32-byte units. B'0101: Transfer is in 64-byte units. B'0111: Transfer is in 8-byte units. Other than above: Setting prohibited
19	DSE	B'0	R/(W)*	Descriptor Stage End When the DSIE bit is set to 1 and the descriptor memory is enabled, the DSE bit is set to 1 on completion of the DMA transfer. This bit is not set when the DPM bit is set to 0 (descriptors are disabled). To clear the DSE bit, start by reading it as 1, and then write 0 to the bit. 0: DMA transfer is still running or has been aborted. 1: Transfer under the control of one stage of the descriptor memory has been completed.

Bit	Bit Name	Initial Value	R/W	Descriptions
18	DSIE	B’0	R/W	Descriptor Stage End Interrupt Enable Specifies whether an interrupt request is generated for the CPU on completion of transfer under the control of one stage of the descriptor memory. When this bit is set to 1, an interrupt (DEI) is generated for the CPU whenever the DSE is set to 1. 0: Interrupt requests are disabled. 1: Interrupt requests are enabled.
17, 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15, 14	DM[1:0]	B’00	R/W	Destination Address Mode Specify whether the DMA destination address is incremented, fixed, or decremented. The unit of transfer (transfer size) determines the size of the increment. B’00: Destination address is fixed. B’01: Destination addresses are incremented. + 1 when transfer is in byte units. + 2 when transfer is in word units. + 4 when transfer is in longword units. + 8 when transfer is in 8-byte units. + 16 when transfer is in 16-byte units. + 32 when transfer is in 32-byte units. + 64 when transfer is in 64-byte units. B’10: Destination addresses are decremented. – 1 when transfer is in byte units. – 2 when transfer is in word units. – 4 when transfer is in longword units. Setting prohibited when transfer is in 8-, 16-, 32-, or 64-byte units. B’11: Setting Prohibited
13, 12	SM[1:0]	B’00	R/W	Source Address Mode Specify whether the DMA source address is incremented, fixed, or decremented. The unit of transfer (transfer size) determines the size of the increment. B’00: Source address is fixed. B’01: Source addresses are incremented. + 1 when transfer is in byte units. + 2 when transfer is in word units. + 4 when transfer is in longword units. + 8 when transfer is in 8-byte units. + 16 when transfer is in 16-byte units. + 32 when transfer is in 32-byte units. + 64 when transfer is in 64-byte units. B’10: Source addresses are decremented. – 1 when transfer is in byte units. – 2 when transfer is in word units. – 4 when transfer is in longword units. Setting prohibited when transfer is in 8-, 16-, 32-, or 64-byte units. B’11: Setting Prohibited

Bit	Bit Name	Initial Value	R/W	Descriptions
11 to 8	RS[3:0]	B'0000	R/W	Resource Selection Specify the source of transfer requests. Only change the transfer request source while the DMA enable bit (DE) is set to 0. B'0100: Auto request B'1000: Source is selected by the DMA extended resource selector. Other than above: Settings prohibited
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4, 3	TS[1:0]	B'00	R/W	DMA Transfer Size See the description of TS[3:2] (bits 21 and 20).
2	IE	B'0	R/W	Interrupt Enable Specifies whether or not an interrupt request is generated for the CPU on completion of DMA transfer. When this bit is set to 1, an interrupt request (DEI) for the CPU is generated whenever the TE bit is set to 1. 0: Interrupt request is disabled. 1: Interrupt request is enabled.
1	TE	B'0	R/(W)*	Transfer End Flag When the descriptor memory is not in use, the TE bit is set to 1 when DMATCR becomes 0 on completion of the DMA transfer. When the descriptor memory is in use, the TE bit is set to 1 on completion of all transfers set up in the descriptor memory. The TE bit is not set to 1 in the following cases. • DMA transfer ends due to a DMA address error before DMATCR becomes 0. • DMA transfer is aborted by clearing the DE and DME bits in DMAOR. To clear the TE bit, start by reading it as 1, and then write 0 to it. When the TE bit is set to 1, transfer is not possible even if the DE bit is set to 1. 0: DMA transfer is in progress or was aborted [Clearing condition] Writing of 0 after reading of 1 1: DMA transfer ended on the specified count (TCR = 0)
0	DE	B'0	R/W	DMA Enable Enables or disables DMA transfer. In the auto request mode, a DMA transfer is started by setting the DE and DME bits in DMAOR to 1. At this time, the setting of both the AE and TE bits in DMAOR must be 0. In a peripheral module request, a DMA transfer starts if the transfer request is generated by the selected device or on-chip peripheral module after setting the DE and DME bits to 1. In this case too, the settings of both the TE and AE bits must be 0. Clearing the DE bit to 0 aborts all DMA transfer. Note: Ensure that the setting of the DE bit is actually 0 after clearing it. 0: DMA transfer is disabled. 1: DMA transfer is enabled.

Note: * Writing 0 is possible to clear the flag.

44.2.18 DMA Channel Control Register B_0 to 31 (DMACHCRB_0 to DMACHCRB_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMACHCRB is a 32-bit readable/writable register that controls the DMA transfer mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DCNT[7:0]								DPTR[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DRST	—	—	—	—	—	—	DTS	SLM[3:0]				PRI[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 24	DCNT[7:0]	H'00	R/W	Number of Stages of Descriptor Memory Specify the number of stages of the descriptor memory as DCNT + 1. When the descriptor memory is enabled, a transfer end (TE) interrupt is only generated for the CPU on completion of transfer under control of the specified number of stages.
23 to 16	DPTR[7:0]	H'00	R	Descriptor Pointer This bit indicates the pointer to the next descriptor to be read. It is cleared to 0 when the last descriptor of the number of stages specified by DCNT[7:0] is read. It is also cleared to 0 when 1 is written to DRST.
15	DRST	B’0	W	Descriptor Reset Resets the descriptor pointer. Before the descriptor memory is used, the pointer must be reset by writing 1 to this bit. This bit is always read as 0.
14 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	DTS	B’0	R/W	Total Size Transmission under Descriptor Control This bit is only effective when total size transmission is selected. 0: The TCR fields of the descriptors are used as transfer count settings. 1: The TCR fields of the descriptors are used as total size settings.

Bit	Bit Name	Initial Value	R/W	Descriptions
7 to 4	SLM[3:0]	B’0000	R/W	DMA Transfer Low-Speed Mode Specify the number of cycles of the AXI-bus clock (256.66 MHz) for the DMA transfer. One round of DMA transfer is executed in the number of cycles of the clock specified by this bit. B’0000: Normal mode B’1000: On round in 256 cycles of the clock. B’1001: On round in 512 cycles of the clock. B’1010: On round in 1024 cycles of the clock. : B’1111: On round in 32768 cycles of the clock. Other than above: Setting prohibited
3 to 0	PRI[3:0]	B’0000	R/W	Channel Request Priority Setting These bits should be written by 0.

44.2.19 DMA Buffer Control Registers 0 to 31 (DMABUFCR_0 to DMABUFCR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMABUFCR is a 32-bit readable/writable register that controls the upper limit on buffer size in and burst unit for the SDRAM.
Use this register when the upper limit on buffering requires control.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	MBU[8:0]								
Initial value:	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ULB[9:0]									
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24 to 16	MBU[8:0]	H'080	R/W	Maximum Burst Unit for SDRAM This register is only effective for SDRAM access, and everything other than that is under control of the transfer size (unit). Settings bigger than ULB are prohibited. Power-of-two settings are recommended. Maximum value is 256 (bytes).
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9 to 0	ULB[9:0]	H'100	R/W	Upper Limit on Buffer Size This register controls the upper limit value for buffering. Power-of-two settings are recommended. Maximum value is 512 (bytes).

44.2.20 DMA Extended Resource Selectors 0 to 31 (DMARS_0 to DMARS_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMARS is a 16-bit readable/writable register that specifies the on-chip peripheral module to be the source of the DMA transfer request for the given channel. DMARS_0 specifies the source for channel 0, DMARS_1 specifies the source for channel 1 and so on.
When bits MID and RID are set to a value other than the values listed in Table 44.5, the operation of this LSI is not guaranteed. Transfer requests from the source selected in DMARS are only valid when the resource selection bits (RS[3:0]) in DMACHCR have been set to B'1000. Otherwise, even if DMARS has been set, requests from the corresponding transfer request source are not accepted.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	MID[5:0]						RID[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

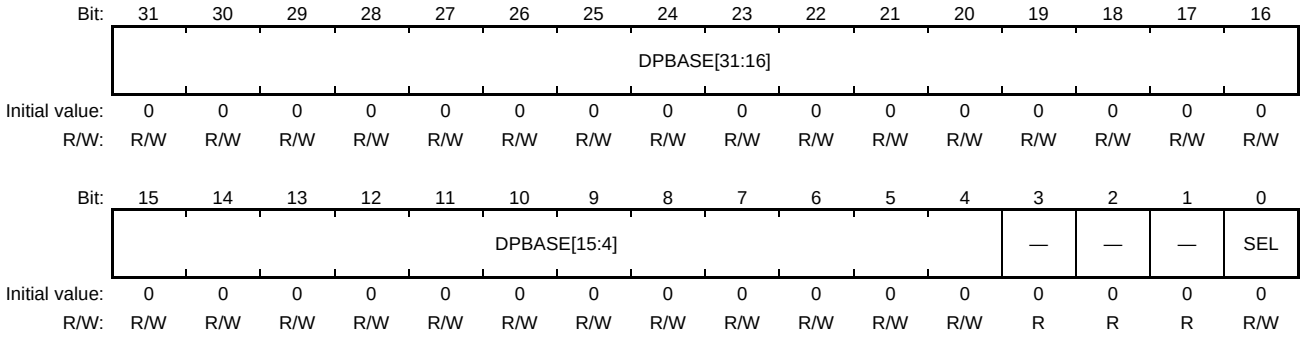
Bit	Bit Name	Initial Value	R/W	Descriptions
15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 2	MID[5:0]	All 0	R/W	DMA Request Source Adoption MID[5] to MID[0] (MID) See Table 44.5.
1, 0	RID[1:0]	B’00	R/W	DMA Request Source Adoption RID[5] and RID[0] (RID) See Table 44.5.

44.2.21 DMA Descriptor Base Address Registers 0 to 31 (DMADPBASE_0 to DMADPBASE_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMADPBASE specifies the base address of the descriptor memory. The address range of the descriptor memory is specified by setting this register.



Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 4	DPBASE[31:4]	All 0	R/W	Base Address of Descriptor Memory Setting example: When Built-in memory is used, [Audio-DMAC Lower]: H'EC70 A00 to H'EC70 A7F [Audio-DMAC Higher]: H'EC72 A00 to H'EC72 A7F When External memory is used, Other memory area on a 16-byte boundary
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SEL	B'0	R/W	Descriptor Memory Selection Selects the memory to be used as descriptor memory. 0: Setting Prohibited 1: Built-in memory or External memory is used.

44.2.22 DMA Descriptor Control Registers 0 to 31 (DMADPCR_0 to DMADPCR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMADPCR is a 32-bit readable/writable register that controls the timing with which interrupts are output in read-out interrupt mode (descriptor mode 3).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DIPT[7:0]								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 24	DIPT[7:0]	H'00	R/W	Descriptor Read-out Interrupt Pointer The number of stages for which descriptor read-out interrupts are generated in descriptor mode 3. DIPT + 1 specifies the number of descriptor stages.
23 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

44.2.23 DMA Fixed Source Address Registers 0 to 31 (DMAFIXSAR_0 to DMAFIXSAR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMAFIXSAR is a 32-bit readable/writable register that specifies the most significant 8 bits of the 40-bit source address for a DMA transfer.
This register is not incremented by carrying when DMASAR overflows. And when uTLB function is effective, this register is invalid.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SAR[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

44.2.24 DMA Fixed Destination Address Registers 0 to 31 (DMAFIXDAR_0 to DMAFIXDAR_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMAFIXDAR is a 32-bit readable/writable register that specifies the most significant 8 bits of the 40-bit destination address for a DMA transfer.
This register is not incremented by carrying when DMADAR overflows. And when uTLB function is effective, this register is invalid.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DAR[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

44.2.25 DMA Fixed Descriptor Base Address Registers 0 to 31 (DMAFIXDPBASE_0 to DMAFIXDPBASE_31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Note: The availability of channels depends on the product as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 32 channels (channels 0 to 31)
RZ/G2E: 16 channels (channels 0 to 15)

DMAFIXDPBASE is a 32-bit readable/writable register that specifies the most significant 8 bits of the 40-bit descriptor base address for a DMA transfer. And when uTLB function is effective, this register is invalid.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DPBASE[39:32]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

44.2.26 Descriptor Memory (DescriptorMEM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

See section 44.3.4, Descriptor Memory.

44.2.27 Secure function Secure Status register for channel 0 to 15 (DMASES_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASES_L is a 32-bit readable/writable register that contain error status of secure function of channel 0 to 15.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Error
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	Error	B'0	R/W	Error status of channel 0 to 15 Read: 0: No Error detected. 1: Error detected. Write*: 0: No operation 1: Clear DMASES_L, DMASEMID_L, DMASEDDR_L register.

44.2.28 Secure function Secure Status register for channel 16 to 31 (DMASES_U)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

DMASES_U is a 32-bit readable/writable register that contain error status of secure function of channel 16 to 31.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Error
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	Error	B'0	R/W	Error status of channel 16 to 31 Read: 0: No Error detected. 1: Error detected. Write*: 0: No operation 1: Clear DMASES_U, DMASEMID_U, DMASEDDR_U register.

44.2.29 Secure function Salve Error Address register for channel 0 to 15 (DMASEDDR_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEDDR_L is a 32-bit readable register that contain first error address when access to channel 0 to 15 was denied.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 0	EA[31:0]	All 0	R	First error address when access to channel 0 to 15 was denied.

44.2.30 Secure function Salve Error Address register for channel 16 to 31 (DMASEDDR_U)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

DMASEDDR_U is a 32-bit readable register that contain first error address when access to channel 16 to 31 was denied.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 0	EA[31:0]	All 0	R	First error address when access to channel 16 to 31 was denied.

44.2.31 Secure function Error Master ID register for channel 0 to 15 (DMASEMID_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DMASEMID_L is a 32-bit readable register that contain first Master ID when access to channel 0 to 15 was denied.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EMID[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EMID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 0	EMID[31:0]	All 0	R	First Master ID when access to channel 0 to 15 was denied.

44.2.32 Secure function Error Master ID register for channel 16 to 31 (DMASEMID_U)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

DMASEMID_U is a 32-bit readable register that contain first Master ID when access to channel 16 to 31 was denied.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	EMID[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	EMID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 0	EMID[31:0]	All 0	R	First Master ID when access to channel 16 to 31 was denied.

44.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

When there is a DMA transfer request, the DMAC starts the transfer according to the predetermined channel priority; when the transfer end conditions are satisfied, it ends the transfer. Transfers can be requested in two modes: auto request and on-chip peripheral module request. The bus mode can be selected from normal speed mode and slow speed mode).

44.3.1 DMA Transfer Requests

Most commonly, DMA transfer requests are generated by either the source or destination for transfer, but they can also be generated by on-chip peripheral modules that are neither the source nor the destination. Transfers can be requested in two modes: auto request, and on-chip peripheral module request. The request mode is selected for each channel by DMARS.

(1) Auto-Request Mode

When there is no transfer request signal from an external source, as in a memory-to-memory transfer or a transfer between memory and an on-chip peripheral module unable to request a transfer, auto-request mode allows the audio-DMAC to automatically generate a transfer request signal internally. When the DE bit in DMACHCR and the DME bit in DMAOR are set to 1 for the target channel, the transfer begins so long as the CAE bit in DMACHCR is 0.

(2) On-Chip Peripheral Module Request Mode

This mode is in case of CHCR.RS = 1000.
In this mode, a transfer is performed at the transfer request signal of an on-chip peripheral module. The source (on-chip peripheral module) of the DMA transfer request is specified by DMARS.
When this mode is selected, if the DMA transfer is enabled (DE = 1, DME = 1, TE = 0, CAE = 0), a transfer is performed upon the input of a transfer request signal.
When a transmit data empty transfer request of the SCIF is set as the transfer request, the transfer destination must be the SCIF's transmit data register. Likewise, when receive data full transfer request of the SCIF is set as the transfer request, the transfer source must be the SCIF's receive data register. These conditions also apply to the other on-chip peripheral modules.
The number of the receive FIFO triggers can be set as a transfer request depending on an on-chip peripheral module. Data needs to be read after the DMA transfer is ended, because data may be left in the receive FIFO when the receive FIFO trigger condition is not satisfied.

Table 44.5 Selecting On-Chip Peripheral Module Request Modes

DMARS MID + RID	DMA Transfer Request Source	DMA Transfer Request Signal	Source	Destination	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'85	SCU0 (SRC0in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'87	SCU1 (SRC1in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'89	SCU2 (SRC2in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'8B	SCU3 (SRC3in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'8D	SCU4 (SRC4in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'8F	SCU5 (SRC5in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'91	SCU6 (SRC6in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'93	SCU7 (SRC7in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'95	SCU8 (SRC8in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'97	SCU9 (SRC9in_BUSIF)	Transmit	Arbitrary	—	√	√	√	√
H'BC	SCUCMD0 (CMD0out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'BE	SCUCMD1 (CMD1out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'9A	SCUOUT0 (SRC0out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'9C	SCUOUT1 (SRC1out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'9E	SCUOUT2 (SRC2out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'A0	SCUOUT3 (SRC3out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'B0	SCUOUT4 (SRC4out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'B2	SCUOUT5 (SRC5out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'B4	SCUOUT6 (SRC6out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'B6	SCUOUT7 (SRC7out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'B8	SCUOUT8 (SRC8out_BUSIF)	Receive	—	Arbitrary	√	√	√	√
H'BA	SCUOUT9 (SRC9out_BUSIF)	Receive	—	Arbitrary	√	√	√	√

DMARS MID + RID	DMA Transfer Request Source	DMA Transfer Request Signal	Source	Destination	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'15	SSI0_0 transmitter	TXI (Transmit data request)	Arbitrary	ssip00	√	√	√	√
H'16	SSI0_0 receiver	RXI (Receive data request)	ssip00	Arbitrary	√	√	√	√
H'35	SSI0_1 transmitter	TXI (Transmit data request)	Arbitrary	ssip01	√	√	√	√
H'36	SSI0_1 receiver	RXI (Receive data request)	ssip01	Arbitrary	√	√	√	√
H'37	SSI0_2 transmitter	TXI (Transmit data request)	Arbitrary	ssip02	√	√	√	√
H'38	SSI0_2 receiver	RXI (Receive data request)	ssip02	Arbitrary	√	√	√	√
H'47	SSI0_3 transmitter	TXI (Transmit data request)	Arbitrary	ssip03	√	√	√	√
H'48	SSI0_3 receiver	RXI (Receive data request)	ssip03	Arbitrary	√	√	√	√
H'3F	SSI0_4 transmitter	TXI (Transmit data request)	Arbitrary	ssip04	√	√	√	—
H'40	SSI0_4 receiver	RXI (Receive data request)	ssip04	Arbitrary	√	√	√	—
H'43	SSI0_5 transmitter	TXI (Transmit data request)	Arbitrary	ssip05	√	√	√	—
H'44	SSI0_5 receiver	RXI (Receive data request)	ssip05	Arbitrary	√	√	√	—
H'4F	SSI0_6 transmitter	TXI (Transmit data request)	Arbitrary	ssip06	√	√	√	—
H'50	SSI0_6 receiver	RXI (Receive data request)	ssip06	Arbitrary	√	√	√	—
H'53	SSI0_7 transmitter	TXI (Transmit data request)	Arbitrary	ssip07	√	√	√	—
H'54	SSI0_7 receiver	RXI (Receive data request)	ssip07	Arbitrary	√	√	√	—
H'49	SSI1_0 transmitter	TXI (Transmit data request)	Arbitrary	ssip10	√	√	√	√
H'4A	SSI1_0 receiver	RXI (Receive data request)	ssip10	Arbitrary	√	√	√	√
H'4B	SSI1_1 transmitter	TXI (Transmit data request)	Arbitrary	ssip11	√	√	√	√
H'4C	SSI1_1 receiver	RXI (Receive data request)	ssip11	Arbitrary	√	√	√	√
H'57	SSI1_2 transmitter	TXI (Transmit data request)	Arbitrary	ssip12	√	√	√	√
H'58	SSI1_2 receiver	RXI (Receive data request)	ssip12	Arbitrary	√	√	√	√
H'59	SSI1_3 transmitter	TXI (Transmit data request)	Arbitrary	ssip13	√	√	√	√
H'5A	SSI1_3 receiver	RXI (Receive data request)	ssip13	Arbitrary	√	√	√	√
H'5F	SSI1_4 transmitter	TXI (Transmit data request)	Arbitrary	ssip14	√	√	√	—
H'60	SSI1_4 receiver	RXI (Receive data request)	ssip14	Arbitrary	√	√	√	—
H'C3	SSI1_5 transmitter	TXI (Transmit data request)	Arbitrary	ssip15	√	√	√	—
H'C4	SSI1_5 receiver	RXI (Receive data request)	ssip15	Arbitrary	√	√	√	—
H'C7	SSI1_6 transmitter	TXI (Transmit data request)	Arbitrary	ssip16	√	√	√	—
H'C8	SSI1_6 receiver	RXI (Receive data request)	ssip16	Arbitrary	√	√	√	—
H'CB	SSI1_7 transmitter	TXI (Transmit data request)	Arbitrary	ssip17	√	√	√	—
H'CC	SSI1_7 receiver	RXI (Receive data request)	ssip17	Arbitrary	√	√	√	—
H'63	SSI2_0 transmitter	TXI (Transmit data request)	Arbitrary	ssip20	√	√	√	√
H'64	SSI2_0 receiver	RXI (Receive data request)	ssip20	Arbitrary	√	√	√	√
H'67	SSI2_1 transmitter	TXI (Transmit data request)	Arbitrary	ssip21	√	√	√	√
H'68	SSI2_1 receiver	RXI (Receive data request)	ssip21	Arbitrary	√	√	√	√
H'6B	SSI2_2 transmitter	TXI (Transmit data request)	Arbitrary	ssip22	√	√	√	√
H'6C	SSI2_2 receiver	RXI (Receive data request)	ssip22	Arbitrary	√	√	√	√
H'6D	SSI2_3 transmitter	TXI (Transmit data request)	Arbitrary	ssip23	√	√	√	√

DMARS MID + RID	DMA Transfer Request Source	DMA Transfer Request Signal	Source	Destination	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'6E	SSI2_3 receiver	RXI (Receive data request)	ssip23	Arbitrary	√	√	√	√
H'CF	SSI2_4 transmitter	TXI (Transmit data request)	Arbitrary	ssip24	√	√	√	—
H'CE	SSI2_4 receiver	RXI (Receive data request)	ssip24	Arbitrary	√	√	√	—
H'EB	SSI2_5 transmitter	TXI (Transmit data request)	Arbitrary	ssip25	√	√	√	—
H'EC	SSI2_5 receiver	RXI (Receive data request)	ssip25	Arbitrary	√	√	√	—
H'ED	SSI2_6 transmitter	TXI (Transmit data request)	Arbitrary	ssip26	√	√	√	—
H'EE	SSI2_6 receiver	RXI (Receive data request)	ssip26	Arbitrary	√	√	√	—
H'EF	SSI2_7 transmitter	TXI (Transmit data request)	Arbitrary	ssip27	√	√	√	—
H'F0	SSI2_7 receiver	RXI (Receive data request)	ssip27	Arbitrary	√	√	√	—
H'6F	SSI3_0 transmitter	TXI (Transmit data request)	Arbitrary	ssip30	√	√	√	√
H'70	SSI3_0 receiver	RXI (Receive data request)	ssip30	Arbitrary	√	√	√	√
H'21	SSI3_1 transmitter	TXI (Transmit data request)	Arbitrary	ssip31	√	√	√	√
H'22	SSI3_1 receiver	RXI (Receive data request)	ssip31	Arbitrary	√	√	√	√
H'23	SSI3_2 transmitter	TXI (Transmit data request)	Arbitrary	ssip32	√	√	√	√
H'24	SSI3_2 receiver	RXI (Receive data request)	ssip32	Arbitrary	√	√	√	√
H'25	SSI3_3 transmitter	TXI (Transmit data request)	Arbitrary	ssip33	√	√	√	√
H'26	SSI3_3 receiver	RXI (Receive data request)	ssip33	Arbitrary	√	√	√	√
H'27	SSI3_4 transmitter	TXI (Transmit data request)	Arbitrary	ssip34	√	√	√	—
H'28	SSI3_4 receiver	RXI (Receive data request)	ssip34	Arbitrary	√	√	√	—
H'29	SSI3_5 transmitter	TXI (Transmit data request)	Arbitrary	ssip35	√	√	√	—
H'2A	SSI3_5 receiver	RXI (Receive data request)	ssip35	Arbitrary	√	√	√	—
H'2B	SSI3_6 transmitter	TXI (Transmit data request)	Arbitrary	ssip36	√	√	√	—
H'2C	SSI3_6 receiver	RXI (Receive data request)	ssip36	Arbitrary	√	√	√	—
H'2D	SSI3_7 transmitter	TXI (Transmit data request)	Arbitrary	ssip37	√	√	√	—
H'2E	SSI3_7 receiver	RXI (Receive data request)	ssip37	Arbitrary	√	√	√	—
H'71	SSI4_0 transmitter	TXI (Transmit data request)	Arbitrary	ssip40	√	√	√	√
H'72	SSI4_0 receiver	RXI (Receive data request)	ssip40	Arbitrary	√	√	√	√
H'17	SSI4_1 transmitter	TXI (Transmit data request)	Arbitrary	ssip41	√	√	√	√
H'18	SSI4_1 receiver	RXI (Receive data request)	ssip41	Arbitrary	√	√	√	√
H'19	SSI4_2 transmitter	TXI (Transmit data request)	Arbitrary	ssip42	√	√	√	√
H'1A	SSI4_2 receiver	RXI (Receive data request)	ssip42	Arbitrary	√	√	√	√
H'1B	SSI4_3 transmitter	TXI (Transmit data request)	Arbitrary	ssip43	√	√	√	√
H'1C	SSI4_3 receiver	RXI (Receive data request)	ssip43	Arbitrary	√	√	√	√
H'1D	SSI4_4 transmitter	TXI (Transmit data request)	Arbitrary	ssip44	√	√	√	—
H'1E	SSI4_4 receiver	RXI (Receive data request)	ssip44	Arbitrary	√	√	√	—
H'1F	SSI4_5 transmitter	TXI (Transmit data request)	Arbitrary	ssip45	√	√	√	—
H'20	SSI4_5 receiver	RXI (Receive data request)	ssip45	Arbitrary	√	√	√	—
H'31	SSI4_6 transmitter	TXI (Transmit data request)	Arbitrary	ssip46	√	√	√	—
H'32	SSI4_6 receiver	RXI (Receive data request)	ssip46	Arbitrary	√	√	√	—

DMARS MID + RID	DMA Transfer Request Source	DMA Transfer Request Signal	Source	Destination	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'33	SSI4_7 transmitter	TXI (Transmit data request)	Arbitrary	ssip47	√	√	√	—
H'34	SSI4_7 receiver	RXI (Receive data request)	ssip47	Arbitrary	√	√	√	—
H'73	SSI5 transmitter	TXI (Transmit data request)	Arbitrary	ssip5	√	√	√	√
H'74	SSI5 receiver	RXI (Receive data request)	ssip5	Arbitrary	√	√	√	√
H'75	SSI6 transmitter	TXI (Transmit data request)	Arbitrary	ssip6	√	√	√	√
H'76	SSI6 receiver	RXI (Receive data request)	ssip6	Arbitrary	√	√	√	√
H'79	SSI7 transmitter	TXI (Transmit data request)	Arbitrary	ssip7	√	√	√	√
H'7A	SSI7 receiver	RXI (Receive data request)	ssip7	Arbitrary	√	√	√	√
H'7B	SSI8 transmitter	TXI (Transmit data request)	Arbitrary	ssip8	√	√	√	√
H'7C	SSI8 receiver	RXI (Receive data request)	ssip8	Arbitrary	√	√	√	√
H'7D	SSI9_0 transmitter	TXI (Transmit data request)	Arbitrary	ssip90	√	√	√	√
H'7E	SSI9_0 receiver	RXI (Receive data request)	ssip90	Arbitrary	√	√	√	√
H'7F	SSI9_1 transmitter	TXI (Transmit data request)	Arbitrary	ssip91	√	√	√	√
H'80	SSI9_1 receiver	RXI (Receive data request)	ssip91	Arbitrary	√	√	√	√
H'81	SSI9_2 transmitter	TXI (Transmit data request)	Arbitrary	ssip92	√	√	√	√
H'82	SSI9_2 receiver	RXI (Receive data request)	ssip92	Arbitrary	√	√	√	√
H'83	SSI9_3 transmitter	TXI (Transmit data request)	Arbitrary	ssip93	√	√	√	√
H'84	SSI9_3 receiver	RXI (Receive data request)	ssip93	Arbitrary	√	√	√	√
H'A3	SSI9_4 transmitter	TXI (Transmit data request)	Arbitrary	ssip94	√	√	√	—
H'A4	SSI9_4 receiver	RXI (Receive data request)	ssip94	Arbitrary	√	√	√	—
H'A5	SSI9_5 transmitter	TXI (Transmit data request)	Arbitrary	ssip95	√	√	√	—
H'A6	SSI9_5 receiver	RXI (Receive data request)	ssip95	Arbitrary	√	√	√	—
H'A7	SSI9_6 transmitter	TXI (Transmit data request)	Arbitrary	ssip96	√	√	√	—
H'A8	SSI9_6 receiver	RXI (Receive data request)	ssip96	Arbitrary	√	√	√	—
H'A9	SSI9_7 transmitter	TXI (Transmit data request)	Arbitrary	ssip97	√	√	√	—
H'AA	SSI9_7 receiver	RXI (Receive data request)	ssip97	Arbitrary	√	√	√	—
H'01	SSIND0 transmitter (SSITDR0)	TXI (Transmit data request)	Arbitrary	ssindd0	√	√	√	√
H'02	SSIND0 receiver (SSIRDR0)	RXI (Receive data request)	ssindd0	Arbitrary	√	√	√	√
H'03	SSIND1 transmitter (SSITDR1)	TXI (Transmit data request)	Arbitrary	ssindd1	√	√	√	√
H'04	SSIND1 receiver (SSIRDR1)	RXI (Receive data request)	ssindd1	Arbitrary	√	√	√	√
H'05	SSIND2 transmitter (SSITDR2)	TXI (Transmit data request)	Arbitrary	ssindd2	√	√	√	√
H'06	SSIND2 receiver (SSIRDR2)	RXI (Receive data request)	ssindd2	Arbitrary	√	√	√	√
H'07	SSIND3 transmitter (SSITDR3)	TXI (Transmit data request)	Arbitrary	ssindd3	√	√	√	√

DMARS MID + RID	DMA Transfer Request Source	DMA Transfer Request Signal	Source	Destination	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
H'08	SSIND3 receiver (SSIRDR3)	RXI (Receive data request)	ssindd3	Arbitrary	√	√	√	√
H'09	SSIND4 transmitter (SSITDR4)	TXI (Transmit data request)	Arbitrary	ssindd4	√	√	√	√
H'0A	SSIND4 receiver (SSIRDR4)	RXI (Receive data request)	ssindd4	Arbitrary	√	√	√	√
H'0B	SSIND5 transmitter (SSITDR5)	TXI (Transmit data request)	Arbitrary	ssindd5	√	√	√	√
H'0C	SSIND5 receiver (SSIRDR5)	RXI (Receive data request)	ssindd5	Arbitrary	√	√	√	√
H'0D	SSIND6 transmitter (SSITDR6)	TXI (Transmit data request)	Arbitrary	ssindd6	√	√	√	√
H'0E	SSIND6 receiver (SSIRDR6)	RXI (Receive data request)	ssindd6	Arbitrary	√	√	√	√
H'0F	SSIND7 transmitter (SSITDR7)	TXI (Transmit data request)	Arbitrary	ssindd7	√	√	√	√
H'10	SSIND7 receiver (SSIRDR7)	RXI (Receive data request)	ssindd7	Arbitrary	√	√	√	√
H'11	SSIND8 transmitter (SSITDR8)	TXI (Transmit data request)	Arbitrary	ssindd8	√	√	√	√
H'12	SSIND8 receiver (SSIRDR8)	RXI (Receive data request)	ssindd8	Arbitrary	√	√	√	√
H'13	SSIND9 transmitter (SSITDR9)	TXI (Transmit data request)	Arbitrary	ssindd9	√	√	√	√
H'14	SSIND9 receiver (SSIRDR9)	RXI (Receive data request)	ssindd9	Arbitrary	√	√	√	√

Table 44.6 Data Length of DMA Transfer for Each of the On-Chip Peripheral Modules

							Second Generation RZ/G Series Products			
Module	1 Byte	2 Bytes	4 Bytes	8 Bytes	16 Bytes	32 Bytes	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SCU0/SCU1/SCU2/ SCU3/SCU4/SCU5/ SCU6/SCU7/SCU8/ SCU9 (SRC0in_BUSIF/SRC1in_BUSIF/SRC2in_BUSIF/ SRC3in_BUSIF/SRC4in_ BUSIF/SRC5in_BUSIF/ SRC6in_BUSIF/ SRC7in_BUSIF/ SRC8in_BUSIF/ SRC9in_BUSIF)	—	—	√	—	—	—	√	√	√	√
SCUCMD0/SCUCMD1 (CMD0out_BUSIF/ CMD1out_BUSIF)	—	—	√	—	—	—	√	√	√	√
SCUOUT0/SCUOUT1/ SCUOUT2/SCUOUT3/ SCUOUT4/SCUOUT5/ SCUOUT6/SCUOUT7/ SCUOUT8/SCUOUT9 (SRC0out_BUSIF/ SRC1out_BUSIF/ SRC2out_BUSIF/ SRC3out_BUSIF/ SRC4out_BUSIF/ SRC5out_BUSIF/ SRC6out_BUSIF/ SRC7out_BUSIF/ SRC8out_BUSIF/ SRC9out_BUSIF)	—	—	√	—	—	—	√	√	√	√
SSI0_0/SSI0_1/SSI0_2/ SSI0_3/SSI1_0/SSI1_1/ SSI1_2/SSI1_3//SSI2_0/ SSI2_1/SSI2_2/SSI2_3/ SSI2_4/SSI2_5/SSI2_6/ SSI2_7/SSI3_0/SSI4_0/ SSI5/SSI6/SSI7/SSI8/ SSI9_0/SSI9_1/SSI9_2/ SSI9_3	—	—	√	—	—	—	√	√	√	√
SSI0_4/SSI0_5/SSI0_6/ SSI0_7/SSI1_4/SSI1_5/ SSI1_6/SSI1_7/SSI3_0/ SSI3_1/SSI3_2/SSI3_3/ SSI3_4/SSI3_5/SSI3_6/ SSI3_7/SSI4_0/SSI4_1/ SSI4_2/SSI4_3/SSI4_4/ SSI4_5/SSI4_6/SSI4_7/ SSI9_4/SSI9_5/SSI9_6/ SSI9_7	—	—	√	—	—	—	√	√	√	—
SSIND0/1/2/3/4/5/6/7/8/9 (SSITDR0/1/2/3/4/5/6/7/8/9, SSIRDR0/1/2/3/4/5/6/7/8/9)	—	—	√	—	—	—	√	√	√	√

44.3.2 Channel Priority

When the audio-DMAC receives simultaneous transfer requests on two or more channels, it transfers data according to a predetermined priority. Two modes (fixed mode and round-robin mode) are selected by the PR[1:0] bits in DMAOR.

(1) Fixed Mode

In this mode, the priority levels among the channels remain fixed.

CH0 > CH1 > ... > CH11 > CH12, CH13 > CH14 > ... >CH25 > CH26> CH27> CH28> CH29> CH30> CH31

(2) Round-Robin Mode

In round-robin mode, each time data of one transfer unit (byte, word, long-word, 8-byte or 16-byte units) is transferred on one channel, the priority is rotated. The channel on which the transfer was just finished rotates to the bottom of the priority. The priority of round-robin mode is CH0 > CH1 > ... >CH11 > CH12> …> CH24 > CH25 > ... > CH30 > CH31 immediately after reset.

44.3.3 Slow Speed Mode

In the low-speed mode, a single round of DMA transfer is performed every time the number of clock cycles specified by the SLM bits in DMACHCRB elapse. This mode can be selected per DMA channel. Transfer on other channels can proceed after each round of transfer for a channel in the low-speed mode is completed.

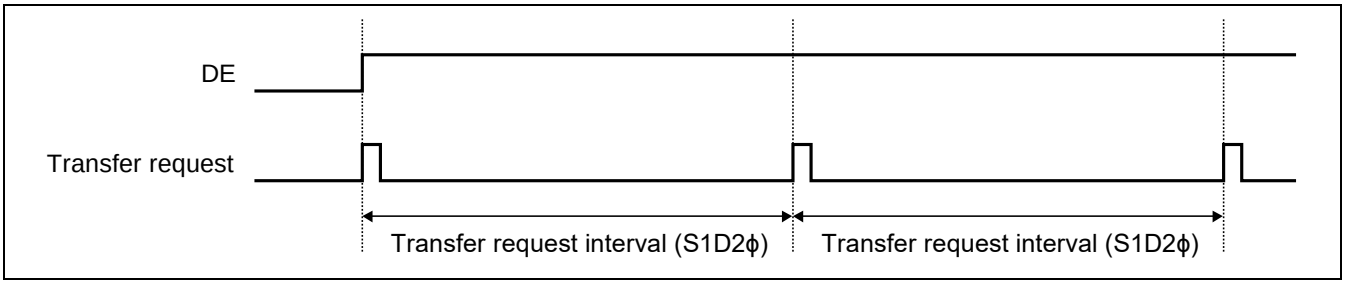


Figure 44.2 Slow Speed Mode

44.3.4 Descriptor Memory

The descriptor memory function is selected by setting the DPM[1:0] bits in DMACHCR to B'01, B'10, or B'11. When DMATCR is set to 0 and the DMA transfer is completed, the next set of settings is read, and if only a single channel is enabled, the contents defined by up to 128 stages of descriptor memory can be consecutively transferred when the built-in descriptor memory is used. External memory can also be used as the descriptor memory. In that case, the contents defined by up to 256 stages of descriptor memory can be transferred.

The following initial settings are required to use the descriptor memory.

- Set the base address of the descriptor memory for the DMA transfer in DMADPBASE.
- Set the DRST bit in DMACHCRB to reset the descriptor memory.
- Set the number of stages of the descriptor memory in the DCNT bits of DMACHCRB.

The descriptor memory is shared between all channels. Ensure that the areas of descriptor memory for use by each of the channels do not overlap.

It is necessary to arrange each stage of the descriptor memory on a 16-byte boundary.

There are two methods to activate the descriptor memory as follows.

- Specify the first DMA transfer settings in DMASAR, DMADAR, and DMATCR, and specify the subsequent settings in the descriptor memory. Then, set the DPB bit in DMACHCR to 0 to activate the descriptor memory. In this case, after completion of the transfer specified in DMASAR, DMADAR, and DMATCR, transfer continues after new settings are read from the descriptor memory. Note, however, that, when the operating mode of the descriptor memory is set to the repeat mode, the values specified in DMASAR, DMADAR, and DMATCR are not read, and the transfer starts and is repeated from the head of the descriptor memory.
- Write the DMA transfer settings to the descriptor memory, and write 1 to the DPB bit in DMACHCR to activate the descriptor memory. In this case, the DMA transfer starts from the first settings in the descriptor memory.

There are three operating modes of the descriptor memory, which can be selected by setting the DPM bits in DMACHCR.
For details on these operating modes, see the descriptions of each operating mode in this section.

(1) Configuration of Descriptor Memory

Figure 44.3 shows the configuration of the built-in descriptor memory.
The capacity of the built-in descriptor memory is 16 bytes per stage × 128 stages.

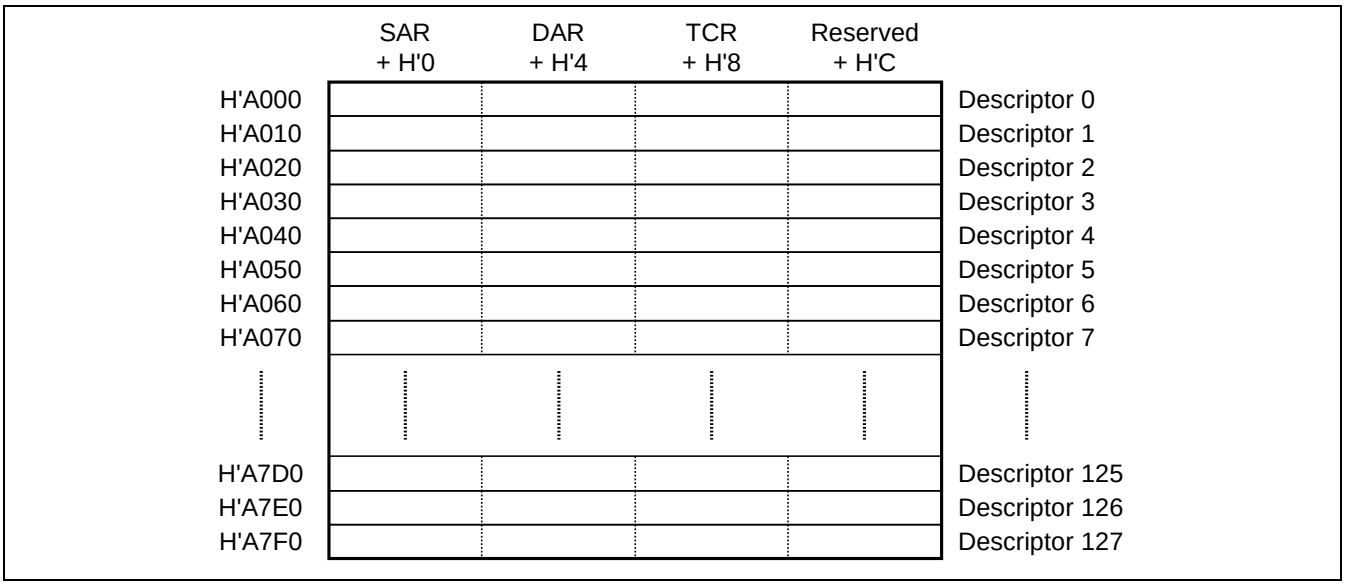


Figure 44.3 Configuration of Built-in Descriptor Memory

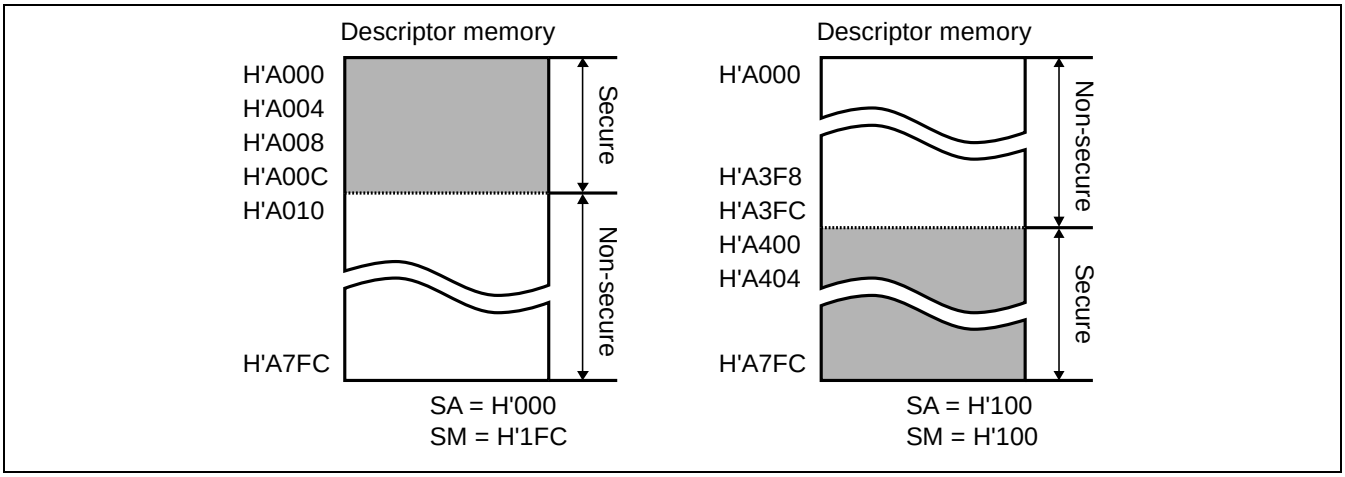


Figure 44.4 Example of DMADPSEC Setting

(2) Flow of Updating from Descriptor Memory

The RPT bits in DMACHCR can be used to specify which registers are to be updated from the descriptor memory.
The DPTR bits in DMACHCRB are incremented when updating from the descriptor memory is completed. If the DPTR value matches the DCNT value, the DPTR value is reset to 0.
This flow is automatically processed by hardware.

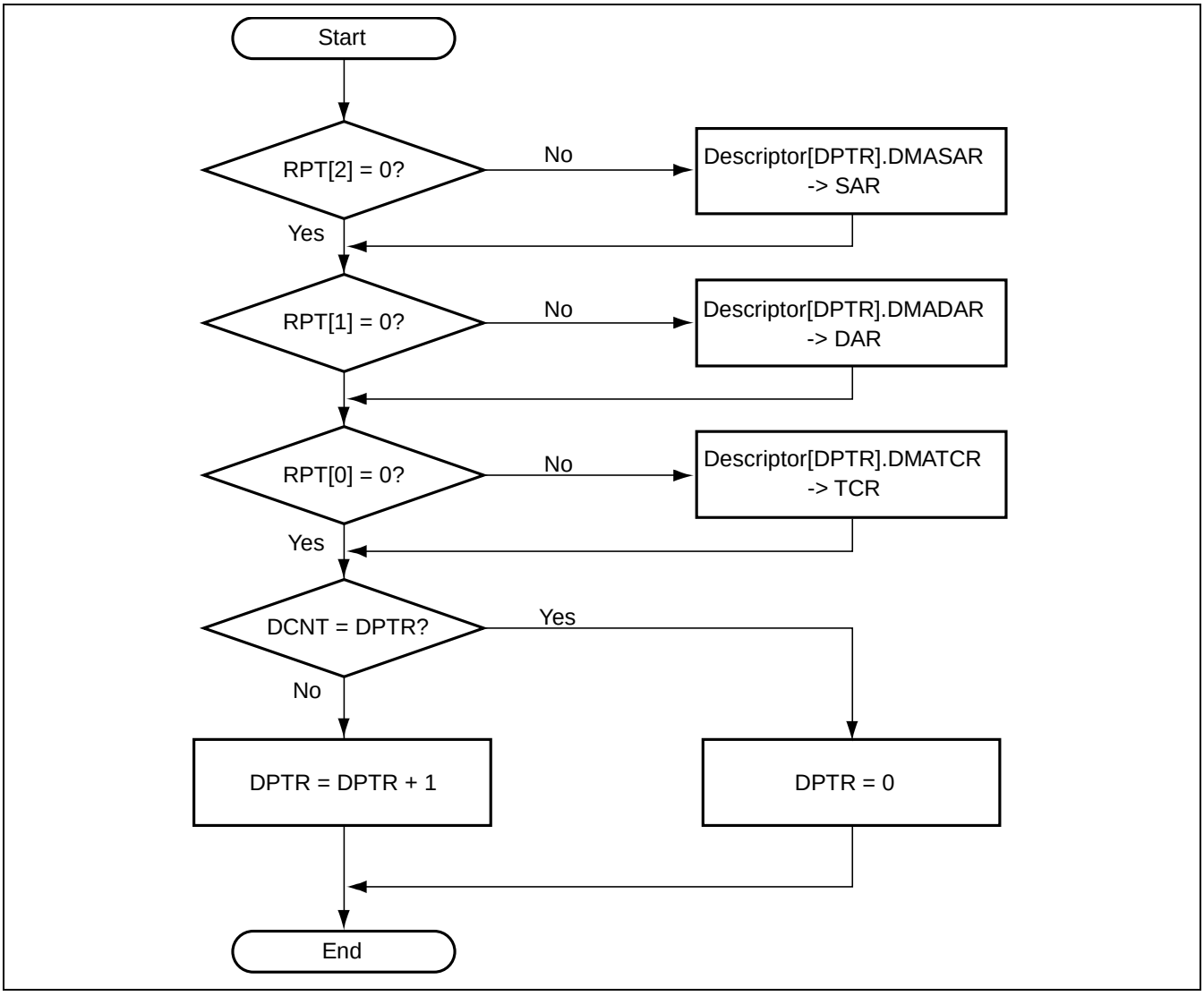
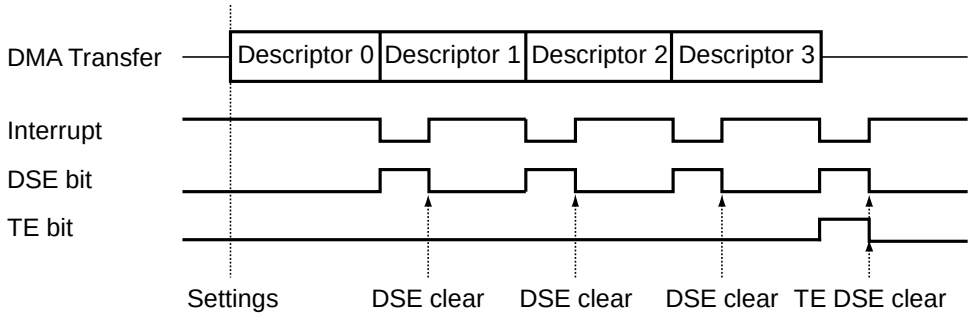


Figure 44.5 Flow of Updating from Descriptor Memory

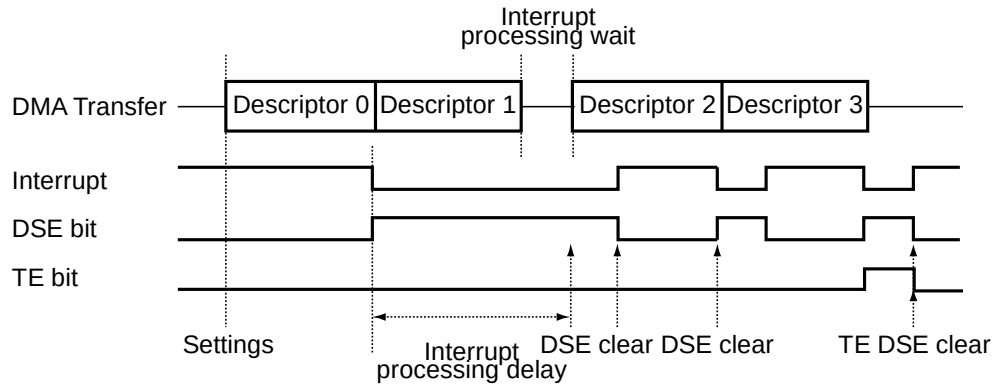
(3) Operating Mode 1 of Descriptor Memory

Set the DPM bits in DMACHCR to B'01 to select operating mode 1 (normal mode). This mode allows consecutive transfer under control of the descriptor memory.
In this mode, the DMA transfer is complete when the TE bit in DMACHCR is set to 1 after transfer under control of the number of stages of the descriptor memory specified in the DCNT bits in DMACHCRB.
When the DSIE bit in DMACHCR is set to 1, a DSE interrupt is generated every time transfer under the control of one stage of descriptor memory is complete. If a first DSE interrupt has not been processed when a further DSE interrupt is generated, the contents of the next stage of the descriptor memory are not read and the DMA transfer is aborted. Clearing the DSE bit only causes clearing of the first interrupt and reading of the next stage of the descriptor memory.
Figure 44.6 is an example of transfer when operating mode 1 is selected and the TE and DSE bits are set to 1.
Figure 44.7 is an example of transfer when there is a delay in processing of the DSE interrupt when operating mode 1 is selected and the TE and DSE bits are set to 1.
Figure 44.8 is an example of transfer when operating mode 1 is selected and the TE bit is set to 1.
In each example, there are four descriptor stages.



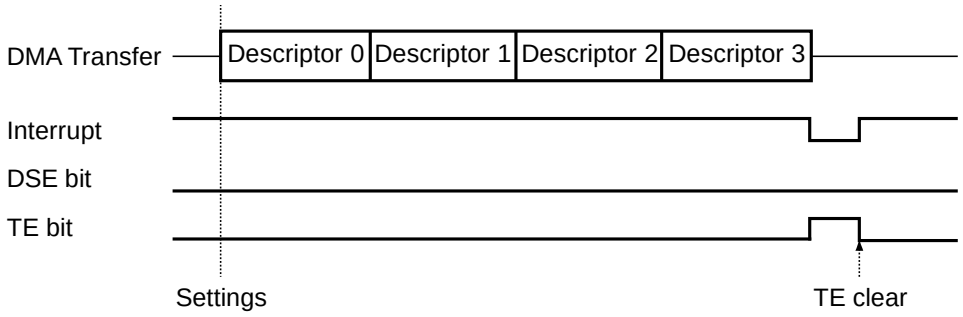
Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'01, DPB = B'1, DSIE = B'1, IE = B'1).DMACHCRB (DRST = B'1).

Figure 44.6 Operating Mode 1 (Example 1)



Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'01, DPB = B'1, DSIE = B'1, IE = B'1).DMACHCRB (DRST = B'1).

Figure 44.7 Operating Mode 1 (Example 2)

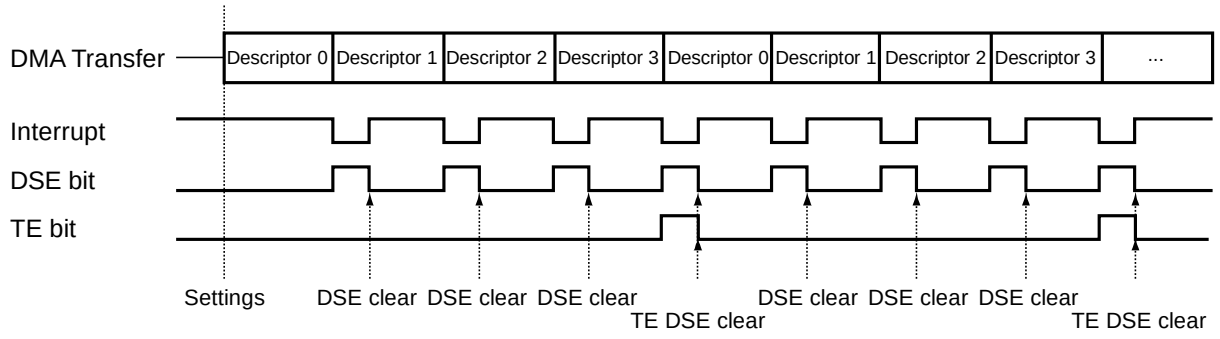


Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'01, DPB = B'1, DSIE = B'0, IE = B'1), DMACHCRB (DRST = B'1).

Figure 44.8 Operating Mode 1 (Example 3)

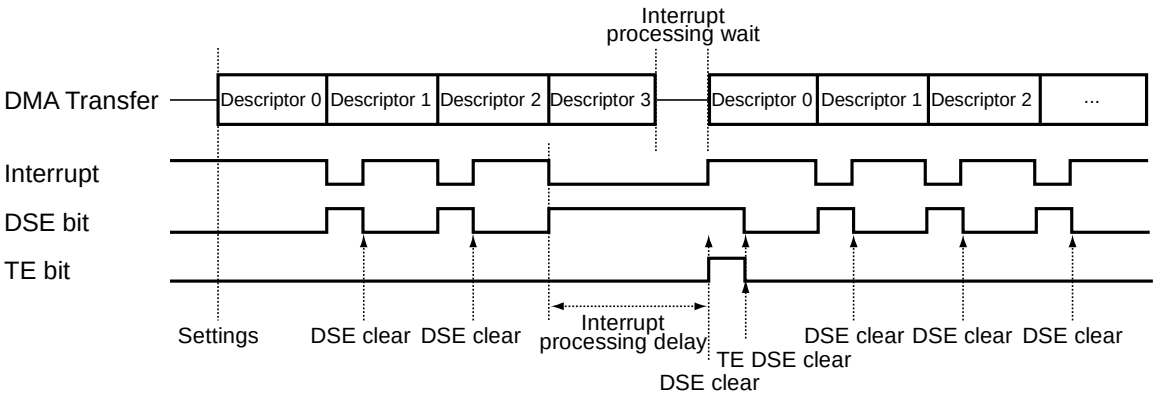
(4) Operating Mode 2 of Descriptor Memory

Set the DPM bits in DMACHCR to B'10 to select operating mode 2 (repeat mode). This mode allows consecutive transfer under control of the descriptor memory.
In this mode, after transfer under control of the number of stages of descriptor memory specified in the DCNT bits in DMACHCRB, the TE bit in DMACHCR is set to 1. This operation is then repeated from the head of the descriptor memory.
When the DSIE bit in DMACHCR is set to 1, a DSE interrupt is generated every time transfer under the control of one stage of descriptor memory is complete. If a first DSE interrupt has not been processed when a further DSE interrupt is generated, the contents of the next stage of the descriptor memory are not read and the DMA transfer is aborted. Clearing the DSE bit only causes clearing of the first interrupt and reading of the next stage of the descriptor memory.
When the DSIE bit in DMACHCR is set to 0, after transfer under control of all stages of the descriptor memory is complete, the TE bit in DMACHCR is set to 1 and a TE interrupt is generated. If a TE interrupt has not been processed when a further interrupt is generated, the contents of the next stage of the descriptor memory are not read and the DMA transfer is aborted. Clearing the TE bit only causes clearing of the first interrupt and reading of the next stage of the descriptor memory.
To end operation in mode 2, change the mode to mode 1 by using the TE interrupt processing. When the mode is changed to mode 1, the DMA transfer is completed when the next TE interrupt is generated.
Figure 44.9 is an example of transfer when operating mode 2 is selected and the TE and DSE bits are set to 1.
Figure 44.10 is an example of transfer when there is a delay in processing of the DSE interrupt when operating mode 2 is selected and the TE and DSE bits are set to 1.
Figure 44.11 is an example of transfer when operating mode 2 is selected and the TE bit is set to 1.
Figure 44.12 is an example of transfer when there is a delay in processing of the DSE interrupt when operating mode 2 is selected and the TE is set to 1.
In each example, there are four descriptor stages.



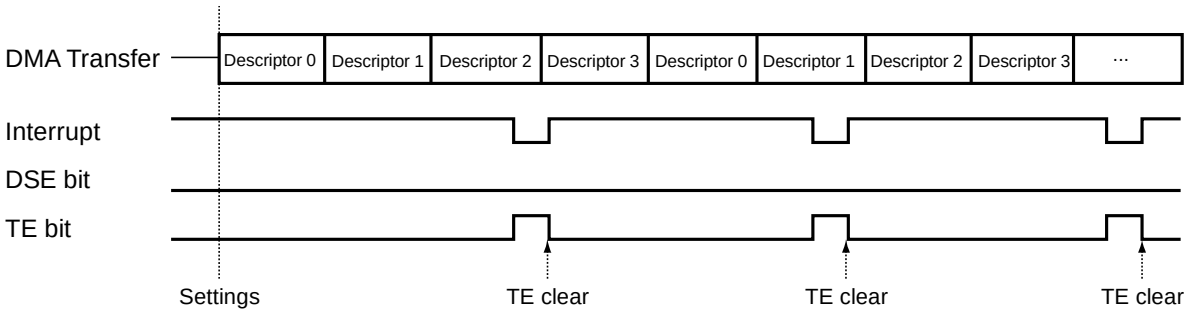
Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'1, IE = B'1), DMACHCRB (DRST = B'1).

Figure 44.9 Operating Mode 2 (Example 1)



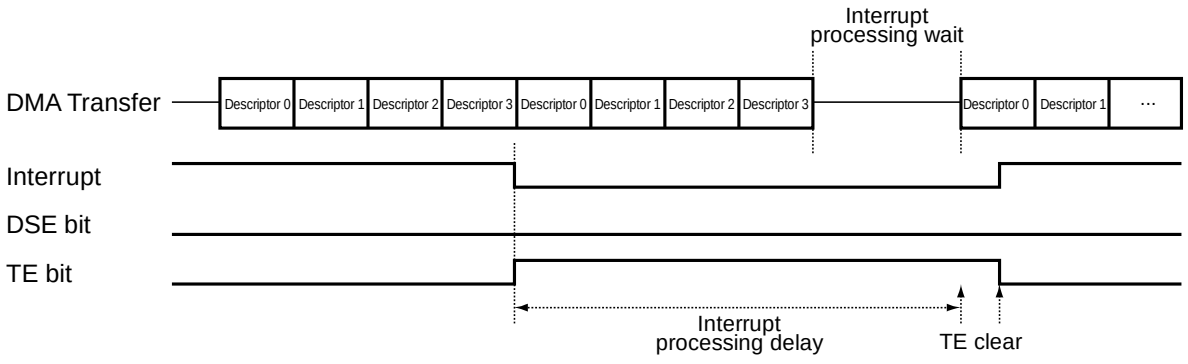
Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'1, IE = B'1), DMACHCRB (DRST = B'1).

Figure 44.10 Operating Mode 2 (Example 2)



Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'1, IE = B'1), DMACHCRB (DRST = B'1).

Figure 44.11 Operating Mode 2 (Example 3)

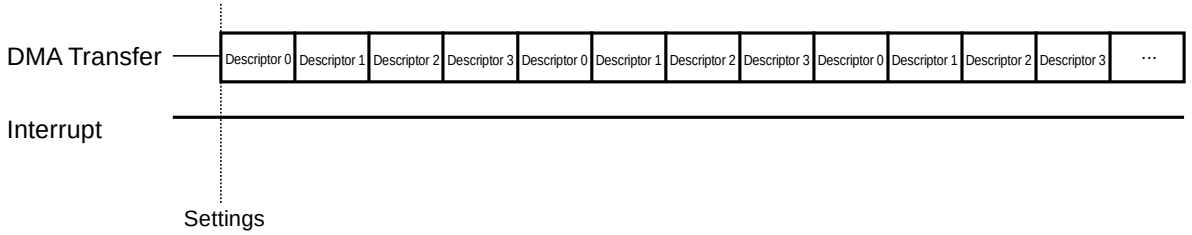


Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'0, IE = B'1), DMACHCRB (DRST = B'1).

Figure 44.12 Operating Mode 2 (Example 4)

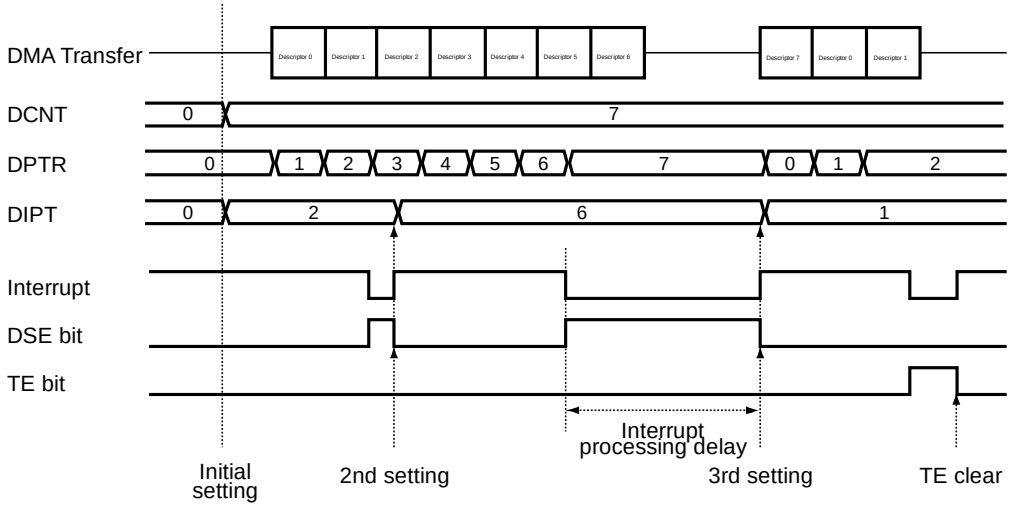
(5) Operating Mode 3 of Descriptor Memory

Set the DPM bits in DMACHCR to B'11 to select operating mode 3 (infinite repeat mode). This mode allows consecutive transfer under control of the descriptor memory.
In this mode, after transfer under control of the number of stages of descriptor memory specified in the DCNT bits in DMACHCRB, the TE bit in DMACHCR is set to 1. This operation is then repeated from the head of the descriptor memory.
When the DSIE bit in DMACHCR is set to 1, a DSE interrupt is generated every time transfer under the control of one stage of descriptor memory is complete. Even if a first DSE interrupt has not been processed when a further DSE interrupt is generated, the DMA transfer is not aborted. Regardless of the number of DSE interrupts that have been generated, the DSE bit can be cleared by writing to it once. Similarly, even if a first TE interrupt has not been processed when a further TE interrupt is generated, the DMA transfer is not aborted. Regardless of the number of TE interrupts that have been generated, the TE bit can be cleared by writing to it once.
Figure 44.13 is an example of transfer when infinite repeat mode is selected.
Figure 44.14 is an example of transfer when read-out interrupt mode is selected.
In each example, there are four descriptor stages.



Settings: 1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMACHCRB register (DCNT = 3).
3. Set the DMACHCR register (DPM = B'11, DPB = B'1, DSIE = B'0, IE = B'0), DMACHCRB (DRST = B'1).

Figure 44.13 Operating Mode 3 (Infinite Repeat Mode)



Initial setting:
1. Set the DMACHCRB register (DCNT = 7).
2. The descriptor has three setting (DMASAR, DMADAR, DMATCR) stages.
3. Set the DMADPCR register (DIPT = 2).
4. Set the DMACHCR register (DPM = B'11, DPB = B'1, DSIE = B'1, IE = B'0), DMACHCRB (DRST = B'1).

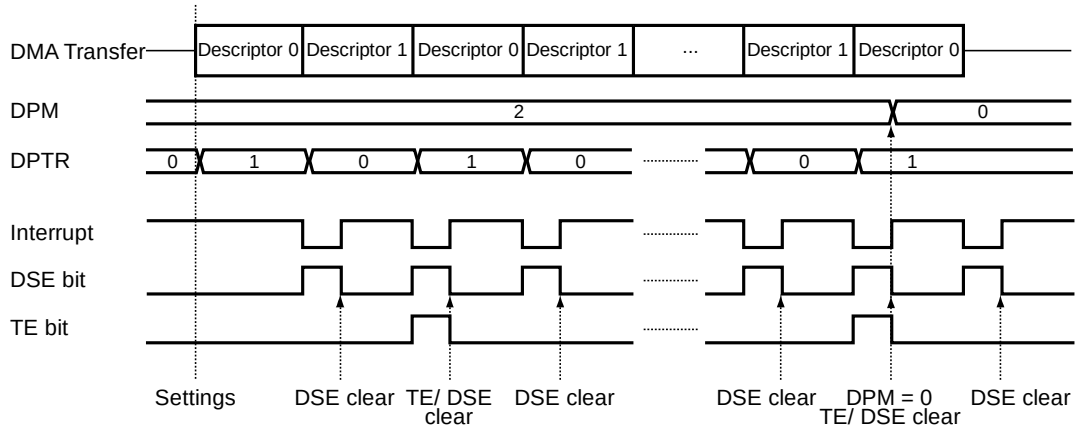
2nd setting:
1. The descriptor has four setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMADPCR register (DIPT = 6).
   (3 stages + 4 stages -1) mod 8 = 6
3. Clear DSE.

3rd setting: (Transfer end)
1. The descriptor has three setting (DMASAR, DMADAR, DMATCR) stages.
2. Set the DMADPCR register (DIPT =1).
   (3 stages + 4 stages + 3 stages -1) mod 8 = 1
3. Clear the DSE bit and set the DMACHCR register (DPM = B'11, DPB = B'0, DSIE = B'0, IE = B'1).

Figure 44.14 Operating Mode 3 (Read-Out Interrupt Mode)

(6) Using the Descriptor Memory for Double Buffering

To use the descriptor memory for double buffering, set the number of stages of descriptor memory to 2, set the buffer configuration to the descriptor memory, and activate the memory in operating mode 2. The DSE interrupt is used in double buffering. To end the use of double buffering, disable the descriptor operating mode, which stops the transfer on completion of the transfer currently in progress.



Settings: 1. The descriptor has two setting (buffer A, buffer B) stages.

2. Set the DMACHCRB register (DCNT = 1).

3. Set the DMACHCR register (DPM = B'10, DPB = B'1, DSIE = B'1, IE = B'0), DMACHCRB (DRST = B'1).

Figure 44.15 Using the Descriptor Memory for Double Buffering

44.3.5 Transmission Flow

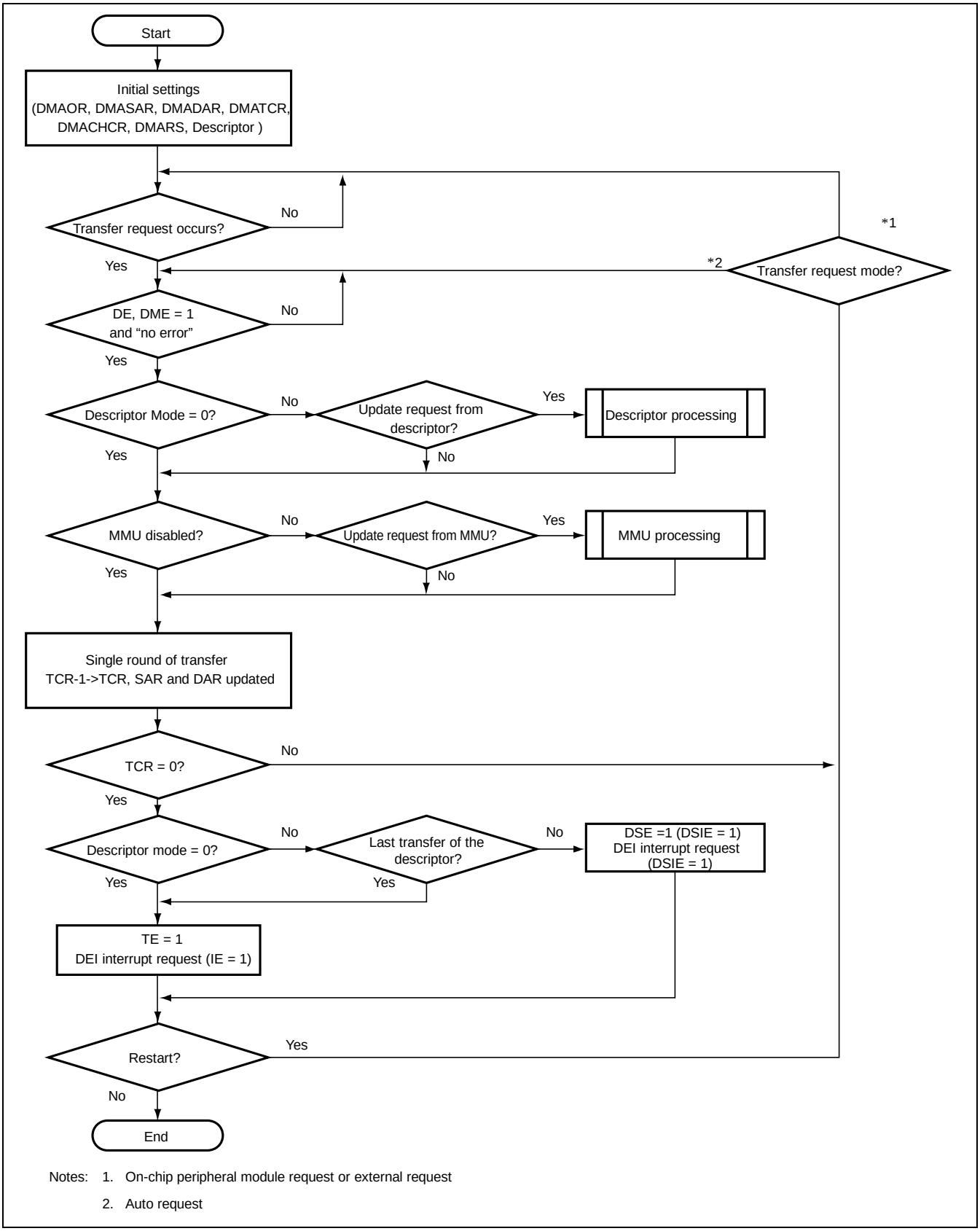
Set the transfer conditions as required in the following registers:
DMA source address register (DMASAR), DMA destination address register (DMADAR), DMA transfer count register (DMATCR), DMA Channel control register (DMACHCR), DMA operation register (DMAOR) and DMA extended resource selector (DMARS)
The DMAC then transmits data in the following order.

- A transfer request is generated and the controller checks whether the transfer is allowed (DE = 1, DME = 1, TE = 0, DSE = 0, CAE = 0). When a channel is in the auto request mode, the transfer starts automatically.
- The controller checks whether updating from the descriptor memory is required.

  Updating from the descriptor memory proceeds when the DPB bit in DMACHCR is set to 1 or the descriptor memory is enabled, if DMATCR is set to 0.

  For updating by using the descriptor memory, see section 44.3.4, Descriptor Memory.
- Check whether address translation by the IPMMU is required.

  Address translation by the IPMMU proceeds if the address exceeds the effective size for address translation when the DE bit in DMACHCR is enabled and updating of transfer settings from the descriptor memory is executed.
- Each time a transfer request is generated, the amount of data for a single round of transfer (specified by the TS[3:0] bits) is transmitted. The value in DMATCR is decremented by 1 every time the DMA transfer is completed.
- When the specified number of rounds of transfer are completed (the value in DMATCR is set to 0), the transfer ends normally. A TE interrupt is generated for the CPU upon the end of the transfer if the IE bit in DMACHCR is set to 1. If the descriptor memory is enabled, the processing differs with the mode of the descriptor memory. For more details, see section 44.3.4, Descriptor Memory.
- Transfer is aborted when the DMAC encounters an address error. Transfer is also aborted when the DE bit in DMACHCR or the DME bit in DMAOR is set to 0.



Notes: 1. On-chip peripheral module request or external request
2. Auto request

Figure 44.16 Transmission Flow

44.3.6 Total Size Transmission

The amount of data for total size transmission can be set in DMATSR (in bytes), and this setting is effective regardless of the size specified in the TS bits in DMACHCR. Thereby, the desired size can be transmitted in a single round of DMA transfer.

To use this function, make the settings for total size transmission in DMASAR, DMADAR, DMATSR, DMATSRB and DMACHCR.

Total size is set in the TCR (TSR) field of descriptors and 1 is set in DMACHCRB.DTS when total size transmission and descriptors are in use.

44.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Pay attention to the following notes when using the audio-DMAC.

(1) DMA Transfer for Peripheral Modules

When executing DMA transfer for an on-chip peripheral module, set addresses on the appropriate boundary (in terms of the amount of data for each round of transfer) for the transfer source and destination addresses. Otherwise, an address error may occur.

(2) Module Stop

While the audio-DMAC is operating, the module stop register (MSTPCR5) should not be set to stop the audio-DMAC. If the audio-DMAC is stopped in this way, results of the transfer that was in progress cannot be guaranteed.

(3) Address Error

When a DMA address error is generated, reset the registers of the channel on which the error has occurred and then start transfer anew.

(4) Aborting DMA Transfer

To abort a DMA transfer, disable the interrupt signal and set the DE bit in the DMA channel control register (DMACHCR) to 0 to disable the DMA transfer. If the TE and DSE bits are set when DMA transfer is aborted, these bits should be initialized. There is a possibility that TE and DSE will not be set with synchronized timing after transmission, so it's necessary to recognize the following three possibilities and take measures accordingly.

1. The DSE and TE bits are set to 1 before initialization of DMACHCR, but after the interrupt was disabled.
   The TE and DSE bits are initialized within the DMA transfer initialization sequence.
2. The DSE and TE bits are set to1 and the controller fails to abort the transfer, after the interrupt was disabled.
   When the DE bit has become 0 after DMA transfer initialization, check the TE and DSE bits. If the TE or DSE bit is 1, go through the DMA transfer initialization process.
3. The TE and DSE bits are not cleared to 0 but the transfer is aborted, after the interrupt is disabled.
   The TE or DSE bits are not set because data for transfer still remain after transfer is aborted.

Note: Initialization of DMA transfer during execution of the last transfer leads to a delay in setting of the TE and DSE bits, so include a dummy read.

Figure 44.17 shows an example of processing to abort DMA transfer.

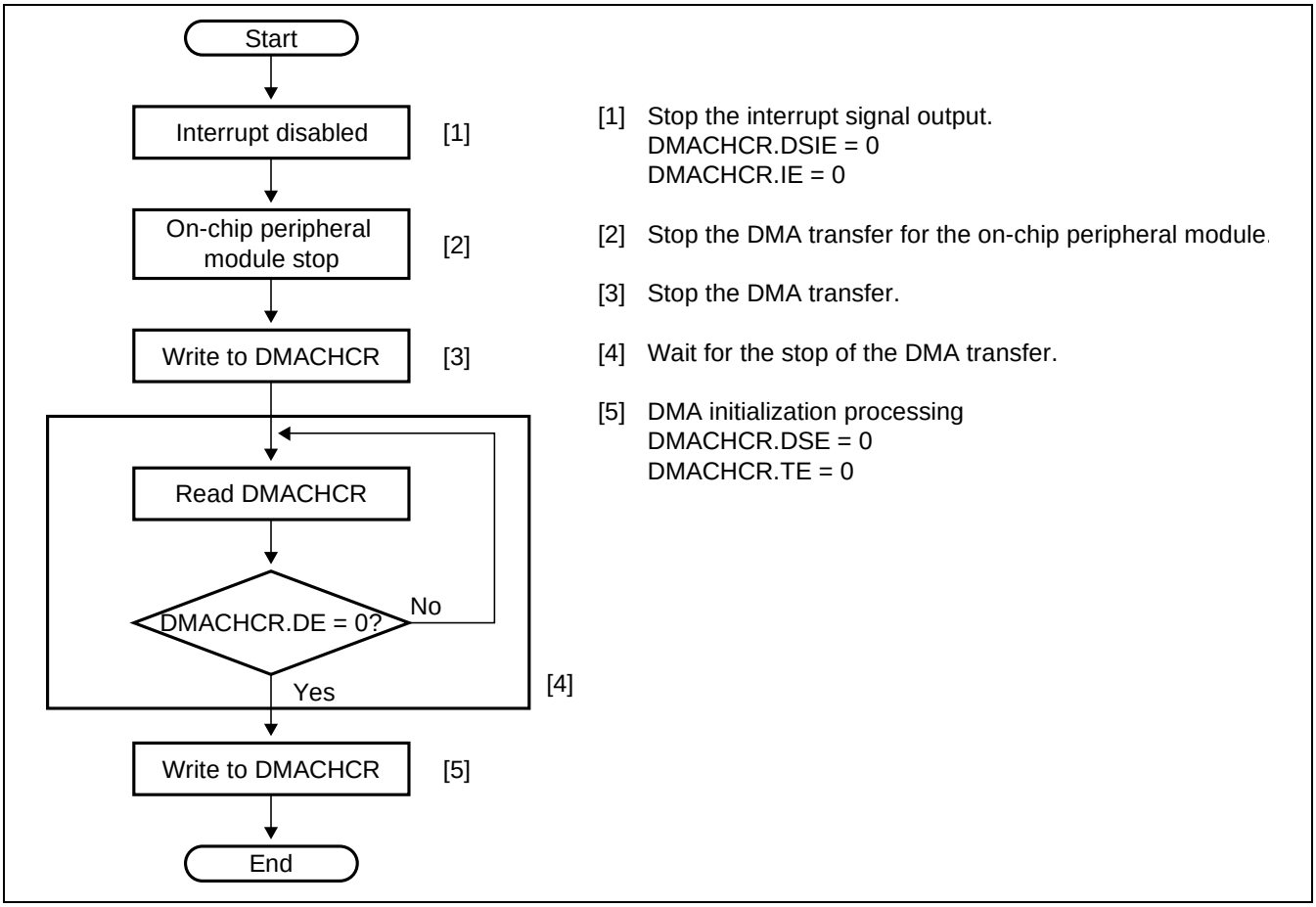


Figure 44.17 Example of Processing to Abort DMA Transfer

45. Audio-DMAC-Peripheral-Peripheral (Audio-DMACpp)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

45.1 Overview

The Audio DMAC-Peripheral-Peripheral module controls data transfer between the audio modules connected to the audio local bus.

45.1.1 Features

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

- Number of channels: 29 channels + 29 channels(extended)
- Data transfer size: Longword (4 bytes)
- Addressing mode: Dual addressing; fixed access size
- Transfer count: Not programmable
- Interrupt processing: None

[RZ/G2E]

- Number of channels: 29 channels (extended)
- Data transfer size: Longword (4 bytes)
- Addressing mode: Dual addressing; fixed access size
- Transfer count: Not programmable
- Interrupt processing: None

45.1.2 Block Diagram

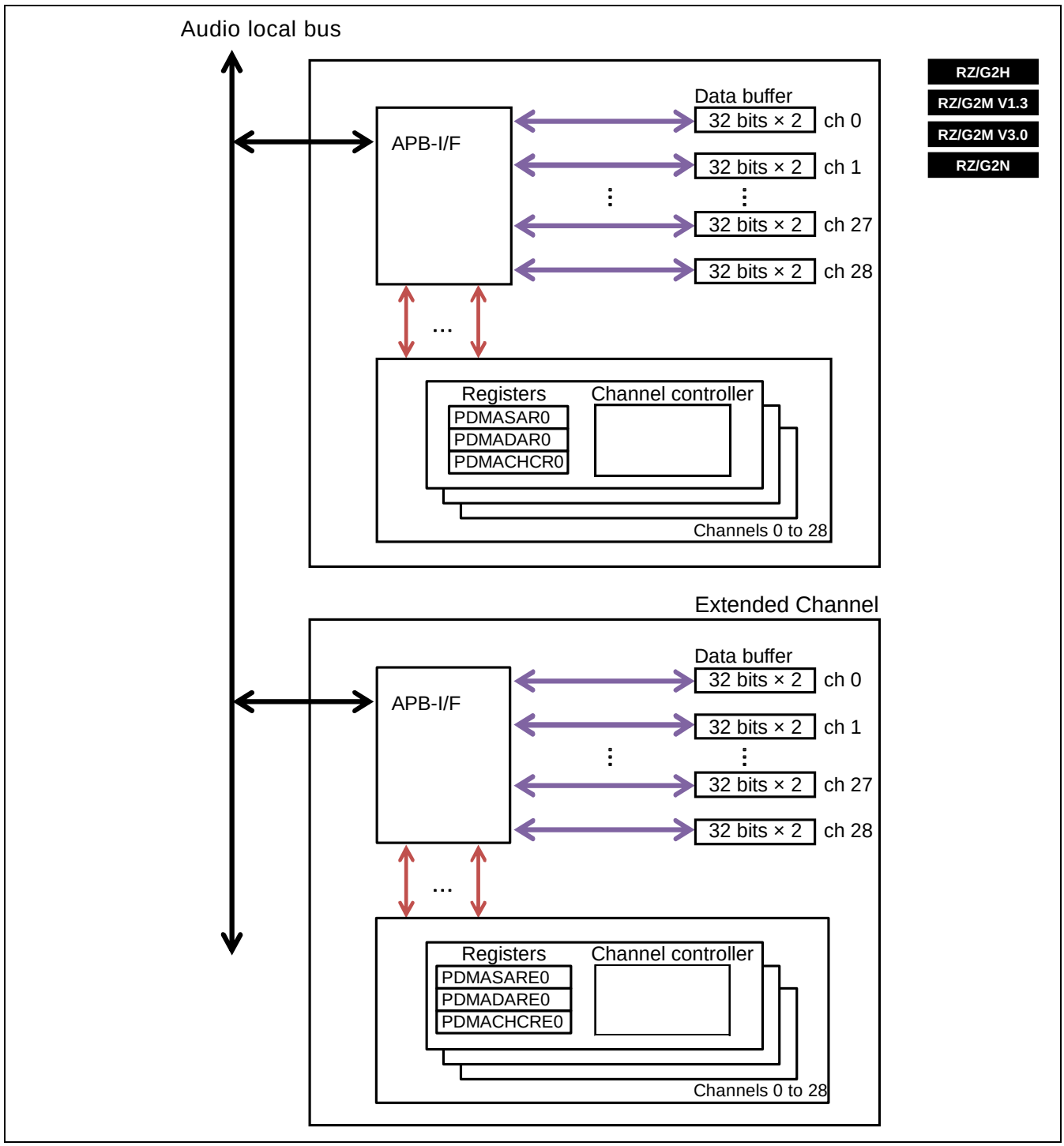


Figure 45.1 Block Diagram [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

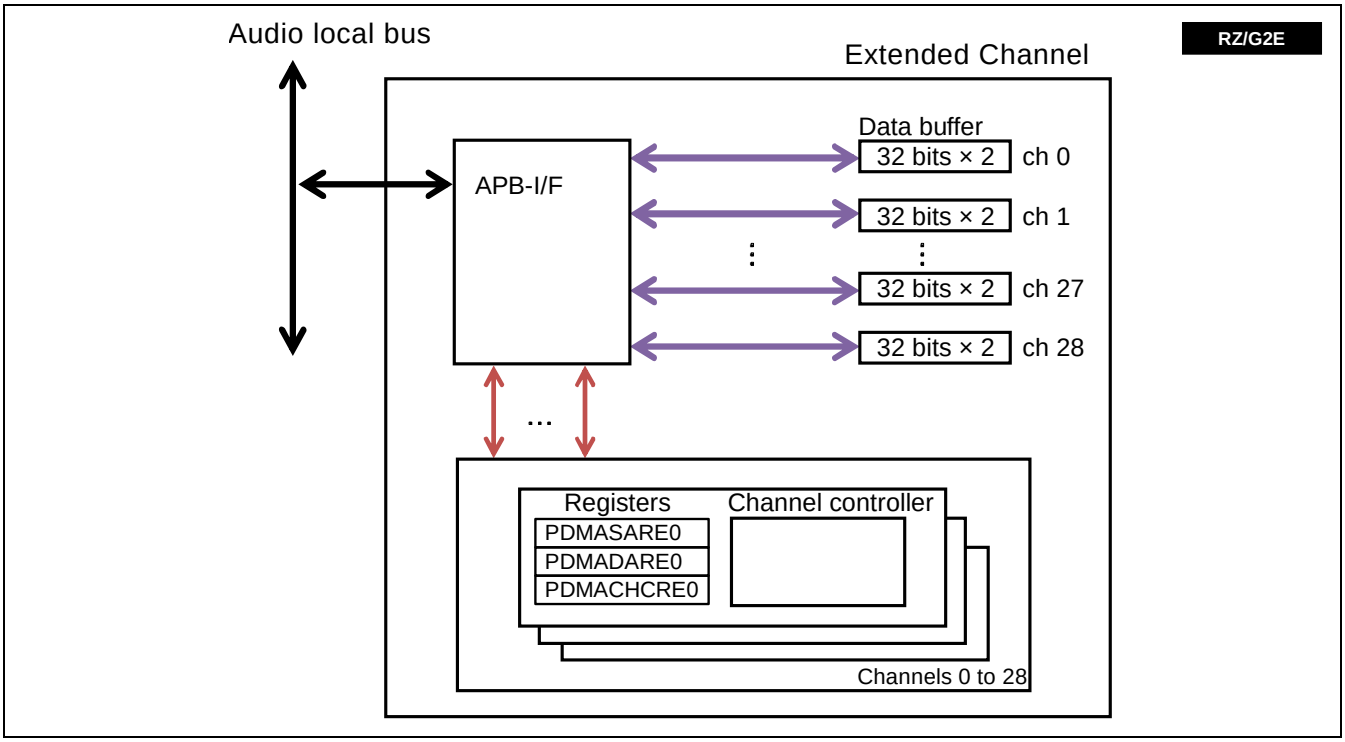


Figure 45.2 Block Diagram [RZ/G2E]

45.1.3 External Pins

No external pins are provided.

45.1.4 Register Configuration

Table 45.1 List of Registers

Register Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PDMA Source Address n Register	PDMASARn	R/W	H'EC74_0020 + H'10 × [n]	H'0000_0000	32	√	√	√	—
PDMA Destination Address n Register	PDMADARn	R/W	H'EC74_0024 + H'10 × [n]	H'0000_0000	32	√	√	√	—
PDMA Channel Control n Register	PDMACHCRn	R/W	H'EC74_002C + H'10 × [n]	H'0000_0000	32	√	√	√	—
PDMA Source Address n Register (extended)	PDMASAREn	R/W	H'EC76_0020 + H'10 × [n]	H'0000_0000	32	√	√	√	√
PDMA Destination Address n Register (extended)	PDMADAREn	R/W	H'EC76_0024 + H'10 × [n]	H'0000_0000	32	√	√	√	√
PDMA Channel Control n Register (extended)	PDMACHCREn	R/W	H'EC76_002C + H'10 × [n]	H'0000_0000	32	√	√	√	√

Notes: 1. N indicates the DMAC channel number (n = 0 to 28)
2. Access the listed registers from the CPU in longword (32-bit) units; byte or word access is prohibited.
3. Do not write to any addresses other than listed above. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed above are undefined.

45.1.5 Connected Module

Table 45.2 Connected module

Module name	Connected module name	Function of connected module
Audio DMAC-Peripheral-Peripheral	APMU	Access the Register
	CPG	Output Clocks
	SSIU	Serial Sound Interface Unit
	SSI	Serial Sound Interface
	SCU	Sampling Rate Converter Unit

45.2 Register Description

[Legend]

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC1: Readable/writable. Writing 1 initializes the bit, and writing 0 is ignored.

R: Read-only. The write value should always be 0.

—/W: Write-only. The read value is undefined.

45.2.1 PDMA Source Address n Register (PDMASARn)

Note: n = 0 to 28

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: Sets the DMA transfer source address.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SAR[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SAR[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SAR	All 0	R/W	Sets the DMA transfer source address.

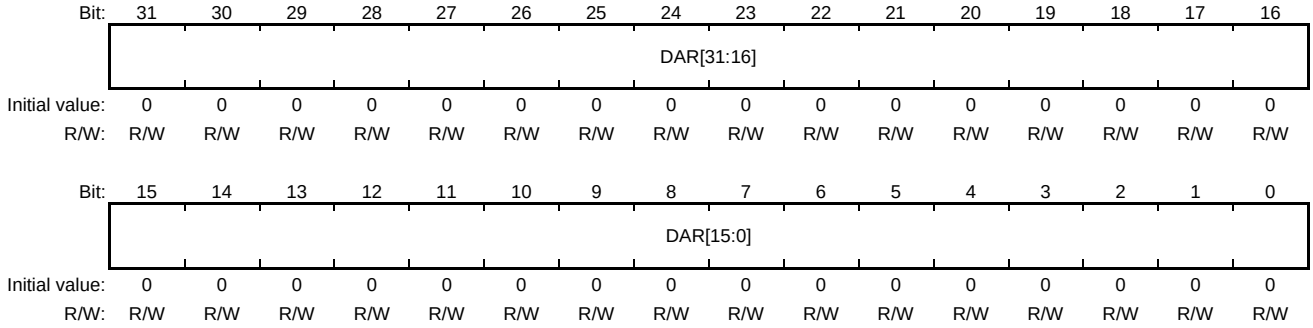
Note: It's prohibited to set same source address in other channels including PDMASARn and PDMASAREn.

45.2.2 PDMA Destination Address n Register (PDMADARn)

Note: n = 0 to 28

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: Sets the DMA transfer destination address.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DAR	All 0	R/W	Sets the DMA transfer destination address.

Note: It's prohibited to set same destination address in other channels including PDMADARn and PDMADAREn.

45.2.3 PDMA Channel Control n Register (PDMACHCRn)

Note: n = 0 to 28

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Function: Selects the request sources of DMA transfer source and destination, and also starts or stops DMA.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	SRS[6:0]							—	DRS[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
30 to 24	SRS	H'00	R/W	Transfer Source Request Source Select (setting H'00 to H'38 and the values with "—" are prohibited) Refer to Table 45.3.
23	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 16	DRS	H'00	R/W	Transfer Destination Request Source Select (setting H'00 to H'36 and the values with "—" are prohibited) Refer to Table 45.3.
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	DE	B'0	R/W	DMA Enable To enable DMA transfer function, set this bit to 1. Clearing this bit to 0 stops transfer. Note: Even if 0 is written to this bit while it is 1, 1 is read out until the transfer is completed.

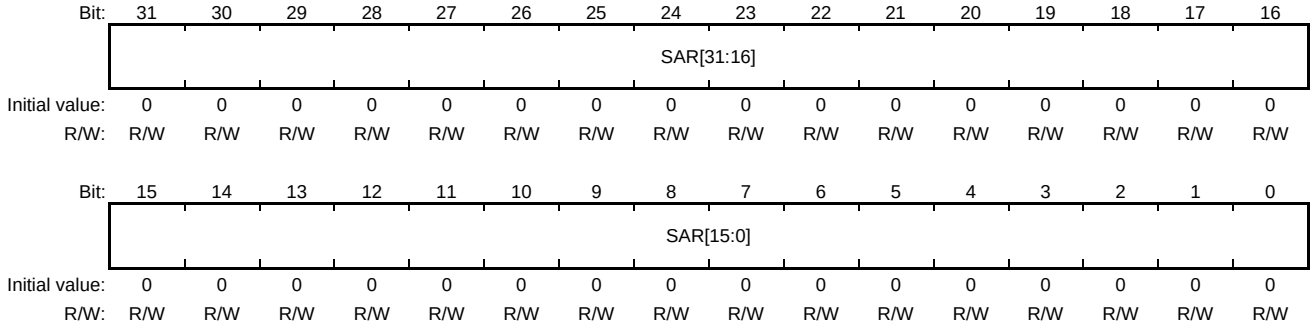
Notes: 1. It's prohibited to set same source/destination request source in other channels including PDMACHCRn.SRS/DRS and PDMACHCREn.SRS/DRS.
2. When clearing DE bit, do not change other bits.

45.2.4 PDMA Source Address n Register (extended) (PDMASAREn)

Note: n = 0 to 28

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: Sets the DMA transfer source address.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SAR	All 0	R/W	Sets the DMA transfer source address.

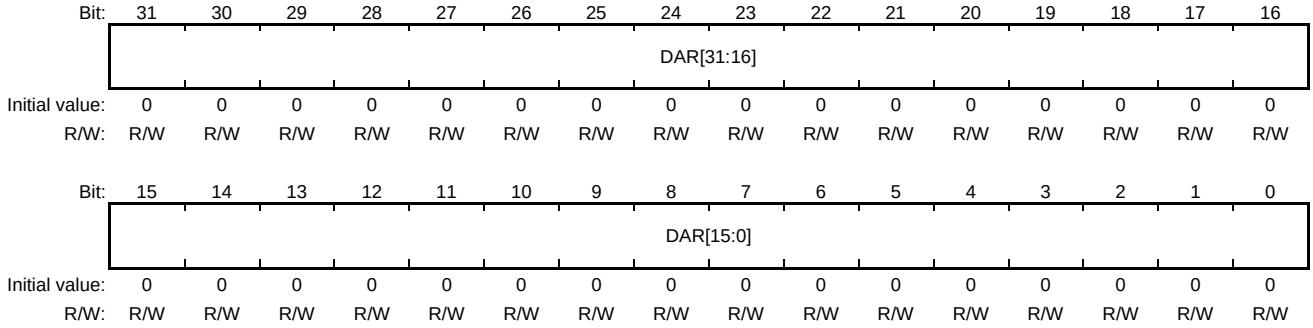
Note: It's prohibited to set same source address in other channels including PDMASARn and PDMASAREn.

45.2.5 PDMA Destination Address n Register (extended) (PDMADAREn)

Note: n = 0 to 28

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: Sets the DMA transfer destination address.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DAR	All 0	R/W	Sets the DMA transfer destination address.

Note: It's prohibited to set same destination address in other channels including PDMADARn and PDMADAREn.

45.2.6 PDMA Channel Control n Register (extended) (PDMACHCREn)

Note: n = 0 to 28

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Function: Selects the request sources of DMA transfer source and destination, and also starts or stops DMA.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	SRS[6:0]							—	DRS[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
30 to 24	SRS	H'00	R/W	Transfer Source Request Source Select (setting H'00 to H'5B and the values with "—" are prohibited) Refer to Table 45.4(extended).
23	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 16	DRS	H'00	R/W	Transfer Destination Request Source Select (setting H'00 to H'5C and the values with "—" are prohibited) Refer to Table 45.4(extended).
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	DE	B'0	R/W	DMA Enable To enable DMA transfer function, set this bit to 1. Clearing this bit to 0 stops transfer. Note: Even if 0 is written to this bit while it is 1, 1 is read out until the transfer is completed.

Notes: 1. It's prohibited to set same source/destination request source in other channels including PDMACHCRn.SRS/DRS and PDMACHCREn.SRS/DRS.
2. When clearing DE bit, do not change other bits.

45.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

45.3.1 Register Settings

Table 45.3 PDMASARn, PDMADARn and PDMACHCRn Register Settings

							Second Generation RZ/G Series Products			
Source / Destination	PDMASARn		PDMACHCRn.SRS	PDMADARn		PDMACHCRn.DRS	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI0-0_BUSIF	H'EC40	0000	H'00	H'EC40	0000	H'00	√	√	√	—
SSI0-1_BUSIF		0400	H'01		0400	H'01	√	√	√	—
SSI0-2_BUSIF		0800	H'02		0800	H'02	√	√	√	—
SSI0-3_BUSIF		0C00	H'03		0C00	H'03	√	√	√	—
SSI0-4_BUSIF		—	—		—	—	√	√	√	—
SSI0-5_BUSIF		—	—		—	—	√	√	√	—
SSI0-6_BUSIF		—	—		—	—	√	√	√	—
SSI0-7_BUSIF		—	—		—	—	√	√	√	—
SSI1-0_BUSIF		1000	H'04		1000	H'04	√	√	√	—
SSI1-1_BUSIF		1400	H'05		1400	H'05	√	√	√	—
SSI1-2_BUSIF		1800	H'06		1800	H'06	√	√	√	—
SSI1-3_BUSIF		1C00	H'07		1C00	H'07	√	√	√	—
SSI1-4_BUSIF		—	—		—	—	√	√	√	—
SSI1-5_BUSIF		—	—		—	—	√	√	√	—
SSI1-6_BUSIF		—	—		—	—	√	√	√	—
SSI1-7_BUSIF		—	—		—	—	√	√	√	—
SSI2-0_BUSIF		2000	H'08		2000	H'08	√	√	√	—
SSI2-1_BUSIF		2400	H'09		2400	H'09	√	√	√	—
SSI2-2_BUSIF		2800	H'0A		2800	H'0A	√	√	√	—
SSI2-3_BUSIF		2C00	H'0B		2C00	H'0B	√	√	√	—
SSI2-4_BUSIF		—	—		—	—	√	√	√	—
SSI2-5_BUSIF		—	—		—	—	√	√	√	—
SSI2-6_BUSIF		—	—		—	—	√	√	√	—
SSI2-7_BUSIF		—	—		—	—	√	√	√	—
SSI3-0_BUSIF		3000	H'0C		3000	H'0C	√	√	√	—
SSI3-1_BUSIF		—	—		—	—	√	√	√	—
SSI3-2_BUSIF		—	—		—	—	√	√	√	—
SSI3-3_BUSIF		—	—		—	—	√	√	√	—
SSI3-4_BUSIF		—	—		—	—	√	√	√	—
SSI3-5_BUSIF		—	—		—	—	√	√	√	—
SSI3-6_BUSIF		—	—		—	—	√	√	√	—
SSI3-7_BUSIF		—	—		—	—	√	√	√	—

Source / Destination	PDMASARn		PDMACHCRn.SRS	PDMADARn		PDMACHCRn.DRS	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI4-0_BUSIF	H'EC40	4000	H'0D	H'EC40	4000	H'0D	√	√	√	—
SSI4-1_BUSIF		—	—		—	—	√	√	√	—
SSI4-2_BUSIF		—	—		—	—	√	√	√	—
SSI4-3_BUSIF		—	—		—	—	√	√	√	—
SSI4-4_BUSIF		—	—		—	—	√	√	√	—
SSI4-5_BUSIF		—	—		—	—	√	√	√	—
SSI4-6_BUSIF		—	—		—	—	√	√	√	—
SSI4-7_BUSIF		—	—		—	—	√	√	√	—
SSI5_BUSIF		5000	H'0E		5000	H'0E	√	√	√	—
SSI6_BUSIF		6000	H'0F		6000	H'0F	√	√	√	—
SSI7_BUSIF		7000	H'10		7000	H'10	√	√	√	—
SSI8_BUSIF		8000	H'11		8000	H'11	√	√	√	—
SSI9-0_BUSIF		9000	H'12		9000	H'12	√	√	√	—
SSI9-1_BUSIF		9400	H'13		9400	H'13	√	√	√	—
SSI9-2_BUSIF		9800	H'14		9800	H'14	√	√	√	—
SSI9-3_BUSIF		9C00	H'15		9C00	H'15	√	√	√	—
SSI9-4_BUSIF		—	—		—	—	√	√	√	—
SSI9-5_BUSIF		—	—		—	—	√	√	√	—
SSI9-6_BUSIF		—	—		—	—	√	√	√	—
SSI9-7_BUSIF		—	—		—	—	√	√	√	—

Source / Destination	PDMASARn		PDMACHCRn.SRS	PDMADARn		PDMACHCRn.DRS	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SRC0in_BUSIF	H'EC30	—	—	H'EC30	0000	H'2D	√	√	√	—
SRC1in_BUSIF		—	—		0400	H'2E	√	√	√	—
SRC2in_BUSIF		—	—		0800	H'2F	√	√	√	—
SRC3in_BUSIF		—	—		0C00	H'30	√	√	√	—
SRC4in_BUSIF		—	—		1000	H'31	√	√	√	—
SRC5in_BUSIF	H'EC30	—	—	H'EC30	1400	H'32	√	√	√	—
SRC6in_BUSIF		—	—		1800	H'33	√	√	√	—
SRC7in_BUSIF		—	—		1C00	H'34	√	√	√	—
SRC8in_BUSIF		—	—		2000	H'35	√	√	√	—
SRC9in_BUSIF		—	—		2400	H'36	√	√	√	—
SRC0out_BUSIF		4000	H'2D		—	—	√	√	√	—
SRC1out_BUSIF		4400	H'2E		—	—	√	√	√	—
SRC2out_BUSIF		4800	H'2F		—	—	√	√	√	—
SRC3out_BUSIF		4C00	H'30		—	—	√	√	√	—
SRC4out_BUSIF		5000	H'31		—	—	√	√	√	—
SRC5out_BUSIF		5400	H'32		—	—	√	√	√	—
SRC6out_BUSIF		5800	H'33		—	—	√	√	√	—
SRC7out_BUSIF		5C00	H'34		—	—	√	√	√	—
SRC8out_BUSIF		6000	H'35		—	—	√	√	√	—
SRC9out_BUSIF		6400	H'36		—	—	√	√	√	—
CMD0out_BUSIF		8000	H'37		—	—	√	√	√	—
CMD1out_BUSIF		8400	H'38		—	—	√	√	√	—

Table 45.4 PDMASAREn, PDMADAREn and PDMACHCREn Register Settings

Source / Destination	PDMASAREn		PDMACHCREn.SRS	PDMADAREn		PDMACHCREn.DRS	Second Generation RZ/G Series Products			
							RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI0-0_BUSIF	H'EC40	0000	H'00	H'EC40	0000	H'00	√	√	√	√
SSI0-1_BUSIF		0400	H'01		0400	H'01	√	√	√	√
SSI0-2_BUSIF		0800	H'02		0800	H'02	√	√	√	√
SSI0-3_BUSIF		0C00	H'03		0C00	H'03	√	√	√	√
SSI0-4_BUSIF		A000	H'39		A000	H'39	√	√	√	—
SSI0-5_BUSIF		A400	H'3A		A400	H'3A	√	√	√	—
SSI0-6_BUSIF		A800	H'3B		A800	H'3B	√	√	√	—
SSI0-7_BUSIF		AC00	H'3C		AC00	H'3C	√	√	√	—
SSI1-0_BUSIF		1000	H'04		1000	H'04	√	√	√	√
SSI1-1_BUSIF		1400	H'05		1400	H'05	√	√	√	√
SSI1-2_BUSIF		1800	H'06		1800	H'06	√	√	√	√
SSI1-3_BUSIF		1C00	H'07		1C00	H'07	√	√	√	√
SSI1-4_BUSIF		B000	H'3D		B000	H'3D	√	√	√	—
SSI1-5_BUSIF		B400	H'3E		B400	H'3E	√	√	√	—
SSI1-6_BUSIF		B800	H'3F		B800	H'3F	√	√	√	—
SSI1-7_BUSIF		BC00	H'40		BC00	H'40	√	√	√	—
SSI2-0_BUSIF		2000	H'08		2000	H'08	√	√	√	√
SSI2-1_BUSIF		2400	H'09		2400	H'09	√	√	√	√
SSI2-2_BUSIF		2800	H'0A		2800	H'0A	√	√	√	√
SSI2-3_BUSIF		2C00	H'0B		2C00	H'0B	√	√	√	√
SSI2-4_BUSIF		C000	H'41		C000	H'41	√	√	√	—
SSI2-5_BUSIF		C400	H'42		C400	H'42	√	√	√	—
SSI2-6_BUSIF		C800	H'43		C800	H'43	√	√	√	—
SSI2-7_BUSIF		CC00	H'44		CC00	H'44	√	√	√	—
SSI3-0_BUSIF		3000	H'0C		3000	H'0C	√	√	√	√
SSI3-1_BUSIF		3400	H'45		3400	H'45	√	√	√	√
SSI3-2_BUSIF		3800	H'46		3800	H'46	√	√	√	√
SSI3-3_BUSIF		3C00	H'47		3C00	H'47	√	√	√	√
SSI3-4_BUSIF		D000	H'48		D000	H'48	√	√	√	—
SSI3-5_BUSIF		D400	H'49		D400	H'49	√	√	√	—
SSI3-6_BUSIF		D800	H'4A		D800	H'4A	√	√	√	—
SSI3-7_BUSIF		DC00	H'4B		DC00	H'4B	√	√	√	—
SSI4-0_BUSIF		4000	H'0D		4000	H'0D	√	√	√	√
SSI4-1_BUSIF		4400	H'4C		4400	H'4C	√	√	√	√
SSI4-2_BUSIF		4800	H'4D		4800	H'4D	√	√	√	√

Source / Destination	PDMASAREn		PDMACHCREn.SRS	PDMADAREn		PDMACHCREn.DRS	Second Generation RZ/G Series Products			
							RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SSI4-3_BUSIF	H'EC40	4C00	H'4E	H'EC40	4C00	H'4E	√	√	√	√
SSI4-4_BUSIF		E000	H'4F		E000	H'4F	√	√	√	—
SSI4-5_BUSIF		E400	H'50		E400	H'50	√	√	√	—
SSI4-6_BUSIF		E800	H'51		E800	H'51	√	√	√	—
SSI4-7_BUSIF		EC00	H'52		EC00	H'52	√	√	√	—
SSI5_BUSIF		5000	H'0E		5000	H'0E	√	√	√	√
SSI6_BUSIF		6000	H'0F		6000	H'0F	√	√	√	√
SSI7_BUSIF		7000	H'10		7000	H'10	√	√	√	√
SSI8_BUSIF		8000	H'11		8000	H'11	√	√	√	√
SSI9-0_BUSIF		9000	H'12		9000	H'12	√	√	√	√
SSI9-1_BUSIF		9400	H'13		9400	H'13	√	√	√	√
SSI9-2_BUSIF		9800	H'14		9800	H'14	√	√	√	√
SSI9-3_BUSIF		9C00	H'15		9C00	H'15	√	√	√	√
SSI9-4_BUSIF		F000	H'53		F000	H'53	√	√	√	—
SSI9-5_BUSIF		F400	H'54		F400	H'54	√	√	√	—
SSI9-6_BUSIF		F800	H'55		F800	H'55	√	√	√	—
SSI9-7_BUSIF		FC00	H'56		FC00	H'56	√	√	√	—
SRC0in_BUSIF	H'EC30	—	—	H'EC30	0000	H'2D	√	√	√	√
SRC1in_BUSIF		—	—		0400	H'2E	√	√	√	√
SRC2in_BUSIF		—	—		0800	H'2F	√	√	√	√
SRC3in_BUSIF		—	—		0C00	H'30	√	√	√	√
SRC4in_BUSIF		—	—		1000	H'31	√	√	√	√
SRC5in_BUSIF		—	—		1400	H'32	√	√	√	√
SRC6in_BUSIF		—	—		1800	H'33	√	√	√	√
SRC7in_BUSIF		—	—		1C00	H'34	√	√	√	√

Source / Destination	PDMASAREn		PDMACHCREn.SRS	PDMADAREn		PDMACHCREn.DRS	Second Generation RZ/G Series Products			
							RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
SRC8in_BUSIF	H'EC30	—	—	H'EC30	2000	H'35	√	√	√	√
SRC9in_BUSIF		—	—		2400	H'36	√	√	√	√
SRC0out_BUSIF		4000	H'2D		—	—	√	√	√	√
SRC1out_BUSIF		4400	H'2E		—	—	√	√	√	√
SRC2out_BUSIF		4800	H'2F		—	—	√	√	√	√
SRC3out_BUSIF		4C00	H'30		—	—	√	√	√	√
SRC4out_BUSIF		5000	H'31		—	—	√	√	√	√
SRC5out_BUSIF		5400	H'32		—	—	√	√	√	√
SRC6out_BUSIF		5800	H'33		—	—	√	√	√	√
SRC7out_BUSIF		5C00	H'34		—	—	√	√	√	√
SRC8out_BUSIF		6000	H'35		—	—	√	√	√	√
SRC9out_BUSIF		6400	H'36		—	—	√	√	√	√
CMD0out_BUSIF		8000	H'37		—	—	√	√	√	√
CMD1out_BUSIF		8400	H'38		—	—	√	√	√	√

45.3.2 Setting Flow

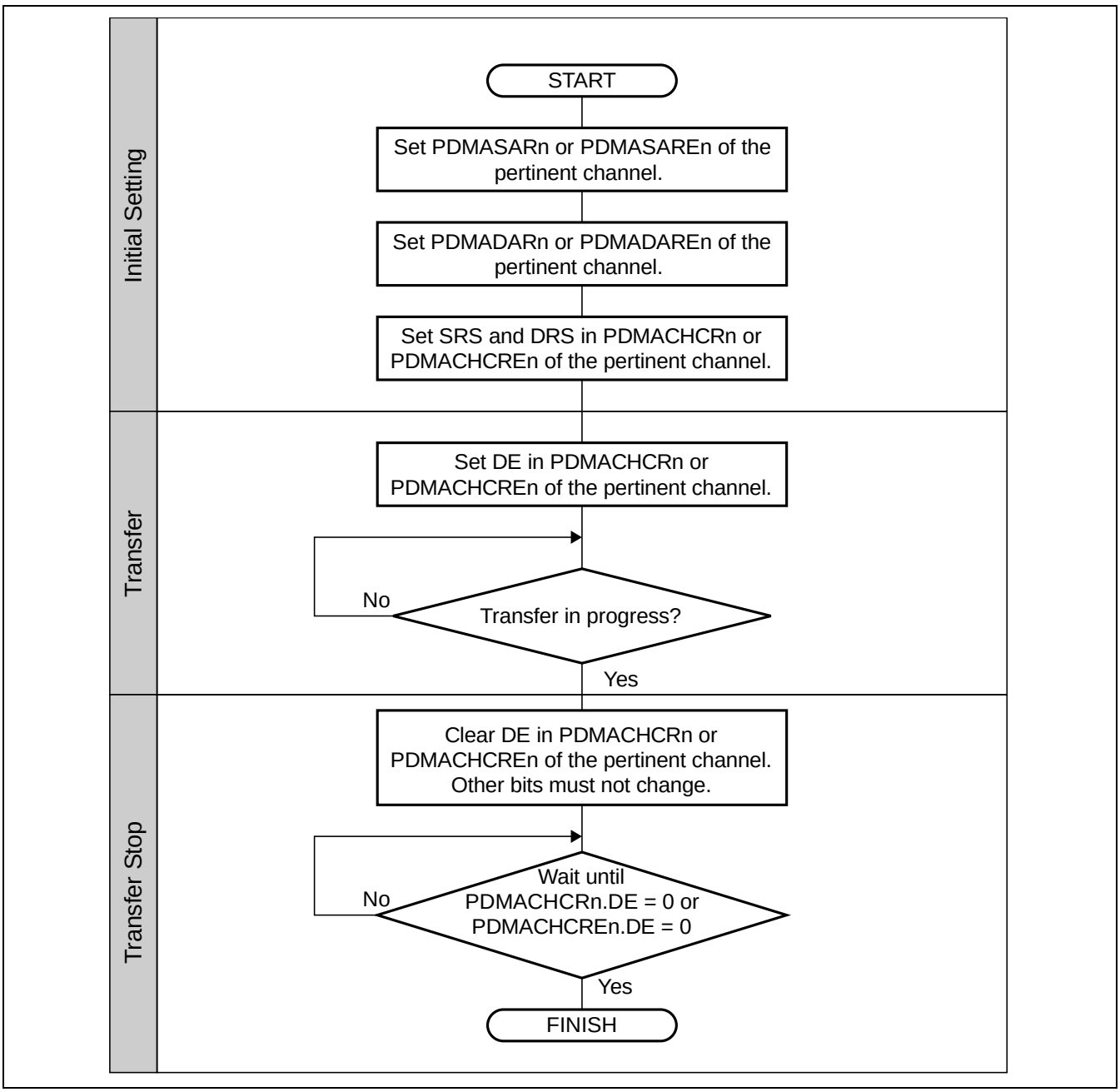


Figure 45.3 Setting Flow

45.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

There is no attention of the usage.

46. EthernetAVB-IF

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

46.1 Overview

The EthernetAVB-IF includes an Ethernet controller (E-MAC) that conforms to the definition of the MAC (Media Access Control) layer for Ethernet in the IEEE 802.3 standard.

When connected with a physical-layer LSI chip (PHY-LSI) that complies with the standard, the E-MAC is able to transmit and receive Ethernet (IEEE 802.3) frames. The E-MAC has a single MAC layer interface.

The EthernetAVB-IF has a dedicated direct memory access controller (AVB-DMAC) for transferring transmitted Ethernet frames to and received Ethernet frames from respective storage areas in the User RAM(URAM) at high speed.

The AVB-DMAC is compliant with the following three standards formulated for IEEE 802.1BA: the IEEE 802.1AS timing and synchronization protocol, the IEEE 802.1Qav real-time transfer, and the IEEE 802.1Qat stream reservation protocol.

In this section, URAM refers to the local RAM and external memory for the LSI.

46.1.1 Features

Table 46.1 lists the specifications of the EthernetAVB-IF module.

Table 46.1 Specifications (Functions)

Item	Description
Protocol	Flow control conforming with the IEEE 802.3x standard
Data transmission and reception	Transmission and reception of Ethernet (IEEE 802.3) frames
Transfer speed	Supports transfer at 100 and 1000 Mbps
Mode	Full-duplex mode
Interface	Supports the RGMII (Reduced Gigabit Media Independent Interface)
Summary of the EthernetAVB-IF function	An intelligent frame separation DMAC (AVB-DMAC) conforming with the following standards stipulated for IEEE 802.1BA: IEEE 802.1AS (time synchronization protocol) IEEE 802.1Qav (real-time transfer) IEEE 1722 (AVTP presentation timestamp) IEEE 802.1Qat is supported by software. Descriptor management system Identification and sorting of frame data, and extraction and gathering of valid data Controllable interrupt frequency (reducing the load on the CPU)
Transmit/Receive FIFO	For transmission: 16Kbytes For reception: 8Kbytes
Max frame size	For transmission: 2047bytes For reception: 4092bytes
Magic Packet™	Detection of Magic Packets™* and output of a detected signal

Note: * Magic Packet™ is a trademark of Advanced Micro Devices, Inc.

46.1.2 Block Diagram

Figure 46.1, Figure 46.2, Figure 46.3 are block diagram of the EthernetAVB-IF.

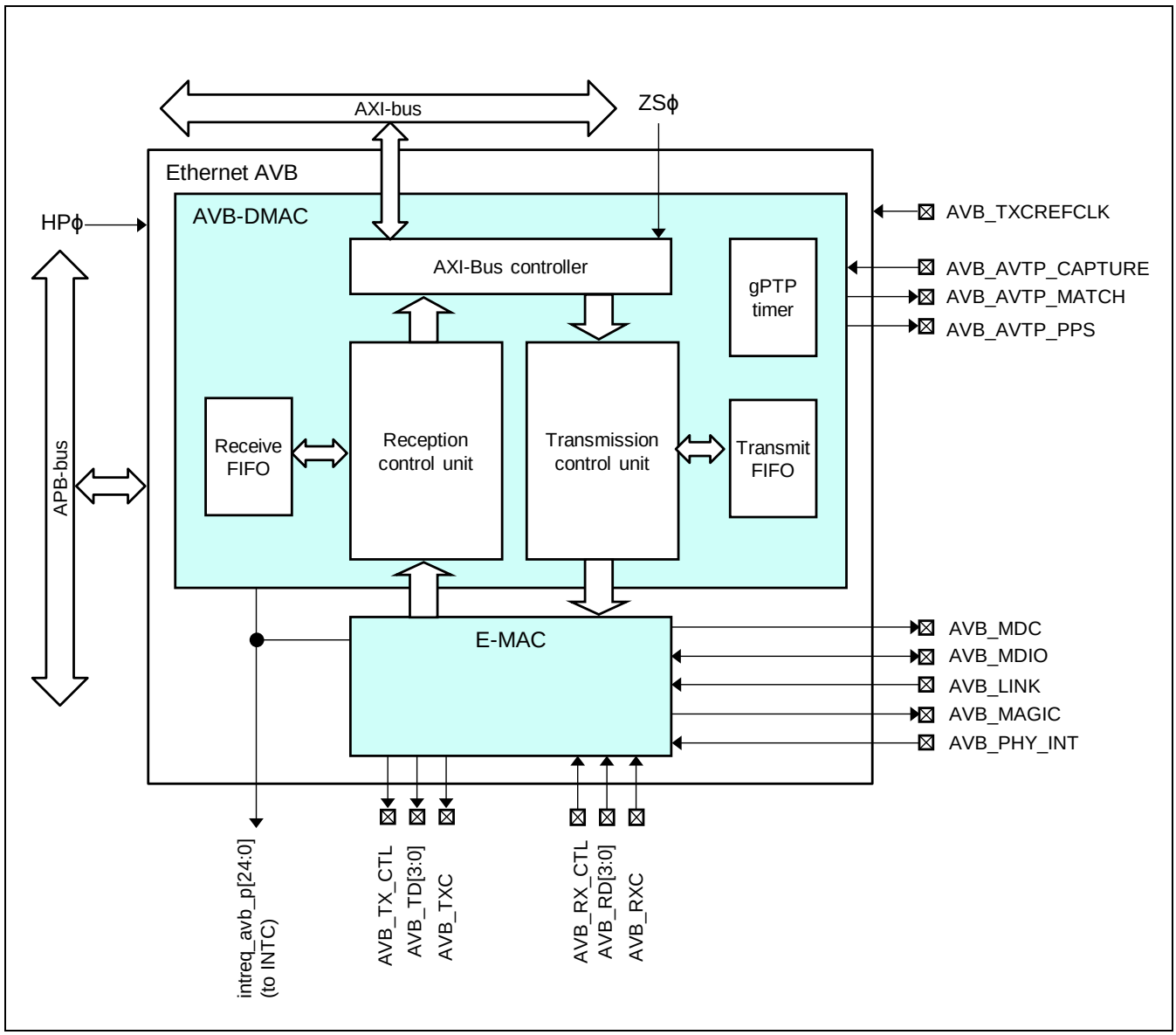


Figure 46.1 Block Diagram of EthernetAVB-IF

Table 46.2 Clock Specification

			Second Generation RZ/G Series Products			
Name	**Function**	**Clock**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
ZSϕ	AXI bus clock	S0D3ϕ	√	√	√	—
		S3D1ϕ	—	—	—	√
HPϕ	High speed Peripheral clock	S0D6ϕ	√	√	√	—
		S3D2ϕ	—	—	—	√

46.1.3 External Pins

Table 46.3 Pin Configuration lists the pins for use by EthernetAVB-IF.

Table 46.3 Pin Configuration

			Second Generation RZ/G Series Products			
Name	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
AVB_TD[3:0]	O	Transmit data signal	√	√	√	√
AVB_TX_CTL	O	Transmit control signal	√	√	√	√
AVB_RD[3:0]	I	Receive data signal	√	√	√	√
AVB_RX_CTL	I	Receive control signal	√	√	√	√
AVB_RXC	I	Receive clock signal	√	√	√	√
AVB_TXC	O	transmit clock signal	√	√	√	√
AVB_TXCREFCLK	I	reference clock signal	√	√	√	√
AVB_MDC	O	Management information transfer clock signal	√	√	√	√
AVB_MDIO	I/O	Management information transmit/receive data	√	√	√	√
AVB_LINK	I	Link status signal	√	√	√	√
AVB_MAGIC	O	Magic packet signal	√	√	√	√
AVB_PHY_INT	I	PHY interrupt signal	√	√	√	√
AVB_AVTP_CAPTURE	I	AVTP capture signal	√	√	√	√
AVB_AVTP_MATCH	O	AVTP match signal	√	√	√	√
AVB_AVTP_PPS	O	AVTP Pulse-per-second signal	√	√	√	√

46.1.4 Register Configuration

Table 46.4 and Table 46.5 lists the EthernetAVB-IF related registers and their configurations.

Table 46.4 Configurations of AVB-DMAC-related Registers

						Second Generation RZ/G Series Products			
Name	**Abbreviation**	**R/W**	**Address**	**Initial Value**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
AVB-DMAC mode register	CCC	R/W	H'E680_0000	H'0000_0000	32	√	√	√	√
Descriptor base address table register	DBAT	R/W	H'E680_0004	H'0000_0000	32	√	√	√	√
Descriptor base address load request register	DLR	R/W	H'E680_0008	H'003F_FFFF	32	√	√	√	√
AVB-DMAC status register	CSR	R	H'E680_000C	H'0000_0001	32	√	√	√	√
Current descriptor address register q (q = 0 to 21)	CDARq	R	H'E680_0010 + q × 4	H'0000_0000	32	√	√	√	√
Error status register	ESR	R	H'E680_0088	H'0000_0000	32	√	√	√	√
AVB-DMAC Product Specific Register	APSR	R/W	H'E680_008C	H'0000_0000	32	√	√	√	√
Receive configuration register	RCR	R/W	H'E680_0090	H'1800_0000	32	√	√	√	√
Receive queue configuration register i (i = 0 to 4)	RQCi	R/W	H'E680_0094 + i × 4	H'0000_0000	32	√	√	√	√
Receive padding configuration register	RPC	R/W	H'E680_00B0	H'0000_0100	32	√	√	√	√
Reception Truncation Configuration register	RTC	R/W	H'E680_00B4	H'0FFC_0FFC	32	√	√	√	√
Unread frame counter warning level register	UFCW	R/W	H'E680_00BC	H'0000_0000	32	√	√	√	√
Unread frame counter stop level register	UFCS	R/W	H'E680_00C0	H'0000_0000	32	√	√	√	√
Unread frame counter register i (i = 0 to 4)	UFCVi	R	H'E680_00C4 + i × 4	H'0000_0000	32	√	√	√	√
Unread frame counter decrement register i (i = 0 to 4)	UFCDi	R/W	H'E680_00E0 + i × 4	H'0000_0000	32	√	√	√	√
Separation filter offset register	SFO	R/W	H'E680_00FC	H'0000_0000	32	√	√	√	√
Separation filter pattern register i (i = 0 to 31)	SFPi	R/W	H'E680_0100 + i × 4	H'0000_0000	32	√	√	√	√
Separation Filter Value register i (i = 0 to 1)	SFVi	R/W	H'E680_01B8 + i × 4	H'0000_0000	32	√	√	√	√
Separation filter mask register i (i = 0, 1)	SFM i	R/W	H'E680_01C0 + i × 4	H'0000_0000	32	√	√	√	√
Separation Filter Load register	SFL	R/W	H'E680_01C8	H'0000_001F	32	√	√	√	√
Current Incremental Address Register r (r = 0 to 17)	CIARr	R	H'E680_0200 + r × 4	H'0000_0000	32	√	√	√	√
Last Incremental Address Register r (r = 0 to 17)	LIARr	R	H'E680_0280 + r × 4	H'0000_0000	32	√	√	√	√
Transmit configuration register	TGC	R/W	H'E680_0300	H'0022_2200	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Transmit configuration control register	TCCR	R/W	H'E680_0304	H'0000_0000	32	√	√	√	√
Transmit status register	TSR	R	H'E680_0308	H'0000_0000	32	√	√	√	√
E-MAC status FIFO Access register	MFA	R	H'E680_030C	H'0000_0000	32	√	√	√	√
Time stamp FIFO access register 0	TFA0	R	H'E680_0310	H'0000_0000	32	√	√	√	√
Time stamp FIFO access register 1	TFA1	R	H'E680_0314	H'0000_0000	32	√	√	√	√
Time stamp FIFO access register 2	TFA2	R	H'E680_0318	H'0000_0000	32	√	√	√	√
Version and Release Register	VRR	R	H'E680_031C	H'0000_E300	32	√	√	√	√
CBS increment value register c (c = 0, 1)	CIVRc	R/W	H'E680_0320 + c × 4	H'0000_0001	32	√	√	√	√
CBS decrement value register c (c = 0, 1)	CDVRc	R/W	H'E680_0328 + c × 4	H'FFFF_FFFF	32	√	√	√	√
CBS upper limit register c (c = 0, 1)	CULc	R/W	H'E680_0330 + c × 4	H'7FFF_FFFF	32	√	√	√	√
CBS lower limit register c (c = 0, 1)	CLLc	R/W	H'E680_0338 + c × 4	H'8000_0001	32	√	√	√	√
Descriptor interrupt control register	DIC	R/W	H'E680_0350	H'0000_0000	32	√	√	√	√
Descriptor interrupt status register	DIS	R/W	H'E680_0354	H'0000_0000	32	√	√	√	√
Error interrupt control register	EIC	R/W	H'E680_0358	H'0000_0000	32	√	√	√	√
Error interrupt status register	EIS	R/W	H'E680_035C	H'0000_0000	32	√	√	√	√
Receive interrupt control register 0	RIC0	R/W	H'E680_0360	H'0000_0000	32	√	√	√	√
Receive interrupt status register 0	RIS0	R/W	H'E680_0364	H'0000_0000	32	√	√	√	√
Receive interrupt control register 1	RIC1	R/W	H'E680_0368	H'0000_0000	32	√	√	√	√
Receive interrupt status register 1	RIS1	R/W	H'E680_036C	H'0000_0000	32	√	√	√	√
Receive interrupt control register 2	RIC2	R/W	H'E680_0370	H'0000_0000	32	√	√	√	√
Receive interrupt status register 2	RIS2	R/W	H'E680_0374	H'0000_0000	32	√	√	√	√
Transmit interrupt control register	TIC	R/W	H'E680_0378	H'0000_0000	32	√	√	√	√
Transmit interrupt status register	TIS	R/W	H'E680_037C	H'0000_0000	32	√	√	√	√
Interrupt summary status register	ISS	R	H'E680_0380	H'0000_0000	32	√	√	√	√
Common Interrupt Enable register	CIE	R/W	H'E680_0384	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Reception Interrupt Control register 3	RIC3	R/W	H'E680_0388	H'0000_0000	32	√	√	√	√
Reception Interrupt Status register 3	RIS3	R/W	H'E680_038C	H'0000_0000	32	√	√	√	√
gPTP configuration control register	GCCR	R/W	H'E680_0390	H'0000_002C	32	√	√	√	√
gPTP maximum transit time configuration register	GMTT	R/W	H'E680_0394	H'0000_0000	32	√	√	√	√
gPTP presentation time comparison register	GPTC	R/W	H'E680_0398	H'0000_0000	32	√	√	√	√
gPTP timer increment configuration register	GTI	R/W	H'E680_039C	H'0000_0001	32	√	√	√	√
gPTP timer offset register i (i = 0 to 2)	GTOi	R/W	H'E680_03A0 + i × 4	H'0000_0000	32	√	√	√	√
gPTP interrupt control register	GIC	R/W	H'E680_03AC	H'0000_0000	32	√	√	√	√
gPTP interrupt status register	GIS	R/W	H'E680_03B0	H'0000_0000	32	√	√	√	√
gPTP Captured Presentation Time register	GCPT	R	H'E680_03B4	H'0000_0000	32	√	√	√	√
gPTP timer capture register i (i = 0 to 2)	GCTi	R/W	H'E680_03B8 + i × 4	H'0000_0000	32	√	√	√	√
Gptp Status Register	GSR	R	H'E680_03C4	H'0000_0000	32	√	√	√	√
Gptp Interrupt Enable register	GIE	R/W	H'E680_03CC	H'0000_0000	32	√	√	√	√
Gptp Interrupt Disable register	GID	R/W	H'E680_03D0	H'0000_0000	32	√	√	√	√
Gptp Interrupt Line selection register	GIL	R/W	H'E680_03D4	H'0000_0000	32	√	√	√	√
Gptp Avtp Capture Prescaler register	GACP	R/W	H'E680_03DC	H'0000_0000	32	√	√	√	√
Gptp Presentation Time Fifo register i (i = 0 to 3)	GPTFi	R/W	H'E680_03E0 + i × 4	H'0000_0000	32	√	√	√	√
Gptp Captured Avtp Time register i (i = 0 to 15)	GCATi	R	H'E680_0400 + i × 4	H'0000_0000	32	√	√	√	√
Descriptor Interrupt Line selection register	DIL	R/W	H'E680_0440	H'0000_0000	32	√	√	√	√
Error Interrupt Line selection register	EIL	R/W	H'E680_0444	H'0000_0000	32	√	√	√	√
Transmission Interrupt Line selection register	TIL	R/W	H'E680_0448	H'0000_0000	32	√	√	√	√
Descriptor Interrupt Enable register	DIE	R/W	H'E680_0450	H'0000_0000	32	√	√	√	√
Descriptor Interrupt Disable register	DID	R/W	H'E680_0454	H'0000_0000	32	√	√	√	√
Error Interrupt Enable register	EIE	R/W	H'E680_0458	H'0000_0000	32	√	√	√	√
Error Interrupt Disable register	EID	R/W	H'E680_045C	H'0000_0000	32	√	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Reception Interrupt Enable register 0	RIE0	R/W	H'E680_0460	H'0000_0000	32	√	√	√	√
Reception Interrupt Disable register 0	RID0	R/W	H'E680_0464	H'0000_0000	32	√	√	√	√
Reception Interrupt Enable register 1	RIE1	R/W	H'E680_0468	H'0000_0000	32	√	√	√	√
Reception Interrupt Disable register 1	RID1	R/W	H'E680_046C	H'0000_0000	32	√	√	√	√
Reception Interrupt Enable register 2	RIE2	R/W	H'E680_0470	H'0000_0000	32	√	√	√	√
Reception Interrupt Disable register 2	RID2	R/W	H'E680_0474	H'0000_0000	32	√	√	√	√
Transmission Interrupt Enable register	TIE	R/W	H'E680_0478	H'0000_0000	32	√	√	√	√
Transmission Interrupt Disable register	TID	R/W	H'E680_047C	H'0000_0000	32	√	√	√	√
Reception Interrupt Enable register 3	RIE3	R/W	H'E680_0488	H'0000_0000	32	√	√	√	√
Reception Interrupt Disable register 3	RID3	R/W	H'E680_048C	H'0000_0000	32	√	√	√	√

Table 46.5 Configuration of E-MAC-related Registers

						Second Generation RZ/G Series Products			
Name	Abbreviation	R/W	Address	Initial Value	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
E-MAC mode register	ECMR	R/W	H'E680_0500	H'0000_0000	32	√	√	√	√
Receive frame length register	RFLR	R/W	H'E680_0508	H'0000_0000	32	√	√	√	√
E-MAC status register	ECSR	R/W	H'E680_0510	H'0000_0000	32	√	√	√	√
E-MAC interrupt permission register	ECSIPR	R/W	H'E680_0518	H'0000_0000	32	√	√	√	√
PHY interface register	PIR	R/W	H'E680_0520	H'0000_000X	32	√	√	√	√
PHY Status Register	PSR	R	H'E680_0528	H'0000_0000	32	√	√	√	√
PHY_INT Polarity Register	PIPR	R/W	H'E680_052C	H'0000_0000	32	√	√	√	√
Automatic PAUSE frame register	APR	R/W	H'E680_0554	H'0000_0000	32	√	√	√	√
Manual PAUSE frame register	MPR	R/W	H'E680_0558	H'0000_0000	32	√	√	√	√
PAUSE frame transmit counter	PFTCR	R	H'E680_055C	H'0000_0000	32	√	√	√	√
PAUSE frame receive counter	PFRCR	R	H'E680_0560	H'0000_0000	32	√	√	√	√
Automatic PAUSE frame retransmit count register	TPAUSER	R/W	H'E680_0564	H'0000_0000	32	√	√	√	√
PAUSE frame transmit times counter	PFTTCR	R	H'E680_0568	H'0000_0000	32	√	√	√	√
E-MAC Mode Register 2	GECMR	R/W	H'E680_05B0	H'0000_0000	32	√	√	√	√
E-MAC address high register	MAHR	R/W	H'E680_05C0	H'0000_0000	32	√	√	√	√
E-MAC address low register	MALR	R/W	H'E680_05C8	H'0000_0000	32	√	√	√	√
Transmit retry over counter register	TROCR	R/W	H'E680_0700	H'0000_0000	32	√	√	√	√
CRC error frame receive counter register	CEFCR	R/W	H'E680_0740	H'0000_0000	32	√	√	√	√
Frame receive error counter register	FRECR	R/W	H'E680_0748	H'0000_0000	32	√	√	√	√
Too-short frame receive counter register	TSFRCR	R/W	H'E680_0750	H'0000_0000	32	√	√	√	√
Too-long frame receive counter register	TLFRCR	R/W	H'E680_0758	H'0000_0000	32	√	√	√	√
Residual-bit frame receive counter register	RFCR	R/W	H'E680_0760	H'0000_0000	32	√	√	√	√
Multicast address frame receive counter register	MAFCR	R/W	H'E680_0778	H'0000_0000	32	√	√	√	√

46.1.5 Connected Module

Table 46.6 Connected module

Module name	Connected module name	Function of connected module
EthernetAVB-IF	AP-System Core	Access the Registers
	CPG	Output clocks
	PFC	Select the External pins
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-SYS	Control to interrupt
	ADG	Output capture signal
	DU	Output capture signal

46.2 Register Description

46.2.1 AVB-DMAC Mode Register (CCC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CCC register specifies the operating mode of the AVB-DMAC.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	FCE	LBME	—	—	—	—	—	—	CSEL[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DTSR	GAC	—	—	—	—	—	OPC[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
25	FCE	B'0	R/W	Flow Control Enable This bit enables the flow control support of E-MAC. When flow control is enabled, the E-MAC gets informed about the Rx-FIFO level (Rx-FIFO fill level reached RCR.RFCL). 0: Flow control disabled 1: Flow control enabled
24	LBME	B'0	R/W	Loopback Mode Enable This bit enables loopback mode. In loopback mode, the transmission lines are internally connected to the reception lines. When loopback mode is to be used, the Ethernet transmission clock must be supplied to the RGMII interface. A received clock signal is not required. Writing to this bit is only possible when the current operating mode is configuration mode. 0: Normal operation 1: Loopback mode is enabled. Note: Data for transmission are still output normally. To eliminate effects on external modules, pin control should be applied to block the output of data.
23 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
17, 16	CSEL[1:0]	B’00	R/W	gPTP Clock Select These bits select the clock source for the gPTP timer. Writing to these bits is only possible when the current operating mode is configuration mode and CCC.GAC is 0. Writing to these bits is only possible when the current operating mode is Reset mode when writing CCC.GAC to 1 and CCC.OPC to B'01 by same write access. B’00: gPTP is disabled B’01: High-speed peripheral bus clock B’10 and B’11: Setting prohibited
15 to 9	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
8	DTSR	B’0	R/W	Data Transmission Suspend Request This bit can suspend access to the URAM. The access is suspended on completion of the transfer of the AXI transaction currently being transferred. This function disables access to the URAM without affecting normal operation of the AVB-DMAC. Use this bit when exclusive control over the contents of the URAM is necessary, for example, in checking its integrity. Note that the transmission and reception queues are not processed while access is suspended. Change neither the AVB-DMAC settings nor the mode while access is suspended. 0: Normal operation 1: Requests suspension
7	GAC	B’0	R/W	Gptp Active in Config This bit enables the gPTP support of EthernetAVB-IF in CONFIG mode. Function of gPTP support in OPERATION and STANDBY is not influenced by this bit. When gPTP support is active in CONFIG, CCC.CSEL defines the timer clock source. The CPU can only write 1 to this bit if CSR.OPS is RESET when writing CCC.OPC to B'01 by same write access. 0: Normal operation 1: gPTP support active in CONFIG mode
6 to 2	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
1, 0	OPC[1:0]	B’00	R/W	Operating Mode Configuration These bits specify the operating mode. For the operating modes, see section 46.3.1(1) Operating Modes. Writing to these bits is possible in any of the operating modes, but should not be done after the application system has issued a Power Off request. When CCC.GAC is 1 CPU should not write B'11 to these bits. [Changing condition] These bits are set to B'00 when RESET mode is entered due to 'enter power off' request. B’00: Reset mode B’01: Configuration mode B’10: Operation mode B’11: standby mode

46.2.2 Descriptor Base Address Table Register (DBAT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DBAT register specifies the base address of the descriptor table in the URAM. For the structure of this table, see section 46.3.3 Descriptors. Writing to this bit is only possible when the current operating mode is configuration mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TA[31:0]	H'0000_0000	R/W	Descriptor Base Table Address Base address of the descriptor table in the URAM Note: The setting of this bit must be a multiple of four (i.e. bit 0 and bit 1 must be set to 0).

46.2.3 Descriptor Base Address Load Request Register (DLR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DLR register is used to issue a request to load the values from the current descriptor address register q (CDARq) for each queue to the descriptor base address table register (DBAT).

Setting a bit to 1 issues a request for loading the descriptor base address for the queue q. If transfer is currently in progress, loading is executed on completion of transfer for the current frame. Completion of loading leads to automatic setting of the corresponding bit to 0.

For the transmission queues, base address load requests are executed even while fetching is in progress (the transmit start request bit in the transmit configuration control register (TCCR.TSRQt) is 1). Therefore, be sure to check that fetching is not in progress before issuing a request.

Writing to a bit of this register is only possible when the current operating mode is operation mode. Only 1 can be written to this bit.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	LBA21	LBA20	LBA19	LBA18	LBA17	LBA16
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LBA15	LBA14	LBA13	LBA12	LBA11	LBA10	LBA9	LBA8	LBA7	LBA6	LBA5	LBA4	LBA3	LBA2	LBA1	LBA0
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
21	LBA21	B'1	R/W	Base Address Load Request (Rx17: Stream 15) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
20	LBA20	B'1	R/W	Base Address Load Request (Rx16: Stream 14) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
19	LBA19	B'1	R/W	Base Address Load Request (Rx15: Stream 13) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
18	LBA18	B'1	R/W	Base Address Load Request (Rx14: Stream 12) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.

Bit	Bit Name	Initial Value	R/W	Description
17	LBA17	B'1	R/W	Base Address Load Request (Rx13: Stream 11) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
16	LBA16	B'1	R/W	Base Address Load Request (Rx12: Stream 10) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
15	LBA15	B'1	R/W	Base Address Load Request (Rx11: Stream 9) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
14	LBA14	B'1	R/W	Base Address Load Request (Rx10: Stream 8) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
13	LBA13	B'1	R/W	Base Address Load Request (Rx9: Stream 7) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
12	LBA12	B'1	R/W	Base Address Load Request (Rx8: Stream 6) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
11	LBA11	B'1	R/W	Base Address Load Request (Rx7: Stream 5) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
10	LBA10	B'1	R/W	Base Address Load Request (Rx6: Stream 4) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
9	LBA9	B'1	R/W	Base Address Load Request (Rx5: Stream 3) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
8	LBA8	B'1	R/W	Base Address Load Request (Rx4: Stream 2) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.

Bit	Bit Name	Initial Value	R/W	Description
7	LBA7	B'1	R/W	Base Address Load Request (Rx3: Stream 1) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
6	LBA6	B'1	R/W	Base Address Load Request (Rx2: Stream 0) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
5	LBA5	B'1	R/W	Base Address Load Request (Rx1: Network Control) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
4	LBA4	B'1	R/W	Base Address Load Request (Rx0: Best Effort) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
3	LBA3	B'1	R/W	Base Address Load Request (Tx3: Stream Class A) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
2	LBA2	B'1	R/W	Base Address Load Request (Tx2: Stream Class B) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
1	LBA1	B'1	R/W	Base Address Load Request (Tx1: Network Control) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.
0	LBA0	B'1	R/W	Base Address Load Request (Tx0: Best Effort) 0: No load request is issued. 1: When written: A request for loading the corresponding base address is issued. When read: The given base address is being loaded.

46.2.4 AVB-DMAC Status Register (CSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CSR register is used to indicate the operating mode in which the AVB-DMAC is running and the individual communications states.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	TDUO	RPO	TPO3	TPO2	TPO1	TPO0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DTS	—	—	—	—	OPS[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R	Reserved These bits are read as 0.
21	TDUO	B'0	R	Transmission Descriptor Update On-going This bit indicates that there is pending descriptor update for one or more transmit queues. When this bit is 1, there are descriptors of already or currently processed transmit storage elements not updated in URAM. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when all transmit queue related storage elements processed. This bit is set to 1 when descriptor related status update procedure starts (descriptor update and register flagging). 0: No pending descriptor update 1: Pending descriptor update in URAM
20	RPO	B'0	R	Receive Process Status This bit indicates whether a reception queue contains an unread received frame. This bit being set to 1 indicates that a received frame is yet to be stored in the URAM. 0: Normal operation [Clearing conditions] — The current operating mode is not operation mode. — Received frames in the reception FIFO all being stored in the URAM. 1: Reception is in progress. [Setting condition] — A received frame being stored in the reception FIFO (but not yet in the URAM).

Bit	Bit Name	Initial Value	R/W	Description
19	TPO3	B'0	R	Transmit Process Status 3 (Stream Class A) This bit indicates whether a class A stream is being transmitted. This bit being set to 1 indicates that the AVB-DMAC is fetching data for transmission from the URAM, or the E-MAC is transmitting data. 0: Normal operation [Clearing conditions] — The current operating mode is not operation mode. — Completion of transfer of all frames for transmission from the transmission FIFO and TCCR.TSRQ3 is 0. 1: Transmission is in suspended. [Setting condition] — Transmission being started (by writing 1 to the transmit start request bit in the transmit configuration control register (TCCR.TSRQ3)).
18	TPO2	B'0	R	Transmit Process Status 2 (Stream Class B) This bit indicates whether a class B stream is being transmitted. This bit being set to 1 indicates that the AVB-DMAC is fetching data for transmission from the URAM, or the E-MAC is transmitting data. 0: Normal operation [Clearing conditions] — The current operating mode is not operation mode. — Completion of transfer of all frames for transmission from the transmission FIFO and TCCR.TSRQ2 is 0. 1: Transmission is in suspended. [Setting condition] — Transmission being started (by writing 1 to the transmit start request bit in the transmit configuration control register (TCCR.TSRQ2)).
17	TPO1	B'0	R	Transmit Process Status 1 (Network Control) This bit indicates whether a network control is being transmitted. This bit being set to 1 indicates that the AVB-DMAC is fetching data for transmission from the URAM, or the E-MAC is transmitting data. 0: Normal operation [Clearing conditions] — The current operating mode is not operation mode. — Completion of transfer of all frames for transmission from the transmission FIFO and TCCR.TSRQ1 is 0. 1: Transmission is in suspended. [Setting condition] — Transmission being started (by writing 1 to the transmit start request bit in the transmit configuration control register (TCCR.TSRQ1)).

Bit	Bit Name	Initial Value	R/W	Description
16	TPO0	B'0	R	Transmit Process Status 0 (Best Effort) This bit indicates whether a best effort is being transmitted. This bit being set to 1 indicates that the AVB-DMAC is fetching data for transmission from the URAM, or the E-MAC is transmitting data. 0: Normal operation [Clearing conditions] — The current operating mode is not operation mode. — Completion of transfer of all frames for transmission from the transmission FIFO and TCCR.TSRQ0 is 0. 1: Transmission is in suspended. [Setting condition] — Transmission being started (by writing 1 to the transmit start request bit in the transmit configuration control register (TCCR.TSRQ0)).
15 to 9	—	All 0	R	Reserved These bits are read as 0.
8	DTS	B'0	R	Data Transmission Suspended Status This bit indicates whether access to the URAM is enabled. 0: Normal operation [Clearing conditions] — The data transmission suspend request bit in the AVB-DMAC mode register (CCC.DTSR) being 0. 1: Transmission is in suspended. [Setting condition] — Access to the URAM not proceeding while the data transmission suspend request bit (CCC.DTSR) in the AVB-DMAC mode register (CCC) is 1 (if the URAM is being accessed, this bit is set to 1 on completion of access).
7 to 4	—	All 0	R	Reserved These bits are read as 0.
3 to 0	OPS[3:0]	B'0001	R	Operating Mode Status These bits indicate the current operating mode. For the operating modes, see section 46.3.1(1) Operating Modes. B'0001: Reset mode B'0010: Configuration mode B'0100: Operation mode B'1000: standby mode Other settings are reserved.

46.2.5 Current Descriptor Address Register q (CDARq) (q = 0 to 21)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CDARq register indicates the current descriptor address.

CDAR0 to CDAR3 indicate the addresses of the current descriptors for the corresponding transmission queues while CDAR4 to CDAR21 indicate the addresses of the current descriptors for the corresponding reception queues.

If the operating mode is changed to operation mode, the contents of the register for the queue to be used are set in the descriptor base address table register (DBAT).

Also, when the descriptor base address load request register (DLR) issues a load request, the contents of the descriptor base address table register (DBAT) are set in to the corresponding CDAR registers.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CDA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CDA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CDA[31:0]	H'0000_0000	R	Current Descriptor Address The address of the current descriptors for the transmission queues. Conditions for updating: • These bits are set to 0 when the operating mode is not operation mode. This register is updated in response to processing of the descriptor for a queue.

46.2.6 Error Status Register (ESR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	EIL	ET[3:0]				—	—	—	EQN[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are read as 0.
12	EIL	B'0	R	Error Information Lost This bit indicates that error information detect by EthernetAVB-IF is lost, because the previous reported error has not been processed by CPU. [Changing conditions] — This bit is set to 0 when leaving operation mode. — This bit is set to 0 when CPU writes 0 to EIS.QEF. — This bit is set to 1 when the set condition of EIS.QEF is fulfilled while EIS.QEF is 1. 0: No loss of error information 1: Lost of error information detected

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	ET[3:0]	B’0000	R	Error Type These bits indicate details about the transfer stage which was handled when EthernetAVB-IF has detected an error. When the fault is related to the read descriptor (ESR.ET = B'0000 or B'0010), CPU needs to correct the faulty descriptor before the related queue can continue processing. Because the queue halts at the faulty descriptor CDARq.CDA (q = ESR.EQN) is identifying the faulty descriptor directly. When the fault is related to descriptor writing (ESR.ET = B'0001), CPU needs to recognize the not-updated or incorrectly updated descriptor in queue ESR.EQN. The write problem is not influencing how EthernetAVB-IF processes the descriptor chain. When the fault is related to the Tx-buffer (ESR.ET = B'0011), CPU needs to clean-up the Tx-buffer to correct the buffer control structures. All other errors are transient in nature and may be corrected by continuation of hardware or software operation; so there is no strong demand on CPU interaction. Refer to Section 46.3.2(2) Checking Integrity for details of error handling. The CPU should only evaluate these bits when the EIS.QEF bit is 1. [Changing condition] — These bits are updated when the set condition of the EIS.QEF bit is fulfilled and the EIS.QEF bit is 0. B’0000: Read descriptor from URAM B’0001: Write descriptor to URAM B’0010: Interpret data descriptor B’0011: Tx-buffer is corrupted B’0100: Read data from URAM B’0101: Write data or timestamp to URAM B’0110: Reading from Rx-FIFO B’0111: Rx-FIFO is corrupted B’1000: Frame size error during reception detected B’1001: Frame size error during transmission detected B’1010: Tx-buffer overflow B’1011: AVTP FIFO error
7 to 5	—	All 0	R	Reserved These bits are read as 0.
4 to 0	EQN[4:0]	B’0_0000	R	Error Queue Number These bits indicate the queue number which was handled when EthernetAVB-IF has detected an error. A fault reported for ESR.EQN = 0 to 3 is related to transmit queue t (t = 0 to 3). From ESR.EQN = 4, the fault is related to receive queue r (r = ESR.EQN – 4). The CPU should only evaluate these bits when the EIS.QEF bit is 1. The CPU should not evaluate these bits when the ESR.ET bit is B'0011, B'0111 or B'1011. [Changing condition] — These bits are updated when the set condition of the EIS.QEF bit is fulfilled and the EIS.QEF bit is 0.

46.2.7 AVB-DMAC Product Specific Register (APSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Writing to this bit is only possible when the current operating mode is configuration mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—/TDM	RDM	—	—	—	—	—	—	—	—	CMSW	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R/W	Reserved These bits are read as 0.
19 to 15	—	All 0	R/W	Reserved These bits are read as 0.
14	—	B’0	R/W	Reserved [RZ/G2E] These bits are read as 0.
	TDM	B’0	R/W	Tx clock internal Delay Mode [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] This bit can add internal Tx clock delay typ 2.0ns*. 0: normal mode 1: Setting prohibited * Refer to Electrical Characteristics for details.
13	RDM	B’0	R/W	Rx clock internal Delay Mode This bit can add internal Rx clock delay typ 1.8ns*. 0: normal mode 1: delayed mode * Refer to Electrical Characteristics for details.
12 to 5	—	All 0	R/W	Reserved These bits are read as 0.
4	CMSW	B’0	R/W	select width of internal compare match signal 0: 1clock period pulse 1: 4clock period pulse
3 to 0	—	B‘0000	R/W	Reserved These bits are read as 0.

46.2.8 Receive Configuration Register (RCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RCR register is used to make settings related to reception for the AVB-DMAC.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	RFCL[12:0]												
Initial value:	0	0	0	1	1	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	ETS2	ETS0	ESF[1:0]		ENCF	EFFS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
28 to 16	RFCL[12:0]	H'1800	R/W	Receive FIFO Caution Level These bits set the caution level for the reception FIFO and are used to maintain the priority order of the storage of received data and the fetching of data for transmission. If the reception FIFO contains less data than this level, processing of both transmission and reception queues becomes pending. If the reception FIFO contains more data than this level, only data in the reception queue are transferred, and processing of the transmission queue becomes pending. Writing to this bit is only possible when the current operating mode is configuration mode. Recommended value: H'1800 Notes: • The setting of this bit must be a multiple of four (i.e. set RFCL[1:0] = B'00). • In the case of this LSI chip, set these bits to H'1800.
15 to 6	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
5	ETS2	B’0	R/W	Time Stamp Enable (Stream) Enables the inclusion of time-stamp information in reception queues 2 to 17. Writing to this bit is only possible when the current operating mode is configuration mode. 0: Time stamping is disabled. 1: Time stamping is enabled. Recommended value: 0

Bit	Bit Name	Initial Value	R/W	Description
4	ETS0	B’0	R/W	Time Stamp Enable (Best Effort) Enables the inclusion of time-stamp information in reception queue 0. Writing to this bit is only possible when the current operating mode is configuration mode. 0: Time stamping is disabled. 1: Time stamping is enabled. Recommended value: 0
3, 2	ESF[1:0]	B’00	R/W	Stream Filtering Select Settings for reception queues 2 to 17. These bits select separation filtering for reception queues 2 to 17. The queue-dependent separation filter can be used in combination with the identification of AVB stream frames. When the value is B'00, filtering is disabled and frames from streams are processed in reception queue 0 (best effort). When the value is B'01, the separation filter is enabled for both AVB stream frames and non-AVB stream frames; frames from non-matching streams are processed in reception queue 0 (best effort). When the value is B'10, the separation filter is enabled for AVB stream frames; frames from non-matching streams are discarded. When the value is B'11, the separation filter is enabled for AVB stream frames; frames from non-matching streams are processed in reception queue 0 (best effort). For separation filtering, see section 46.3.4(1)(a) Separation Filtering. Writing to this bit is only possible when the current operating mode is configuration mode. B’00: Filtering is disabled. Frames are processed in queue 0 (best effort). B’01: The filter for both AVB stream frames and non-AVB stream frames is enabled; non-matching frames from the stream are processed in queue 0 (best effort). B’10: The filter for separating AVB stream frames from non-AVB stream frames is enabled; non-matching frames are discarded. B’11: The filter for separating AVB stream frames from non-AVB stream frames is enabled; non-matching frames from a stream are processed in queue 0 (best effort). Recommended value: B'10 or B'11
1	ENCF	B’0	R/W	Network Control Filtering Enable Setting for reception queue 1 (network control) Enables the AVB network control frame for reception queue 1. When reception queue 1 is disabled, a received frame is stored in reception queue 0 (best effort). Writing to this bit is only possible when the current operating mode is configuration mode. 0: Network control is disabled. 1: Network control is enabled.

Bit	Bit Name	Initial Value	R/W	Description
0	EFFS	B'0	R/W	Error Frame Enable Enables or disables the reception of frames that have been classified as error frames by the E-MAC. Received error frames are stored in reception queue 0 (best effort). An indicator of error detection by the E-MAC during reception is stored in the descriptor (DESCR.MS). Writing to this bit is only possible when the current operating mode is configuration mode. 0: Error frames are disabled. 1: Error frames are enabled. Recommended value: 0

46.2.9 Receive Queue Configuration Register i (RQCi) (i = 0 to 4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RQC0 register is used to set up reception queues 0 to 3.

The RQC1 register is used to set up reception queues 4 to 7.

The RQC2 register is used to set up reception queues 8 to 11.

The RQC3 register is used to set up reception queues 12 to 15.

The RQC4 register is used to set up reception queues 16 to 17.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	PIA3	UFCC3[1:0]		TSEL3[1:0]		RSM3[1:0]		—	PIA2	UFCC2[1:0]		TSEL2[1:0]		RSM2[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	PIA1	UFCC1[1:0]		TSEL1[1:0]		RSM1[1:0]		—	PIA0	UFCC0[1:0]		TSEL0[1:0]		RSM0[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R/W	Reserved These bits are read as 0. The write value should be 0.
30	PIA3	B'0	R/W	Packed Incremental data Area (Receive Queue 3 + i × 4) This bit defines how addresses inside the incremental data area of queue 3 + i × 4 are handled. When this bit is 0, frame data in incremental data area starts always at a 32 bit address. Depending on received frame length there are up to 3 undefined bytes between two frames in URAM. When this bit is 1, there will no gaps generated between two frames in incremental data area. The CPU can only write to this bit if CSR.OPS is CONFIG. 0: Frame data starts always 32 bit aligned 1: No gaps between frame data in incremental data area
29, 28	UFCC3[1:0]	B'00	R/W	Unread Frame Counter Configuration (Receive Queue 3 + i × 4) These bits set the unread frame counter used in reception queue 3 + i × 4. With the AVB-DMAC, four patterns of settings are available for the unread frame counter. Use the unread frame counter warning level configuration register (UFCW) and the unread frame counter stop level configuration register (UFCS) to set the warning level and stop level of the unread frame counter. Set the pattern number 3 set in the unread frame counter warning level configuration register (UFCW) and unread frame counter stop level configuration register (UFCS) in this bit. When the value is B'00, the stop function is disabled. Writing to the bits is only possible when the current operating mode is configuration mode.

Bit	Bit Name	Initial Value	R/W	Description
27, 26	TSEL3	B’00	R/W	Truncation SELection (Receive Queue 3 + i × 4) This bit defines a maximum number of bytes for storing frames in receive queue 3 + i × 4. Frames longer than the selected maximum are truncated. EthernetAVB-IF provides 2 common configurations for the maximum frame length. This bit selects one of the configurations j defined by RTCi.MFLj. B’00: Maximum frame length defined by RTC0.MFL0 B’01: Maximum frame length defined by RTC0.MFL1 Other configurations are Invalid The CPU can only write to these bits if CSR.OPS is CONFIG.
25, 24	RSM3[1:0]	B’00	R/W	Receive Synchronous Mode (Receive Queue 3 + i × 4) These bits set receive synchronous mode. Set B'00 in this bit. For receive synchronous mode, see section 46.3.4(3)(c) Mode with Write-Back. Writing to the bits is only possible when the current operating mode is configuration mode. B’00: Mode with write-back B’01: Keep DT mode (no update of DT field at descriptor write back) B’10: No write-back (no descriptor write back) B’11: Invalid
23	—	B’0	R/W	Reserved These bits are read as 0. The write value should be 0.
22	PIA2	B’0	R/W	Packed Incremental data Area (Receive Queue 2 + i × 4) This bit defines how addresses inside the incremental data area of queue 2 + i × 4 are handled. When this bit is 0, frame data in incremental data area starts always at a 32 bit address. Depending on received frame length there are up to 3 undefined bytes between two frames in URAM. When this bit is 1, there will no gaps generated between two frames in incremental data area. The CPU can only write to this bit if CSR.OPS is CONFIG. 0: Frame data starts always 32 bit aligned 1: No gaps between frame data in incremental data area
21, 20	UFCC2[1:0]	B’00	R/W	Unread Frame Counter Configuration (Receive Queue 2 + i × 4) These bits set the unread frame counter used in reception queue 2 + i × 4. With the AVB-DMAC, four patterns of settings are available for the unread frame counter. Use the unread frame counter warning level configuration register (UFCW) and the unread frame counter stop level configuration register (UFCS) to set the warning level and stop level of the unread frame counter. Set the pattern number 2 set in the unread frame counter warning level configuration register (UFCW) and unread frame counter stop level configuration register (UFCS) in this bit. When the value is B'00, the stop function is disabled. Writing to the bits is only possible when the current operating mode is configuration mode.

Bit	Bit Name	Initial Value	R/W	Description
19, 18	TSEL2	B’00	R/W	Truncation SELection (Receive Queue 2 + i × 4) This bit defines a maximum number of bytes for storing frames in receive queue 2 + i × 4. Frames longer than the selected maximum are truncated. EthernetAVB provides 2 common configurations for the maximum frame length. This bit selects one of the configurations j defined by RTCi.MFLj. B’00: Maximum frame length defined by RTC0.MFL0 B’01: Maximum frame length defined by RTC0.MFL1 Other configurations are Invalid The CPU can only write to these bits if CSR.OPS is CONFIG.
17, 16	RSM2[1:0]	B’00	R/W	Receive Synchronous Mode (Receive Queue 2 + i × 4) These bits set receive synchronous mode. Set B'00 in this bit. For receive synchronous mode, see section 46.3.4(3)(c) Mode with Write-Back. Writing to the bits is only possible when the current operating mode is configuration mode. B’00: Mode with write-back B’01: Keep DT mode (no update of DT field at descriptor write back) B’10: No write-back (no descriptor write back) B’11: Invalid
15	—	B’0	R/W	Reserved These bits are read as 0. The write value should be 0.
14	PIA1	B’0	R/W	Packed Incremental data Area (Receive Queue 1 + i × 4) This bit defines how addresses inside the incremental data area of queue 1 + i × 4 are handled. When this bit is 0, frame data in incremental data area starts always at a 32 bit address. Depending on received frame length there are up to 3 undefined bytes between two frames in URAM. When this bit is 1, there will no gaps generated between two frames in incremental data area. The CPU can only write to this bit if CSR.OPS is CONFIG. 0: Frame data starts always 32 bit aligned 1: No gaps between frame data in incremental data area
13, 12	UFCC1[1:0]	B’00	R/W	Unread Frame Counter Configuration (Receive Queue 1 + i × 4) These bits set the unread frame counter used in reception queue 1 + i × 4. With the AVB-DMAC, four patterns of settings are available for the unread frame counter. Use the unread frame counter warning level configuration register (UFCW) and the unread frame counter stop level configuration register (UFCS) to set the warning level and stop level of the unread frame counter. Set the pattern number 1 set in the unread frame counter warning level configuration register (UFCW) and unread frame counter stop level configuration register (UFCS) in this bit. When the value is B'00, the stop function is disabled. Writing to the bits is only possible when the current operating mode is configuration mode.

Bit	Bit Name	Initial Value	R/W	Description
11, 10	TSEL1	B’00	R/W	Truncation SELection (Receive Queue 1 + i × 4) This bit defines a maximum number of bytes for storing frames in receive queue 1 + i × 4. Frames longer than the selected maximum are truncated. EthernetAVB-IF provides 2 common configurations for the maximum frame length. This bit selects one of the configurations j defined by RTCi.MFLj. B’00: Maximum frame length defined by RTC0.MFL0 B’01: Maximum frame length defined by RTC0.MFL1 Other configurations are Invalid The CPU can only write to these bits if CSR.OPS is CONFIG.
9, 8	RSM1[1:0]	B’00	R/W	Receive Synchronous Mode (Receive Queue 1 + i × 4) These bits set receive synchronous mode. Set B'00 in this bit. For receive synchronous mode, see section 46.3.4(3)(c) Mode with Write-Back. Writing to the bits is only possible when the current operating mode is configuration mode. B’00: Mode with write-back B’01: Keep DT mode (no update of DT field at descriptor write back) B’10: No write-back (no descriptor write back) B’11: Invalid
7	—	B’0	R/W	Reserved These bits are read as 0. The write value should be 0.
6	PIA0	B’0	R/W	Packed Incremental data Area (Receive Queue 0 + i × 4) This bit defines how addresses inside the incremental data area of queue 0 + i × 4 are handled. When this bit is 0, frame data in incremental data area starts always at a 32 bit address. Depending on received frame length there are up to 3 undefined bytes between two frames in URAM. When this bit is 1, there will no gaps generated between two frames in incremental data area. The CPU can only write to this bit if CSR.OPS is CONFIG. 0: Frame data starts always 32 bit aligned 1: No gaps between frame data in incremental data area
5, 4	UFCC0[1:0]	B’00	R/W	Unread Frame Counter Configuration (Receive Queue 0 + i × 4) These bits set the unread frame counter used in reception queue 0 + i × 4. With the AVB-DMAC, four patterns of settings are available for the unread frame counter. Use the unread frame counter warning level configuration register (UFCW) and the unread frame counter stop level configuration register (UFCS) to set the warning level and stop level of the unread frame counter. Set the pattern number 0 set in the unread frame counter warning level configuration register (UFCW) and unread frame counter stop level configuration register (UFCS) in this bit. When the value is B'00, the stop function is disabled. Writing to the bits is only possible when the current operating mode is configuration mode.

Bit	Bit Name	Initial Value	R/W	Description
3, 2	TSEL0	B’00	R/W	Truncation SELection (Receive Queue 0 + i × 4) This bit defines a maximum number of bytes for storing frames in receive queue 0 + i × 4. Frames longer than the selected maximum are truncated. EthernetAVB-IF provides 2 common configurations for the maximum frame length. This bit selects one of the configurations j defined by RTCi.MFLj. B’00: Maximum frame length defined by RTC0.MFL0 B’01: Maximum frame length defined by RTC0.MFL1 Other configurations are Invalid The CPU can only write to these bits if CSR.OPS is CONFIG.
1, 0	RSM0[1:0]	B’00	R/W	Receive Synchronous Mode (Receive Queue 0 + i × 4) These bits set receive synchronous mode. Set B'00 in this bit. For receive synchronous mode, see section 46.3.4(3)(c) Mode with Write-Back. Writing to the bits is only possible when the current operating mode is configuration mode. B’00: Mode with write-back B’01: Keep DT mode (no update of DT field at descriptor write back) B’10: No write-back (no descriptor write back) B’11: Invalid

46.2.10 Receive Padding Configuration Register (RPC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RPC register is used to set padding for received frames.

Note: Padding can be used to extend frame lengths, but frame lengths should not exceed 4 Kbytes.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	DCNT[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	PCNT[2:0]			—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
23 to 16	DCNT[7:0]	H'00	R/W	Stored Data Counter These bits specify the amount of the frame data (1 to 255) to be stored following the padding. Counting by one indicates one word (4 bytes). For example, when these bits are set to 47, the amount of data is 47 words (= 188 bytes). When these bits are 0, all received data have been stored following the initial padding. Writing to the bits is only possible when the current operating mode is configuration mode. For details on padding, see section 46.3.4(3)(b) Incremental Data Areas.
15 to 11	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
10 to 8	PCNT[2:0]	B'001	R/W	Stored Padding Counter These bits specify the amount of padding to be appended to the URAM. Counting by one indicates one word (4 bytes). For example, when these bits are set to 1, the amount of padding is one word (= 4 bytes). Writing to the bits is only possible when the current operating mode is configuration mode. For details on padding, see section 46.3.4(3)(b) Incremental Data Areas. The CPU should not write 0 to these bits.
7 to 0	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

46.2.11 Reception Truncation Configuration register (RTC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RTC register is used to set Maximum Number of bytes stored per received frame.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	MFL1[11:0]											
Initial value:	0	0	0	0	1	1	1	1	1	1	1	1	1	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MFL0[11:0]											
Initial value:	0	0	0	0	1	1	1	1	1	1	1	1	1	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
27 to 16	MFL1[11:0]	H'FFC	R/W	Maximum Frame Length 1 These bits define the maximum frame length (64 to 4092 bytes) stored to URAM. For each receive queue one parameter 1 used for truncation is selected. When a frame received by E-MAC is truncated, CPU gets informed by EIS.QEF and frame size error (ESR.ET is B'1000). Additionally the DESCR.TI in the updated descriptor is set to 1. The CPU can only write to these bits if CSR.OPS is CONFIG. The CPU should only write values which are a multiple of 4 to these bits. The CPU should not write values less than 64 to these bits. The CPU should not write values less then SFO.FBP + 8 to these bits when RCR.ESF is not equal to B'00.
15 to 12	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
11 to 0	MFL0[11:0]	H'FFC	R/W	Maximum Frame Length 0 These bits define the maximum frame length (64 to 4092 bytes) stored to URAM. For each receive queue one parameter 0 used for truncation is selected. When a frame received by E-MAC is truncated, CPU gets informed by EIS.QEF and frame size error (ESR.ET is B'1000). Additionally the DESCR.TI in the updated descriptor is set to 1. The CPU can only write to these bits if CSR.OPS is CONFIG. The CPU should only write values which are a multiple of 4 to these bits. The CPU should not write values less than 64 to these bits. The CPU should not write values less then SFO.FBP + 8 to these bits when RCR.ESF is not equal to B'00.

46.2.12 Unread frame counter warning level register (UFCW)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The UFCW register sets the warning levels for the number of unread frames.

One of the four warning levels from 0 to 3 can be set for each reception queue. When these bits are set to 0, the stop function is disabled. The level to be used is specified by the receive queue configuration register i (RQCi) (i = 0 to 4).

Writing to the bits is only possible when the current operating mode is configuration mode.

The CPU should not write 63 to these bits.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	WL3[5:0]						—	—	WL2[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	WL1[5:0]						—	—	WL0[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
29 to 24	WL3[5:0]	B'00_0000	R/W	Warning Level 3 Unread frame count warning level 3
23, 22	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
21 to 16	WL2[5:0]	B'00_0000	R/W	Warning Level 2 Unread frame count warning level 2
15, 14	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
13 to 8	WL1[5:0]	B'00_0000	R/W	Warning Level 1 Unread frame count warning level 1
7, 6	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
5 to 0	WL0[5:0]	B'00_0000	R/W	Warning Level 0 Unread frame count warning level 0

46.2.13 Unread frame counter stop level register (UFCS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The UFCS register sets the stop levels for unread frames.

One of the four stop levels from 0 to 3 can be set for each reception queue. When these bits are set to 0, the stop function is disabled. The level to be used is specified by the receive queue configuration register i (RQCi) (i = 0 to 4).

Writing to the bits is only possible when the current operating mode is configuration mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	SL3[5:0]						—	—	SL2[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	SL1[5:0]						—	—	SL0[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
29 to 24	SL3[5:0]	B'00_0000	R/W	Stop Level 3 Unread frame count stop level 3
23, 22	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
21 to 16	SL2[5:0]	B'00_0000	R/W	Stop Level 2 Unread frame count stop level 2
15, 14	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
13 to 8	SL1[5:0]	B'00_0000	R/W	Stop Level 1 Unread frame count stop level 1
7, 6	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
5 to 0	SL0[5:0]	B'00_0000	R/W	Stop Level 0 Unread frame count stop level 0 The CPU can only write 0

46.2.14 Unread Frame Counter Register i (UFCVi) (i = 0 to 4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The UFCV0 register indicates the number of unread frames in reception queues 0 to 3.

The UFCV1 register indicates the number of unread frames in reception queues 4 to 7.

The UFCV2 register indicates the number of unread frames in reception queues 8 to 11.

The UFCV3 register indicates the number of unread frames in reception queues 12 to 15.

The UFCV4 register indicates the number of unread frames in reception queues 16 and 17.

For a description of how to use unread frames, refer to section 46.3.4 (4), Unread Frame Counters.

Conditions for updating:

The bits are set to 0 when the operating mode is not operation mode and when the descriptor base address load request register (DLR) issues a base address load request.

The number is incremented when data received in reception queue r are stored normally. The maximum increment is H'3F. If the value exceeds H'3F, incrementation will not proceed.)

The number is decremented by the value written to the unread frame counter decrement register i (UFCDi).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	CV3[5:0]						—	—	CV2[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CV1[5:0]						—	—	CV0[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are read as 0.
29 to 24	CV3[5:0]	B'00_0000	R	Unread Frame Count 3 + 4 × i Number of unread frames in reception queue 3 + 4 × i
23, 22	—	All 0	R	Reserved These bits are read as 0.
21 to 16	CV2[5:0]	B'00_0000	R	Unread Frame Count 2 + 4 × i Number of unread frames in reception queue 2 + 4 × i
15, 14	—	All 0	R	Reserved These bits are read as 0.
13 to 8	CV1[5:0]	B'00_0000	R	Unread Frame Count 1 + 4 × i Number of unread frames in reception queue 1 + 4 × i
7, 6	—	All 0	R	Reserved These bits are read as 0.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	CV0[5:0]	B'00_0000	R	Unread Frame Count 0 + 4 × i Number of unread frames in reception queue 0 + 4 × i

46.2.15 Unread Frame Counter Decrement Register i (UFCDi) (i = 0 to 4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The UFCD0 register is used to decrement unread counters in reception queues 0 to 3.

The UFCD1 register is used to decrement unread counters in reception queues 4 to 7.

The UFCD2 register is used to decrement unread counters in reception queues 8 to 11.

The UFC register is used to decrement unread counters in reception queues 12 to 15.

The UFCD4 register is used to decrement unread counters in reception queues 16 and 17.

Write H'3F to these bits to reset the unread counters in reception queue r (r = 0 to 17). These bits are always read as 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	DV3[5:0]						—	—	DV2[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	DV1[5:0]						—	—	DV0[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
29 to 24	DV3[5:0]	B'00_0000	R/W	Unread Frame Decrement Value 3 + 4 × i Unread frame decrement value for reception queue 3 + 4 × i
23, 22	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
21 to 16	DV2[5:0]	B'00_0000	R/W	Unread Frame Decrement Value 2 + 4 × i Unread frame decrement value for reception queue 2 + 4 × i
15, 14	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
13 to 8	DV1[5:0]	B'00_0000	R/W	Unread Frame Decrement Value 1 + 4 × i Unread frame decrement value for reception queue 1 + 4 × i
7, 6	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
5 to 0	DV0[5:0]	B'00_0000	R/W	Unread Frame Decrement Value 0 + 4 × i Unread frame decrement value for reception queue 0 + 4 × i

46.2.16 Separation Filter Offset Register (SFO)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The SFO register sets an offset into frames for use by the separation filter.

Note: Received frames having fewer bytes than the setting of these bits + 8 bytes are judged to be non-matching by the separation filter. In this case, the data will either be sorted into a reception queue or discarded in accord with the setting of the separation filtering select bits in the receive configuration register (RCR.ESF).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	FBP[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
5 to 0	FBP[5:0]	B'00_0000	R/W	First Byte Position These bits set the position in Ethernet frames of the first byte of the bytes to be used by the separation filter. When these bits are 0, the separation filter starts from the start of each Ethernet frame (first byte of the destination address). For bytes in Ethernet frames, see Figure 46.2 Operating Mode of AVB-DMAC, in section 46.3.1(1) Operating Modes. Writing to the bits is only possible when the current operating mode is configuration mode. [Changing condition] These bits are updated to the value of SFVi.LV[5:0] when SFL.LC changes from 30 (Load SFO.FBP) to 31 while CSR.OPS is OPERATION. For separation filtering, see section 46.3.4(1)(a) Separation Filtering.

46.2.17 Separation Filter Pattern Register i (SFPi) (i = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

A pair of SFPi registers set the pattern for the separation filters to be used by the corresponding reception queues 2 to 17 (for streams 0 to 15).

Each queue shares a 64-bit setting; reception queue 2 (for stream 0) uses SFP0 and SFP1, reception queue 17 (for stream 15) uses SFP30 and SFP31, and so on.

The separation filter passes a frame when, after masking by the mask value set in the separation filter mask register (SFMi), data from received frames match the value defined in these bits.

SFPi.FP[7:0] (where i is an even number) are used for the byte of Ethernet frame data specified by the separation filter offset register, while SFPi.FP[63:56] (where i is the corresponding odd number) are used for the byte at the address specified by the separation filter offset register (SFO) + 7.

Writing to the bits is only possible when the current operating mode is configuration mode.

[Changing condition]

These bits are updated to the value of SFVi.LV[63:0] when SFL.LC changes from s (Load SFPi.FPs) to 31 while CSR.OPS is OPERATION.

For separation filtering, see section 46.3.4(1)(a) Separation Filtering.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FP[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FP[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	FP[31:0]	H'0000_0000	R/W	Separation Filter Pattern These bits set the pattern of the separation filter. The 64-bit filter pattern is set for each queue.

46.2.18 Separation Filter Value register i (SFVi) (i = 0 to 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

These bits define the 64 bit value to be loaded for separation filtering.

When loading the first by position (SFO.FBP), SFVi.LV[63:6] are ignored.

The CPU can only write to these bits if CSR.OPS is OPERATION.

The CPU can only write to these bits if SFL.LC is 31.

[Changing condition]

These bits are set to 0 when leaving OPERATION mode.

For separation filtering, see section 46.3.4(1)(a) Separation Filtering.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LV[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LV[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	LV[31:0]	H'0000_0000	R/W	Separation Filter Value These bits set the Load value of the separation filter.

46.2.19 Separation Filter Mask Register i (SFMi) (i = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

A pair of SFMi registers sets the mask value for the separation filter used by the corresponding reception queue 2 to 17 (stream 0 to 15).

SFM0.CFM[7:0] are used for bytes of Ethernet frame data specified by the separation filter offset register, while SFM1.CFM[63:56] are used for the separation filter offset register (SFO) + 7.

Frame data at the positions of mask bits that are set to 0 are masked; that is, they do not affect pattern-matching by the separation filter.

Writing to the bits is only possible when the current operating mode is configuration mode.

[Changing condition]

These bits are updated to the value of SFVi.LV[63:0] when SFL.LC changes from 29 (Load SFMi.CFM) to 31 while CSR.OPS is OPERATION.

For separation filtering, see section 46.3.4(1)(a) Separation Filtering.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFM[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFM[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CFM[31:0]	H'0000_0000	R/W	Separation Filter Mask These bits set the mask value for the separation filter.

46.2.20 Separation Filter Load register (SFL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The SFL register is used to separation filter load.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	LC[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
4 to 0	LC[4:0]	H'1F	R/W	Load Command These bits control update of separation filter configuration in OPERATION mode. By writing 30 to these bits CPU triggers an update of First Byte Position (SFO.FBP) value. By writing 29 to these bits CPU triggers an update of Common Filter Mask (SFMi.CFM) value. By writing number between 0 and 15 to these bits CPU triggers an update of Filter Pattern s (SFPi.FPs) value. The number written to SFL.LC defines the index s of the updated Filter Pattern. The CPU can only write to these bits if CSR.OPS is OPERATION. The CPU can only write to these bits if SFL.LC is 31. [Changing condition] These bits are set to 31 when leaving OPERATION mode. These bits are set to 31 when the requested update has been processed. 0-15: Load of SFPi.FPs with s = SFL.LC 16-28: Invalid 29: Load of SFMi.CFM 30: Load of SFO.FBP 31: No pending load request

46.2.21 Current Incremental Address Register r (CIARr) (r = 0 to 17)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CIARr register is used to check queue address.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CIA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CIA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CIA[31:0]	H'0000_0000	R	Current incremental address used by receive queue These bits indicate the incremental address of receive queue r, where currently frame data is stored or where frame data will be stored when queue r gets active. Refer to section 46.3.4(3)(b) Incremental Data Areas. [Changing condition] These bits are set to 0 when leaving OPERATION mode. These bits are updated to next address in incremental data area when processing a FEMPTY_IS or FEMPTY_IC descriptor.

46.2.22 Last Incremental Address Register r (LIARr) (r = 0 to 17)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The LIARr register is used to check queue address.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LIA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LIA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	LIA[31:0]	H'0000_0000	R	Last incremental address used by receive queue These bits indicate the current incremental address of receive queue r (CIARr.CIA) before its address was updated due to processing a FEMPTY_IS descriptor. So it describes the first not used address inside the incremental data area of receive queue r. Refer to section 46.3.4(3)(b) Incremental Data Areas. [Changing condition] These bits are set to 0 when leaving OPERATION mode. These bits are set to CIARr.CIA when processing a FEMPTY_IS descriptor.

46.2.23 Transmit Configuration Register (TGC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TGC register is used to make settings related to transmission for the AVB-DMAC.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	TBD3[1:0]		—	—	TBD2[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TBD1[1:0]		—	—	TBD0[1:0]		—	—	TQP	ECBS	TSM3	TSM2	TSM1	TSM0
Initial value:	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
21, 20	TBD3[1:0]	B'10	R/W	Transmit FIFO Size (Stream Class A) These bits set the sizes of the transmission FIFO buffers for use with each of the transmission queue 3 (for stream class A). Writing to these bits is only possible when the current operating mode is configuration mode.
19, 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17, 16	TBD2[1:0]	B'10	R/W	Transmit FIFO Size (Stream Class B) These bits set the sizes of the transmission FIFO buffers for use with each of the transmission queue 2 (for stream class B). Writing to these bits is only possible when the current operating mode is configuration mode.
15, 14	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
13, 12	TBD1[1:0]	B'10	R/W	Transmit FIFO Size (Network Control) These bits set the sizes of the transmission FIFO buffers for use with each of the transmission queue 1 (for network control). Writing to these bits is only possible when the current operating mode is configuration mode.
11, 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
9, 8	TBD0[1:0]	B'10	R/W	Transmit FIFO Size (Best Effort) These bits set the sizes of the transmission FIFO buffers for use with each of the transmission queue 0 (for best effort). Writing to these bits is only possible when the current operating mode is configuration mode.
7, 6	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
5	TQP	B'0	R/W	Transmission Queues Priority This bit defines how EthernetAVB-IF prioritises between transmit queues when scheduling transmission. For fetching always the queue with highest priority is selected, for transmission the queue with highest priority where data is available in Tx-Buffer. Transmission priority of queue 2 and 3 can be influenced by the credit based shaping algorithm. The priority of the transmit queues is given from high to low. 0: Default priority: Q3(CBS), Q2(CBS), Q1, Q0 1: Alternate priority: Q1, Q3(CBS), Q2(CBS), Q0 For the credit-based shaping (CBS) algorithm, see section 46.3.6 CBS (Credit-Based Shaping). Writing to the bits is only possible when the current operating mode is configuration mode.
4	ECBS	B'0	R/W	Enable Credit Based Shaping This bit defines if CBS algorithm is used for transmit queue 2 and 3 to prioritise between transmit queues when scheduling transmission. When CBS is enabled, the shaping bases on queue specific configuration in CIVRc, CDVRc, CULc and CLLc. 0: CBS globally disabled 1: CBS enabled based on queue specific configuration For the credit-based shaping (CBS) algorithm, see section 46.3.6 CBS (Credit-Based Shaping). Writing to the bits is only possible when the current operating mode is configuration mode.
3	TSM3	B'0	R/W	Transmit Synchronous Mode (Stream Class A) Set these bits to 0. 0: With write-back 1: Setting prohibited
2	TSM2	B'0	R/W	Transmit Synchronous Mode (Stream Class B) Set these bits to 0. 0: With write-back 1: Setting prohibited
1	TSM1	B'0	R/W	Transmit Synchronous Mode (Network Control) Set these bits to 0. 0: With write-back 1: Setting prohibited
0	TSM0	B'0	R/W	Transmit Synchronous Mode (Best Effort) Set these bits to 0. 0: With write-back 1: Setting prohibited

46.2.24 Transmit Configuration Control Register (TCCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TCCR register controls transmission by the AVB-DMAC and is used to make related settings.

Conditions for updating:

The bit is set to 0 when the operating mode is not operation mode, when a descriptor of type EEMPTY, FEMPTY or LEMPTY (no usable data) is processed, when an EOS descriptor is processed, and when a descriptor with defective data is processed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	MFR	MFEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TFR	TFEN	—	—	—	—	TSRQ3	TSRQ2	TSRQ1	TSRQ0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	MFR	B'0	R/W	E-MAC status FIFO Release This bit releases the oldest entry of the E-MAC status FIFO. When 1 is written to this bit, EthernetAVB-IF gets informed that CPU has processed the oldest E-MAC status FIFO entry as visible in MFA register. The oldest entry is removed from E-MAC status FIFO. This bit is always read as 0. 0: No request to E-MAC status FIFO 1: Release oldest entry of E-MAC status FIFO
16	MFEN	B'0	R/W	E-MAC status FIFO ENable This bit enables the storage of transmission status information (the MAC flags for frame transmission) in the E-MAC status FIFO. Additionally CPU can control the status storage for each frame provided for transmission using DESCR.MSR. When this bit is set to 0 all pending FIFO entries are removed. 0: Disabled 1: Enabled
15 to 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
9	TFR	B'0	R/W	Time Stamp FIFO Release This bit releases the oldest entry in the time-stamp FIFO. For a description of how to use the time-stamp FIFO, see section 46.3.5(4) Time Stamping in Transmission. 0: (Not operating) 1: Releases the oldest entry in the time-stamp FIFO.

Bit	Bit Name	Initial Value	R/W	Description
8	TFEN	B'0	R/W	Time Stamp FIFO Enable This bit enables storage in the time-stamp FIFO. When it is set, time-stamp information is stored for descriptors with DESCR.TSR set to 1 (for DESCR.TSR, see section 46.3.5(2)(b) Configuration of Transmission Frame Data Descriptors. When 0 is set in this bit, no entries are made in the time-stamp FIFO. For a description of how to use the time-stamp FIFO, see section 46.3.5(4) Time Stamping in Transmission. 0: Recording of transmission time stamps in the time-stamp FIFO is disabled. 1: Recording of transmission time stamps in the time-stamp FIFO is enabled.
7 to 4	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
3	TSRQ3	B'0	R/W	Transmit Start Request (Queue 3 (Stream Class A)) This bit issues a request to start transmission for transmission queue 3. When read, this bit being set to 1 indicates that transmission queue t has a frame that has not yet been fetched to the transmission FIFO. Frame transmission by the E-MAC is processed independently from fetching to the transmission FIFO. The timing of transmission from a queue depends on the priority order of transmission. For the scheduling of transmission queues, see section 46.3.5(1) Transmission Modes. Writing to this bit is only possible when the current operating mode is operation mode. Only 1 can be written to the bit. Writing 0 to the bit has no effect. 0: Transmission queue is empty or stopped. 1: When written: A transmission start request is issued. When read: Fetching of data for transmission is pending.
2	TSRQ2	B'0	R/W	Transmit Start Request (Queue 2 (Stream Class B)) This bit issues a request to start transmission for transmission queue 2. When read, this bit being set to 1 indicates that transmission queue t has a frame that has not yet been fetched to the transmission FIFO. Frame transmission by the E-MAC is processed independently from fetching to the transmission FIFO. The timing of transmission from a queue depends on the priority order of transmission. For the scheduling of transmission queues, see section 46.3.5(1) Transmission Modes. Writing to this bit is only possible when the current operating mode is operation mode. Only 1 can be written to the bit. Writing 0 to the bit has no effect. 0: Transmission queue is empty or stopped. 1: When written: A transmission start request is issued. When read: Fetching of data for transmission is pending.

Bit	Bit Name	Initial Value	R/W	Description
1	TSRQ1	B'0	R/W	Transmit Start Request (Queue 1 (Network Control)) This bit issues a request to start transmission for transmission queue 1. When read, this bit being set to 1 indicates that transmission queue t has a frame that has not yet been fetched to the transmission FIFO. Frame transmission by the E-MAC is processed independently from fetching to the transmission FIFO. The timing of transmission from a queue depends on the priority order of transmission. For the scheduling of transmission queues, see section 46.3.5(1) Transmission Modes. Writing to this bit is only possible when the current operating mode is operation mode. Only 1 can be written to the bit. Writing 0 to the bit has no effect. 0: Transmission queue is empty or stopped. 1: When written: A transmission start request is issued. When read: Fetching of data for transmission is pending.
0	TSRQ0	B'0	R/W	Transmit Start Request (Queue 0 (Best Effort)) This bit issues a request to start transmission for transmission queue 0. When read, this bit being set to 1 indicates that transmission queue t has a frame that has not yet been fetched to the transmission FIFO. Frame transmission by the E-MAC is processed independently from fetching to the transmission FIFO. The timing of transmission from a queue depends on the priority order of transmission. For the scheduling of transmission queues, see section 46.3.5(1) Transmission Modes. Writing to this bit is only possible when the current operating mode is operation mode. Only 1 can be written to the bit. Writing 0 to the bit has no effect. 0: Transmission queue is empty or stopped. 1: When written: A transmission start request is issued. When read: Fetching of data for transmission is pending.

46.2.25 Transmit Status Register (TSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TSR register indicates the state of transmission by the AVB-DMAC.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	MFFL[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	TFFL[2:0]			—	—	—	—	CCS1[1:0]		CCS0[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.
20 to 16	MFFL[4:0]	H'00	R	Number of entries stored in the E-MAC status FIFO E-MAC status FIFO Fill Level These bits indicate the number of entries available in the MAC status FIFO. If this value is 0, the FIFO is empty. If this value is 16, the FIFO is full. The values 17 to 31 are reserved. [Changing condition] These bits are set to 0 when leaving OPERATION mode. These bits are set to 0 when TCCR.MFEN is 0. This value is incremented when frame with DESCR.MSR has been transmitted by E-MAC, TCCR.MFEN is 1 and TSR.MFFL is not 16. This value is incremented when E-MAC detects an error during transmission, TCCR.MFEN is 1 and TSR.MFFL is not 16. This value is decremented when 1 is written to TCCR.MFR and TSR.MFFL is not 0.
15 to 11	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
10 to 8	TFFL[2:0]	B’00	R	Time Stamp FIFO Count These bits indicate the number of time stamps in the time-stamp FIFO. The values 0 and 3 indicate that the time-stamp FIFO is empty and full, respectively (values 4 to 7 are reserved). Conditions for updating: • The bits are set to 0 when the operating mode is not operation mode and when the time stamp FIFO enable bit in the transmit configuration control register (TCCR.TFEN) = 0. • When the time stamp FIFO enable bit (TCCR.TFEN) is 1 and these bits are not 3, the value of these bits is incremented after a frame with DESCR.TSR set has been transmitted by the E-MAC (for DESCR.TSR, see section 46.3.5(2)(b) Configuration of Transmission Frame Data Descriptors. • The value of these bits is decremented if it is not 0 when 1 is written to the time stamp FIFO release bit in the transmit configuration control register (TCCR.TFR).
7 to 4	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.
3, 2	CCS1[1:0]	B’00	R	CBS Counter Status 1 (Class A) These bits indicate the CBS (credit-based shaping) state of stream data transmission queue 1. If the calculated credit value is outside the range specified by CBS upper limit register c (CULc) and CBS lower limit register c (CLLc), it falls outside the range for CBS. Conditions for updating: • The bits are set to B'00 when the operating mode is not operation mode. The bits are set to B'00 when the CBS is inside the condition limits. • The bits are set to B'01 if the credit value calculated by the CBS is lower than the value in CBS lower limit register c (CLLc). • The bits are set to B'10 if the credit value calculated by the CBS is higher than the value in CBS upper limit register c (CULc). B’00: The current credit value is within the limit. B’01: The current credit value is less than or equal to the lower limit. B’10: The current credit value is greater than or equal to the upper limit. B’11: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
1, 0	CCS0[1:0]	B’00	R	CBS Counter Status 0 (Class B) These bits indicate the CBS (credit-based shaping) state of stream data transmission queue 0. If the calculated credit value is outside the range specified by CBS upper limit register c (CULc) and CBS lower limit register c (CLLc), it falls outside the range for CBS. Conditions for updating: • The bits are set to B'00 when the operating mode is not operation mode. The bits are set to B'00 when the CBS is inside the condition limits. • The bits are set to B'01 if the credit value calculated by the CBS is lower than the value in CBS lower limit register c (CLLc). • The bits are set to B'10 if the credit value calculated by the CBS is higher than the value in CBS upper limit register c (CULc). B’00: The current credit value is within the limit. B’01: The current credit value is less than or equal to the lower limit. B’10: The current credit value is greater than or equal to the upper limit. B’11: Setting prohibited

46.2.26 E-MAC status FIFO Access register (MFA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The MFA register indicates the state of MAC.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	MST[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	MSV[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

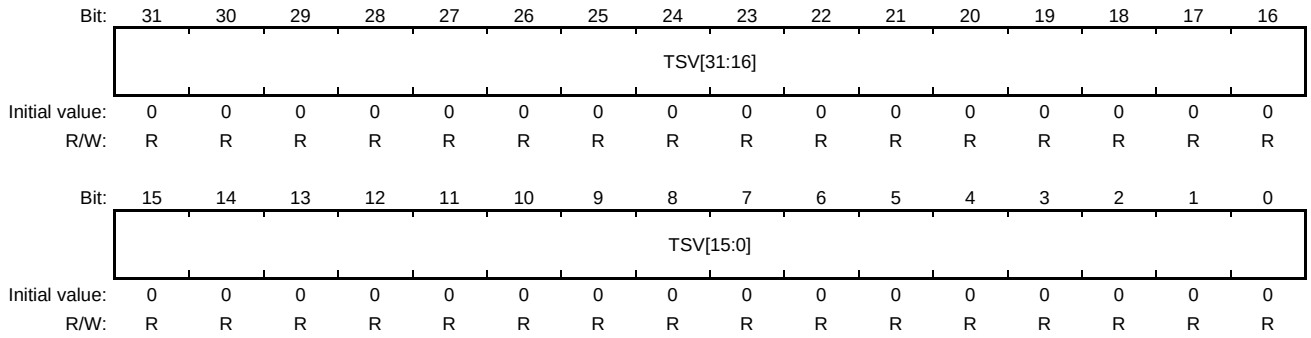
Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
25 to 16	MST[9:0]	H'000	R	Tag number from descriptor identifying the frame E-MAC status relation E-MAC Status Tag These bits represent the DESCR.TAG bits from the descriptor defining the data for frame transmission. The tag is used to get the relation between the frame inside a transmit queue and the E-MAC status available in the FIFO (MFA.MSV). The CPU should not read these bits when TSR.MFFL is 0. [Changing condition] These bits are updated when the first entry is stored in FIFO (TSR.MFFL changes from 0 to 1). These bits are updated when the oldest entry is released (writing 1 to TCCR.MFR). These bits are updated when the FIFO is overwritten (a frame with DESCR.MSR in descriptor has been transmitted by MAC, TCCR.MFEN is 1 and TSR.MFFL is 16). These bits are updated when the FIFO is overwritten (E-MAC detects an error during transmission and TSR.MFFL is 16). *Note for verification: These bits are set to 0 when leaving OPERATION mode.*
15 to 4	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	MSV[3:0]	H'0	R	E-MAC Status Value These bits represent the E-MAC status bits as stored in the oldest E-MAC status FIFO entry. *MSV[3] Reserved* *MSV[2] Carrier lost during frame transmission* *MSV[1] Delay collision* *MSV[0] Transmission time out* The CPU should not read these bits when TSR.MFFL is 0. [Changing condition] These bits are updated when the first entry is stored in FIFO (TSR.MFFL changes from 0 to 1). These bits are updated when the oldest entry is released (writing 1 to TCCR.MFR). These bits are updated when the FIFO overwritten (a frame with DESCR.MSR in descriptor has been transmitted by E-MAC, TCCR.MFEN is 1 and TSR.MFFL is 16). These bits are updated when the FIFO is overwritten (E-MAC detects an error during transmission and TSR.MFFL is 16). *Note for verification: These bits are set to 0 when leaving OPERATION mode.*

46.2.27 Time Stamp FIFO Access Register 0 (TFA0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TFA0 indicates the nano seconds portion of the timestamp value.

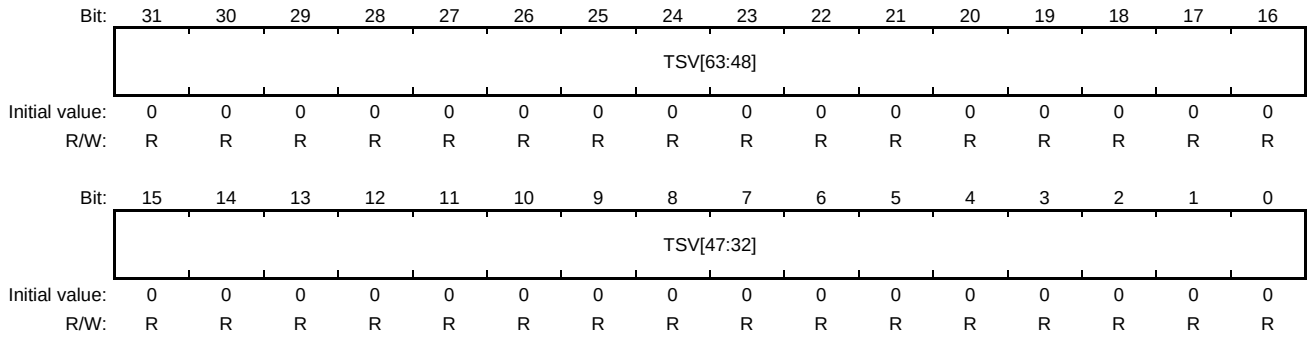


Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TSV[31:0]	H'0000_0000	R	Time Stamp Value These 80 bits consist of TFA0.TSV[31:0], TFA1.TSV[63:32], and TFA2.TSV[79:64], which together indicate the oldest time stamp value stored in the time-stamp FIFO. Once the time-stamp FIFO is full, no further time-stamp values are stored. Conditions for updating: • The bits are set to H'0000_0000 when the operating mode is not operation mode. • The register is updated whenever a value is stored in the time-stamp FIFO (when the time-stamp FIFO count bit in the transmit status register (TSR.TFFL) changes from 0 to 1). • The register is updated when the oldest entry is released (when the time stamp FIFO release bit in the transmit configuration control register (TCCR.TFR) is set to 1).

46.2.28 Time Stamp FIFO Access Register 1 (TFA1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TFA1 register indicates the lower seconds portion of the timestamp value.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TSV[63:32]	H'0000_0000	R	Time Stamp Value For details, see section 46.2.28 Time Stamp FIFO Access Register 0 (TFA0).

46.2.29 Time Stamp FIFO Access Register 2 (TFA2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TFA2 register indicates the timestamp tag and the higher seconds portion of the timestamp value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	TST[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSV[79:64]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved These bits are read as 0.
25 to 16	TST[9:0]	H'000	R	Time Stamp Tag These bits indicate the contents of the DESCR.TAG bit within the descriptor for frame transmission. These values are used to check the correlation between frames within the transmission queue and the time-stamp values (accessible through time stamp FIFO access register i (TFAi)) which can be placed in the FIFO. For the tagging of frames in transmission, see section 46.3.5(4) Time Stamping in Transmission. Conditions for updating: • The bits are set to H'000 when the operating mode is not operation mode. • Updated when a value is stored in the time-stamp FIFO (when the value of the time stamp FIFO count bit in the transmit status register (TSR.TFFL) changes from 0 to 1). • Updated when the oldest entry has been released (1 is set in the time stamp FIFO release bit in the transmit configuration control register (TCCR.TFR)).
15 to 0	TSV[79:64]	H'0000	R	Time Stamp Value For details, see section 46.2.28 Time Stamp FIFO Access Register 0 (TFA0).

46.2.30 Version and Release Register (VRR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VC[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VC[15:0]															
Initial value:	1	1	1	0	0	0	1	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	VC[31:0]	H'0000_E300	R	Version Code These bits identify the version of used EthernetAVB-IF. H'0000_E300: RAVBES3

46.2.31 CBS Increment Value Register c (CIVRc) (c = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CIVR0 register sets the increment in the CBS algorithm for transmission queue 2 (for stream class B).

The CIVR1 register sets the increment in the CBS algorithm for transmission queue 3 (for stream class A).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CIV[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CIV[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CIV[31:0]	H'0000_0001	R/W	CBS Increment Value CBS increment value (1 to H'FFFF) These bits define the increment value related to idleSlope for the CBS algorithm. Set a value in the range from H'0000_0001 to H'0000_FFFF. The value to be written to these bits depends on the Ethernet bit rate and HPϕ (high-speed peripheral clock). For details, see section 46.3.6 CBS (Credit-Based Shaping). Note: When write to these bits, corresponding queue's credits are cleared to 0 respectively.

46.2.32 CBS Decrement Value Register c (CDVRc) (c = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CDVR0 register sets the decrement in the CBS algorithm for transmission queue 2 (for stream class B).

The CDVR1 register sets the decrement in the CBS algorithm for transmission queue 3 (for stream class A).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CDV[31:16]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CDV[15:0]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CDV[31:0]	H'FFFF_FFFF	R/W	CBS Decrement Value Setting value: –1 to –65536 (H'FFFF_FFFF to H'FFFF_0000) These bits set the decrement for the CBS algorithm. These bits define the decrement value related to sendSlope for CBS algorithm. The value to be written to these bits depends on the Ethernet bit rate and HPϕ (high-speed peripheral clock). For details, see section 46.3.6 CBS (Credit-Based Shaping). Note: When write to these bits, corresponding queue's credits are cleared to 0 respectively.

46.2.33 CBS Upper Limit Register c (CULc) (c = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CUL0 register sets the upper limit for credit values calculated by using the CBS algorithm for transmission queue 2 (for stream class B).

The CUL1 register sets the upper limit for credit values calculated by using the CBS algorithm for transmission queue 3 (for stream class A).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ULV[31:16]															
Initial value:	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ULV[15:0]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	ULV[31:0]	H'7FFF_FFFF	R/W *	CBS Upper Limit These bits set the upper limit for credit values calculated by using the CBS algorithm. The setting is a limiting value for error detection and does not normally affect operation of the algorithm. Write a positive value to these bits. For details, see section 46.3.6 CBS (Credit-Based Shaping).

Note: * Bit 31 is read only.

46.2.34 CBS Lower Limit Register c (CLLc) (c = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CUL0 register sets the lower limit for credit values calculated by using the CBS algorithm for transmission queue 2 (for stream class B).

The CUL1 register sets the lower limit for credit values calculated by using the CBS algorithm for transmission queue 3 (for stream class A).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LLV[31:16]															
Initial value:	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LLV[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	LLV[31:0]	H'8000_0001	R/W*	CBS Lower Limit These bits set the lower limit for credit values calculated by using the CBS algorithm. The setting is a limiting value for error detection and does not normally affect operation of the algorithm. Write a negative value to these bits. For details, see section 46.3.6 CBS (Credit-Based Shaping).

Note: * Bit 31 is read only.

46.2.35 Descriptor Interrupt Control Register (DIC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DIC register is used to control descriptor interrupts 1 to 15.

When an interrupt source flag is set (a bit from DPF1 to DPF15 bits in the descriptor interrupt status register (DIS) = 1) while the interrupt is enabled, the interrupt is issued.

[Changing condition]

This bit is set to 0 when writing 1 to DID.DPDi.

This bit is set to 1 when writing 1 to DIE.DPSi.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DPE15	DPE14	DPE13	DPE12	DPE11	DPE10	DPE9	DPE8	DPE7	DPE6	DPE5	DPE4	DPE3	DPE2	DPE1	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15	DPE15	B'0	R/W	Descriptor Interrupt Enable 15 0: Disabled 1: Enabled
14	DPE14	B'0	R/W	Descriptor Interrupt Enable 14 0: Disabled 1: Enabled
13	DPE13	B'0	R/W	Descriptor Interrupt Enable 13 0: Disabled 1: Enabled
12	DPE12	B'0	R/W	Descriptor Interrupt Enable 12 0: Disabled 1: Enabled
11	DPE11	B'0	R/W	Descriptor Interrupt Enable 11 0: Disabled 1: Enabled
10	DPE10	B'0	R/W	Descriptor Interrupt Enable 10 0: Disabled 1: Enabled
9	DPE9	B'0	R/W	Descriptor Interrupt Enable 9 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
8	DPE8	B'0	R/W	Descriptor Interrupt Enable 8 0: Disabled 1: Enabled
7	DPE7	B'0	R/W	Descriptor Interrupt Enable 7 0: Disabled 1: Enabled
6	DPE6	B'0	R/W	Descriptor Interrupt Enable 6 0: Disabled 1: Enabled
5	DPE5	B'0	R/W	Descriptor Interrupt Enable 5 0: Disabled 1: Enabled
4	DPE4	B'0	R/W	Descriptor Interrupt Enable 4 0: Disabled 1: Enabled
3	DPE3	B'0	R/W	Descriptor Interrupt Enable 3 0: Disabled 1: Enabled
2	DPE2	B'0	R/W	Descriptor Interrupt Enable 2 0: Disabled 1: Enabled
1	DPE1	B'0	R/W	Descriptor Interrupt Enable 1 0: Disabled 1: Enabled
0	—	B'0	R/W	Reserved These bits are read as 0. The write value should be 0.

46.2.36 Descriptor Interrupt Status Register (DIS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DIS register indicates the state of descriptor interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DPF15	DPF14	DPF13	DPF12	DPF11	DPF10	DPF9	DPF8	DPF7	DPF6	DPF5	DPF4	DPF3	DPF2	DPF1	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15	DPF15	B'0	R/W	Descriptor Interrupt Status15 0: The interrupt is not pending. 1: The interrupt is pending.
14	DPF14	B'0	R/W	Descriptor Interrupt Status14 0: The interrupt is not pending. 1: The interrupt is pending.
13	DPF13	B'0	R/W	Descriptor Interrupt Status13 0: The interrupt is not pending. 1: The interrupt is pending.
12	DPF12	B'0	R/W	Descriptor Interrupt Status12 0: The interrupt is not pending. 1: The interrupt is pending.
11	DPF11	B'0	R/W	Descriptor Interrupt Status11 0: The interrupt is not pending. 1: The interrupt is pending.
10	DPF10	B'0	R/W	Descriptor Interrupt Status10 0: The interrupt is not pending. 1: The interrupt is pending.
9	DPF9	B'0	R/W	Descriptor Interrupt Status9 0: The interrupt is not pending. 1: The interrupt is pending.
8	DPF8	B'0	R/W	Descriptor Interrupt Status8 0: The interrupt is not pending. 1: The interrupt is pending.
7	DPF7	B'0	R/W	Descriptor Interrupt Status7 0: The interrupt is not pending. 1: The interrupt is pending.

Bit	Bit Name	Initial Value	R/W	Description
6	DPF6	B'0	R/W	Descriptor Interrupt Status6 0: The interrupt is not pending. 1: The interrupt is pending.
5	DPF5	B'0	R/W	Descriptor Interrupt Status5 0: The interrupt is not pending. 1: The interrupt is pending.
4	DPF4	B'0	R/W	Descriptor Interrupt Status4 0: The interrupt is not pending. 1: The interrupt is pending.
3	DPF3	B'0	R/W	Descriptor Interrupt Status3 0: The interrupt is not pending. 1: The interrupt is pending.
2	DPF2	B'0	R/W	Descriptor Interrupt Status2 0: The interrupt is not pending. 1: The interrupt is pending.
1	DPF1	B'0	R/W	Descriptor Interrupt Status1 0: The interrupt is not pending. 1: The interrupt is pending.
0	—	B'0	R/W	Reserved These bits are read as 0. The write value should be 0.

DPF1 to DPF15 Descriptor Interrupt Status Bits:

When DESCR.DIE is 1 to 15, the corresponding bit indicates completion of the processing of a descriptor within the reception or transmission queue.

When DESCR.DIE is 0, the descriptor interrupt is not generated.

When DESCR.DIE is 0001b, in addition a queue specific descriptor interrupt is generated.

Only 0 can be written to these bits.

[Conditions for Changing]

— A bit is set to 0 when the operating mode is not operation mode.
— A bit is set to 1 when a descriptor with DESCR.DIE set to the corresponding number from 1 to 15 is processed.

46.2.37 Error Interrupt Control Register (EIC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The EIC register controls the AVB-DMAC-related error interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	TBFE	MFFE	TFFE	CULE1	CULE0	CLLE1	CLLE0	SEE	QEE	MTEE	MREE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
10	TBFE	B'0	R/W	Tx-Buffer Full interrupt Enable While this bit is 1 an interrupt will be generated when EIS.TBFF is 1. [Changing condition] This bit is set to 0 when writing 1 to EID.TBFD. This bit is set to 1 when writing 1 to EIE.TBFS. 0: Disabled 1: Enabled
9	MFFE	B'0	R/W	MAC status FIFO Full interrupt Enable While this bit is 1 an interrupt will be generated when EIS.MFFF is 1. [Changing condition] This bit is set to 0 when writing 1 to EID.MFFD. This bit is set to 1 when writing 1 to EIE.MFFS. 0: Disabled 1: Enabled
8	TFFE	B'0	R/W	Time Stamp FIFO Full-Error Interrupt Enable When the time stamp FIFO is full (TFFF in the error interrupt status register (EIS) = 1) and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to EID.TFFD. This bit is set to 1 when writing 1 to EIE.TFFS. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
7	CULE1	B'0	R/W	CBS Upper Limit Error Interrupt Enable (Class A) When the Class A CBS reaches its upper limit (CULF1 in the error interrupt status register (EIS) = 1), the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to EID.CULD1. This bit is set to 1 when writing 1 to EIE.CULS1. 0: Disabled 1: Enabled
6	CULE0	B'0	R/W	CBS Upper Limit Error Interrupt Enable (Class B) When the Class B CBS reaches its upper limit (CULF0 in the error interrupt status register (EIS) = 1), the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to EID.CULD0. This bit is set to 1 when writing 1 to EIE.CULS0. 0: Disabled 1: Enabled
5	CLLE1	B'0	R/W	CBS Lower Limit Error Interrupt Enable (Class A) When the Class A CBS reaches its lower limit (CLLF1 in the error interrupt status register (EIS) = 1), the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to EID.CLLD1. This bit is set to 1 when writing 1 to EIE.CLLS1. 0: Disabled 1: Enabled
4	CLLE0	B'0	R/W	CBS Lower Limit Error Interrupt Enable (Class B) When the Class B CBS reaches its lower limit (CLLF0 in the error interrupt status register (EIS) = 1), the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to EID.CLLD0. This bit is set to 1 when writing 1 to EIE.CLLS0. 0: Disabled 1: Enabled
3	SEE	B'0	R/W	Separation Error Interrupt Enable While this bit is 1, an interrupt will be generated when the EIS.SEF bit is 1. [Changing condition] This bit is set to 0 when writing 1 to EID.SED. This bit is set to 1 when writing 1 to EIE.SES. 0: Disabled 1: Enabled
2	QEE	B'0	R/W	Queue Error Interrupt Enable While this bit is 1, an interrupt will be generated when the EIS.QEF bit is 1. [Changing condition] This bit is set to 0 when writing 1 to EID.QED. This bit is set to 1 when writing 1 to EIE.QES. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
1	MTEE	B'0	R/W	E-MAC Transmission Error Interrupt Enable While this bit is 1, an interrupt will be generated when the EIS.MTEF bit is 1. [Changing condition] This bit is set to 0 when writing 1 to EID.MTED. This bit is set to 1 when writing 1 to EIE.MTES. 0: Disabled 1: Enabled
0	MREE	B'0	R/W	E-MAC Reception Error Interrupt Enable While this bit is 1, an interrupt will be generated when the EIS.MREF bit is 1. [Changing condition] This bit is set to 0 when writing 1 to EID.MRED. This bit is set to 1 when writing 1 to EIE.MRES. 0: Disabled 1: Enabled

46.2.38 Error Interrupt Status Register (EIS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The EIS register indicates the states of AVB-DMAC-related error interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	QFS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	TBFF	MFFF	TFFF	CULF1	CULF0	CLLF1	CLLF0	SEF	QEF	MTEF	MREF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
16	QFS	B'0	R/W	Queue Full Error Interrupt Status With the interrupts enabled, this bit indicates that a queue is full (the receive queue r full interrupt status bit (QFFr) or the receive FIFO full interrupt status bit (RFFF) in receive interrupt status register 2 (RIS2) = 1). [Conditions for Changing] — If the receive queue r full interrupt status bit (RIS2.QFFr) and/or the receive queue r full interrupt enable bit in the - receive interrupt control register 2 (RIC2.QFEr) are updated, this bit is also updated. — If the receive FIFO full interrupt status bit (RIS2.RFFF) and/or the receive FIFO full interrupt enable bit (RIC2.RFFE) are updated, this bit is also updated. 0: The interrupt is not pending. 1: The interrupt is pending.
15 to 11	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
10	TBFF	B'0	R/W	Tx-Buffer Full Flag This bit indicates that fetching transmit data was delayed because the Tx-Buffer has no sufficient storage available to store fetched frame. It depends on configuration of TGC.TBDt (refer to section 46.3.5(1)) if a full Tx-Buffer is expected during normal operation. No frame gets lost but transmission priority may be influenced. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when frame data has been fetched from URAM but there is no storage available in Tx-Buffer. 0: No interrupt pending 1: Tx-Buffer full condition detected

Bit	Bit Name	Initial Value	R/W	Description
9	MFFF	B'0	R/W	E-MAC status FIFO Full Flag This bit indicates that a transmission E-MAC status is overwritten because the E-MAC status FIFO is full (overwrite condition). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a frame with DESCR.MSR has been transmitted by E-MAC, TCCR.MFEN is 1 and TSR.MFFL is 16. This bit is set to 1 when E-MAC detects an error during transmission and TSR.MFFL is 16. 0: No interrupt pending 1: E-MAC status FIFO full, oldest E-MAC status lost
8	TFFF	B'0	R/W	Time Stamp FIFO Full Error Interrupt Status This bit indicates that a new transmission time stamp has been discarded due to the time-stamp FIFO being full (i.e. has reached the overflow state). Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode. — The bit is set to 1 when a frame with DESCR.TSR set is transmitted while the time stamp FIFO enable bit in the transmit configuration control register (TCCR.TFEN) is set to 1 and the time stamp FIFO count bit in the transmit status register (TSR.TFFL) is set to 3. 0: The interrupt is not pending. 1: The interrupt is pending.
7	CULF1	B'0	R/W	CBS Upper Limit Error Interrupt Status (Class A) This bit indicates that CBS counter 1 has exceeded the set upper limit (CUL1.ULV in the CBS upper limit register c (CULc)). Only 0 can be written to the bit. [Conditions for Changing] — This bit is set to 0 when the operating mode is not operation mode. — This bit is set to 1 when the value of the CBS counter status 1 (Class A) bits in the transmit status register (TSR.CCS1) change from B'00 (indicating a value within the range between the limits) to B'10 (indicating a value over the upper limit). 0: The interrupt is not pending. 1: The interrupt is pending.

Bit	Bit Name	Initial Value	R/W	Description
6	CULF0	B’0	R/W	CBS Upper Limit Error Interrupt Status (Class B) This bit indicates that CBS counter 0 has exceeded the set upper limit (CUL0.ULV in the CBS upper limit register c (CULc)). Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode. — The bit is set to 1 when the value of the CBS counter status 0 (Class B) bit in the transmit status register changes from B'00 (indicating a value within the range between the limits) to B'10 (indicating a value over the upper limit). 0: The interrupt is not pending. 1: The interrupt is pending.
5	CLLF1	B’0	R/W	CBS Lower Limit Error Interrupt Status (Class A) This bit indicates that CBS counter 1 has fallen below the set lower limit (CLL1.LLV in CBS lower limit register c (CLLc)). Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode. — The bit is set to 1 when the value of the CBS counter status 1 (Class A) bit in the transmit status register (TSR.CCS1) changes from B'00 (indicating a value within the range between the limits) to B'01 (indicating a value less than the lower limit). 0: The interrupt is not pending. 1: The interrupt is pending.
4	CLLF0	B’0	R/W	CBS Lower Limit Error Interrupt Status (Class B) This bit indicates that CBS counter 0 has fallen below the set lower limit (CLL0.LLV in the CBS lower limit register c (CLLc)). Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode. — The bit is set to 1 when the value of the CBS counter status 0 (Class B) bit in the transmit status register (TSR.CCS0) changes from B'00 (indicating a value within the range between the limits) to B'01 (indicating a value less than the lower limit). 0: The interrupt is not pending. 1: The interrupt is pending.

Bit	Bit Name	Initial Value	R/W	Description
3	SEF	B'0	R/W	Separation Error Flag This bit indicates that a received frame was discarded because it has not matched any configurated separation filter for AVB stream data frames. The CPU can only write 0 to this bit. [Conditions for Changing] — This bit is set to 0 when leaving operation mode. — This bit is set to 1 when a valid AVB stream data frame was received by E-MAC but discarded because the RCR.ESF bits are B'10 and no separation filter has matched. 0: No interrupt pending. 1: AVB stream data frame has discarded.
2	QEF	B'0	R/W	Queue Error Flag This bit indicates that an error has been detected while processing reception or transmit queue or while processing AVTP FIFO entries. Details about the detected error is indicated by ESR. Section 46.3.2(2) gives an overview of detail error conditions and the required interaction. The CPU can only write 0 to this bit. [Conditions for Changing] — This bit is set to 0 when leaving operating mode. — This bit is set to 1 when an error condition is detected. 0: No interrupt pending. 1: Interrupt pending.
1	MTEF	B'0	R/W	E-MAC Transmission Error Flag This bit indicates that the E-MAC has detected a fault during transmission. For detail, the E-MAC registers have to be checked. The CPU can only write 0 to this bit. [Conditions for Changing] — This bit is set to 0 when leaving operating mode. — This bit is set to 1 when E-MAC detects an error during frame transmission. 0: No interrupt pending. 1: E-MAC has reported an error during transmission.

Bit	Bit Name	Initial Value	R/W	Description
0	MREF	B'0	R/W	E-MAC Reception Error Flag This bit indicates that the E-MAC has detected a fault during reception. For detail, the E-MAC registers have to be checked. Note: When the storage of faulty received frames (RCR.EFFS) is enabled, the E-MAC error code (DESCR.MSC) is stored in the descriptor. By evaluating this information, CPU can identify corrupted frames in URAM. The CPU can only write 0 to this bit. [Conditions for Changing] — This bit is set to 0 when leaving operating mode. — This bit is set to 1 when E-MAC detects an error during frame reception. 0: No interrupt pending. 1: E-MAC has reported an error during reception.

46.2.39 Receive Interrupt Control Register 0 (RIC0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIC0 register controls the AVB-DMAC receive interrupts.

When an interrupt source flag is set (a bit from among the receive interrupt status bits in the receive interrupt status register (RIS0.FRF0 to 17) = 1) while the interrupt is enabled, the interrupt is issued.

[Changing condition]

This bit is set to 0 when writing 1 to RID0.FRDr.

This bit is set to 1 when writing 1 to RIE0.FRSr.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FRE17	FRE16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FRE15	FRE14	FRE13	FRE12	FRE11	FRE10	FRE9	FRE8	FRE7	FRE6	FRE5	FRE4	FRE3	FRE2	FRE1	FRE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	FRE17	B'0	R/W	Receive Frame Enable 17 (Stream) 0: Disabled 1: Enabled
16	FRE16	B'0	R/W	Receive Frame Enable 16 (Stream) 0: Disabled 1: Enabled
15	FRE15	B'0	R/W	Receive Frame Enable 15 (Stream) 0: Disabled 1: Enabled
14	FRE14	B'0	R/W	Receive Frame Enable 14 (Stream) 0: Disabled 1: Enabled
13	FRE13	B'0	R/W	Receive Frame Enable 13 (Stream) 0: Disabled 1: Enabled
12	FRE12	B'0	R/W	Receive Frame Enable 12 (Stream) 0: Disabled 1: Enabled
11	FRE11	B'0	R/W	Receive Frame Enable 11 (Stream) 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
10	FRE10	B'0	R/W	Receive Frame Enable 10 (Stream) 0: Disabled 1: Enabled
9	FRE9	B'0	R/W	Receive Frame Enable 9 (Stream) 0: Disabled 1: Enabled
8	FRE8	B'0	R/W	Receive Frame Enable 8 (Stream) 0: Disabled 1: Enabled
7	FRE7	B'0	R/W	Receive Frame Enable 7 (Stream) 0: Disabled 1: Enabled
6	FRE6	B'0	R/W	Receive Frame Enable 6 (Stream) 0: Disabled 1: Enabled
5	FRE5	B'0	R/W	Receive Frame Enable 5 (Stream) 0: Disabled 1: Enabled
4	FRE4	B'0	R/W	Receive Frame Enable 4 (Stream) 0: Disabled 1: Enabled
3	FRE3	B'0	R/W	Receive Frame Enable 3 (Stream) 0: Disabled 1: Enabled
2	FRE2	B'0	R/W	Receive Frame Enable 2 (Stream) 0: Disabled 1: Enabled
1	FRE1	B'0	R/W	Receive Frame Enable 1 (Network Control) 0: Disabled 1: Enabled
0	FRE0	B'0	R/W	Receive Frame Enable 0 (Best Effort) 0: Disabled 1: Enabled

46.2.40 Receive Interrupt Status Register 0 (RIS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIS0 register indicates the states of the AVB-DMAC receive interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FRF17	FRF16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FRF15	FRF14	FRF13	FRF12	FRF11	FRF10	FRF9	FRF8	FRF7	FRF6	FRF5	FRF4	FRF3	FRF2	FRF1	FRF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	FRF17	B'0	R/W	Receive Frame Interrupt Status 17 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
16	FRF16	B'0	R/W	Receive Frame Interrupt Status 16 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
15	FRF15	B'0	R/W	Receive Frame Interrupt Status 15 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
14	FRF14	B'0	R/W	Receive Frame Interrupt Status 14 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
13	FRF13	B'0	R/W	Receive Frame Interrupt Status 13 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
12	FRF12	B'0	R/W	Receive Frame Interrupt Status 12 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
11	FRF11	B'0	R/W	Receive Frame Interrupt Status 11 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
10	FRF10	B'0	R/W	Receive Frame Interrupt Status 10 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
9	FRF9	B'0	R/W	Receive Frame Interrupt Status 9 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.

Bit	Bit Name	Initial Value	R/W	Description
8	FRF8	B'0	R/W	Receive Frame Interrupt Status 8 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
7	FRF7	B'0	R/W	Receive Frame Interrupt Status 7 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
6	FRF6	B'0	R/W	Receive Frame Interrupt Status 6 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
5	FRF5	B'0	R/W	Receive Frame Interrupt Status 5 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
4	FRF4	B'0	R/W	Receive Frame Interrupt Status 4 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
3	FRF3	B'0	R/W	Receive Frame Interrupt Status 3 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
2	FRF2	B'0	R/W	Receive Frame Interrupt Status 2 (Stream) 0: The interrupt is not pending. 1: The interrupt is pending.
1	FRF1	B'0	R/W	Receive Frame Interrupt Status 1 (Network Control) 0: The interrupt is not pending. 1: The interrupt is pending.
0	FRF0	B'0	R/W	Receive Frame Interrupt Status 0 (Best Effort) 0: The interrupt is not pending. 1: The interrupt is pending.

FRF0 to FRF17 Receive Frame Interrupt Status Bits 0 to 17:

Each bit indicates that a corresponding frame has been stored normally in reception queues 0 to 17 and that data are ready for CPU processing.

Only 0 can be written to the bit.

[Conditions for Changing]

- A bit is set to 0 when the operating mode is not operation mode.
- A bit is set to 0 when a value is written to the unread frame counter decrement register i (UFCDi) (i = 0 to 4), and this decrements the value of unread frame counter register i (UFCVi) (i = 0 to 4) to 0.
- When a frame is stored normally in a reception queue, the corresponding bit is set to 1.

46.2.41 Receive Interrupt Control Register 1 (RIC1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIC1 register controls the AVB-DMAC receive interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFWE	—	—	—	—	—	—	—	—	—	—	—	—	—	RWE17	RWE16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RWE15	RWE14	RWE13	RWE12	RWE11	RWE10	RWE9	RWE8	RWE7	RWE6	RWE5	RWE4	RWE3	RWE2	RWE1	RWE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RFWE	B'0	R/W	Receive FIFO Warning Interrupt Enable If the reception FIFO reaches the caution level (the value set in the receive FIFO caution level bits in the receive configuration register (RCR.RFCL)) with the corresponding interrupt enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID1.RFWD. This bit is set to 1 when writing 1 to RIE1.RFWS. 0: Disabled 1: Enabled
30 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	RWE17	B'0	R/W	Reception Warning interrupt Enable 17 While this bit is 1 an interrupt will be generated when RIS1.RWF17 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD17. This bit is set to 1 when writing 1 to RIE1.RWS17. 0: Disabled 1: Enabled
16	RWE16	B'0	R/W	Reception Warning interrupt Enable 16 While this bit is 1 an interrupt will be generated when RIS1.RWF16 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD16. This bit is set to 1 when writing 1 to RIE1.RWS16. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
15	RWE15	B'0	R/W	Reception Warning interrupt Enable 15 While this bit is 1 an interrupt will be generated when RIS1.RWF15 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD15. This bit is set to 1 when writing 1 to RIE1.RWS15. 0: Disabled 1: Enabled
14	RWE14	B'0	R/W	Reception Warning interrupt Enable 14 While this bit is 1 an interrupt will be generated when RIS1.RWF14 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD14. This bit is set to 1 when writing 1 to RIE1.RWS14. 0: Disabled 1: Enabled
13	RWE13	B'0	R/W	Reception Warning interrupt Enable 13 While this bit is 1 an interrupt will be generated when RIS1.RWF13 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD13. This bit is set to 1 when writing 1 to RIE1.RWS13. 0: Disabled 1: Enabled
12	RWE12	B'0	R/W	Reception Warning interrupt Enable 12 While this bit is 1 an interrupt will be generated when RIS1.RWF12 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD12. This bit is set to 1 when writing 1 to RIE1.RWS12. 0: Disabled 1: Enabled
11	RWE11	B'0	R/W	Reception Warning interrupt Enable 11 While this bit is 1 an interrupt will be generated when RIS1.RWF11 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD11. This bit is set to 1 when writing 1 to RIE1.RWS11. 0: Disabled 1: Enabled
10	RWE10	B'0	R/W	Reception Warning interrupt Enable 10 While this bit is 1 an interrupt will be generated when RIS1.RWF10 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD10. This bit is set to 1 when writing 1 to RIE1.RWS10. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
9	RWE9	B'0	R/W	Reception Warning interrupt Enable 9 While this bit is 1 an interrupt will be generated when RIS1.RWF9 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD9. This bit is set to 1 when writing 1 to RIE1.RWS9. 0: Disabled 1: Enabled
8	RWE8	B'0	R/W	Reception Warning interrupt Enable 8 While this bit is 1 an interrupt will be generated when RIS1.RWF8 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD18. This bit is set to 1 when writing 1 to RIE1.RWS18. 0: Disabled 1: Enabled
7	RWE7	B'0	R/W	Reception Warning interrupt Enable 7 While this bit is 1 an interrupt will be generated when RIS1.RWF7 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD7. This bit is set to 1 when writing 1 to RIE1.RWS7. 0: Disabled 1: Enabled
6	RWE6	B'0	R/W	Reception Warning interrupt Enable 6 While this bit is 1 an interrupt will be generated when RIS1.RWF6 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD6. This bit is set to 1 when writing 1 to RIE1.RWS6. 0: Disabled 1: Enabled
5	RWE5	B'0	R/W	Reception Warning interrupt Enable 5 While this bit is 1 an interrupt will be generated when RIS1.RWF5 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD5. This bit is set to 1 when writing 1 to RIE1.RWS5. 0: Disabled 1: Enabled
4	RWE4	B'0	R/W	Reception Warning interrupt Enable 4 While this bit is 1 an interrupt will be generated when RIS1.RWF4 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD4. This bit is set to 1 when writing 1 to RIE1.RWS4. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
3	RWE3	B'0	R/W	Reception Warning interrupt Enable 3 While this bit is 1 an interrupt will be generated when RIS1.RWF3 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD3. This bit is set to 1 when writing 1 to RIE1.RWS3. 0: Disabled 1: Enabled
2	RWE2	B'0	R/W	Reception Warning interrupt Enable 2 While this bit is 1 an interrupt will be generated when RIS1.RWF2 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD2. This bit is set to 1 when writing 1 to RIE1.RWS2. 0: Disabled 1: Enabled
1	RWE1	B'0	R/W	Reception Warning interrupt Enable 1 While this bit is 1 an interrupt will be generated when RIS1.RWF1 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD1. This bit is set to 1 when writing 1 to RIE1.RWS1. 0: Disabled 1: Enabled
0	RWE0	B'0	R/W	Reception Warning interrupt Enable 0 While this bit is 1 an interrupt will be generated when RIS1.RWF0 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID1.RWD0. This bit is set to 1 when writing 1 to RIE1.RWS0. 0: Disabled 1: Enabled

46.2.42 Receive Interrupt Status Register 1 (RIS1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIS1 register indicates the states of the AVB-DMAC receive interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFWF	—	—	—	—	—	—	—	—	—	—	—	—	—	RWF17	RWF16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RWF15	RWF14	RWF13	RWF12	RWF11	RWF10	RWF9	RWF8	RWF7	RWF6	RWF5	RWF4	RWF3	RWF2	RWF1	RWF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RFWF	B'0	R/W	Receive FIFO Warning Interrupt Status This bit indicates that the reception FIFO has exceeded the set caution level (the value set in the receive FIFO caution level bits in the receive configuration register (RCR.RFCL)). Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode. — The bit is set to 1 when the reception FIFO exceeded the set caution level (the value set in the receive FIFO caution level bits in the receive configuration register (RCR.RFCL)). 0: The interrupt is not pending. 1: The interrupt is pending.
30 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	RWF17	B'0	R/W	Reception Warning Flag 17 This bit indicates that the unread frame counter of receive queue 17 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA21 is 1). This bit is set to 0 when CPU writes to UFCD4.DV1 and UFCV4.CV1 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV4.CV1 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached

Bit	Bit Name	Initial Value	R/W	Description
16	RWF16	B'0	R/W	Reception Warning Flag 16 This bit indicates that the unread frame counter of receive queue 16 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA20 is 1). This bit is set to 0 when CPU writes to UFCD4.DV0 and UFCV4.CV0 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV4.CV0 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
15	RWF15	B'0	R/W	Reception Warning Flag 15 This bit indicates that the unread frame counter of receive queue 15 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA19 is 1). This bit is set to 0 when CPU writes to UFCD3.DV3 and UFCV3.CV3 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV3.CV3 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
14	RWF14	B'0	R/W	Reception Warning Flag 14 This bit indicates that the unread frame counter of receive queue 14 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA18 is 1). This bit is set to 0 when CPU writes to UFCD3.DV2 and UFCV3.CV2 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV3.CV2 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached

Bit	Bit Name	Initial Value	R/W	Description
13	RWF13	B'0	R/W	Reception Warning Flag 13 This bit indicates that the unread frame counter of receive queue 13 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA17 is 1). This bit is set to 0 when CPU writes to UFCD3.DV1 and UFCV3.CV1 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV3.CV1 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
12	RWF12	B'0	R/W	Reception Warning Flag 12 This bit indicates that the unread frame counter of receive queue 12 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA16 is 1). This bit is set to 0 when CPU writes to UFCD3.DV0 and UFCV3.CV0 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV3.CV0 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
11	RWF11	B'0	R/W	Reception Warning Flag 11 This bit indicates that the unread frame counter of receive queue 11 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA15 is 1). This bit is set to 0 when CPU writes to UFCD2.DV3 and UFCV2.CV3 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV2.CV3 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached

Bit	Bit Name	Initial Value	R/W	Description
10	RWF10	B'0	R/W	Reception Warning Flag 10 This bit indicates that the unread frame counter of receive queue 10 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA14 is 1). This bit is set to 0 when CPU writes to UFCD2.DV2 and UFCV2.CV2 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV2.CV2 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
9	RWF9	B'0	R/W	Reception Warning Flag 9 This bit indicates that the unread frame counter of receive queue 9 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA13 is 1). This bit is set to 0 when CPU writes to UFCD2.DV1 and UFCV2.CV1 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV2.CV1 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
8	RWF8	B'0	R/W	Reception Warning Flag 8 This bit indicates that the unread frame counter of receive queue 8 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA12 is 1). This bit is set to 0 when CPU writes to UFCD2.DV0 and UFCV2.CV0 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV2.CV0 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached

Bit	Bit Name	Initial Value	R/W	Description
7	RWF7	B'0	R/W	Reception Warning Flag 7 This bit indicates that the unread frame counter of receive queue 7 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA11 is 1). This bit is set to 0 when CPU writes to UFCD1.DV3 and UFCV1.CV3 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV1.CV3 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
6	RWF6	B'0	R/W	Reception Warning Flag 6 This bit indicates that the unread frame counter of receive queue 6 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA10 is 1). This bit is set to 0 when CPU writes to UFCD1.DV2 and UFCV1.CV2 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV1.CV2 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
5	RWF5	B'0	R/W	Reception Warning Flag 5 This bit indicates that the unread frame counter of receive queue 5 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA9 is 1). This bit is set to 0 when CPU writes to UFCD1.DV1 and UFCV1.CV1 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV1.CV1 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached

Bit	Bit Name	Initial Value	R/W	Description
4	RWF4	B'0	R/W	Reception Warning Flag 4 This bit indicates that the unread frame counter of receive queue 4 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA8 is 1). This bit is set to 0 when CPU writes to UFCD1.DV0 and UFCV1.CV0 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV1.CV0 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
3	RWF3	B'0	R/W	Reception Warning Flag 3 This bit indicates that the unread frame counter of receive queue 3 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA7 is 1). This bit is set to 0 when CPU writes to UFCD0.DV3 and UFCV0.CV3 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV0.CV3 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
2	RWF2	B'0	R/W	Reception Warning Flag 2 This bit indicates that the unread frame counter of receive queue 2 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA6 is 1). This bit is set to 0 when CPU writes to UFCD0.DV2 and UFCV0.CV2 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV0.CV2 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached

Bit	Bit Name	Initial Value	R/W	Description
1	RWF1	B'0	R/W	Reception Warning Flag 1 This bit indicates that the unread frame counter of receive queue 1 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA5 is 1). This bit is set to 0 when CPU writes to UFCD0.DV1 and UFCV0.CV1 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV0.CV1 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached
0	RWF0	B'0	R/W	Reception Warning Flag 0 This bit indicates that the unread frame counter of receive queue 0 has reached the configured warning level. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when CPU request a reload of the base address (DLR.LBA4 is 1). This bit is set to 0 when CPU writes to UFCD0.DV0 and UFCV0.CV0 is decremented to a value less than the selected warning level UFCW.WLj. This bit is set to 1 when a frame is stored in queue r and the unread frame counter value r is incremented to the selected warning level j (UFCV0.CV0 + 1 == UFCW.WLj). 0: No interrupt pending 1: Unread frame counter warning level reached

46.2.43 Receive Interrupt Control Register 2 (RIC2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIC2 register controls the AVB-DMAC receive interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFFE	—	—	—	—	—	—	—	—	—	—	—	—	—	QFE17	QFE16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	QFE15	QFE14	QFE13	QFE12	QFE11	QFE10	QFE9	QFE8	QFE7	QFE6	QFE5	QFE4	QFE3	QFE2	QFE1	QFE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RFFE	B'0	R/W	Receive FIFO Full Interrupt Enable When the reception FIFO is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.RFFD. This bit is set to 1 when writing 1 to RIE2.RFFS. 0: Disabled 1: Enabled
30 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	QFE17	B'0	R/W	Receive Queue 17 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD17. This bit is set to 1 when writing 1 to RIE2.QFS17. 0: Disabled 1: Enabled
16	QFE16	B'0	R/W	Receive Queue 16 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD16. This bit is set to 1 when writing 1 to RIE2.QFS16. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
15	QFE15	B'0	R/W	Receive Queue 15 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD15. This bit is set to 1 when writing 1 to RIE2.QFS15. 0: Disabled 1: Enabled
14	QFE14	B'0	R/W	Receive Queue 14 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD14. This bit is set to 1 when writing 1 to RIE2.QFS14. 0: Disabled 1: Enabled
13	QFE13	B'0	R/W	Receive Queue 13 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD13. This bit is set to 1 when writing 1 to RIE2.QFS13. 0: Disabled 1: Enabled
12	QFE12	B'0	R/W	Receive Queue 12 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD12. This bit is set to 1 when writing 1 to RIE2.QFS12. 0: Disabled 1: Enabled
11	QFE11	B'0	R/W	Receive Queue 11 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD11. This bit is set to 1 when writing 1 to RIE2.QFS11. 0: Disabled 1: Enabled
10	QFE10	B'0	R/W	Receive Queue 10 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD10. This bit is set to 1 when writing 1 to RIE2.QFS10. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
9	QFE9	B'0	R/W	Receive Queue 9 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD9. This bit is set to 1 when writing 1 to RIE2.QFS9. 0: Disabled 1: Enabled
8	QFE8	B'0	R/W	Receive Queue 8 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD8. This bit is set to 1 when writing 1 to RIE2.QFS8. 0: Disabled 1: Enabled
7	QFE7	B'0	R/W	Receive Queue 7 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD7. This bit is set to 1 when writing 1 to RIE2.QFS7. 0: Disabled 1: Enabled
6	QFE6	B'0	R/W	Receive Queue 6 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD6. This bit is set to 1 when writing 1 to RIE2.QFS6. 0: Disabled 1: Enabled
5	QFE5	B'0	R/W	Receive Queue 5 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD5. This bit is set to 1 when writing 1 to RIE2.QFS5. 0: Disabled 1: Enabled
4	QFE4	B'0	R/W	Receive Queue 4 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD4. This bit is set to 1 when writing 1 to RIE2.QFS4. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
3	QFE3	B'0	R/W	Receive Queue 3 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD3. This bit is set to 1 when writing 1 to RIE2.QFS3. 0: Disabled 1: Enabled
2	QFE2	B'0	R/W	Receive Queue 2 (Stream) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD2. This bit is set to 1 when writing 1 to RIE2.QFS2. 0: Disabled 1: Enabled
1	QFE1	B'0	R/W	Receive Queue 1 (Network Control) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD1. This bit is set to 1 when writing 1 to RIE2.QFS1. 0: Disabled 1: Enabled
0	QFE0	B'0	R/W	Receive Queue 0 (Best Effort) Full Interrupt Enable When a reception queue is full and the interrupt is enabled, the interrupt is issued. [Changing condition] This bit is set to 0 when writing 1 to RID2.QFD0. This bit is set to 1 when writing 1 to RIE2.QFS0. 0: Disabled 1: Enabled

46.2.44 Receive Interrupt Status Register 2 (RIS2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIS2 register indicates the states of the AVB-DMAC receive interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFFF	—	—	—	—	—	—	—	—	—	—	—	—	—	QFF17	QFF16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	QFF15	QFF14	QFF13	QFF12	QFF11	QFF10	QFF9	QFF8	QFF7	QFF6	QFF5	QFF4	QFF3	QFF2	QFF1	QFF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RFFF	B’0	R/W	Receive FIFO Full Interrupt Status This bit indicates that a frame was received but storing it was not possible due to the reception FIFO being full. When receiving a frame is not possible, the frame will be discarded. Other information regarding discarded frames is not retained. Even if the frame is discarded, this bit may also be set to 1 if the E-MAC determines that the frame is an error frame Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode. — The bit is set to 1 when frame data provided by the E-MAC cannot be stored in the reception FIFO. 0: The interrupt is not pending. 1: The interrupt is pending
30 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	QFF17	B’0	R/W	Receive Queue 17 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
16	QFF16	B’0	R/W	Receive Queue 16 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
15	QFF15	B’0	R/W	Receive Queue 15 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
14	QFF14	B’0	R/W	Receive Queue 14 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.

Bit	Bit Name	Initial Value	R/W	Description
13	QFF13	B'0	R/W	Receive Queue 13 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
12	QFF12	B'0	R/W	Receive Queue 12 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
11	QFF11	B'0	R/W	Receive Queue 11 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
10	QFF10	B'0	R/W	Receive Queue 10 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
9	QFF9	B'0	R/W	Receive Queue 9 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
8	QFF8	B'0	R/W	Receive Queue 8 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
7	QFF7	B'0	R/W	Receive Queue 7 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
6	QFF6	B'0	R/W	Receive Queue 6 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
5	QFF5	B'0	R/W	Receive Queue 5 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
4	QFF4	B'0	R/W	Receive Queue 4 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
3	QFF3	B'0	R/W	Receive Queue 3 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
2	QFF2	B'0	R/W	Receive Queue 2 (Stream) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
1	QFF1	B'0	R/W	Receive Queue 1 (Network Control) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.
0	QFF0	B'0	R/W	Receive Queue 0 (Best Effort) Full Interrupt Status 0: The interrupt is not pending. 1: The interrupt is pending.

QFF0 to 17 Receive 0 to 17 Full Interrupt Status Bits:

These bits indicate that reception queue r did not have space for storing a received frame.

A reception queue is treated as full when it has no descriptors (descriptor type (DESCR.DT) = FEMPTY, FEMPTY_IS, FEMPTY_IC, or FEMPTY_ND) available or reaches the set level for stopping.

Note: If no FEMPTY descriptors or no empty space for descriptors remains in the queue during storing of a divided frame (see section 46.3.4(3)(a) Storing Frame Data in the Descriptor Data Area, for storing a frame as a divided frame), an error frame is stored in the queue. Such error frames are treated as descriptor sequence errors.

[Conditions for Changing]

— A bit is set to 0 when the operating mode is not operation mode.
— A bit is set to 1 when reception queue r has no space available for storage.
— A bit is set to 1 when a SW defined stop point (EOS descriptor) reached within a split frame.
— A bit is set to 1 when the unread frame counter (unread frame counter register i (UFCVi) (i = 0 to 4)) reaches the set level for stopping.

46.2.45 Transmit Interrupt Control Register (TIC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TIC register controls the AVB-DMAC transmit interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	TDPE3	TDPE2	TDPE1	TDPE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MFWE	MFUE	TFWE	TFUE	—	—	—	—	FTE3	FTE2	FTE1	FTE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
19	TDPE3	B'0	R/W	Transmit Descriptor Processed interrupt Enable 3 While this bit is 1 an interrupt will be generated when TIS.TDPF3 is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.TDPD3. This bit is set to 1 when writing 1 to TIE.TDPS3. 0: Disabled 1: Enabled
18	TDPE2	B'0	R/W	Transmit Descriptor Processed interrupt Enable 2 While this bit is 1 an interrupt will be generated when TIS.TDPF2 is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.TDPD2. This bit is set to 1 when writing 1 to TIE.TDPS2. 0: Disabled 1: Enabled
17	TDPE1	B'0	R/W	Transmit Descriptor Processed interrupt Enable 1 While this bit is 1 an interrupt will be generated when TIS.TDPF1 is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.TDPD1. This bit is set to 1 when writing 1 to TIE.TDPS1. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
16	TDPE0	B'0	R/W	Transmit Descriptor Processed interrupt Enable 0 While this bit is 1 an interrupt will be generated when TIS.TDPF0 is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.TDPD0. This bit is set to 1 when writing 1 to TIE.TDPS0. 0: Disabled 1: Enabled
15 to 12	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
11	MFWE	B'0	R/W	MAC status FIFO Warning interrupt Enable While this bit is 1 an interrupt will be generated when TIS.MFWF is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.MFWD. This bit is set to 1 when writing 1 to TIE.MFWS. 0: Disabled 1: Enabled
10	MFUE	B'0	R/W	MAC status FIFO Updated interrupt Enable While this bit is 1 an interrupt will be generated when TIS.MFUF is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.MFUD. This bit is set to 1 when writing 1 to TIE.MFUS. 0: Disabled 1: Enabled
9	TFWE	B'0	R/W	Time Stamp FIFO Warning Interrupt Enable When the time-stamp FIFO reaches the warning level while the interrupt is enabled, the interrupt is issued. 0: Disabled 1: Enabled
8	TFUE	B'0	R/W	Time Stamp FIFO Update Interrupt Enable When the time-stamp FIFO is updated while the interrupt is enabled, the interrupt is issued. 0: Disabled 1: Enabled
7 to 4	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
3	FTE3	B'0	R/W	Frame Transmitted interrupt Enable 3 While this bit is 1 an interrupt will be generated when TIS.FTF3 is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.FTD3. This bit is set to 1 when writing 1 to TIE.FTS3. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
2	FTE2	B'0	R/W	Frame Transmitted interrupt Enable 2 While this bit is 1 an interrupt will be generated when TIS.FTF2 is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.FTD2. This bit is set to 1 when writing 1 to TIE.FTS2. 0: Disabled 1: Enabled
1	FTE1	B'0	R/W	Frame Transmitted interrupt Enable 1 While this bit is 1 an interrupt will be generated when TIS.FTF1 is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.FTD1. This bit is set to 1 when writing 1 to TIE.FTS1. 0: Disabled 1: Enabled
0	FTE0	B'0	R/W	Frame Transmitted interrupt Enable 0 While this bit is 1 an interrupt will be generated when TIS.FTF0 is 1. [Changing condition] This bit is set to 0 when writing 1 to TID.FTD0. This bit is set to 1 when writing 1 to TIE.FTS0. 0: Disabled 1: Enabled

46.2.46 Transmit Interrupt Status Register (TIS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TIS register indicates the states of the AVB-DMAC transmit interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	TDPF3	TDPF2	TDPF1	TDPF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MFWF	MFUF	TFWF	TFUF	—	—	—	—	FTF3	FTF2	FTF1	FTF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
19	TDPF3	B’0	R/W	Transmit Descriptor Processed Flag 3 This bit indicates that a descriptor in transmit queue 3 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in transmit queue 3 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
18	TDPF2	B’0	R/W	Transmit Descriptor Processed Flag 2 This bit indicates that a descriptor in transmit queue 2 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in transmit queue 2 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending

Bit	Bit Name	Initial Value	R/W	Description
17	TDPF1	B'0	R/W	Transmit Descriptor Processed Flag 1 This bit indicates that a descriptor in transmit queue 1 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in transmit queue 1 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
16	TDPF0	B'0	R/W	Transmit Descriptor Processed Flag 0 This bit indicates that a descriptor in transmit queue 0 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in transmit queue 0 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
15 to 12	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
11	MFWF	B'0	R/W	E-MAC status FIFO Warning Flag This bit indicates that the warning level of the E-MAC status FIFO (12 out of 16 entries) has been reached. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when TCCR.MFEN is 0. This bit is set to 0 when writing 1 to TCCR.MFR. This bit is set to 1 when a frame with DESCR.MSR has been transmitted by E-MAC and the E-MAC Status FIFO contains already 11 entries (TSR.MFFL is 11). This bit is set to 1 when E-MAC detects an error during transmission and the E-MAC Status FIFO contains already 11 entries (TSR.MFFL is 11). 0: No interrupt pending 1: Tx Status FIFO warning level has been reached

Bit	Bit Name	Initial Value	R/W	Description
10	MFUF	B'0	R/W	E-MAC status FIFO Updated Flag This bit indicates that the E-MAC status FIFO has been updated after the E-MAC has transmitted a frame. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 0 when TCCR.MFEN is 0. This bit is set to 0 when writing 1 to TCCR.MFR. This bit is set to 1 when a frame with DESCR.MSR has been transmitted by E-MAC and TCCR.MFEN is 1. This bit is set to 1 when E-MAC detects an error during transmission and TCCR.MFEN is 1. 0: No interrupt pending 1: Tx Status FIFO has been updated
9	TFWF	B'0	R/W	Time Stamp FIFO Warning Interrupt Status This bit indicates that the transmission time-stamp FIFO has reached the warning level. Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode and when the time stamp FIFO enable bit in the transmit configuration control register (TCCR.TFEN) is 0. — The bit is set to 1 after a frame including DESCR.TSR set has been transmitted and one entry has already been stored in the time-stamp FIFO. 0: The interrupt is not pending. 1: The time-stamp FIFO has reached the warning level.
8	TFUF	B'0	R/W	Time Stamp FIFO Update Interrupt Status This bit indicates that the transmission time-stamp FIFO has been updated. Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode, when the time stamp FIFO enable bit in the transmit configuration control register (TCCR.TFEN) is 0, and when 1 is written to the time stamp FIFO release bit in the transmit configuration control register (TCCR.TFR). — The bit is set to 1 when the time stamp FIFO enable bit (TCCR.TFEN) is 1 after a frame including DESCR.TSR set has been transmitted. 0: The interrupt is not pending. 1: The time-stamp FIFO has been updated.
7 to 4	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
3	FTF3	B'0	R/W	Frame Transmitted Flag 3 This bit indicates that from transmit queue a frame is transmitted by E-MAC. Note: This interrupt flag refers to the end of frame transmission by E-MAC whereas the descriptor interrupt (DIS.DPFi) refers to the end of processing storage element. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a frame from transmit queue 3 has been transmitted by the E-MAC. 0: No interrupt pending 1: Frame transmitted by E-MAC
2	FTF2	B'0	R/W	Frame Transmitted Flag 2 This bit indicates that from transmit queue a frame is transmitted by E-MAC. Note: This interrupt flag refers to the end of frame transmission by E-MAC whereas the descriptor interrupt (DIS.DPFi) refers to the end of processing storage element. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a frame from transmit queue 2 has been transmitted by the E-MAC. 0: No interrupt pending 1: Frame transmitted by E-MAC
1	FTF1	B'0	R/W	Frame Transmitted Flag 1 This bit indicates that from transmit queue a frame is transmitted by E-MAC. Note: This interrupt flag refers to the end of frame transmission by E-MAC whereas the descriptor interrupt (DIS.DPFi) refers to the end of processing storage element. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a frame from transmit queue 1 has been transmitted by the E-MAC. 0: No interrupt pending 1: Frame transmitted by E-MAC
0	FTF0	B'0	R/W	Frame Transmitted Flag 0 This bit indicates that from transmit queue a frame is transmitted by E-MAC. Note: This interrupt flag refers to the end of frame transmission by E-MAC whereas the descriptor interrupt (DIS.DPFi) refers to the end of processing storage element. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a frame from transmit queue 0 has been transmitted by the E-MAC. 0: No interrupt pending 1: Frame transmitted by E-MAC

46.2.47 Interrupt Summary Status Register (ISS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The ISS register gives a summary of the states of AVB-DMAC-related interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DPM15	DPM14	DPM13	DPM12	DPM11	DPM10	DPM9	DPM8	DPM7	DPM6	DPM5	DPM4	DPM3	DPM2	DPM1	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CGIM	RFWM	MFWM	MFUM	TFWM	TFUM	MM	EM	—	—	—	FTM	RWM	FRM
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	DPM15	B'0	R	Descriptor Interrupt 15 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE15) and descriptor interrupt status flag (DIS.DPF15) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
30	DPM14	B'0	R	Descriptor Interrupt 14 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE14) and descriptor interrupt status flag (DIS.DPF14) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
29	DPM13	B'0	R	Descriptor Interrupt 13 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE13) and descriptor interrupt status flag (DIS.DPF13) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
28	DPM12	B'0	R	Descriptor Interrupt 12 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE12) and descriptor interrupt status flag (DIS.DPF12) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
27	DPM11	B'0	R	Descriptor Interrupt 11 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE11) and descriptor interrupt status flag (DIS.DPF11) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.

Bit	Bit Name	Initial Value	R/W	Description
26	DPM10	B'0	R	Descriptor Interrupt 10 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE10) and descriptor interrupt status flag (DIS.DPF10) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
25	DPM9	B'0	R	Descriptor Interrupt 9 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE9) and descriptor interrupt status flag (DIS.DPF9) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
24	DPM8	B'0	R	Descriptor Interrupt 8 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE8) and descriptor interrupt status flag (DIS.DPF8) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
23	DPM7	B'0	R	Descriptor Interrupt 7 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE7) and descriptor interrupt status flag (DIS.DPF7) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
22	DPM6	B'0	R	Descriptor Interrupt 6 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE6) and descriptor interrupt status flag (DIS.DPF6) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
21	DPM5	B'0	R	Descriptor Interrupt 5 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE5) and descriptor interrupt status flag (DIS.DPF5) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
20	DPM4	B'0	R	Descriptor Interrupt 4 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE4) and descriptor interrupt status flag (DIS.DPF4) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
19	DPM3	B'0	R	Descriptor Interrupt 3 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE3) and descriptor interrupt status flag (DIS.DPF3) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.

Bit	Bit Name	Initial Value	R/W	Description
18	DPM2	B'0	R	Descriptor Interrupt 2 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE2) and descriptor interrupt status flag (DIS.DPF2) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
17	DPM1	B'0	R	Descriptor Interrupt 1 Mirror This bit is set to 1 when the given descriptor interrupt enable bit (DIC.DPE1) and descriptor interrupt status flag (DIS.DPF1) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
16 to 14	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.
13	CGIM	B'0	R	gPTP Interrupt Mirror This bit is set to 1 when either interrupt-related bit in the two gPTP-related interrupt registers (GIC and GIS) is 1. 0: The interrupt is not pending. 1: The interrupt is pending.
12	RFWM	B'0	R	Receive FIFO Warning Interrupt Mirror This bit is set to 1 when the receive FIFO warning interrupt enable bit (RIC1.RFWE) and receive FIFO warning interrupt status flag (RIS1.RFWF) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
11	MFWM	B'0	R	E-MAC status FIFO Warning Mirror This bit indicates that TIS.MFWF is 1 and TIC.MFWE is 1. [Changing condition] This bit is updated when TIS.MFWF or TIC.MFWE changes. 0: No interrupt pending 1: E-MAC status FIFO warning interrupt pending
10	MFUM	B'0	R	E-MAC status FIFO Updated Mirror This bit indicates that TIS.MFUF is 1 and TIC.MFUE is 1. [Changing condition] This bit is updated when TIS.MFUF or TIC.MFUE changes. 0: No interrupt pending 1: E-MAC status FIFO updated interrupt pending
9	TFWM	B'0	R	Time Stamp FIFO Warning Interrupt Mirror This bit is set to 1 when the time stamp FIFO warning interrupt enable bit (TIC.TFWE) and time stamp FIFO warning interrupt status flag (TIS.TFWF) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.
8	TFUM	B'0	R	Time Stamp FIFO Update Mirror This bit is set to 1 when the time stamp FIFO update interrupt enable bit (TIC.TFUE) and time stamp FIFO update interrupt status flag (TIS.TFUF) are both 1. 0: The interrupt is not pending. 1: The interrupt is pending.

Bit	Bit Name	Initial Value	R/W	Description
7	MM	B'0	R	E-MAC Interrupt Mirror This bit is set to 1 when an E-MAC interrupt is issued. 0: The interrupt is not pending. 1: The interrupt is pending.
6	EM	B'0	R	Error Interrupt Mirror This bit is set to 1 when an error interrupt is issued (both of a bit in EIS and corresponding to the bit in EIC are 1). 0: The interrupt is not pending. 1: The interrupt is pending.
5 to 3	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.
2	FTM	B'0	R	Frame Transmitted Mirror [Changing condition] This bit is set when any matching pair of TIC.FTEt enable and TIS.FTFt flag are both 1. This bit is set when any matching pair of TIC.TDPEt enable and TIS.TDPFt flag are both 1. 0: No interrupt pending 1: Frame transmitted interrupt pending
1	RWM	B'0	R	Reception Warning Mirror [Changing condition] This bit is set when any matching pair of RIC1.RWEr enable and RIS1.RWFr flag are both 1. 0: No interrupt pending 1: Frame transmitted interrupt pending
0	FRM	B'0	R	Frame Received Mirror [Changing condition] This bit is set when any matching pair of RIC0.FREr enable and RIS0.FRFr flag are both 1. This bit is set when any matching pair of RIC3.RDPEr enable and RIS3.RDPFr flag are both 1. 0: No interrupt pending 1: Frame received interrupt pending

46.2.48 Common Interrupt Enable register (CIE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CIE register is used to control the Common Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	RFFL	RFWL	CL0M	RQFM
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	CTIE	—	—	—	—	—	—	—	CRIE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
19	RFFL	B'0	R/W	Rx-FIFO Full interrupt Line select This bit selects the interrupt line of notification flagged by RIS2.RFFF. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
18	RFWL	B'0	R/W	Rx-FIFO Warning interrupt Line select This bit selects the interrupt line of notification flagged by RIS1.RFWF. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
17	CL0M	B'0	R/W	Common Line 0 Mode This bit controls if all data related interrupts using a common interrupt line or if queue specific interrupt lines for data related interrupts are used. The selected mode has no influence to internal flagging in EthernetAVB-IF register (e.g. ISS). To prevent interrupt notifications on different lines, it is recommended to set all CIE.CTIE, CIE.CRIE, and DIL.DPLi (i = 2 to 15) to 0 when this bit is 0. 0: Use common interrupt line 0 1: Use queue specific interrupt line 0
16	RQFM	B'0	R/W	Reception Queue Full Mode This bit controls if queue full notification is mapped to error interrupt line or to queue data interrupt line. The selected mode has no influence to internal flagging in EthernetAVB-IF register (e.g. ISS). 0: Use for error interrupt line 1: Use for queue specific interrupt line
15 to 9	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
8	CTIE	B'0	R/W	Common Transmit Interrupt Enable This bit controls transmit related interrupt line outputs of EthernetAVB-IF. It has no influence to internal flagging in EthernetAVB-IF register (e.g. ISS). These lines are controlled by this bit: line0_Tx[3:0] -- individual transmit queue interrupts Transmission interrupts mapped on other lines are not influenced. 0: Disabled 1: Enabled
7 to 1	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
0	CRIE	B'0	R/W	Common Receive Interrupt enable This bit controls receive related interrupt line outputs of EthernetAVB-IF. It has no influence to internal flagging in EthernetAVB-IF register (e.g. ISS). These lines are controlled by this bit: line0_Rx[17:0] -- individual receive queue interrupts Receive interrupts mapped on other lines are not influenced. 0: Disabled 1: Enabled

46.2.49 Reception Interrupt Control register 3 (RIC3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIC3 register controls the AVB-DMAC receive descriptor interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RDPE17	RDPE16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RDPE15	RDPE14	RDPE13	RDPE12	RDPE11	RDPE10	RDPE9	RDPE8	RDPE7	RDPE6	RDPE5	RDPE4	RDPE3	RDPE2	RDPE1	RDPE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	RDPE17	B'0	R/W	Receive Descriptor Processed interrupt Enable 17 While this bit is 1 an interrupt will be generated when RIS3.RDPF17 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD17. This bit is set to 1 when writing 1 to RIE3.RDPS17. 0: Disabled 1: Enabled
16	RDPE16	B'0	R/W	Receive Descriptor Processed interrupt Enable 16 While this bit is 1 an interrupt will be generated when RIS3.RDPF16 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD16. This bit is set to 1 when writing 1 to RIE3.RDPS16. 0: Disabled 1: Enabled
15	RDPE15	B'0	R/W	Receive Descriptor Processed interrupt Enable 15 While this bit is 1 an interrupt will be generated when RIS3.RDPF15 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD15. This bit is set to 1 when writing 1 to RIE3.RDPS15. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
14	RDPE14	B'0	R/W	Receive Descriptor Processed interrupt Enable 14 While this bit is 1 an interrupt will be generated when RIS3.RDPF14 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD14. This bit is set to 1 when writing 1 to RIE3.RDPS14. 0: Disabled 1: Enabled
13	RDPE13	B'0	R/W	Receive Descriptor Processed interrupt Enable 13 While this bit is 1 an interrupt will be generated when RIS3.RDPF13 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD13. This bit is set to 1 when writing 1 to RIE3.RDPS13. 0: Disabled 1: Enabled
12	RDPE12	B'0	R/W	Receive Descriptor Processed interrupt Enable 12 While this bit is 1 an interrupt will be generated when RIS3.RDPF12 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD12. This bit is set to 1 when writing 1 to RIE3.RDPS12. 0: Disabled 1: Enabled
11	RDPE11	B'0	R/W	Receive Descriptor Processed interrupt Enable 11 While this bit is 1 an interrupt will be generated when RIS3.RDPF11 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD11. This bit is set to 1 when writing 1 to RIE3.RDPS11. 0: Disabled 1: Enabled
10	RDPE10	B'0	R/W	Receive Descriptor Processed interrupt Enable 10 While this bit is 1 an interrupt will be generated when RIS3.RDPF10 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD10. This bit is set to 1 when writing 1 to RIE3.RDPS10. 0: Disabled 1: Enabled
9	RDPE9	B'0	R/W	Receive Descriptor Processed interrupt Enable 9 While this bit is 1 an interrupt will be generated when RIS3.RDPF9 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD9. This bit is set to 1 when writing 1 to RIE3.RDPS9. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
8	RDPE8	B'0	R/W	Receive Descriptor Processed interrupt Enable 8 While this bit is 1 an interrupt will be generated when RIS3.RDPF8 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD8. This bit is set to 1 when writing 1 to RIE3.RDPS8. 0: Disabled 1: Enabled
7	RDPE7	B'0	R/W	Receive Descriptor Processed interrupt Enable 7 While this bit is 1 an interrupt will be generated when RIS3.RDPF7 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD7. This bit is set to 1 when writing 1 to RIE3.RDPS7. 0: Disabled 1: Enabled
6	RDPE6	B'0	R/W	Receive Descriptor Processed interrupt Enable 6 While this bit is 1 an interrupt will be generated when RIS3.RDPF6 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD6. This bit is set to 1 when writing 1 to RIE3.RDPS6. 0: Disabled 1: Enabled
5	RDPE5	B'0	R/W	Receive Descriptor Processed interrupt Enable 5 While this bit is 1 an interrupt will be generated when RIS3.RDPF5 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD5. This bit is set to 1 when writing 1 to RIE3.RDPS5. 0: Disabled 1: Enabled
4	RDPE4	B'0	R/W	Receive Descriptor Processed interrupt Enable 4 While this bit is 1 an interrupt will be generated when RIS3.RDPF4 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD4. This bit is set to 1 when writing 1 to RIE3.RDPS4. 0: Disabled 1: Enabled
3	RDPE3	B'0	R/W	Receive Descriptor Processed interrupt Enable 3 While this bit is 1 an interrupt will be generated when RIS3.RDPF3 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD3. This bit is set to 1 when writing 1 to RIE3.RDPS3. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
2	RDPE2	B'0	R/W	Receive Descriptor Processed interrupt Enable 2 While this bit is 1 an interrupt will be generated when RIS3.RDPF2 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD2. This bit is set to 1 when writing 1 to RIE3.RDPS2. 0: Disabled 1: Enabled
1	RDPE1	B'0	R/W	Receive Descriptor Processed interrupt Enable 1 While this bit is 1 an interrupt will be generated when RIS3.RDPF1 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD1. This bit is set to 1 when writing 1 to RIE3.RDPS1. 0: Disabled 1: Enabled
0	RDPE0	B'0	R/W	Receive Descriptor Processed interrupt Enable 0 While this bit is 1 an interrupt will be generated when RIS3.RDPF0 is 1. [Changing condition] This bit is set to 0 when writing 1 to RID3.RDPD0. This bit is set to 1 when writing 1 to RIE3.RDPS0. 0: Disabled 1: Enabled

46.2.50 Reception Interrupt Status register 3 (RIS3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIS3 register indicates the states of the AVB-DMAC receive descriptor interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RDPF17	RDPF16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RDPF15	RDPF14	RDPF13	RDPF12	RDPF11	RDPF10	RDPF9	RDPF8	RDPF7	RDPF6	RDPF5	RDPF4	RDPF3	RDPF2	RDPF1	RDPF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	RDPF17	B'0	R/W	Receive Descriptor Processed Flag 17 This bit indicates that a descriptor in reception queue 17 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 17 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
16	RDPF16	B'0	R/W	Receive Descriptor Processed Flag 16 This bit indicates that a descriptor in reception queue 16 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 16 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending

Bit	Bit Name	Initial Value	R/W	Description
15	RDPF15	B'0	R/W	Receive Descriptor Processed Flag 15 This bit indicates that a descriptor in reception queue 15 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 15 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
14	RDPF14	B'0	R/W	Receive Descriptor Processed Flag 14 This bit indicates that a descriptor in reception queue 14 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 14 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
13	RDPF13	B'0	R/W	Receive Descriptor Processed Flag 13 This bit indicates that a descriptor in reception queue 13 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 13 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
12	RDPF12	B'0	R/W	Receive Descriptor Processed Flag 12 This bit indicates that a descriptor in reception queue 12 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 12 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending

Bit	Bit Name	Initial Value	R/W	Description
11	RDPF11	B'0	R/W	Receive Descriptor Processed Flag 11 This bit indicates that a descriptor in reception queue 11 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 11 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
10	RDPF10	B'0	R/W	Receive Descriptor Processed Flag 10 This bit indicates that a descriptor in reception queue 10 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 10 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
9	RDPF9	B'0	R/W	Receive Descriptor Processed Flag 9 This bit indicates that a descriptor in reception queue 9 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 9 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
8	RDPF8	B'0	R/W	Receive Descriptor Processed Flag 8 This bit indicates that a descriptor in reception queue 8 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 8 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending

Bit	Bit Name	Initial Value	R/W	Description
7	RDPF7	B’0	R/W	Receive Descriptor Processed Flag 7 This bit indicates that a descriptor in reception queue 7 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 7 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
6	RDPF6	B’0	R/W	Receive Descriptor Processed Flag 6 This bit indicates that a descriptor in reception queue 6 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 6 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
5	RDPF5	B’0	R/W	Receive Descriptor Processed Flag 5 This bit indicates that a descriptor in reception queue 5 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 5 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
4	RDPF4	B’0	R/W	Receive Descriptor Processed Flag 4 This bit indicates that a descriptor in reception queue 4 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 4 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending

Bit	Bit Name	Initial Value	R/W	Description
3	RDPF3	B’0	R/W	Receive Descriptor Processed Flag 3 This bit indicates that a descriptor in reception queue 3 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 3 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
2	RDPF2	B’0	R/W	Receive Descriptor Processed Flag 2 This bit indicates that a descriptor in reception queue 2 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 2 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
1	RDPF1	B’0	R/W	Receive Descriptor Processed Flag 1 This bit indicates that a descriptor in reception queue 1 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 1 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending
0	RDPF0	B’0	R/W	Receive Descriptor Processed Flag 0 This bit indicates that a descriptor in reception queue 0 has been processed where DESCR.DIE is B'0001. Note: The descriptor with DESCR.DIE is 1, which sets this bit, sets in addition the universal descriptor interrupt DIS.DPF1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode. This bit is set to 1 when a descriptor in reception queue 0 has been processed where DESCR.DIE is 1. 0: No interrupt pending 1: Descriptor interrupt pending

46.2.51 gPTP Configuration Control Register (GCCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GCCR register is used to set and control the gPTP (generalized precision time protocol).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	LI[2:0]			SPC	—	—	PGM
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TCSS[1:0]		—	—	LMTT	LPTC	LTI	LTO	TCR[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	1	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
22 to 20	LI[2:0]	B'000	R/W	Index number of compare unit to be loaded Load Index These bits define the target unit to be updated by GCCR.LPTC. The CPU can only write to these bits if GCCR.LPTC is 0b.
19	SPC	B'0	R/W	Start Periodic Comparison This bit defines if the absolute comparison value or the periodicity value is updated to the value of GPTC.PTCV on GCCR.LPTC request. Periodic comparison starts when updating the periodic comparison value; periodic comparison stops when updating the absolute comparison value. The CPU can only write to these bits if GCCR.LPTC is 0b. 0: Absolute comparison value updated by GCCR.LPTC request 1: Periodic comparison value updated by GCCR.LPTC request
18 to 17	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
16	PGM	B'0	R/W	Pulse Generation Mode This bit configures if the pulse per second signal (AVB_AVTP_PPS) is derived from the gPTP timer value or the corrected gPTP timer value. A pulse is generated when the second part of the selected timer is incremented. See section 46.3.8(3) Pulse per second. The CPU can only write to this bit if CSR.OPS is CONFIG. The CPU should only change this bit if CCC.GAC is 0b or if increment value used by gPTP timer is 0. 0: Pulse per second is related to gPTP timer value 1: Pulse per second is related to corrected gPTP timer value
15 to 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

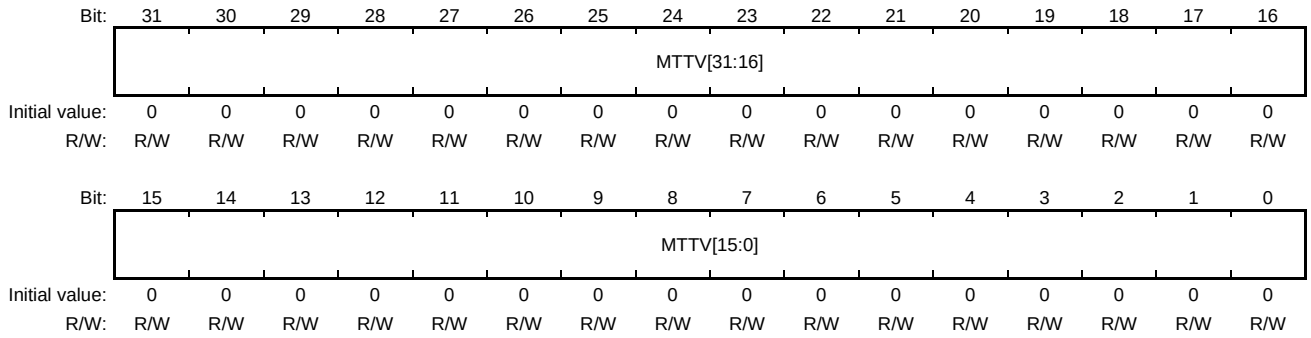
Bit	Bit Name	Initial Value	R/W	Description
9, 8	TCSS[1:0]	B'00	R/W	Timer Capture Source Select These bits select the source used for updating the captured timer register (gPTP timer capture register (GCTi.CTV)). These bits should still be controlled when timer control is not being requested (GCCR.TCR = 0). B'00: gPTP timer value B'01: Adjusted gPTP timer value B'10: AVTP presentation time B'11: Setting prohibited
7, 6	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
5	LMTT	B'1	R/W	Maximum Transit Time Configuration Request This bit issues requests for configuring the gPTP maximum transit time configuration register (GMTT). Only 1 can be written to the bit. [Conditions for Changing] — The bit is set to 1 when the operating mode is not operation mode. — The bit is set to 0 when the value of the gPTP maximum transit time configuration register (GMTT) is loaded. 0: Setting completed 1: When written: Issue a configuration request. When read: Completion of settings is pending.
4	LPTC	B'0	R/W	Presentation Time Compare Value Configuration Request This bit issues requests for configuring the gPTP presentation time comparison register (GPTC). Only 1 can be written to the bit. The CPU cannot write to this bit if CSR.OPS is CONFIG and CCC.GAC is 0. The CPU should not write 1 to this bit when AVTP FIFO of selected compare unit is in use. [Conditions for Changing] — The bit is set to 1 when the operating mode is not operation mode and CCC.GAC is 0b. — The bit is set to 0 when the value of the gPTP presentation time comparison register (GPTC) is loaded. 0: Setting completed 1: When written: Issue a configuration request. When read: Completion of settings is pending.

Bit	Bit Name	Initial Value	R/W	Description
3	LTI	B’1	R/W	Timer Increment Value Configuration Request This bit issues requests for configuring the gPTP timer increment configuration register (GTI). Only 1 can be written to the bit. [Conditions for Changing] — The bit is set to 1 when the operating mode is not operation mode and CCC.GAC is 0b. — The bit is set to 0 when the value of the gPTP timer increment configuration register (GTI) is loaded. 0: Setting completed 1: When written: Issue a configuration request. When read: Completion of settings is pending.
2	LTO	B’1	R/W	Timer Offset Value Configuration Request This bit issues requests for configuring gPTP timer offset configuration register i (GTOi). Only 1 can be written to the bit. [Conditions for Changing] — The bit is set to 1 when the operating mode is not operation mode and CCC.GAC is 0b. — The bit is set to 0 when the value of gPTP timer offset configuration register i (GTOi) is loaded. 0: Setting completed 1: When written: Issue a configuration request. When read: Completion of settings is pending.
1, 0	TCR[1:0]	B’00	R/W	Timer Control Request These bits issue requests for controlling the gPTP timer. The source selection (GCCR.TCSS) can be done by same write access. Writing to the bits is only possible when the current operating mode is operation mode, or if CSR.OPS is CONFIG and CCC.GAC is 1. Do not write to the bit when the gPTP timer clock select bit in the AVB-DMAC mode register is B'00. Write to these bits while GCCR.TCR is B'00 or B'10. The CPU should not write other values than B'11 to these bits if GCCR.TCR is B'10. The CPU should only use continuous capture (B'10) for AVTP presentation time value (GCCR.TCSS is B'10). [Conditions for Changing] — The bits are set to B'00 when the operating mode is not operation mode and CCC.GAC is 0b. — The bits are also set to B'00 on completion of the requested processing. B’00: Timer control is not requested. B’01: gPTP/AVTP presentation time reset B’10: Continuous capture of AVTP to GCTt.CTV B’11: Captures the value set in the TCSS bit.

46.2.52 gPTP Maximum Transit Time Configuration Register (GMTT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GMTT register sets the maximum time for transitions of the gPTP timer.



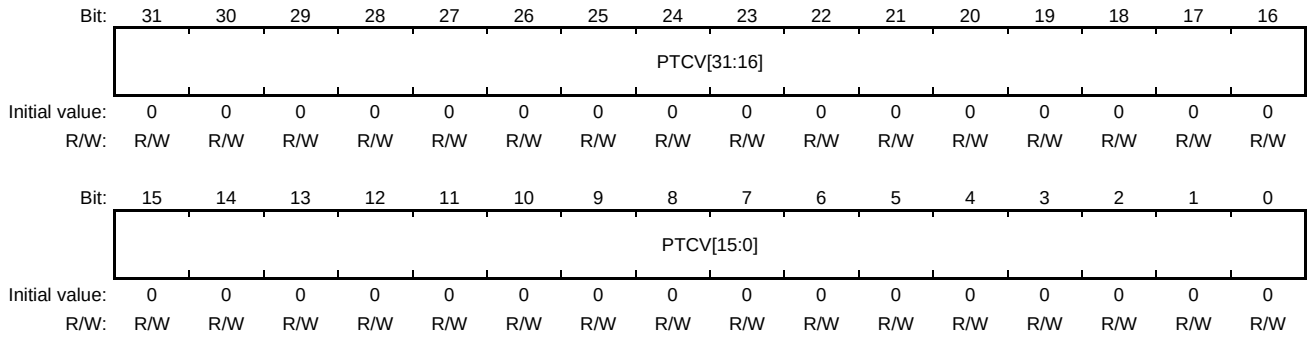
Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MTTV[31:0]	H'0000_0000	R/W	Maximum Transit Time These bits set the maximum transition time for use in calculating AVTP presentation time. Write the desired setting to the bits, then issue the configuration request by setting the maximum transit time configuration request bit in the gPTP configuration control register (GCCR.LMTT) to 1.

Note: Do not write a value to these bits when the operating mode is operation mode or CCC.GAC is 1 and the maximum transit time configuration request bit (GCCR.LMTT) is 1.

46.2.53 gPTP Presentation Time Comparison Register (GPTC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GPTC register sets a value for comparison with presentation times in the gPTP timer.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PTCV[31:0]	H'0000_0000	R/W	Presentation Time Comparison Value These bits set a value for comparison with AVTP timer values to which a maximum transit time is not appended. Write the desired setting to the bits, then issue the configuration request by setting the presentation time comparison value configuration request bit in the gPTP configuration control register (GCCR.LPTC) to 1.

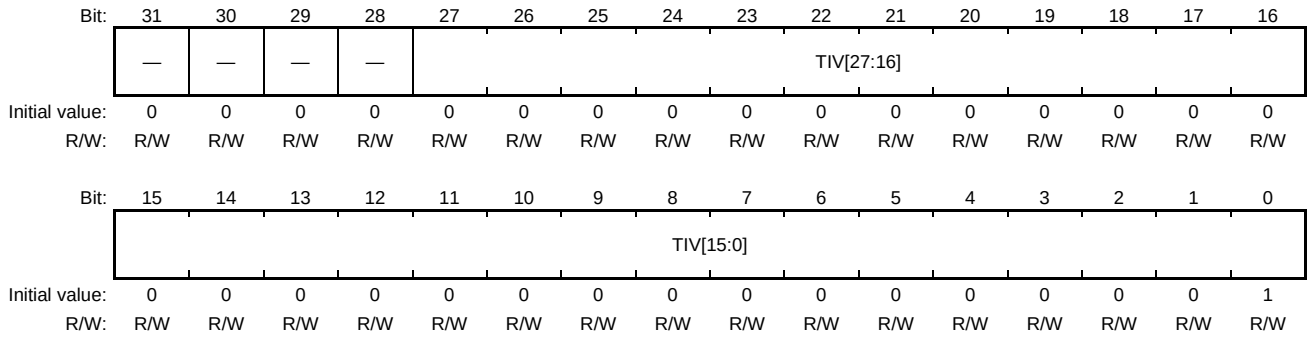
Note: Do not write a value to these bits when the presentation time comparison value configuration request bit (GCCR.LPTC) is 1.

The CPU should only write values in range of 0 to H'3FFF_FFFF to these bits when they are defining the period value of AVTP comparison unit (controlled by GCCR.SPC).

46.2.54 gPTP Timer Increment Configuration Register (GTI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GTI register sets the increment for the gPTP timer.



Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
27 to 0	TIV[27:0]	H'000_0001	R/W	gPTP Timer Increment Value When the gPTP clock select bits in the AVB-DMAC mode register (CCC.CSEL) are selecting a clock signal, these bits set the value by which the timer is incremented each time a cycle of that clock signal elapses. Write the desired setting to the bits, then issue the configuration request by setting the timer increment value configuration request bit in the gPTP configuration control register (GCCR.LTI) to 1.

Note: Do not write a value to these bits when the operating mode is operation mode and CCC.GAC is 1 and the timer increment value configuration request bit (GCCR.LTI) is 1.

Do not write 0 to the bits.

Keep comparison value in the following range

$x \leq comparison\_value \leq 2^{32} - x$

, where x is amount of nanoseconds of the configured increment value in GTI.TIV

The CPU should not program increment values less than H'0010_0000

46.2.55 gPTP timer offset register i (GTOi) (i = 0 to 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GTOi register sets an offset value for the gPTP timer.

The offset value is added to the combination of bits 0 to 31 in GTO0, 32 to 63 in GTO1, and 64 to 79 in GTO2, which together make up the gPTP timer.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TOV[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TOV[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TOV[31:0]	H'0000_0000	R/W	Timer Offset Value This is an 80-bit value consisting of the settings in GTO0.TOV[31:0], GTO1.TOV[63:32], and GTO2.TOV[79:64], and is used to set an offset for adding to the value of the gPTP timer. Write the desired setting to the bits, then issue the configuration request by setting the timer offset value configuration request bit in the gPTP configuration control register (GCCR.LTO) to 1.

Note: Do not write a value to these bits when the operating mode is operation mode and CCC.GAC is 1 and the timer offset value configuration request bit (GCCR.LTO) is 1. Write H'0000 to GTO2.TOV[95:80].

Set a value in the range from 0 to 10^9-1 (H'0000_0000 to H'3B9A_C9FF) in GTOi.TOV[31:0].

46.2.56 gPTP Interrupt Control Register (GIC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GIC register is used to control gPTP-related interrupts.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ATCE15	ATCE14	ATCE13	ATCE12	ATCE11	ATCE10	ATCE9	ATCE8	ATCE7	ATCE6	ATCE5	ATCE4	ATCE3	ATCE2	ATCE1	ATCE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PTME7	PTME6	PTME5	PTME4	PTME3	PTME2	PTME1	PTME0	PTOE	PTCE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ATCE15	B'0	R/W	Avtp Time Captured interrupt Enable 15 While this bit is 1 an interrupt will be generated when GIS.ATCFi15 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD15. This bit is set to 1 when writing 1 to GIE.ATCS15. 0: Disabled 1: Enabled
30	ATCE14	B'0	R/W	Avtp Time Captured interrupt Enable 14 While this bit is 1 an interrupt will be generated when GIS.ATCF14 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD14. This bit is set to 1 when writing 1 to GIE.ATCS14. 0: Disabled 1: Enabled
29	ATCE13	B'0	R/W	Avtp Time Captured interrupt Enable 13 While this bit is 1 an interrupt will be generated when GIS.ATCF13 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD13. This bit is set to 1 when writing 1 to GIE.ATCS13. 0: Disabled 1: Enabled
28	ATCE12	B'0	R/W	Avtp Time Captured interrupt Enable 12 While this bit is 1 an interrupt will be generated when GIS.ATCF12 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD12. This bit is set to 1 when writing 1 to GIE.ATCS12. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
27	ATCE11	B'0	R/W	Avtp Time Captured interrupt Enable 11 While this bit is 1 an interrupt will be generated when GIS.ATCF11 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD11. This bit is set to 1 when writing 1 to GIE.ATCS11. 0: Disabled 1: Enabled
26	ATCE10	B'0	R/W	Avtp Time Captured interrupt Enable 10 While this bit is 1 an interrupt will be generated when GIS.ATCF10 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD10. This bit is set to 1 when writing 1 to GIE.ATCS10. 0: Disabled 1: Enabled
25	ATCE9	B'0	R/W	Avtp Time Captured interrupt Enable 9 While this bit is 1 an interrupt will be generated when GIS.ATCF9 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD9. This bit is set to 1 when writing 1 to GIE.ATCS9. 0: Disabled 1: Enabled
24	ATCE8	B'0	R/W	Avtp Time Captured interrupt Enable 8 While this bit is 1 an interrupt will be generated when GIS.ATCF8 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD8. This bit is set to 1 when writing 1 to GIE.ATCS8. 0: Disabled 1: Enabled
23	ATCE7	B'0	R/W	Avtp Time Captured interrupt Enable 7 While this bit is 1 an interrupt will be generated when GIS.ATCF7 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD7. This bit is set to 1 when writing 1 to GIE.ATCS7. 0: Disabled 1: Enabled
22	ATCE6	B'0	R/W	Avtp Time Captured interrupt Enable 6 While this bit is 1 an interrupt will be generated when GIS.ATCF6 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD6. This bit is set to 1 when writing 1 to GIE.ATCS6. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
21	ATCE5	B'0	R/W	Avtp Time Captured interrupt Enable 5 While this bit is 1 an interrupt will be generated when GIS.ATCF5 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD5. This bit is set to 1 when writing 1 to GIE.ATCS5. 0: Disabled 1: Enabled
20	ATCE4	B'0	R/W	Avtp Time Captured interrupt Enable 4 While this bit is 1 an interrupt will be generated when GIS.ATCF4 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD4. This bit is set to 1 when writing 1 to GIE.ATCS4. 0: Disabled 1: Enabled
19	ATCE3	B'0	R/W	Avtp Time Captured interrupt Enable 3 While this bit is 1 an interrupt will be generated when GIS.ATCF3 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD3. This bit is set to 1 when writing 1 to GIE.ATCS3. 0: Disabled 1: Enabled
18	ATCE2	B'0	R/W	Avtp Time Captured interrupt Enable 2 While this bit is 1 an interrupt will be generated when GIS.ATCF2 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD2. This bit is set to 1 when writing 1 to GIE.ATCS2. 0: Disabled 1: Enabled
17	ATCE1	B'0	R/W	Avtp Time Captured interrupt Enable 1 While this bit is 1 an interrupt will be generated when GIS.ATCF1 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD1. This bit is set to 1 when writing 1 to GIE.ATCS1. 0: Disabled 1: Enabled
16	ATCE0	B'0	R/W	Avtp Time Captured interrupt Enable 0 While this bit is 1 an interrupt will be generated when GIS.ATCF0 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.ATCD0. This bit is set to 1 when writing 1 to GIE.ATCS0. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
15 to 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
9	PTME7	B'0	R/W	Presentation Time Matched interrupt Enable 7 While this bit is 1 an interrupt will be generated when GIS.PTMF7 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTMD7. This bit is set to 1 when writing 1 to GIE.PTMS7. 0: Disabled 1: Enabled
8	PTME6	B'0	R/W	Presentation Time Matched interrupt Enable 6 While this bit is 1 an interrupt will be generated when GIS.PTMF6 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTMD6. This bit is set to 1 when writing 1 to GIE.PTMS6. 0: Disabled 1: Enabled
7	PTME5	B'0	R/W	Presentation Time Matched interrupt Enable 5 While this bit is 1 an interrupt will be generated when GIS.PTMF5 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTMD5. This bit is set to 1 when writing 1 to GIE.PTMS5. 0: Disabled 1: Enabled
6	PTME4	B'0	R/W	Presentation Time Matched interrupt Enable 4 While this bit is 1 an interrupt will be generated when GIS.PTMF4 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTMD4. This bit is set to 1 when writing 1 to GIE.PTMS4. 0: Disabled 1: Enabled
5	PTME3	B'0	R/W	Presentation Time Matched interrupt Enable 3 While this bit is 1 an interrupt will be generated when GIS.PTMF3 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTMD3. This bit is set to 1 when writing 1 to GIE.PTMS3. 0: Disabled 1: Enabled

Bit	Bit Name	Initial Value	R/W	Description
4	PTME2	B'0	R/W	Presentation Time Matched interrupt Enable 2 While this bit is 1 an interrupt will be generated when GIS.PTMF2 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTMD2. This bit is set to 1 when writing 1 to GIE.PTMS2. 0: Disabled 1: Enabled
3	PTME1	B'0	R/W	Presentation Time Matched interrupt Enable 1 While this bit is 1 an interrupt will be generated when GIS.PTMF1 is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTMD1. This bit is set to 1 when writing 1 to GIE.PTMS1. 0: Disabled 1: Enabled
2	PTME0	B'0	R/W	Presentation Time Match Interrupt Enable 0 When this bit is 1, setting of the presentation time match interrupt flag in the gPTP interrupt status register (GIS.PTMF) to 1 leads to generation of that interrupt. [Changing condition] This bit is set to 0 when writing 1 to GID.PTMD0. This bit is set to 1 when writing 1 to GIE.PTMS0. 0: Disabled 1: Enabled
1	PTOE	B'0	R/W	Presentation Time Overrun interrupt Enable While this bit is 1 an interrupt will be generated when GIS.PTOF is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTOD. This bit is set to 1 when writing 1 to GIE.PTOS. 0: Disabled 1: Enabled
0	PTCE	B'0	R/W	Presentation Time Captured interrupt Enable While this bit is 1 an interrupt will be generated when GIS.PTCF is 1. [Changing condition] This bit is set to 0 when writing 1 to GID.PTCD. This bit is set to 1 when writing 1 to GIE.PTCS. 0: Disabled 1: Enabled

46.2.57 gPTP interrupt status register (GIS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GIS register indicates the state of the gPTP-related interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ATCF15	ATCF14	ATCF13	ATCF12	ATCF11	ATCF10	ATCF9	ATCF8	ATCF7	ATCF6	ATCF5	ATCF4	ATCF3	ATCF2	ATCF1	ATCF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PTMF7	PTMF6	PTMF5	PTMF4	PTMF3	PTMF2	PTMF1	PTMF0	PTOF	PTCF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ATCF15	B'0	R/W	Avtp Time Capture Flag 15 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[16] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
30	ATCF14	B'0	R/W	Avtp Time Capture Flag 14 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[15] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
29	ATCF13	B'0	R/W	Avtp Time Capture Flag 13 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[14] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured

Bit	Bit Name	Initial Value	R/W	Description
28	ATCF12	B'0	R/W	Avtp Time Capture Flag 12 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[13] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
27	ATCF11	B'0	R/W	Avtp Time Capture Flag 11 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[12] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
26	ATCF10	B'0	R/W	Avtp Time Capture Flag 10 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[11] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
25	ATCF9	B'0	R/W	Avtp Time Capture Flag 9 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[10] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured

Bit	Bit Name	Initial Value	R/W	Description
24	ATCF8	B'0	R/W	Avtp Time Capture Flag 8 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[9] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
23	ATCF7	B'0	R/W	Avtp Time Capture Flag 7 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[8] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
22	ATCF6	B'0	R/W	Avtp Time Capture Flag 6 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[7] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
21	ATCF5	B'0	R/W	Avtp Time Capture Flag 5 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[6] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured

Bit	Bit Name	Initial Value	R/W	Description
20	ATCF4	B'0	R/W	Avtp Time Capture Flag 4 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[5] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
19	ATCF3	B'0	R/W	Avtp Time Capture Flag 3 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[4] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
18	ATCF2	B'0	R/W	Avtp Time Capture Flag 2 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[3] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
17	ATCF1	B'0	R/W	Avtp Time Capture Flag 1 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[2] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured

Bit	Bit Name	Initial Value	R/W	Description
16	ATCF0	B'0	R/W	Avtp Time Capture Flag 0 This bit indicates that the AVTP time has been captured based on external capture event (rising edge of avb_pt_capture[1] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: AVTP time captured
15 to 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
9	PTMF7	B'0	R/W	Presentation Time Matched Flag 7 This bit indicates that the AVTP timer value has matched the configured comparison value of AVTP comparator 7. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when the AVTP timer value reaches or exceeds the comparison value of AVTP comparator 7. 0: No interrupt pending 1: Presentation time exceeded
8	PTMF6	B'0	R/W	Presentation Time Matched Flag 6 This bit indicates that the AVTP timer value has matched the configured comparison value of AVTP comparator 6. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when the AVTP timer value reaches or exceeds the comparison value of AVTP comparator 6. 0: No interrupt pending 1: Presentation time exceeded
7	PTMF5	B'0	R/W	Presentation Time Matched Flag 5 This bit indicates that the AVTP timer value has matched the configured comparison value of AVTP comparator 5. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when the AVTP timer value reaches or exceeds the comparison value of AVTP comparator 5. 0: No interrupt pending 1: Presentation time exceeded

Bit	Bit Name	Initial Value	R/W	Description
6	PTMF4	B'0	R/W	Presentation Time Matched Flag 4 This bit indicates that the AVTP timer value has matched the configured comparison value of AVTP comparator 4. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when the AVTP timer value reaches or exceeds the comparison value of AVTP comparator 4. 0: No interrupt pending 1: Presentation time exceeded
5	PTMF3	B'0	R/W	Presentation Time Matched Flag 3 This bit indicates that the AVTP timer value has matched the configured comparison value of AVTP comparator 3. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when the AVTP timer value reaches or exceeds the comparison value of AVTP comparator 3. 0: No interrupt pending 1: Presentation time exceeded
4	PTMF2	B'0	R/W	Presentation Time Matched Flag 2 This bit indicates that the AVTP timer value has matched the configured comparison value of AVTP comparator 2. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when the AVTP timer value reaches or exceeds the comparison value of AVTP comparator 2. 0: No interrupt pending 1: Presentation time exceeded
3	PTMF1	B'0	R/W	Presentation Time Matched Flag 1 This bit indicates that the AVTP timer value has matched the configured comparison value of AVTP comparator 1. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when the AVTP timer value reaches or exceeds the comparison value of AVTP comparator 1. 0: No interrupt pending 1: Presentation time exceeded

Bit	Bit Name	Initial Value	R/W	Description
2	PTMF0	B'0	R/W	Presentation Time Match Interrupt Flag 0 This bit indicates that the value of the AVTP timer exceeds the value of the gPTP presentation time comparison register (GPTC). Only 0 can be written to the bit. [Conditions for Changing] — The bit is set to 0 when the operating mode is not operation mode. — The bit is set to 1 when the AVTP timer value is greater than or equal to the value of the gPTP presentation time comparison register (GPTC). 0: The interrupt is not pending. 1: The interrupt is pending.
1	PTOF	B'0	R/W	Presentation Time Overrun Flag This bit indicates that an external capture event (rising edge of avb_pt_capture[0] signal) has occurred before the last captured value was processed by CPU. The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger while GIS.PTCF is 1. 0: No interrupt pending 1: Presentation time overrun
0	PTCF	B'0	R/W	Presentation Time Capture Flag This bit indicates that the AVTP presentation time has been captured based on external capture event (rising edge of avb_pt_capture[0] signal). The CPU can only write 0 to this bit. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 1 when EthernetAVB-IF gets an external capture trigger. 0: No interrupt pending 1: Presentation time captured

46.2.58 gPTP Captured Presentation Time register (GCPT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GCPT registers that captured presentation the gPTP timer value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CPTV[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CPTV[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CPTV[31:0]	H'0000_0000	R	Captured Presentation Time Value These bits represents the captured AVTP presentation time (with Max Transit Time added) due to HW trigger. The CPU should not read these bits when GIS.PTCF is 0. [Changing condition] These bits are updated with the current AVTP presentation time when an external capture trigger (avb_pt_capture[0]) occurs and GIS.PTCF is 0. *Note for verification: These bits are set to 0 when leaving OPERATION mode and CCC.GAC is 0.*

46.2.59 gPTP Timer Capture Register i (GCTi) (i = 0 to 2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GCTi registers form an 80-bit register that captures the gPTP timer value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CTV[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CTV[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CTV[31:0]	H'0000_0000	R/W	gPTP Timer Capture Value These 80 bits consist of GCT0.CTV[31:0], GCT1.CTV[63:32 and GCT2.CTV[79:64], which together indicate captured timer values. When B'00 (value of the gPTP timer) or B'01 (adjusted gPTP timer value) is selected by the timer capture source select bits in the gPTP configuration control register, the corresponding 80-bit values are stored in these bits. When B'10 (AVTP presentation time) is selected by the timer capture source select bit, the corresponding 32-bit values are stored in these bits. In case of continuous update (GCCR.TCR is B'10) CPU should only use 32 bit read access to get consistent value. Actual writing of the timer value specified by the timer capture source select bits (GCCR.TCSS) proceeds when B'11 (timer capture request) is written to the timer control request bits in the gPTP configuration control register (GCCR.TCR). Do not read the value while the value of the timer control request bits (GCCR.TCR) is B'11, because this indicates that storage is still in progress. *Note for verification: These bits are set to 0 when leaving OPERATION mode and CCC.GAC is 0.*

46.2.60 gPTP Status Register (GSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GSR register indicates the state of the gPTP.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	AFU3	AFU2	AFU1	AFU0	AFFL3[3:0]				AFFL2[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AFFL1[3:0]				AFFL0[3:0]				PCM7	PCM6	PCM5	PCM4	PCM3	PCM2	PCM1	PCM0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
27	AFU3	B’0	R	Avtp Fifo Update 3 This bit indicates an ongoing update of the AVTP-FIFO of compare unit 3. When this bit is 0, the AVTP-FIFO is able to process adding new values. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when AVTP compare value is added to the AVTP-FIFO. This bit is set to 1 when CPU writes a new value to GPTF3.PTFV and GSR.AFFL3 is not 15. 0: No update of AVTP FIFO pending 1: Update of AVTP FIFO with value from GPTF3.PTFV is ongoing
26	AFU2	B’0	R	Avtp Fifo Update 2 This bit indicates an ongoing update of the AVTP-FIFO of compare unit 2. When this bit is 0, the AVTP-FIFO is able to process adding new values. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when AVTP compare value is added to the AVTP-FIFO. This bit is set to 1 when CPU writes a new value to GPTF2.PTFV and GSR.AFFL2 is not 15. 0: No update of AVTP FIFO pending 1: Update of AVTP FIFO with value from GPTF2.PTFV is ongoing

Bit	Bit Name	Initial Value	R/W	Description
25	AFU1	B'0	R	Avtp Fifo Update 1 This bit indicates an ongoing update of the AVTP-FIFO of compare unit 1. When this bit is 0, the AVTP-FIFO is able to process adding new values. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when AVTP compare value is added to the AVTP-FIFO. This bit is set to 1 when CPU writes a new value to GPTF1.PTFV and GSR.AFFL1 is not 15. 0: No update of AVTP FIFO pending 1: Update of AVTP FIFO with value from GPTF1.PTFV is ongoing
24	AFU0	B'0	R	Avtp Fifo Update 0 This bit indicates an ongoing update of the AVTP-FIFO of compare unit 0. When this bit is 0, the AVTP-FIFO is able to process adding new values. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when AVTP compare value is added to the AVTP-FIFO. This bit is set to 1 when CPU writes a new value to GPTF0.PTFV and GSR.AFFL0 is not 15. 0: No update of AVTP FIFO pending 1: Update of AVTP FIFO with value from GPTF0.PTFV is ongoing
23 to 20	AFFL3[3:0]	H'0	R	FIFO fill level of AVTP compare unit 3 These bits indicate the number of AVTP timestamps pending in AVTP-FIFO of compare unit 3. The timestamps are provided by CPU and taken by compare unit when no comparison on AVTP comparator 3 is active. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This value is incremented when a new value is added to AVTP-FIFO (GSR.AFU3 changes to 0). This value is decremented when a timestamp value from FIFO has been loaded to the AVTP comparator.
19 to 16	AFFL2[3:0]	H'0	R	FIFO fill level of AVTP compare unit 2 These bits indicate the number of AVTP timestamps pending in AVTP-FIFO of compare unit 2. The timestamps are provided by CPU and taken by compare unit when no comparison on AVTP comparator 2 is active. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This value is incremented when a new value is added to AVTP-FIFO (GSR.AFU2 changes to 0). This value is decremented when a timestamp value from FIFO has been loaded to the AVTP comparator.

Bit	Bit Name	Initial Value	R/W	Description
15 to 12	AFFL1[3:0]	H'0	R	FIFO fill level of AVTP compare unit 1 These bits indicate the number of AVTP timestamps pending in AVTP-FIFO of compare unit 1. The timestamps are provided by CPU and taken by compare unit when no comparison on AVTP comparator 1 is active. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This value is incremented when a new value is added to AVTP-FIFO (GSR.AFU1 changes to 0). This value is decremented when a timestamp value from FIFO has been loaded to the AVTP comparator.
11 to 8	AFFL0[3:0]	H'0	R	FIFO fill level of AVTP compare unit 0 These bits indicate the number of AVTP timestamps pending in AVTP-FIFO of compare unit 0. The timestamps are provided by CPU and taken by compare unit when no comparison on AVTP comparator 0 is active. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This value is incremented when a new value is added to AVTP-FIFO (GSR.AFU0 changes to 0). This value is decremented when a timestamp value from FIFO has been loaded to the AVTP comparator.
7	PCM7	B'0	R	Periodic Comparison Mode 7 This bit indicates if single shot or periodic comparison mode is active on AVTP comparator unit 7. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when the last match has happened after CPU has requested entering single shot mode. This bit is set to 1 when loading a period value for the AVTP comparator. 0: Single shot comparison 1: Periodic comparison
6	PCM6	B'0	R	Periodic Comparison Mode 6 This bit indicates if single shot or periodic comparison mode is active on AVTP comparator unit 6. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when the last match has happened after CPU has requested entering single shot mode. This bit is set to 1 when loading a period value for the AVTP comparator. 0: Single shot comparison 1: Periodic comparison

Bit	Bit Name	Initial Value	R/W	Description
5	PCM5	B'0	R	Periodic Comparison Mode 5 This bit indicates if single shot or periodic comparison mode is active on AVTP comparator unit 5. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when the last match has happened after CPU has requested entering single shot mode. This bit is set to 1 when loading a period value for the AVTP comparator. 0: Single shot comparison 1: Periodic comparison
4	PCM4	B'0	R	Periodic Comparison Mode 4 This bit indicates if single shot or periodic comparison mode is active on AVTP comparator unit 4. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when the last match has happened after CPU has requested entering single shot mode. This bit is set to 1 when loading a period value for the AVTP comparator. 0: Single shot comparison 1: Periodic comparison
3	PCM3	B'0	R	Periodic Comparison Mode 3 This bit indicates if single shot or periodic comparison mode is active on AVTP comparator unit 3. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when the last match has happened after CPU has requested entering single shot mode. This bit is set to 1 when loading a period value for the AVTP comparator. 0: Single shot comparison 1: Periodic comparison
2	PCM2	B'0	R	Periodic Comparison Mode 2 This bit indicates if single shot or periodic comparison mode is active on AVTP comparator unit 2. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when the last match has happened after CPU has requested entering single shot mode. This bit is set to 1 when loading a period value for the AVTP comparator. 0: Single shot comparison 1: Periodic comparison

Bit	Bit Name	Initial Value	R/W	Description
1	PCM1	B'0	R	Periodic Comparison Mode 1 This bit indicates if single shot or periodic comparison mode is active on AVTP comparator unit 1. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when the last match has happened after CPU has requested entering single shot mode. This bit is set to 1 when loading a period value for the AVTP comparator. 0: Single shot comparison 1: Periodic comparison
0	PCM0	B'0	R	Periodic Comparison Mode 0 This bit indicates if single shot or periodic comparison mode is active on AVTP comparator unit 0. [Changing condition] This bit is set to 0 when leaving OPERATION mode and CCC.GAC is 0. This bit is set to 0 when the last match has happened after CPU has requested entering single shot mode. This bit is set to 1 when loading a period value for the AVTP comparator. 0: Single shot comparison 1: Periodic comparison

46.2.61 gPTP Interrupt Enable register (GIE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GIE register is used to control the gPTP Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ATCS15	ATCS14	ATCS13	ATCS12	ATCS11	ATCS10	ATCS9	ATCS8	ATCS7	ATCS6	ATCS5	ATCS4	ATCS3	ATCS2	ATCS1	ATCS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PTMS7	PTMS6	PTMS5	PTMS4	PTMS3	PTMS2	PTMS1	PTMS0	PTOS	PTCS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ATCS15	B'0	R/W	Avtp Time Captured interrupt Set 15 This bit supports interrupt enable. It controls set of GIC.ATCE15. This bit is always read as 0. 0: No change of GIC.ATCE15 1: Set GIC.ATCE15 to 1
30	ATCS14	B'0	R/W	Avtp Time Captured interrupt Set 14 This bit supports interrupt enable. It controls set of GIC.ATCE14. This bit is always read as 0. 0: No change of GIC.ATCE14 1: Set GIC.ATCE14 to 1
29	ATCS13	B'0	R/W	Avtp Time Captured interrupt Set 13 This bit supports interrupt enable. It controls set of GIC.ATCE13. This bit is always read as 0. 0: No change of GIC.ATCE13 1: Set GIC.ATCE13 to 1
28	ATCS12	B'0	R/W	Avtp Time Captured interrupt Set 12 This bit supports interrupt enable. It controls set of GIC.ATCE12. This bit is always read as 0. 0: No change of GIC.ATCE12 1: Set GIC.ATCE12 to 1
27	ATCS11	B'0	R/W	Avtp Time Captured interrupt Set 11 This bit supports interrupt enable. It controls set of GIC.ATCE11. This bit is always read as . 0: No change of GIC.ATCE11 1: Set GIC.ATCE11 to 1
26	ATCS10	B'0	R/W	Avtp Time Captured interrupt Set 10 This bit supports interrupt enable. It controls set of GIC.ATCE10. This bit is always read as 0. 0: No change of GIC.ATCE10 1: Set GIC.ATCE10 to 1

Bit	Bit Name	Initial Value	R/W	Description
25	ATCS9	B'0	R/W	Avtp Time Captured interrupt Set 9 This bit supports interrupt enable. It controls set of GIC.ATCE9. This bit is always read as 0. 0: No change of GIC.ATCE9 1: Set GIC.ATCE9 to 1
24	ATCS8	B'0	R/W	Avtp Time Captured interrupt Set 8 This bit supports interrupt enable. It controls set of GIC.ATCE8. This bit is always read as 0. 0: No change of GIC.ATCE8 1: Set GIC.ATCE8 to 1
23	ATCS7	B'0	R/W	Avtp Time Captured interrupt Set 7 This bit supports interrupt enable. It controls set of GIC.ATCE7. This bit is always read as 0. 0: No change of GIC.ATCE7 1: Set GIC.ATCE7 to 1
22	ATCS6	B'0	R/W	Avtp Time Captured interrupt Set 6 This bit supports interrupt enable. It controls set of GIC.ATCE6. This bit is always read as 0. 0: No change of GIC.ATCE6 1: Set GIC.ATCE6 to 1
21	ATCS5	B'0	R/W	Avtp Time Captured interrupt Set 5 This bit supports interrupt enable. It controls set of GIC.ATCE5. This bit is always read as 0. 0: No change of GIC.ATCE5 1: Set GIC.ATCE5 to 1
20	ATCS4	B'0	R/W	Avtp Time Captured interrupt Set 4 This bit supports interrupt enable. It controls set of GIC.ATCE4. This bit is always read as 0. 0: No change of GIC.ATCE4 1: Set GIC.ATCE4 to 1
19	ATCS3	B'0	R/W	Avtp Time Captured interrupt Set 3 This bit supports interrupt enable. It controls set of GIC.ATCE3. This bit is always read as 0. 0: No change of GIC.ATCE3 1: Set GIC.ATCE3 to 1
18	ATCS2	B'0	R/W	Avtp Time Captured interrupt Set 2 This bit supports interrupt enable. It controls set of GIC.ATCE2. This bit is always read as 0. 0: No change of GIC.ATCE2 1: Set GIC.ATCE2 to 1
17	ATCS1	B'0	R/W	Avtp Time Captured interrupt Set 1 This bit supports interrupt enable. It controls set of GIC.ATCE1. This bit is always read as 0. 0: No change of GIC.ATCE1 1: Set GIC.ATCE1 to 1

Bit	Bit Name	Initial Value	R/W	Description
16	ATCS0	B'0	R/W	Avtp Time Captured interrupt Set 0 This bit supports interrupt enable. It controls set of GIC.ATCE0. This bit is always read as 0. 0: No change of GIC.ATCE0 1: Set GIC.ATCE0 to 1
15 to 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
9	PTMS7	B'0	R/W	Presentation Time Matched interrupt Set 7 This bit supports interrupt enable. It controls set of GIC.PTME7. This bit is always read as 0. 0: No change of GIC.PTME7 1: Set GIC.PTME7 to 1
8	PTMS6	B'0	R/W	Presentation Time Matched interrupt Set 6 This bit supports interrupt enable. It controls set of GIC.PTME6. This bit is always read as 0. 0: No change of GIC.PTME6 1: Set GIC.PTME6 to 1
7	PTMS5	B'0	R/W	Presentation Time Matched interrupt Set 5 This bit supports interrupt enable. It controls set of GIC.PTME5. This bit is always read as 0. 0: No change of GIC.PTME5 1: Set GIC.PTME5 to 1
6	PTMS4	B'0	R/W	Presentation Time Matched interrupt Set 4 This bit supports interrupt enable. It controls set of GIC.PTME4. This bit is always read as 0. 0: No change of GIC.PTME4 1: Set GIC.PTME4 to 1
5	PTMS3	B'0	R/W	Presentation Time Matched interrupt Set 3 This bit supports interrupt enable. It controls set of GIC.PTME3. This bit is always read as 0. 0: No change of GIC.PTME3 1: Set GIC.PTME3 to 1
4	PTMS2	B'0	R/W	Presentation Time Matched interrupt Set 2 This bit supports interrupt enable. It controls set of GIC.PTME2. This bit is always read as 0. 0: No change of GIC.PTME2 1: Set GIC.PTME2 to 1
3	PTMS1	B'0	R/W	Presentation Time Matched interrupt Set 1 This bit supports interrupt enable. It controls set of GIC.PTME1. This bit is always read as 0. 0: No change of GIC.PTME1 1: Set GIC.PTME1 to 1
2	PTMS0	B'0	R/W	Presentation Time Matched interrupt Set 0 This bit supports interrupt enable. It controls set of GIC.PTME0. This bit is always read as 0. 0: No change of GIC.PTME0 1: Set GIC.PTME0 to 1

Bit	Bit Name	Initial Value	R/W	Description
1	PTOS	B'0	R/W	Presentation Time Overrun interrupt Set This bit supports interrupt enable. It controls set of GIC.PTOE. This bit is always read as 0. 0: No change of GIC.PTOE 1: Set GIC.PTOE to 1
0	PTCS	B'0	R/W	Presentation Time Captured interrupt Set This bit supports interrupt enable. It controls set of GIC.PTCE. This bit is always read as 0. 0: No change of GIC.PTCE 1: Set GIC.PTCE to 1

46.2.62 gPTP Interrupt Disable register (GID)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GID register is used to control the gPTP Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ATCD15	ATCD14	ATCD13	ATCD12	ATCD11	ATCD10	ATCD9	ATCD8	ATCD7	ATCD6	ATCD5	ATCD4	ATCD3	ATCD2	ATCD1	ATCD0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PTMD7	PTMD6	PTMD5	PTMD4	PTMD3	PTMD2	PTMD1	PTMD0	PTOD	PTCD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ATCD15	B'0	R/W	Avtp Time Captured interrupt Disable 15 This bit supports interrupt enable. It controls set of GIC.ATCE15. This bit is always read as 0. 0: No change of GIC.ATCE15 1: Set GIC.ATCE15 to 0
30	ATCD14	B'0	R/W	Avtp Time Captured interrupt Disable 14 This bit supports interrupt enable. It controls set of GIC.ATCE14. This bit is always read as 0. 0: No change of GIC.ATCE14 1: Set GIC.ATCE14 to 0
29	ATCD13	B'0	R/W	Avtp Time Captured interrupt Disable 13 This bit supports interrupt enable. It controls set of GIC.ATCE13. This bit is always read as 0. 0: No change of GIC.ATCE13 1: Set GIC.ATCE13 to 0
28	ATCD12	B'0	R/W	Avtp Time Captured interrupt Disable 12 This bit supports interrupt enable. It controls set of GIC.ATCE12. This bit is always read as 0. 0: No change of GIC.ATCE12 1: Set GIC.ATCE12 to 0
27	ATCD11	B'0	R/W	Avtp Time Captured interrupt Disable 11 This bit supports interrupt enable. It controls set of GIC.ATCE11. This bit is always read as 0. 0: No change of GIC.ATCE11 1: Set GIC.ATCE11 to 0
26	ATCD10	B'0	R/W	Avtp Time Captured interrupt Disable 10 This bit supports interrupt enable. It controls set of GIC.ATCE10. This bit is always read as 0. 0: No change of GIC.ATCE10 1: Set GIC.ATCE10 to 0

Bit	Bit Name	Initial Value	R/W	Description
25	ATCD9	B'0	R/W	Avtp Time Captured interrupt Disable 9 This bit supports interrupt enable. It controls set of GIC.ATCE9. This bit is always read as 0. 0: No change of GIC.ATCE9 1: Set GIC.ATCE9 to 0
24	ATCD8	B'0	R/W	Avtp Time Captured interrupt Disable 8 This bit supports interrupt enable. It controls set of GIC.ATCE8. This bit is always read as 0. 0: No change of GIC.ATCE8 1: Set GIC.ATCE8 to 0
23	ATCD7	B'0	R/W	Avtp Time Captured interrupt Disable 7 This bit supports interrupt enable. It controls set of GIC.ATCE7. This bit is always read as 0. 0: No change of GIC.ATCE7 1: Set GIC.ATCE7 to 0
22	ATCD6	B'0	R/W	Avtp Time Captured interrupt Disable 6 This bit supports interrupt enable. It controls set of GIC.ATCE6. This bit is always read as 0. 0: No change of GIC.ATCE6 1: Set GIC.ATCE6 to 0
21	ATCD5	B'0	R/W	Avtp Time Captured interrupt Disable 5 This bit supports interrupt enable. It controls set of GIC.ATCE5. This bit is always read as 0. 0: No change of GIC.ATCE5 1: Set GIC.ATCE5 to 0
20	ATCD4	B'0	R/W	Avtp Time Captured interrupt Disable 4 This bit supports interrupt enable. It controls set of GIC.ATCE4. This bit is always read as 0. 0: No change of GIC.ATCE4 1: Set GIC.ATCE4 to 0
19	ATCD3	B'0	R/W	Avtp Time Captured interrupt Disable 3 This bit supports interrupt enable. It controls set of GIC.ATCE3. This bit is always read as 0. 0: No change of GIC.ATCE3 1: Set GIC.ATCE3 to 0
18	ATCD2	B'0	R/W	Avtp Time Captured interrupt Disable 2 This bit supports interrupt enable. It controls set of GIC.ATCE2. This bit is always read as 0. 0: No change of GIC.ATCE2 1: Set GIC.ATCE2 to 0
17	ATCD1	B'0	R/W	Avtp Time Captured interrupt Disable 1 This bit supports interrupt enable. It controls set of GIC.ATCE1. This bit is always read as 0. 0: No change of GIC.ATCE1 1: Set GIC.ATCE1 to 0

Bit	Bit Name	Initial Value	R/W	Description
16	ATCD0	B'0	R/W	Avtp Time Captured interrupt Disable 0 This bit supports interrupt enable. It controls set of GIC.ATCE0. This bit is always read as 0. 0: No change of GIC.ATCE0 1: Set GIC.ATCE0 to 0
15 to 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
9	PTMD7	B'0	R/W	Presentation Time Matched interrupt Disable 7 This bit supports interrupt enable. It controls set of GIC.PTME7. This bit is always read as 0. 0: No change of GIC.PTME7 1: Set GIC.PTME7 to 0
8	PTMD6	B'0	R/W	Presentation Time Matched interrupt Disable 6 This bit supports interrupt enable. It controls set of GIC.PTME6. This bit is always read as 0. 0: No change of GIC.PTME6 1: Set GIC.PTME6 to 0
7	PTMD5	B'0	R/W	Presentation Time Matched interrupt Disable 5 This bit supports interrupt enable. It controls set of GIC.PTME5. This bit is always read as 0. 0: No change of GIC.PTME5 1: Set GIC.PTME5 to 0
6	PTMD4	B'0	R/W	Presentation Time Matched interrupt Disable 4 This bit supports interrupt enable. It controls set of GIC.PTME4. This bit is always read as 0. 0: No change of GIC.PTME4 1: Set GIC.PTME4 to 0
5	PTMD3	B'0	R/W	Presentation Time Matched interrupt Disable 3 This bit supports interrupt enable. It controls set of GIC.PTME3. This bit is always read as 0. 0: No change of GIC.PTME3 1: Set GIC.PTME3 to 0
4	PTMD2	B'0	R/W	Presentation Time Matched interrupt Disable 2 This bit supports interrupt enable. It controls set of GIC.PTME2. This bit is always read as 0. 0: No change of GIC.PTME2 1: Set GIC.PTME2 to 0
3	PTMD1	B'0	R/W	Presentation Time Matched interrupt Disable 1 This bit supports interrupt enable. It controls set of GIC.PTME1. This bit is always read as 0. 0: No change of GIC.PTME1 1: Set GIC.PTME1 to 0
2	PTMD0	B'0	R/W	Presentation Time Matched interrupt Disable 0 This bit supports interrupt enable. It controls set of GIC.PTME0. This bit is always read as 0. 0: No change of GIC.PTME0 1: Set GIC.PTME0 to 0

Bit	Bit Name	Initial Value	R/W	Description
1	PTOD	B'0	R/W	Presentation Time Overrun interrupt Disable This bit supports interrupt enable. It controls set of GIC.PTOE. This bit is always read as 0. 0: No change of GIC.PTOE 1: Set GIC.PTOE to 0
0	PTCD	B'0	R/W	Presentation Time Captured interrupt Disable This bit supports interrupt enable. It controls set of GIC.PTCE. This bit is always read as 0. 0: No change of GIC.PTCE 1: Set GIC.PTCE to 0

46.2.63 gPTP Interrupt Line selection register (GIL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GIL register is used to control the gPTP Interrupt line.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ATCL15	ATCL14	ATCL13	ATCL12	ATCL11	ATCL10	ATCL9	ATCL8	ATCL7	ATCL6	ATCL5	ATCL4	ATCL3	ATCL2	ATCL1	ATCL0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PTML7	PTML6	PTML5	PTML4	PTML3	PTML2	PTML1	PTML0	PTOL	PTCL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ATCL15	B’0	R/W	Avtp Time Captured interrupt Line select 15 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
30	ATCL14	B’0	R/W	Avtp Time Captured interrupt Line select 14 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
29	ATCL13	B’0	R/W	Avtp Time Captured interrupt Line select 13 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
28	ATCL12	B’0	R/W	Avtp Time Captured interrupt Line select 12 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
27	ATCL11	B’0	R/W	Avtp Time Captured interrupt Line select 11 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
26	ATCL10	B’0	R/W	Avtp Time Captured interrupt Line select 10 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification

Bit	Bit Name	Initial Value	R/W	Description
25	ATCL9	B'0	R/W	Avtp Time Captured interrupt Line select 9 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
24	ATCL8	B'0	R/W	Avtp Time Captured interrupt Line select 8 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
23	ATCL7	B'0	R/W	Avtp Time Captured interrupt Line select 7 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
22	ATCL6	B'0	R/W	Avtp Time Captured interrupt Line select 6 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
21	ATCL5	B'0	R/W	Avtp Time Captured interrupt Line select 5 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
20	ATCL4	B'0	R/W	Avtp Time Captured interrupt Line select 4 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
19	ATCL3	B'0	R/W	Avtp Time Captured interrupt Line select 3 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
18	ATCL2	B'0	R/W	Avtp Time Captured interrupt Line select 2 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
17	ATCL1	B'0	R/W	Avtp Time Captured interrupt Line select 1 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification

Bit	Bit Name	Initial Value	R/W	Description
16	ATCL0	B'0	R/W	Avtp Time Captured interrupt Line select 0 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
15 to 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
9	PTML7	B'0	R/W	Presentation Time Matched interrupt Line select 7 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
8	PTML6	B'0	R/W	Presentation Time Matched interrupt Line select 6 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
7	PTML5	B'0	R/W	Presentation Time Matched interrupt Line select 5 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
6	PTML4	B'0	R/W	Presentation Time Matched interrupt Line select 4 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
5	PTML3	B'0	R/W	Presentation Time Matched interrupt Line select 3 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
4	PTML2	B'0	R/W	Presentation Time Matched interrupt Line select 2 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
3	PTML1	B'0	R/W	Presentation Time Matched interrupt Line select 1 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
2	PTML0	B'0	R/W	Presentation Time Matched interrupt Line select 0 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification

Bit	Bit Name	Initial Value	R/W	Description
1	PTOL	B'0	R/W	Presentation Time Overrun interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
0	PTCL	B'0	R/W	Presentation Time Captured interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification

46.2.64 gPTP Avtp Capture Prescaler register (GACP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GACP register is used to control the gPTP Capture Prescaler.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	ACPN[3:0]				ACPV[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
11 to 8	ACPN[3:0]	H'0	R/W	Prescaler unit number to be configured Avtp Capture Prescaler unit Number These bits define the number i of AVTP capture unit where the prescaler value should be updated. These bits are always read as 0. The CPU can only write to these bits when CSR.OPS is OPERATION. The CPU can only write to these bits when CSR.OPS is CONFIG and CCC.GAC is 1.
7 to 0	ACPV[7:0]	H'00	R/W	Prescaler configuration of AVTP capture unit i Avtp Capture Prescaler Value These bits define the prescaler configuration used by AVTP capture unit i. If the value is 0, on each rising edge of avb_pt_capture[i+1] the current AVTP timer value is captured. These bits are always read as 0. The CPU can only write to these bits when CSR.OPS is OPERATION. The CPU can only write to these bits when CSR.OPS is CONFIG and CCC.GAC is 1.

46.2.65 gPTP Presentation Time FIFO register i (GPTFi) (i = 0 to 3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GPTFi register is used to control the gPTP FIFO.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PTFV[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PTFV[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PTFV[31:0]	H'0000_0000	R/W	Presentation Time Fifo Value These bits define a value to be compared with the AVTP timer value (without Max Transit Time added). When writing to this register the value is added to AVTP-FIFO of comparator unit i. These bits are always read as 0. The CPU cannot write to these bits if CSR.OPS is CONFIG and CCC.GAC is 0. The CPU should not write to these bits when GSR.PCMi is 1. The CPU should not write to these bits when GSR.AFUi is 1. The CPU should not write to these bits when GSR.AFFLi is 15.

46.2.66 gPTP Captured Avtp Time register i (GCATi) (i = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GCATi register indicates the value of the gPTP captured time.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CATV[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CATV[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CATV[31:0]	H'0000_0000	R	Captured AVTP time value These bits represents the captured AVTP time (without Max Transit Time added) due to HW trigger. The CPU should not read these bits when GIS.ATCFi is 0. [Changing condition] These bits are updated with the current AVTP time when an external capture trigger (avb_pt_capture[i+1]) occurs and GIS.ATCFi is 0. *Note for verification: These bits are set to 0 when leaving OPERATION mode and CCC.GAC is 0.*

46.2.67 Descriptor Interrupt Line selection register (DIL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DIL register is used to control the Descriptor Interrupt line.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DPL15	DPL14	DPL13	DPL12	DPL11	DPL10	DPL9	DPL8	DPL7	DPL6	DPL5	DPL4	DPL3	DPL2	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15	DPL15	B'0	R/W	Descriptor Processed interrupt Line select 15 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
14	DPL14	B'0	R/W	Descriptor Processed interrupt Line select 14 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
13	DPL13	B'0	R/W	Descriptor Processed interrupt Line select 13 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
12	DPL12	B'0	R/W	Descriptor Processed interrupt Line select 12 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
11	DPL11	B'0	R/W	Descriptor Processed interrupt Line select 11 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification

Bit	Bit Name	Initial Value	R/W	Description
10	DPL10	B'0	R/W	Descriptor Processed interrupt Line select 10 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
9	DPL9	B'0	R/W	Descriptor Processed interrupt Line select 9 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
8	DPL8	B'0	R/W	Descriptor Processed interrupt Line select 8 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
7	DPL7	B'0	R/W	Descriptor Processed interrupt Line select 7 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
6	DPL6	B'0	R/W	Descriptor Processed interrupt Line select 6 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
5	DPL5	B'0	R/W	Descriptor Processed interrupt Line select 5 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
4	DPL4	B'0	R/W	Descriptor Processed interrupt Line select 4 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
3	DPL3	B'0	R/W	Descriptor Processed interrupt Line select 3 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
2	DPL2	B'0	R/W	Descriptor Processed interrupt Line select 2 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
1 to 0	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

46.2.68 Error Interrupt Line selection register (EIL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The EIL register is used to control the Error Interrupt line.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	TBFL	MFFL	TFFL	CULL1	CULL0	CLLL1	CLLL0	SEL	QEL	MTEL	MREL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
10	TBFL	B'0	R/W	Tx-Buffer Full interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
9	MFFL	B'0	R/W	E-MAC status FIFO Full interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
8	TFFL	B'0	R/W	Timestamp FIFO Full interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
7	CULL1	B'0	R/W	CBS Upper Limit reached interrupt Line select 1 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
6	CULL0	B'0	R/W	CBS Upper Limit reached interrupt Line select 0 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification

Bit	Bit Name	Initial Value	R/W	Description
5	CLLL1	B'0	R/W	CBS Lower Limit reached interrupt Line select 1 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
4	CLLL0	B'0	R/W	CBS Lower Limit reached interrupt Line select 0 This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
3	SEL	B'0	R/W	Separation Error interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
2	QEL	B'0	R/W	Queue Error interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
1	MTEL	B'0	R/W	E-MAC Transmission Error interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
0	MREL	B'0	R/W	E-MAC Reception Error interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification

46.2.69 Transmission Interrupt Line selection register (TIL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TIL register is used to control the Transmission Interrupt line.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MFWL	MFUL	TFWL	TFUL	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
11	MFWL	B'0	R/W	E-MAC status FIFO Warning interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
10	MFUL	B'0	R/W	E-MAC status FIFO Updated interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
9	TFWL	B'0	R/W	Timestamp FIFO Warning interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
8	TFUL	B'0	R/W	Timestamp FIFO Updated interrupt Line select This bit selects the interrupt line used for this notification. It is recommended to disable interrupt before change the line. 0: Interrupt line A used for this notification 1: Interrupt line B used for this notification
7 to 0	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

46.2.70 Descriptor Interrupt Enable register (DIE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DIE register is used to control the Descriptor Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DPS15	DPS14	DPS13	DPS12	DPS11	DPS10	DPS9	DPS8	DPS7	DPS6	DPS5	DPS4	DPS3	DPS2	DPS1	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15	DPS15	B'0	R/W	Descriptor Processed interrupt Set 15 This bit supports interrupt enable. It controls set of DIC.DPE15. This bit is always read as 0. 0: No change of DIC.DPE15 1: Set DIC.DPE15 to 1
14	DPS14	B'0	R/W	Descriptor Processed interrupt Set 14 This bit supports interrupt enable. It controls set of DIC.DPE14. This bit is always read as 0. 0: No change of DIC.DPE14 1: Set DIC.DPE14 to 1
13	DPS13	B'0	R/W	Descriptor Processed interrupt Set 13 This bit supports interrupt enable. It controls set of DIC.DPE13. This bit is always read as 0. 0: No change of DIC.DPE13 1: Set DIC.DPE13 to 1
12	DPS12	B'0	R/W	Descriptor Processed interrupt Set 12 This bit supports interrupt enable. It controls set of DIC.DPE12. This bit is always read as 0. 0: No change of DIC.DPE12 1: Set DIC.DPE12 to 1
11	DPS11	B'0	R/W	Descriptor Processed interrupt Set 11 This bit supports interrupt enable. It controls set of DIC.DPE11. This bit is always read as 0. 0: No change of DIC.DPE11 1: Set DIC.DPE11 to 1

Bit	Bit Name	Initial Value	R/W	Description
10	DPS10	B'0	R/W	Descriptor Processed interrupt Set 10 This bit supports interrupt enable. It controls set of DIC.DPE10. This bit is always read as 0. 0: No change of DIC.DPE10 1: Set DIC.DPE10 to 1
9	DPS9	B'0	R/W	Descriptor Processed interrupt Set 9 This bit supports interrupt enable. It controls set of DIC.DPE9. This bit is always read as 0. 0: No change of DIC.DPE9 1: Set DIC.DPE9 to 1
8	DPS8	B'0	R/W	Descriptor Processed interrupt Set 8 This bit supports interrupt enable. It controls set of DIC.DPE8. This bit is always read as 0. 0: No change of DIC.DPE8 1: Set DIC.DPE8 to 1
7	DPS7	B'0	R/W	Descriptor Processed interrupt Set 7 This bit supports interrupt enable. It controls set of DIC.DPE7. This bit is always read as 0. 0: No change of DIC.DPE7 1: Set DIC.DPE7 to 1
6	DPS6	B'0	R/W	Descriptor Processed interrupt Set 6 This bit supports interrupt enable. It controls set of DIC.DPE6. This bit is always read as 0. 0: No change of DIC.DPE6 1: Set DIC.DPE6 to 1
5	DPS5	B'0	R/W	Descriptor Processed interrupt Set 5 This bit supports interrupt enable. It controls set of DIC.DPE5. This bit is always read as 0. 0: No change of DIC.DPE5 1: Set DIC.DPE5 to 1
4	DPS4	B'0	R/W	Descriptor Processed interrupt Set 4 This bit supports interrupt enable. It controls set of DIC.DPE4. This bit is always read as 0. 0: No change of DIC.DPE4 1: Set DIC.DPE4 to 1
3	DPS3	B'0	R/W	Descriptor Processed interrupt Set 3 This bit supports interrupt enable. It controls set of DIC.DPE3. This bit is always read as 0. 0: No change of DIC.DPE3 1: Set DIC.DPE3 to 1
2	DPS2	B'0	R/W	Descriptor Processed interrupt Set 2 This bit supports interrupt enable. It controls set of DIC.DPE2. This bit is always read as 0. 0: No change of DIC.DPE2 1: Set DIC.DPEi to 1

Bit	Bit Name	Initial Value	R/W	Description
1	DPS1	B'0	R/W	Descriptor Processed interrupt Set 1 This bit supports interrupt enable. It controls set of DIC.DPE1. This bit is always read as 0. 0: No change of DIC.DPE1 1: Set DIC.DPE1 to 1
0	—	B'0	R/W	Reserved These bits are read as 0. The write value should be 0.

46.2.71 Descriptor Interrupt Disable register (DID)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DID register is used to control the Descriptor Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DPD15	DPD 14	DPD 13	DPD 12	DPD 11	DPD 10	DPD9	DPD8	DPD7	DPD6	DPD5	DPD4	DPD3	DPD2	DPD1	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15	DPD15	B'0	R/W	Descriptor Processed interrupt Disable 15 This bit supports interrupt enable. It controls set of DIC.DPE15. This bit is always read as 0. 0: No change of DIC.DPE15 1: Set DIC.DPE15 to 0
14	DPD14	B'0	R/W	Descriptor Processed interrupt Disable 14 This bit supports interrupt enable. It controls set of DIC.DPE14. This bit is always read as 0. 0: No change of DIC.DPE14 1: Set DIC.DPE14 to 0
13	DPD13	B'0	R/W	Descriptor Processed interrupt Disable 13 This bit supports interrupt enable. It controls set of DIC.DPE13. This bit is always read as 0. 0: No change of DIC.DPE13 1: Set DIC.DPE13 to 0
12	DPD12	B'0	R/W	Descriptor Processed interrupt Disable 12 This bit supports interrupt enable. It controls set of DIC.DPE12. This bit is always read as 0. 0: No change of DIC.DPE12 1: Set DIC.DPE12 to 0
11	DPD11	B'0	R/W	Descriptor Processed interrupt Disable 11 This bit supports interrupt enable. It controls set of DIC.DPE11. This bit is always read as 0. 0: No change of DIC.DPE11 1: Set DIC.DPE11 to 0

Bit	Bit Name	Initial Value	R/W	Description
10	DPD10	B'0	R/W	Descriptor Processed interrupt Disable 10 This bit supports interrupt enable. It controls set of DIC.DPE10. This bit is always read as 0. 0: No change of DIC.DPE10 1: Set DIC.DPE10 to 0
9	DPD9	B'0	R/W	Descriptor Processed interrupt Disable 9 This bit supports interrupt enable. It controls set of DIC.DPE9. This bit is always read as 0. 0: No change of DIC.DPE9 1: Set DIC.DPE9 to 0
8	DPD8	B'0	R/W	Descriptor Processed interrupt Disable 8 This bit supports interrupt enable. It controls set of DIC.DPE8. This bit is always read as 0. 0: No change of DIC.DPE8 1: Set DIC.DPE8 to 0
7	DPD7	B'0	R/W	Descriptor Processed interrupt Disable 7 This bit supports interrupt enable. It controls set of DIC.DPE7. This bit is always read as 0. 0: No change of DIC.DPE7 1: Set DIC.DPE7 to 0
6	DPD6	B'0	R/W	Descriptor Processed interrupt Disable 6 This bit supports interrupt enable. It controls set of DIC.DPE6. This bit is always read as 0. 0: No change of DIC.DPE6 1: Set DIC.DPE6 to 0
5	DPD5	B'0	R/W	Descriptor Processed interrupt Disable 5 This bit supports interrupt enable. It controls set of DIC.DPE5. This bit is always read as 0. 0: No change of DIC.DPE5 1: Set DIC.DPE5 to 0
4	DPD4	B'0	R/W	Descriptor Processed interrupt Disable 4 This bit supports interrupt enable. It controls set of DIC.DPE4. This bit is always read as 0. 0: No change of DIC.DPE4 1: Set DIC.DPE4 to 0
3	DPD3	B'0	R/W	Descriptor Processed interrupt Disable 3 This bit supports interrupt enable. It controls set of DIC.DPE3. This bit is always read as 0. 0: No change of DIC.DPE3 1: Set DIC.DPE3 to 0
2	DPD2	B'0	R/W	Descriptor Processed interrupt Disable 2 This bit supports interrupt enable. It controls set of DIC.DPE2. This bit is always read as 0. 0: No change of DIC.DPE2 1: Set DIC.DPE2 to 0

Bit	Bit Name	Initial Value	R/W	Description
1	DPD1	B'0	R/W	Descriptor Processed interrupt Disable 1 This bit supports interrupt enable. It controls set of DIC.DPE1. This bit is always read as 0. 0: No change of DIC.DPE1 1: Set DIC.DPE1 to 0
0	—	B'0	R/W	Reserved These bits are read as 0. The write value should be 0.

46.2.72 Error Interrupt Enable register (EIE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The EIE register is used to control the Error Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	TBFS	MFFS	TFFS	CULS 1	CULS 0	CLLS1	CLLS0	SES	QES	MTES	MRES
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
10	TBFS	B'0	R/W	Tx-Buffer Full interrupt Set This bit supports interrupt enable. It controls set of EIC.TBFE. This bit is always read as 0. 0: No change of EIC.TBFE 1: Set EIC.TBFE to 1
9	MFFS	B'0	R/W	E-MAC status FIFO Full interrupt Set This bit supports interrupt enable. It controls set of EIC.MFFE. This bit is always read as 0. 0: No change of EIC.MFFE 1: Set EIC.MFFE to 1
8	TFFS	B'0	R/W	Timestamp FIFO Full interrupt Set This bit supports interrupt enable. It controls set of EIC.TFFE. This bit is always read as 0. 0: No change of EIC.TFFE 1: Set EIC.TFFE to 1
7	CULS1	B'0	R/W	CBS Upper Limit reached interrupt Set 1 This bit supports interrupt enable. It controls set of EIC.CULE1. This bit is always read as 0. 0: No change of EIC.CULE1 1: Set EIC.CULE1 to 1
6	CULS0	B'0	R/W	CBS Upper Limit reached interrupt Set 0 This bit supports interrupt enable. It controls set of EIC.CULE0. This bit is always read as 0. 0: No change of EIC.CULE0 1: Set EIC.CULE0 to 1

Bit	Bit Name	Initial Value	R/W	Description
5	CLLS1	B'0	R/W	CBS Lower Limit reached interrupt Set 1 This bit supports interrupt enable. It controls set of EIC.CLLE1. This bit is always read as 0. 0: No change of EIC.CLLE1 1: Set EIC.CLLE1 to 1
4	CLLS0	B'0	R/W	CBS Lower Limit reached interrupt Set 0 This bit supports interrupt enable. It controls set of EIC.CLLE0. This bit is always read as 0. 0: No change of EIC.CLLE0 1: Set EIC.CLLE0 to 1
3	SES	B'0	R/W	Separation Error interrupt Set This bit supports interrupt enable. It controls set of EIC.SEE. This bit is always read as 0. 0: No change of EIC.SEE 1: Set EIC.QEE to 1
2	QES	B'0	R/W	Queue Error interrupt Set This bit supports interrupt enable. It controls set of EIC.QEE. This bit is always read as 0. 0: No change of EIC.QEE 1: Set EIC.QEE to 1
1	MTES	B'0	R/W	E-MAC Transmission Error interrupt Set This bit supports interrupt enable. It controls set of EIC.MTEE. This bit is always read as 0. 0: No change of EIC.MTEE 1: Set EIC.MTEE to 1
0	MRES	B'0	R/W	E-MAC Reception Error interrupt Set This bit supports interrupt enable. It controls set of EIC.MREE. This bit is always read as 0. 0: No change of EIC.MREE 1: Set EIC.MREE to 1

46.2.73 Error Interrupt Disable register (EID)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The EID register is used to control the Error Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	TBFD	MFFD	TFFD	CULD 1	CULD 0	CLLD1	CLLD0	SED	QED	MTED	MRED
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
10	TBFD	B'0	R/W	Tx-Buffer Full interrupt Disable This bit supports interrupt enable. It controls set of EIC.TBFE. This bit is always read as 0. 0: No change of EIC.TBFE 1: Set EIC.TBFE to 0
9	MFFD	B'0	R/W	E-MAC status FIFO Full interrupt Disable This bit supports interrupt enable. It controls set of EIC.MFFE. This bit is always read as 0. 0: No change of EIC.MFFE 1: Set EIC.MFFE to 0
8	TFFD	B'0	R/W	Timestamp FIFO Full interrupt Disable This bit supports interrupt enable. It controls set of EIC.TFFE. This bit is always read as 0. 0: No change of EIC.TFFE 1: Set EIC.TFFE to 0
7	CULD1	B'0	R/W	CBS Upper Limit reached interrupt Disable 1 This bit supports interrupt enable. It controls set of EIC.CULE1. This bit is always read as 0. 0: No change of EIC.CULE1 1: Set EIC.CULE1 to 0
6	CULD0	B'0	R/W	CBS Upper Limit reached interrupt Disable 0 This bit supports interrupt enable. It controls set of EIC.CULE0. This bit is always read as 0. 0: No change of EIC.CULE0 1: Set EIC.CULE0 to 0

Bit	Bit Name	Initial Value	R/W	Description
5	CLLD1	B'0	R/W	CBS Lower Limit reached interrupt Disable 1 This bit supports interrupt enable. It controls set of EIC.CLLE1. This bit is always read as 0. 0: No change of EIC.CLLE1 1: Set EIC.CLLE1 to 0
4	CLLD0	B'0	R/W	CBS Lower Limit reached interrupt Disable 0 This bit supports interrupt enable. It controls set of EIC.CLLE0. This bit is always read as 0. 0: No change of EIC.CLLE0 1: Set EIC.CLLE0 to 0
3	SED	B'0	R/W	Separation Error interrupt Disable This bit supports interrupt enable. It controls set of EIC.SEE. This bit is always read as 0. 0: No change of EIC.SEE 1: Set EIC.SEE to 0
2	QED	B'0	R/W	Queue Error interrupt Disable This bit supports interrupt enable. It controls set of EIC.QEE. This bit is always read as 0. 0: No change of EIC.QEE 1: Set EIC.QEE to 0
1	MTED	B'0	R/W	E-MAC Transmission Error interrupt Disable This bit supports interrupt enable. It controls set of EIC.MTEE. This bit is always read as 0. 0: No change of EIC.MTEE 1: Set EIC.MTEE to 0
0	MRED	B'0	R/W	E-MAC Reception Error interrupt Disable This bit supports interrupt enable. It controls set of EIC.MREE. This bit is always read as 0. 0: No change of EIC.MREE 1: Set EIC.MREE to 0

46.2.74 Reception Interrupt Enable register 0 (RIE0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIE0 register is used to control the Reception Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FRS17	FRS16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FRS15	FRS14	FRS13	FRS12	FRS11	FRS10	FRS9	FRS8	FRS7	FRS6	FRS5	FRS4	FRS3	FRS2	FRS1	FRS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	FRS17	B'0	R/W	Frame Received interrupt Set 17 This bit supports interrupt enable. It controls set of RIC0.FRE17. This bit is always read as 0. 0: No change of RIC0.FRE17 1: Set RIC0.FRE17 to 1
16	FRS16	B'0	R/W	Frame Received interrupt Set 16 This bit supports interrupt enable. It controls set of RIC0.FRE16. This bit is always read as 0. 0: No change of RIC0.FRE16 1: Set RIC0.FRE16 to 1
15	FRS15	B'0	R/W	Frame Received interrupt Set 15 This bit supports interrupt enable. It controls set of RIC0.FRE15. This bit is always read as 0. 0: No change of RIC0.FRE15 1: Set RIC0.FRE15 to 1
14	FRS14	B'0	R/W	Frame Received interrupt Set 14 This bit supports interrupt enable. It controls set of RIC0.FRE14. This bit is always read as 0. 0: No change of RIC0.FRE14 1: Set RIC0.FRE14 to 1
13	FRS13	B'0	R/W	Frame Received interrupt Set 13 This bit supports interrupt enable. It controls set of RIC0.FRE13. This bit is always read as 0. 0: No change of RIC0.FRE13 1: Set RIC0.FRE13 to 1

Bit	Bit Name	Initial Value	R/W	Description
12	FRS12	B'0	R/W	Frame Received interrupt Set 12 This bit supports interrupt enable. It controls set of RIC0.FRE12. This bit is always read as 0. 0: No change of RIC0.FRE12 1: Set RIC0.FRE12 to 1
11	FRS11	B'0	R/W	Frame Received interrupt Set 11 This bit supports interrupt enable. It controls set of RIC0.FRE11. This bit is always read as 0. 0: No change of RIC0.FRE11 1: Set RIC0.FRE11 to 1
10	FRS10	B'0	R/W	Frame Received interrupt Set 10 This bit supports interrupt enable. It controls set of RIC0.FRE10. This bit is always read as 0. 0: No change of RIC0.FRE10 1: Set RIC0.FRE10 to 1
9	FRS9	B'0	R/W	Frame Received interrupt Set 9 This bit supports interrupt enable. It controls set of RIC0.FRE9. This bit is always read as 0. 0: No change of RIC0.FRE9 1: Set RIC0.FRE9 to 1
8	FRS8	B'0	R/W	Frame Received interrupt Set 8 This bit supports interrupt enable. It controls set of RIC0.FRE8. This bit is always read as 0. 0: No change of RIC0.FRE8 1: Set RIC0.FRE8 to 1
7	FRS7	B'0	R/W	Frame Received interrupt Set 7 This bit supports interrupt enable. It controls set of RIC0.FRE7. This bit is always read as 0. 0: No change of RIC0.FRE7 1: Set RIC0.FRE7 to 1
6	FRS6	B'0	R/W	Frame Received interrupt Set 6 This bit supports interrupt enable. It controls set of RIC0.FRE6. This bit is always read as 0. 0: No change of RIC0.FRE6 1: Set RIC0.FRE6 to 1
5	FRS5	B'0	R/W	Frame Received interrupt Set 5 This bit supports interrupt enable. It controls set of RIC0.FRE5. This bit is always read as 0. 0: No change of RIC0.FRE5 1: Set RIC0.FRE5 to 1
4	FRS4	B'0	R/W	Frame Received interrupt Set 4 This bit supports interrupt enable. It controls set of RIC0.FRE4. This bit is always read as 0. 0: No change of RIC0.FRE4 1: Set RIC0.FRE4 to 1

Bit	Bit Name	Initial Value	R/W	Description
3	FRS3	B'0	R/W	Frame Received interrupt Set 3 This bit supports interrupt enable. It controls set of RIC0.FRE3. This bit is always read as 0. 0: No change of RIC0.FRE3 1: Set RIC0.FRE3 to 1
2	FRS2	B'0	R/W	Frame Received interrupt Set 2 This bit supports interrupt enable. It controls set of RIC0.FRE2. This bit is always read as 0. 0: No change of RIC0.FRE2 1: Set RIC0.FRE2 to 1
1	FRS1	B'0	R/W	Frame Received interrupt Set 1 This bit supports interrupt enable. It controls set of RIC0.FRE1. This bit is always read as 0. 0: No change of RIC0.FRE1 1: Set RIC0.FRE1 to 1
0	FRS0	B'0	R/W	Frame Received interrupt Set 0 This bit supports interrupt enable. It controls set of RIC0.FRE0. This bit is always read as 0. 0: No change of RIC0.FRE0 1: Set RIC0.FRE0 to 1

46.2.75 Reception Interrupt Disable register 0 (RID0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RID0 register is used to control the Reception Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FRD17	FRD16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FRD15	FRD14	FRD13	FRD12	FRD11	FRD10	FRD9	FRD8	FRD7	FRD6	FRD5	FRD4	FRD3	FRD2	FRD1	FRD0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	FRD17	B'0	R/W	Frame Received interrupt Disable 17 This bit supports interrupt enable. It controls set of RIC0.FRE17. This bit is always read as 0. 0: No change of RIC0.FRE17 1: Set RIC0.FRE17 to 0
16	FRD16	B'0	R/W	Frame Received interrupt Disable 16 This bit supports interrupt enable. It controls set of RIC0.FRE16. This bit is always read as 0. 0: No change of RIC0.FRE16 1: Set RIC0.FRE16 to 0
15	FRD15	B'0	R/W	Frame Received interrupt Disable 15 This bit supports interrupt enable. It controls set of RIC0.FRE15. This bit is always read as 0. 0: No change of RIC0.FRE15 1: Set RIC0.FRE15 to 0
14	FRD14	B'0	R/W	Frame Received interrupt Disable 14 This bit supports interrupt enable. It controls set of RIC0.FRE14. This bit is always read as 0. 0: No change of RIC0.FRE14 1: Set RIC0.FRE14 to 0
13	FRD13	B'0	R/W	Frame Received interrupt Disable 13 This bit supports interrupt enable. It controls set of RIC0.FRE13. This bit is always read as 0. 0: No change of RIC0.FRE13 1: Set RIC0.FRE13 to 0

Bit	Bit Name	Initial Value	R/W	Description
12	FRD12	B'0	R/W	Frame Received interrupt Disable 12 This bit supports interrupt enable. It controls set of RIC0.FRE12. This bit is always read as 0. 0: No change of RIC0.FRE12 1: Set RIC0.FRE12 to 0
11	FRD11	B'0	R/W	Frame Received interrupt Disable 11 This bit supports interrupt enable. It controls set of RIC0.FRE11. This bit is always read as 0. 0: No change of RIC0.FRE11 1: Set RIC0.FRE11 to 0
10	FRD10	B'0	R/W	Frame Received interrupt Disable 10 This bit supports interrupt enable. It controls set of RIC0.FRE10. This bit is always read as 0. 0: No change of RIC0.FRE10 1: Set RIC0.FRE10 to 0
9	FRD9	B'0	R/W	Frame Received interrupt Disable 9 This bit supports interrupt enable. It controls set of RIC0.FRE9. This bit is always read as 0. 0: No change of RIC0.FRE9 1: Set RIC0.FRE9 to 0
8	FRD8	B'0	R/W	Frame Received interrupt Disable 8 This bit supports interrupt enable. It controls set of RIC0.FRE8. This bit is always read as 0. 0: No change of RIC0.FRE8 1: Set RIC0.FRE8 to 0
7	FRD7	B'0	R/W	Frame Received interrupt Disable 7 This bit supports interrupt enable. It controls set of RIC0.FRE7. This bit is always read as 0. 0: No change of RIC0.FRE7 1: Set RIC0.FRE7 to 0
6	FRD6	B'0	R/W	Frame Received interrupt Disable 6 This bit supports interrupt enable. It controls set of RIC0.FRE6. This bit is always read as 0. 0: No change of RIC0.FRE6 1: Set RIC0.FRE6 to 0
5	FRD5	B'0	R/W	Frame Received interrupt Disable 5 This bit supports interrupt enable. It controls set of RIC0.FRE5. This bit is always read as 0. 0: No change of RIC0.FRE5 1: Set RIC0.FRE5 to 0
4	FRD4	B'0	R/W	Frame Received interrupt Disable 4 This bit supports interrupt enable. It controls set of RIC0.FRE4. This bit is always read as 0. 0: No change of RIC0.FRE4 1: Set RIC0.FRE4 to 0

Bit	Bit Name	Initial Value	R/W	Description
3	FRD3	B'0	R/W	Frame Received interrupt Disable 3 This bit supports interrupt enable. It controls set of RIC0.FRE3. This bit is always read as 0. 0: No change of RIC0.FRE3 1: Set RIC0.FRE3 to 0
2	FRD2	B'0	R/W	Frame Received interrupt Disable 2 This bit supports interrupt enable. It controls set of RIC0.FRE2. This bit is always read as 0. 0: No change of RIC0.FRE2 1: Set RIC0.FRE2 to 0
1	FRD1	B'0	R/W	Frame Received interrupt Disable 1 This bit supports interrupt enable. It controls set of RIC0.FRE1. This bit is always read as 0. 0: No change of RIC0.FRE1 1: Set RIC0.FRE1 to 0
0	FRD0	B'0	R/W	Frame Received interrupt Disable 0 This bit supports interrupt enable. It controls set of RIC0.FRE0. This bit is always read as 0. 0: No change of RIC0.FRE0 1: Set RIC0.FRE0 to 0

46.2.76 Reception Interrupt Enable register 1 (RIE1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIE1 register is used to control the Reception Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFWS	—	—	—	—	—	—	—	—	—	—	—	—	—	RWS17	RWS16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RWS15	RWS14	RWS13	RWS12	RWS11	RWS10	RWS9	RWS8	RWS7	RWS6	RWS5	RWS4	RWS3	RWS2	RWS1	RWS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RFWS	B'0	R/W	Rx-FIFO Warning interrupt Set This bit supports interrupt enable. It controls set of RIC1.RFWE. This bit is always read as 0. 0: No change of RIC1.RFWE 1: Set RIC1.RFWE to 1
30 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	RWS17	B'0	R/W	Reception Warning interrupt Set 17 This bit supports interrupt enable. It controls set of RIC1.RWE17. This bit is always read as 0. 0: No change of RIC1.RWE17 1: Set RIC1.RWE17 to 1
16	RWS16	B'0	R/W	Reception Warning interrupt Set 16 This bit supports interrupt enable. It controls set of RIC1.RWE16. This bit is always read as 0. 0: No change of RIC1.RWE16 1: Set RIC1.RWE16 to 1
15	RWS15	B'0	R/W	Reception Warning interrupt Set 15 This bit supports interrupt enable. It controls set of RIC1.RWE15. This bit is always read as 0. 0: No change of RIC1.RWE15 1: Set RIC1.RWE15 to 1
14	RWS14	B'0	R/W	Reception Warning interrupt Set 14 This bit supports interrupt enable. It controls set of RIC1.RWE14. This bit is always read as 0. 0: No change of RIC1.RWE14 1: Set RIC1.RWE14 to 1

Bit	Bit Name	Initial Value	R/W	Description
13	RWS13	B'0	R/W	Reception Warning interrupt Set 13 This bit supports interrupt enable. It controls set of RIC1.RWE13. This bit is always read as 0. 0: No change of RIC1.RWE13 1: Set RIC1.RWE13 to 1
12	RWS12	B'0	R/W	Reception Warning interrupt Set 12 This bit supports interrupt enable. It controls set of RIC1.RWE12. This bit is always read as 0. 0: No change of RIC1.RWE12 1: Set RIC1.RWE12 to 1
11	RWS11	B'0	R/W	Reception Warning interrupt Set 11 This bit supports interrupt enable. It controls set of RIC1.RWE11. This bit is always read as 0. 0: No change of RIC1.RWE11 1: Set RIC1.RWE11 to 1
10	RWS10	B'0	R/W	Reception Warning interrupt Set 10 This bit supports interrupt enable. It controls set of RIC1.RWE10. This bit is always read as 0. 0: No change of RIC1.RWE10 1: Set RIC1.RWE10 to 1
9	RWS9	B'0	R/W	Reception Warning interrupt Set 9 This bit supports interrupt enable. It controls set of RIC1.RWE9. This bit is always read as 0. 0: No change of RIC1.RWE9 1: Set RIC1.RWE9 to 1
8	RWS8	B'0	R/W	Reception Warning interrupt Set 8 This bit supports interrupt enable. It controls set of RIC1.RWE8. This bit is always read as 0. 0: No change of RIC1.RWE8 1: Set RIC1.RWE8 to 1
7	RWS7	B'0	R/W	Reception Warning interrupt Set 7 This bit supports interrupt enable. It controls set of RIC1.RWE7. This bit is always read as 0. 0: No change of RIC1.RWE7 1: Set RIC1.RWE7 to 1
6	RWS6	B'0	R/W	Reception Warning interrupt Set 6 This bit supports interrupt enable. It controls set of RIC1.RWE6. This bit is always read as 0. 0: No change of RIC1.RWE6 1: Set RIC1.RWE6 to 1
5	RWS5	B'0	R/W	Reception Warning interrupt Set 5 This bit supports interrupt enable. It controls set of RIC1.RWE5. This bit is always read as 0. 0: No change of RIC1.RWE5 1: Set RIC1.RWE5 to 1

Bit	Bit Name	Initial Value	R/W	Description
4	RWS4	B'0	R/W	Reception Warning interrupt Set 4 This bit supports interrupt enable. It controls set of RIC1.RWE4. This bit is always read as 0. 0: No change of RIC1.RWE4 1: Set RIC1.RWE4 to 1
3	RWS3	B'0	R/W	Reception Warning interrupt Set 3 This bit supports interrupt enable. It controls set of RIC1.RWE3. This bit is always read as 0. 0: No change of RIC1.RWE3 1: Set RIC1.RWE3 to 1
2	RWS2	B'0	R/W	Reception Warning interrupt Set 2 This bit supports interrupt enable. It controls set of RIC1.RWE2. This bit is always read as 0. 0: No change of RIC1.RWE2 1: Set RIC1.RWE2 to 1
1	RWS1	B'0	R/W	Reception Warning interrupt Set 1 This bit supports interrupt enable. It controls set of RIC1.RWE1. This bit is always read as 0. 0: No change of RIC1.RWE1 1: Set RIC1.RWE1 to 1
0	RWS0	B'0	R/W	Reception Warning interrupt Set 0 This bit supports interrupt enable. It controls set of RIC1.RWE0. This bit is always read as 0. 0: No change of RIC1.RWE0 1: Set RIC1.RWE0 to 1

46.2.77 Reception Interrupt Disable register 1 (RID1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RID1 register is used to control the Reception Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFWD	—	—	—	—	—	—	—	—	—	—	—	—	—	RWD17	RWD16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RWD15	RWD14	RWD13	RWD12	RWD11	RWD10	RWD9	RWD8	RWD7	RWD6	RWD5	RWD4	RWD3	RWD2	RWD1	RWD0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RFWD	B'0	R/W	Rx-FIFO Warning interrupt Disable This bit supports interrupt enable. It controls set of RIC1.RFWE. This bit is always read as 0. 0: No change of RIC1.RFWE 1: Set RIC1.RFWE to 0
30 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	RWD17	B'0	R/W	Reception Warning interrupt Disable 17 This bit supports interrupt enable. It controls set of RIC1.RWE17. This bit is always read as 0. 0: No change of RIC1.RWE17 1: Set RIC1.RWE17 to 0
16	RWD16	B'0	R/W	Reception Warning interrupt Disable 16 This bit supports interrupt enable. It controls set of RIC1.RWE16. This bit is always read as 0. 0: No change of RIC1.RWE16 1: Set RIC1.RWE16 to 0
15	RWD15	B'0	R/W	Reception Warning interrupt Disable 15 This bit supports interrupt enable. It controls set of RIC1.RWE15. This bit is always read as 0. 0: No change of RIC1.RWE15 1: Set RIC1.RWE15 to 0
14	RWD14	B'0	R/W	Reception Warning interrupt Disable 14 This bit supports interrupt enable. It controls set of RIC1.RWE14. This bit is always read as 0. 0: No change of RIC1.RWE14 1: Set RIC1.RWE14 to 0

Bit	Bit Name	Initial Value	R/W	Description
13	RWD13	B'0	R/W	Reception Warning interrupt Disable 13 This bit supports interrupt enable. It controls set of RIC1.RWE13. This bit is always read as 0. 0: No change of RIC1.RWE13 1: Set RIC1.RWE13 to 0
12	RWD12	B'0	R/W	Reception Warning interrupt Disable 12 This bit supports interrupt enable. It controls set of RIC1.RWE12. This bit is always read as 0. 0: No change of RIC1.RWE12 1: Set RIC1.RWE12 to 0
11	RWD11	B'0	R/W	Reception Warning interrupt Disable 11 This bit supports interrupt enable. It controls set of RIC1.RWE11. This bit is always read as 0. 0: No change of RIC1.RWE11 1: Set RIC1.RWE11 to 0
10	RWD10	B'0	R/W	Reception Warning interrupt Disable 10 This bit supports interrupt enable. It controls set of RIC1.RWE10. This bit is always read as 0. 0: No change of RIC1.RWE10 1: Set RIC1.RWE10 to 0
9	RWD9	B'0	R/W	Reception Warning interrupt Disable 9 This bit supports interrupt enable. It controls set of RIC1.RWE9. This bit is always read as 0. 0: No change of RIC1.RWE9 1: Set RIC1.RWE9 to 0
8	RWD8	B'0	R/W	Reception Warning interrupt Disable 8 This bit supports interrupt enable. It controls set of RIC1.RWE8. This bit is always read as 0. 0: No change of RIC1.RWE8 1: Set RIC1.RWE8 to 0
7	RWD7	B'0	R/W	Reception Warning interrupt Disable 7 This bit supports interrupt enable. It controls set of RIC1.RWE7. This bit is always read as 0. 0: No change of RIC1.RWE7 1: Set RIC1.RWE7 to 0
6	RWD6	B'0	R/W	Reception Warning interrupt Disable 6 This bit supports interrupt enable. It controls set of RIC1.RWE6. This bit is always read as 0. 0: No change of RIC1.RWE6 1: Set RIC1.RWE6 to 0
5	RWD5	B'0	R/W	Reception Warning interrupt Disable 5 This bit supports interrupt enable. It controls set of RIC1.RWE5. This bit is always read as 0. 0: No change of RIC1.RWE5 1: Set RIC1.RWE5 to 0

Bit	Bit Name	Initial Value	R/W	Description
4	RWD4	B'0	R/W	Reception Warning interrupt Disable 4 This bit supports interrupt enable. It controls set of RIC1.RWE4. This bit is always read as 0. 0: No change of RIC1.RWE4 1: Set RIC1.RWE4 to 0
3	RWD3	B'0	R/W	Reception Warning interrupt Disable 3 This bit supports interrupt enable. It controls set of RIC1.RWE3. This bit is always read as 0. 0: No change of RIC1.RWE3 1: Set RIC1.RWE3 to 0
2	RWD2	B'0	R/W	Reception Warning interrupt Disable 2 This bit supports interrupt enable. It controls set of RIC1.RWE2. This bit is always read as 0. 0: No change of RIC1.RWE2 1: Set RIC1.RWE2 to 0
1	RWD1	B'0	R/W	Reception Warning interrupt Disable 1 This bit supports interrupt enable. It controls set of RIC1.RWE1. This bit is always read as 0. 0: No change of RIC1.RWE1 1: Set RIC1.RWE1 to 0
0	RWD0	B'0	R/W	Reception Warning interrupt Disable 0 This bit supports interrupt enable. It controls set of RIC1.RWE0. This bit is always read as 0. 0: No change of RIC1.RWE0 1: Set RIC1.RWE0 to 0

46.2.78 Reception Interrupt Enable register 2 (RIE2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIE2 register is used to control the Reception Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFFS	—	—	—	—	—	—	—	—	—	—	—	—	—	QFS17	QFS16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	QFS15	QFS14	QFS13	QFS12	QFS11	QFS10	QFS9	QFS8	QFS7	QFS6	QFS5	QFS4	QFS3	QFS2	QFS1	QFS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RFFS	B'0	R/W	Rx-FIFO Full interrupt Set This bit supports interrupt enable. It controls set of RIC2.RFFE. This bit is always read as 0. 0: No change of RIC2.RFFE 1: Set RIC2.RFFE to 1
30 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	QFS17	B'0	R/W	Queue Full interrupt Set 17 This bit supports interrupt enable. It controls set of RIC2.QFE17. This bit is always read as 0. 0: No change of RIC2.QFE17 1: Set RIC2.QFE17 to 1
16	QFS16	B'0	R/W	Queue Full interrupt Set 16 This bit supports interrupt enable. It controls set of RIC2.QFE16. This bit is always read as 0. 0: No change of RIC2.QFE16 1: Set RIC2.QFE16 to 1
15	QFS15	B'0	R/W	Queue Full interrupt Set 15 This bit supports interrupt enable. It controls set of RIC2.QFE15. This bit is always read as 0. 0: No change of RIC2.QFE15 1: Set RIC2.QFE15 to 1
14	QFS14	B'0	R/W	Queue Full interrupt Set 14 This bit supports interrupt enable. It controls set of RIC2.QFE14. This bit is always read as 0. 0: No change of RIC2.QFE14 1: Set RIC2.QFE14 to 1

Bit	Bit Name	Initial Value	R/W	Description
13	QFS13	B'0	R/W	Queue Full interrupt Set 13 This bit supports interrupt enable. It controls set of RIC2.QFE13. This bit is always read as 0. 0: No change of RIC2.QFE13 1: Set RIC2.QFE13 to 1
12	QFS12	B'0	R/W	Queue Full interrupt Set 12 This bit supports interrupt enable. It controls set of RIC2.QFE12. This bit is always read as 0. 0: No change of RIC2.QFE12 1: Set RIC2.QFE12 to 1
11	QFS11	B'0	R/W	Queue Full interrupt Set 11 This bit supports interrupt enable. It controls set of RIC2.QFE11. This bit is always read as 0. 0: No change of RIC2.QFE11 1: Set RIC2.QFE11 to 1
10	QFS10	B'0	R/W	Queue Full interrupt Set 10 This bit supports interrupt enable. It controls set of RIC2.QFE10. This bit is always read as 0. 0: No change of RIC2.QFE10 1: Set RIC2.QFE10 to 1
9	QFS9	B'0	R/W	Queue Full interrupt Set 9 This bit supports interrupt enable. It controls set of RIC2.QFE9. This bit is always read as 0. 0: No change of RIC2.QFE9 1: Set RIC2.QFE9 to 1
8	QFS8	B'0	R/W	Queue Full interrupt Set 8 This bit supports interrupt enable. It controls set of RIC2.QFE8. This bit is always read as 0. 0: No change of RIC2.QFE8 1: Set RIC2.QFE8 to 1
7	QFS7	B'0	R/W	Queue Full interrupt Set 7 This bit supports interrupt enable. It controls set of RIC2.QFE7. This bit is always read as 0. 0: No change of RIC2.QFE7 1: Set RIC2.QFE7 to 1
6	QFS6	B'0	R/W	Queue Full interrupt Set 6 This bit supports interrupt enable. It controls set of RIC2.QFE6. This bit is always read as 0. 0: No change of RIC2.QFE6 1: Set RIC2.QFE6 to 1
5	QFS5	B'0	R/W	Queue Full interrupt Set 5 This bit supports interrupt enable. It controls set of RIC2.QFE5. This bit is always read as 0. 0: No change of RIC2.QFE5 1: Set RIC2.QFE5 to 1

Bit	Bit Name	Initial Value	R/W	Description
4	QFS4	B'0	R/W	Queue Full interrupt Set 4 This bit supports interrupt enable. It controls set of RIC2.QFE4. This bit is always read as 0. 0: No change of RIC2.QFE4 1: Set RIC2.QFE4 to 1
3	QFS3	B'0	R/W	Queue Full interrupt Set 3 This bit supports interrupt enable. It controls set of RIC2.QFE3. This bit is always read as 0. 0: No change of RIC2.QFE3 1: Set RIC2.QFE3 to 1
2	QFS2	B'0	R/W	Queue Full interrupt Set 2 This bit supports interrupt enable. It controls set of RIC2.QFE2. This bit is always read as 0. 0: No change of RIC2.QFE2 1: Set RIC2.QFE2 to 1
1	QFS1	B'0	R/W	Queue Full interrupt Set 1 This bit supports interrupt enable. It controls set of RIC2.QFE1. This bit is always read as 0. 0: No change of RIC2.QFE1 1: Set RIC2.QFE1 to 1
0	QFS0	B'0	R/W	Queue Full interrupt Set 0 This bit supports interrupt enable. It controls set of RIC2.QFE0. This bit is always read as 0. 0: No change of RIC2.QFE0 1: Set RIC2.QFE0 to 1

46.2.79 Reception Interrupt Disable register 2 (RID2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RID2 register is used to control the Reception Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFFD	—	—	—	—	—	—	—	—	—	—	—	—	—	QFD17	QFD16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	QFD15	QFD14	QFD13	QFD12	QFD11	QFD10	QFD9	QFD8	QFD7	QFD6	QFD5	QFD4	QFD3	QFD2	QFD1	QFD0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RFFD	B'0	R/W	Rx-FIFO Full interrupt Disable This bit supports interrupt enable. It controls set of RIC2.RFFE. This bit is always read as 0. 0: No change of RIC2.RFFE 1: Set RIC2.RFFE to 0
30 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	QFD17	B'0	R/W	Queue Full interrupt Disable 17 This bit supports interrupt enable. It controls set of RIC2.QFE17. This bit is always read as 0. 0: No change of RIC2.QFE17 1: Set RIC2.QFE17 to 0
16	QFD16	B'0	R/W	Queue Full interrupt Disable 16 This bit supports interrupt enable. It controls set of RIC2.QFE16. This bit is always read as 0. 0: No change of RIC2.QFE16 1: Set RIC2.QFE16 to 0
15	QFD15	B'0	R/W	Queue Full interrupt Disable 15 This bit supports interrupt enable. It controls set of RIC2.QFE15. This bit is always read as 0. 0: No change of RIC2.QFE15 1: Set RIC2.QFE15 to 0
14	QFD14	B'0	R/W	Queue Full interrupt Disable 14 This bit supports interrupt enable. It controls set of RIC2.QFE14. This bit is always read as 0. 0: No change of RIC2.QFE14 1: Set RIC2.QFE14 to 0

Bit	Bit Name	Initial Value	R/W	Description
13	QFD13	B'0	R/W	Queue Full interrupt Disable 13 This bit supports interrupt enable. It controls set of RIC2.QFE13. This bit is always read as 0. 0: No change of RIC2.QFE13 1: Set RIC2.QFE13 to 0
12	QFD12	B'0	R/W	Queue Full interrupt Disable 12 This bit supports interrupt enable. It controls set of RIC2.QFE12. This bit is always read as 0. 0: No change of RIC2.QFE12 1: Set RIC2.QFE12 to 0
11	QFD11	B'0	R/W	Queue Full interrupt Disable 11 This bit supports interrupt enable. It controls set of RIC2.QFE11. This bit is always read as 0. 0: No change of RIC2.QFE11 1: Set RIC2.QFE11 to 0
10	QFD10	B'0	R/W	Queue Full interrupt Disable 10 This bit supports interrupt enable. It controls set of RIC2.QFE10. This bit is always read as 0. 0: No change of RIC2.QFE10 1: Set RIC2.QFE10 to 0
9	QFD9	B'0	R/W	Queue Full interrupt Disable 9 This bit supports interrupt enable. It controls set of RIC2.QFE9. This bit is always read as 0. 0: No change of RIC2.QFE9 1: Set RIC2.QFE9 to 0
8	QFD8	B'0	R/W	Queue Full interrupt Disable 8 This bit supports interrupt enable. It controls set of RIC2.QFE8. This bit is always read as 0. 0: No change of RIC2.QFE8 1: Set RIC2.QFE8 to 0
7	QFD7	B'0	R/W	Queue Full interrupt Disable 7 This bit supports interrupt enable. It controls set of RIC2.QFE7. This bit is always read as 0. 0: No change of RIC2.QFE7 1: Set RIC2.QFE7 to 0
6	QFD6	B'0	R/W	Queue Full interrupt Disable 6 This bit supports interrupt enable. It controls set of RIC2.QFE6. This bit is always read as 0. 0: No change of RIC2.QFE6 1: Set RIC2.QFE6 to 0
5	QFD5	B'0	R/W	Queue Full interrupt Disable 5 This bit supports interrupt enable. It controls set of RIC2.QFE5. This bit is always read as 0. 0: No change of RIC2.QFE5 1: Set RIC2.QFE5 to 0

Bit	Bit Name	Initial Value	R/W	Description
4	QFD4	B'0	R/W	Queue Full interrupt Disable 4 This bit supports interrupt enable. It controls set of RIC2.QFE4. This bit is always read as 0. 0: No change of RIC2.QFE4 1: Set RIC2.QFE4 to 0
3	QFD3	B'0	R/W	Queue Full interrupt Disable 3 This bit supports interrupt enable. It controls set of RIC2.QFE3. This bit is always read as 0. 0: No change of RIC2.QFE3 1: Set RIC2.QFE3 to 0
2	QFD2	B'0	R/W	Queue Full interrupt Disable 2 This bit supports interrupt enable. It controls set of RIC2.QFE2. This bit is always read as 0. 0: No change of RIC2.QFE2 1: Set RIC2.QFE2 to 0
1	QFD1	B'0	R/W	Queue Full interrupt Disable 1 This bit supports interrupt enable. It controls set of RIC2.QFE1. This bit is always read as 0. 0: No change of RIC2.QFE1 1: Set RIC2.QFE1 to 0
0	QFD0	B'0	R/W	Queue Full interrupt Disable 0 This bit supports interrupt enable. It controls set of RIC2.QFE0. This bit is always read as 0. 0: No change of RIC2.QFE0 1: Set RIC2.QFE0 to 0

46.2.80 Transmission Interrupt Enable register (TIE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TIE register is used to control the Transmission Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	TDPS3	TDPS2	TDPS1	TDPS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MFWS	MFUS	TFWS	TFUS	—	—	—	—	FTS3	FTS2	FTS1	FTS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
19	TDPS3	B'0	R/W	Transmit Descriptor Processed interrupt Set 3 This bit supports interrupt enable. It controls set of TIC.TDPE3. This bit is always read as 0. 0: No change of TIC.TDPE3 1: Set TIC.TDPE3 to 1
18	TDPS2	B'0	R/W	Transmit Descriptor Processed interrupt Set 2 This bit supports interrupt enable. It controls set of TIC.TDPE2. This bit is always read as 0. 0: No change of TIC.TDPE2 1: Set TIC.TDPE2 to 1
17	TDPS1	B'0	R/W	Transmit Descriptor Processed interrupt Set 1 This bit supports interrupt enable. It controls set of TIC.TDPE1. This bit is always read as 0. 0: No change of TIC.TDPE1 1: Set TIC.TDPE1 to 1
16	TDPS0	B'0	R/W	Transmit Descriptor Processed interrupt Set 0 This bit supports interrupt enable. It controls set of TIC.TDPE0. This bit is always read as 0. 0: No change of TIC.TDPE0 1: Set TIC.TDPE0 to 1
15 to 12	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
11	MFWS	B'0	R/W	E-MAC status FIFO Warning interrupt Set This bit supports interrupt enable. It controls set of TIC.MFWE. This bit is always read as 0. 0: No change of TIC.MFWE 1: Set TIC.MFWE to 1

Bit	Bit Name	Initial Value	R/W	Description
10	MFUS	B'0	R/W	E-MAC status FIFO Updated interrupt Set This bit supports interrupt enable. It controls set of TIC.MFUE. This bit is always read as 0. 0: No change of TIC.MFUE 1: Set TIC.MFUE to 1
9	TFWS	B'0	R/W	Timestamp FIFO Warning interrupt Set This bit supports interrupt enable. It controls set of TIC.TFWE. This bit is always read as 0. 0: No change of TIC.TFWE 1: Set TIC.TFWE to 1
8	TFUS	B'0	R/W	Timestamp FIFO Updated interrupt Set This bit supports interrupt enable. It controls set of TIC.TFUE. This bit is always read as 0. 0: No change of TIC.TFUE 1: Set TIC.TFUE to 1
7 to 4	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
3	FTS3	B'0	R/W	Frame Transmitted interrupt Set 3 This bit supports interrupt enable. It controls set of TIC.FTE3. This bit is always read as 0. 0: No change of TIC.FTE3 1: Set TIC.FTE3 to 1
2	FTS2	B'0	R/W	Frame Transmitted interrupt Set 2 This bit supports interrupt enable. It controls set of TIC.FTE2. This bit is always read as 0. 0: No change of TIC.FTE2 1: Set TIC.FTE2 to 1
1	FTS1	B'0	R/W	Frame Transmitted interrupt Set 1 This bit supports interrupt enable. It controls set of TIC.FTE1. This bit is always read as 0. 0: No change of TIC.FTE1 1: Set TIC.FTE1 to 1
0	FTS0	B'0	R/W	Frame Transmitted interrupt Set 0 This bit supports interrupt enable. It controls set of TIC.FTE0. This bit is always read as 0. 0: No change of TIC.FTE0 1: Set TIC.FTE0 to 1

46.2.81 Transmission Interrupt Disable register (TID)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TID register is used to control the Transmission Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	TDPD3	TDPD2	TDPD1	TDPD0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MFWD	MFUD	TFWD	TFUD	—	—	—	—	FTD3	FTD2	FTD1	FTD0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
19	TDPD3	All 0	R/W	Transmit Descriptor Processed interrupt Disable 3 This bit supports interrupt enable. It controls set of TIC.TDPE3. This bit is always read as 0. 0: No change of TIC.TDPE3 1: Set TIC.TDPE3 to 0
18	TDPD2	All 0	R/W	Transmit Descriptor Processed interrupt Disable 2 This bit supports interrupt enable. It controls set of TIC.TDPE2. This bit is always read as 0. 0: No change of TIC.TDPE2 1: Set TIC.TDPE2 to 0
17	TDPD1	All 0	R/W	Transmit Descriptor Processed interrupt Disable 1 This bit supports interrupt enable. It controls set of TIC.TDPE1. This bit is always read as 0. 0: No change of TIC.TDPE1 1: Set TIC.TDPE1 to 0
16	TDPD0	All 0	R/W	Transmit Descriptor Processed interrupt Disable 0 This bit supports interrupt enable. It controls set of TIC.TDPE0. This bit is always read as 0. 0: No change of TIC.TDPE0 1: Set TIC.TDPE0 to 0
15 to 12	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
11	MFWD	B’0	R/W	E-MAC status FIFO Warning interrupt Disable This bit supports interrupt enable. It controls set of TIC.MFWE. This bit is always read as 0. 0: No change of TIC.MFWE 1: Set TIC.MFWE to 0

Bit	Bit Name	Initial Value	R/W	Description
10	MFUD	B'0	R/W	E-MAC status FIFO Updated interrupt Disable This bit supports interrupt enable. It controls set of TIC.MFUE. This bit is always read as 0. 0: No change of TIC.MFUE 1: Set TIC.MFUE to 0
9	TFWD	B'0	R/W	Timestamp FIFO Warning interrupt Disable This bit supports interrupt enable. It controls set of TIC.TFWE. This bit is always read as 0. 0: No change of TIC.TFWE 1: Set TIC.TFWE to 0
8	TFUD	B'0	R/W	Timestamp FIFO Updated interrupt Disable This bit supports interrupt enable. It controls set of TIC.TFUE. This bit is always read as 0. 0: No change of TIC.TFUE 1: Set TIC.TFUE to 0
7 to 4	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
3	FTD3	B'0	R/W	Frame Transmitted interrupt Disable 3 This bit supports interrupt enable. It controls set of TIC.FTE3. This bit is always read as 0. 0: No change of TIC.FTE3 1: Set TIC.FTE3 to 0
2	FTD2	B'0	R/W	Frame Transmitted interrupt Disable 2 This bit supports interrupt enable. It controls set of TIC.FTE2. This bit is always read as 0. 0: No change of TIC.FTE2 1: Set TIC.FTE2 to 0
1	FTD1	B'0	R/W	Frame Transmitted interrupt Disable 1 This bit supports interrupt enable. It controls set of TIC.FTE1. This bit is always read as 0. 0: No change of TIC.FTE1 1: Set TIC.FTE1 to 0
0	FTD0	B'0	R/W	Frame Transmitted interrupt Disable 0 This bit supports interrupt enable. It controls set of TIC.FTE0. This bit is always read as 0. 0: No change of TIC.FTE0 1: Set TIC.FTE0 to 0

46.2.82 Reception Interrupt Enable register 3 (RIE3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RIE3 register is used to control the Reception Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RDPS17	RDPS16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RDPS15	RDPS14	RDPS13	RDPS12	RDPS11	RDPS10	RDPS9	RDPS8	RDPS7	RDPS6	RDPS5	RDPS4	RDPS3	RDPS2	RDPS1	RDPS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	RDPS17	B'0	R/W	Receive Descriptor Processed interrupt Set 17 This bit supports interrupt enable. It controls set of RIC3.RDPE17. This bit is always read as 0. 0: No change of RIC3.RDPE17 1: Set RIC3.RDPE17 to 1
16	RDPS16	B'0	R/W	Receive Descriptor Processed interrupt Set 16 This bit supports interrupt enable. It controls set of RIC3.RDPE16. This bit is always read as 0. 0: No change of RIC3.RDPE16 1: Set RIC3.RDPE16 to 1
15	RDPS15	B'0	R/W	Receive Descriptor Processed interrupt Set 15 This bit supports interrupt enable. It controls set of RIC3.RDPE15. This bit is always read as 0. 0: No change of RIC3.RDPE15 1: Set RIC3.RDPE15 to 1
14	RDPS14	B'0	R/W	Receive Descriptor Processed interrupt Set 14 This bit supports interrupt enable. It controls set of RIC3.RDPE14. This bit is always read as 0. 0: No change of RIC3.RDPE14 1: Set RIC3.RDPE14 to 1
13	RDPS13	B'0	R/W	Receive Descriptor Processed interrupt Set 13 This bit supports interrupt enable. It controls set of RIC3.RDPE13. This bit is always read as 0. 0: No change of RIC3.RDPE13 1: Set RIC3.RDPE13 to 1

Bit	Bit Name	Initial Value	R/W	Description
12	RDPS12	B'0	R/W	Receive Descriptor Processed interrupt Set 12 This bit supports interrupt enable. It controls set of RIC3.RDPE12. This bit is always read as 0. 0: No change of RIC3.RDPE12 1: Set RIC3.RDPE12 to 1
11	RDPS11	B'0	R/W	Receive Descriptor Processed interrupt Set 11 This bit supports interrupt enable. It controls set of RIC3.RDPE11. This bit is always read as 0. 0: No change of RIC3.RDPE11 1: Set RIC3.RDPE11 to 1
10	RDPS10	B'0	R/W	Receive Descriptor Processed interrupt Set 10 This bit supports interrupt enable. It controls set of RIC3.RDPE10. This bit is always read as 0. 0: No change of RIC3.RDPE10 1: Set RIC3.RDPE10 to 1
9	RDPS9	B'0	R/W	Receive Descriptor Processed interrupt Set 9 This bit supports interrupt enable. It controls set of RIC3.RDPE9. This bit is always read as 0. 0: No change of RIC3.RDPE9 1: Set RIC3.RDPE9 to 1
8	RDPS8	B'0	R/W	Receive Descriptor Processed interrupt Set 8 This bit supports interrupt enable. It controls set of RIC3.RDPE8. This bit is always read as 0. 0: No change of RIC3.RDPE8 1: Set RIC3.RDPE8 to 1
7	RDPS7	B'0	R/W	Receive Descriptor Processed interrupt Set 7 This bit supports interrupt enable. It controls set of RIC3.RDPE7. This bit is always read as 0. 0: No change of RIC3.RDPE7 1: Set RIC3.RDPE7 to 1
6	RDPS6	B'0	R/W	Receive Descriptor Processed interrupt Set 6 This bit supports interrupt enable. It controls set of RIC3.RDPE6. This bit is always read as 0. 0: No change of RIC3.RDPE6 1: Set RIC3.RDPE6 to 1
5	RDPS5	B'0	R/W	Receive Descriptor Processed interrupt Set 5 This bit supports interrupt enable. It controls set of RIC3.RDPE5. This bit is always read as 0. 0: No change of RIC3.RDPE5 1: Set RIC3.RDPE5 to 1
4	RDPS4	B'0	R/W	Receive Descriptor Processed interrupt Set 4 This bit supports interrupt enable. It controls set of RIC3.RDPE4. This bit is always read as 0. 0: No change of RIC3.RDPE4 1: Set RIC3.RDPE4 to 1

Bit	Bit Name	Initial Value	R/W	Description
3	RDPS3	B'0	R/W	Receive Descriptor Processed interrupt Set 3 This bit supports interrupt enable. It controls set of RIC3.RDPE3. This bit is always read as 0. 0: No change of RIC3.RDPE3 1: Set RIC3.RDPE3 to 1
2	RDPS2	B'0	R/W	Receive Descriptor Processed interrupt Set 2 This bit supports interrupt enable. It controls set of RIC3.RDPE2. This bit is always read as 0. 0: No change of RIC3.RDPE2 1: Set RIC3.RDPE2 to 1
1	RDPS1	B'0	R/W	Receive Descriptor Processed interrupt Set 1 This bit supports interrupt enable. It controls set of RIC3.RDPE1. This bit is always read as 0. 0: No change of RIC3.RDPE1 1: Set RIC3.RDPE1 to 1
0	RDPS0	B'0	R/W	Receive Descriptor Processed interrupt Set 0 This bit supports interrupt enable. It controls set of RIC3.RDPE0. This bit is always read as 0. 0: No change of RIC3.RDPE0 1: Set RIC3.RDPE0 to 1

46.2.83 Reception Interrupt Disable register 3 (RID3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RID3 register is used to control the Reception Interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RDPD17	RDPD16
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RDPD15	RDPD14	RDPD13	RDPD12	RDPD11	RDPD10	RDPD9	RDPD8	RDPD7	RDPD6	RDPD5	RDPD4	RDPD3	RDPD2	RDPD1	RDPD0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17	RDPD17	B'0	R/W	Receive Descriptor Processed interrupt Disable 17 This bit supports interrupt enable. It controls set of RIC3.RDPE17. This bit is always read as 0. 0: No change of RIC3.RDPE17 1: Set RIC3.RDPE17 to 0
16	RDPD16	B'0	R/W	Receive Descriptor Processed interrupt Disable 16 This bit supports interrupt enable. It controls set of RIC3.RDPE16. This bit is always read as 0. 0: No change of RIC3.RDPE16 1: Set RIC3.RDPE16 to 0
15	RDPD15	B'0	R/W	Receive Descriptor Processed interrupt Disable 15 This bit supports interrupt enable. It controls set of RIC3.RDPE15. This bit is always read as 0. 0: No change of RIC3.RDPE15 1: Set RIC3.RDPE15 to 0
14	RDPD14	B'0	R/W	Receive Descriptor Processed interrupt Disable 14 This bit supports interrupt enable. It controls set of RIC3.RDPE14. This bit is always read as 0. 0: No change of RIC3.RDPE14 1: Set RIC3.RDPE14 to 0
13	RDPD13	B'0	R/W	Receive Descriptor Processed interrupt Disable 13 This bit supports interrupt enable. It controls set of RIC3.RDPE13. This bit is always read as 0. 0: No change of RIC3.RDPE13 1: Set RIC3.RDPE13 to 0

Bit	Bit Name	Initial Value	R/W	Description
12	RDPD12	B'0	R/W	Receive Descriptor Processed interrupt Disable 12 This bit supports interrupt enable. It controls set of RIC3.RDPE12. This bit is always read as 0. 0: No change of RIC3.RDPE12 1: Set RIC3.RDPE12 to 0
11	RDPD11	B'0	R/W	Receive Descriptor Processed interrupt Disable 11 This bit supports interrupt enable. It controls set of RIC3.RDPE11. This bit is always read as 0. 0: No change of RIC3.RDPE11 1: Set RIC3.RDPE11 to 0
10	RDPD10	B'0	R/W	Receive Descriptor Processed interrupt Disable 10 This bit supports interrupt enable. It controls set of RIC3.RDPE10. This bit is always read as 0. 0: No change of RIC3.RDPE10 1: Set RIC3.RDPE10 to 0
9	RDPD9	B'0	R/W	Receive Descriptor Processed interrupt Disable 9 This bit supports interrupt enable. It controls set of RIC3.RDPE9. This bit is always read as 0. 0: No change of RIC3.RDPE9 1: Set RIC3.RDPE9 to 0
8	RDPD8	B'0	R/W	Receive Descriptor Processed interrupt Disable 8 This bit supports interrupt enable. It controls set of RIC3.RDPE8. This bit is always read as 0. 0: No change of RIC3.RDPE8 1: Set RIC3.RDPE8 to 0
7	RDPD7	B'0	R/W	Receive Descriptor Processed interrupt Disable 7 This bit supports interrupt enable. It controls set of RIC3.RDPE7. This bit is always read as 0. 0: No change of RIC3.RDPE7 1: Set RIC3.RDPE7 to 0
6	RDPD6	B'0	R/W	Receive Descriptor Processed interrupt Disable 6 This bit supports interrupt enable. It controls set of RIC3.RDPE6. This bit is always read as 0. 0: No change of RIC3.RDPE6 1: Set RIC3.RDPE6 to 0
5	RDPD5	B'0	R/W	Receive Descriptor Processed interrupt Disable 5 This bit supports interrupt enable. It controls set of RIC3.RDPE5. This bit is always read as 0. 0: No change of RIC3.RDPE5 1: Set RIC3.RDPE5 to 0
4	RDPD4	B'0	R/W	Receive Descriptor Processed interrupt Disable 4 This bit supports interrupt enable. It controls set of RIC3.RDPE4. This bit is always read as 0. 0: No change of RIC3.RDPE4 1: Set RIC3.RDPE4 to 0

Bit	Bit Name	Initial Value	R/W	Description
3	RDPD3	B'0	R/W	Receive Descriptor Processed interrupt Disable 3 This bit supports interrupt enable. It controls set of RIC3.RDPE3. This bit is always read as 0. 0: No change of RIC3.RDPE3 1: Set RIC3.RDPE3 to 0
2	RDPD2	B'0	R/W	Receive Descriptor Processed interrupt Disable 2 This bit supports interrupt enable. It controls set of RIC3.RDPE2. This bit is always read as 0. 0: No change of RIC3.RDPE2 1: Set RIC3.RDPE2 to 0
1	RDPD1	B'0	R/W	Receive Descriptor Processed interrupt Disable 1 This bit supports interrupt enable. It controls set of RIC3.RDPE1. This bit is always read as 0. 0: No change of RIC3.RDPE1 1: Set RIC3.RDPE1 to 0
0	RDPD0	B'0	R/W	Receive Descriptor Processed interrupt Disable 0 This bit supports interrupt enable. It controls set of RIC3.RDPE0. This bit is always read as 0. 0: No change of RIC3.RDPE0 1: Set RIC3.RDPE0 to 0

46.2.84 E-MAC Mode Register (ECMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

ECMR is used to specify the operating mode of the E-MAC. The settings in this register are normally made in the initialization process following a reset.

The operating mode settings must not be changed while transmission or reception is enabled (i.e. while the RE or TE bit in this register is 1).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	TRCCM	—	—	RCSC	—	DPAD	RZPF	TZPF	PFR	RXF	TXF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MPDE	—	—	RE	TE	—	—	—	DM	PRM
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
26	TRCCM	B'0	R/W	Counter Clear Mode This bit sets the method for clearing the counter register. Refer to the descriptions of the counter registers. 0: Writing to a counter register leads to the register being cleared to 0. 1: Reading from a counter register leads to the register being cleared to 0.
25, 24	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
23	RCSC	B'0	R/W	Checksum Calculation Setting this bit to 1 enables automatic calculation of checksums for data in received frames. Only the data field of an Ethernet frame without a VLAN field is in the scope of checksum calculation. Specifically, the checksum is calculated from the data field, which follows the length/type field and is followed by the CRC field. Calculation only involves 16-bit addition; it does not involve bit inversion. 0: Checksums are not automatically calculated. 1: Checksums are automatically calculated.
22	—	B'0	R/W	Reserved This bit is read as 0. The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
21	DPAD	B'0	R/W	Data Padding This bit specifies padding or non-padding of data when less than 60 bytes are to be transmitted. When this bit is set to 1, data are transmitted without padding; when it is set to 0, data are padded to make up 60-byte units for transmission. 0: Padding to make up 60 bytes is inserted in data for transmission when fewer than 60 bytes are to be transmitted. 1: Padding is not inserted in data for transmission when fewer than 60 bytes are to be transmitted and the data are transmitted without being changed.
20	RZPF	B'0	R/W	PAUSE Frame Reception with Time = 0 When the RZPF bit is set to 0, received PAUSE frames with the Timer value 0 are discarded. When the RZPF bit is set to 1, release from the transmission wait state follows reception of a PAUSE frame with the Timer value 0. 0: Reception of PAUSE frames with the TIME parameter value 0 is disabled. 1: Reception of PAUSE frames with the TIME parameter value 0 is enabled.
19	TZPF	B'0	R/W	Transmit Zero PAUSE Frame When setting CCC.FCE=1, and Rx FIFO become Warning Level. 0: Not transmit the PAUSE frame of TIME parameter value 0. 1: Transmit the PAUSE frame of TIME parameter value 0.
18	PFR	B'0	R/W	PAUSE Frame Receive Mode This bit specifies whether PAUSE frames are transferred to the AVB-DMAC. 0: PAUSE frames are not transferred to the AVB-DMAC. 1: PAUSE frames are transferred to the AVB-DMAC.
17	RXF	B'0	R/W	Operating Mode for Flow Control in Reception When the RXF bit is set to 1 and a PAUSE frame is received, a next frame to be transmitted is not transmitted until the time indicated by the Timer value in the PAUSE frame has elapsed. However, the transmission of a current frame is continued. The number of received PAUSE frames is also counted. For details, see section 46.2.95 PAUSE Frame Receive Counter (PFRCR). Setting this bit to 0 disables PAUSE frame detection. 0: Detection of PAUSE frames is disabled. 1: Flow control for the receiving port is enabled.
16	TXF	B'0	R/W	Transmit Flow control mode 0: Flow control for the transmitting port is disabled. 1: Flow control for the transmitting port is enabled.
15 to 10	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
9	MPDE	B'0	R/W	Magic Packet™ Detection Enable The MPDE bit enables or disables Magic Packet™ detection by hardware to allow activation via the Ethernet connection. 0: Magic Packet™ detection is not enabled. 1: Magic Packet™ detection is enabled.
8, 7	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
6	RE	B'0	R/W	Reception Enable If this bit is switched from reception being enabled (RE = 1) to reception being disabled (RE = 0) while a frame is being received, reception will continue until reception of the frame is completed. 0: Reception is disabled. 1: Reception is enabled.
5	TE	B'0	R/W	Transmission Enable If this bit is switched from transmission being enabled (TE = 1) to transmission being disabled (TE = 0) while a frame is being transmitted, transmission will continue until transmission of that frame is completed. 0: Transmission is disabled. 1: Transmission is enabled.
4 to 2	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
1	DM	B'0	R/W	Duplex Mode This bit should always be set to 1. The value after reset is 0. 0: Value after reset 1: Full-duplex operation This bit should always be set to 1.
0	PRM	B'0	R/W	Promiscuous Mode Setting the PRM bit enables all Ethernet frames to be received. All Ethernet frames mean all receivable frames, irrespective of differences of destination address (exclude PAUSE frame). 0: Normal operation 1: Promiscuous mode operation

46.2.85 Receive Frame Length Register (RFLR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RFLR register specifies the maximum length (in bytes) of frames that can be received by this LSI. Settings in this register must not be changed while reception is enabled (while the RE bit in the E-MAC mode register (EMCR) is 1).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RFL[17:16]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFL[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
17 to 0	RFL[17:0]	H'0_0000	R/W	Receive Frame Length Frame data described here refers to all fields from the destination address up to the CRC data. Frame contents from the destination address up to the data are actually transferred to memory. CRC data are not included in the transfer. When more data than the specified number of bytes are received, the portion of data that exceeds the specified value and more 8 byte length is discarded. CAUTION: The prepared descriptor data size is just the specified value (RFLR.RFL). Therefore descriptor data size must be more than RFLR.RFL + 8 if you will receive such the long frame. H'0_0000 to H'0_05EE: 1,518 bytes H'0_05EF: 1,519 bytes H'0_05F0: 1,520 bytes : : H'0_07FF: 2,047 bytes H'0_0800: 2,048 bytes : : H'0_1000: 4,096 bytes : : H'1_0000: 65,535 bytes : : H'2_0000 to H'3_FFFF: 131,072 bytes

46.2.86 E-MAC Status Register (ECSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The ECSR register indicates the state of the E-MAC. The CPU can be notified of the state. For bits associated with interrupts, the interrupt can be enabled or disabled by the corresponding bit in the E-MAC Interrupt Permission Register (ECSIPR) described in section 46.2.88.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	PFRI	PHYI	LCHNG	MPD	ICD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
4	PFRI	B'0	R/W	PAUSE Frame Retry Interrupt This bit indicate that reached to the number of PAUSE frame retransmission for register PFTTLR setting. Procedure for 0-clear to this bit is follows. 0: Read the PFTTCR register to clear the PFTTCR register. 1: Write to this bit 1.
3	PHYI	B'0	R/W	PHY interrupt terminal state bit This bit indicates the state of input to the PHY interrupt pin (AVB_PHY_INT) from the PHY-LSI. 0: PHY interrupt terminal (AVB_PHY_INT) is not asserted. 1: PHY interrupt terminal (AVB_PHY_INT) is asserted.
2	LCHNG	B'0	R/W	Link signal change bit This bit indicates a transition of the link status signal (AVB_LINK) input from the PHY-LSI from high to low or low to high. However, signal changes may also be detected at times when the link status signal (AVB_LINK) function is selected. To check the current link state, refer to the link status pin state bit in the PHY status register (PSR.LMON). 0: The change of Link status signal (AVB_LINK) is not detected. 1: The change of Link status signal (AVB_LINK) is detected.
1	MPD	B'0	R/W	Magic Packet™ Detection This bit indicates that a Magic Packet™ has been detected on the line. Writing 1 to this bit clears it to 0. 0: A Magic Packet™ has not been detected. 1: A Magic Packet™ has been detected.

Bit	Bit Name	Initial Value	R/W	Description
0	ICD	B'0	R/W	Illegal Carrier Detection This bit indicates that the PHY-LSI has detected an illegal carrier on the line. If a change in the signal input from the PHY-LSI occurs in a period shorter than the software recognition period, the correct information may not be obtained. Refer to the timing specification for the PHY-LSI used. Writing 1 to this bit clears it to 0. 0: PHY-LSI has not detected an illegal carrier on the line. 1: PHY-LSI has detected an illegal carrier on the line.

46.2.87 E-MAC Interrupt Permission Register (ECSIPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The ECSIPR register enables or disables the states indicated by the ECSR register as interrupt sources. Each effective bit disables or enables interrupts corresponding to the bits in ECSR.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	PFRIM	PHYIM	LINKIM	MPDIP	ICDIP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
4	PFRIM	B'0	R/W	PAUSE Frame Retry Interrupt Mask Setting this bit to 1 selects interrupt generation on setting of the PAUSE Frame Retry Interrupt bit (ECSR. PFRI) in the E-MAC status register to 1. 0: Interrupts on setting of the PFRI bit is disabled. 1: Interrupts on setting of the PFRI bit is enabled.
3	PHYIM	B'0	R/W	PHY Interrupt Mask Setting this bit to 1 selects interrupt generation on setting of the PHY interrupt terminal state bit (ECSR. PHYI) in the E-MAC status register to 1. 0: Interrupts on setting of the PHYI bit is disabled. 1: Interrupts on setting of the PHYI bit is enabled.
2	LINKIM	B'0	R/W	LINK Interrupt Mask Setting this bit to 1 selects interrupt generation on setting of the Link signal change bit (ECSR. LCHNG) in the E-MAC status register to 1. 0: Interrupts on setting of the LCHNG bit is disabled. 1: Interrupts on setting of the LCHNG bit is enabled.
1	MPDIP	B'0	R/W	Magic Packet™ Detect Interrupt Enable Setting this bit to 1 selects interrupt generation on setting of the Magic PacketTM detection bit (ECSR.MPD) in the E-MAC status register to 1. 0: Interrupts on setting of the MPD bit is disabled. 1: Interrupts on setting of the MPD bit is enabled.
0	ICDIP	B'0	R/W	Illegal Carrier Detect Interrupt Enable Setting this bit to 1 selects interrupt generation on setting of the illegal carrier detection bit (ECSR.ICD) in the E-MAC status register to 1. 0: Interrupts on setting of the ICD bit is disabled. 1: Interrupt on setting of the ICD bit is enabled.

46.2.88 PHY Interface Register (PIR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The PIR register provides a means of access to the PHY-LSI internal registers via the MII.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	MDI	MDO	MMD	MDC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	—	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
3	MDI	—	R/W	MII Management Data-In This bit indicates the level of the AVB_MDIO pin.
2	MDO	B'0	R/W	MII Management Data-Out This bit holds data for output from the AVB_MDIO pin. The AVB_MDIO pin outputs data when the MMD bit is set to 1 (to specify writing as the direction). Data are not output while the MMD bit is set to 0 (to specify reading as the direction).
1	MMD	B'0	R/W	MII Management Mode This bit specifies the direction for data through MDIO (reading or writing). 0: Read direction is specified. 1: Write direction is specified.
0	MDC	B'0	R/W	MII Management Data Clock Values set in this bit are output on the AVB_MDC pin to supply the MII with the management data clock. For the method of access to the MII registers, see section 46.3.13 Connection to PHY-LSI.

46.2.89 PHY Status Register (PSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The PSR register is a read-only register that can read interface signals from the PHY-LSI.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LMON
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are read as 0.
0	LMON	B’0	R	Link Status Pin State The Link state can be read by connecting the Link signal output from the PHY-LSI to the link status pin (AVB_LNK) pin. For the active sense, refer to the specifications of the PHY-LSI to be connected. 0: The link status signal (AVB_LNK) is at the low level. 1: The link status signal (AVB_LNK) is at the high level.

46.2.90 PHY_INT Polarity Register (PIPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The PIPR register is used to set the active sense of the AVB_PHY-INT pin.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PHYIP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
0	PHYIP	B'0	R/W	PHY Interrupt Input Pin Polarity This bit sets the active sense of the PHY interrupt pin (AVB_PHY-INT). For the active sense, refer to the specifications of the PHY-LSI to be connected. 0: PHY interrupt pin (AVB_PHY-INT) is active low (the low level triggers the interrupt state) 1: PHY interrupt pin (AVB_PHY-INT) is active high (the high level triggers the interrupt state)

46.2.91 Automatic PAUSE frame register (APR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The APR register is used to set the value for the TIME parameter of auto generated PAUSE frames.

When ECMR.TXF = b'1, the value shouldn't set all 0 in this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	APFTP[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	APFTP[15:0]	H'0000	R/W	Auto Pause Frame Time Parameter When a PAUSE frame is auto transmitted, the value set in this register is used as its TIME parameter. H'0000: — H'0001: 1 × 512 bit time H'0002: 2 × 512 bit time : : H'FFFF: 65535 × 512 bit time A bit time changes relative to the transfer speed as follows. 1000 Mbps: 1 bit time = 1 ns 100 Mbps: 1 bit time = 10 ns

46.2.92 Manual PAUSE Frame Register (MPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The MPR register is used to set the value for the TIME parameter of manually generated PAUSE frames. When a PAUSE frame is manually transmitted, the value set in this register is used as its TIME parameter.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MP[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	MP[15:0]	H'0000	R/W	Manual PAUSE These bits set the value of the TIME parameter in manually generated PAUSE frames. The unit for the setting is 512 bit time. These bits set the TIME parameter value of a manual PAUSE frame. H'0000: — H'0001: 1 × 512 bit time H'0002: 2 × 512 bit time : : H'FFFF: 65535 × 512 bit time A bit time changes relative to the transfer speed as follows. 1000 Mbps: 1 bit time = 1 ns 100 Mbps: 1 bit time = 10 ns

46.2.93 PAUSE Frame Transmit Counter (PFTCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The PFTCR register is a counter that indicates the number of times PAUSE frames have been transmitted.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PFTXC[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.
15 to 0	PFTXC[15:0]	H'0000	R	PAUSE Frame Transmit Counter Counter for counting the number of transmitted PAUSE frames The bits are cleared to 0 when they are read. If counting up and clearing of the counter coincide, clearing the counter takes priority.

46.2.94 PAUSE Frame Receive Counter (PFRCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RFRCR register is a counter that indicates the number of times PAUSE frames have been received.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PFRXC[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.
15 to 0	PFRXC[15:0]	H'0000	R	PAUSE Frame Receive Counter These bits indicate the number of PAUSE frames that have been received when flow control in reception is enabled (the RXF bit in ECMR = 1). The bits are cleared to 0 when they are read. If counting up and clearing the counter coincide, clearing the counter takes priority.

46.2.95 Automatic PAUSE frame retransmit count register (TPAUSER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TPAUSER register is used to set the value for upper limit number of auto generated PAUSE frames.

The setting in this register must not be changed while transmission is enabled.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PFRTULMT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	PFRTULMT [15:0]	H'0000	R/W	Pause Frame Retry Upper LiMiT These bit's set the value for upper limit time of auto generated PAUSE frames while Receive FIFO caution. H'0000: unlimited H'0001: 1 time H'0002: 2 times : : H'FFFF: 65535 times

46.2.96 PAUSE frame transmit times counter (PFTTCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The PFTTCR register is a counter that indicates the number of times auto PAUSE frames have been transmit.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PFRTC[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	PFRTC[15:0]	H'0000	R	Pause Frame Retry Counter These bits indicate the number of auto PAUSE frames that have been transmit while Receive FIFO caution. The bits are cleared to 0 when they are read and Receive FIFO caution start.

46.2.97 E-MAC Mode Register 2 (GECMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The GECMR register specifies the operating mode for the E-MAC.

The setting in the GECMR register must not be changed while transmission or reception is enabled.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SPEED
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

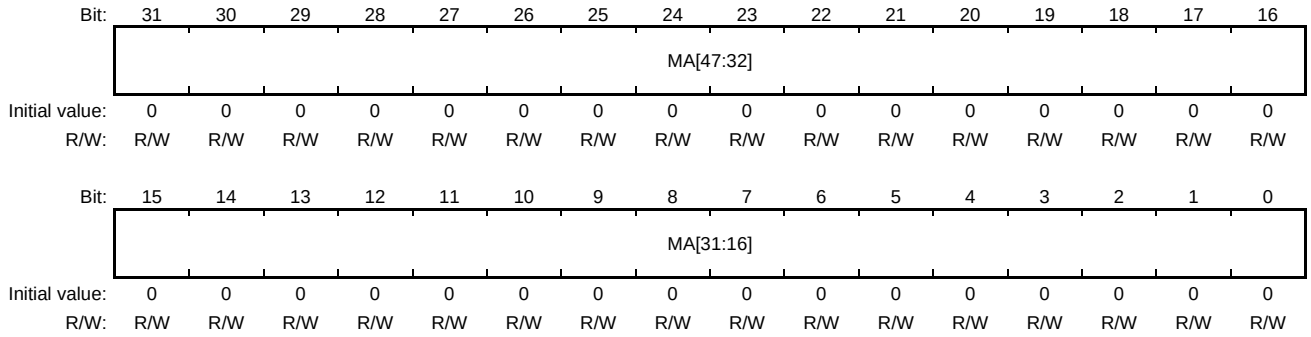
Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
0	SPEED	B'0	R/W	Transfer Speed Setting This bit sets the transfer rate. 0: Transfer is at 100 Mbps. 1: Transfer is at 1000 Mbps.

46.2.98 E-MAC Address High Register (MAHR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The MAHR register specifies the 32 higher-order bits of the 48-bit E-MAC address. The settings in this register are normally made in the initialization process after a reset.

The settings in this register must not be changed while transmission or reception is enabled.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MA[47:16]	H'0000_0000	R/W	E-MAC Address Bits 47 to 16 These bits are used to set the 32 higher-order bits of the E-MAC address. For example, if the E-MAC address is 01-23-45-67-89-AB (hexadecimal), set H'0123_4567 in the MAHR register.

46.2.99 E-MAC Address Low Register (MALR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The MALR register specifies the 16 lower-order bits of the 48-bit E-MAC address. The settings in this register are normally made in the initialization process after a reset.

The settings in this register must not be changed while transmission or reception is enabled.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

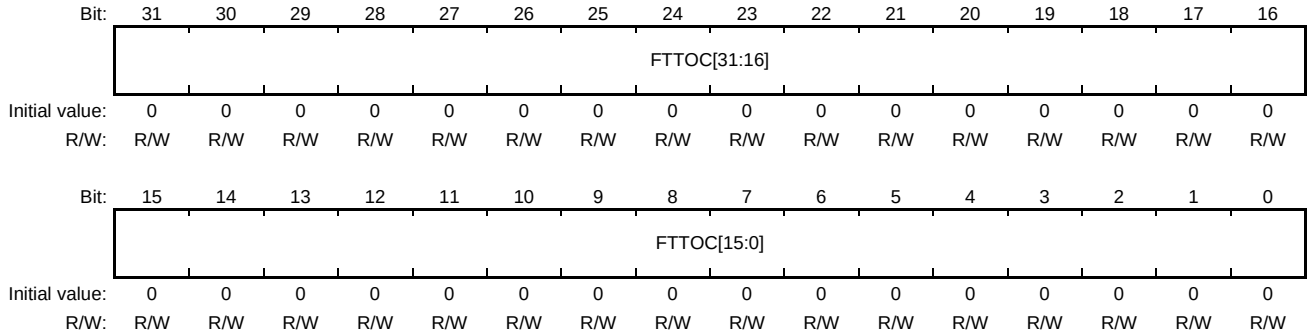
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	MA[15:0]	H'0000	R/W	E-MAC Address Bits 15 to 0 These bits are used to set the 16 lower-order bits of the E-MAC address. For example, if the E-MAC address is 01-23-45-67-89-AB (hexadecimal), set H'89AB in the MALR register.

46.2.100 Transmit retry over counter register (TROCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TROCR register is a counter that indicates the number of times frames with time-out were transmit. Counting up stops when the value in this register reaches H'FFFF_FFFF.

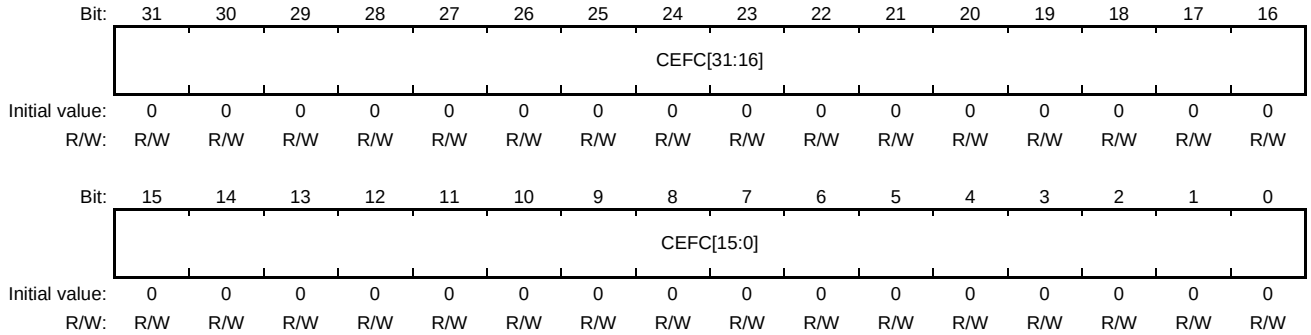


Bit	Bit Name	Initial Value	R/W	Description
31 to 16	FTTOC[31:16]	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	FTTOC [15:0]	H'0000	R/W	Frame transmit time-out counter These bits indicate the number of transmit frames having time-out. The bits are cleared to 0 when they are read while the counter clear mode bit (TRCCM) in the E-MAC mode register is set to 1. When TRCCM = 0, they are cleared to 0 by the writing of any value to this register.

46.2.101 CRC Error Frame Receive Counter Register (CEFCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CEFCR register is a counter that indicates the number of times frames with CRC errors were received. Counting up stops when the value in this register reaches H'FFFF_FFFF.



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	CEFC[31:16]	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	CEFC[15:0]	H'0000	R/W	CRC Error Frame Counter These bits indicate the number of received frames having CRC errors. The bits are cleared to 0 when they are read while the counter clear mode bit (TRCCM) in the E-MAC mode register is set to 1. When TRCCM = 0, they are cleared to 0 by the writing of any value to this register.

46.2.102 Frame Receive Error Counter Register (FRECR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The FRECR register is a counter that indicates the number of frames for which receive errors were generated by input on the RX_ER from the PHY-LSI. Counting up stops when the value in this register reaches H'FFFF_FFFF.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FREC[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

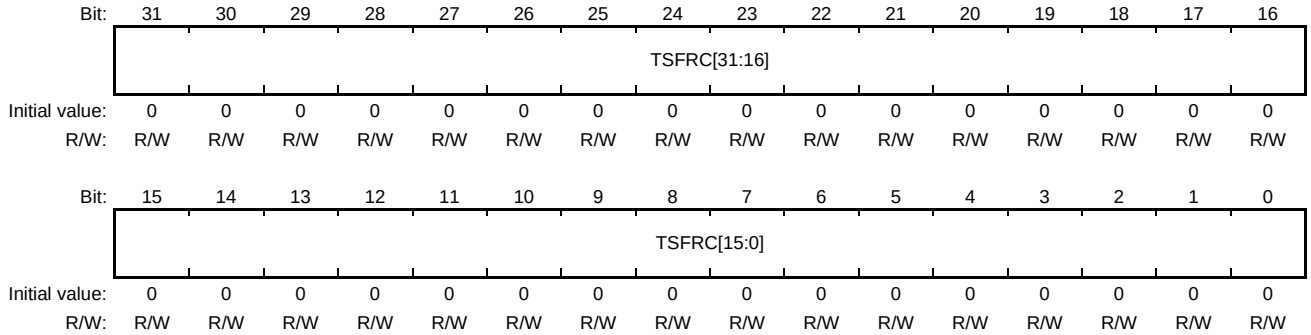
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	FREC[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	FREC[31:16]	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	FREC[15:0]	H'0000	R/W	Frame Receive Error Counter These bits indicate the number of errors during frame reception. The bits are cleared to 0 when they are read while the counter clear mode bit (TRCCM) in the E-MAC mode register is set to 1. When TRCCM = 0, they are cleared to 0 by the writing of any value to this register.

46.2.103 Too-Short Frame Receive Counter Register (TSFRCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TSFRCR register is a counter that indicates the number of received frames that were fewer than 64 bytes in length. Counting stops when the value in this register reaches H'FFFF_FFFF.

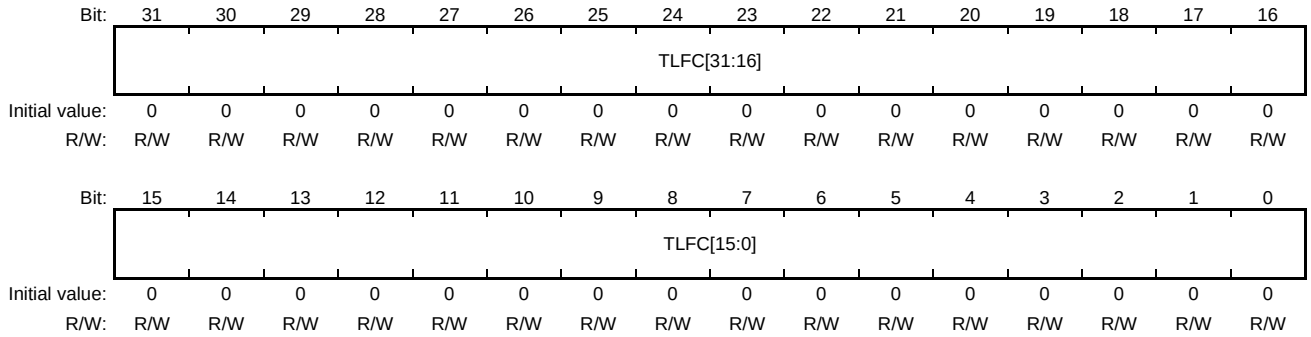


Bit	Bit Name	Initial Value	R/W	Description
31 to 16	TSFRC[31:16]	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	TSFRC[15:0]	H'0000	R/W	Too-Short Frame Receive Counter These bits indicate the number of received frames that were fewer than 64 bytes in length. The bits are cleared to 0 when they are read while the counter clear mode bit (TRCCM) in the E-MAC mode register is set to 1. When TRCCM = 0, they are cleared to 0 by the writing of any value to this register.

46.2.104 Too-Long Frame Receive Counter Register (TLFRCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The TLFRCR register is a counter that indicates the number of received frames that were longer than the value specified in the receive frame length register (RFLR). Counting up stops when the value in the TLFRCR register reaches H'FFFF_FFFF.

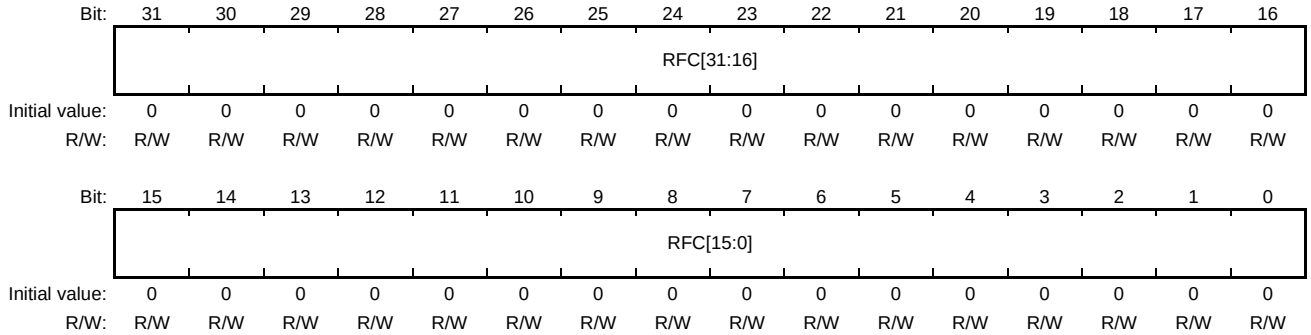


Bit	Bit Name	Initial Value	R/W	Description
31 to 16	TLFC[31:16]	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	TLFC[15:0]	H'0000	R/W	Too-Long Frame Receive Counter These bits indicate the number of received frames that were longer than the value in RFLR. The bits are cleared to 0 when they are read while the counter clear mode bit (TRCCM) in the E-MAC mode register is set to 1. When TRCCM = 0, they are cleared to 0 by the writing of any value to this register.

46.2.105 Residual-Bit Frame Receive Counter Register (RFCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The RFCR register is a counter that indicates the number of received frames containing “residual bits” (trailing bits not making up an 8-bit unit). Counting up stops when the value in this register reaches H'FFFF_FFFF.

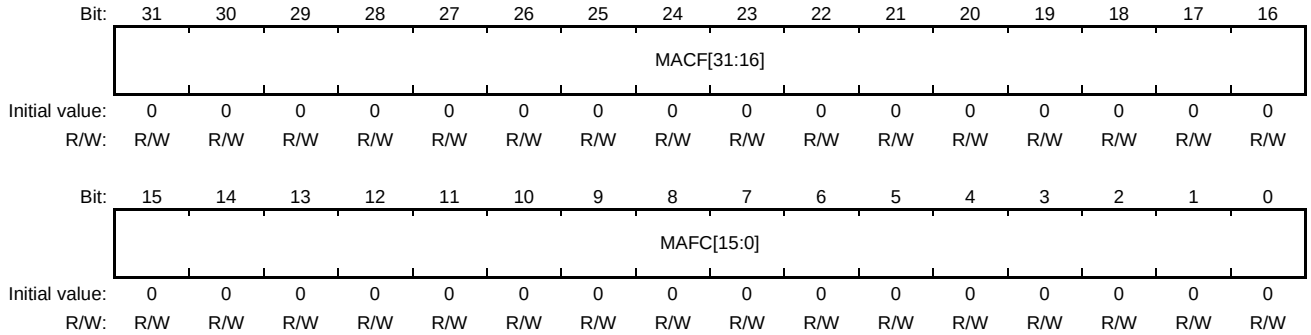


Bit	Bit Name	Initial Value	R/W	Description
31 to 16	RFC[31:16]	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	RFC[15:0]	H'0000	R/W	Residual-Bit Frame Receive Counter These bits indicate the number of received frames containing residual bits. The bits are cleared to 0 when they are read while the counter clear mode bit (TRCCM) in the E-MAC mode register is set to 1. When TRCCM = 0, they are cleared to 0 by the writing of any value to this register.

46.2.106 Multicast Address Frame Receive Counter Register (MAFCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The MAFCR register is a counter that indicates the number of received frames for which a multicast address was specified. Counting up stops when the value in this register reaches H'FFFF_FFFF.



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	MACF[31:16]	All 0	R/W	Reserved These bits are read as 0. The write value should be 0.
15 to 0	MAFC[15:0]	H'0000	R/W	Multicast Address Frame Counter These bits indicate the number of multicast frames that have been received. The bits are cleared to 0 when they are read while the counter clear mode bit (TRCCM) in the E-MAC mode register is set to 1. When TRCCM = 0, they are cleared to 0 by the writing of any value to this register.

46.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The EthernetAVB-IF consists of the following functional units:

- DMA transfer controller (AVB-DMAC): Handles DMA transfer between the data storage areas for reception and transmission in the URAM and the reception and transmission FIFO buffers
- MAC controller (E-MAC): Handles transfer between the reception and transmission FIFO buffers and the RGMII

Using its direct memory access (DMA) function, the AVB-DMAC handles DMA transfer of frame data between the destinations for storing Ethernet frame data for transmission and reception in the URAM and the FIFO buffers for reception and transmission. Data cannot be directly read from or written to the FIFO buffers.

To handle DMA transfer, the AVB-DMAC requires information that includes the addresses for storage of data for transmission and received data. These data are referred to as descriptors. The AVB-DMAC reads data for transmission from the storage area for data to be transmitted according to the information in descriptors and writes received data to the storage area for received data accompanied by information in descriptors. The descriptors are placed in the URAM. Arranging multiple descriptors in descriptor lists allows the continuous reception or transmission of multiple Ethernet frames.

The E-MAC supports a RGMII, which provides an interface format for the externally connected PHY-LSI. The E-MAC constructs Ethernet frames from data written to the transmission FIFO and transmits these frames to the RGMII. It also performs CRC checking of Ethernet frames received from the RGMII and writes the frames to the reception FIFO.

46.3.1 AVB-DMAC Operating Modes

Figure 46.2 illustrates the operating modes of the AVB-DMAC.

Transitions of AVB-DMAC operating mode are under the control of the items listed below.

- CPU operating mode (hardware reset and power-down mode)
- Configuration of the operating mode configuration bits (CCC.OPC) in the AVB-DMAC mode register

The current operating mode can be confirmed by reading the operating mode status bits in the AVB-DMAC status register (CSR.OPS).

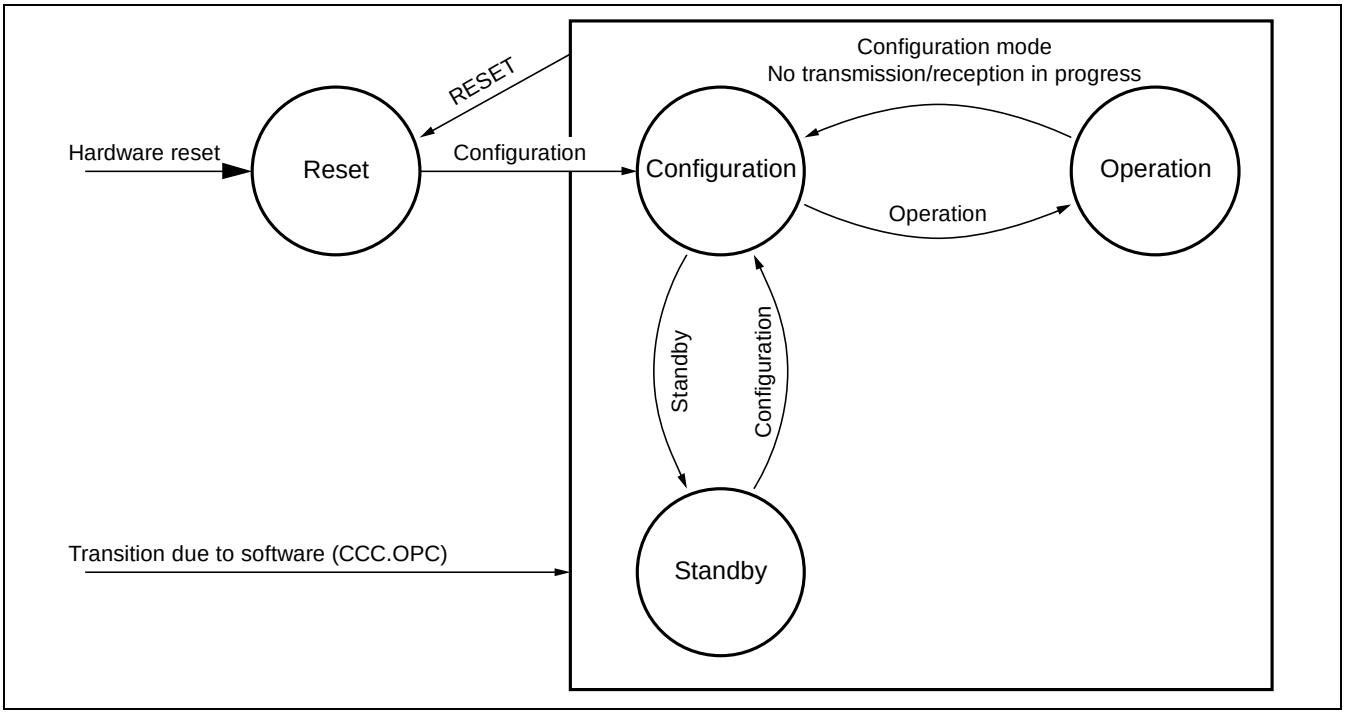


Figure 46.2 Operating Mode of AVB-DMAC

(1) Operating Modes

(a) Reset mode

After a hardware reset, the AVB-DMAC enters reset mode.
In reset mode, only the AVB-DMAC operating mode control function is controllable and other functions are all stopped. This mode is designed for reduced power when the Ethernet function is not necessary.

(b) Configuration mode

In configuration mode, various settings for the AVB-DMAC can be made.
The operation of most functions is stopped and all status registers are initialized to their reset values. The E-MAC functions in this mode.
By CCC.GAC it is possible to enable gPTP support already in CONFIG mode.

(c) Operation mode

In operation mode, all functions of the AVB-DMAC can operate. Ethernet communications can only proceed in this mode.

(d) Standby mode

In standby mode, the E-MAC can only be used to control the operating mode. Other functions cannot be used. When CCC.GAC is 1 CPU should not enter STANDBY mode.

(2) How to Set the Operating Mode

Set the operating mode configuration bits in the AVB-DMAC mode register (CCC.OPC) to select the operating mode. Furthermore, the current operating mode can be checked by reading the operating mode status bits in the AVB-DMAC status register (CSR.OPS).

Transitions other than from operation mode to configuration mode are made after the value is written to the operating mode configuration bits (CCC.OPC) (Figure 46.3).

For transitions from operation mode to configuration mode, follow the procedure in Figure 46.4 because any transmission and reception in progress will be executed before the transition to configuration mode.

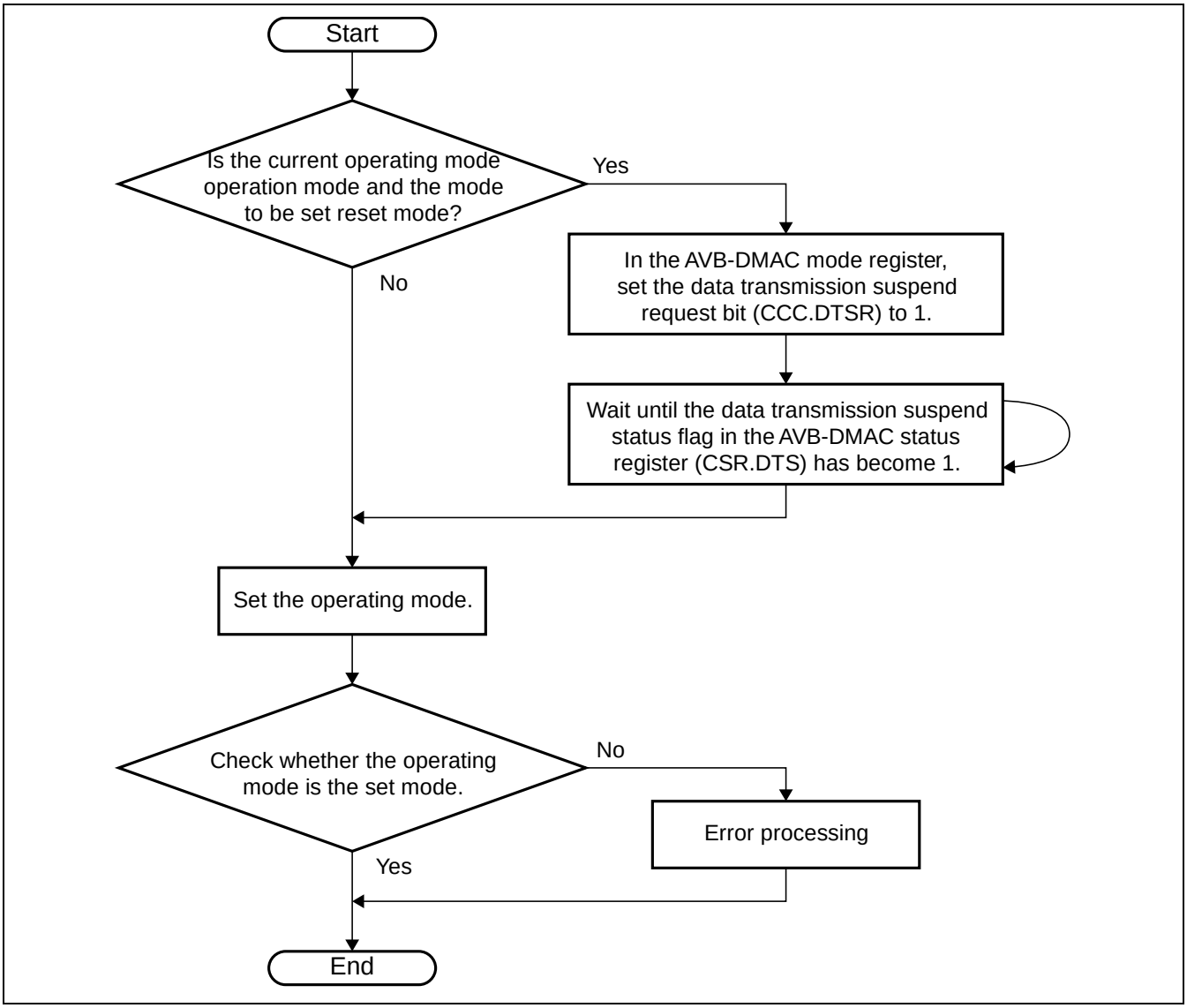


Figure 46.3 Flow for Transitions of Operating Mode (Other than from Operation Mode to Configuration Mode)

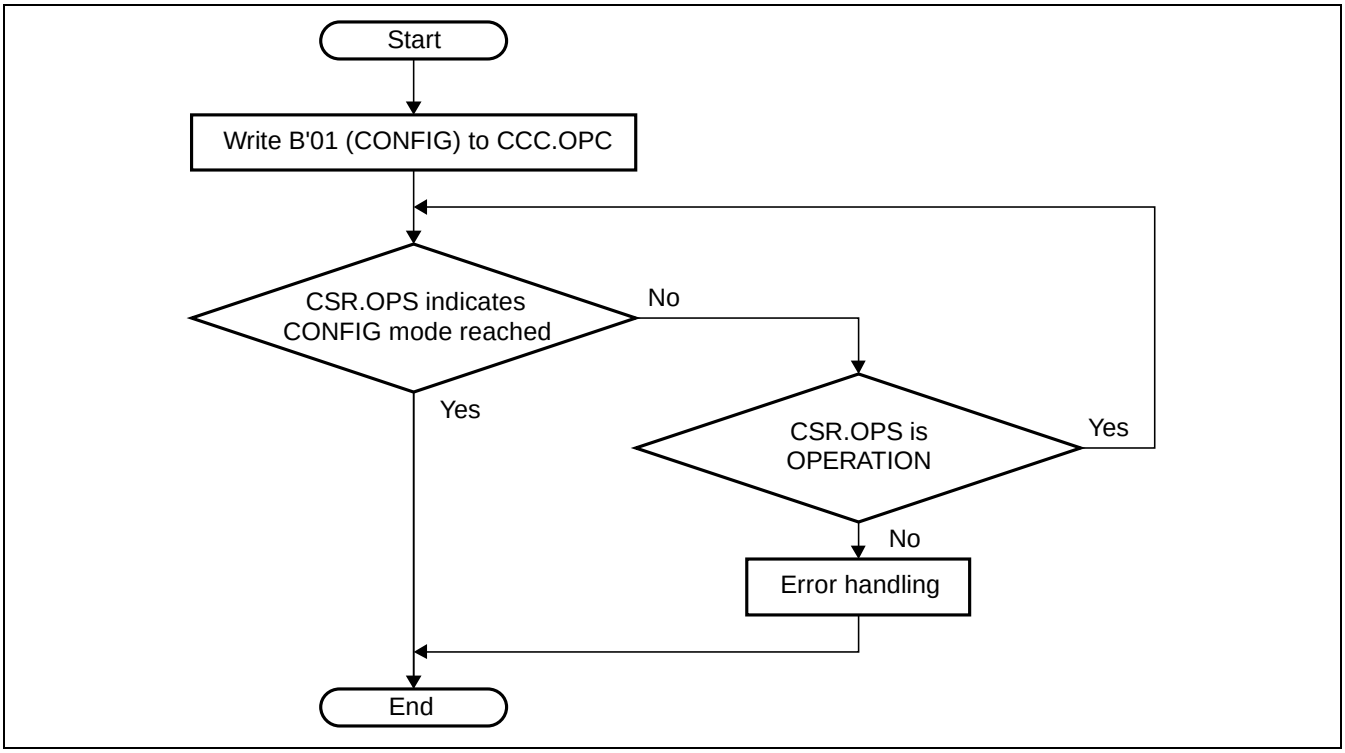


Figure 46.4 Flow for Transitions of Operating Mode (from Operation Mode to Configuration Mode)

In the transition from operation mode to configuration mode, the AVB-DMAC executes the following operations before the transition is completed. Read the operating mode status bits in the AVB-DMAC status register (CSR.OPS) to check that the transition to configuration mode has been completed.

- If the transfer of a frame between the reception FIFO and URAM is in progress, this is completed (other received frames remaining in the FIFO and any frames that are subsequently received by the E-MAC are discarded).
- If the transfer of a frame is in progress between the transmission FIFO and URAM, this is completed (frames for transmission remaining in the URAM will not be transmitted).
- All frames for transmission in the transmission FIFO are transferred to the E-MAC.

The CPU should not disable URAM transfers by CCC.DTSR nor prevent transmission by MAC when requesting transition from OPERATION to CONFIG, else EthernetAVB-IF cannot perform requested mode change.

Notes: When the operating mode shifts to configuration mode, all status registers are cleared.
When need status register information, the reception and transmission path can be individually disabled and can check the status before leaving operating mode with follow.
We recommend following the procedure below in the case of this transition.

1. Disable reception.
2. Since reception actually stopping after being disabled requires time, wait for an interval equivalent to that for reception of a maximum length packet.
3. Stop the software task that is generating data for transmission.
4. Wait until the receive process status bit (CSR.RPO) and the transmit process status bits (CSR.TPO0 to 3) in the AVB-DMAC status register are set to 0.
5. Capture all of the required status information.
6. Set the operating mode configuration bits in the AVB-DMAC mode register (CCC.OPC) to initiate the transition to configuration mode.

(3) Leave RESET mode with additional configuration

When writing B'01 (CONFIG) to CCC.OPC while EthernetAVB-IF is in RESET mode, it is possible to configure availability of gPTP support within CONFIG mode

To enable gPTP support in CONFIG mode use a 32 bit write access when setting CCC.OPC to B'01. This write should also set CCC.GAC to 1 and CCC.CSEL to intended configuration.

(4) Operating Mode Transitions Due to Hardware

The following hardware factors can also initiate transitions of the AVB-DMAC operating mode.

(a) Hardware reset

Resetting of the LSI chip leads to resetting of the entire EthernetAVB-IF module. The operating mode shifts to reset mode.

(b) Transition during power-off by module standby

This transition is triggered by module standby of CPG during the power-off sequence.

The AVB-DMAC completes the bus master access in progress, and then shifts to reset mode. At this time, the operating mode configuration bits in the AVB-DMAC mode register (CCC.OPC) are set to B'00.

46.3.2 Common Control for Transmission and Reception

(1) Initialization Procedure

Figure 46.5 shows the overall initialization procedure in outline.

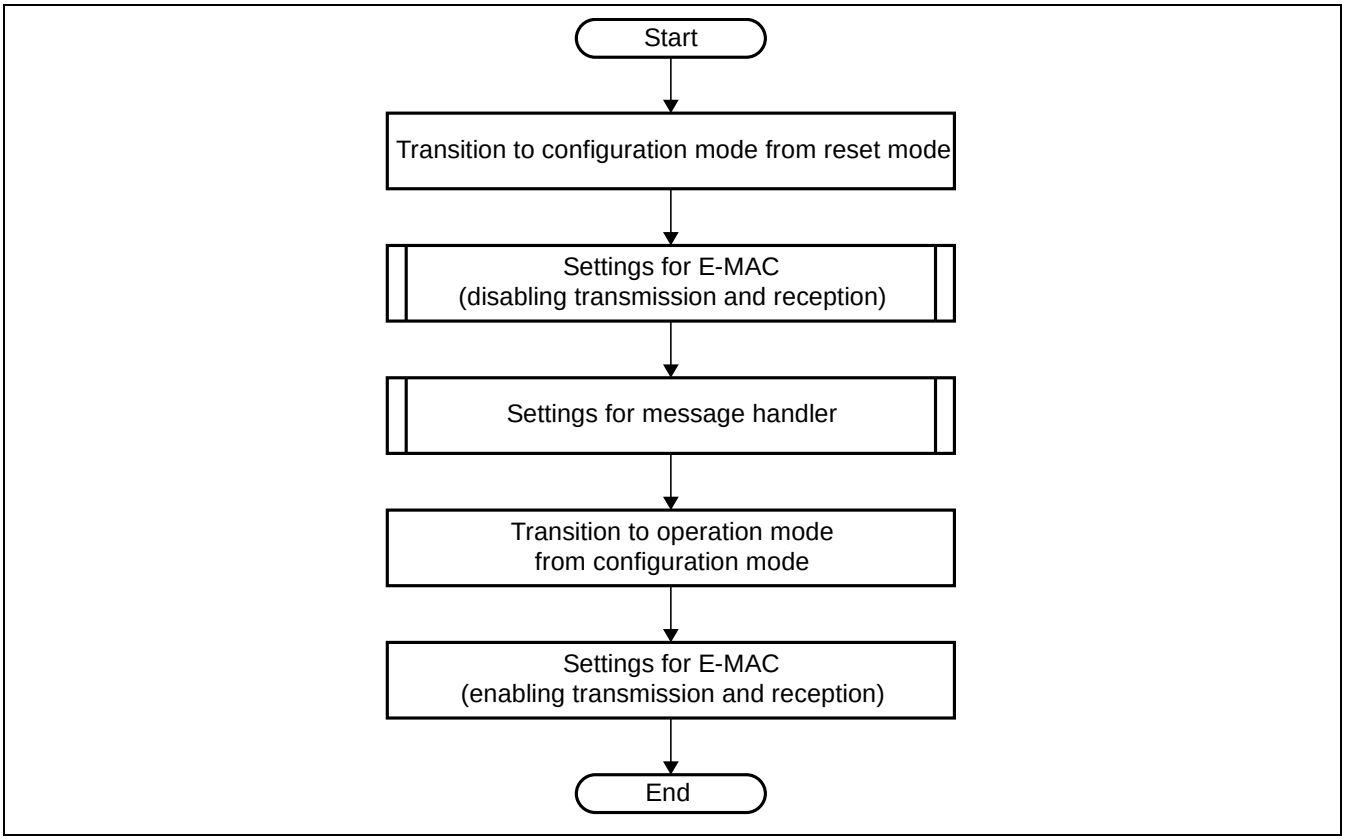


Figure 46.5 Outline of the Initialization Procedure

Note: Before starting configuration, all required clocks should be configured and enabled.

(a) Initializing the Receiver Section

Before starting reception, follow the procedure below.

Keep the operating mode to configuration mode, and do not enable reception until the settings for the AVB-DMAC are completed.

- Set the operating mode to configuration mode.
- Set AVB filtering for network control frames and AVB stream frames to suit the specifications of the product the chip will be used in.
- Create a descriptor chain for each queue to be used.
- Set the base address for table address in the descriptor base address table register (DBAT).
- Specify the maximum frame length with the receive frame length upper limit register (RFLR).
- Specify whether padding is to be used with the receive padding configuration register (RPC).
- Set the unread frame counter for each queue with unread frame counter registers (UFCVs) 0 to 4.

(b) Initializing the Transmitter Section

Figure 46.6 illustrates initialization of the transmitter section.

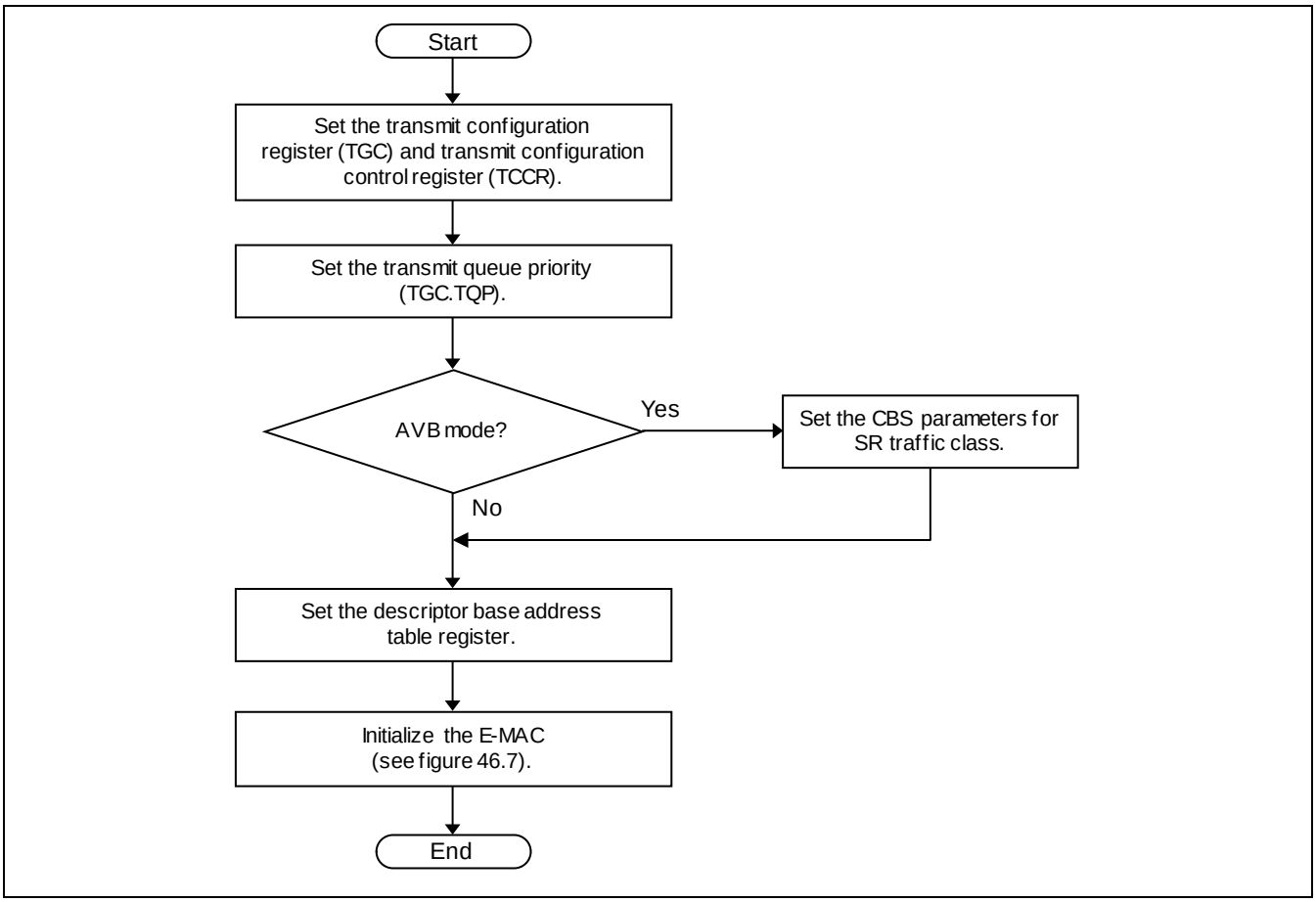


Figure 46.6 Procedure for Initializing the Transmitter Section

(c) Initializing the E-MAC Section

Figure 46.7 illustrates initialization of the E-MAC section.

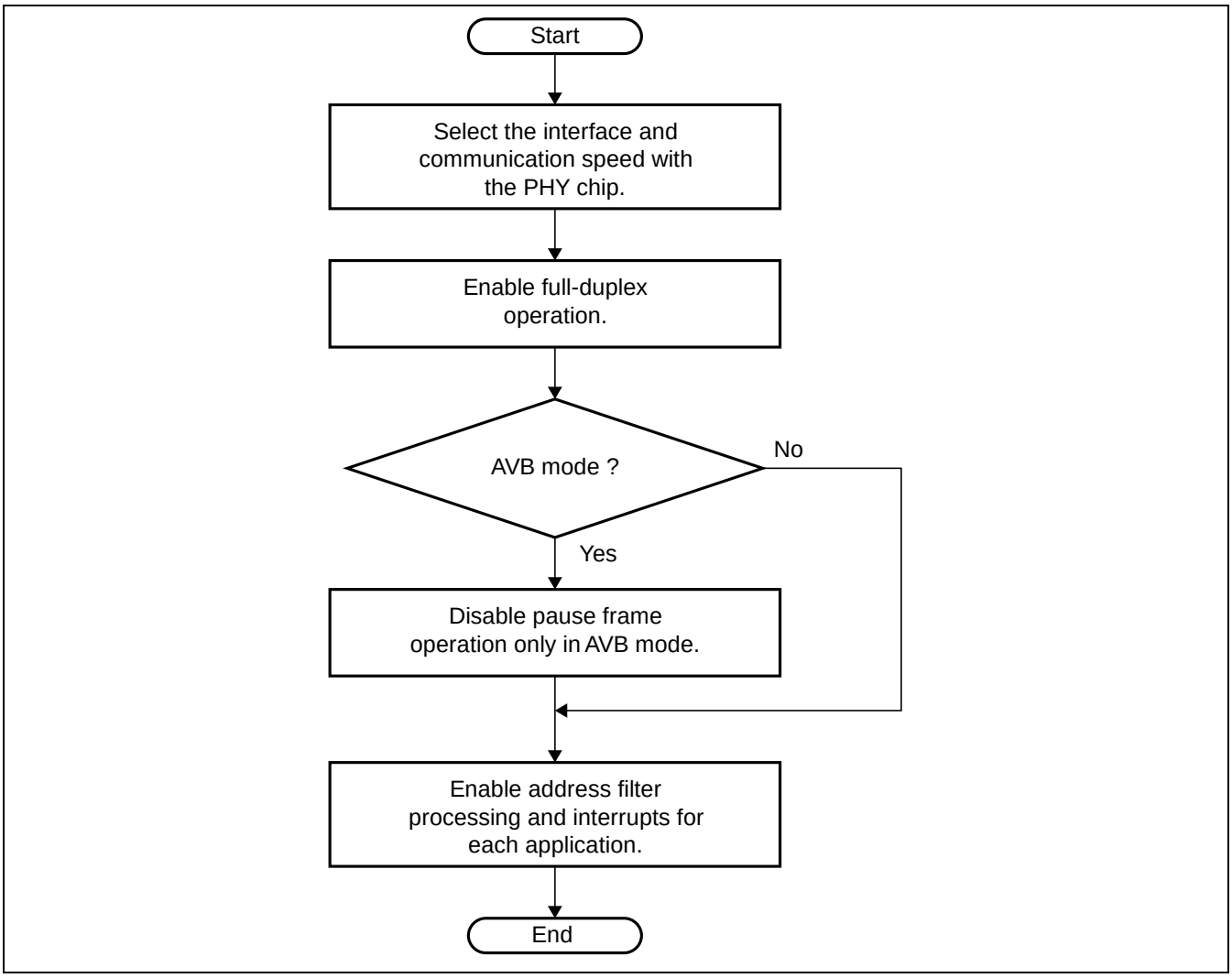


Figure 46.7 Procedure for Initializing the E-MAC Section

(d) Initialization of the Application Unit

Figure 46.8 illustrates initialization of the application unit.

For a description of how to set up the descriptors and the CBS traffic shaping parameters, see section 46.3.3 Descriptors, and section 46.3.6 CBS (Credit-Based Shaping).

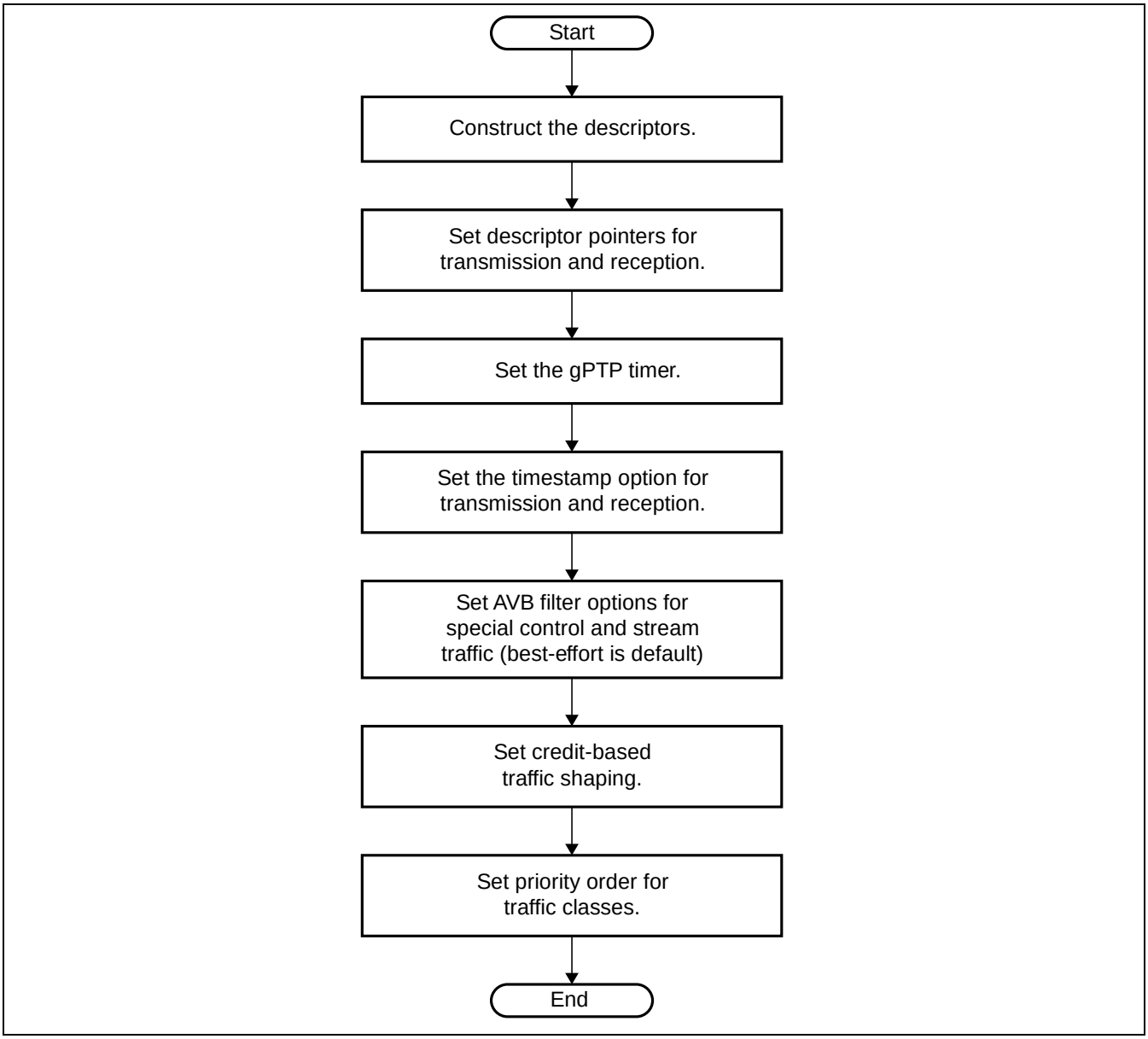


Figure 46.8 Initializing the Sections for Use by the Application

(e) Relationship between Transmission Queue Numbers and Traffic Classes

In fetching, the relationships between the transmission queues and traffic classes are fixed, so the priority specified by the transmit queue priority bits in the transmit configuration register (TGC.TQP) has no effect.

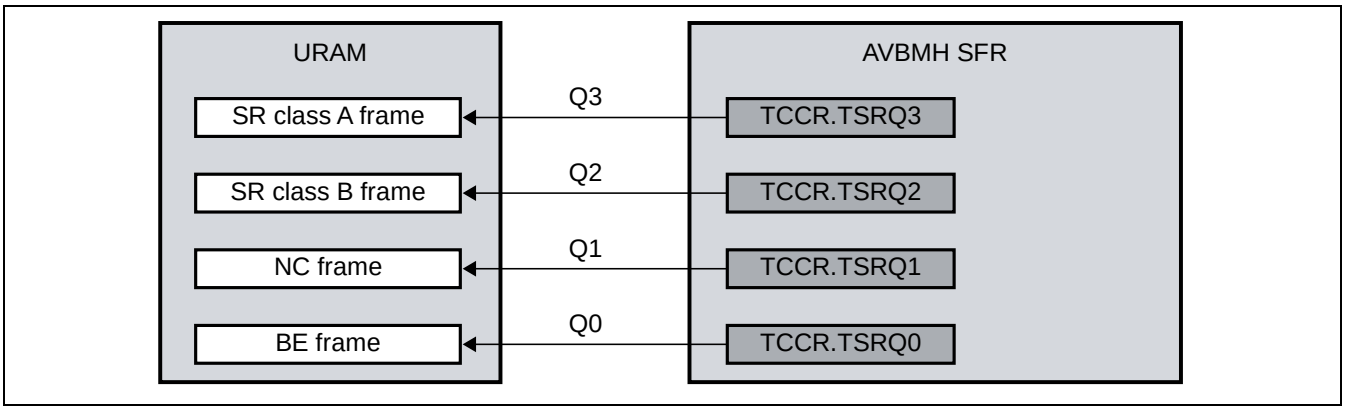


Figure 46.9 Class Associations of Queues for the Scheduler

In fetching, the credit values for stream classes A and B are not taken into account. Behavior depends on the setting of the transfer FIFO size configuration bits in the transfer configuration registers (TGC.TBDt) and on the frame size that can be fetched to the transmission FIFO.

When the transmit queue priority bits in the transmit configuration register (TGC.TQP) are B'00 or B'01, the priority order is Q3 → Q 2 → Q1 → Q0.

When the transmit queue priority bits in the transmit configuration register (TGC.TQP) are B'11, the priority order is Q1 → Q3 → Q2 → Q0.

(2) Checking Integrity

The AVB-DMAC is capable of detecting and identifying errors produced in the processing of Ethernet frames and in the transfer of frame data for transmission and reception.

(a) Concept of Integrity Checking in Reception

The aim of integrity checking in reception is preventing the storage of error frames in the URAM. If an error frame is stored in the URAM, software can get information to identify the frame as an error frame.

Note: If a special descriptor chain is to be used for separation of received headers from the associated data, an error that breaks the sequence may lead to storage space for synchronization running out. In such cases, software interaction or re-synchronization via the EOS descriptor is required.

(b) Concept of Integrity Checking in Transmission

The purpose of integrity checking in transmission is to prevent the transmission of broken frames.

Since transmission of a frame by the E-MAC can neither be stopped nor disabled once it has started, this check involves intensive monitoring for problems that can arise during fetching.

(c) Items for Monitoring in Both Reception and Transmission

Errors in access to the URAM for reading of descriptors

The same descriptor may be processed again because the current descriptor address (CDARq.CDA) was not changed. If this problem occurs in a divided frame, the sequence may be broken.

In reception

— The received frame will be lost.
— The same problem will occur for the next frame of data received for the same queue.

In transmission

— The transmit start request bit in the transmit configuration control register (TCCR.TSRQt) is set to 0.
— The frame will be lost from the transmission FIFO.

Errors in access to read descriptors from the URAM are detected from the response signal of the AXI-Bus. EthernetAVB-IF flags only one access error per descriptor read.

Illegal configuration of a descriptor by an application

The same descriptor may be processed again because the current descriptor address (CDARq.CDA) was not changed. If this problem occurs in a divided frame, the sequence may be broken.

In reception

— The received frame will be lost.
— The same problem will occur for the next frame of data received for the same queue.

In transmission

— The transmit start request bit in the transmit configuration control register (TCCR.TSRQt) is set to 0.
— The frame will be lost from the transmission FIFO.

Errors in access to the URAM for writing of descriptors

As in the case where no error occurs, the current descriptor address (CDARq.CDA) and the transmit start request bit in the transmit configuration control register (TCCR.TSRQt) are updated.

As DESCR.DT was not updated, hardware and software synchronization may have been destroyed.

Errors in access to write descriptors to the URAM are detected from the response signal of the AXI-Bus.

(d) Items for Monitoring in Reception

Errors in access to the URAM for writing of data or time stamps

— As in the case where no error occurs, the current descriptor address (CDARq.CDA) is updated.
— DESCR.EI is set to indicate incorrect contents.
— This problem occurring in a divided frame may break the descriptor sequence, making the queue unusable.

Errors in access to write data or descriptors to the URAM are detected from the response signal of the AXI-Bus.
EthernetAVB-IF flags each access error individually, even they are related to same frame.

Error of the Reception FIFO

— Received frames are all invalidated.
— All frames stored as received frames are discarded. At this time, the number of frames and queue information cannot be captured.

If the reception FIFO RAM faults, AVB-DMAC detects the fault as error of the reception FIFO.

Queue Synchronisation Fault of the Reception

EthernetAVB-IF will not continue splitting frame across EOS descriptor. A queue synchronisation fault is detected when read descriptor with DESCR.DT = EOS at position where FMID, or FEND should be written

— RIS2.QFFr is set 1
— CDARq.CDA is updated as in fault free operation.
— Neither CIARr.CIA nor LIARr.LIA is changed.
— Neither UFCVi.CVr nor RIS0.FRFr is changed.
— Received frame is lost. There is an incomplete frame (no FEND) in descriptor chain.

Note: Reading descriptor may be one or more storage elements ahead in descriptor chain.

(e) Items for Monitoring in Transmission

Errors in Access for Reading Data from the URAM

— Data that have already been fetched are discarded from the transmission FIFO.
— When an error of this type occurs during processing of an FSINGLE or FEND descriptor:
As in the case where no error occurs, the current descriptor address (CDARq.CDA) and the transmit start bit in the transmit configuration control register (TCCR.TSRQt) are updated. Fetching resumes after the error frame.
— When an error of this type occurs during processing of an FSTART or FMID descriptor:
— The current descriptor address (CDARq.CDA) is not updated.
— The transmit start bit in the transmit configuration control register (TCCR.TSRQt) is set to 0.

Errors in access to read data from the URAM are detected from the response signal of the AXI-Bus.

Overflow of the Transmission FIFO

— As in the case where no error occurs, the current descriptor address (CDARq.CDA) and the transmit start bit in the transmit configuration control register (TCCR.TSRQt) are updated. Fetching resumes after the error frame.
— The frame will be discarded from the FIFO.

Frame size error during transmission

— As in the case where no error occurs, the current descriptor address (CDARq.CDA) and the transmit start bit in the transmit configuration control register (TCCR.TSRQt) are updated. Fetching resumes after the error frame.

A transmit frame size error is detected when the size setting in one or more (in the case of a divided frame) descriptors for frame transmission is 1966 or more bytes. Such frames are cut out and transmitted.

Damaged Data in the Transmission FIFO

— Fetching is not affected by damaged data.
— Since damaged data from the FIFO is only detected during frame transmission, an error frame may be transmitted.

If damaged data in the transmission FIFO is an error due to the transmission FIFO, this is detected by the AVB-DMAC.

(f) Items for Monitoring in gPTP

Access error while reading AVTP timestamps from Tx-Buffer RAM

— AVTP timestamps are invalidated.
— gPTP unit ignores the issue. It uses the value as read for AVTP comparison.

An access error when reading timestamps from Tx-Buffer RAM is flagged to EthernetAVB-IF by external RAM protection logic.

46.3.3 Descriptors

(1) Data Representation in URAM

The AVB-DMAC transfers data for transmission and received data to and from the application software via the URAM.

The memory in the URAM for use by the AVB-DMAC is configured with control structures referred to as descriptors and associated areas to which the frame data are allocated. Dividing the memory into a control area and data area allows the flexible allocation of frame data to the URAM. This enables sharing of the areas to which frame data are allocated and the use of non-contiguous areas. Frame data can be copied without using the CPU. Arbitration that ensures hardware and software access to the memory area is also available without access to registers of the AVB-DMAC.

Figure 46.10 shows an example of the memory maps for descriptors and the descriptor data area in the URAM.

A descriptor consists of its type (DESCR.DT), which controls the descriptor functions, a descriptor pointer (DESCR.DPTR) indicating the start address for storage of the frame data in the descriptor area, and the data size field (DESCR.DS), indicating the amount of frame data. Post-processing interrupt generation can be set up for each descriptor. Enabling and disabling of the interrupt is controlled by the descriptor interrupt enable bits (DESCR.DIE).

The descriptor may also hold information related to content. This information does not affect general descriptor functions. It provides information other than the frame data proper, such as on the state of reception.

For details, see section 46.3.4(2) Setting Up Reception Descriptors, and section 46.3.5(2) Setting Up Transmission Descriptors.

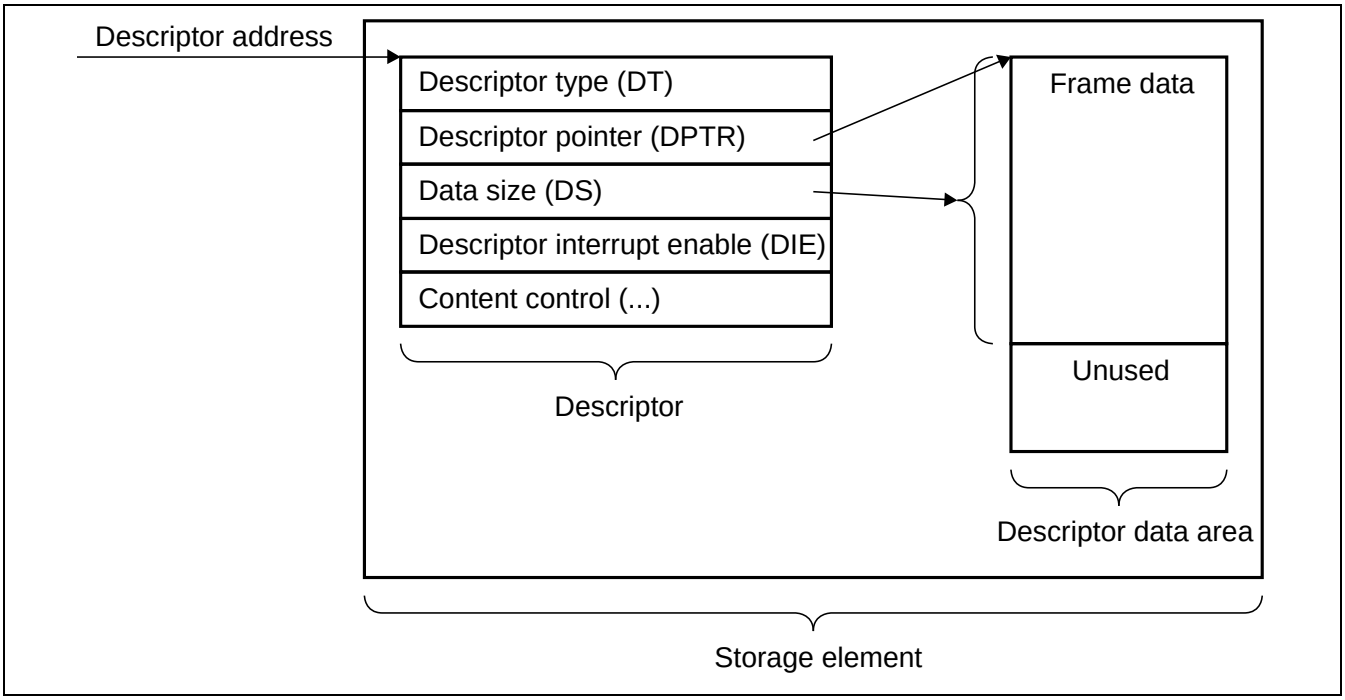


Figure 46.10 Outline of Storage Element Used for Receive and Transmit Queues

The descriptor must be aligned with a 32-bit boundary in the URAM.

Descriptors are generally configured of 64 bits, but are configured of 160 bits when reception and storage of gPTP time stamps is enabled.

The amount of data in the frame is defined by the data size bits (DESCR.DS). In reception, these bits indicate the upper limit on the size of frames to be received. If the data size is not aligned with a 32-bit boundary, the bytes to the next 32-bit boundary in the data area will be an unused area.

(2) Using Descriptor Chains in Queues

Transmission and reception descriptors in the URAM are grouped into queues. Each queue handles frames so that they are transmitted in order of priority and received separately. A queue is capable of controlling one or more frames. Accordingly, multiple descriptors can be assigned to one queue. A combination of multiple descriptors is referred to as a descriptor chain.

For a descriptor chain, the three general descriptor types listed below are defined. For details on these descriptor types, see section 46.3.3(6) Descriptor Type.

- Descriptors that define frame data
- Descriptors that control the descriptor chain itself (e.g. LINK, EOS).
- Descriptors that arbitrate access by hardware or software

Figure 46.11 shows the two basic topologies for descriptor chains. In the simplified examples in the figure, all descriptors allocated to the chain are stored in the array.

- For a linear descriptor chain, the last descriptor in the array is a control descriptor indicating the end of the descriptors (e.g. EEMPTY).
- For a cyclic descriptor chain, the last descriptor in the array is a control descriptor that returns to the first descriptor in the array (e.g. LINK).

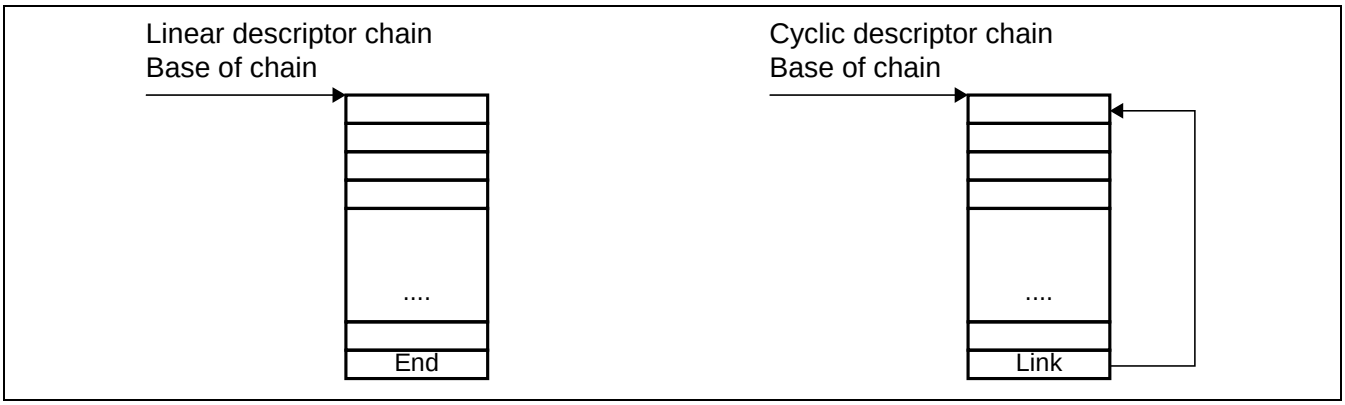


Figure 46.11 Outline of the Basic Descriptor Chains

The relationship between queues and descriptor chains is defined by the base addresses of chains. A queue is connected to one descriptor chain over one round of processing. There is also a method of switching to a different chain while in operation mode.

There are no restrictions on the number of link descriptors and their locations within the chain. The last descriptor of a designed chain determines the topology.

Which chain structure is to be used or which topology is suitable depends on the application. A description of how to design descriptor chains to suit various applications is given in section 46.3.4(2) Setting Up Reception Descriptors, and section 46.3.5(2) Setting Up Transmission Descriptors.

(3) Descriptor Base Address Table

The base address table in the URAM contains the address of the first descriptor of all chains to be handled by the respective queues.

Entries 0 to 3 are used to access transmission queues 0 to 3. Subsequent entries are used to access reception queues. Entry 4 thus corresponds to reception queue 0.

The configuration of entries in the base address table is the same as the configuration of link descriptors. We recommend using the descriptor type (DESCR.DT) LINKFIX. Processing of this link descriptor does not change it, so it does not require updating. The first descriptor of a chain performs hardware and software synchronization. If the application requires hardware and software synchronization for the base addresses, use the descriptor type (DESCR.DT) LINK.

The CPU is only capable of using LINKFIX and LINK as descriptor types (DESCR.DT) of descriptors in the base address table.

Set the location of the base address table in the URAM in the descriptor base address table register (DBAT).

Figure 46.12 shows an example of a base address table for controlling four transmission and three reception queues. The boxes to the right of the table represent descriptor chains with the desired topologies.

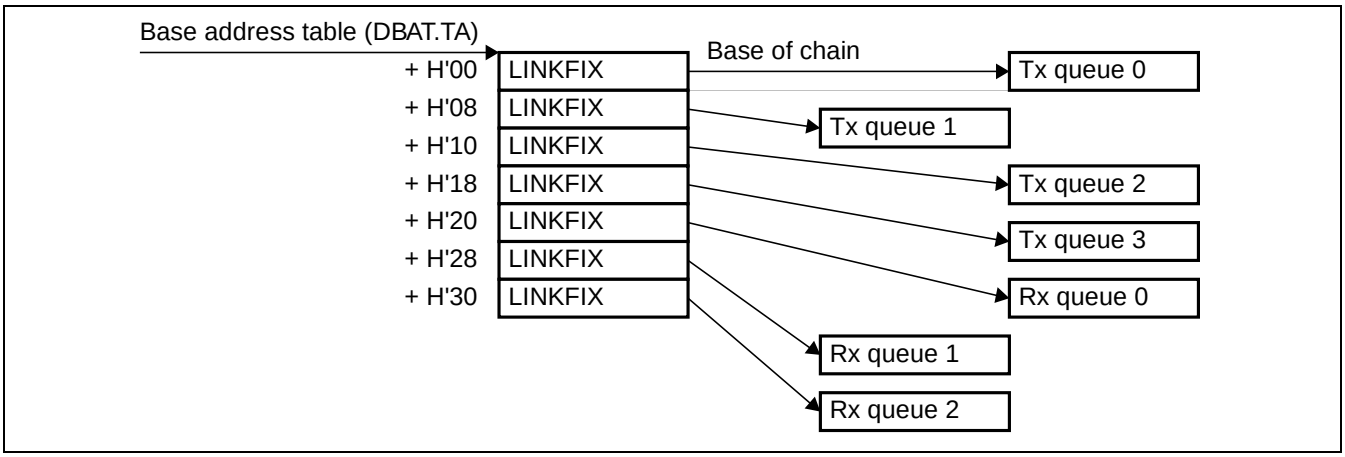


Figure 46.12 Example of a Base Address Table for Reception and Transmission Queues

Note: The size of the descriptors in the base address table is always eight bytes even if the queue itself includes extended descriptors.

(4) Descriptor Chain Processing

The descriptor that is currently processed or will be processed when the related queue gets active is the current descriptor. The current descriptor address for use by a queue q can be checked in the current descriptor address register q (CDARq).

Current descriptors are stored in registers or in descriptors as described below in the given situations.

- In the descriptor base address table registers for all q queues (DBAT) (DBAT.TA+8*q) when the operating mode shifts to operation mode.
- In the descriptor base address table register (DBAT) (DBAT.TA+8*q) when a base address load request is issued for a queue q by setting the corresponding bit (DLR.LBAq) in the descriptor base address load request register (DLR).
- In DESCR.DPTR for a link descriptor (LINK, LINKFIX) to be processed.
- After a descriptor has been processed, the current descriptor for the same queue is incremented by the size of the descriptors being handled by the queue (8 bytes for normal descriptors and 20 bytes for extended descriptors). The AVB-DMAC updates the descriptor type and informs the CPU that the descriptor has been processed.

(5) Descriptor Interrupts

A descriptor is able to issue a descriptor interrupt on completion of its processing. The setting of the descriptor interrupt enable bits (DESCR.DIE) in each descriptor selects disabling or generation of the descriptor interrupt.

EthernetAVB-IF provides two kinds of descriptor interrupts:

- Queue specific descriptor interrupt (1 per receive/transmit queue)
- Universal descriptor interrupt (15 shared between all receive/transmit queues)

The descriptor interrupt is a common resource that is shared between reception and transmission queues. Software control of the descriptor interrupt provides a flexible method of application-specific flag processing.

Figure 46.13 illustrates the way in which the AVB-DMAC generates descriptor interrupts (or sets bits in the descriptor interrupt status register (DIS.DPFi)). Processing of a descriptor with the value i in the descriptor interrupt enable bits (DESCR.DIE) leads to the corresponding bit in the descriptor interrupt status register (DIS.DPFi) being set.

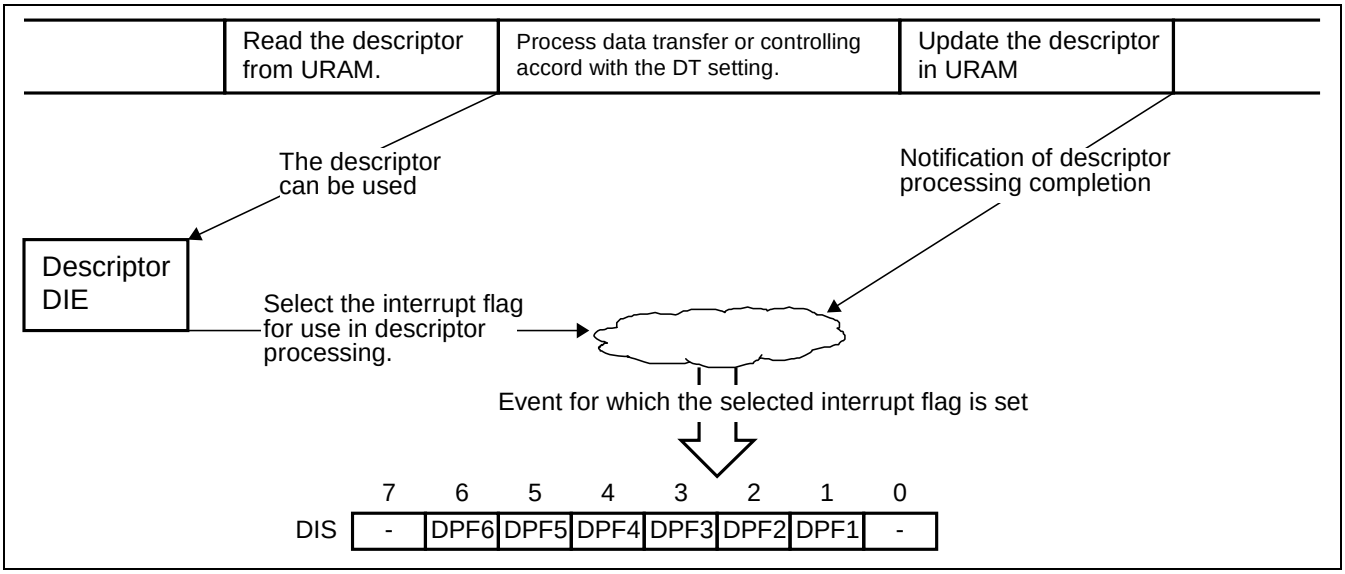


Figure 46.13 Method of Descriptor Interrupt Generation

(6) Descriptor Type

The descriptor types (indicated by the DESCR.DT bits) supported by the AVB-DMAC fall into the following three categories.

- Definitions of frame data
- Control of descriptor chains
- Hardware and software arbitration

Table 46.7 is a summary of the descriptor types available for the AVB-DMAC. Entries under “Name” are the names of the descriptor types and the values under “DT” are the corresponding values to be set in the descriptor type field (DESCR.DT). A given descriptor may be handled differently according to whether it is in a transmission or reception queue, so the transmission and reception columns list the scopes of control and processing of the descriptor types.

The abbreviations defined below are used in the transmission and reception columns.

Definition of SW:

— The descriptor is processed by software.
— Software has access to and may modify the descriptor and descriptor data area.
— This descriptor cannot be changed by hardware (AVB-DMAC).

Definition of HW:

— The descriptor is processed by hardware (AVB-DMAC).
— Software must modify neither the descriptor nor the descriptor data area.
— Hardware (AVB-DMAC) processes this descriptor and subsequently changes the descriptor type.

Invalid:

This descriptor type is not used in transfer in the given direction (transmission or reception).

Do not write this value to the descriptor type (DESCR.DT) field for transfer in the given direction.

Hardware does not process these descriptor types in the cases listed as invalid. The current descriptor address (CDARq.CDA) will not be changed when processing of a queue for the given direction arrives at a descriptor with this type setting.

Table 46.7 Summary of Descriptor Types

Name	DT	Description	Reception	Transmission
Frame data				
FSTART	5	Frame Start The descriptor points to valid data for a frame. The frame starts with the given data and continues with that indicated by the next descriptor.	SW	HW
FMID	4	Frame Middle The descriptor points to valid data for a frame. The frame started with a previous descriptor and continues to the data indicated by the next descriptor.	SW	HW
FEND	6	Frame End The descriptor points to valid data for a frame. The frame continues from the previous descriptor and ends with the data indicated by in this descriptor.	SW	HW
FSINGLE	7	Frame Single The descriptor points to valid data for a complete frame.	SW	HW
Chain control				
LINK	8	Link Defines the next descriptor in the chain.	HW	HW
LINKFIX	9	Fixed Link Same as LINK, but not changed by AVB-DMAC after processing.	SW	SW
EOS	10	End Of Set Control element to split a descriptor chain. The chain stops and waits for user interaction.	HW	HW
HW/SW arbitration				
FEMPTY	12	Frame Empty A descriptor related to frame data but not containing valid data for a frame	HW	SW
FEMPTY_IS	13	Frame Empty Incremental Start A descriptor related to frame data but not containing valid data for a frame. DESCR.DPTR sets the base address of an “incremental data area” in the URAM.	HW	Invalid
FEMPTY_IC	14	Frame Empty Incremental Continue A descriptor related to frame data but not containing valid data for a frame. Data is stored to the incremental data area in the URAM.	HW	Invalid
FEMPTY_ND	15	Frame Empty No Data storage A descriptor related to frame data but not containing valid data for a frame. The descriptor is processed in the same way as FEMPTY but data are not stored in the URAM.	HW	Invalid
LEMPTY	2	Link Empty A link descriptor for processing by the AVB-DMAC	SW	SW
EEMPTY	3	EOS Empty An EOS descriptor for processing by the AVB-DMAC	SW	SW
DT0	0	Reserved	Invalid	Invalid
DT1	1	Reserved	Invalid	Invalid
DT11	11	Reserved	Invalid	Invalid

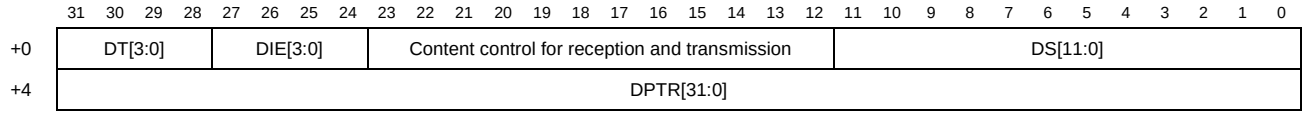
(7) Layout of General Descriptors in the URAM

The AVB-DMAC updates processed descriptors in the URAM. The field to be changed in the descriptor being updated depends upon whether the direction is transmission or reception and the queue mode. Other fields will not be changed. There are no restrictions on the values set in unused descriptor fields (indicated by "—" in the figure).

(a) Frame Data Descriptors

The allocation of bits in the frame data descriptors (FSTART, FMID, FEND, and FSINGLE) is shown below.

- Normal descriptor (usable in both reception and transmission)



- Extended descriptor (usable only in reception)

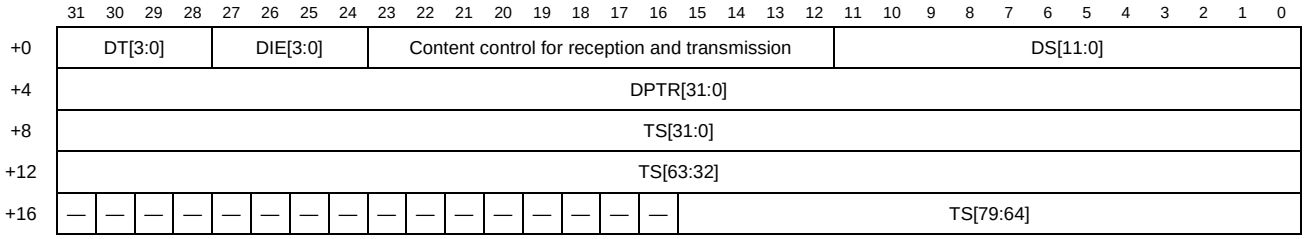


Table 46.8 Contents of Frame Data Descriptors (DESCR)

Bit Name	Function
DT[3:0]	Descriptor Type 5: FSTART 4: FMID 6: FEND 7: FSINGLE For details, see section 46.3.4 (2), Setting Up Reception Descriptors, and section 46.3.5 (2), Setting Up Transmission Descriptors.
DIE[3:0]	Descriptor Interrupt Enable B'0000: Descriptor interrupt is disabled. B'0001 to B'1111: The corresponding descriptor interrupt is generated (DIS.DPFi).
—	Content Control For details, see section 46.3.4 (2), Setting Up Reception Descriptors, and section 46.3.5 (2), Setting Up Transmission Descriptors.
DS[11:0]	Data Size Size of the data area/frame data for the descriptor (in bytes)
DPTR[31:0]	Descriptor Pointer Pointer to the data area for the descriptor
TS[79:0]	Time Stamp Time stamp of the received frame (only available in extended descriptors)

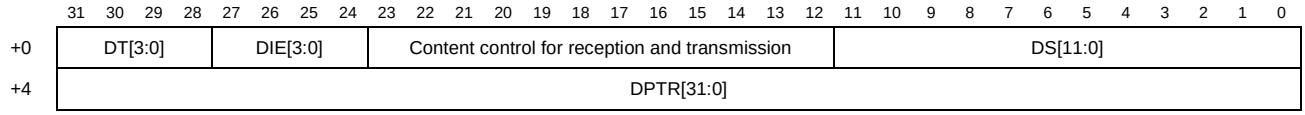
Note: Some bits in extended descriptors are reserved (The reserved bits (above DESCR.TS[79:64]) in an extended descriptor are set to H'0000 after the time stamp is stored).

(b) Hardware/Software Arbitration Descriptors (Only for Reception)

The allocation of bits in the descriptors for hardware/software arbitration (FEMPTY, FEMPTY_IS, FEMPTY_IC, and FEMPTY_ND) is shown below.

The allocation of bits in the arbitration descriptors for use in reception is the same as in frame data descriptors.

- Normal descriptor



- Extended descriptor (usable only in reception)

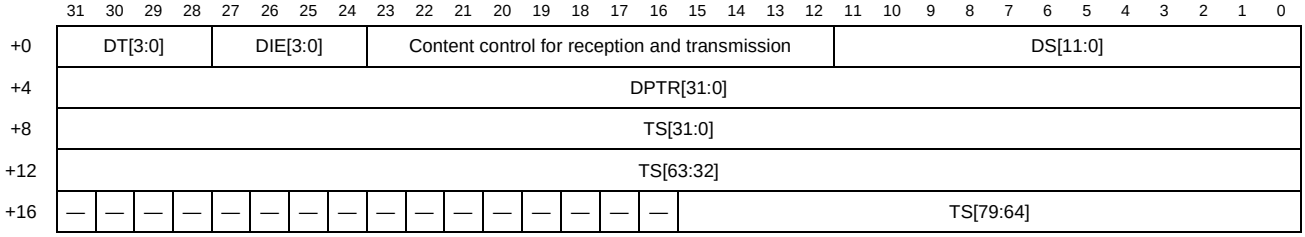


Table 46.9 Contents of Hardware/Software Arbitration Descriptors (DESCR)

Bit Name	Function
DT[3:0]	Descriptor Type 12: FEMPTY 13: FEMPTY_IS 14: FEMPTY_IC 15: FEMPTY_ND For details, see Table 46.7, Summary of Descriptor Types.
DIE[3:0]	Descriptor Interrupt Enable B'0000: Descriptor interrupt is disabled. B'0001 to B'1111: The corresponding descriptor interrupt is generated (DIS.DPFi).
—	Content Control For details, see section 46.3.4 (2), Setting Up Reception Descriptors, and section 46.3.5 (2), Setting Up Transmission Descriptors.
DS[11:0]	Data Size Size of the data area/frame data for the descriptor (in bytes)
DPTR[31:0]	Descriptor Pointer Pointer to the data area for the descriptor
TS[79:0]	Time Stamp Time stamp of the received frame (only available in extended descriptors)

Note: When the descriptor is an extended descriptor, it has a 12-byte unused area.

In an FEMPTY descriptor, the descriptor type (DT), descriptor interrupt enable (DIE), data size (DS), and descriptor pointer (DPTR) fields are used.

In an FEMPTY_IS descriptor, the descriptor type (DT), descriptor interrupt enable (DIE), and descriptor pointer (DPTR) fields are used.

In an FEMPTY_IC descriptor, the descriptor type (DT) and descriptor interrupt enable (DIE) are used.

In an FEMPTY_ND descriptor, the descriptor type (DT), descriptor interrupt enable (DIE), and data size (DS) are used.

(c) Link Descriptors

The allocation of bits in the link descriptors (LINK and LINKFIX) is shown below.

- Normal descriptor

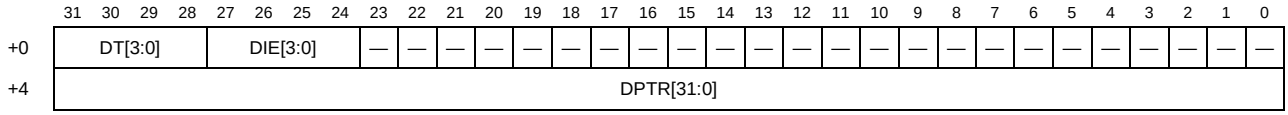


Table 46.10 Contents of Link Descriptors (DESCR)

Bit Name	Function
DT[3:0]	Descriptor Type 8: LINK 9: LINKFIX For details, see Table 46.7, Summary of Descriptor Types.
DIE[3:0]	Descriptor Interrupt Enable B'0000: Descriptor interrupt is disabled. B'0001 to B'1111: The corresponding descriptor interrupt is generated (DIS.DPFi).
DPTR[31:0]	Descriptor Pointer Pointer to the data area for the descriptor Register an address on a 32-bit boundary.

Note: Register an address aligned with a 32-bit boundary as the descriptor pointer (DESCR.DPTR).

(d) Other Descriptors

The allocation of bits in the other descriptors (EOS, FEMPTY (only for transmission), LEMPTY, and EEMPTY) is shown below.

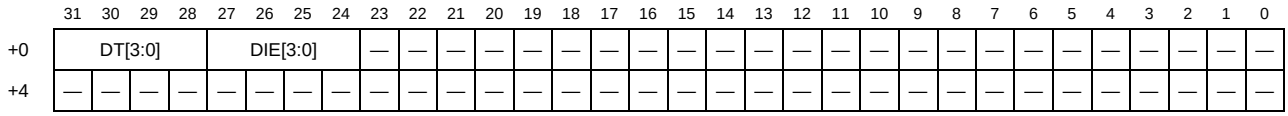


Table 46.11 Contents of Other Descriptors (DESCR)

Bit Name	Function
DT[3:0]	Descriptor Type 10: EOS 12: FEMPTY (only for transmission) 2: LEMPTY 3: EEMPTY For details, see Table 46.7, Summary of Descriptor Types.
DIE[3:0]	Descriptor Interrupt Enable B'0000: Descriptor interrupt is disabled. B'0001 to B'1111: The corresponding descriptor interrupt is generated (DIS.DPFi).

(8) How to Use Frame Data Descriptors

The descriptor data area size field (DESCR.DS) can specify up to 2048 bytes of Ethernet frame data per data area. Settings higher than 2048 (bytes) cannot be made.

In general, Ethernet frames are not of uniform length. The AVB-DMAC is capable of dividing frame data into multiple descriptors in order to minimize the memory capacity for frame data. This function allows processing of frames that are longer than the limit for descriptor data areas. Division can also be applied to frames on the basis of their data structures.

To handle frames and descriptors, four descriptor types (DESCR.DT) as FSTART, FEND, FMID and FSINGLE are defined.

Figure 46.14 shows the mapping of frame data by frame data descriptors. The descriptor data areas are allocated to the URAM. For frames that require division into four or more data areas, additional FMID descriptors can be added as required.

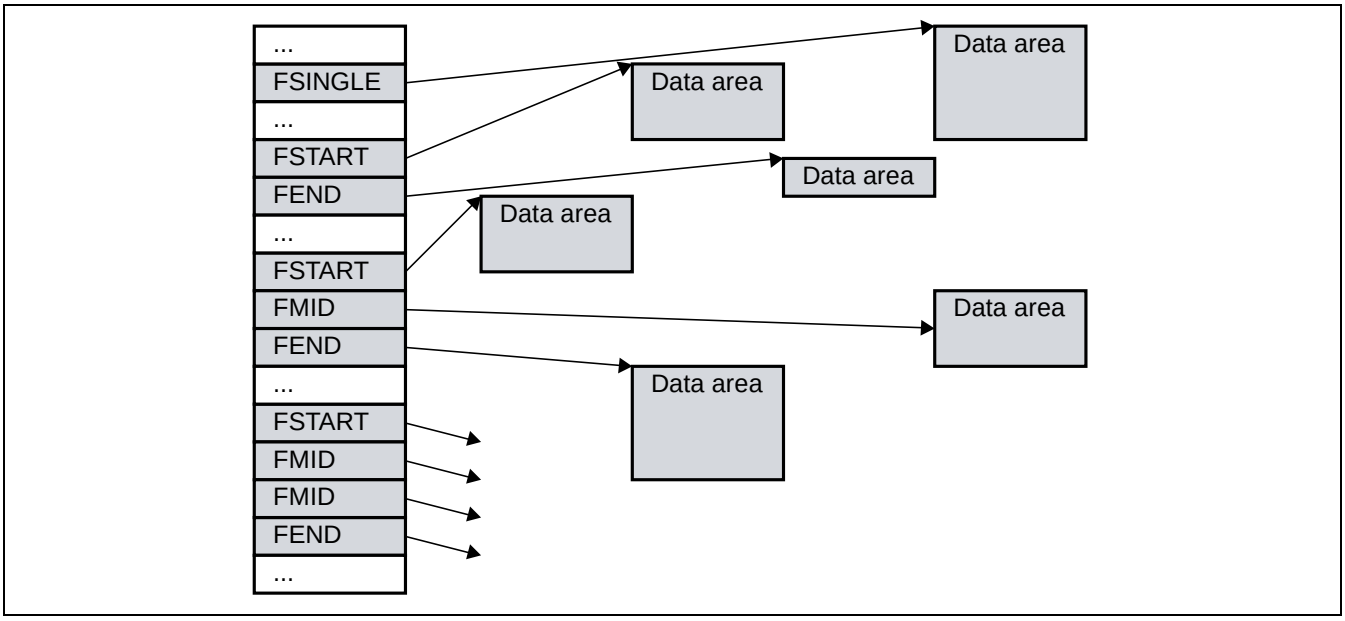


Figure 46.14 Mapping of Frame Data

For reception, set the descriptor data areas to the maximum size (i.e. give DESCR.DS its maximum value). The AVB-DMAC will store received frame data in the given area. If a received frame has more data than the maximum size, the AVB-DMAC will divide the data up.

For transmission, set the descriptor data area size field to the actual data size. The AVB-DMAC modifies the descriptor type (DESCR.DT) to FEMPTY after processing the relevant descriptor. The data size (DESCR.DS) and descriptor pointer (DESCR.PTR) fields retain their settings.

A descriptor data area including unused space produces an empty space between data areas. In reception, an “incremental data area” can be used to prevent empty spaces. For incremental data areas, see section 46.3.4(3)(b) Incremental Data Areas.

As well as reducing the memory capacity taken up by the descriptor area in the URAM, division into frames can be used to identify different sections of data (e.g. for separating a header and data).

(9) How to Use Chain Control Descriptors

Link Descriptors

The link descriptors can be used to set up cyclic descriptor chains (for details, see section 46.3.3(2) Using Descriptor Chains in Queues)

After a LINK descriptor is processed, its descriptor type (DESCR.DT) is changed to LEMPTY. The descriptor pointer (DESCR.PTR) retains its setting.

After processing of a LINKFIX descriptor, the descriptor type (DESCR.DT) is not updated. Software can change the descriptor type (DESCR.DT), descriptor interrupt enable (DESCR.DIE), and descriptor pointer (DESCR.DPTR). However, DESCR.DT should not be modified by software. Take care to check the current descriptor address register (CDARq.CDA) before changing the descriptor pointer (DESCR.DPTR).

EOS Descriptor

Use the EOS descriptor to divide a descriptor chain into various segments. The queue can continue even after an EOS descriptor.

In transmission, the response to an EOS descriptor is clearing of the transmit start request bit in the transmit configuration control register (TCCR.TSRQq) to 0.

In reception, the response is generation of a receive queue full interrupt (RIS2.QFFr), although if the frame currently being received is being divided for storage (received data such as those where some storage is in FMID- or FEND-type frames), the data are not completely stored.

(10) How to Use Hardware and Software Arbitration Descriptors

In hardware processing of descriptors, the empty descriptor types (FEMPTY, LEMPTY, and EEMPTY) are used to distinguish various descriptors. For software, they can be used to initiate checking for empty spaces, etc.

FEMPTY, FEMPTY_IS, FEMPTY_IC, and FEMPTY_ND

These descriptor types (DESCR.DT) are used for descriptors that do not contain effective data. Of these, only FEMPTY is used in transmission. The descriptor pointer of a FEMPTYxxx descriptor refers to a descriptor data area.

LEMPTY

This descriptor type (DESCR.DT) is assigned to LINK descriptors after they have been processed. The descriptor pointer (DESCR.DPTR) of an LEMPTY descriptor still points to the linked descriptor.

EEMPTY

This descriptor type (DESCR.DT) is assigned to EOS descriptors after they have been processed. The descriptor pointer (DESCR.DPTR) of an EEMPTY descriptor is not used.

(11) Synchronization between Descriptor Access by Hardware and Software

The allocation of descriptor types (DESCR.DT) to the URAM can be used to set up the primary synchronization between hardware and software. By this, the number of CPU accesses to registers of EthernetAVB-IF can be minimized and performance can be increased.

Basic concepts of synchronization:

- Each descriptor type in the set is exclusively for processing by hardware or software, depending on the direction of transfer (see Table 46.7 Summary of Descriptor Types).
- Software must not change a descriptor assigned to hardware processing (the hardware does not change descriptors assigned to software processing).

In the case of software processing, the software must process the information in the descriptor and the corresponding frame data before changing the descriptor type. If a descriptor type for hardware is set in DESCR.DT, the software should not change any part of the descriptor or of the corresponding frame data.

(12) Tips for Optimizing Performance in Handling Descriptors

The following items are recommended as ways to ensure the optimal use of data structures in the URAM.

They are not requirements, but using a different approach may increase the load on the system bus within the LSI chip.

- Register descriptors with 64-bit alignment (this does not apply to extended descriptors).
- While in operation mode, use LINKFIX instead of LINK whenever a descriptor need not be changed. Hardware modifies the descriptor type (DESCR.DT) fields of LINK descriptors.
- Frame data is accessed in blocks up to 128 bytes.
- The number of 128 byte borders (addresses H'x_xx00 and H'x_xx80) and frame data inside should be minimized.
- Design the descriptor chains in ways that minimize parallelism of processing. This helps in dividing the chains into segments allocated to different cache pages, and in arranging the different segments exclusively for access by software or hardware.
- Minimize the number of divided frames. This can reduce the overhead of descriptor handling.

46.3.4 Control in Reception

The point of the AVB-DMAC is to transfer data between the E-MAC and URAM without intervention by the CPU.

AVB-DMAC needs descriptors that define the amounts of frame data to be stored and the locations. After the E-MAC receives a frame, it stores the received frame data and the conditions of reception as the E-MAC state. If the descriptor is extended, the time stamp is also stored. For a description of how to set up descriptors for use in reception, see section 46.3.4(2) Setting Up Reception Descriptors.

The AVB-DMAC filters received frames to separate them into various classifications (separation filtering). More specifically, this is done to separate received frames into the various reception queues and to set the priorities of different classes of received frames. For more on separation filtering, see section 46.3.4(1)(a) Separation Filtering.

Figure 46.15 shows the reception data bus and the selection of queues for use in reception.

Each frame received from the E-MAC is stored in the reception FIFO; in parallel with this, the frame is analyzed to identify its type and the target queue number. After the E-MAC completes reception, the target queue number is generated and stored in the reception FIFO. Appending of a reception flag depends on the storage of one frame among the reception queues in the URAM, and the unread frame counter (UFC) is also associated with frame storage.

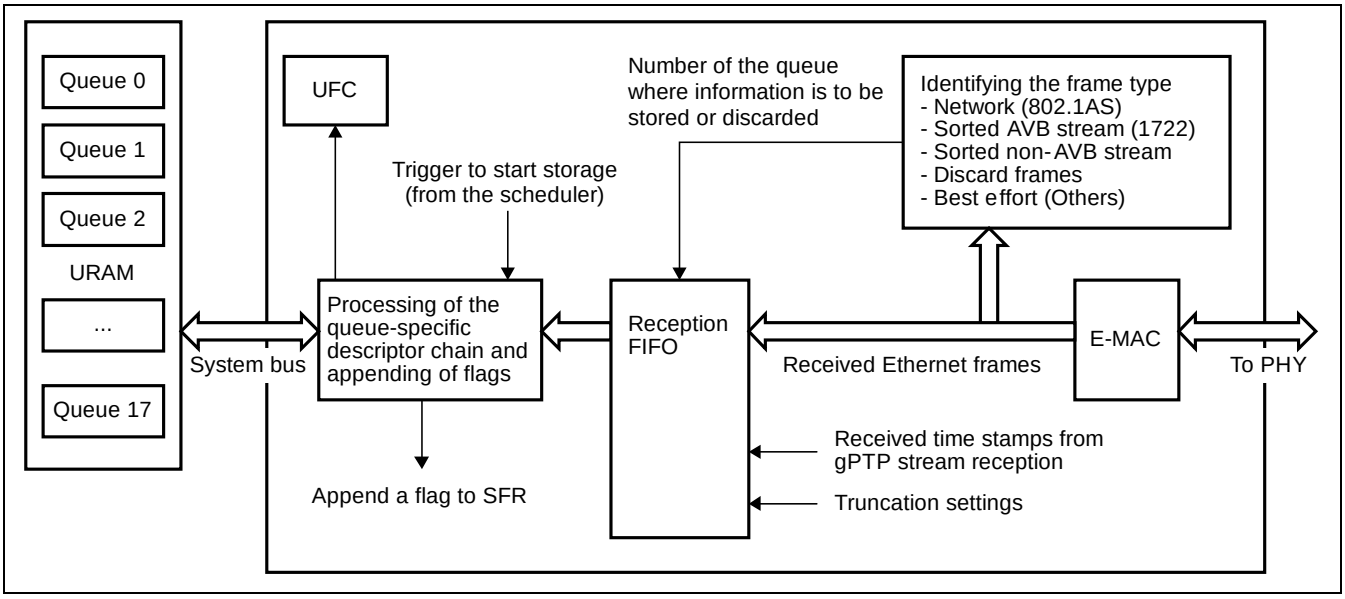


Figure 46.15 Mechanism of General Reception Queue Selection

(1) Reception Queues

The AVB-DMAC applies its separation filtering mechanism to select the reception queue for storing a received frame. The AVB-DMAC stores all received frames in the URAM.

There are two conditions for the AVB-DMAC to discard a received frame.

- Detection of an error during reception by the E-MAC
  - Whether error frames are discarded or stored in reception queue 0 (best effort) depends on the setting of the error frame enable bit in the receive configuration register (RCR.EFFS). If error frames are to be stored (RCR.EFFS = 1), they are always stored in queue 0 (best effort). In this case, characteristics specific to the queue (e.g. truncation) will vary. If the storage of time stamps for reception queue 0 (best effort) is enabled (the time stamp enable bit in the receive configuration register RCR.ETS0 = 1), time stamps are stored even for error frames.
- Frame fails the separation filter
  - It depends on RCR.ESF if such frame is discarded or stored in receive queue 0 (best effort).

The flowchart in Figure 46.16 shows how the AVB-DMAC selects the reception queue in accord with the frame type, including judgment by the separation filter. Selection of the queue starts when the E-MAC completes frame reception. The result is storage of the frame in the proper queue or the frame being discarded.

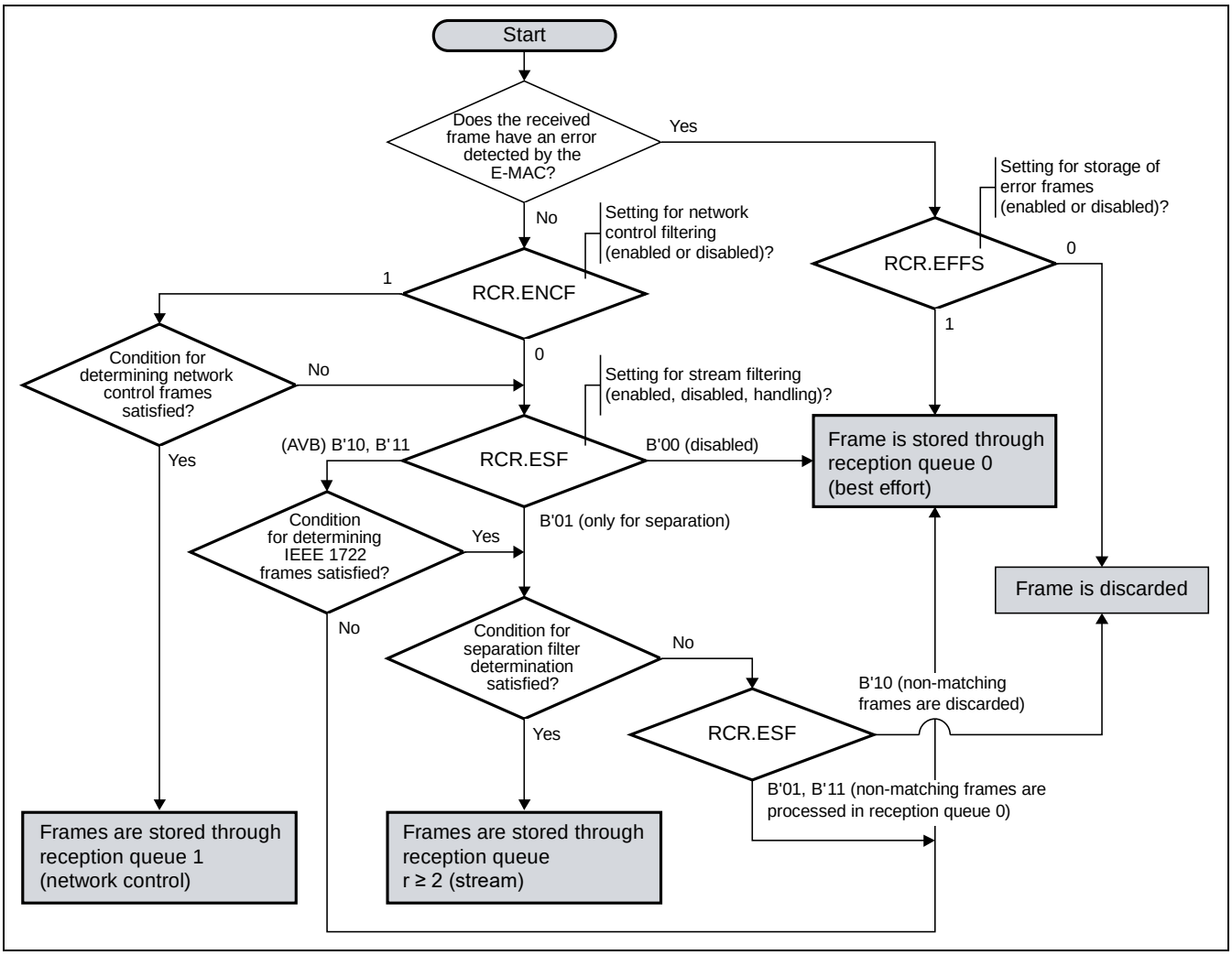


Figure 46.16 Mechanism of Reception Queue Selection

Notes on the meanings of entries in the flowchart

- “Condition for determining network control frames”
  The Ethernet destination address (DA) is 01:80:C2:00:00:0E.
  The Ethernet type (ET) is 88:F7.
- “Condition for determining IEEE 1722 frames”
  The Ethernet destination address (DA) is within the range from 91:E0:F0:00:00:00 to 91:E0:F0:00:FE:FF.
  The VLAN tagged TPID (tag protocol identifier) field (VL) is 81:00.
  The Ethernet type (ET) is 22:F0.
- “Condition for separation filter determination”
  See section 46.3.4(1)(a) Separation Filtering.

Figure 46.17 shows the allocation of bits related to the network and stream types in Ethernet frames. The preambles of Ethernet frames are not taken into account.

Data bytes	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Network type	DA1	DA2	DA3	DA4	DA5	DA6	SA1	SA2	SA3	SA4	SA5	SA6	ET1	ET2	...	...	...	...	...	...
Stream type	DA1	DA2	DA3	DA4	DA5	DA6	SA1	SA2	SA3	SA4	SA5	SA6	VL1	VL2	-	-	ET1	ET2	...	...

Figure 46.17 Data Bytes of Ethernet Frames Used in Classification

(a) Separation Filtering

Separation filtering involves the checking of up to 64 bits (eight successive bytes) in received Ethernet frames. The setting for the first byte (i.e. the setting of the separation filter offset configuration register (SFO.FBP)), selects the part of frames to be used in separation filtering. There is also a common filter mask (set in the separation filter mask configuration register (SFMi.CFM)) that can be freely set to reduce the number of bytes used in separation filtering or to mask particular bits.

Examples

To use one byte in separation, set separation filter mask configuration register 0 (SFM0.CFM) to H'0000_00FF and separation filter mask configuration register 1 (SFM1.CFM) to H'0000_0000.

To use seven bytes in separation, set separation filter mask configuration register 0 (SFM0.CFM) to H'FFFF_FFFF and separation filter mask configuration register 1 (SFM1.CFM) to H'00FF_FFFF.

Note: If bits at some positions are set to 0 in the separation mask, in order to match with the pattern, the bits at the corresponding positions of the pattern must also be set to 0. Only those bits in which the separation filter pattern configuration register (SFPi.FPs) setting is equal to the separation filter mask configuration register (SFMi.CFM) are sorted by matching with received data.

Figure 46.18 shows separation filtering. The selected data from a received frame (Rx_Frame[63:0]) are masked by the common filter mask. As a result, the selected frame data can be obtained. This value is compared with all filter patterns. The separation filter circuit in the AVB-DMAC selects the filter pattern that matches the queue having the lowest index s or selects a flag to indicate that there is no matching separation pattern.

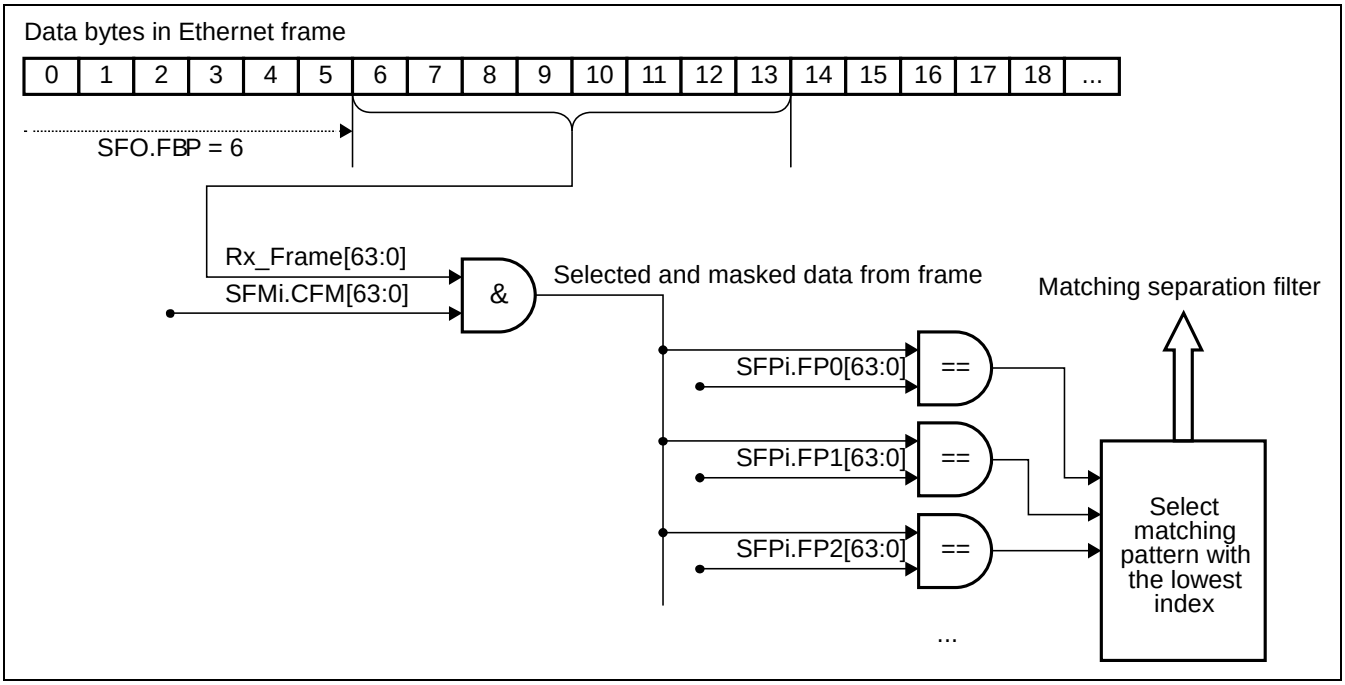


Figure 46.18 Separation Filtering

(b) Separating Streams

The AVB-DMAC applies separation filtering to sort frames received in streams. An AVB network has a concept of “Talker” and “Listener”. A Talker is an end station that generates one or more streams. A Listener is an end station that has the role of being a sink for at least one stream. The various A/V streams are identified by 8-byte stream IDs.

The number of end stations within an AVB network and their roles differ with the application.

The stream ID is a general pattern of the AVB network for identifying one stream. Figure 46.19 shows the bit allocation of bits in IEEE1722 Ethernet frames and stream ID fields.

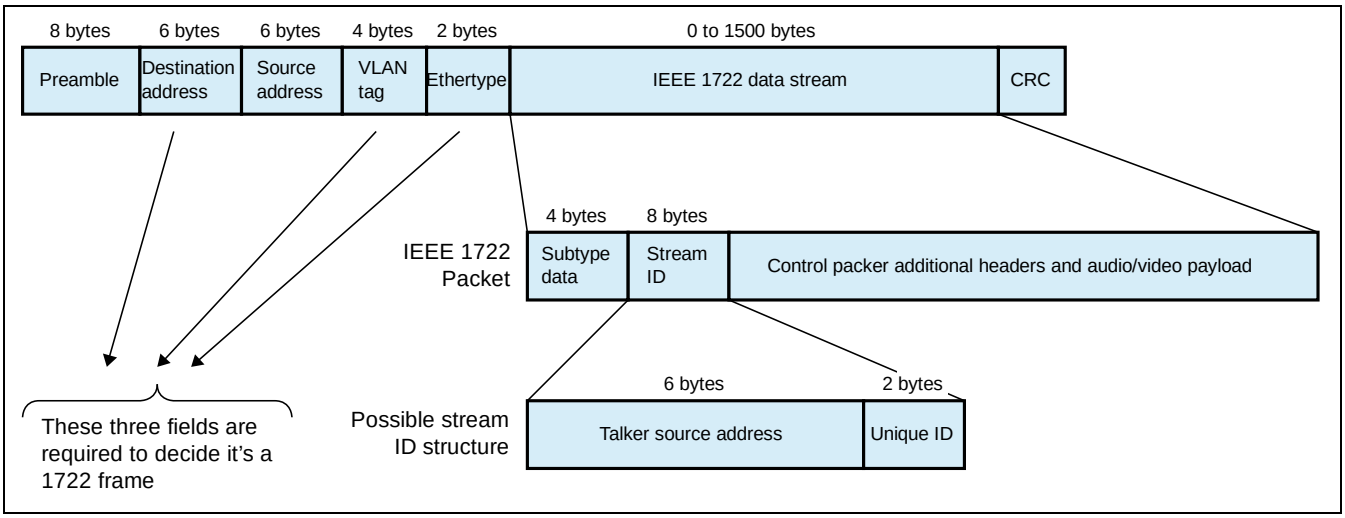


Figure 46.19 IEEE 1722 Frame Layout and Stream ID

The IEEE 1722 standard stipulates that the stream ID field starts from the 23rd byte (not counting the preamble). Accordingly, set the separation filter offset (SFO.FBP) to 22 in operations on IEEE 1722 streams. Set the separation filter mask (SFMi) and separation filter pattern (SFPi) in accord with the specification of the product in which the chip is being used.

Example: In the example of a stream ID shown in Figure 46.19, the current application divides the field into the talker source address and the unique stream ID. The unique ID is used to differentiate between multiple streams from the same talker. Based on this, there are two settings for separation filter masking:

- To divide various streams into individual queues, set SFM0.CFM to H'FFFF_FFFF and SFM1.CFM to H'FFFF_FFFF.
- To divide streams from various talkers into individual queues, set SFM0.CFM to H'FFFF_FFFF and SFM1.CFM to H'0000_FFFF. This excludes the unique ID from the filter condition.

(c) Reconfiguration of separation filter during OPERATION

In CONFIG mode the initial separation filter configuration is defined. To prevent inconsistent filter results during OPERATION direct parameter change is not possible; instead update mechanism by SFVi.LV and SFL.LC should be used.

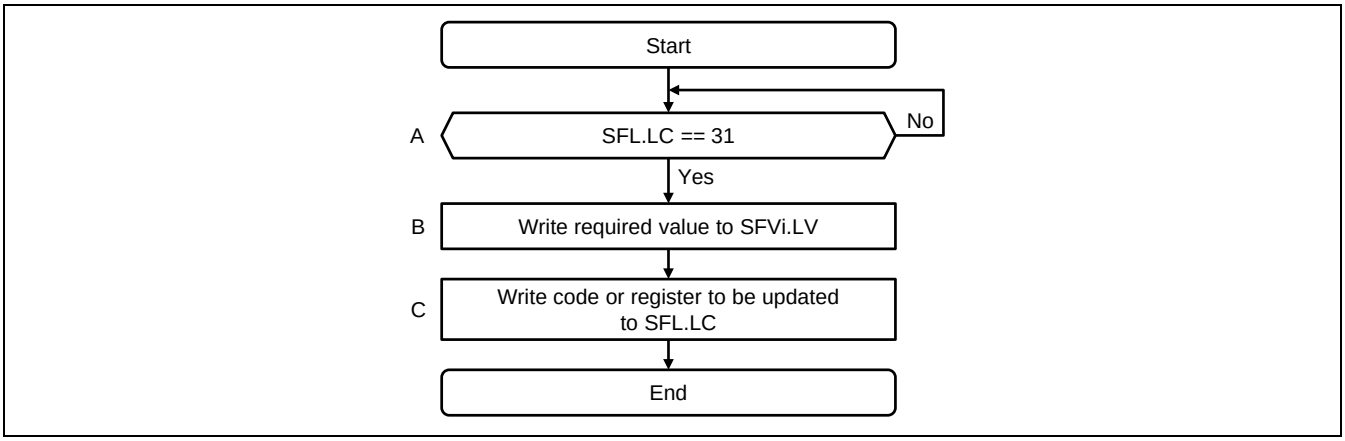


Figure 46.20 SW flow to update separation filter during OPERATION

When reconfigure separation filter, EthernetAVB-IF guarantees consistent classification for one received frame. If reconfiguration requires a sequence of parameter changes, CPU has to order reconfiguration based on application demand.

EthernetAVB-IF updates filter configurations when no frame reception is handled. In worse case the update is delayed by one frame reception. Exact duration depends on PHY speed and frame size. By reading SFL.LC CPU can observe when a previous update has been processed.

Note: Frame classification happens during frame reception and storage into internal Rx-FIFO. There may be frames with old classification pending in Rx-FIFO or under storage to URAM when filter reconfiguration is accepted.

(2) Setting Up Reception Descriptors

For reception, the descriptor mechanism is essentially as described in section 46.3.3 Descriptors.

This section describes memory operations that are especially required in handling reception queues.

(a) Reception Descriptor Type

The type of a descriptor is defined by the descriptor type (DESCR.DT) field.

Table 46.12 shows the descriptor types used in reception.

Table 46.12 Descriptor Types in Reception

Descriptor Type (DESCR.DT)	Operation	Write-back
Frame Start (FSTART)	Condition for data not being stored in a reception queue: The RIS2.QFFr bit indicates that queue r is full and the received frame is not stored. Descriptor processing proceeds again in response to further reception.	Not changed
Frame Middle (FMID)	Same as FSTART	Not changed
Frame End (FEND)	Same as FSTART	Not changed
Frame Single (FSINGLE)	Same as FSTART	Not changed
Link (LINK)	Processing proceeds to the descriptor specified by DESCR.DPTR.	LEMPTY
Fixed Link (LINKFIX)	Same as LINK	Not changed
End Of Set (EOS)	A stop point defined by software has been reached. A descriptor of this type within a divided frame (writing of FMID or FEND) stops the frame being stored and the frame is lost. RIS2.QFFr indicates that the frame has been lost. If this happens at the start of a frame (writing of FSTART or FSINGLE), storing of frames starts from the next descriptor. In either case, processing shifts to the next descriptor in the chain.	EEMPTY
Frame Empty (FEMPTY)	The descriptor can be used to store received data. Up to DESCR.DS bytes are stored in the descriptor data area. For details, see section 46.3.4(3)(a) Storing Frame Data in the Descriptor Data Area.	FSTART, FMID, FEND, or FSINGLE
Frame Empty Incremental Start (FEMPTY_IS)	The descriptor can be used to store received data. All data for the frame are stored in the descriptor data area. DESCR.DPTR indicates the base address of the incremental data area. For details, see section 46.3.4(3)(b) Incremental Data Areas.	FEND or FSINGLE
Frame Empty Incremental Continue (FEMPTY_IC)	The descriptor can be used to store received data. The remaining bytes of frame data are stored in the descriptor data area. DESCR.DPTR is undefined, but is written back at the start position within the incremental data area after processing. For details, see section 46.3.4(3)(b) Incremental Data Areas.	FEND or FSINGLE
Frame Empty No Data storage (FEMPTY_ND)	The descriptor can be used to store received data. Up to DESCR.DS bytes are captured from the reception FIFO but not stored. After processing, DESCR.DS is written back as 0. For details, see section 46.3.4(3)(b) Incremental Data Areas.	FSTART, FMID, FEND or FSINGLE
Link Empty (LEMPTY)	Same as FSTART	Not changed
EOS Empty (EEMPTY)	Same as FSTART	Not changed

(b) Configuration of Reception Frame Data Descriptors

Figure 46.21 shows the configuration of descriptors for use with reception queues. The reception-specific fields are the same whether the descriptor is normal or extended. The reception-specific fields (DESCR.MSC, DESCR.PS, DESCR.EI, and DESCR.TI) are described in Table 46.13.

For the other fields and the descriptor types, see section 46.3.3(6) Descriptor Type.

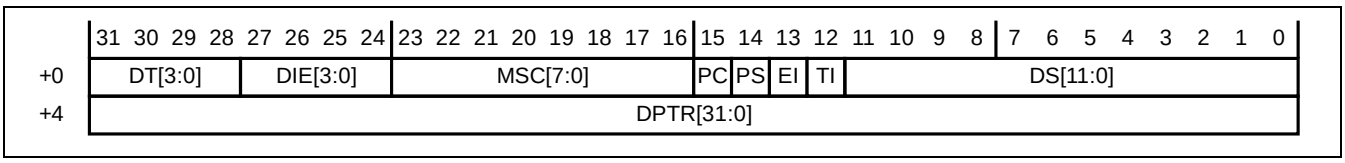


Figure 46.21 Configuration of Descriptor for a Received Frame

Table 46.13 Configuration of a Received Descriptor

Bit Name	Function
MSC	E-MAC Status Code These bits indicate errors in reception detected by the E-MAC. In the case of a divided frame, these bits are set to the same value within all descriptors for the frame data. Details of the bits are as follows. MSC[7]: Received frame has a multicast address. MSC[6]: Carrier extend error MSC[5]: Carrier sense error MSC[4]: Received frame has alignment error. MSC[3]: Received frame is too long. MSC[2]: Received frame is too short MSC[1]: Error in frame reception (PHY detects an error) MSC[0]: Received frame has a CRC error.
PS	Padding Selection These bits specify whether frame data are to be padded when stored in the incremental data area. Insertion of padding data is in accord with the settings in the RPC register. 0: Padding is not to be inserted. 1: Padding data may be inserted. This depends on the RPC settings.
EI	Error Indication This bit indicates the detection of an error in frame data while a frame was being stored. The bit is set to 1 for a descriptor in which an error has been detected. If the descriptor is for a divided frame, storage of the frame is aborted. 0: No error 1: Error is detected
TI	Truncation Indication This bit indicates whether frame data received from the E-MAC have been truncated before being stored. These bits are set to the same value within all frame data descriptors for a divided frame. 0: Data have not been truncated. 1: Data have been truncated.

Note: The RCR.EFFS bit specifies whether or not frames with errors detected by the E-MAC are to be stored in the URAM. When the storing of error frames is disabled, error codes are not written to DESCR.MSC.

(3) Reception Processing

After initialization, the AVB-DMAC is able to select the proper reception queue and store received frames in the data area in the URAM as indicated by the descriptor. The AVB-DMAC continues to store received data in the URAM as long as space is available for descriptors and data areas.

Received frames are classified and stored in the reception FIFO in accord with the algorithm described in section 46.3.4(1)(a) Separation Filtering.

If the reception FIFO contains even one frame, storing is executed to the reception queue.

If there is even one empty data descriptor in a queue for which reception has started, the storage of frame data starts. Received frames for a queue that is already full (there is no empty frame descriptor or the UFC stop level has been reached) are discarded from the reception FIFO. This ensures that one queue being full does not prevent the storage of data in the other queues.

(a) Storing Frame Data in the Descriptor Data Area

Frame data for storage are assumed to be in either of the two patterns described below.

- The data for an entire frame will fit in the descriptor data area.
  - In this case, the descriptor type (DESCR.DT) is FSINGLE.
- Frame data to be stored in the descriptor data area arrive in divided form.
  - In this case, FSTART is written to the descriptor type (DESCR.DT) bits of the first descriptor of the frame data to arrive and FMID and FEND are written to the type bits of descriptors for subsequent data.

The descriptor type is updated by the AVB-DMAC in the last step of descriptor processing, so software can always access the descriptor assigned to DESCR.DT.

When normal synchronization mode is used, the CPU can write FEMPTYxxx directly to the descriptor type field after processing the stored element. Do not change the descriptor or any part of the descriptor data area after FEMPTYxxx is written to DESCR.DT.

Storing Frame Data for a Whole Single Frame

For a frame with an FSINGLE descriptor, all data for the frame are held at the position defined by DESCR.DPTR. DESCR.DS indicates the length of the received frame.

If DESCR.DS is bigger than the actual size of a received frame, the FSINGLE descriptor is stored in place of the FEMPTY or FEMPTY_ND descriptor after processing.

Also, the FSINGLE descriptor is stored in place of the FEMPTY_IS or FEMPTY_IC descriptor, which always hold the descriptor data area greater than all frame data in Rx-FIFO after processing.

Storing Frame Data as Divided Frames

Divided frames are handled in the same way as a single frame. A frame stored with divided descriptors must be recombined before use. DESCR.EI and DESCR.TS are only valid in the last descriptor of the sequence for a divided frame.

Note: If the data area size setting in DESCR.DS is not a multiple of four, the number of bytes set in DESCR.DS is fetched from the reception FIFO and the remaining bytes are used as the next storage area.

After a received frame is divided into different descriptors, each storage element is handled separately, and the descriptor type is assigned by software after processing. Accordingly, an error frame (FEMPTYxxx instead of FMID or FEND) may exist while a descriptor chain is being processed. In such a case, the CPU must postpone processing of the error frame to the next trigger point.

No Data are Stored

The application specification may lead to some types of received frames being unimportant (for example, when the application only requires stream data from the Ethernet frames). Storing frames in divided form makes separating out the unnecessary parts of Ethernet frames possible.

If part of a divided frame is not required, use the FEMPTY_ND descriptor for that part so that it is not stored in the URAM. Not storing the data negates the need for bandwidth on the data bus, improving the overall performance.

When an FEMPTY_ND descriptor is processed, DESCR.DS is set to 0. This brings the frame data section of the descriptor into agreement with the FEMPTY type. DESCR.DS = 0 is for the unique identification of the descriptor after writing.

(b) Incremental Data Areas

Secure space in the URAM for storing received data. Even when data are placed in the URAM area such that all descriptor data areas of a chain are contiguous, a received frame being shorter than the descriptor data area will lead to an empty space. Figure 46.22 shows an example of settings and the memory map.

Certain applications require that data areas be contiguous (e.g. when received data are to be processed other than by hardware as the A/V codec module). When the length of received frames differs (e.g. when payloads vary between having one or two A/V packages), the use of a static pointer in the descriptor produces empty spaces in the data area. This may necessitate direct additional processing to remove the empty spaces.

Accordingly, and to reduce the CPU load imposed by copying data, the AVB-DMAC supports an “incremental data area” function.

When incremental data areas are in use, all descriptors use a common data area for storage. One descriptor (FEMPTY_IS) defines the base address of the incremental data area and the next descriptor (FEMPTY_IC) within the descriptor chain holds received data. Figure 46.23 shows an example of settings and the memory map.

Use of an incremental data area does not reduce the memory space in the individual descriptor data areas.

The hardware and software synchronization strategy and performance are also not changed.

It is also possible to divide a frame up among various descriptors in a way that reflects its structure (e.g. one descriptor for the Ethernet header and one for the data payload).

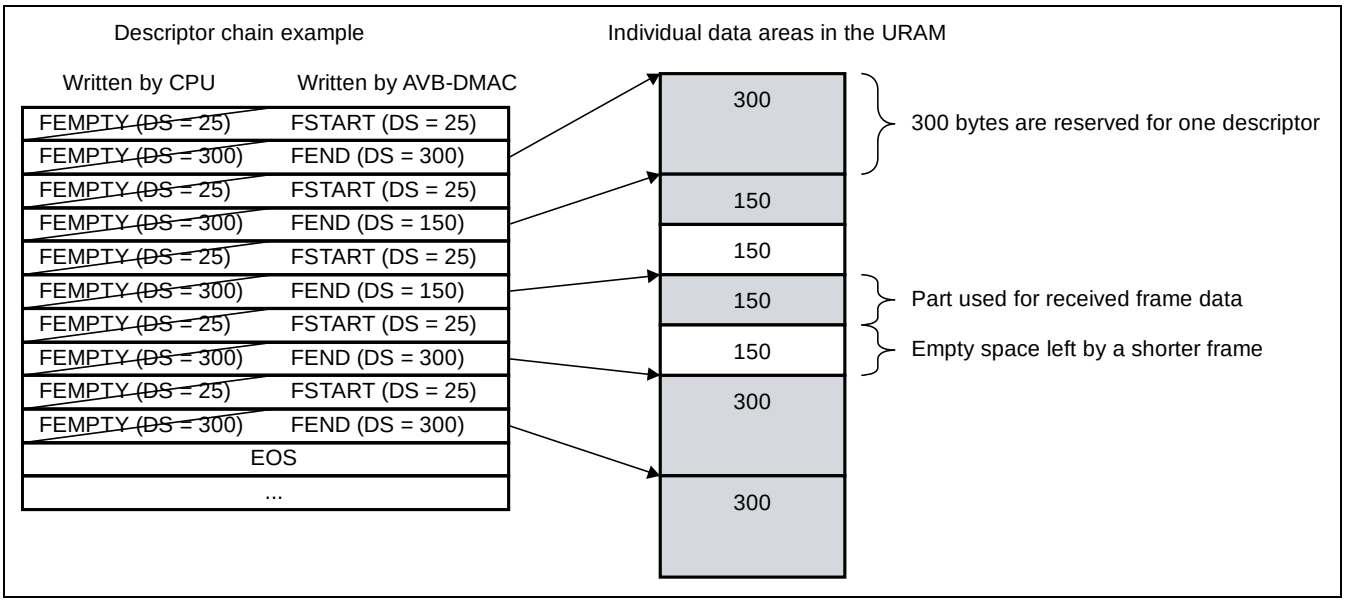


Figure 46.22 A Reception Queue Using Individual Descriptor Data Areas

Figure 46.22 and Figure 46.23 show how control of the data storage areas by a descriptor chain varies according to whether individual or incremental data areas are in use. The chains are configured for storing received frames consisting of a 25-byte header (which is treated as one descriptor; and is outside the scope) and a 150- or 300-byte payload (whether one or two 150-byte payload packages are transmitted with one Ethernet frame depends on the data source).

In Figure 46.22, the EOS descriptor is added as an example of a re-synchronization point. If the frame source transmits a frame containing more than 325 bytes, the frame will be divided among three descriptors, meaning that synchronization of the header and data sequences is lost. Despite this, however, the frame is not divided across the EOS descriptor, so recovery is automatic without software interaction. The EOS is not required with the incremental descriptors because all data being processed are always stored while an incremental data area is in use.

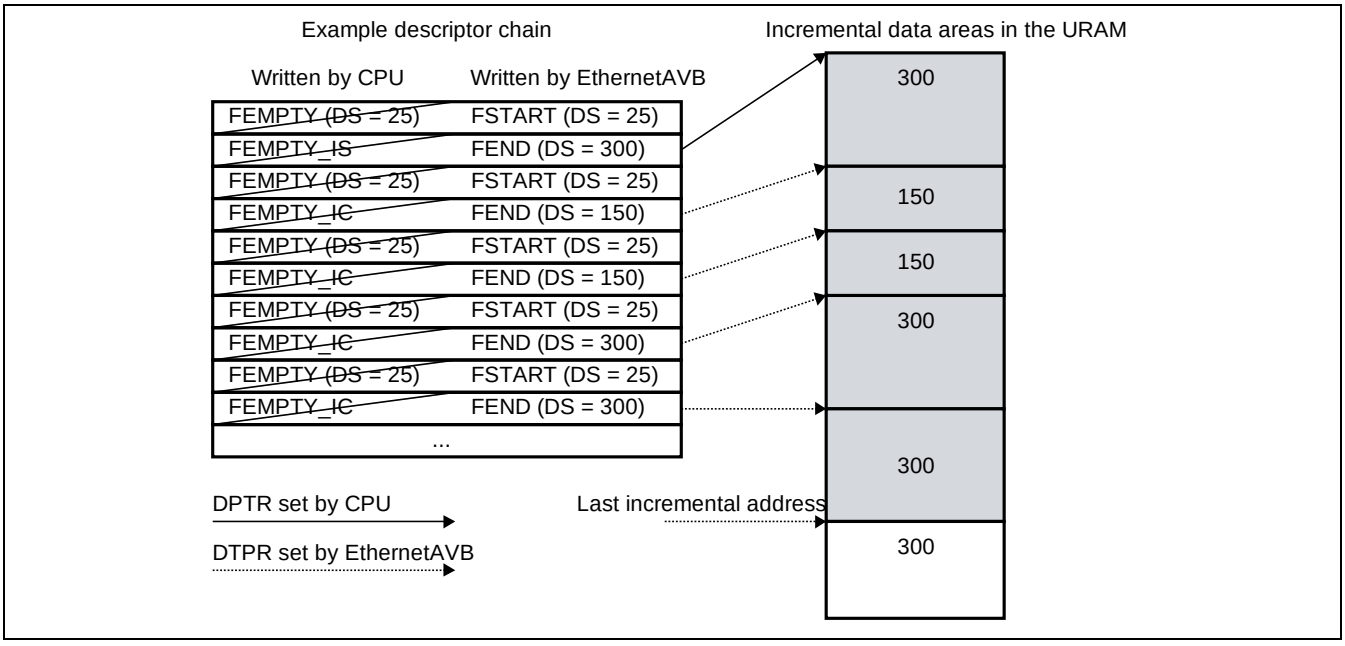


Figure 46.23 Reception Queue Using a Common Incremental Data Area

As Figure 46.23 shows, when data are stored in an incremental data area, the descriptor pointers in the FEMPTY_IC descriptors (DESCR.DPTR) are updated. Accordingly, the resulting FEND or FSINGLE descriptor is in the same format as after writing to an FEMPTY descriptor.

Software captures received data from an incremental data area, which has no empty storage areas between frame data. The only empty space is that at the end of the incremental data area. The sizes of incremental data areas and of blocks of data for storage in incremental data areas must be multiples of four bytes. When the amount of data for storage in an incremental data area is not a multiple of four bytes, from one to three bytes of empty space will be produced. DESCR.DS can be read to check for such empty spaces.

CPU cannot restrict directly the amount of received data stored by an incremental descriptor (FEMPTY_IS, FEMPTY_IC) as this is possible for other descriptors (FEMPTY, FEMPTY_ND) by DESCR.DS. Incremental descriptors store always all received data.

Setting Up an Incremental Data Area

A descriptor chain in the incremental data area having N descriptors (one FEMPTY_IS and N-1 FEMPTY_IC) means that the incremental storage area of N times of maximum frame size is needed.

As Figure 46.23 shows, DESCR.DPTR of an FEMPTY_IS descriptor indicates the base address of the incremental data area. The next FEMPTY_IS descriptor in the chain indicates the processing step where data must be stored in the incremental data area.

Processing an Incremental Data Area Based on Descriptors

Since data processing by the CPU is the same regardless of how the AVB-DMAC stores the data, data stored in an incremental data area do not require any special handling.

Padding

Use padding for received frame data that are not aligned correctly in the specified memory structure. Padding can be set individually for each descriptor. Accordingly, in the reception of divided frames, padding can be restricted to only those frames that require it (e.g. A/V payload data.)

Padding can also be used to optimize system performance in an incremental data area (e.g. to prevent inefficient access by aligning received data with 32-byte boundaries in the incremental data area), as well as to fulfill application-specific requirements for specified memory structures (e.g. formats required by other modules that will be processing the received data).

Padding can only be used in an incremental data area.

The value H'0000_0000 is always used in padding.

Padding is the addition of the number of words (from one to seven 32-bit words) set in the stored padding counter in the receive padding configuration register (RPC.PCNT). This padding is repeatedly inserted in accord with the value in the stored data counter (RPC.DCNT) (from one to 255 32-bit words). When the stored data counter (RPC.DCNT) reaches 0, however, padding is not repeated.

The first word of padding is always inserted at the position specified by DESCR.DPTR. When divided frames are in use, a padding word can be inserted at any byte position, and padding is handled on a 32-bit basis (e.g. an incremental data area where the first descriptor is for a 42-byte header data and the second descriptor holds padded payload data).

The next figure shows a general example of how padding is inserted and an example of setting up padding. A indicates frame data A received by the E-MAC, and B indicates the frame data stored in the descriptor data area (32-bit word units).

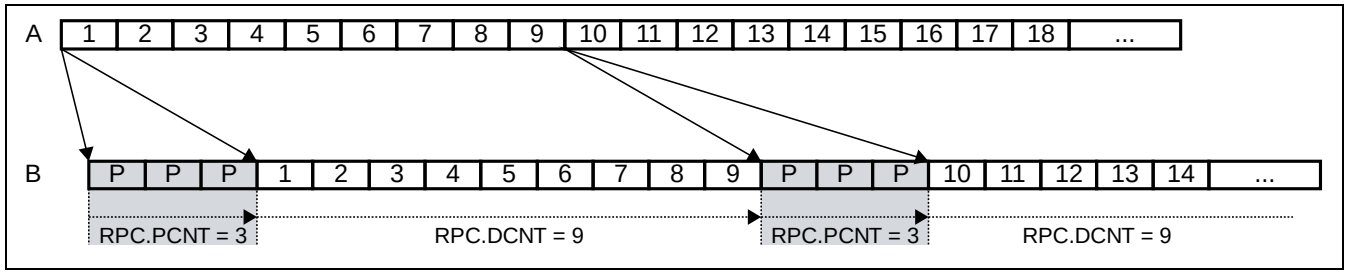


Figure 46.24 Example of a Padding Setting

Both padding and received frame data are counted in the descriptor size (DESCR.DS).

(c) Mode with Write-Back

Constructing a descriptor chain requires software (see Figure 46.25).

In the example in the figure, the variable SWdescr (software descriptor pointer) is a structure to identify a descriptor being processed. SWdescr must be initialized after operation mode is entered and a descriptor base address load request (DLR.LBAq) is executed (condition for starting the flow of software operations).

The frame_processing() function processes the stored data. The function can use SWdescr.DT to check whether processing of a frame is completed. How frame data are processed differs with the application, so create functions that handle processing in accord with the specification.

The processing section is common to all modes of reception. The number of frames processed in response to each trigger can be restricted. When multiple frames have to be processed in a batch, waiting for individual trigger boxes must be skipped for these frames.

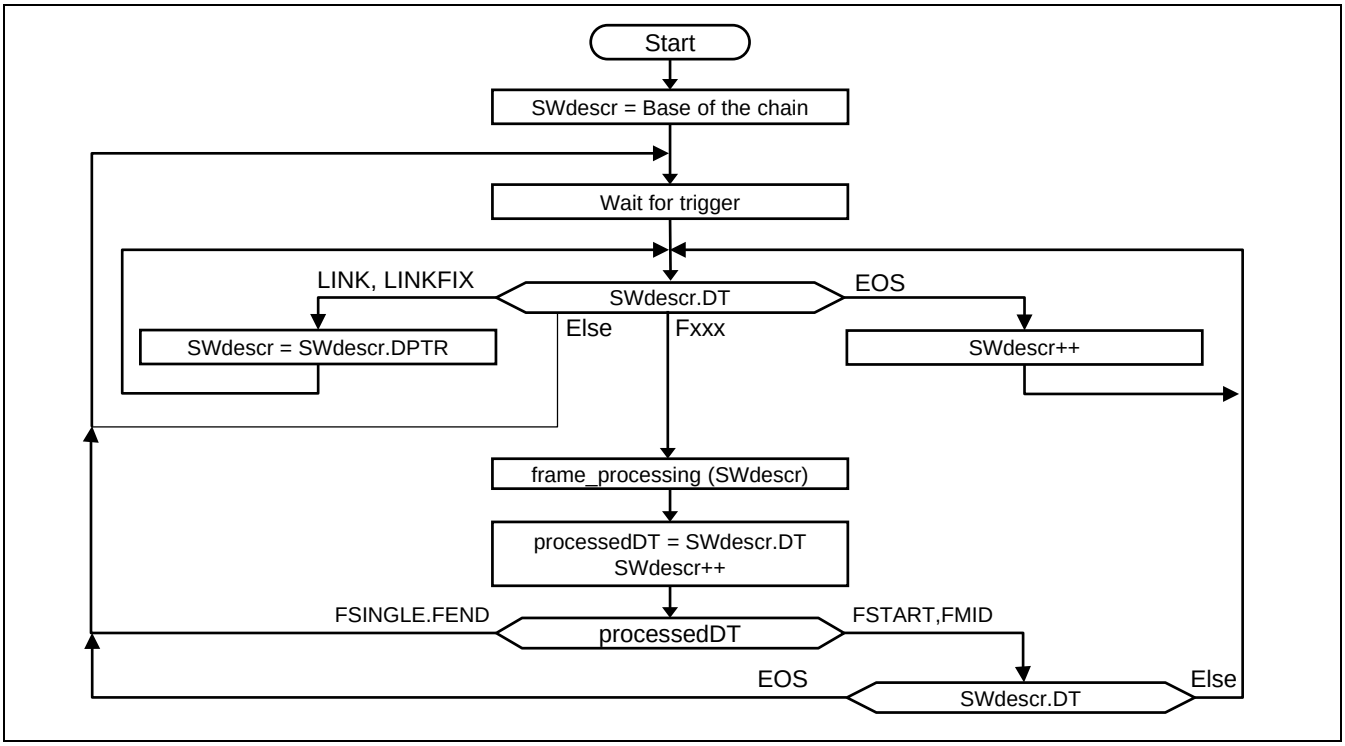


Figure 46.25 Flow of Reception Descriptor Processing (with Write-Back)

(d) Support for Reception Time Stamps

Capturing reception time stamps is essential for IEEE 802.1AS time synchronization. Other types of received frames may also require that a reception time stamp be appended; this depends on the application. The AVB-DMAC supports reception time stamps based on the gPTP timer by storing time stamps, which have been captured when Start Frame Delimiter (SFD) of a received frame is arrived, in the last frame data descriptor (FEND or FSINGLE). For the gPTP timer, see section 46.3.7(1) gPTP Timer.

When time stamps are to be stored, use extended descriptors for the entire reception queue. Furthermore, time stamps are always stored for reception queue 1 (network control). Time stamps for reception queue 0 (best effort) and reception queue r ($r \geq 2$; for stream data) can be selected by the time stamp enable bits in the receive configuration register (RCR.ETS0 or RCR.ETS2).

(4) Unread Frame Counters

Each reception queue has an unread frame counter (UFCVi). Use the unread frame counter configuration bits in the receive queue configuration register (RQCi.UFCCr) to select from among the four warning and stop levels for each unread frame counter. The 0 setting disables the stop and warning functions. For how to set this up, see Figure 46.26.

Operations of the AVB-DMAC (hardware) and CPU (software) drive an unread frame counter (UFC) in the following ways.

- The hardware indicates that it has added a new frame to the descriptor chain for the queue (this increments the counter).
- Software indicates how many frames from the descriptor chain it has processed by writing to the corresponding bits of the unread frame counter decrement register for the queue (this decrements the register by the number written).

The unread frame counter is based on the number of frames stored in the URAM and is only incremented by one even when a received frame is divided into different descriptors. Failure in storing a descriptor chain requires care because this may unread frame counter may fail in synchronization as described in section 46.3.4(4)(a) Unread Frame (UFC) Synchronization Failure.

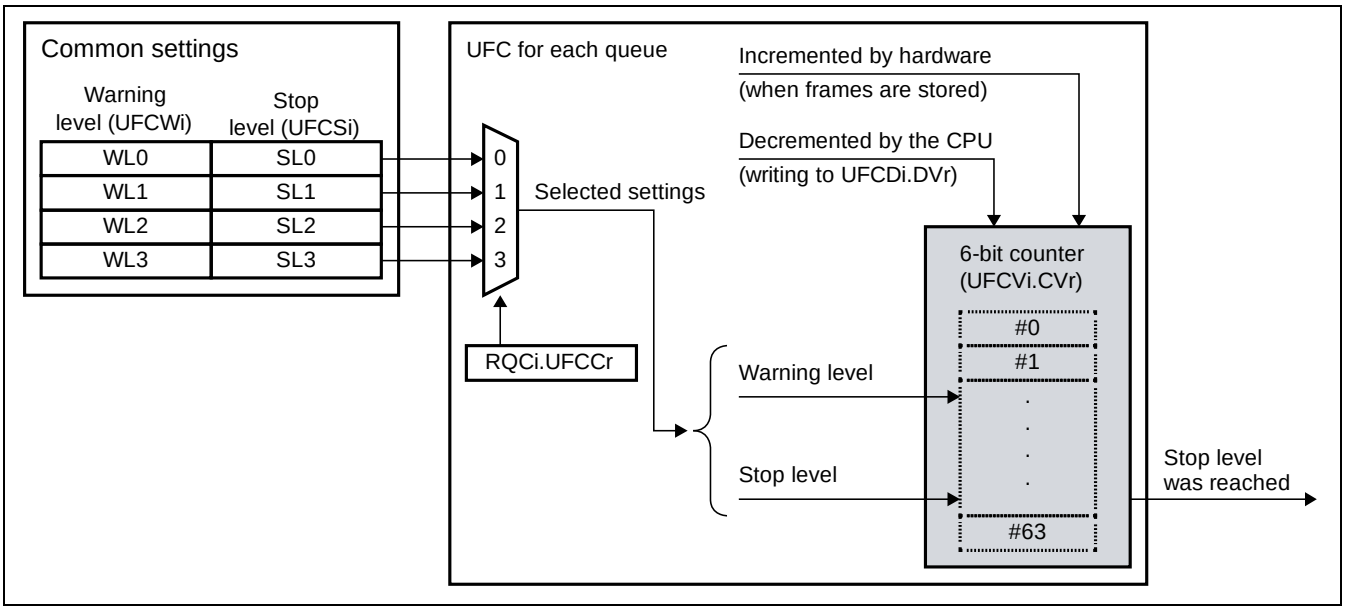


Figure 46.26 Overview of an Unread Frame Counter

Unless synchronization of hardware and software is lost, the current unread frame counter value (UFCVi.CVr) indicates the number of unread frames in the queue.

The indicator that the stop level has been reached prevents the storage of further received frames in the descriptor chain. Selecting 0 as the stop level disables this function. Otherwise, further received frames for the queue are discarded once its unread frame counter reaches the stop level. Activation of the unread frame counter stop function is indicating by setting of the receive queue full interrupt flag in the receive interrupt status register 2 (RIS2.QFFr).

Set the unread frame counter warning level configuration register (UFCW) and the unread frame counter stop level configuration register (UFCS) for each reception queue that will use the unread frame counter function while the current operating mode is configuration mode.

(a) Unread Frame (UFC) Synchronization Failure

The unread frame counters do not recognize failure to store a frame in the URAM. In other words, the AVB-DMAC increments the counter for a queue each time it captures a frame for that queue from the reception FIFO whether or not it succeeds in storing the frame normally in the descriptor chain.

In general, synchronization of hardware and software fails under the following conditions.

- An unread frame counter reaching its maximum value
  When the value of a counter in an unread frame counter register i (UFCVi) (i = 0 to 4) reaches 63, synchronization for the corresponding queue can fail.
  The CPU can only judge that a failure in synchronization has not occurred when the stop level is set to 63.
- A queue not having enough space for a descriptor
  In this case, the corresponding receive queue full interrupt flag (RIS2.QFFr) in receive interrupt status register 2 (RIS2) is set.
  If an unread frame counter reaches its stop level while synchronization remains normal, the receive queue full interrupt flag (RIS2.QFFr) in the receive interrupt status register 2 (RIS2) is set. Software must respond to this.
- A problem occurring during access to memory

The result of a failure in synchronization is the unread frame counter indicating that the corresponding descriptor chain may contain more available frames than it actually can. To retrieve the correct starting point for operations, use the descriptor base address load request (DLR.LBAq) for the given queue.

46.3.5 Transmission Control

Areas in the URAM for storing transmission descriptors must also be secured (for descriptors, see section 46.3.3 Descriptors).

The AVB-DMAC fetches data from the URAM in accord with the procedure the descriptor describes. The descriptor also retains tag information once the frame has been fetched for transmission. The tag information is used to maintain the relationships between status and time stamps for the software and the AVB-DMAC. The status and time stamp information for transmitted frames remains accessible after their transmission is completed.

(1) Transmission Modes

The AVB-DMAC has two modes of transmission.

- AVB transmission mode
  This mode is selected by the priority level setting for the transmission queue in the transmit configuration register (setting of the TGC.TQP[1:0] bits) being B'01 or B'11.
- Non-AVB transmission mode
  This mode is selected by the priority level setting for the transmission queue in the transmit configuration register (setting of the TGC.TQP[1:0] bits) being B'00.

(a) AVB Transmission Mode

AVB transmission supports the control of traffic through the output port to implement various traffic classes.

Support for Traffic Classes and Associated Priority

When transmission is in AVB transmission mode, streams of traffic are transmitted in accord with the part of the AVB specification called Forwarding and Queuing for Time Sensitive Streams (FQTSS; for details on this, see the IEEE 802.1Q standard).

In the AVB specification, at least one queue for a reserving stream under the Stream Reservation Protocol (SR stream) and at least one queue for a non-SR stream are present, and the queues for SR traffic is Highest priority queue.

The AVB-DMAC supports four traffic classes: SR class A, SR class B, network control (NC) traffic (gPTP frames), and best effort (BE) traffic. Allocating a specific queue to network control (NC) frames ensures the control of synchronization.

The AVB-DMAC realizes compliance with the AVB standards by handling queues with the following architecture (in terms of traffic classes).

- Four transmission queues (Q3, Q2, Q1, and Q0) are available.
- Q3 and Q2 are for SR streams (one each for class A and class B).
- Q1 is for low-bandwidth network control (NC) traffic (gPTP frames)
- Q0 is for other types of traffic (MSRPDU*1, MVRPDU*2, best effort (BE), etc.)

Notes: 1. MSRPDU: Multiple Stream Registration Protocol Data Unit
2. MVRPDU: Multiple VLAN Registration Protocol Data Unit

Fetching from queues proceeds in order of priority of the above traffic types. Three systems of priority are available through the setting of the transmit queue priority bits in the transmit configuration register (TGC.TQP[1:0]). In the default priority scheme, which is called AVB mode 1 (selected by TGC.TQP[1:0] = B'01), operation of the AVB-DMAC is fully in accord with the AVB specification. AVB mode 2 (transmit queue priority bits (TGC.TQP[1:0] = B'11) is an alternative priority scheme and varies from the AVB specification. Using this scheme thus requires more care. The other setting is for non-AVB-mode transmission.

Table 46.14 Default and Alternative Priority Orders in AVB Transmission Mode

Priority Schemes (AVB Mode)	Priority Order of Queues
Default	Q3 (SR class A) > Q2 (SR class B) > Q1 (NC) > Q0 (BE)
Alternative	Q1 (NC) > Q3 (SR class A) > Q2 (SR class B) > Q0 (BE)

Transmission Selecting Algorithm and CBS

The algorithm the AVB-DMAC applies to select frames for transmission is in accord with the specifications under section 11.6.8, Transmission selection, of the IEEE 802.1Q standard. For AVB mode, the CBS (credit-based shaping) algorithm is applied to the class A and class B SR queues (Q3 and Q2). Use of the CBS enables correct handling of the priorities of transmission from the SR queues. For the CBS algorithm, see section 46.3.6 CBS (Credit-Based Shaping).

When the following conditions both hold, transmission from an SR queue (Q3 or Q2) proceeds at the specified time.

- The queue contains at least one frame ready for transmission.
- The queue has available credit.
- Unless an SR queue satisfies the above conditions, a higher priority queue is not present (not ready for transmission).

A non-SR queue (Q1 or Q0) is selected if the conditions below both hold.

- The queue contains at least one frame ready for transmission.
- As well as the above condition, a higher priority queue is not present (not ready for transmission).

Figure 46.27 and Figure 46.28 are flowcharts of selection for transmission in AVB mode 1 (default) and AVB mode 2 (alternative).

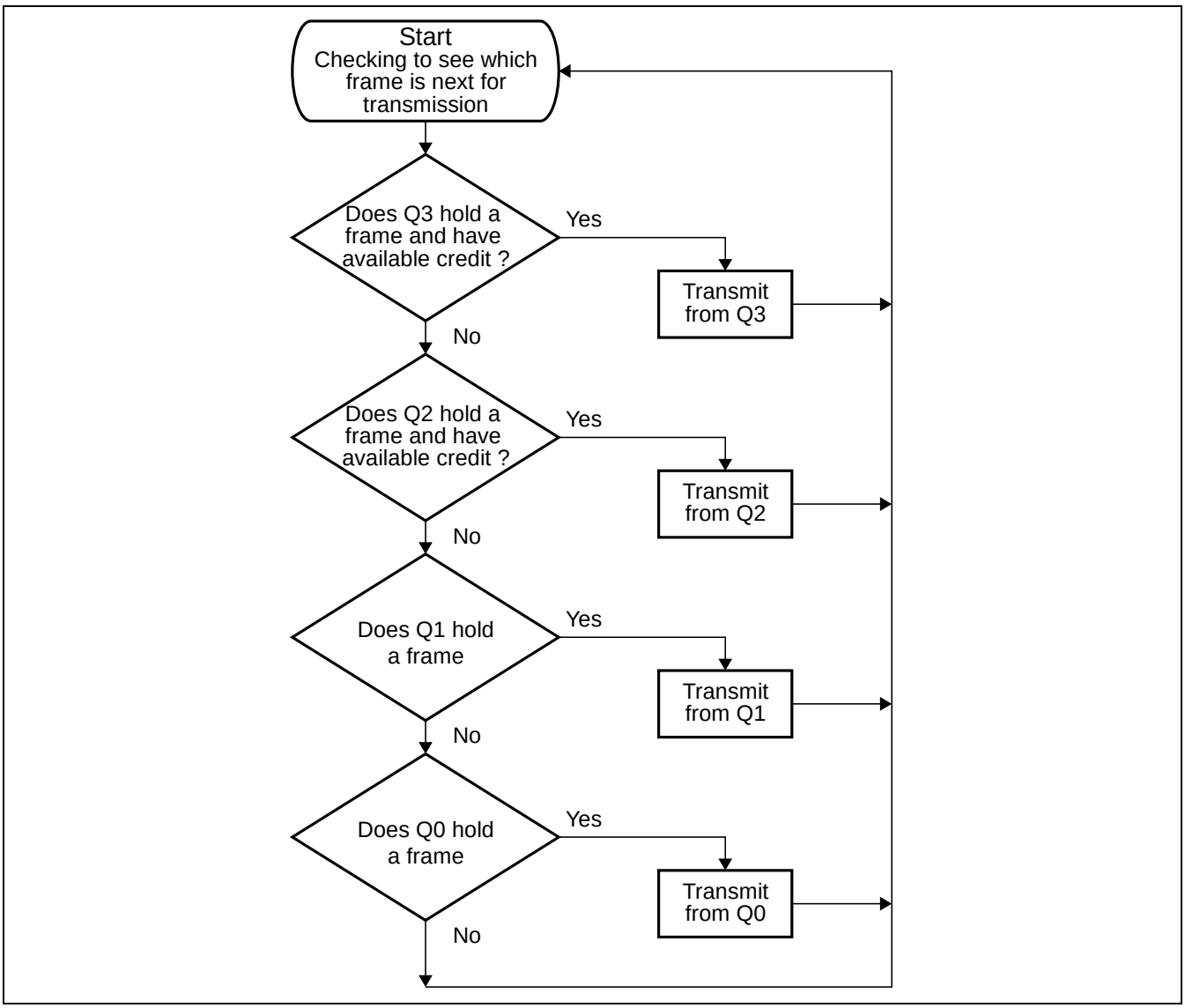


Figure 46.27 Flow of Selection for Transmission in AVB Mode 1 (Default)

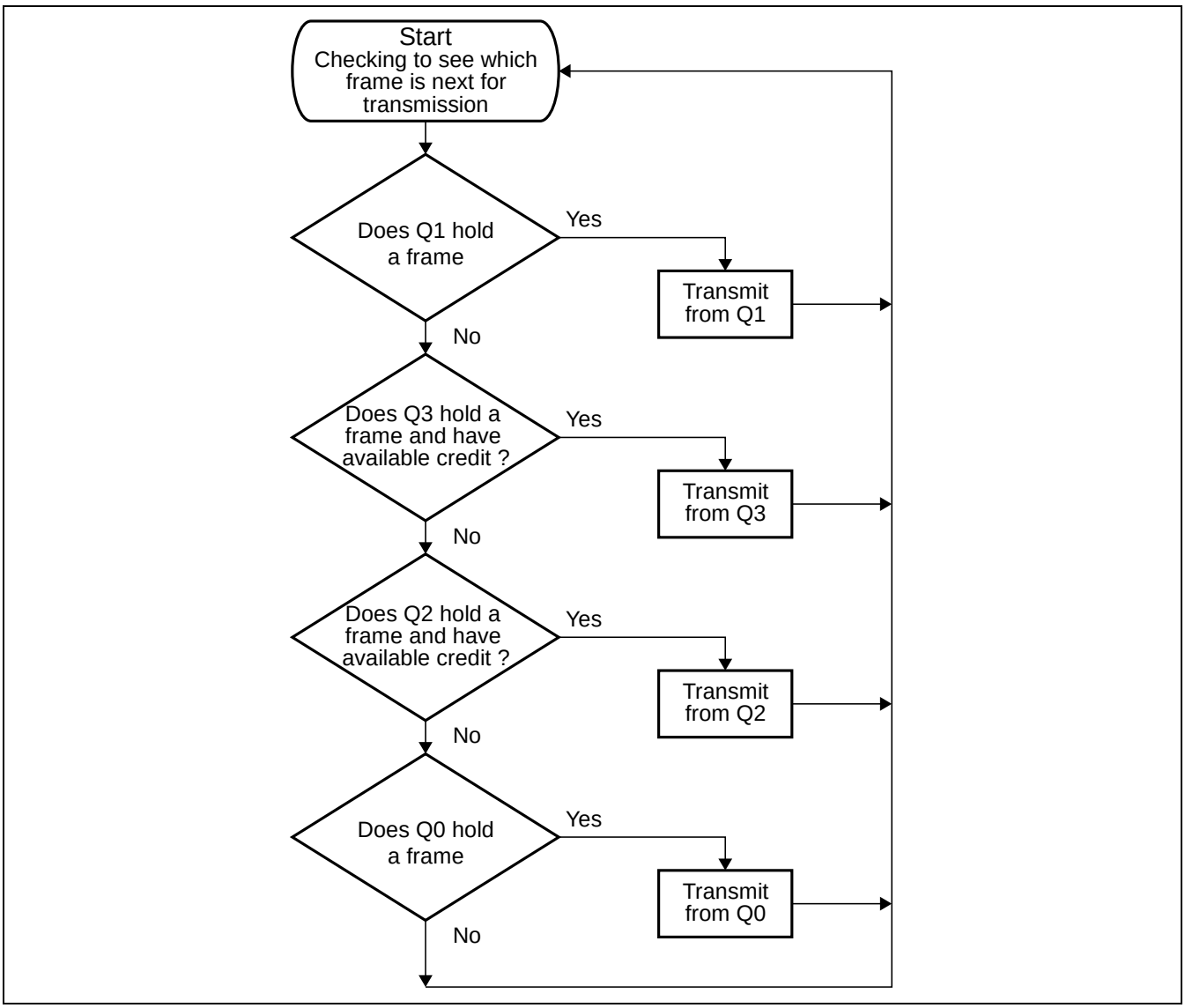


Figure 46.28 Flow of Selection for Transmission in AVB Mode 2 (Alternative)

(b) Non-AVB Transmission Mode

In non-AVB transmission mode, an absolute priority scheme is used. The SR class is not supported and the CBS algorithm is not used.

In non-AVB transmission mode (when the transmit queue priority bits in the transmit configuration register (TGC.TQP[1:0]) are B'00), data is fetched for transmission in a strict order of priority (Q3 > Q2 > Q1 > Q0).

Figure 46.29 shows the flow of selection in non-AVB transmission mode.

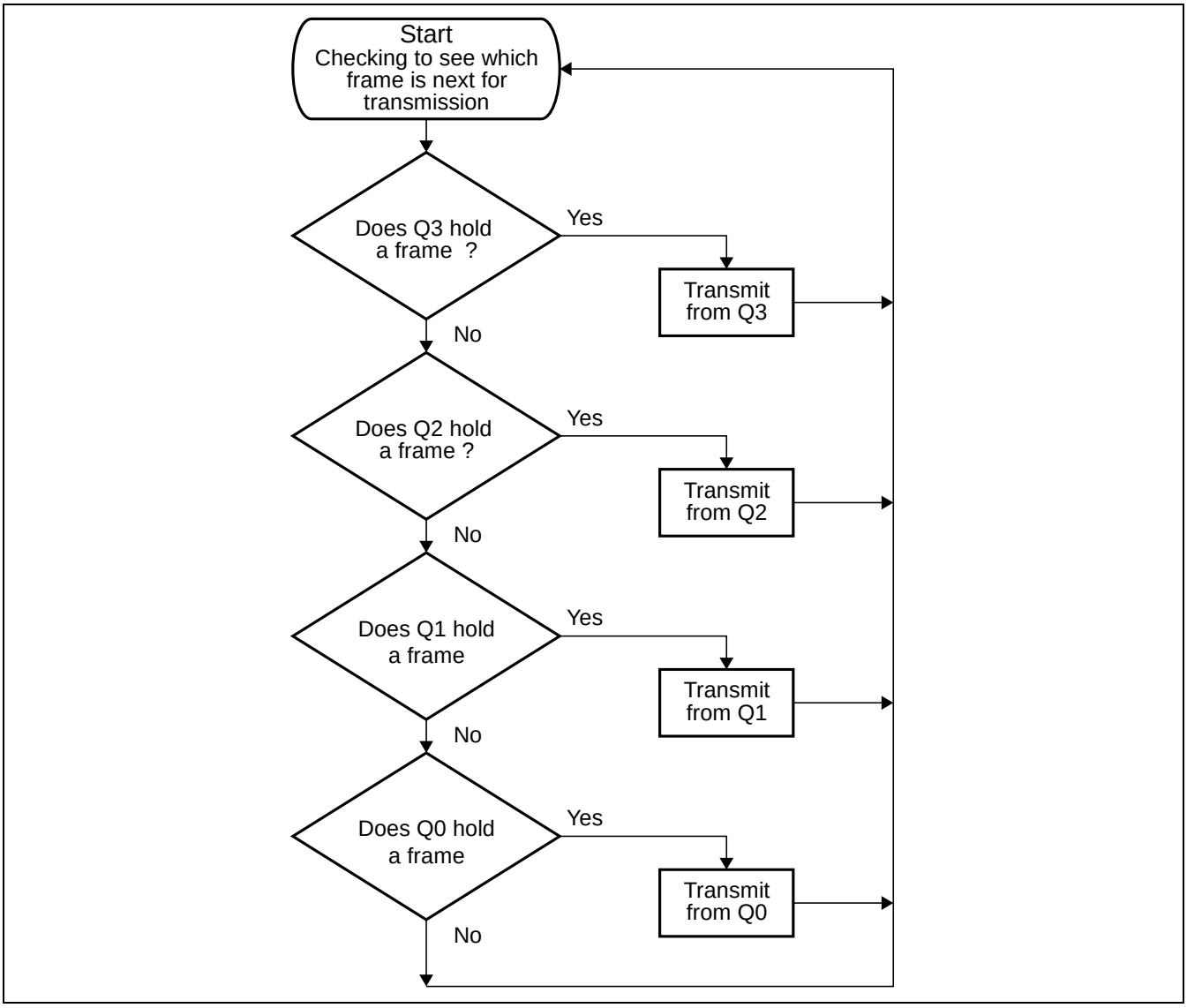


Figure 46.29 Flow of Selection for Transmission in Non-AVB Mode

(c) Setting the Size of the Transmission FIFO

The transmission FIFO is made up of 122 clusters. Each cluster can hold up to 128 bytes.

The size of the part of the transmission FIFO for use by each of the four transmission queues can be set by the corresponding transmit queue configuration q bits in the transmit control register (TGC.TBDq).

General Usage Examples:

Q0: Frames containing up to 1500 bytes → 1500/128 = 11.7 → 12 clusters
Q1: Frames containing up to 1024 bytes → 1024/128 = 8.0 → 8 clusters
Q3: Frames containing up to 1996 bytes → 1996/128 = 15.6 → 16 clusters
Q4: Frames containing up to 1996 bytes → 1996/128 = 15.6 → 16 clusters
When the depth of all transmission queues is 2, only the following number of clusters is required.
$2 \times (12 + 8 + 16 + 16) + 16 = 2 \times 52 + 16 = 120$

In the worst case (each of the transmission queues holds 1996 bytes), $2 \times 64 + 16 = 144$ clusters are required, so the maximum length of transmission frames must be less than 1996 bytes for some queues.

(2) Setting Up Transmission Descriptors

(a) Transmission Descriptor Type

The type of a descriptor is defined by the descriptor type (DESCR.DT) field.

Table 46.15 shows the descriptor types used in transmission.

Table 46.15 Descriptor Types in Transmission

Descriptor Type (DESCR.DT)	Operation	Write-back
Frame Start (FSTART)	The AVB-DMAC fetches the first of the data for the divided frame and proceeds to processing of the next descriptor.	FEMPTY
Frame Middle (FMID)	The AVB-DMAC fetches the second or subsequent data for the divided frame and proceeds to processing of the next descriptor.	FEMPTY
Frame End (FEND)	The AVB-DMAC fetches the last of the data for the divided frame. The frame of data that has been fetched to the transmission FIFO is ready for transmission by the E-MAC, and then the AVB-DMAC proceeds to processing of the next descriptor.	FEMPTY
Frame Single (FSINGLE)	The AVB-DMAC fetches the frame of data. The frame of data that has been fetched to the transmission FIFO is ready for transmission by the E-MAC, and then the AVB-DMAC proceeds to processing of the next descriptor.	FEMPTY
Link (LINK)	Processing proceeds to the descriptor specified by DESCR.DPTR.	LEMPTY
Fixed Link (LINKFIX)	Same as LINK	Not changed
End Of Set (EOS)	This is a transmission stop point defined by software This leads to clearing of the transmit start request bit (TCCR.TSRQt), which stops transmission. When the TCCR.TSRQt is again set to 1 (a new transmission start request is issued), processing proceeds to the next descriptor.	EEMPTY
Frame Empty (FEMPTY)	No frame data are ready for transmission This leads to clearing of the transmit start request bit (TCCR.TSRQt), which stops transmission. When the TCCR.TSRQt is again set to 1 (a new transmission start request is issued), processing starts at this descriptor.	Not changed
Link Empty (LEMPTY)	Same as FEMPTY	Not changed
EOS Empty (EEMPTY)	Same as FEMPTY	Not changed

(b) Configuration of Transmission Frame Data Descriptors

Figure 46.30 shows the configuration of descriptors for use with transmission queues. The transmission-specific fields (DESCR.MSR, DESCR.TSR, and DESCR.TAG) are described in Table 46.16.

For the other fields and the descriptor types, see section 46.3.3(6) Descriptor Type.

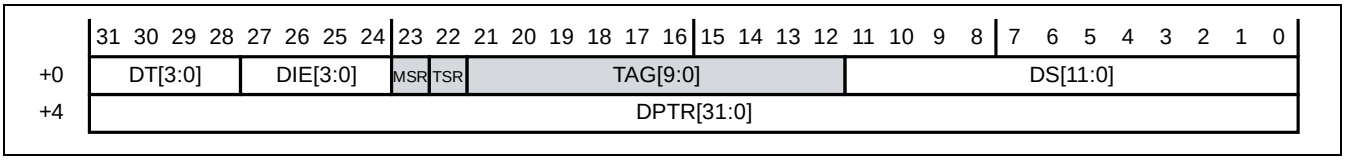


Figure 46.30 Configuration of Descriptor for a Transmitted Frame

Table 46.16 Configuration of a Transmission Descriptor

Bit Name	Function
MSR	MAC Status storage Request This bit configures if E-MAC transmission status of the frame is stored in E-MAC status FIFO. 0: No status information is stored 1: Status information is to be kept for this frame in MAC status FIFO This bit is considered only if DESCR.DT = FEND or FSINGLE. Note: If there is error during transmission of frame by E-MAC then status is always stored.
TSR	Time Stamp Store Request This bit specifies whether the transmission time stamp is to be stored within the EthernetAVB-IF module. 0: The time stamp status FIFO within the EthernetAVB-IF module does not retain a transmission time stamp. 1: The time stamp status FIFO within the EthernetAVB-IF module retains a transmission time stamp. This bit is available while the current DESCR.DT is FEND or FSINGLE.
TAG	Frame Tag This TAG field is used to associate each frame data with a time stamp. Frame TAG is not required but is recommended. This bit is available while the current DESCR.DT is FEND or FSINGLE.

For the time stamp FIFO function, see section 46.3.5(4) Time Stamping in Transmission.

(3) Transmission

(a) Transmitting Frames

Setting the transmit start request bit in the transmit configuration control register (TCCR.TSRQt) starts the transfer of frames from the corresponding transmission queue.

The descriptor in the current descriptor address (CDARq.CDA) for the queue t (with q = t) is read first.

If this descriptor is a descriptor for frame transmission (FSINGLE, etc.), the AVB-DMAC fetches the frame data from the data area indicated by the descriptor, writes FEMPTY back to the descriptor type (DESCR.DT) bits to indicate completion of this processing, then proceeds to processing of the next descriptor.

If the descriptor is not for transmission, processing is as dictated by the given descriptor (for these descriptors, see the descriptions in section 46.3.3 Descriptors).

If a base address load request is issued for a descriptor chain while it is being processed (by setting 1 in the LBAq bit for transmission queue q that is currently being processed in the descriptor base address load request register, DLR), processing proceeds to the new descriptor chain. Changing the chain does not interrupt frame fetching, but note that frames that have not been fetched from the old chain remain where they are.

Figure 46.31 shows descriptor processing during transmission.

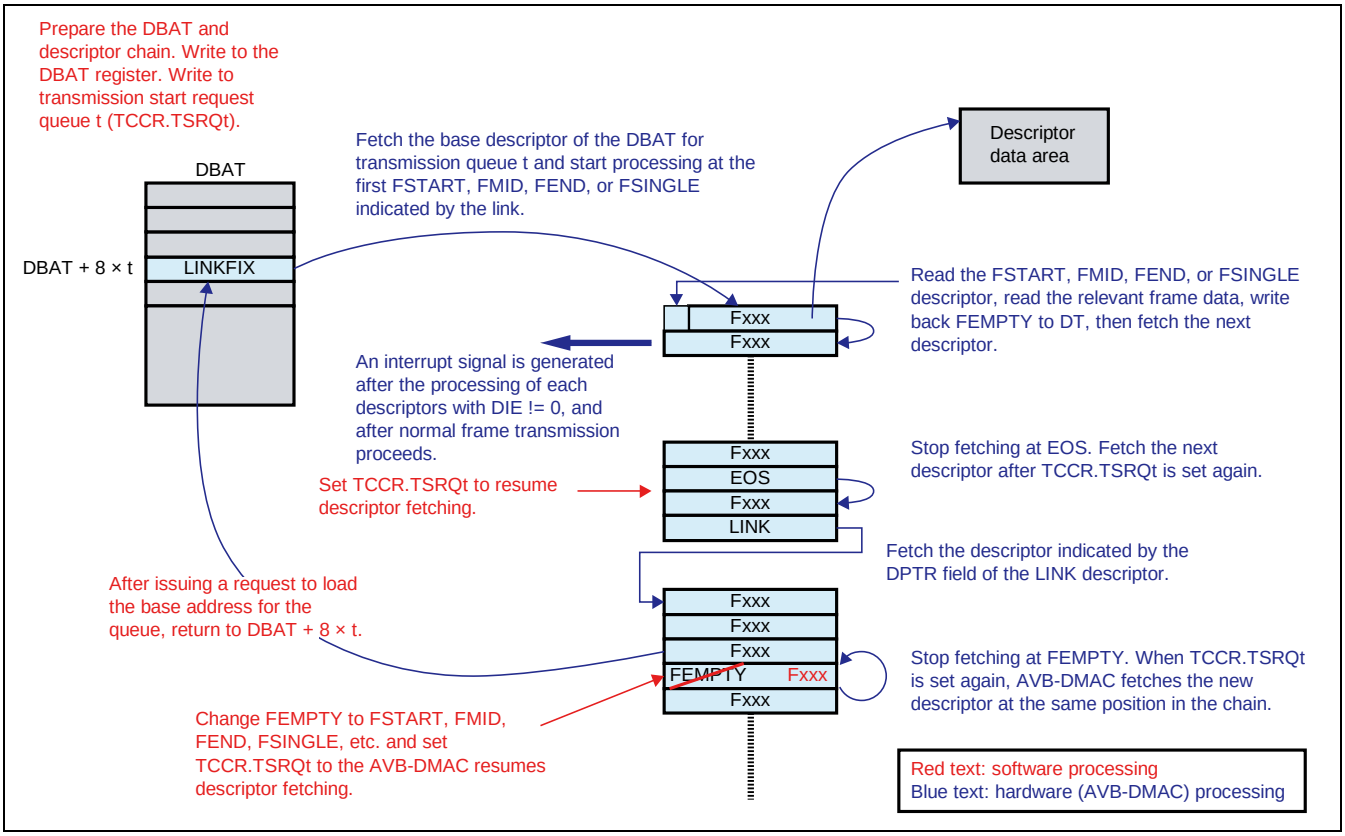


Figure 46.31 Descriptor Processing During Transmission

(b) Examples of Descriptor Usage

Immediate Frame Transmission

Immediate frame transmission is a pattern in which fetching by the AVB-DMAC starts whenever software adds data to a queue. FEMPTY descriptors are used as stop points to keep the hardware and software in synchronization.

Create descriptor chains that have FEMTPY descriptors at the stop points.

Figure 46.32 shows the flow for software implementing this pattern. SW should read back written descriptor between changing FEMPTY descriptor before writing to TCCR.TSRQt.

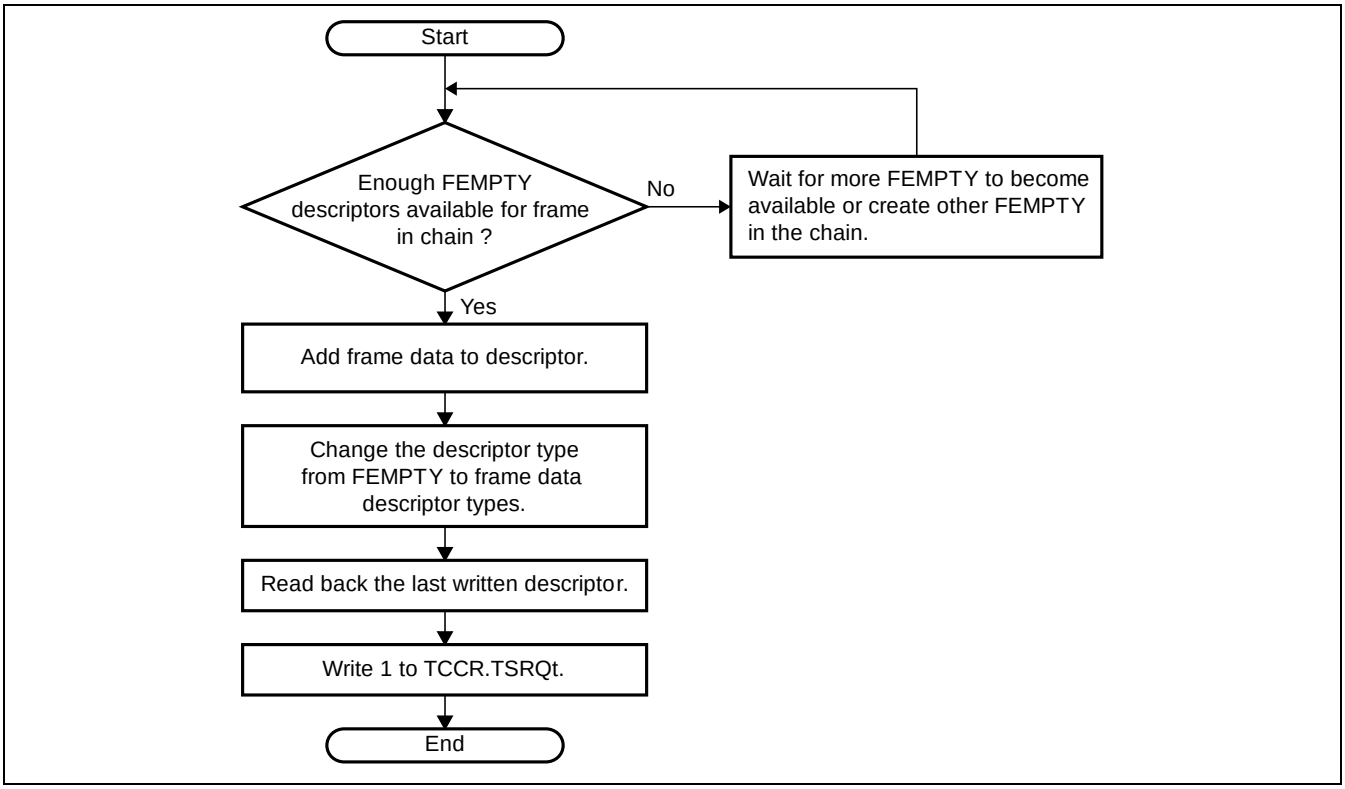


Figure 46.32 Software Flow for Immediate Frame Transmission

Figure 46.33 shows software and AVB-DMAC operations for immediate frame transmission.

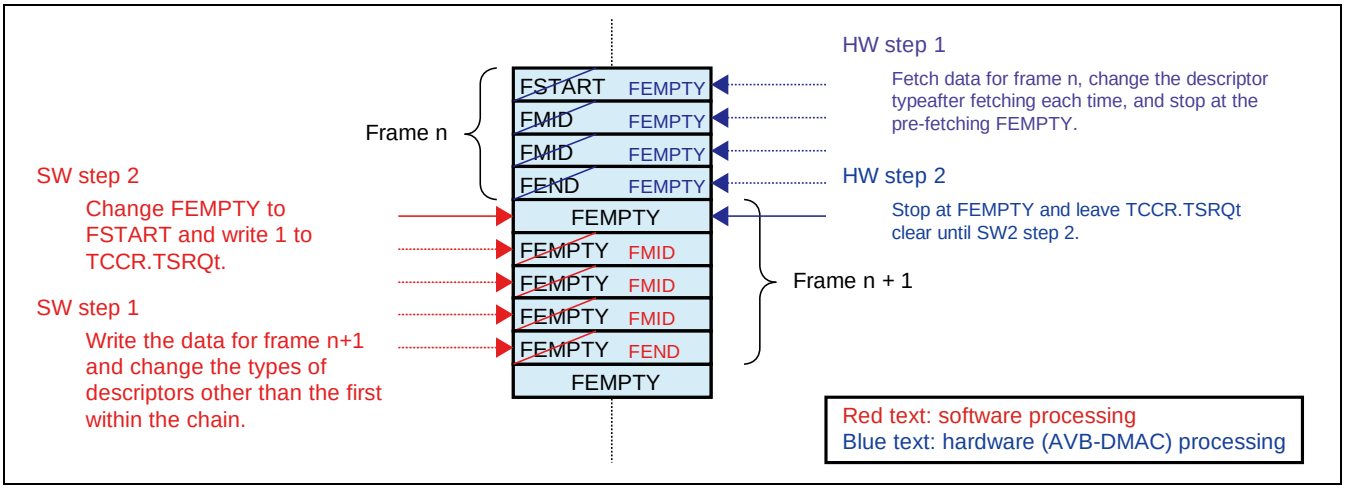


Figure 46.33 Software and AVB-DMAC Operations for Immediate Frame Transmission

Frame Set Transmission with Changing of the Active Descriptor Chain

This pattern is used when data are transmitted with a delay for software control to secure bandwidth or for other reasons, rather than immediately transmitted. EOS descriptors are used for the stop points. Start by creating a descriptor chain that has a FEMPTY descriptor as its stop point.

Figure 46.34 shows the software flow in this pattern.

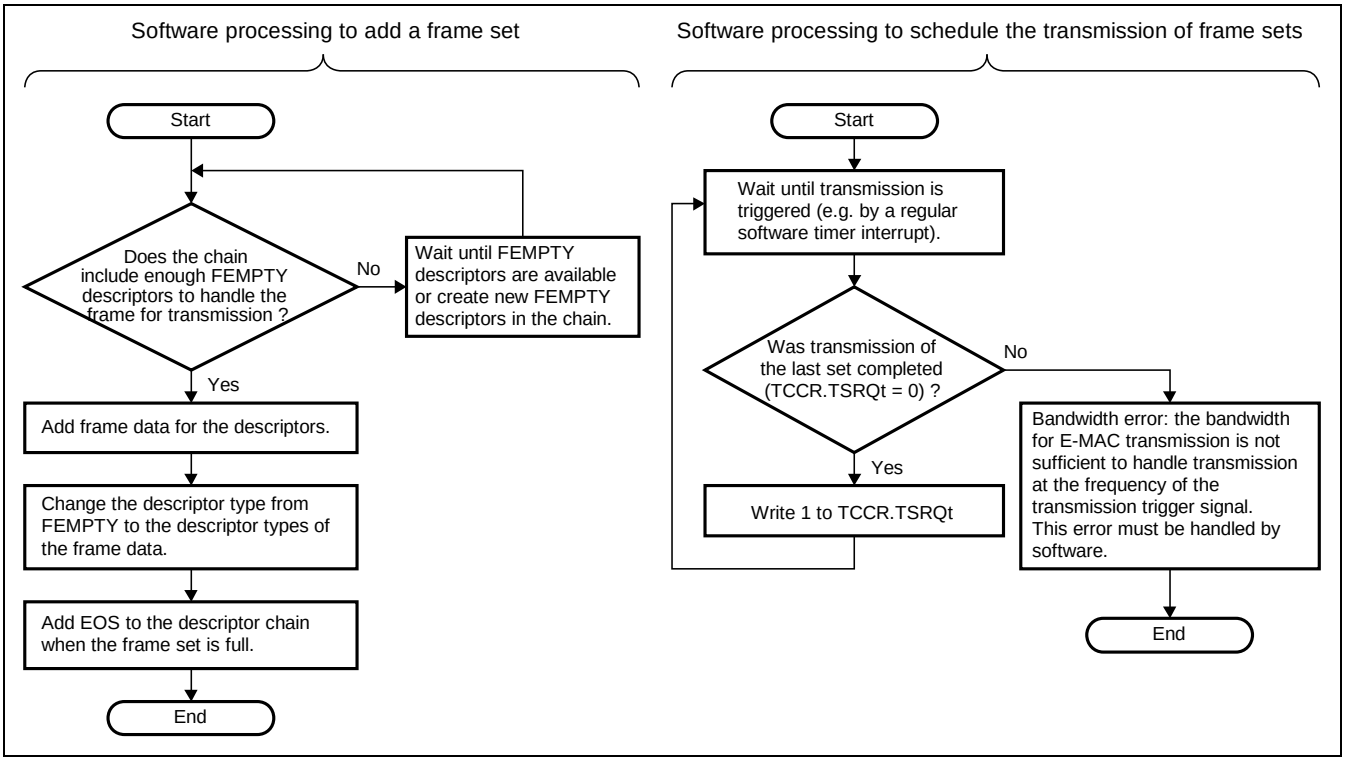


Figure 46.34 Software Flow for Frame Set Transmission with Changing of the Active Descriptor Chain

Figure 46.35 shows software and AVB-DMAC operations for frame set transmission.

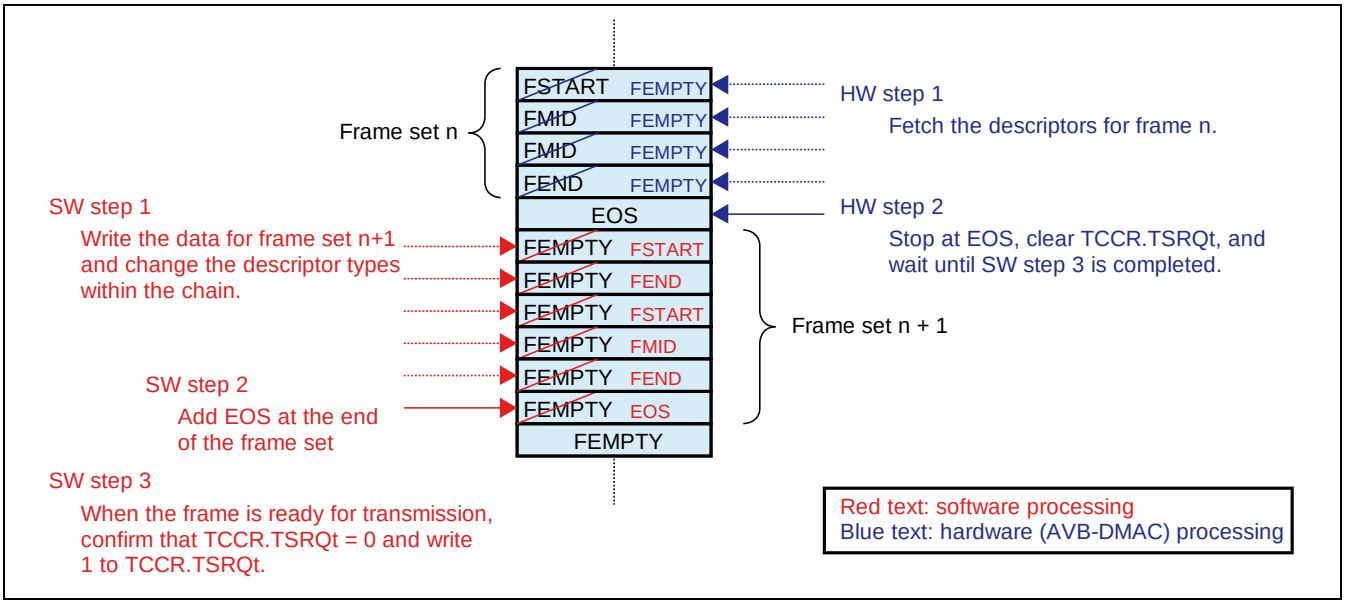


Figure 46.35 SW and AVB-DMAC Operations for Frame Set Transmission with Changing of the Active Descriptor Chain

Frame Set Transmission Using a Shadow Descriptor Chain

This pattern is used when data are transmitted with a delay for software control to secure bandwidth or for other reasons, rather than immediately transmitted. Two or more descriptor chains are used. The chains are classified as active or shadow chains. EOS descriptors are used for the stop points.

Create descriptor chains that have FEMPTY descriptors at the stop points.

Figure 46.36 shows the flow for software implementing this pattern.

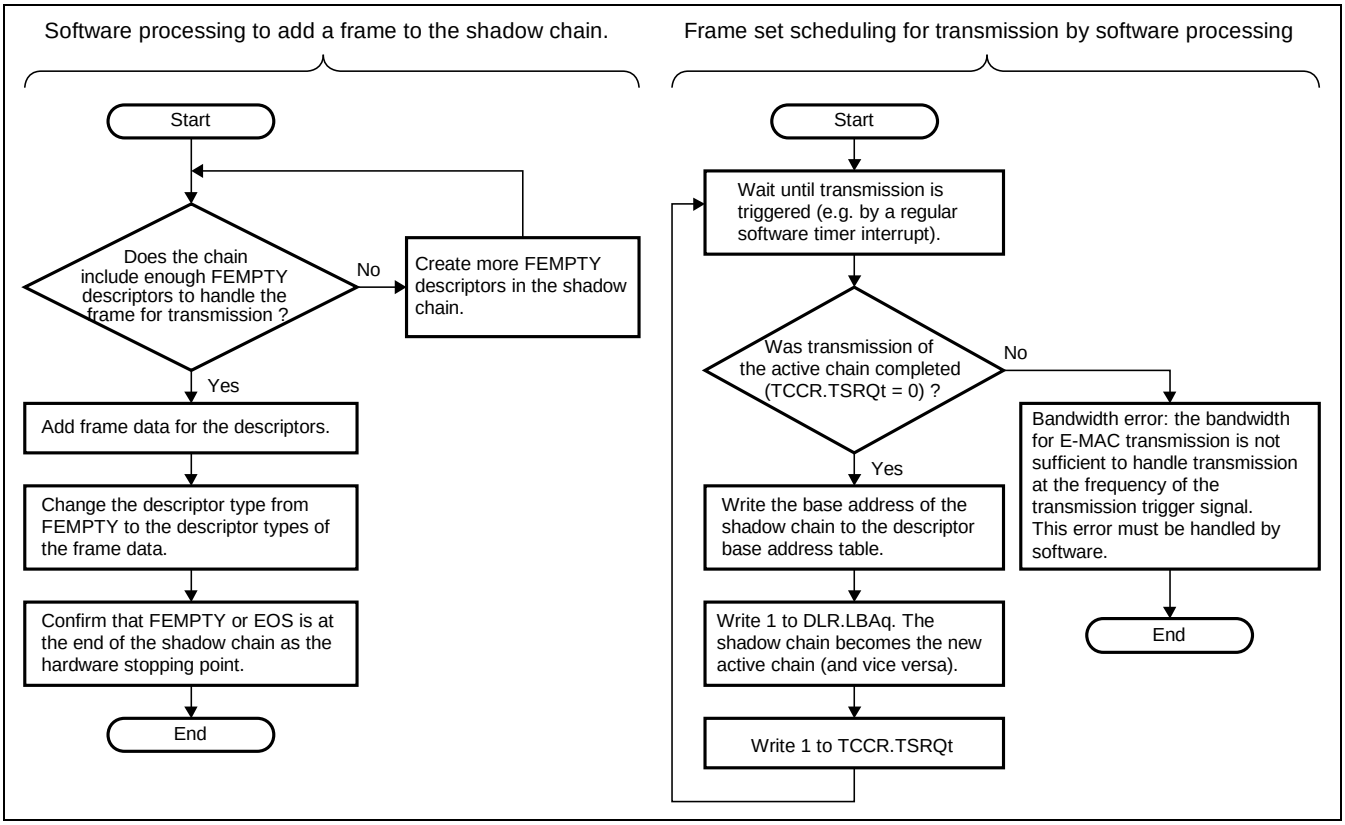


Figure 46.36 Software Flow for Frame Set Transmission Using the Shadow Descriptor Chain

Figure 46.37 shows software and AVB-DMAC operations for frame set transmission.

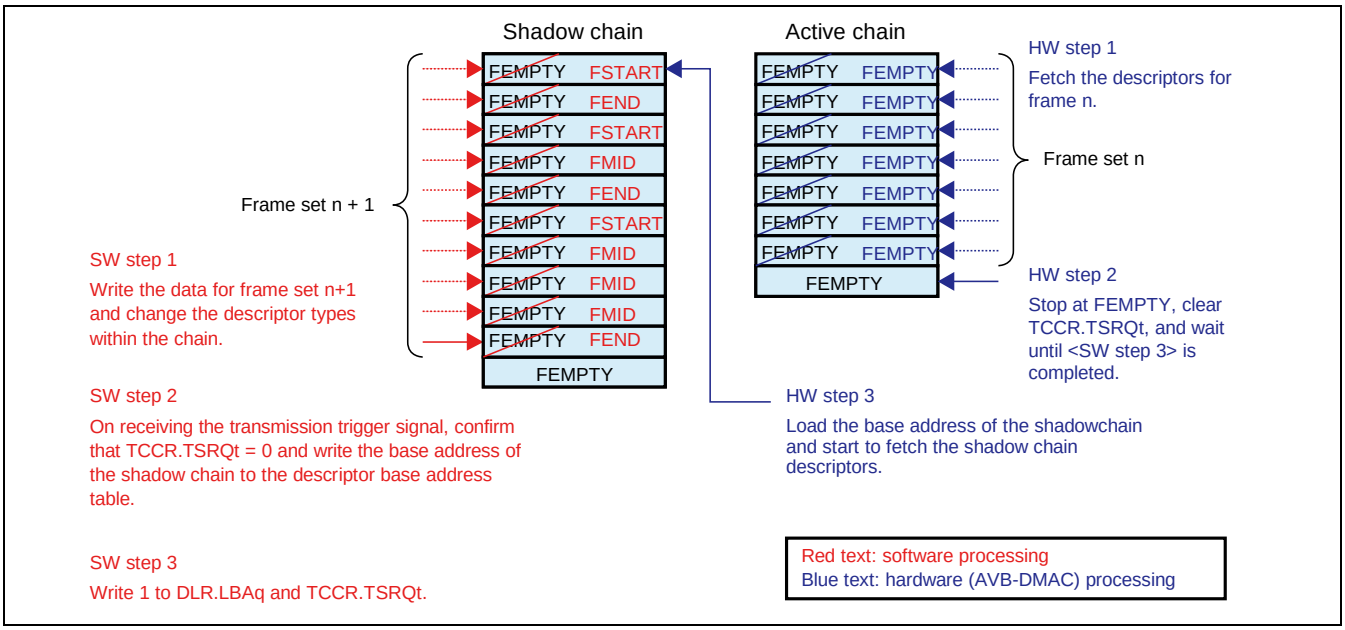


Figure 46.37 SW and AVB-DMAC Operations for Frame Set Transmission Using the Shadow Descriptor Chain

(4) Time Stamping in Transmission

Transmission time stamps are important in satisfying the requirements for timing and synchronization of the IEEE 802.1AS standard. Reference to this information can also be useful to other applications and in testing. The AVB-DMAC supports the storage of time stamps for transmitted frames. The time-stamp values are based on the gPTP timer and are captured at the same time as sending of the Start of Frame Delimiter (SFD) for transmitted frames.

When the time stamp storage request field (DESCR.TSR) is set to 1, selecting storage of a time stamp, the tag number defined in the tag field (DESCR.TAG) of the last descriptor (FEND or FSINGLE) for the frame being transmitted is stored with the time stamp. This eases identification and association. The time-stamp FIFO is accessible at any time.

Figure 46.38 shows the mechanism supporting transmission time stamping.

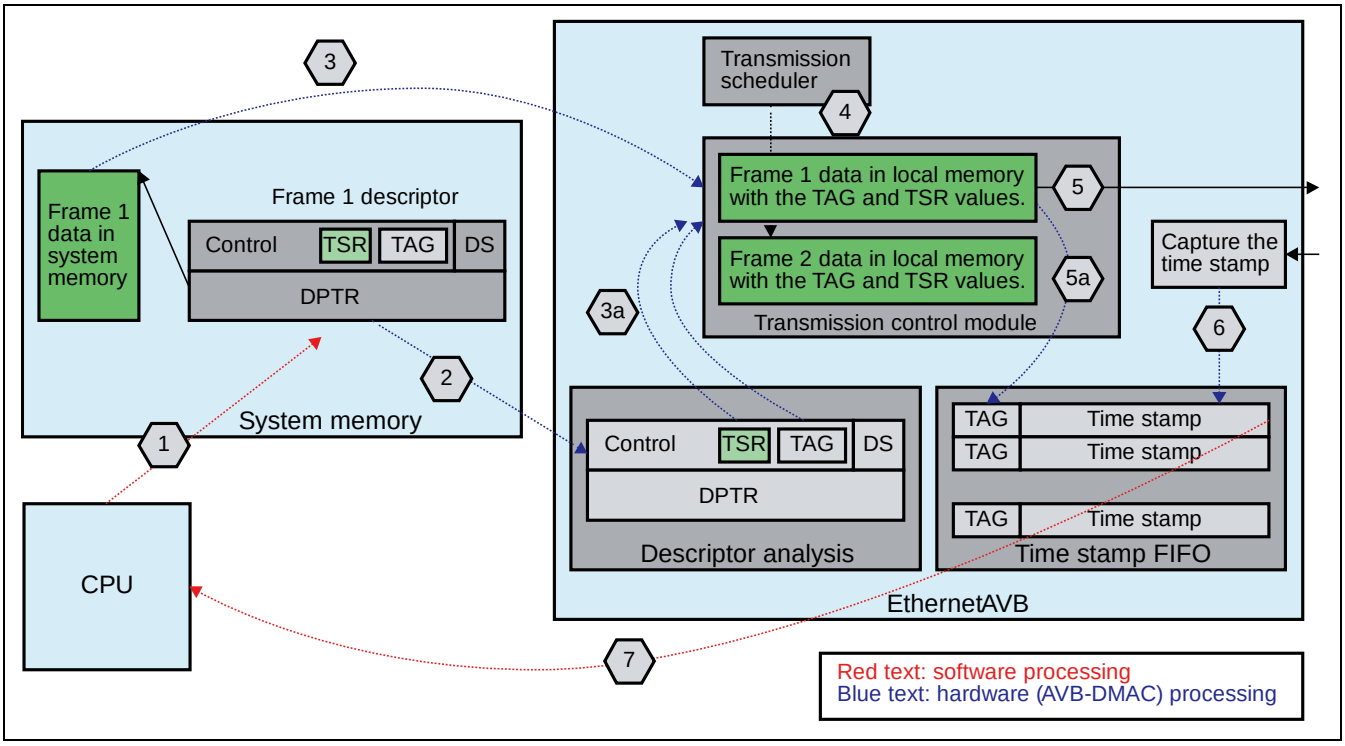


Figure 46.38 Mechanism to Support Transmission Time Stamps

The method of using this function is described below:

1. Secure space in the URAM for the frame requiring time stamping.
   Write the tag number of the frame to the frame tag field (DESCR.TAG) and set the time stamp storage request field (DESCR.TSR) to 1.
2. The AVB-DMAC fetches and analyzes the descriptor. The time stamp storage request field (DESCR.TSR) is 1, so it recognizes that transmitting this frame also requires storage of the time stamp.
3. The AVB-DMAC fetches the data for frame 1 and temporarily stores the frame in internal memory for scheduling.
   3a: The frame tag field (DESCR.TAG) and time stamp storage request field (DESCR.TSR) are stored with the fetched data.)
4. Under the control of priority settings according to credit-based shaping (CBS) or another scheme, the transmission scheduler decides it is time to transmit frame 1.
5. Transmission of frame 1 starts.
   5a: Frame 1's tag is stored in the time-stamp FIFO.
6. The gPTP time stamp is captured at the start of frame delimiter (SFD) for transmission and stored with the tag in the time-stamp FIFO when the frame is completely transmitted. An interrupt is generated to indicate existence of new timestamp information. For this to happen, the descriptor interrupt control register (DIC) must be set beforehand.
7. The entry can now be read from the time-stamp FIFO.

Use the time-stamp FIFO for the timing and synchronization of frames with IEEE 802.1AS compliance.

Time stamping can also be used with other frames, but take care not to allow the time-stamp FIFO to overflow. When the FIFO is full, further time stamps supplied to it are lost.

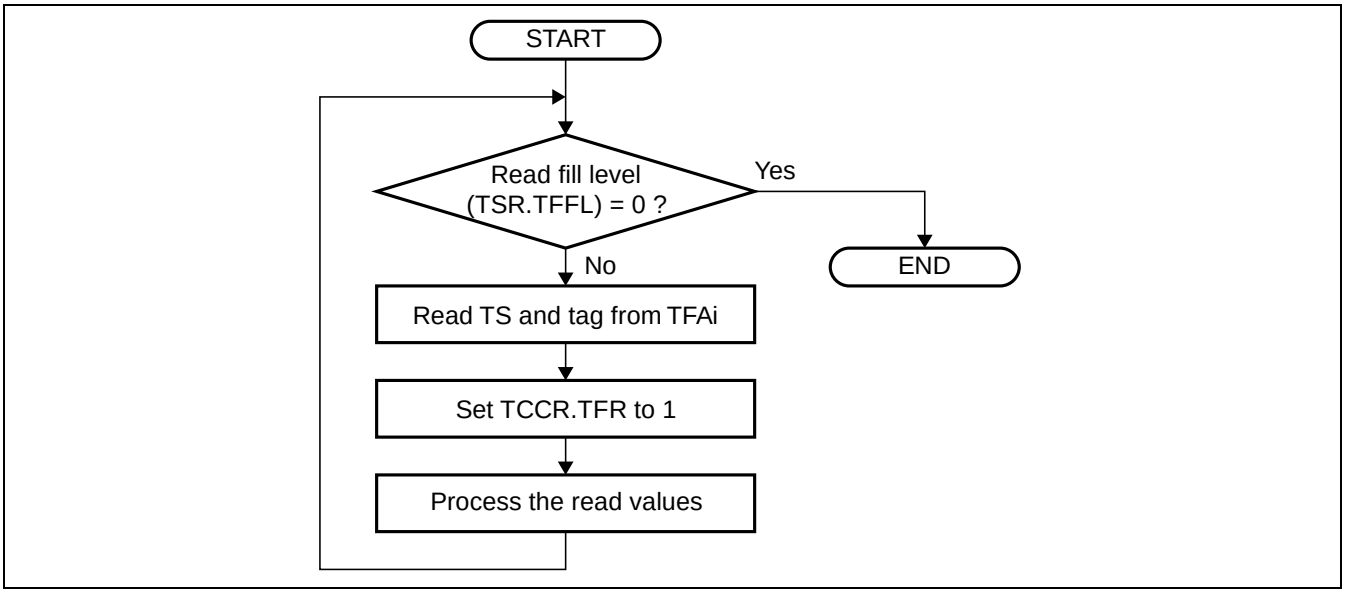


Figure 46.39 Flow of Transmission Time Stamping

(5) Ending Transmission

Figure 46.40 shows the procedure for ending transmission.

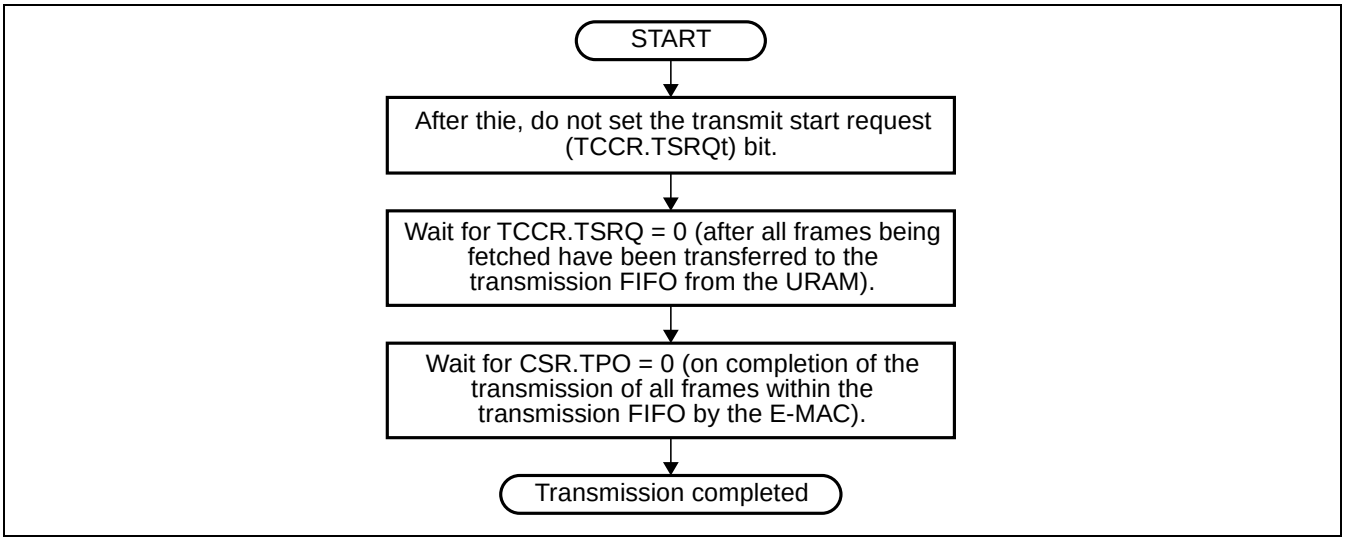


Figure 46.40 Procedures for Ending Transmission

46.3.6 CBS (Credit-Based Shaping)

In AVB transmission mode (i.e. when the transmit queue priority field in the transmit configuration register (TGC.TQP) is B'01 or B'11), transmission queues Q3 and Q2 are respectively assigned to class A and class B stream traffic and the CBS (Credit Based Shaping) algorithm is used to select the transmission queues in order to satisfy the Forwarding and Queuing for Time Sensitive Streams (FQTSS) specification (see section 11.6.8 or section 35 in IEEE 802.1Q).

The CBS algorithm is based on the concept of transmission credit for each queue. Credit can be thought of as the degree to which a queue has the “right” to transmit at a given time. Actually, in AVB transmission mode as specified in IEEE 802.1Q, queues that are subject to the CBS algorithm are able to transmit when the following conditions are met.

At least one frame is stored in the queue.

The credit for the queue is 0 or a positive value.

The credit for a transmission queue is incremented while one or more frames from the queue are present in the transmission FIFO but transmission of these frames is not proceeding. This state is indicated by the transmission process status bit for queue t in the AVB-DMAC status register (CSR.TPOt). The credit is decremented while transmission of a frame from the queue is in progress. This mechanism is used to control transmission so that the transmission of frames from the queues for each of the traffic classes does not exceed the specified maximum bandwidths.

IEEE 802.1Q defines the following parameters for queues under the control of the CBS algorithm.

portTransmitRate: Maximum transmission data rate of an external port. The E-MAC determines this parameter.

bandwidthFraction: Maximum fraction of portTransmitRate that can be used for a queue.

idleSlope: Rate of change of credit for a queue when transmission of frames from the queue is not proceeding so the credit value (in bits per second) is increasing. idleSlope is also equal to the maximum fraction of the total bandwidth (portTransmitRate) that is available to the given queue under a specified condition (frames from the queue can be placed in a continuous stream. See Annex L of IEEE 802.Q.
idleSlope = bandwidthFraction × portTransmitRate

sendSlope: Rate of change of credit for a queue while transmission of a frame from the queue is in progress so the credit value is decreasing.
The value of sendSlope is defined as follows:
sendSlope = idleSlope – portTransmitRate

Furthermore, the values below are used to define individual traffic classes (or queues for the classes) under control of the algorithm. See Annex L of IEEE 802.Q.

maxFrameSize: Maximum size of frames (in bits) of the corresponding traffic class that can be transmitted from a port

maxInterferenceSize: Maximum burst size (in bits) by which delays for the corresponding traffic class can be allowed

hiCredit: Maximum credit value (positive number). Can be calculated by using the following equation: hiCredit = maxInterferenceSize × (idleSlope / portTransmitRate)

loCredit: Minimum credit value (negative number). Can be calculated by using the following equation:
loCredit = maxFrameSize × (sendSlope / portTransmitRate)

Figure 46.41 shows how the CBS algorithm works and the meaning of the above parameters.

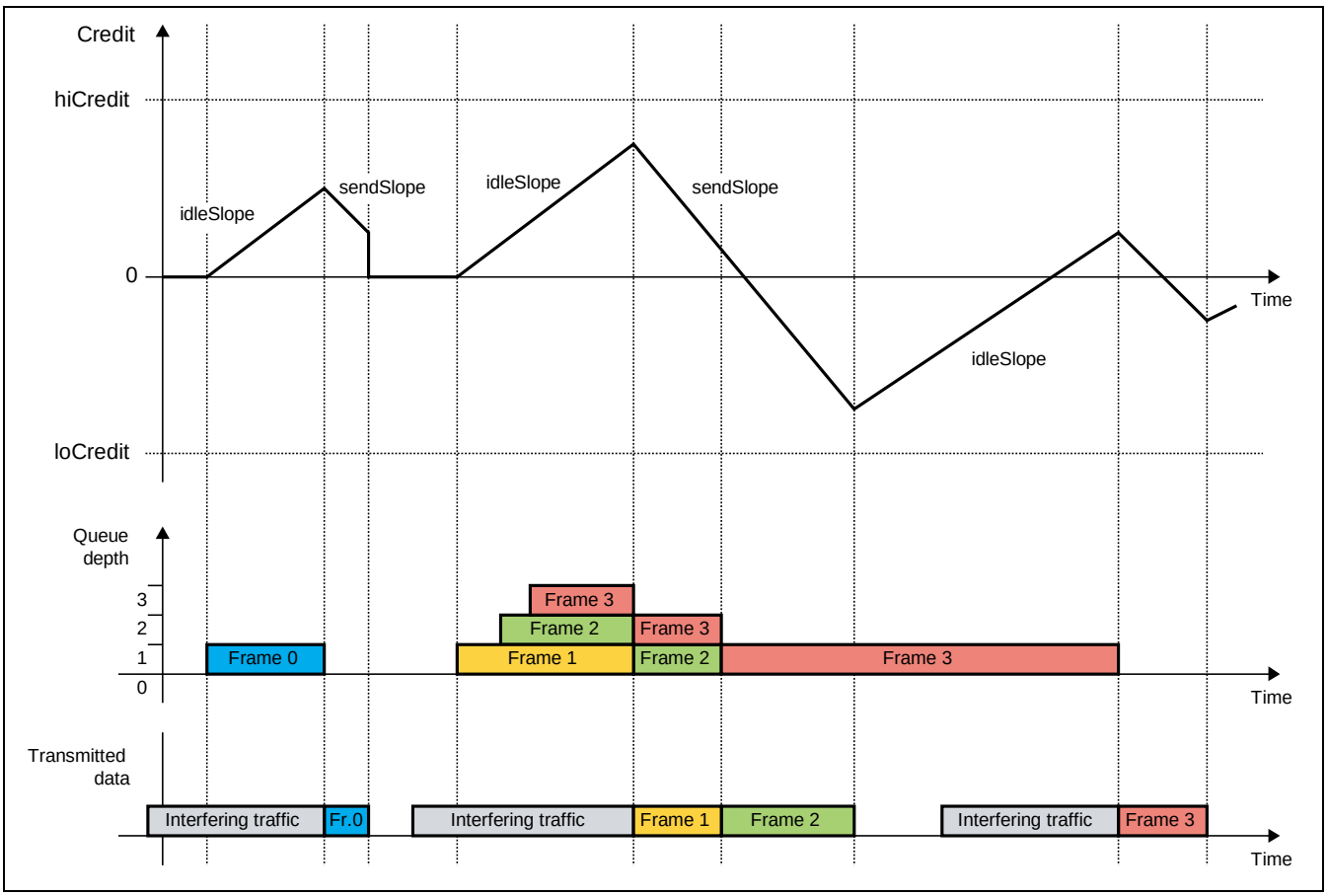


Figure 46.41 CBS (Credit-Based Shaping) Operation

Figure 46.42 shows the implementation of CBS in the AVB-DMAC.

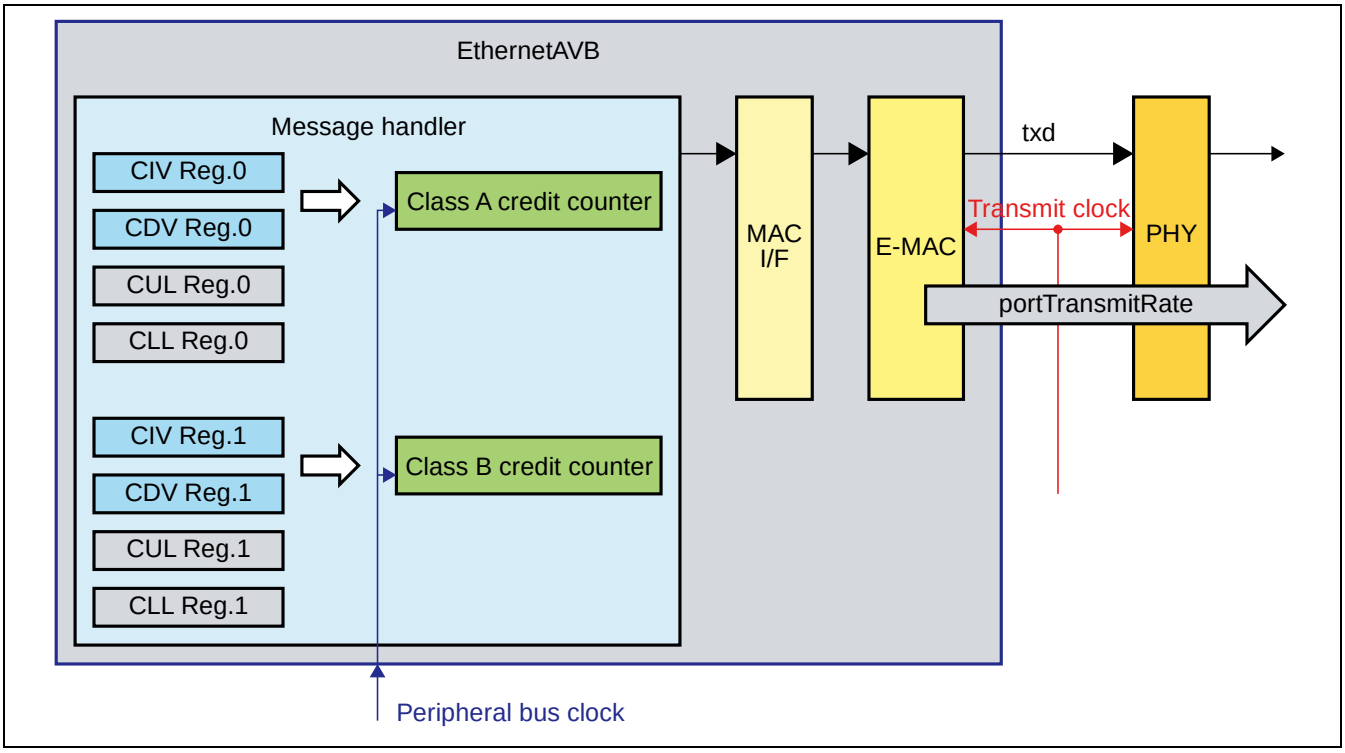


Figure 46.42 CBS (Credit-Based Shaping) Operation in the AVB-DMAC

The above implementation is based on “credit counters” for the respective traffic classes (SR class A and class B). The following parameters apply for these classes.

CBS increment value (CIV): Signed positive number
The credit is incremented by this amount every high-speed peripheral bus clock cycle while a frame from the queue is pending but transmission has not started (idleSlope).

CBS decrement value (CDV): Signed negative number
The credit is decremented by this amount every high-speed peripheral bus clock cycle while transmission of a frame from the queue is proceeding (sendSlope).

The CBS increment value (CIV) and CBS decrement value (CDV) are defined as follows.

CIV = idleSlope × Mfactor
CDV = sendSlope × Mfactor

Mfactor is a multiplier factor to ensure accuracy for CIV and CDV. CIV and CDV are calculated by using the following equations.

CIV = (portTransmitRate/HPϕ) × bwFraction × Mfactor
CDV = (portTransmitRate/HPϕ) × (bwFraction – 1) × Mfactor

HPϕ is the frequency of the high-speed peripheral bus clock. The credit counters are driven by the high-speed peripheral bus clock, so calculating the slope parameters for CBS requires (1/HPϕ).

Use software to prepare Mfactor for the CBS parameters. All queues for the same class must have the same Mfactor for all CBS parameters. Mfactor for a specified class c can be changed during operation, unless transmission is pending for that class (i.e. the transmit process status bit in the AVB-DMAC status register (CSR.TPOt) = 0). At that time, the credit counter values for class A and class B are 0. Note that the credit value will not match a new incrementation or decrementation parameter if Mfactor is changed while the credit counter value is non-zero. Mfactor is not present in the AVB-DMAC registers.

Set the CIV and CDV parameters in the CBS increment value registers (CIVRc) and the CBS decrement value registers (CDVRc). These are treated as dynamic settings since they should be updated when streams are registered and erased in accord with IEEE 802.1Qat.

The AVB-DMAC also has CBS upper limit registers (CULc) (the upper limit registers for classes A and B) and CBS lower limit registers (CLLc) (the lower limit registers for classes A and B). Set Mfactor to match the credit value and set the upper limit (hiCredit) and the lower limit (loCredit) for each class as defined above.

CUL = hiCredit × Mfactor = maxInterferenceSize × bwFraction × Mfactor
CLL = loCredit × Mfactor = maxFrameSize × (bwFraction – 1) × Mfactor

Example:

Assume that portTransmitRate = 100 Mbps, HPϕ = 133.33 MHz and bwFraction = 3%. Then idleSlope and sendSlope represented as one bit vs. cycles of the high-speed peripheral bus clock are as follows.

idleSlope = (portTransmitRate/HPϕ) × bwFraction = 100/133.33 (Mbps/MHz) × 3% = 0.023 bit per high-speed peripheral bus clock cycle
sendSlope = idleSlope – (portTransmitRate / HPϕ) = –0.727 bits per high-speed peripheral bus clock cycle
Let Mfactor be 100, then CIV and CDV parameters are determined as follows.

CIV = idleSlope × Mfactor = 2.3
CDV = sendSlope × Mfactor = –72.7

(1) Restrictions on CIV, CDV and Mfactor

The maximum value (the minimum value for negative numbers) up to which the credit counter will not overflow determines the maximum values of CIV and CDV that can be set in the CBS registers. This maximum credit value is equivalent to the worst case of the hiCredit value, and the maximum values for class A and class B are calculated as follows.

<Conditions>

- Class A maximum value (hiCredit_max_classA)
  classA bwFraction ≅ 100%
  Maintaining the proper relations in the transmission priority order requires waiting for a period equivalent to the maximum frame size.
  hiCredit_max_classA ≅ maxInterferenceSize for class A = Interference due to one max. sized frame = header + max. size payload + CRC (2000 bytes) + preamble (8 bytes) + IFG (12 bytes) + processing_delay (≅80 bytes) ≅ 2100 bytes
- Class B maximum value (hiCredit_max_classB)
  classB bwFraction ≅ 100%
  Maintaining the proper relations in the transmission priority order requires waiting for a period equivalent to the maximum size of frames in the class A transmission queue and other transmission queues.
  hiCredit_max_classB ≅ maxInterferenceSize for class B = Interference due to two max-size frames = 2 × hiCredit_max_classA ≅ 4200 bytes

hiCredit_max_classA = 16800

hiCredit_max_classB = 33600

The maximum values that can be selected with Mfactor for the 32-bit signed counter without overflow are:

Mfactor_max_classA = 2^{31}–1 / hiCredit_max_classA ≅ 127826 and
Mfactor_max_classB = 2^{31}–1 / hiCredit_max_classB ≅ 63913.

A high degree of accuracy can be achieved even with a low bandwidth. In class B, bandwidthFraction = 0.05% and the bandwidth error < 0.1%.

The maximum value of CIV is calculated from the following equation.

CIV = idleSlope x Mfactor = (portTransmitRate / HPϕ) × bandwidthFraction × Mfactor

When Mfactor is the maximum value and bandwidthFraction is the maximum value (up to 100%):

CIV_max_classA = (portTransmitRate / HPϕ) × Mfactor_max_classA and
CIV_max_classB = (portTransmitRate / HPϕ) × Mfactor_max_classB.

The maximum values when portTransmitRate = 1000 Mbps and HPϕ = 133.33 MHz are as follows:

CIV_max_classA ≅ 958719

CIV_max_classB ≅ 479359

These values in the table are the limits of CIV up to which the 32-bit credit counter will not overflow. The CIV parameters are implemented as 16 bits + a sign bit, so a further limit of CIV ≤ 65535 applies to both class A and class B.

(2) Credit Incrementation during Inter-Frame Gaps (IFGs)

The inter-frame gap (IFG) after a frame is transmitted is not treated as part of frame transmission by the CBS credit counter. During an IFG, the credit is incremented for all SR queues that have pending frames or negative credit. Figure 46.43 illustrates credit operations during IFGs.

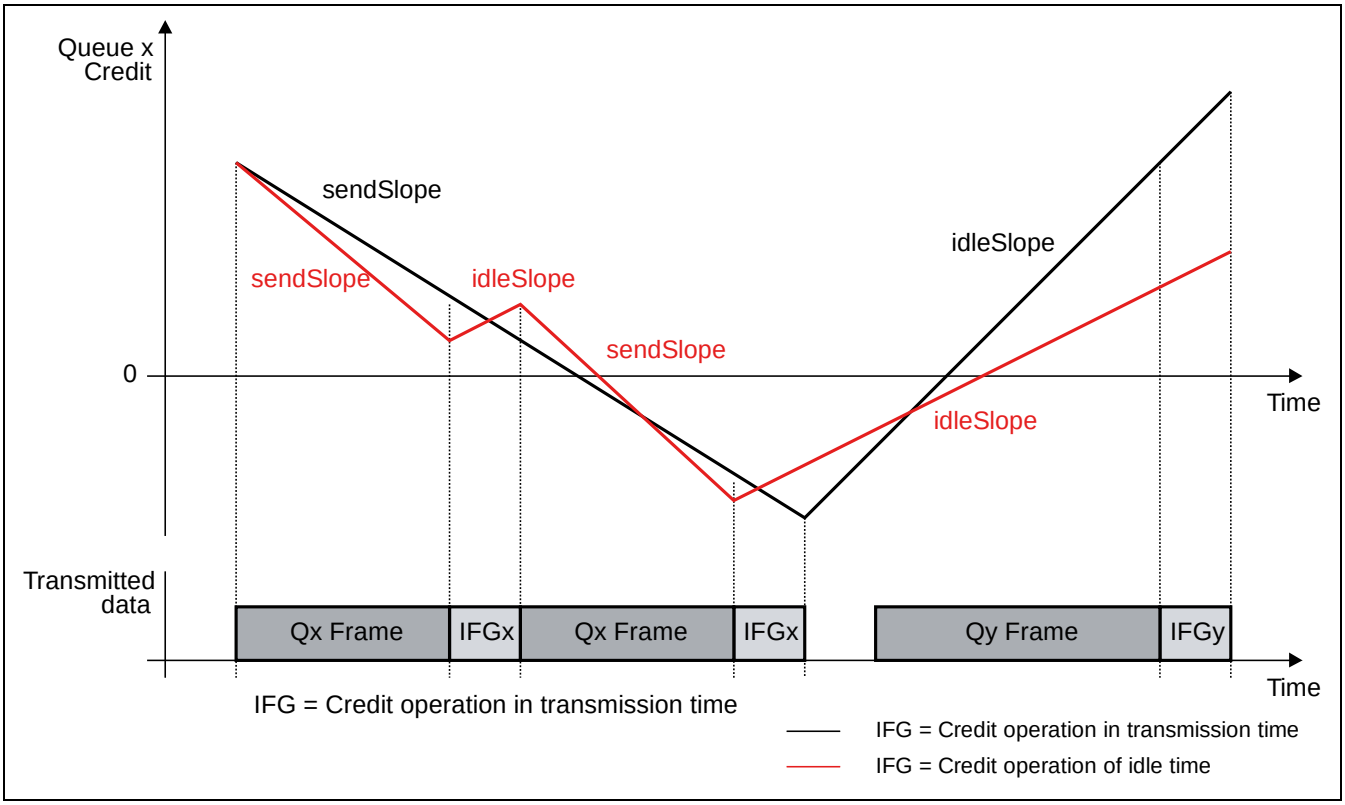


Figure 46.43 Credit Operations during IFGs

Accordingly, the IFG need not be included in calculation of the bandwidth requirements for the specified SR class when deciding the idleSlope, sendSlope, and CIV and CDV parameters. However, IFG must also be included in the calculation in order to confirm that the total bandwidth allocated to all SR classes does not exceed 100% of portTransmitRate. This is described in *Section 36.2.2.8.4* of *IEEE 802.1Q*.

(3) Example

The case of a class A 48-kHz stereo audio stream among Ethernet frames is described as an example.

After every class A measurement interval (125 µs), 80 octets consisting of two sets of six 32-bit samples plus a 32-octet header are stored as audio data within a frame. The IEEE 802.3 also imposes a 42-octet media-specific framing overhead (an 8-octet preamble, 14-octet IEEE 802.3 header, 4-octet IEEE 802.1Q priority/VID Tag, 4-octet CRC, and 12-octet IFG) are also added. Accordingly, the total frame size is 80 + 42 = 122, and one such frame is transmitted after every class measurement interval.

This represents a total bandwidth of about 7.8 Mbits per second (122 octets × 8 bits per octet × 8000 frames per second) for this class. If the E-MAC is assumed to run at 1 Gbps (portTransmitRate), this is equivalent to the allocation of about 0.78% of the total bandwidth to each class A queue. If other traffic classes are to share the total transmission bandwidth, checking that this 0.78% allocation does not lead to the total allocation of bandwidth being greater than 100% of portTransmitRate is required.

To obtain the CIV and CDV parameters for a given class, the IFG must not be taken into account in calculation of the frame size must not include the IFG. For this case, therefore, we obtain an 80-bit payload + 30-bit overhead = 110-octet measurement interval for the class → the total bandwidth for the class = 7.04 Mbps = 0.704% of portTransmitRate.

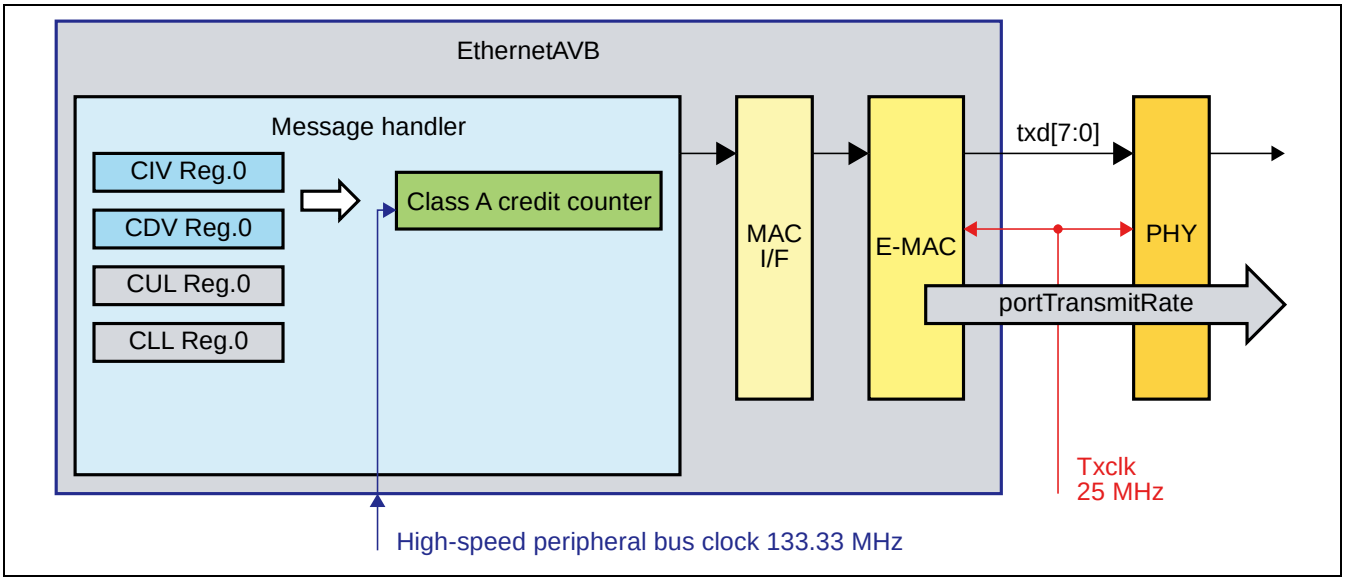


Figure 46.44 Example of CBS Settings

Given that:

- the E-MAC runs at 1000 Mbps, so portTransmitRate = 1000 Mbps and
- high-speed peripheral bus clock (operating clock for the credit counter) frequency = 133.33 MHz, securing a bandwidth of 7.04 Mbits/sec for class A requires configuring the CBS parameters as follows.
  bandwidthFraction = 0.704%
  idleSlope = (portTransmitRate / HPϕ) × bandwidthFraction ≅ 0.0528 bits per high-speed peripheral bus clock cycle
  sendSlope = idleSlope – (portTransmitRate / HPϕ) ≅ –7.44739 bits per high-speed peripheral bus clock cycle

When Mfactor = 100000, the parameters are as follows.

- CIV = idleSlope × Mfactor = 5280 bits per high-speed peripheral bus clock cycle
- CDV = sendSlope × Mfactor = 744739bits per high-speed peripheral bus clock cycle

These are the final values for setting in the CIVR1 and CDVR1 registers.

46.3.7 Time Synchronization

(1) gPTP Timer

An 84-bit timer is provided to support the gPTP function. Figure 46.45 shows the definitions of bits for the timer and in related registers.

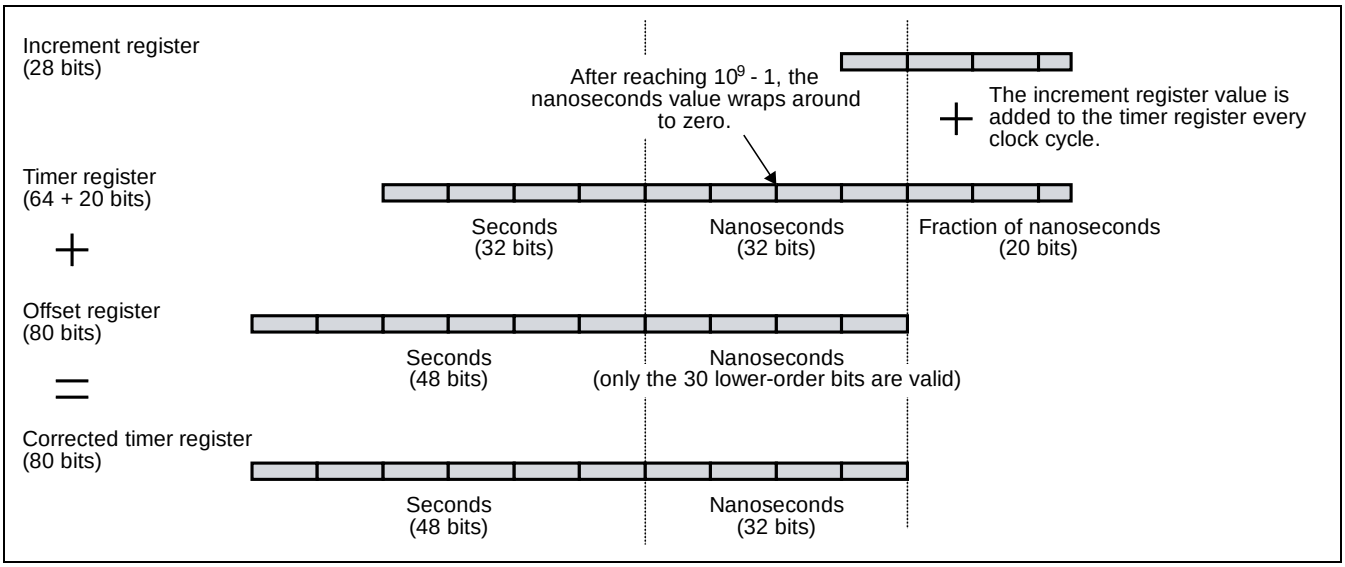


Figure 46.45 Definitions of gPTP Timer Bits and Related Bits

The higher-order 32 bits indicate seconds. For the next 32 bits, counting by one corresponds to the passage of 1 ns. The lower-order 20 bits are a fractional value (less than 1 ns). Software can only read the 32 higher-order bits, indicating seconds, and the subsequent 32-bits, indicating nanoseconds. The 20 lower-order 20 bits, representing less than 1 ns, are not readable. They are only used within the AVB-DMAC to maintain accuracy in time measurement.

The timer can be reset by setting the timer control request bits in the gPTP configuration control register (GCCR.TCR[1:0]) to B'01. These bits are set to B'00 on completion of normal resetting of the timer.

After the timer starts, the value in the gPTP timer increment register (GTI.TIV) is added to the value of the gPTP timer every clock cycle.

Before setting a value in the gPTP timer increment register (GTI.TIV), set the timer increment value setting request bit in the gPTP configuration control register (GCCR.LTI). If this bit is not set to 1, new values that are written will not be reflected in the register. This bit returns to 0 after the setting is completed.

An offset to the gPTP timer is also available. If this is required, set the value in the gPTP timer offset register (GTO.TOV). After setting a value in this register, set the timer offset value setting request bit in the gPTP configuration control register (GCCR.LTO). If this bit is not set to 1, new values that are written will not be reflected in the register. This bit returns to 0 after the setting is completed. When adding an offset, take care that it does not exceed 80 bits.

The value of the gPTP timer can be read from the gPTP timer capture register (GCTi.CTV). Set the timer capture source select bits in the gPTP configuration control register (TCCR.TCSS) to select the timer value for capture as the value of the gPTP timer, the corrected value of the gPTP timer (value with the offset added), or the AVTP presentation time. Setting the timer control request bits in the gPTP configuration control register (GCCR.TCR[1:0]) to B'11 initiates the capture. Once normal capture of the timer is complete, the value of the timer control request bits in the gPTP configuration control register (GCCR.TCR[1:0]) returns to B'00.

The timer for gPTP operates as a free-running timer but can be synchronized with the Grandmaster clock.

(2) Free-Running Operation

The IEEE 802.1 AS standard for timing and synchronization does not prescribe the physical adjustment of local clocks to the Grandmaster clock. To avoid negative effects from the correction procedure, we recommend the use of a free-running timer.

As a free-running timer, the timer counts the local time in seconds or nanoseconds. The gPTP timer increment register (GTI.TIV) is set to 1 ns (the setting value = H'0010_0000) and the gPTP timer offset register (GTOi.TOV) is set to 0. The ratio information captured at the time of the gPTP delay measurement and synchronization procedures is used to correct the frequency ratio to that of the Grandmaster clock. The Grandmaster clock can be calculated from the local clock by using the information collected during the gPTP measurement and synchronization procedures.

(3) Synchronization with the Grandmaster Clock

In situations requiring physical synchronization of the local clock with the Grandmaster clock, the fractional nanoseconds value (the 20 lower-order bits of the gPTP timer) is used to make the adjustment. Specifically, the increment value is finely adjusted to correct for deviations of the clock frequency from that of the Grandmaster clock.

Use the timer offset value (in the gPTP timer offset registers, GTOi.TOV) to correct for offsets from the theoretical value (at start-up, etc.). The sum of the timer value and the offset register is the “corrected timer” value.

Note that for the nanoseconds part of the Offset register GTOi.TOV[31:0] should be below 10^9.

The following equation gives a method of calculating the increment (GTI.TIV) from the frequency of the gPTP clock and its deviation from that of the Grandmaster clock. Variable d is the deviation (d = 10^{-6} for 1 ppm).

$$GTI.TIV = round\left(\frac{2^{20}\,GHz}{f_{GPTP}} \times (1 + d)\right)$$

After adjusting for the current deviation of clock frequency, reset the gPTP timer increment register (GTI.TIV).

After calculating the new offset value, reset the gPTP timer offset register (GTOi.TOV).

(4) Continuous AVTP capture

CPU can request a selected timer value by setting bit GCCR.TCR to B'11. GCCR.TCSS determines which of the three values:

- gPTP Timer value,
- Corrected Timer value or
- AVTP Timer value

is captured in GCTi.CTV. GCCR.TCR is set to B'00 after capturing the related timer value.
Successful capturing operation can be confirmed by checking GCCR.TCR is B'00.

By setting GCCR.TCR to B'10 continuous AVTP timer value capture is activated. In this mode CPU has always access to current AVTP value by reading GCTi.CTV[31:0].

Flow to enter continuous AVTP capture mode:

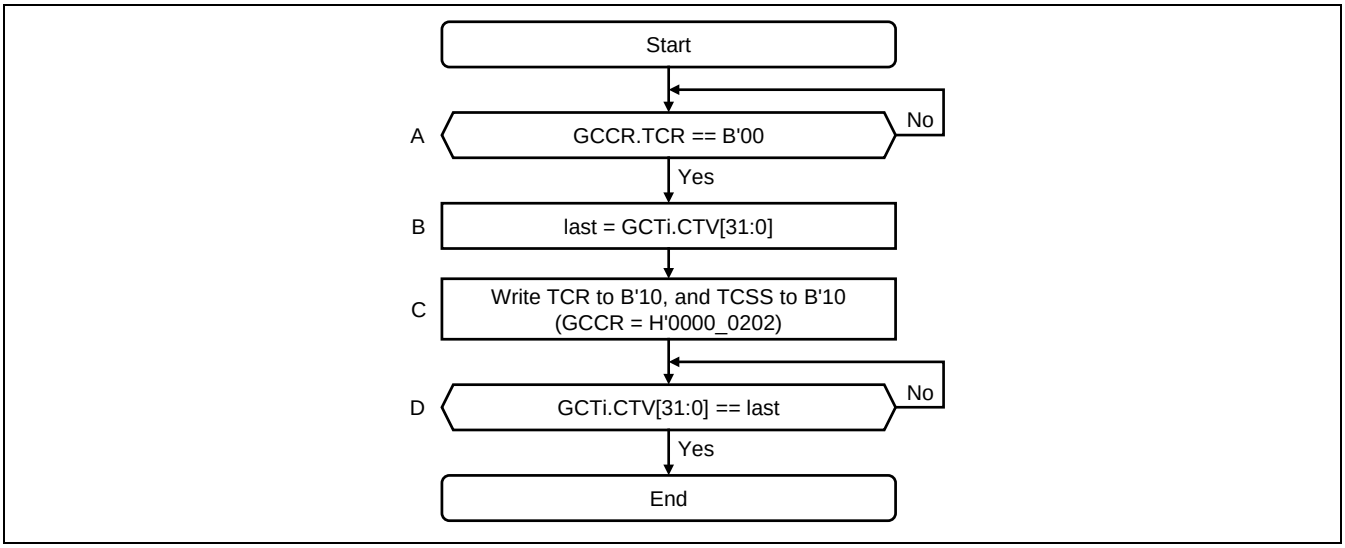


Figure 46.46 SW flow entering continuous AVTP capture mode

Flow to leave continuous AVTP capture mode:

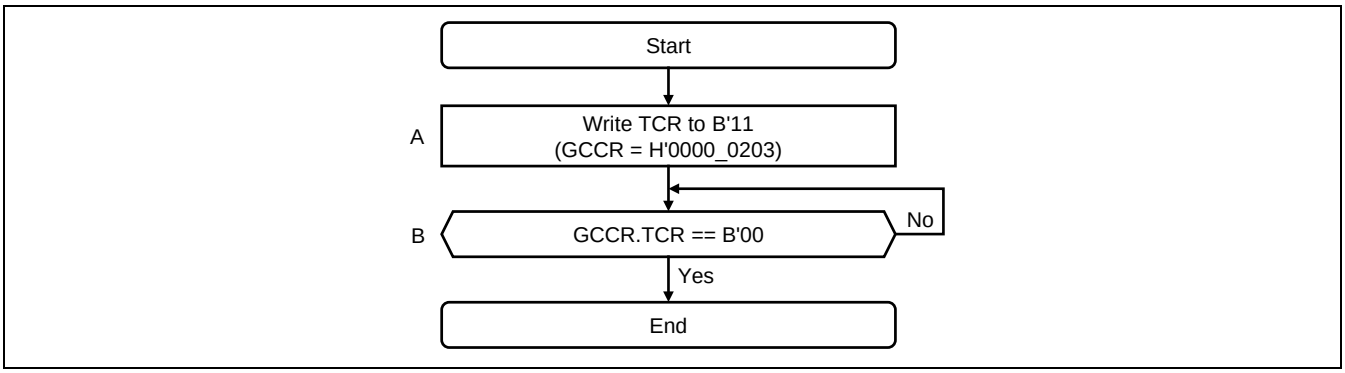


Figure 46.47 SW flow leaving continuous AVTP capture mode

(5) Support Provided by the gPTP Timer in Transmission and Reception

The timer value described above is used in the time-stamp values captured when start frame delimiters are detected in reception and generated in transmission at PHY interface.

Captured time stamp values for received frames are stored in the corresponding descriptors. Those for transmitted frames are stored with tag information in the time-stamp FIFO. The time stamp values are thus correlated with both transmitted and received frames.

Note that the use of corrected timer values can introduce an error due to the offset correction in the gPTP synchronization procedure.

Due to asynchronous interface between the SFD notification and the timer modules, errors must also be taken into account.

46.3.8 Support for IEEE 1722

For IEEE 1722, the following two functions are supported.

- Output and capture of values in the IEEE 1722 AVTP (Audio/Video Transport Protocol) presentation time format
- Comparison of IEEE 1722 AVTP presentation time stamps

The 32-bit AVTP time stamp field of IEEE 1722 frames holds the AVTP presentation time when the AVTP time-stamp enable bit in the frame is 1. The AVTP time stamp field is generated from the gPTP timer and is given as seconds (gPTP_seconds) and nanoseconds (gPTP_nanoseconds) according to the following equation.

AVTP time stamp = (gPTP_seconds $\times 10^9$ + gPTP_nanoseconds) modulo 2^{32}

The AVTP presentation time can be read from the gPTP timer capture register (GCTi.CTV). Set the timer capture source select bits in the gPTP configuration control register (GCCR.TCSS) to select the timer value for capture as the AVTP presentation time. Setting the timer control request bits in the gPTP configuration control register (GCCR.TCR[1:0]) to B'11 initiates the capture. The value is obtained by adding the maximum transit time defined in the gPTP maximum transit time register (GMTT.MTTV) to the corrected timer value. The AVTP presentation time wraps around approximately every four seconds.

Note: The AVTP presentation time captured in GCTi.CTV is only valid when the corrected timer value is in synchronization with the Grandmaster clock. That is, the timer increment and timer offset values for the corrected timer value must be adjusted during the synchronization procedure so that the corrected gPTP clock is physically adjusted to match the time kept by the Grandmaster clock.

(1) AVTP capture(HW)

EthernetAVB-IF provides 17 units to capture AVTP based on external events.

Table 46.17 to Table 46.20 lists the assignment of the EthernetAVB-IF capture unit.

Table 46.17 Capture unit assignment for RZ/G2H

Unit	signal	from	Function
avb_pt_capture[0]	AVB_AVTP_CAPTURE	External	External input
avb_pt_capture[1]	AVB_AVTP_CAPTURE (copy)	External	External input (copy)
avb_pt_capture[2]	avb_adg0_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[3]	avb_adg1_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[4]	avb_adg2_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[5]	avb_adg3_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[6]	avb_adg4_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[7]	avb_adg5_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[8]	avb_adg6_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[9]	avb_adg7_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[10]	avb_adg8_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[11]	avb_adg9_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[12]	avb_adg10_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[13]	avb_adg11_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[14]	VSYNC	DU0	Vsync signal from DU module
avb_pt_capture[15]	VSYNC	DU2	Vsync signal from DU module
avb_pt_capture[16]	VSYNC	DU3	Vsync signal from DU module

Table 46.18 Capture unit assignment for RZ/G2M V1.3, RZ/G2M V3.0

Unit	signal	from	Function
avb_pt_capture[0]	AVB_AVTP_CAPTURE	External	External input
avb_pt_capture[1]	AVB_AVTP_CAPTURE (copy)	External	External input (copy)
avb_pt_capture[2]	avb_adg0_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[3]	avb_adg1_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[4]	avb_adg2_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[5]	avb_adg3_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[6]	avb_adg4_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[7]	avb_adg5_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[8]	avb_adg6_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[9]	avb_adg7_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[10]	avb_adg8_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[11]	avb_adg9_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[12]	avb_adg10_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[13]	avb_adg11_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[14]	VSYNC	DU0	Vsync signal from DU module
avb_pt_capture[15]	VSYNC	DU1	Vsync signal from DU module
avb_pt_capture[16]	VSYNC	DU2	Vsync signal from DU module

Table 46.19 Capture unit assignment for RZ/G2E

Unit	signal	from	Function
avb_pt_capture[0]	AVB_AVTP_CAPTURE	External	External input
avb_pt_capture[1]	AVB_AVTP_CAPTURE (copy)	External	External input (copy)
avb_pt_capture[2]	avb_adg0_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[3]	avb_adg1_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[4]	avb_adg2_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[5]	avb_adg3_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[6]	avb_adg4_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[7]	avb_adg5_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[8]	avb_adg6_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[9]	avb_adg7_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[10]	avb_adg8_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[11]	avb_adg9_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[12]	avb_adg10_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[13]	avb_adg11_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[14]	VSYNC	DU0	Vsync signal from DU module
avb_pt_capture[15]	VSYNC	DU1	Vsync signal from DU module
avb_pt_capture[16]	—	—	—

Table 46.20 Capture unit assignment for RZ/G2N

Unit	signal	from	Function
avb_pt_capture[0]	AVB_AVTP_CAPTURE	External	External input
avb_pt_capture[1]	AVB_AVTP_CAPTURE (copy)	External	External input (copy)
avb_pt_capture[2]	avb_adg0_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[3]	avb_adg1_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[4]	avb_adg2_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[5]	avb_adg3_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[6]	avb_adg4_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[7]	avb_adg5_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[8]	avb_adg6_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[9]	avb_adg7_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[10]	avb_adg8_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[11]	avb_adg9_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[12]	avb_adg10_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[13]	avb_adg11_sync	ADG	Timing signal from AUDIO module
avb_pt_capture[14]	VSYNC	DU0	Vsync signal from DU module
avb_pt_capture[15]	VSYNC	DU1	Vsync signal from DU module
avb_pt_capture[16]	VSYNC	DU3	Vsync signal from DU module

To allow proper detection of the edges of avb_pt_capture[i] signal, a pulse equal to or longer than 3 peripheral bus clock cycles should be provided on this input to trigger AVTP capture. Also SW should limit frequency of external capturing signal; period should be at least (6 peripheral bus clock periods + 3 gPTP periods).

There are two variants of capture units in EthernetAVB-IF:

- First one captures AVTP presentation time (including max transit time) and have overflow flagging.
- Second one captures AVTP timer value (without max transit timing) and have prescaler.

The AVTP capture units provides always the first captured value until SW has acknowledged reading of this value.

(a) AVTP presentation time capture unit

EthernetAVB-IF provides one capture unit of this functionality.

When a rising edge is applied to avb_pt_capture[0], AVTP presentation time is captured to GCPT.CPTV and the interrupt flag GIS.PTCF is set to 1.

The captured value includes the configured max transit time value.

Capture of a new AVTP presentation time is suppressed until CPU acknowledges processing of the captured value by setting GIS.PTCF to 0. GIS.PTOF informs about one or more lost capture events.

(b) AVTP timer capture unit

EthernetAVB-IF provides sixteen capture unit (i = 0 to 15) of this functionality.

Each N-times when a rising edge is applied to avb_pt_capture[i+1], AVTP timer value is captured to GCATi.CATV and the interrupt flag GIS.ATCFi is set to 1. The prescaler factor N is configured by GACP register for each unit individually.

The captured value does not include the configured max transit time value.

Capture of a new AVTP timer value is suppressed until CPU acknowledges processing of the captured value by setting GIS.ATCFi to 0.

(c) Prescaler configuration

CPU should use this flow to configure prescaler value of capture unit i:

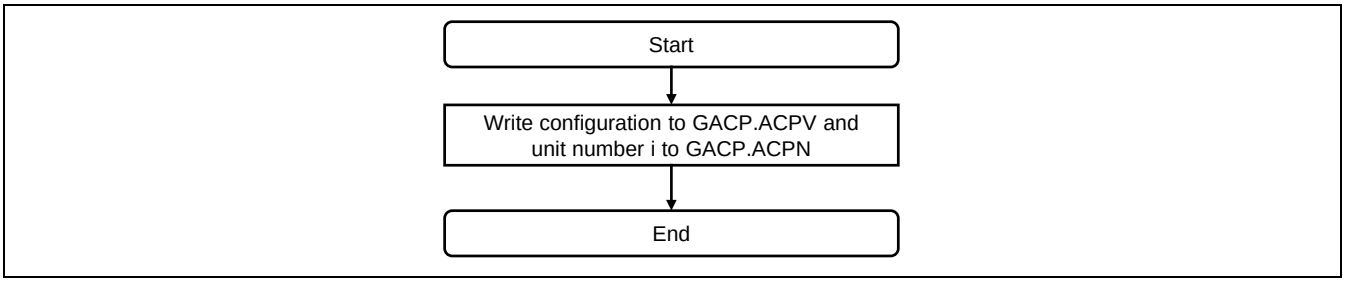


Figure 46.48 SW flow to program prescaler value of capture unit

This figure illustrates prescaler function of AVTP timer capture unit. The prescaler is free running, there is no visible relation which capture pulse triggers capturing of AVTP timer. When prescaler value is reconfigured, there may be one capturing based on old prescaler configuration.

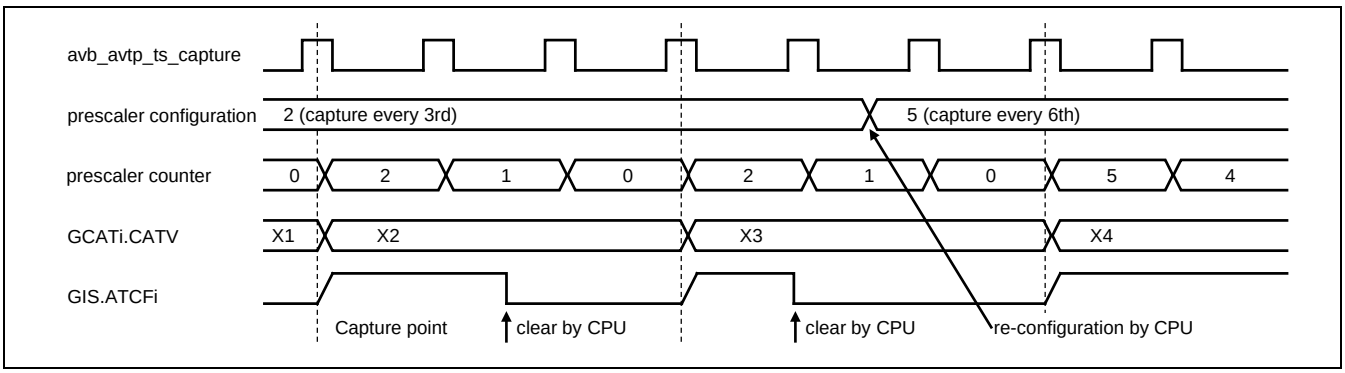


Figure 46.49 Example of capture timing when prescaler value is reconfigured

It is recommended not to change prescaler value again before there is at least one match related to previous prescaler value flagged by GIS.ATCFi.

(2) AVTP compare

EthernetAVB-IF provides 8 independent AVTP compare units. Each unit is able to handle single shot comparison as well as periodic comparison. GSR.PCMi informs about the current mode of unit i. To 4 units (0 to 3) the single shot compare value can provided via AVTP-FIFO to relax timing requirements to application SW.

When the AVTP Presentation Time value has reached or exceeded the configured comparison value the interrupt flag GIS.PTMFi is set to 1.
And Comparison unit 0, a pulse of one or four High speed Peripheral clock cycle is applied to AVB_AVTP_MATCH.

The configured max transit time value is not taken in count when comparing.

SW should ensure that configured comparison value is well in future to take into account SW inaccuracy.

SW should ensure that comparison value is not too far in future (more than 2 seconds) with respect to current AVTP timer value to guarantee comparison functionality.

When writing to GCCR, SW can use a 32 bit access if GCCR.TCSS is written to B'11 and all other bits not required for comparison value programming are written to 0.

(a) Single shot compare

An AVTP compare unit used in single shot mode generates exactly one match after CPU programs the comparison value.

CPU should use this flow to program absolute comparison values in single shot mode:

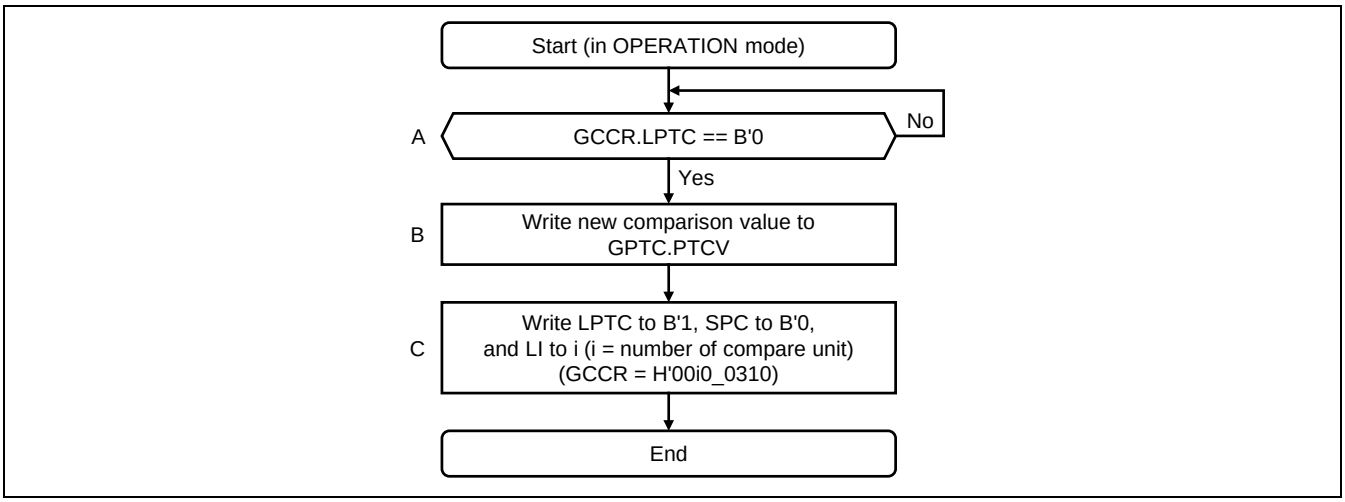


Figure 46.50 SW flow to program a single shot compare value

(b) Periodic compare

An AVTP compare unit used in periodic compare mode generates matches of configured period until CPU disables periodic mode. Optional it is possible to define the initial phase before repetition starts.

CPU should use this flow to start periodic compare mode or to change period value:

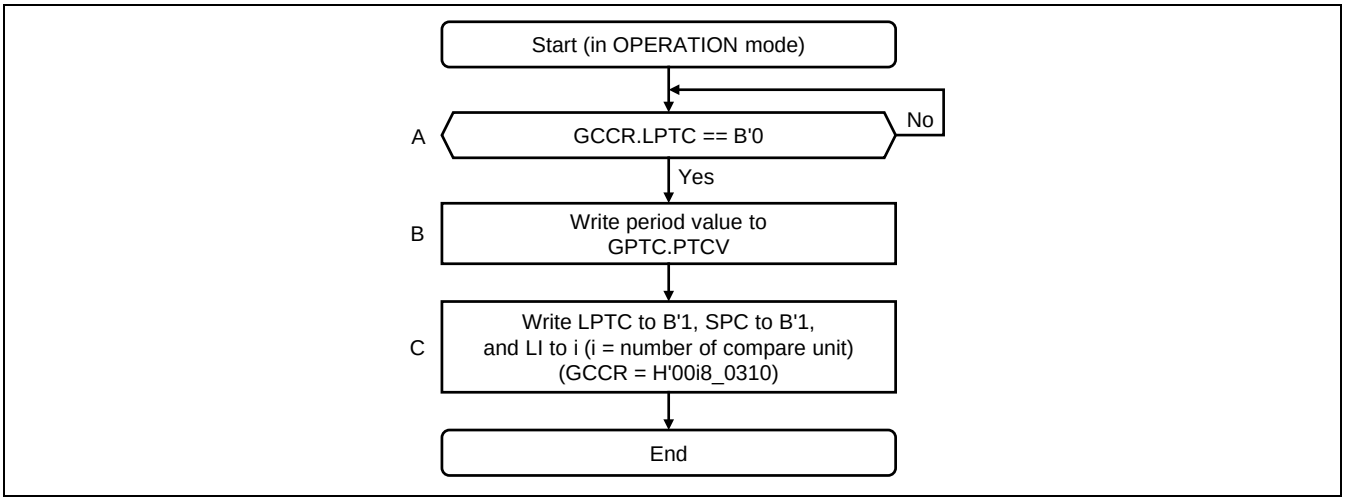


Figure 46.51 SW flow to program period value (without phase relation)

Some application may require phase relation between periodical match events generated by different units. In this case the next flow can be used to enter periodic compare mode with phase relation. A compare unit will only start a period when there is no pending comparison. If the absolute starting point of all units (box B in flow) is well in future the period of all units start at the same time (e.g. 48 kHz on unit 1 and 96 kHz on unit 2).

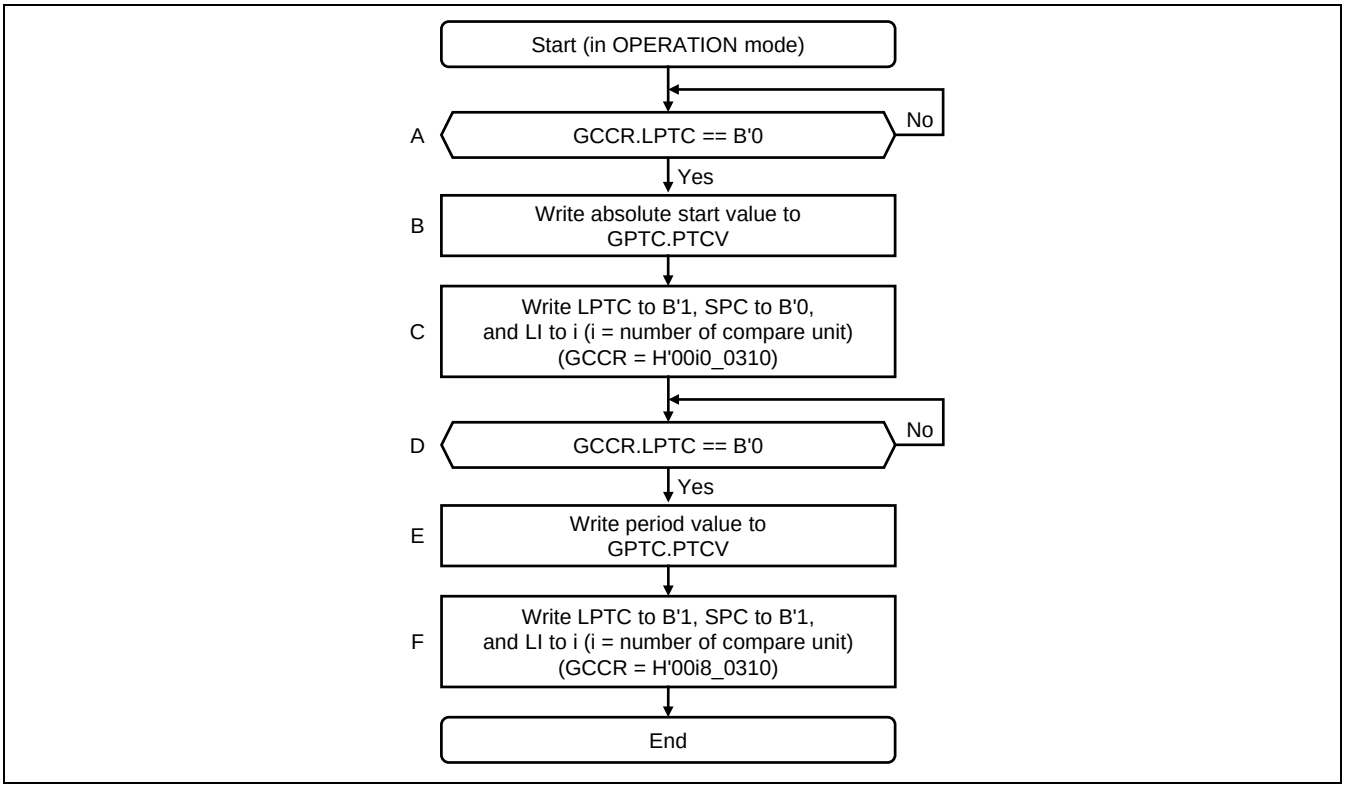


Figure 46.52 SW flow to program period value (with phase relation)

The periodic mode is left by entering single-shot mode. Do not write new comparison value in GPTC.PTCV for changing mode as shown in flow below, this value will not be used as new comparison value.

CPU should use this flow to leave periodic compare mode:

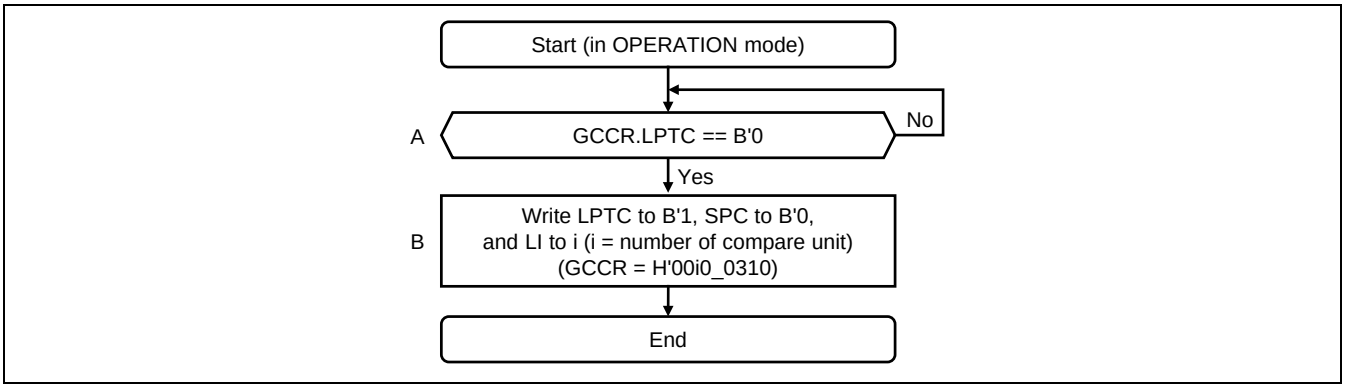


Figure 46.53 SW flow to end period mode

The last periodical comparison happens after Point B in SW flow. EthernetAVB-IF leaves periodic mode after last periodical comparison happens. This is flagged by GSR.PCMi. Comparison unit can only be reused after GCR.PCMi is 0.

(c) FIFO based single-shot comparison

Some comparison units provides the possibility to use timestamps from a FIFO. To use this possibility CPU writes AVTP timestamp to GPTFi instead of GPTC. By writing to GPTFi the value is added to FIFO, no load is required but CPU needs to check if AVTP-FIFO is able to accept new values.

FIFO usage may reduce CPU load because CPU can program a bunch of timestamps at same time.

When there is no comparison ongoing in AVTP compare unit, the next value from AVTP-FIFO is loaded and comparison starts. If the FIFO is empty no value is loaded and no further match event is generated.

When moving from single-shot comparison to FIFO based single-shot comparison, the 1st FIFO value is immediately loaded independent of an ongoing comparison.

By reading GSR.AFFLi CPU can observe number of pending timestamps.

CPU should use this flow to add timestamps to the AVTP-FIFO of compare unit. If FIFO depth is insufficient, FIFO size should be extended in SW (box E).

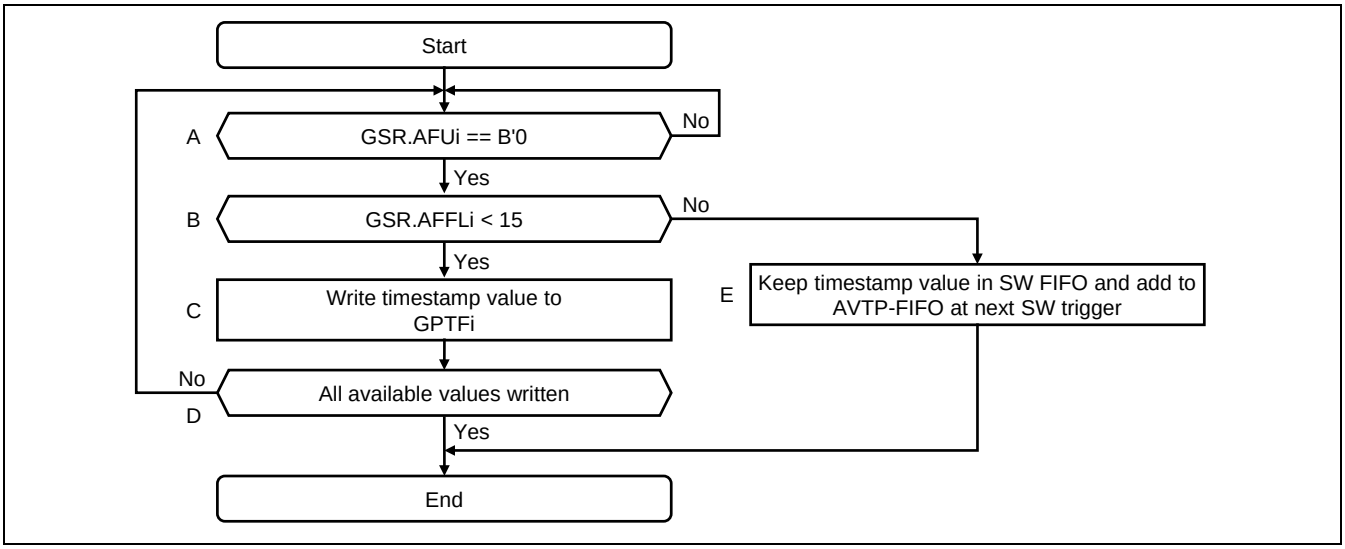


Figure 46.54 SW flow to add timestamp to AVTP-FIFO

It is recommended to combine box A and B into one access to limit accesses to GSR register.

(3) Pulse per second

EthernetAVB-IF provides by AVB_AVTP_PPS a pulse signal, which is generated at carryover of the nanosecond part of timer.

By GCCR.PGM it is selectable if the carryover of the gPTP timer (B'0) or the corrected gPTP timer (B'1) is used.

The pulse has a length of 32 gPTP clock cycles.

The CPU should not configure an offset correction value of 0 when using the corrected gPTP timer as source (GCCR.PGM is 1) for pulse per second function.

Note: A pulse may be lost or added when using the corrected gPTP timer as source and changing the offset value.

(a) Changing pulse per second source

When gPTP timer functionality is used in CONFIG mode (CCC.GAC is 1), following flow should be used to change pulse per second source by GCCR.PGM. When CCC.GAC is 0, CPU can change GCCR.PGM at any time.

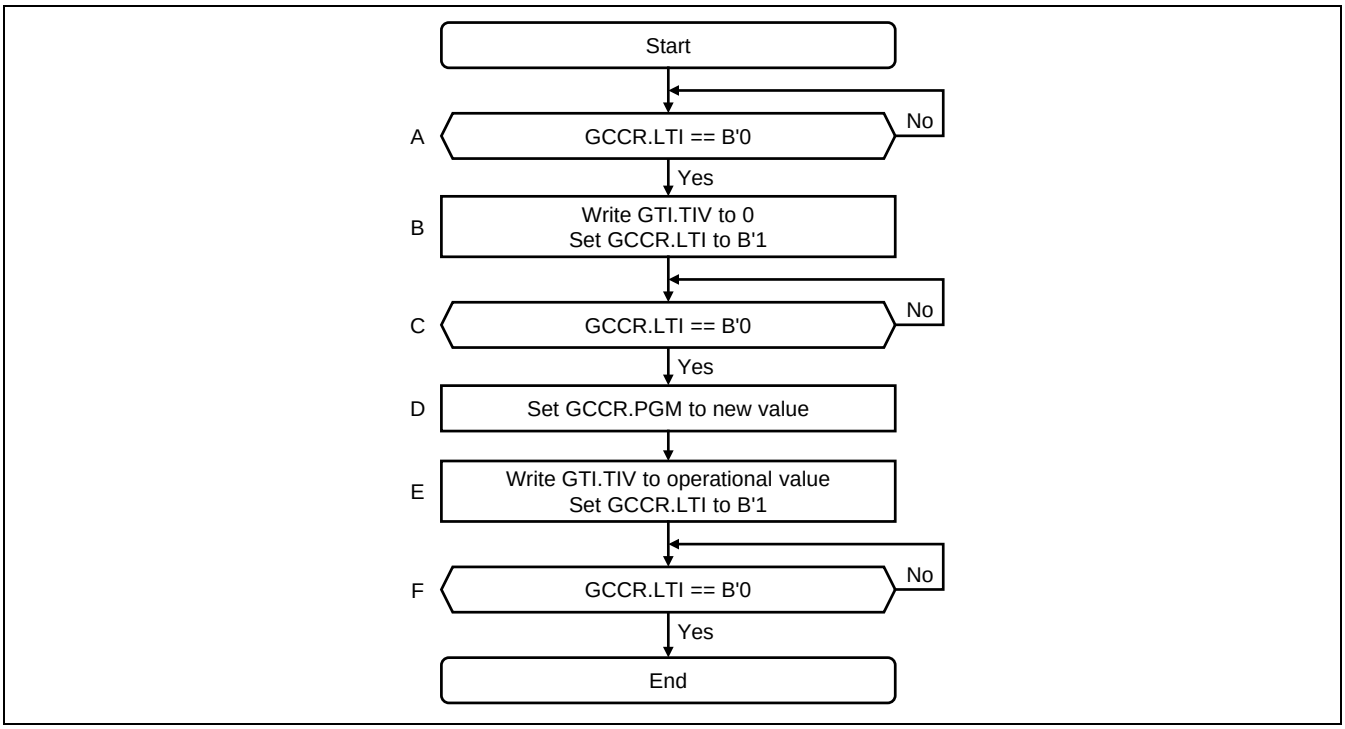


Figure 46.55 SW flow to change GCCR.PGM when CCC.GAC is 1

The increment value of 0 in box B intentionally violates SW restriction of GTI.TIV.

To limit side effects to other gPTP functions 8 bit access to GCCR should be used in box B and E.

EthernetAVB-IF does not guarantee that value read from GTI.TIV is same value as increment value used by timer. Due to this it is recommended, to use in box E. the increment value intended by SW.

(4) gPTP timer functionality in CONFIG mode

When CCC.GAC is 1, it is possible to use some gPTP functions in CONFIG mode. Because the frame handling mechanisms are not available in CONFIG mode, usage of gPTP support is restricted. Only basic timer functions of gPTP support can be used:

- gPTP timer is running based on selected clock source (CCC.CSEL),
- Offset and increment value can be configured and adjusted
- SW capture function (timer, corrected timer, AVTP)
- HW capture function (AVTP)
- SW compare function

Note: There is SW flow required to change pule per second source when gPTP timer is used in CONFIG mode. See section 46.3.8(3)(a) for details.

When AVTP FIFO functionality is used in CONFIG mode, there is no error flagging by ESR.ET = B'1011 available. CPU can use error flagging by external RAM protection directly, there are no other read accesses to RAM by EthernetAVB-IF.

46.3.9 Flow Control

The EthernetAVB-IF does not support flow control in the specification. Flow control is only effective when transmitting and receiving only normal (non-AVB) packets.

The E-MAC supports flow control for full-duplex operation in compliance with the IEEE 802.3 standards. This flow control is applicable to both reception and transmission. In regard to the transmission of PAUSE frames, flow control operates in the following ways.

(1) PAUSE Frame Transmission

PAUSE frames can also be transmitted in response to software operations. Writing a timer value to the manual PAUSE frame register (MPR) starts the transmission of a PAUSE frame. This only causes the transmission of one PAUSE frame.

(2) PAUSE Frame Reception

After reception of a PAUSE frame, transmission of the next frame does not proceed until the time indicated by the Timer value elapses. However, transmission of a frame currently being transmitted continues. PAUSE frames are only received while the RXF bit in the E-MAC mode register (ECMR) is set to 1. The number of received PAUSE frames is counted.

(3) PAUSE Frames with the Timer Value 0

The setting of the 0-time PAUSE frame enable bit (ECMR.ZPF) enables or disables the reception of PAUSE frames with the TIME parameter value 0.

- When control of PAUSE frames with the TIME parameter value 0 is disabled

  PAUSE frames with the TIME parameter value 0 are not transmitted. Received PAUSE frames with the TIME parameter value 0 are discarded.

46.3.10 Magic Packet Detection

The E-MAC has a Magic Packet detection function. This function provides a facility for host devices and other sources to start other peripheral devices connected to a LAN. A peripheral device that handles Magic Packets starts itself in response to receiving a Magic Packet.

When a Magic Packet is detected, data from broadcast packets that were previously being received are stored in the FIFO and the E-MAC is notified of the receiving status. To return to normal operation from the associated interrupt processing, the E-MAC and AVB-DMAC must be initialized by using the operating mode configuration bit in the AVB-DMAC mode register (CCC.OPC) to set the operating mode to reset mode.

Magic Packets are received regardless of the destination address. As a result, the AVB_MAGIC pin is only enabled in the case of a match with the destination address specified in the Magic Packet.

The procedure for using the Magic Packet detection function with this LSI chip is as follows.

1. Use the various interrupt enabling and masking registers to disable the output of interrupts from interrupt sources.
2. Set the Magic Packet detection enable bit in the E-MAC mode register (ECMR.MPDE).
3. Set the Magic Packet detection interrupt enable bit in the E-MAC interrupt enable register (ECSIPR.MPDIP) to enable the interrupt.
4. Place the CPU in sleep mode as required.
5. An interrupt is conveyed to the CPU on detection of a Magic Packet.
6. The AVB_MAGIC pin notifies connected devices of Magic Packet detection.

Note: The Magic Packet detection interrupt status can be read in the E-MAC status register (ECSR.MPD). The bit can be cleared by setting the E-MAC status register Magic Packet™ detection bit (ECSR.MPD) to 1.

But EthernetAVB-IF can’t detect 2nd or later Magic Packet™ and the AVB_MAGIC pin can be negated though the bit is cleared.

The AVB_MAGIC pin can be negated and EthernetAVB-IF can detect MAGIC Packet™ again according to below way.

1) Hardware reset — set reset pin in the RZ/G series to reset signal.
2) Software reset — set mstp/srst register for EthernetAVB-IF to software reset mode.
3) Software reset register in AVB — set AVB DMAC mode register Operating Mode Configuration bits (CCC.OPC) to reset mode.

46.3.11 Interrupts

The EthernetAVB-IF is capable of generating 25 interrupt (RZ/G2M V1.3, RZ/G2M V3.0).
The EthernetAVB-IF is capable of generating 27 interrupt (without RZ/G2M V1.3, RZ/G2M V3.0).

For details, refer to the “Interrupt Controller” section in the manual.

The interrupts of EthernetAVB-IF are indicated by individual flags DIS, EIS, RISi, TIS, and GIS. Each interrupt is controllable by the corresponding interrupt enable bit. The status flags are independent from this enable bits.

Additionally grouped interrupt status available in ISS and EIS.QFS. The summary status allows CPU to locate the interrupt source with a minimum number of read accesses to EthernetAVB-IF.

EthernetAVB-IF interrupts are combined to 4 groups of interrupt lines for request an interrupt service by CPU. Interrupt requests in group 0 and 1 are only generated in OPERATION mode. Interrupt requests in group 2 are only generated in OPERATION mode and in CONFIG mode if gPTP support is enabled (CCC.GAC). Interrupt request on line 3 depends on E-MAC configuration and can be generated in CONFIG, OPERATION and STANDBY mode.

Interrupt lines are level output and each line is asserted when at least one of the interrupt status registers bits belonging to the group associated with that line is set to 1, and the corresponding enable bit in the related interrupt control register is also set to 1.

For ISS bits the combined flag/enable is used. The green dots in detailed interrupt figures in detailed interrupt line description illustrates the point where status information for ISS is taken.

Table 46.21 Interrupt assignment

		Second Generation RZ/G Series Products			
Interrupt Name	**Cause of interrupt**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Ethernet AVB.ch0	Line0_Rx[0]	√	√	√	√
Ethernet AVB.ch1	Line0_Rx[1]	√	√	√	√
Ethernet AVB.ch2	Line0_Rx[2]	√	√	√	√
Ethernet AVB.ch3	Line0_Rx[3]	√	√	√	√
Ethernet AVB.ch4	Line0_Rx[4]	√	√	√	√
Ethernet AVB.ch5	Line0_Rx[5]	√	√	√	√
Ethernet AVB.ch6	Line0_Rx[6]	√	√	√	√
Ethernet AVB.ch7	Line0_Rx[7]	√	√	√	√
Ethernet AVB.ch8	Line0_Rx[8]	√	√	√	√
Ethernet AVB.ch9	Line0_Rx[9]	√	√	√	√
Ethernet AVB.ch10	Line0_Rx[10]	√	√	√	√
Ethernet AVB.ch11	Line0_Rx[11]	√	√	√	√
Ethernet AVB.ch12	Line0_Rx[12]	√	√	√	√
Ethernet AVB.ch13	Line0_Rx[13]	√	√	√	√
Ethernet AVB.ch14	Line0_Rx[14]	√	√	√	√
Ethernet AVB.ch15	Line0_Rx[15]	√	√	√	√
Ethernet AVB.ch16	Line0_Rx[16]	√	√	√	√
Ethernet AVB.ch17	Line0_Rx[17]	√	√	√	√

Interrupt Name	Cause of interrupt	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Ethernet AVB.ch18	Line0_Tx[0]	√	√	√	√
Ethernet AVB.ch19	Line0_Tx[1]	√	√	√	√
Ethernet AVB.ch20	Line0_Tx[2]	√	√	√	√
Ethernet AVB.ch21	Line0_Tx[3]	√	√	√	√
Ethernet AVB.ch22	Line0_DiA | Line1_A | Line2_A	√	√	√	√
Ethernet AVB.ch23	Line0_DiB | Line1_B | Line2_B	√	√	√	√
Ethernet AVB.ch24	Line 3	√	√	√	√

(1) Concurrent interrupt enable support

The interrupt enable bits can be directly modified by writing the interrupt control registers (**xxC.yyE**). If concurrent processes enable/disable interrupts located in same interrupt control register inter-process communication is required. To reduce SW overhead there are dedicated registers available controlling conflict free enable/disable of interrupts.

To enable an interrupt CPU should write 1 to the corresponding bit (xxE.yyS) in the enable register. Because written 0 have no effect, there is no side effect to concurrent processes.

To disable an interrupt CPU should write 1 to the corresponding bit (xxD.yyD) in the disable register. Because written 0 have no effect, there is no side effect to concurrent processes.

The current interrupt enable status is readable in xxC.yyE.

Grouping of interrupts for each interrupt line is as described in following sub-chapters.

(2) Group 0 (Data related interrupts)

This group consists on:

Frame received interrupts RIS0.FRFr (for each received frame stored in URAM)

Receive warning interrupts RIS1.RWFr (when Unread Frame Counter reaches warning level)

Descriptor processed interrupts RIS3.RDPFr (for reception) Frame transmitted interrupts TIS.FTFt (for completion of frame transmission by E-MAC)

Descriptor processed interrupts TIS.TDPFr (for transmission)

Descriptor processed interrupts DIS.DPFi (for reception and transmission)

By reading ISS, CPU get an overview of all data related interrupts (ISS.FRM, ISS.RWM, ISS.DPMi, ISS.FTM).

Interrupt group 0 consists on these 24 interrupt lines:

Line0_Rx[17:0]

Line0_Tx[3:0]

Line0_DiA (Share the interrupt line: Group0.Line0_DiA, Group1.Line1_A, Group2.Line2_A)

Line0_DiB (Share the interrupt line: Group0.Line0_DiB, Group1.Line1_B, Group2.Line2_B)

(a) Reception interrupts

There are 18 dedicated interrupt lines flagging frame reception. For the queue full flag it is configurable by CIE.RQFM if these notification are part of the queue specific reception interrupt lines or part of the error interrupt lines (group 1).

There is a common interrupt enable (CIE.CRIE) for all reception lines.

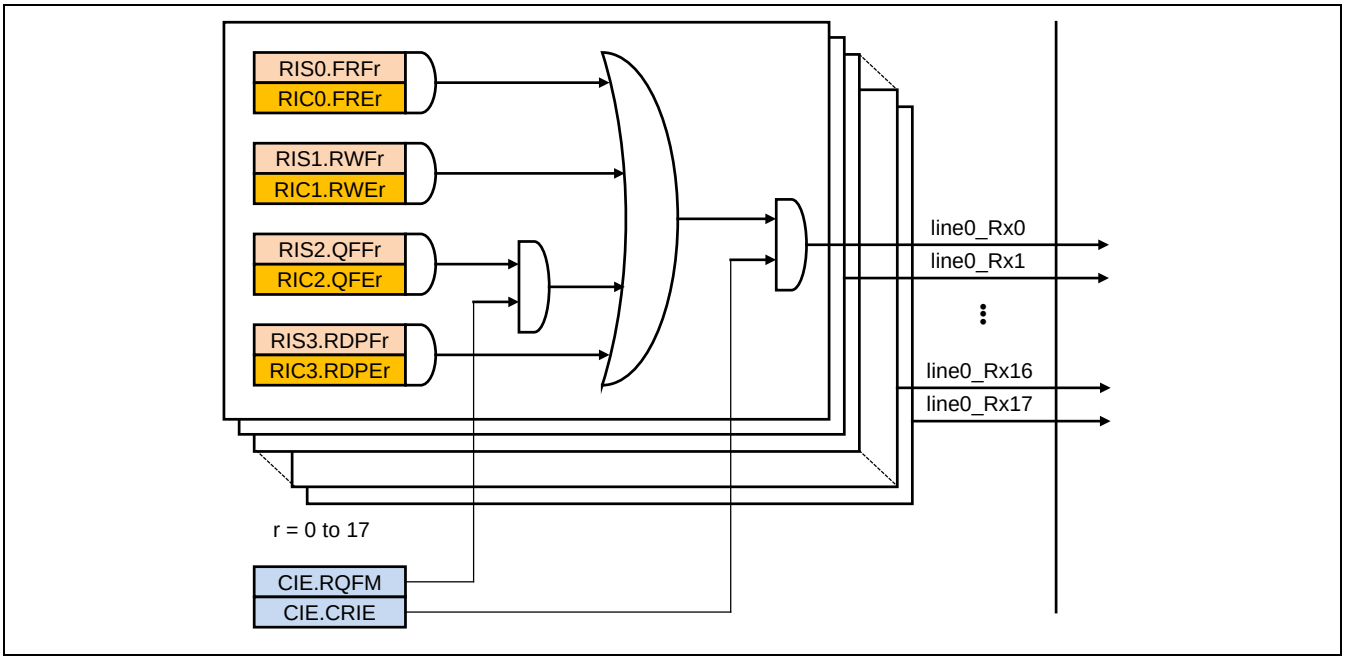


Figure 46.56 Interrupt group 0, reception interrupt lines

(b) Transmission interrupts

There are 4 dedicated interrupt lines flagging frame transmission.

There is a common interrupt enable (CIE.CTIE) for all reception lines.

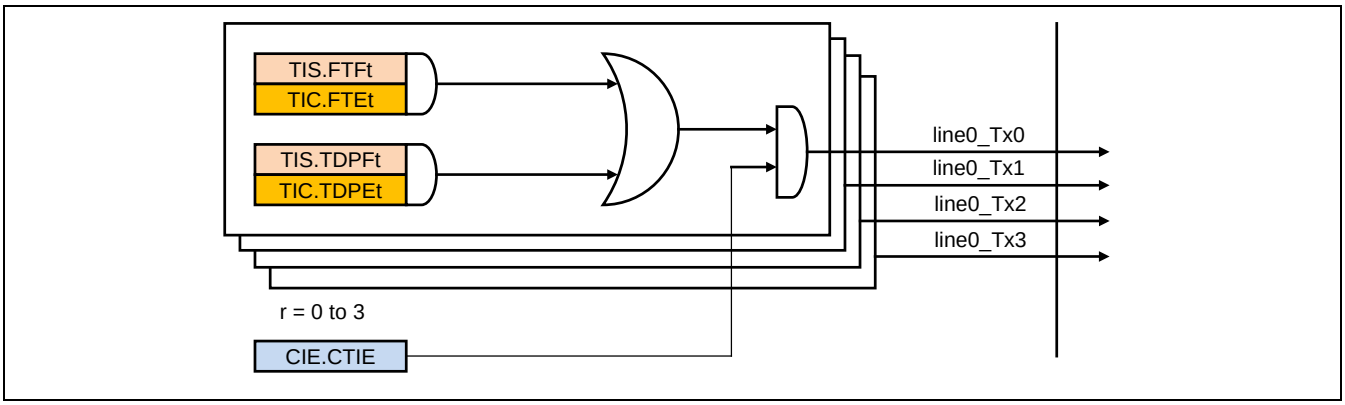


Figure 46.57 Interrupt group 0, transmission interrupt lines

(c) Descriptor and merged interrupts

There are 2 interrupt lines flagging descriptor interrupts. Line line0_DiA has also the capability to generate a merged data interrupt (controlled by CIE.CL0M).

Descriptor interrupt 1 is not available as common descriptor interrupt; this descriptor interrupt is split into queue specific descriptor interrupts.

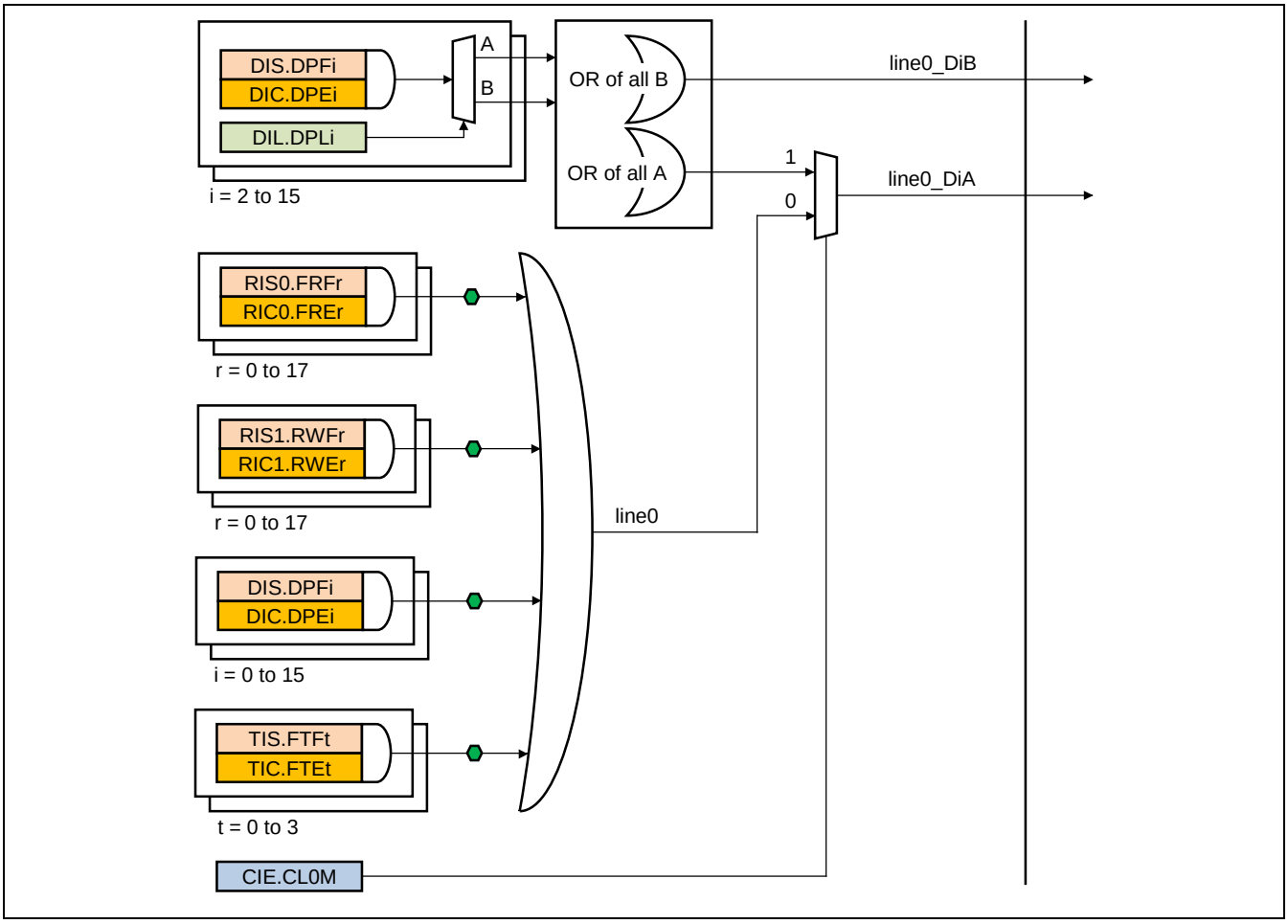


Figure 46.58 Interrupt group 0, common descriptor and merged interrupt lines

(3) Group 1 (Error related interrupts)

This group consists on:

Tx-Buffer full interrupt EIS.TBFF (when delaying fetching of transmit frame)
Interrupt for E-MAC Status FIFO overwrite (EIS.MFFF)
Interrupt for Timestamp FIFO overrun (EIS.TFFF)
Interrupts for CBS limits (EIS.CULF1, EIS.CULF0, EIS.CLLF1, EIS.CLLF0)
Interrupt for separation filtering error (EIS.SEF)
Interrupt for queue error (error while processing receive or transmit queue) (EIS.QEF)
Interrupt for transmission error detected by E-MAC (EIS.MTEF, EIS.MREF)
Rx-FIFO full interrupt RIS2.RFFF (when Rx-FIFO overflows)
Receive queue full interrupts RIS2.QFFr (when no sufficient space is in receive queue)

By reading EIS, CPU get an overview of all error interrupts. Additionally ISS.EM informs about pending error related interrupt.

Interrupt group 1 consists on these 2 interrupt lines:

Line1_A (Share the interrupt line: Group0.Line0_DiA, Group1.Line1_A, Group2.Line2_A)
Line1_B (Share the interrupt line: Group0.Line0_DiB, Group1.Line1_B, Group2.Line2_B)

For the queue full flag it is configurable by CIE.RQFM if these notification are part of the queue specific reception interrupt lines or part of the error interrupt line line1_A.

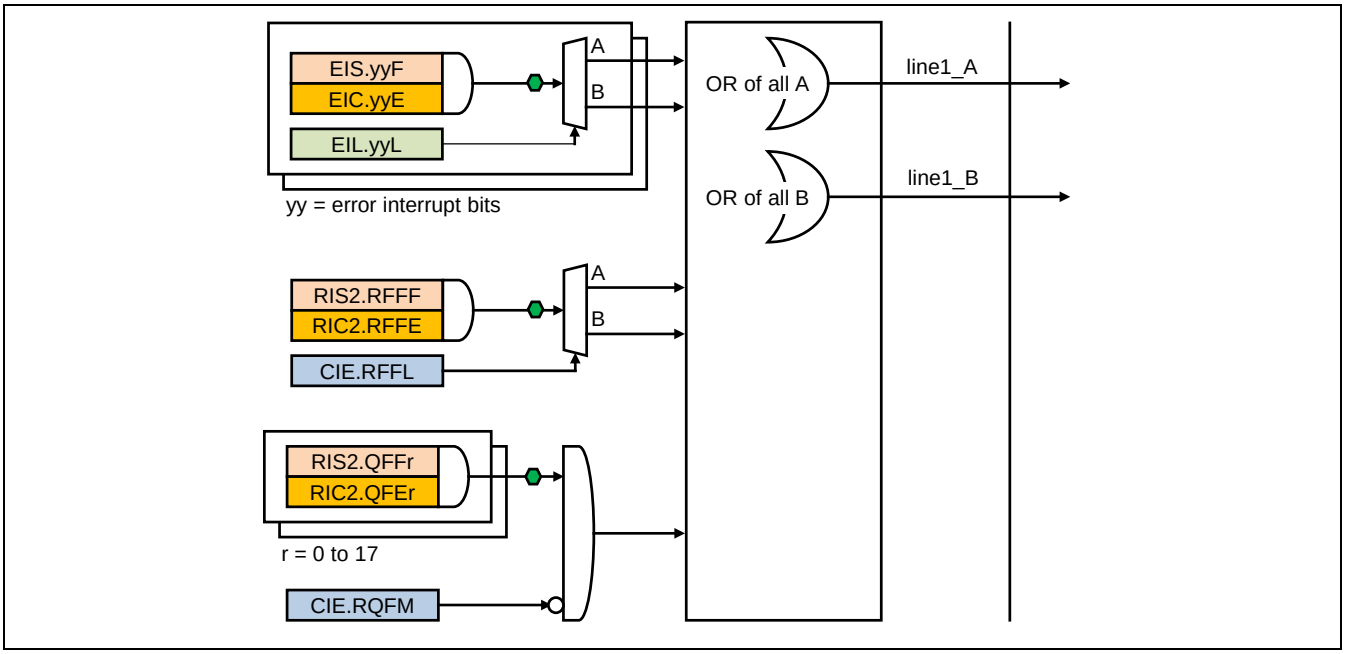


Figure 46.59 Interrupt group 1, error interrupt lines

The abbreviation yy in figure indicates error interrupts: TBF, MFF, TFF, CULFc, CLLFc, SE, QE, MTE, and MRE.

(4) Group 2 (Management related interrupts)

Reception

Rx-FIFO Warning interrupt RIS1.RFWF (Rx-FIFO has reached configured warning level)

Transmission

E-MAC status FIFO warning interrupt TIS.MFWF
E-MAC Status FIFO updated interrupt TIS.MFUF
Timestamp FIFO warning interrupt TIS.TFWF
Timestamp FIFO updated interrupt TIS.TFUF

gPTP

AVTP time captured interrupt GIS.ATCFi
AVTP presentation target matched interrupt GIS.PTMFi
AVTP presentation time overrun interrupt GIS.PTOF (when external trigger before old value is processed)
AVTP presentation time captured interrupt GIS.PTCF

By reading ISS, CPU get an overview of all management related interrupts (ISS.RFWM, ISS.MFWM, ISS.MFUM, ISS.TFWM, ISS.TFUM, ISS.CGIM).

Interrupt group 2 consists on these 2 interrupt lines:

Line2_A (Share the interrupt line: Group0.Line0_DiA, Group1.Line1_A, Group2.Line2_A)
Line2_B (Share the interrupt line: Group0.Line0_DiB, Group1.Line1_B, Group2.Line2_B)

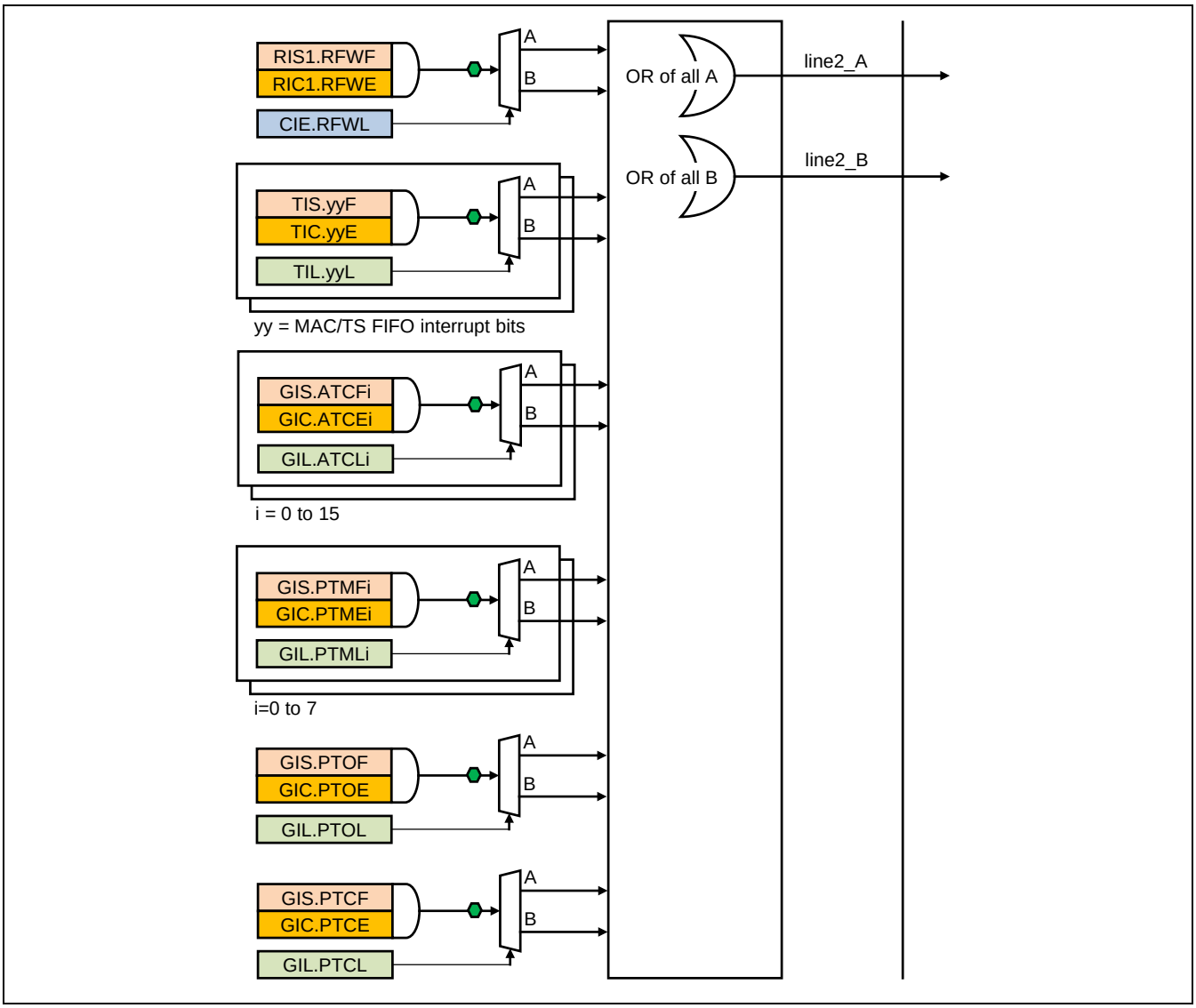


Figure 46.60 Interrupt group 2, management interrupt lines

The abbreviation yy in figure indicates error interrupts: MFW, MFU, TFW, and TFU.

(5) Line 3 (E-MAC interrupt)

The E-MAC interrupt is conveyed when the E-MAC interrupt source is generated.

The general error interrupt state can be checked by reading the E-MAC interrupt summary bit in the interrupt summary status register (ISS.MS).

46.3.12 Flows of Operations

(1) Flow of E-MAC Initialization

Figure 46.61 shows the flow of E-MAC initialization (for AVB mode and full-duplex operation).

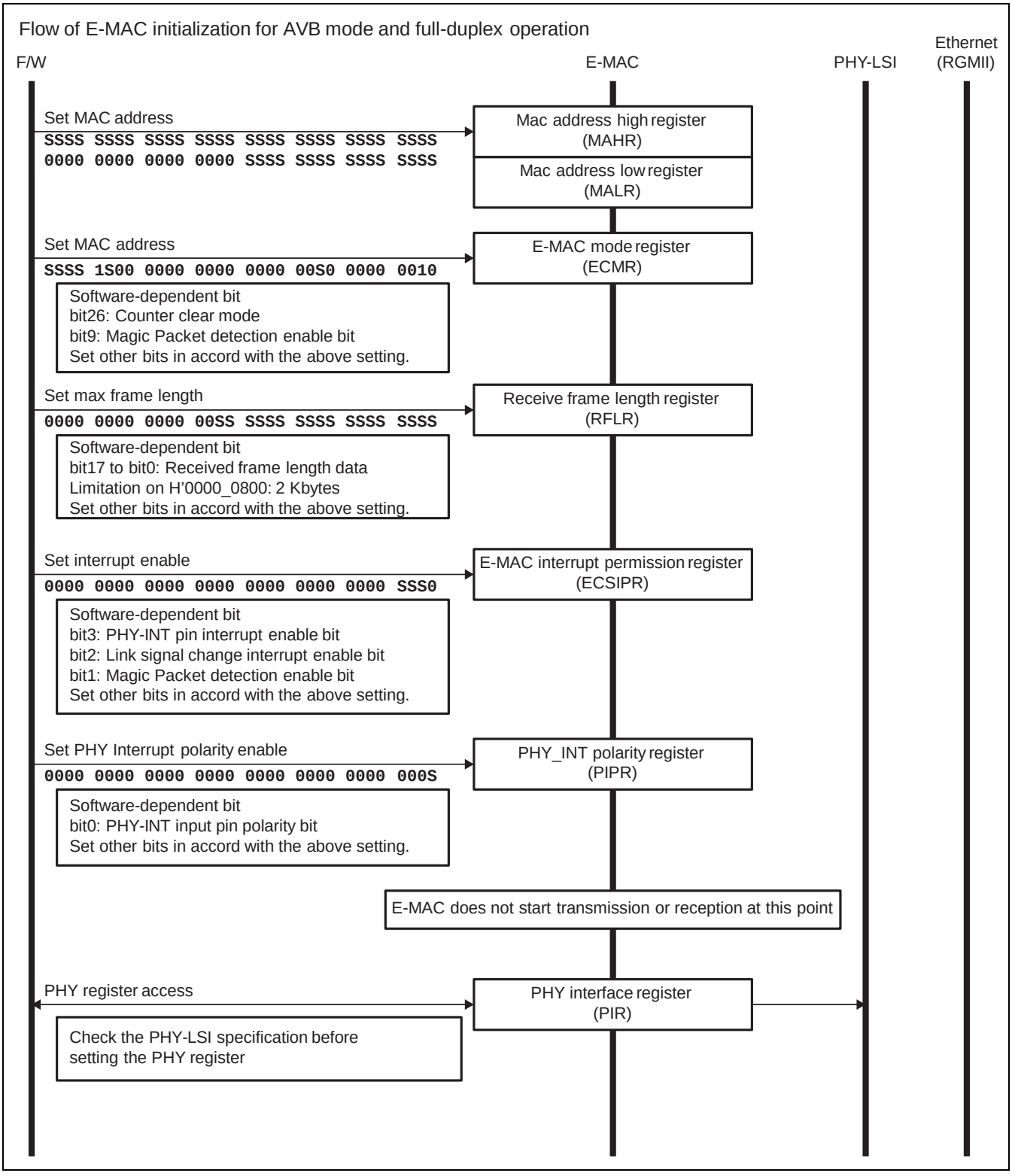


Figure 46.61 Flow of E-MAC Initialization (for AVB Mode and Full-Duplex Operation)

(2) Flow of AVB-DMAC Initialization

Figure 46.62 shows the flow of AVB-DMAC initialization (for AVB mode and full-duplex operation).

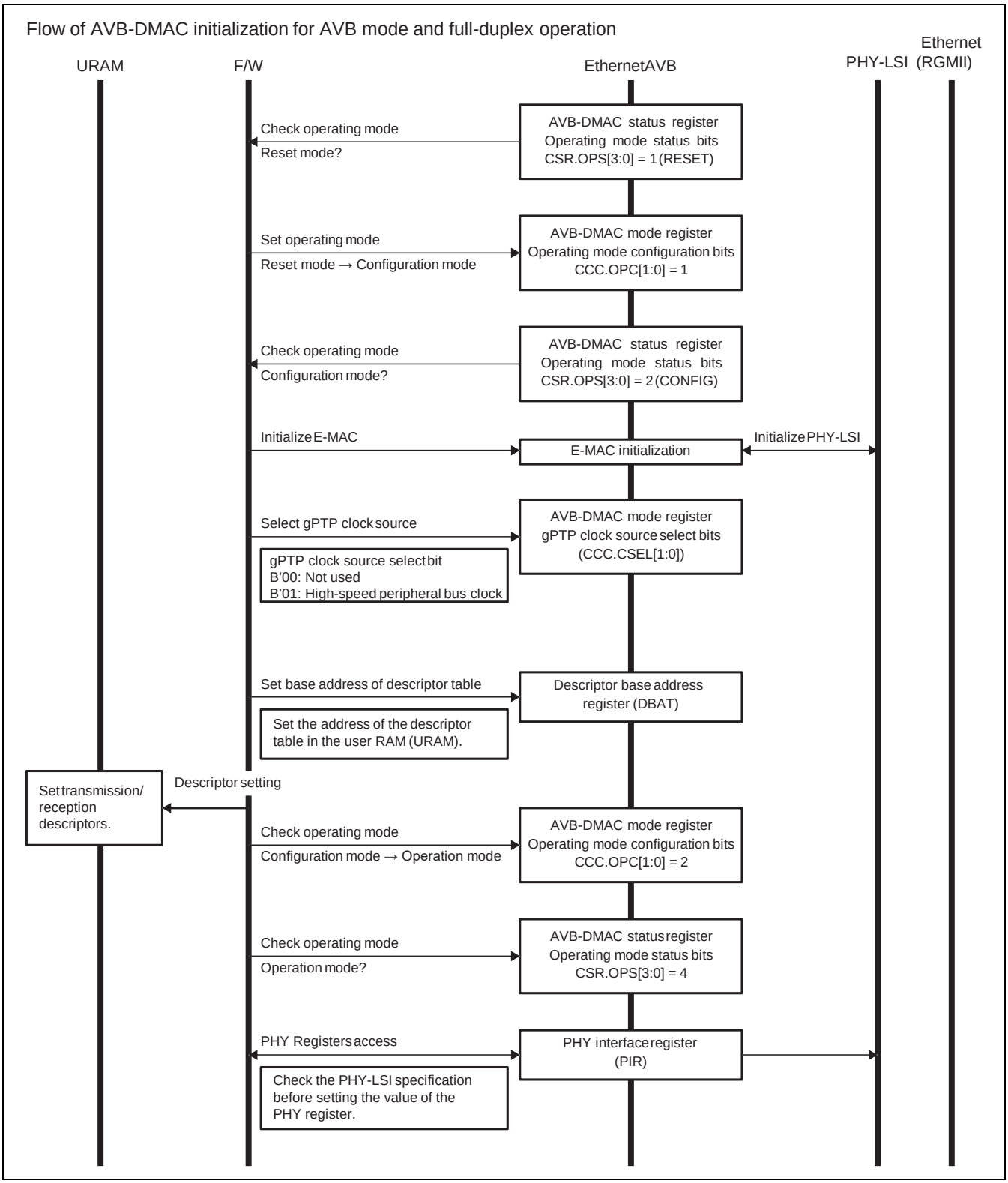


Figure 46.62 Flow of AVB-DMAC Initialization (for AVB Mode and Full-Duplex Operation)

(3) Flow for the AVB-DMAC in Reception

Figure 46.63 shows the flow for the AVB-DMAC in reception (in AVB mode and full-duplex operation).

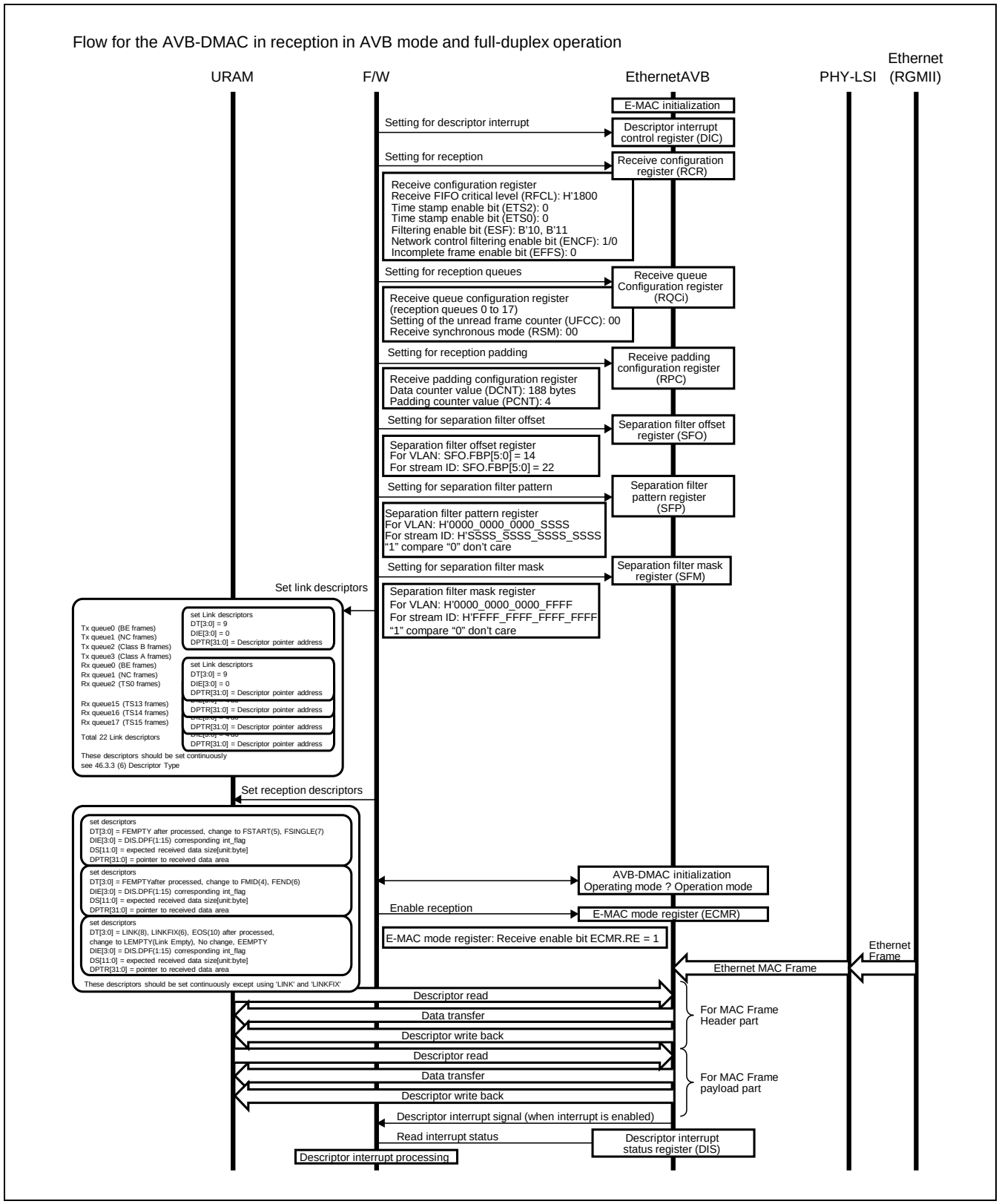


Figure 46.63 Flow for the AVB-DMAC in Reception (in AVB Mode and Full-Duplex Operation)

(4) Flow for the AVB-DMAC in Transmission

Figure 46.64 shows the flow for the AVB-DMAC in transmission (in AVB mode and full-duplex operation).

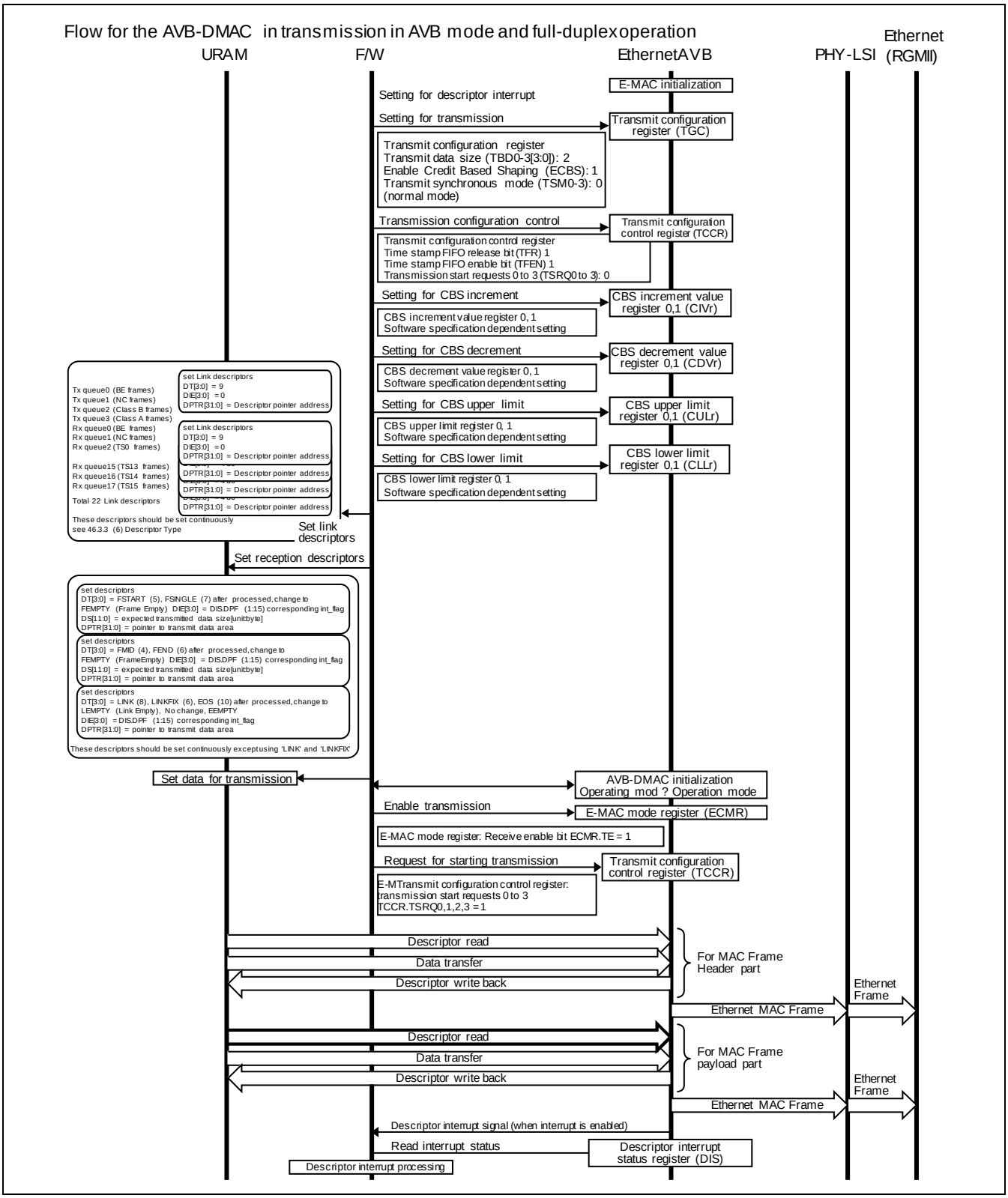


Figure 46.64 Flow for the AVB-DMAC in Transmission (in AVB Mode and Full-Duplex Operation)

(5) Flow for Stopping AVB-DMAC Operation in Reception

Figure 46.65 shows the flow for stopping AVB-DMAC operation in reception (normal, common to all modes).

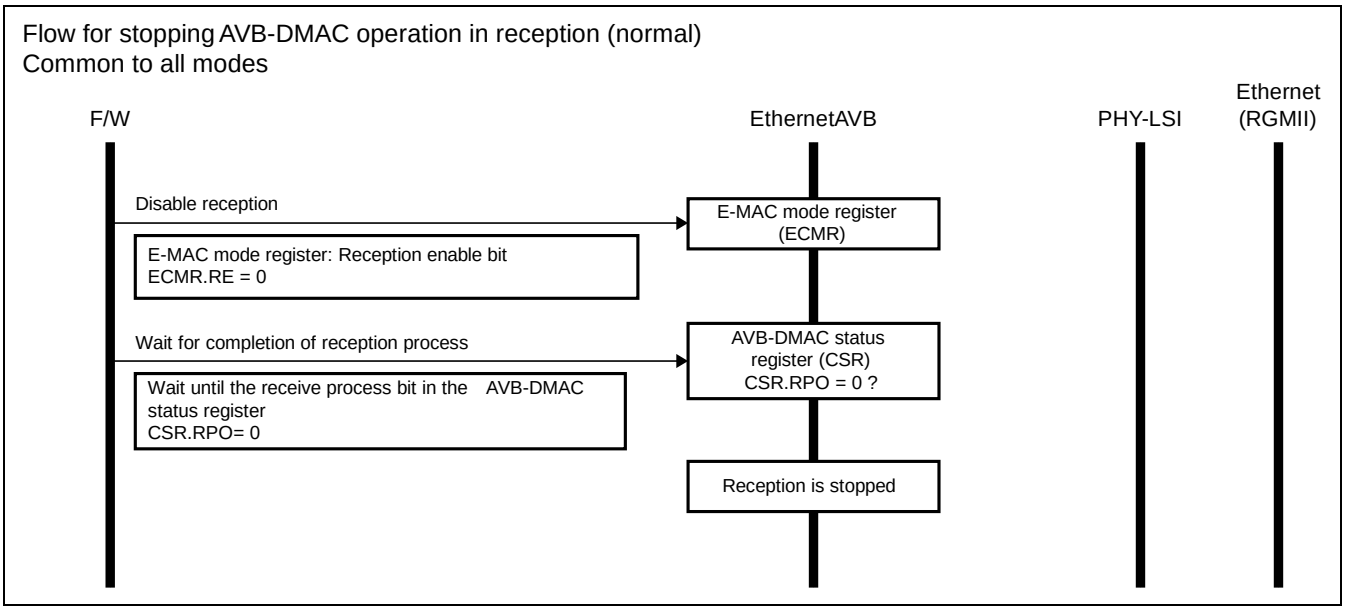


Figure 46.65 Flow for Stopping AVB-DMAC Operation in Reception (Normal, Common to All Modes)

(6) Flow for Stopping AVB-DMAC Operation in Transmission

Figure 46.66 shows the flow for stopping AVB-DMAC operation in transmission (normal, common to all modes).

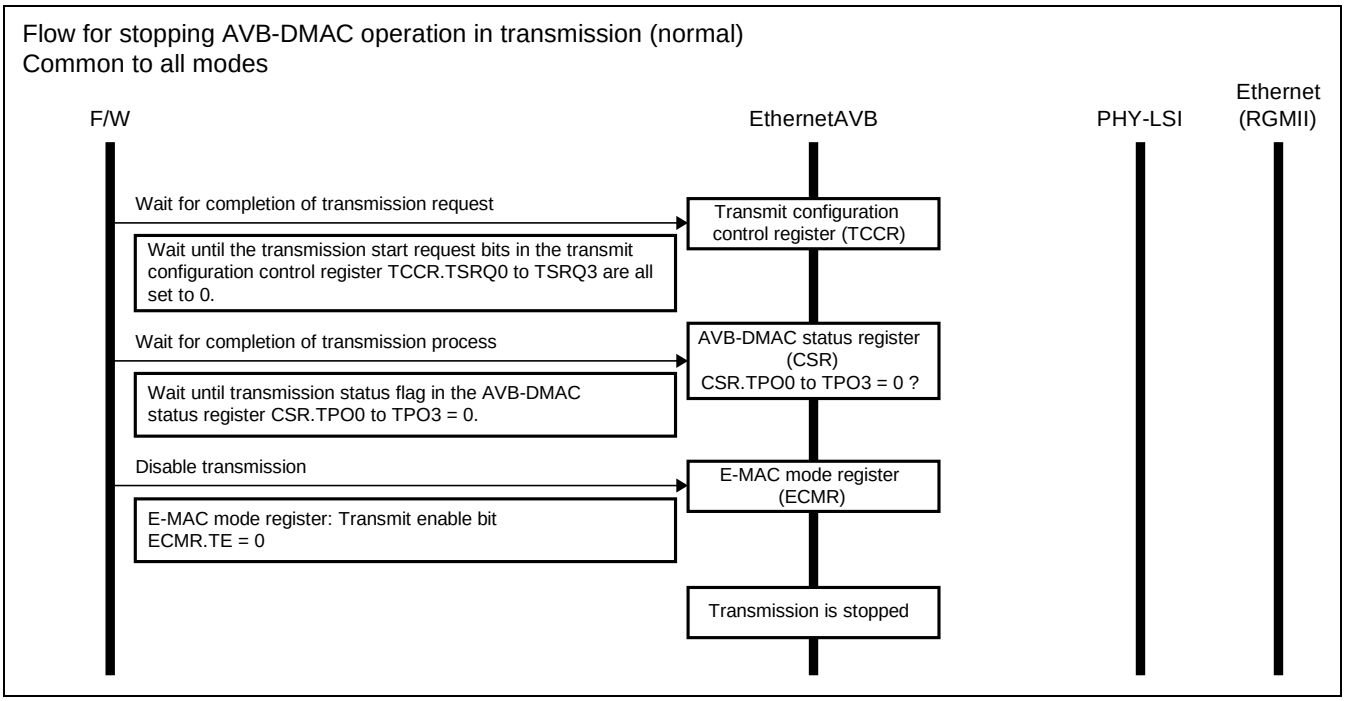


Figure 46.66 Flow for Stopping AVB-DMAC Operation in Transmission (Normal, Common to All Modes)

(7) Flow for Stopping and Resetting the AVB-DMAC

Figure 46.67 shows the flow for stopping and resetting the AVB-DMAC (normal, common to all modes).

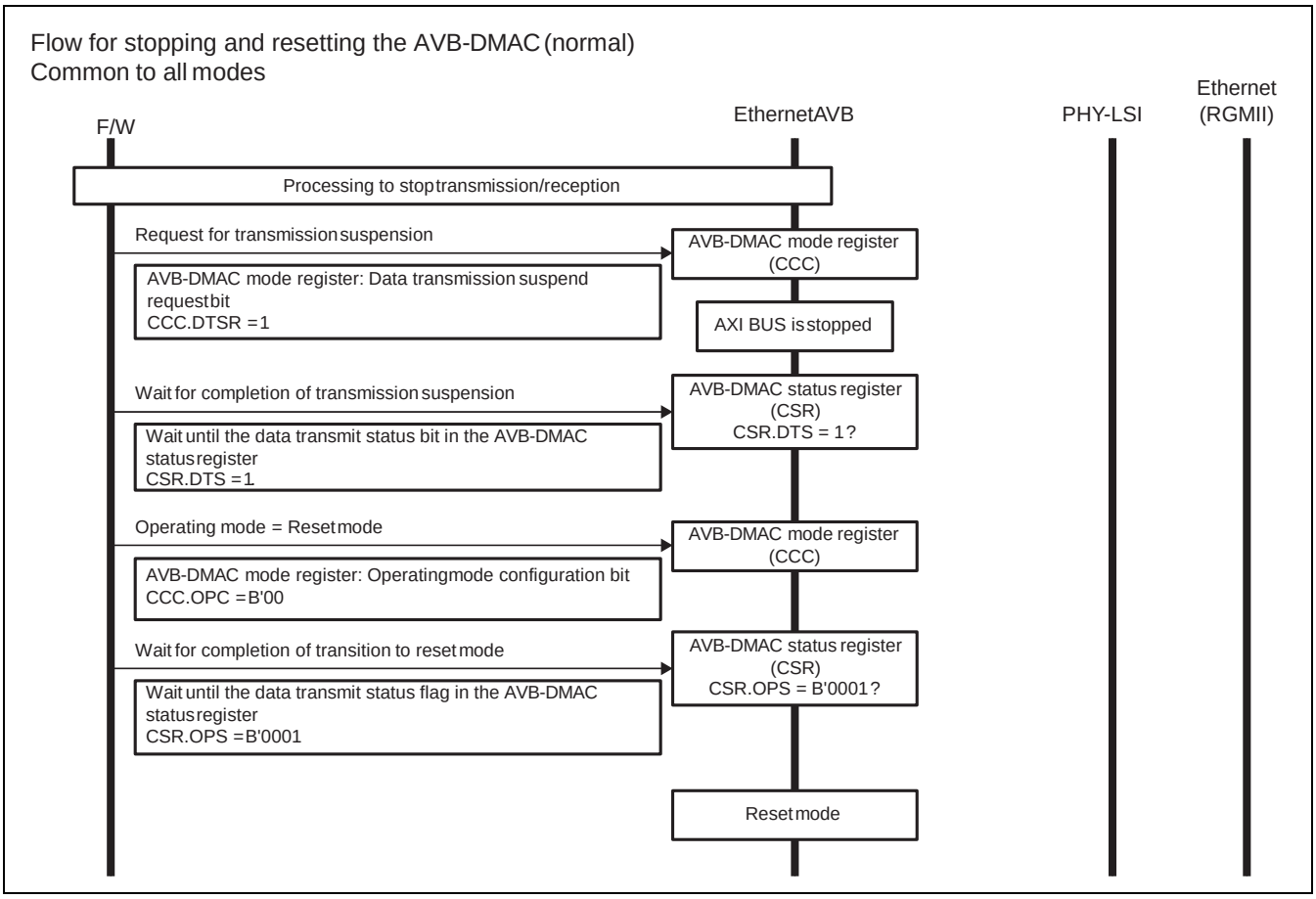


Figure 46.67 Flow for Stopping and Resetting the AVB-DMAC (Normal, Common to All Modes)

(8) Flow for Emergency Stopping the AVB-DMAC

Figure 46.68 shows the flow for emergency stopping the AVB-DMAC (normal, common to all modes).

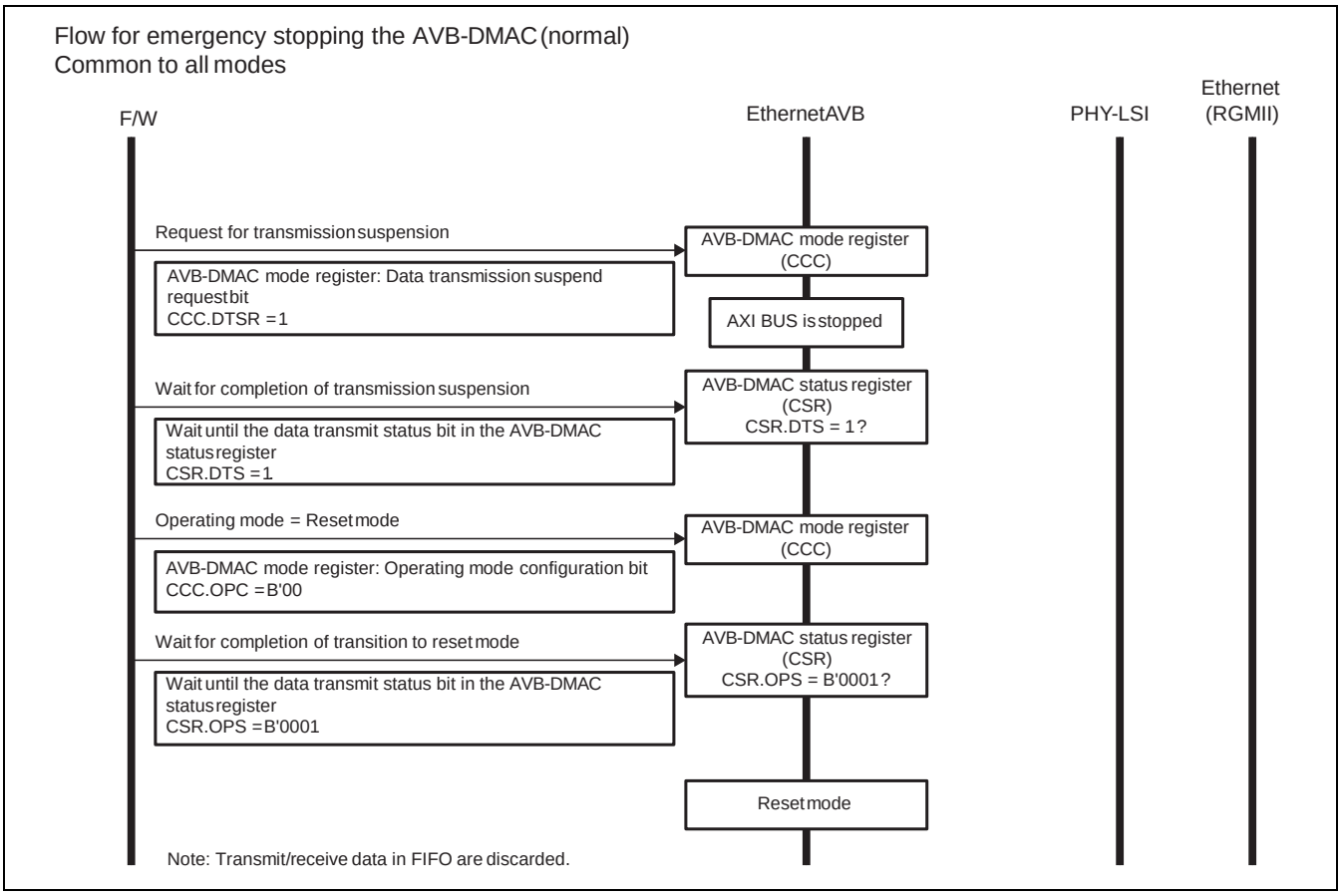


Figure 46.68 Flow for Emergency Stopping the AVB-DMAC (Normal, Common to All Modes)

(9) Flow of gPTP Initialization

Figure 46.69 shows the flow of gPTP initialization (normal, common to all modes).

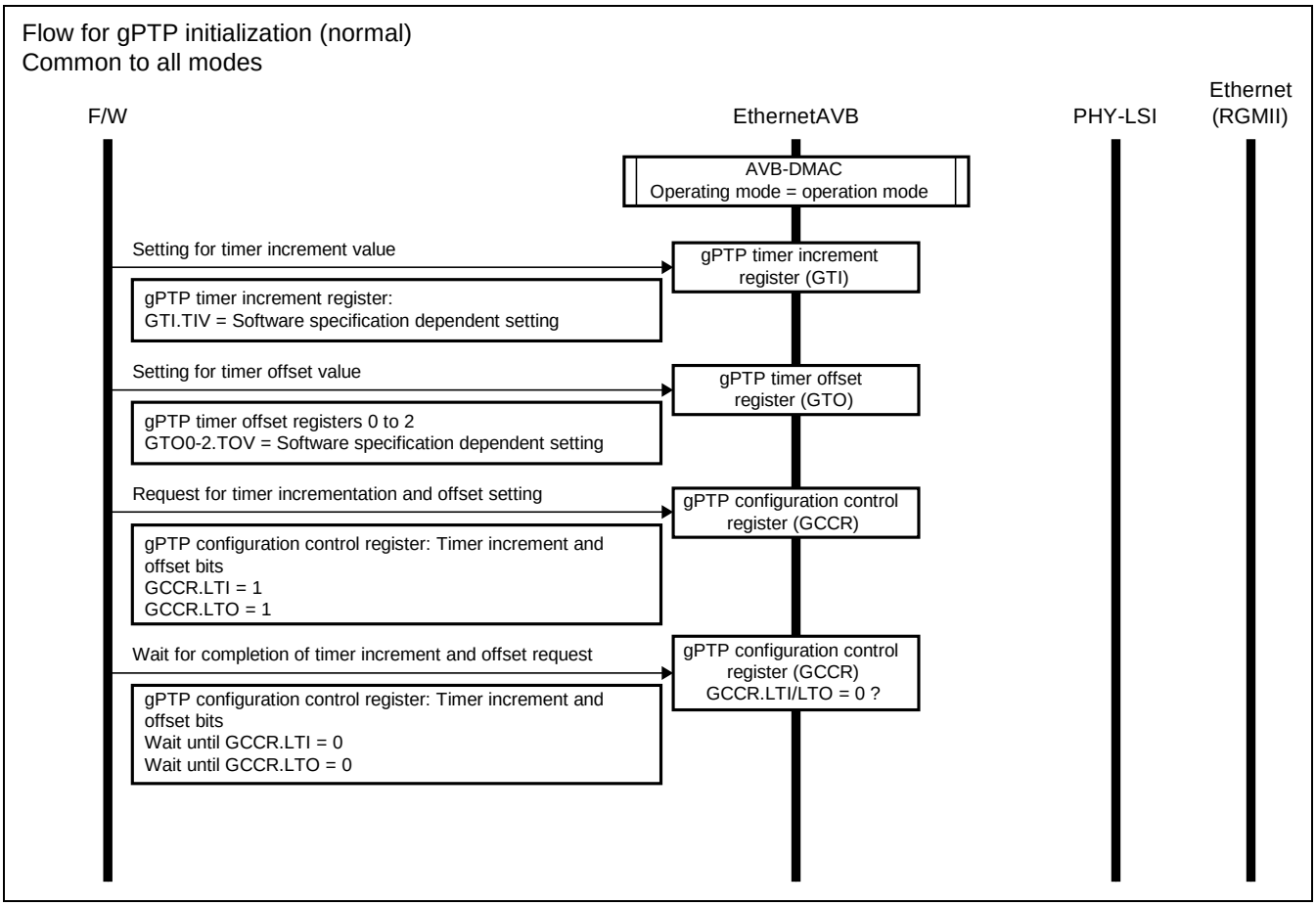


Figure 46.69 Flow of gPTP Initialization (Normal, Common to All Modes)

(10) Flow of gPTP Time Stamping in Transmission

Figure 46.70 shows the flow of gPTP time stamping in transmission (normal, common to all modes).

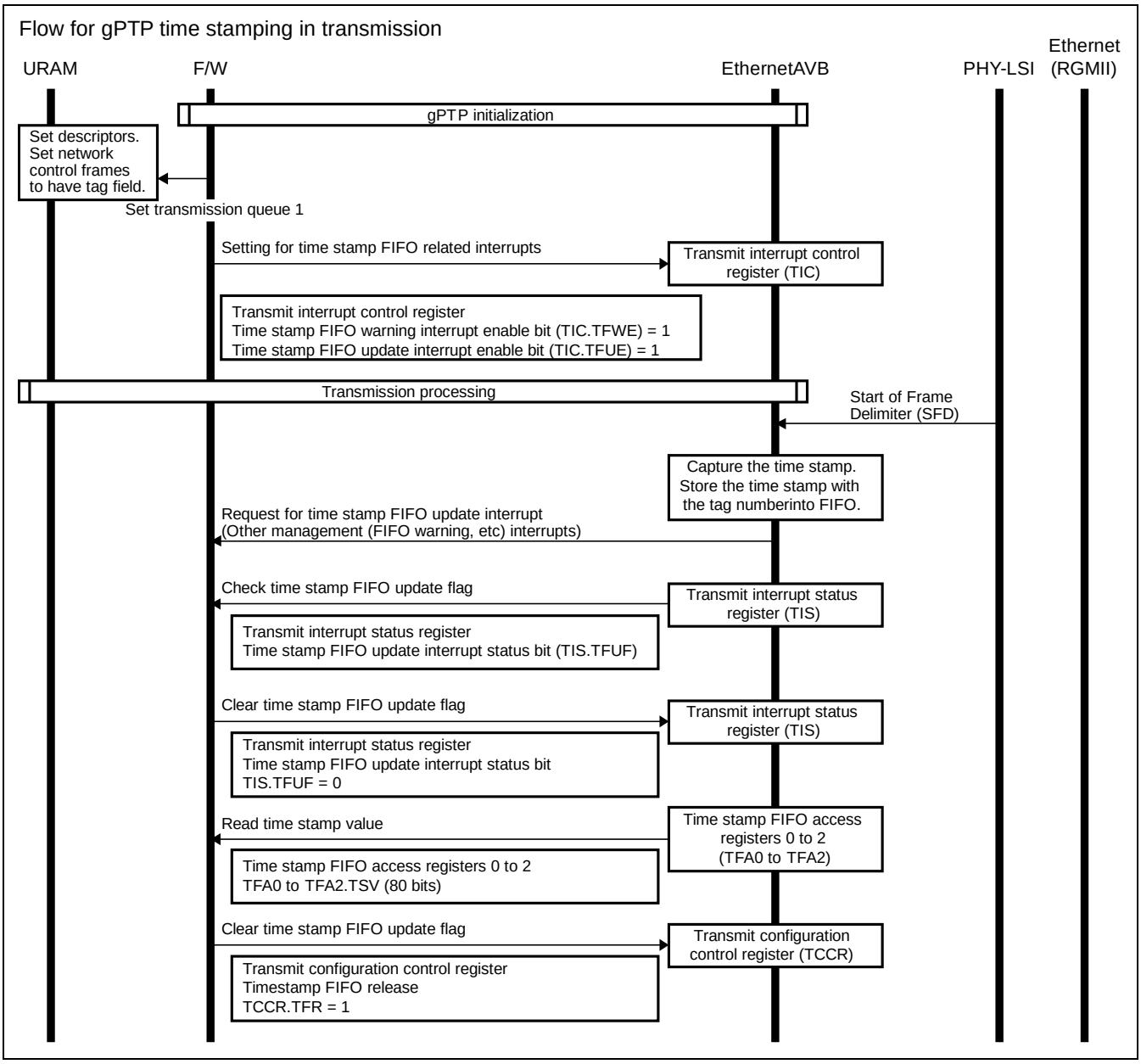


Figure 46.70 Flow of gPTP Time Stamping in Transmission (Normal, Common to All Modes)

(11) Flow of gPTP Time Stamping and Synchronization in Reception

Figure 46.71 shows the flow of gPTP time stamping and synchronization in reception (normal, common to all modes).

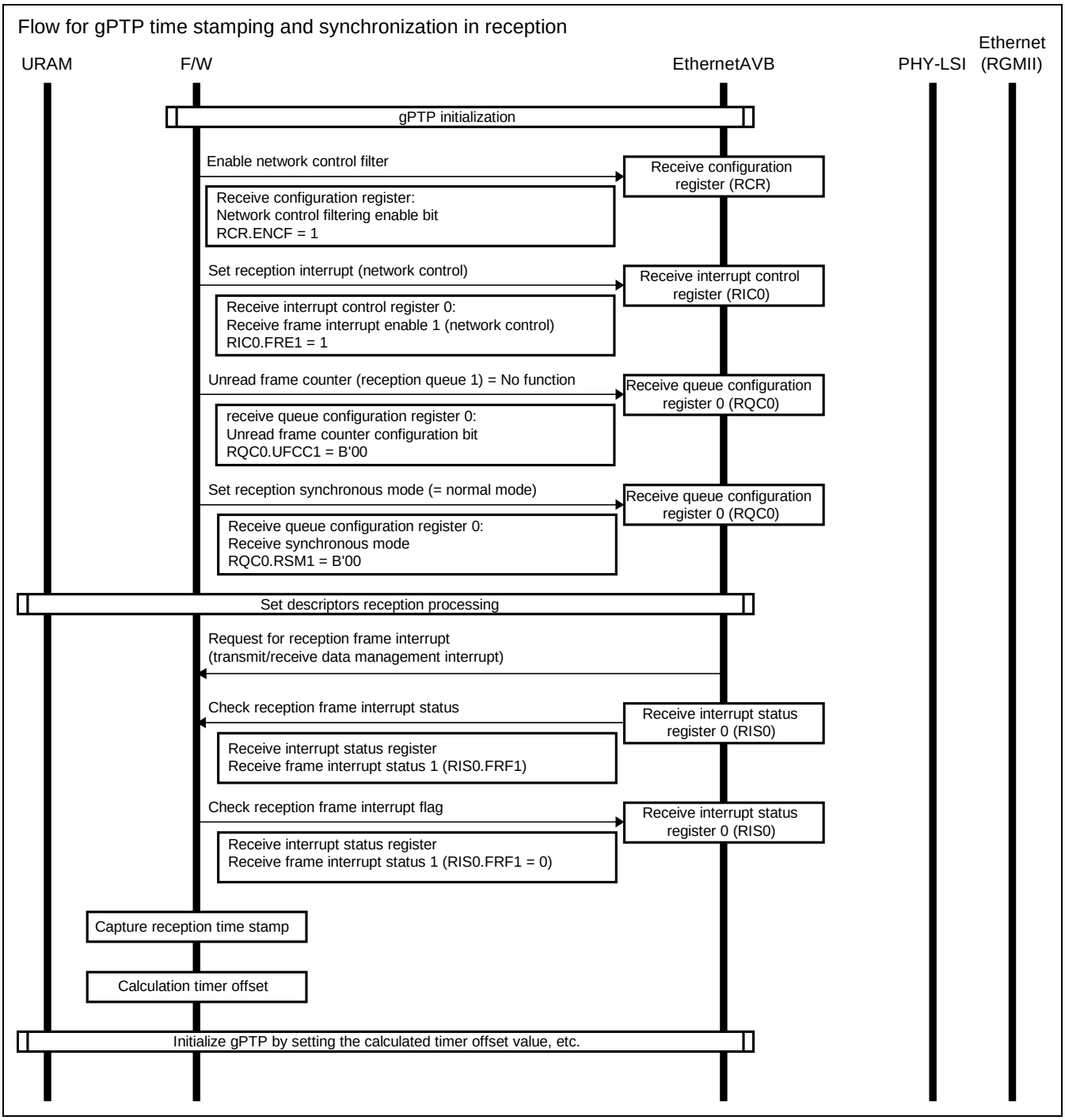


Figure 46.71 Flow of gPTP Time Stamping and Synchronization in Reception (Normal, Common to All Modes)

(12) Flow of Capturing gPTP Presentation Times

Figure 46.72 shows the flow of capturing gPTP presentation times (common to all modes).

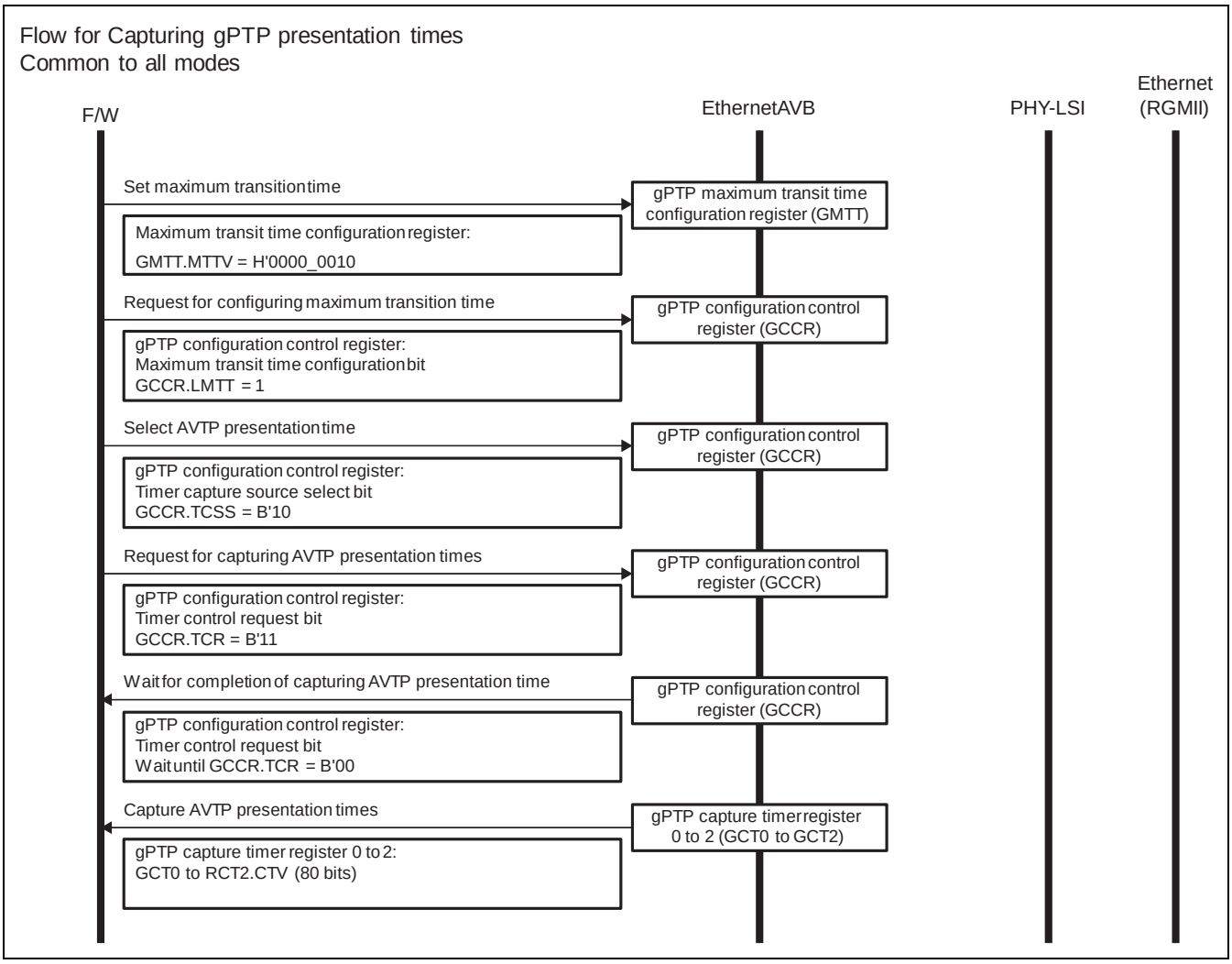


Figure 46.72 Flow of Capturing gPTP Presentation Times (Common to All Modes)

(13) Flow of AVTP Presentation Time Comparison

Figure 46.73 shows the flow of AVTP presentation time comparison (common to all modes).

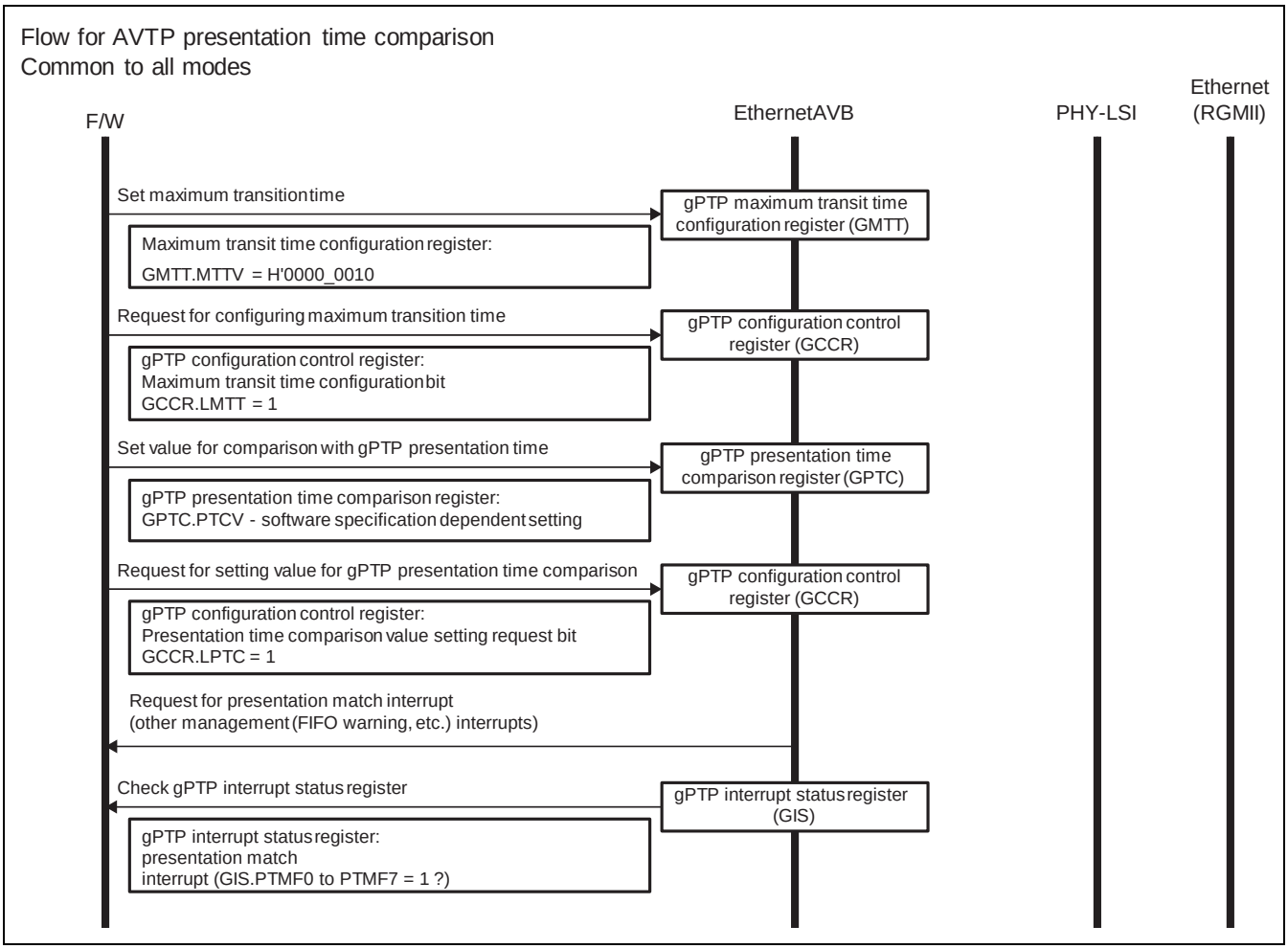


Figure 46.73 Flow of AVTP Presentation Time Comparison (Common to All Modes)

(14) Flow of Loopback Mode Operation

Figure 46.74 shows the flow of loopback mode operation.

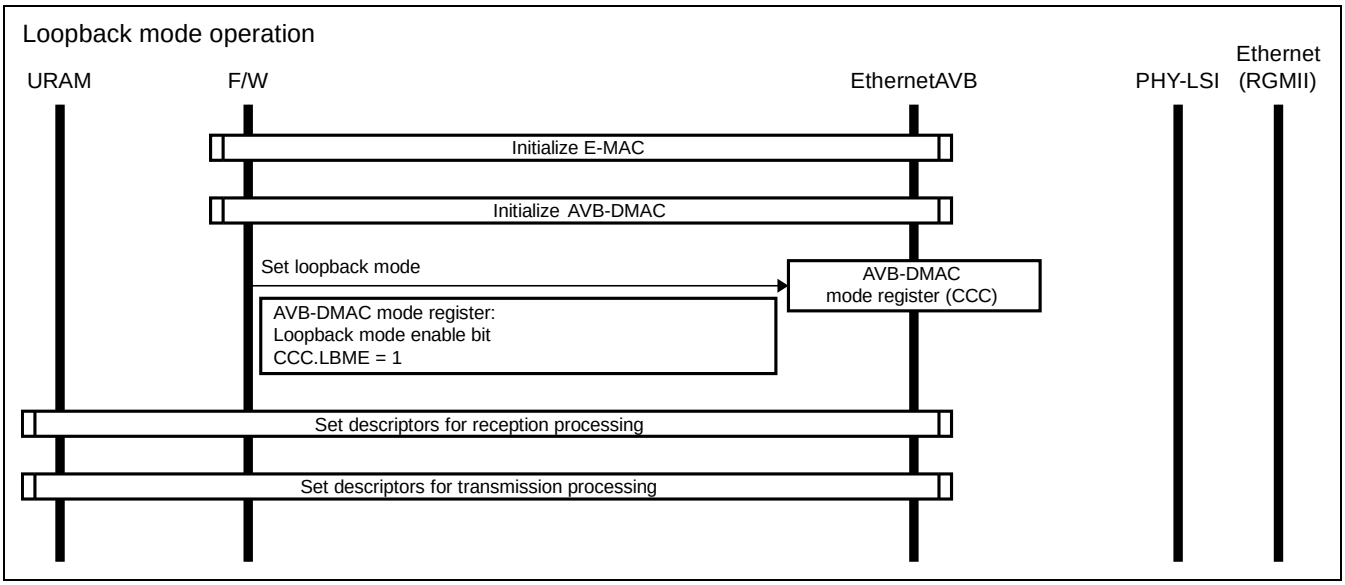


Figure 46.74 Flow of Loopback Mode Operation

46.3.13 Connection to PHY-LSI

(1) RGMII Frame Transmission/Reception Timing

Each RGMII frame transmission/reception timing is shown in Figure 46.75 to Figure 46.82.

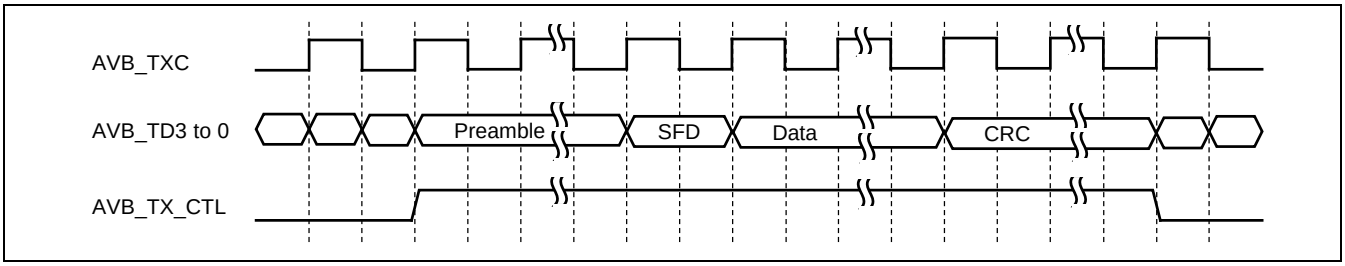


Figure 46.75 RGMII Frame Transmit Timing (Normal Transmission)

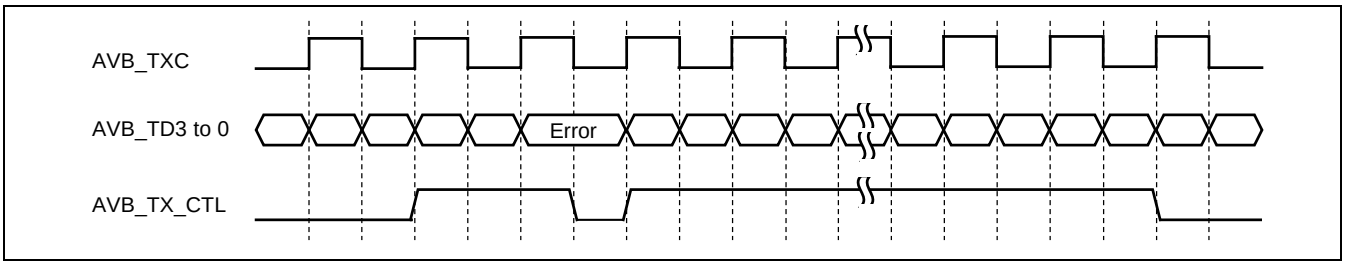


Figure 46.76 RGMII Frame Transmit Timing (Transmit Error)

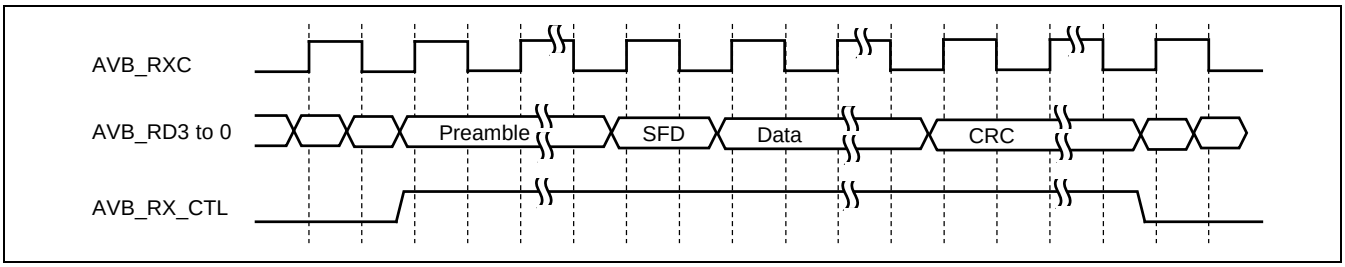


Figure 46.77 RGMII Frame Receive Timing (Normal Reception)

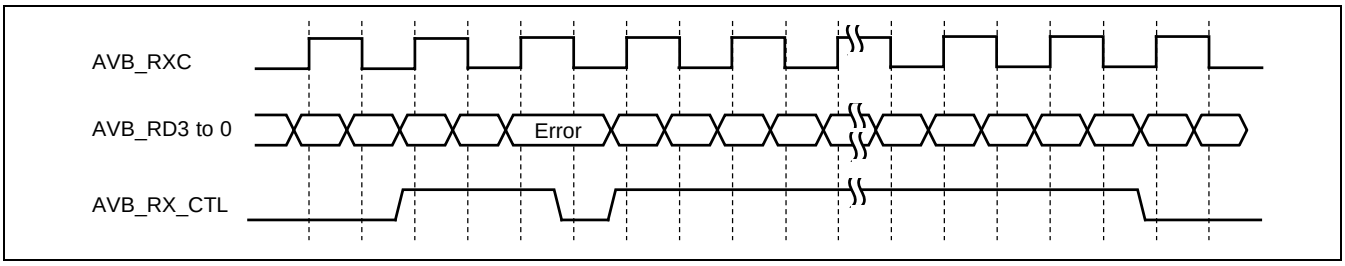


Figure 46.78 RGMII Frame Receive Timing (Reception Error)

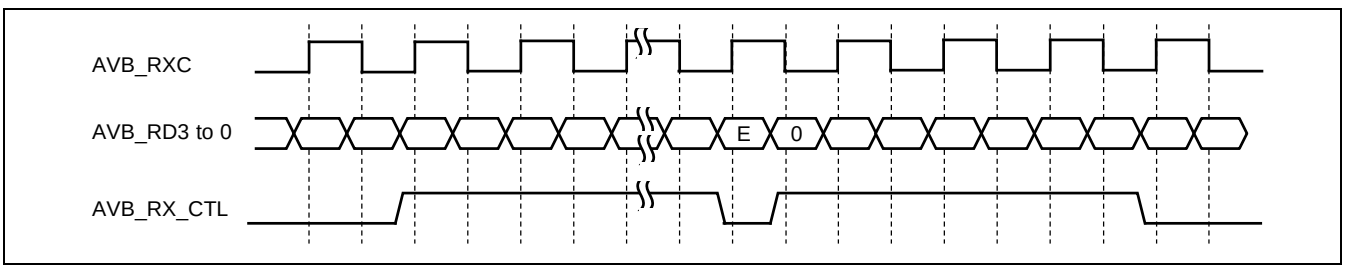


Figure 46.79 RGMII Frame Receive Timing (False Carrier indication)

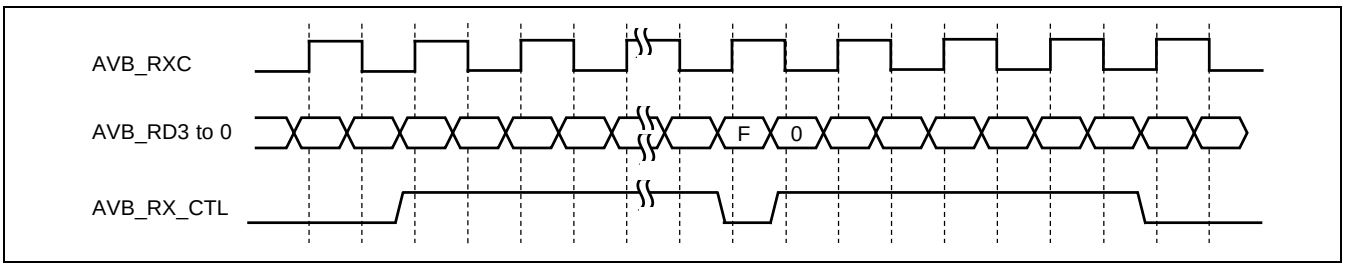


Figure 46.80 RGMII Fame Receive Timing (Carrier Extend)

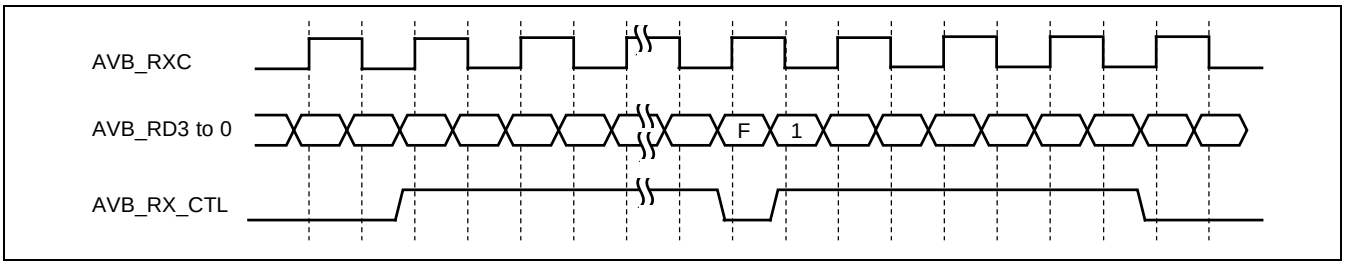


Figure 46.81 RGMII Frame Receive Timing (Carrier Extend Error)

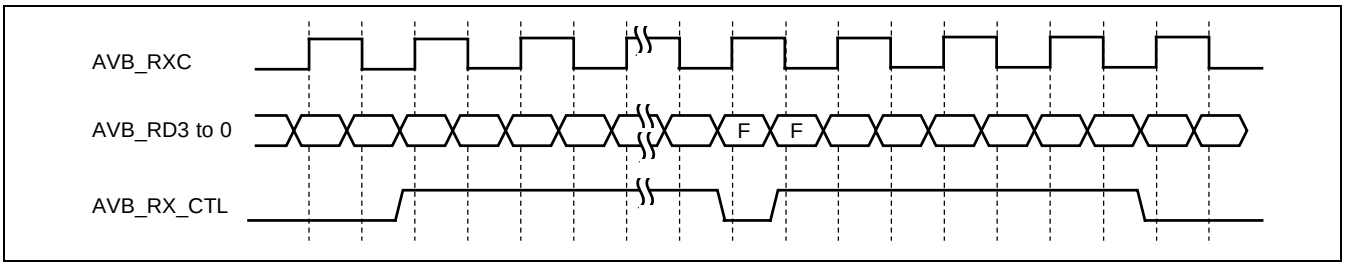


Figure 46.82 RGMII Fame Receive Timing (Carrier Sense)

(2) Accessing MII Management Registers

MII management registers in the PHY-LSI are accessed via PIR in this LSI. PIR is used as a serial interface conforming to the MII frame format specified in IEEE802.3u.

(a) MII Management Frame Format

Figure 46.83 shows the format of an MII management frame. To access an MII management register, a management frame is implemented by the program in accordance with the procedures shown in MII Management Register Access Procedure.

Access Type	MII Management Frame							
Item	PRE	ST	OP	PHYAD	REGAD	TA	DATA	IDLE
Number of bits	32	2	2	5	5	2	16	
Read	1..1	01	10	00001	RRRRR	Z0	D...D	
Write	1..1	01	01	00001	RRRRR	10	D...D	X

[Legend]
PRE: 32 consecutive 1 s
ST: Write of B'01 indicating start of frame
OP: Write of code indicating access type
PHYAD: Write of B'0_0001 if the PHY-LSI address is 1 (sequential write starting with the MSB).
This bit changes depending on the PHY-LSI address.
REGAD: Write of B'000q if the register address is 1 (sequential write starting with the MSB).
This bit changes depending on the PHY-LSI register address.
TA: Time for switching data transmission source on MII interface
(a) Write: 10 written
(b)Read: Bus release (notation: Z0) performed
DATA: 16-bit data. Sequential write or read from MSB
(c) Write: 16-bit data write
(d) Read: 16-bit data read
IDLE: Wait time until next MII management format input
(a) Write: Independent bus release (notation: X) performed
(b) Read: Bus already released in TA: control unnecessary

Figure 46.83 MII Management Frame Format

(b) MII Management Register Access Procedure

The program accesses MII management registers via PIR. Access is implemented by a combination of 1-bit-unit data write, 1-bit-unit data read, bus release, and independent bus release. Figure 46.84 to Figure 46.87 show the MII management register timing. The timing will differ depending on the PHY-LSI type.

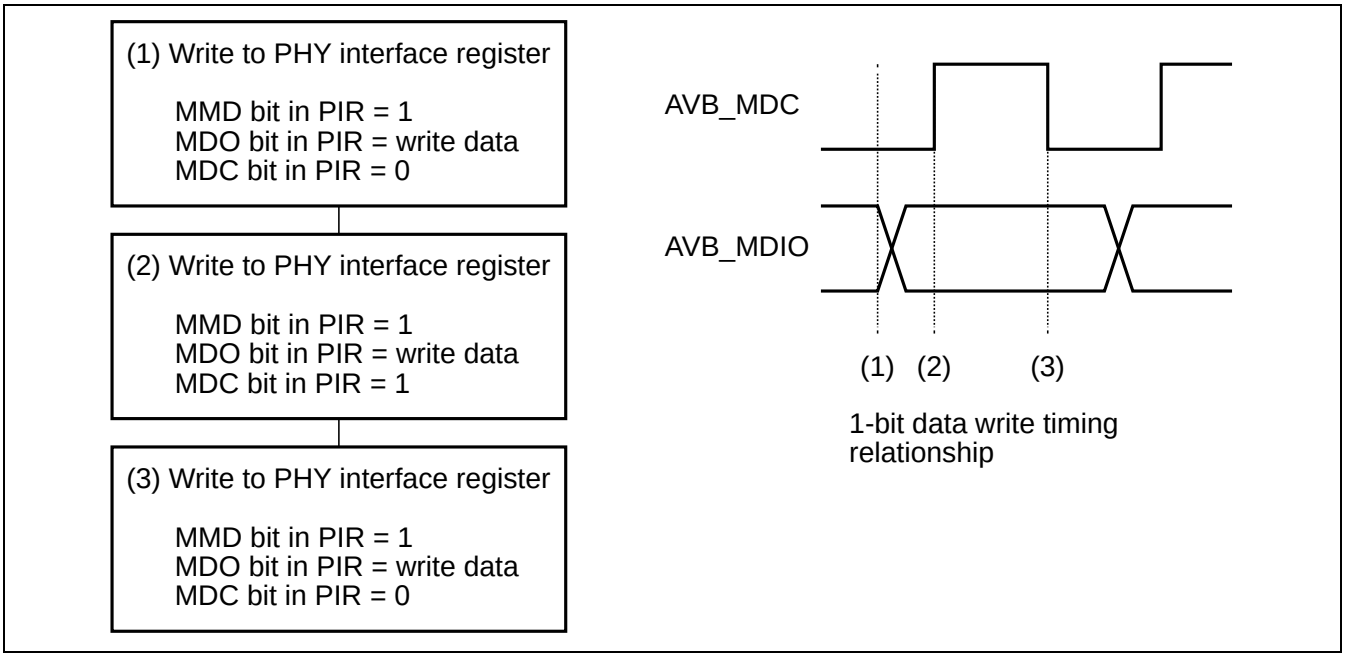


Figure 46.84 1-Bit Data Write Flowchart

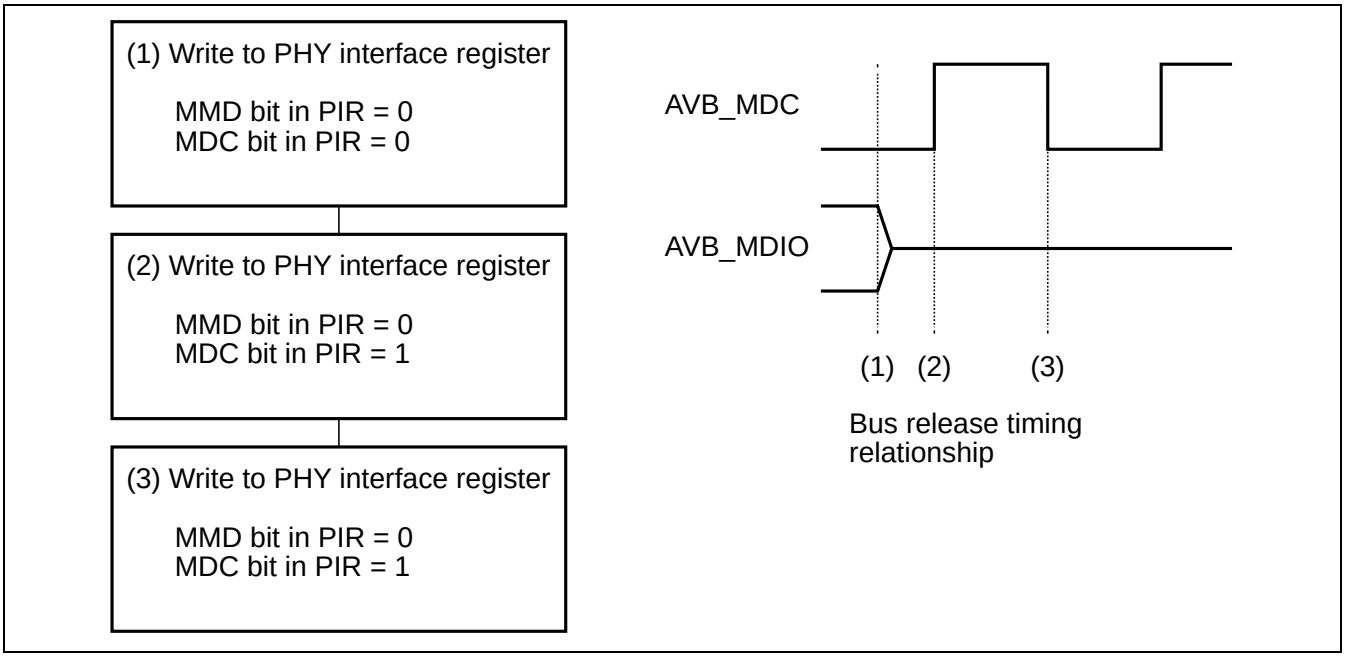


Figure 46.85 Bus Release Flowchart (TA in Read in Figure 46.83)

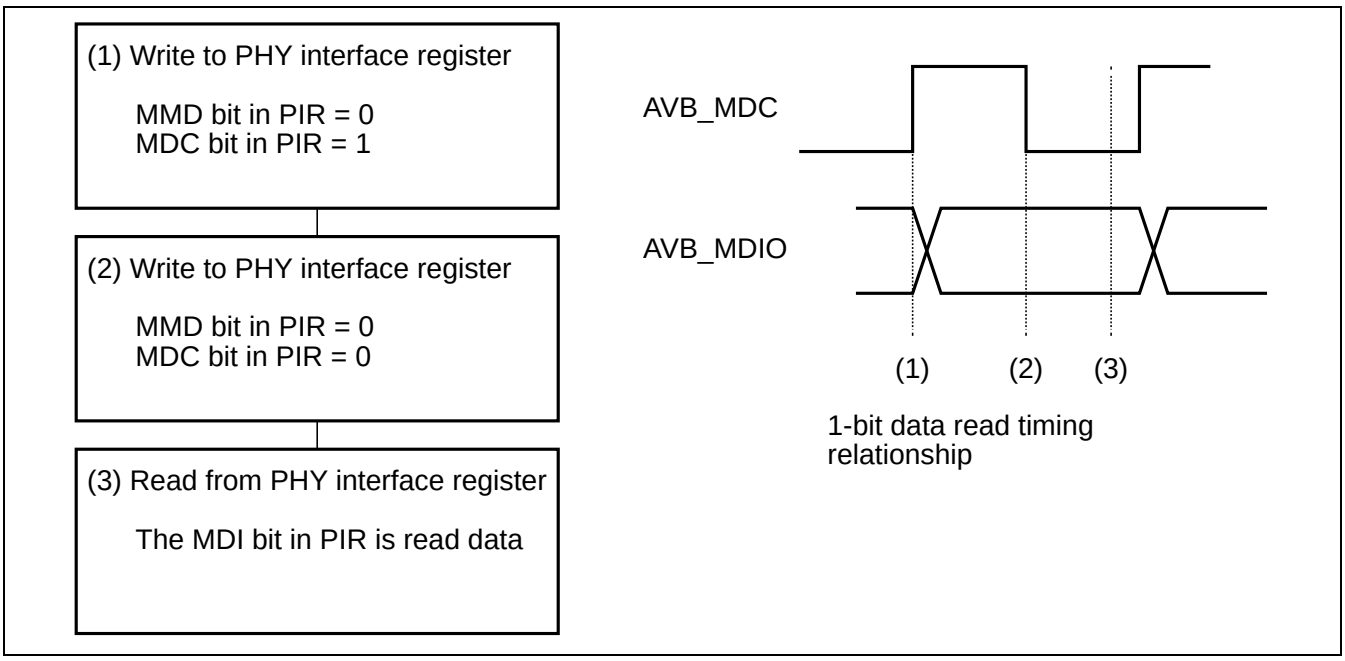


Figure 46.86 1-Bit Data Read Flowchart

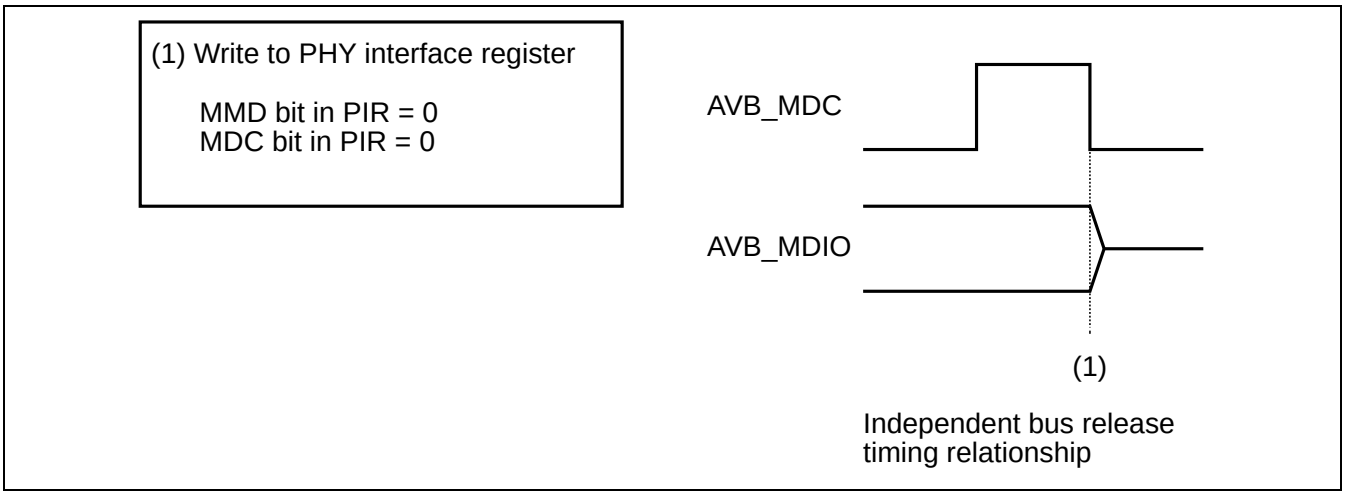


Figure 46.87 Independent Bus Release Flowchart (IDLE in Write in Figure 46.83)

46.3.14 Usage Notes

(a) Reception is Ignored when AVB_RX_CTL indicates an error from PHY is Flagged at 1st Data Byte

The issue is limited to reception of frames with physical faults. Flagging of occurrence in SFR is missing. When EthernetAVB-IF is configured to store faulty frames in reception queue 0 (BE) by RCR.EFFS there is no storage.

(b) Unexpected Data are Exported when AVB_RX_CTL indicates an error is Flagged at 8th Data Byte

The issue is limited to reception of frames with physical faults.

Flagging of occurrence in SFR is invalid. When EthernetAVB-IF is configured to store faulty frames in reception queue 0 (BE) by RCR.EFFS corrupted data is stored and MAC status code is wrong.

(c) Receive Frame Interrupt and Descriptor Interrupt may be Issued before Completion of Writing Data

When receive frame interrupt and descriptor interrupt are issued, whether writing data is completed by DESCR.DT in a descriptor can be confirmed.

And CDARq register has the descriptor address which EthernetAVB-IF is processing currently or is going to process at the next time.

The descriptors before one indicated by CDARq register are scope for receive frame interrupt and descriptor interrupt scope.

If there is a descriptor which wait for HW processing (ex. FEMPTY), it's delayed. Confirm the descriptor again after waiting for 1ms.

46.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

46.4.1 Checksum Calculation of Ethernet Frames

This LSI is capable of calculating the checksum data of the received frames. Only the data fields of the Ethernet frames are subject to checksum calculation. Specifically, a data field follows the length/type field and is followed by the CRC field. Figure 46.88 shows schematics indicating which parts of the Ethernet frames are calculated. Calculation involves 16-bit addition only; it does not involve bit inversion. Note that when the checksum data is valid, the CRC data (4 bytes) is not transferred as a receive frame, and the checksum data (sum data) is added automatically. Figure 46.89 shows schematics of Ethernet frames to which the checksum data has been added.

Note: Also for the frames with VLANtag inserted, the 15th byte from the top and the following bytes before the CRC field are subject to calculation.

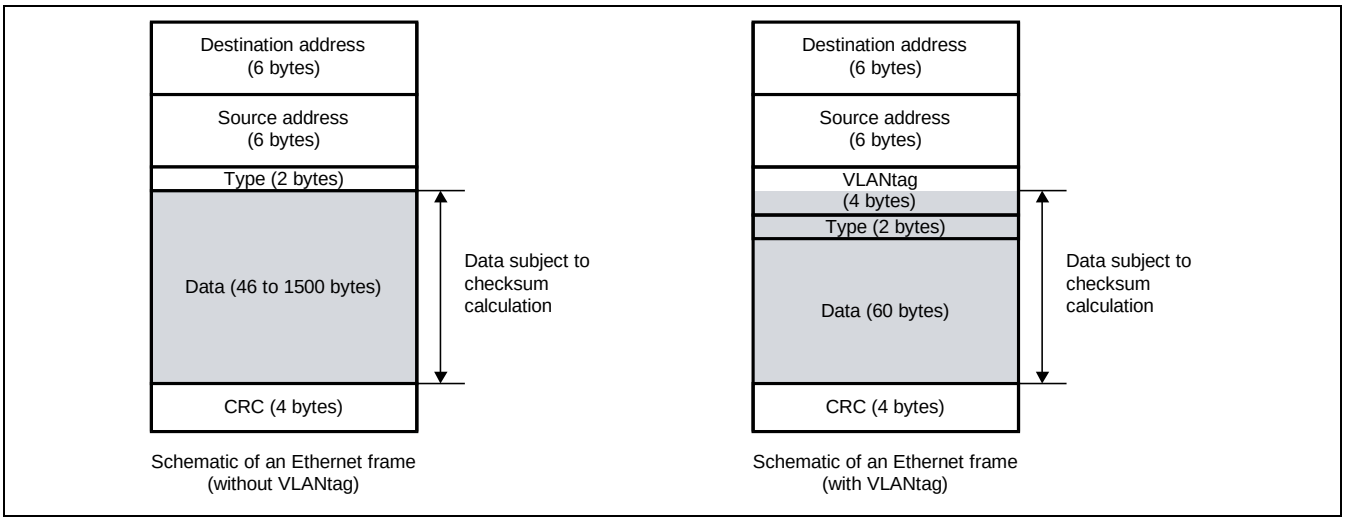


Figure 46.88 Data Subject to Checksum Calculation

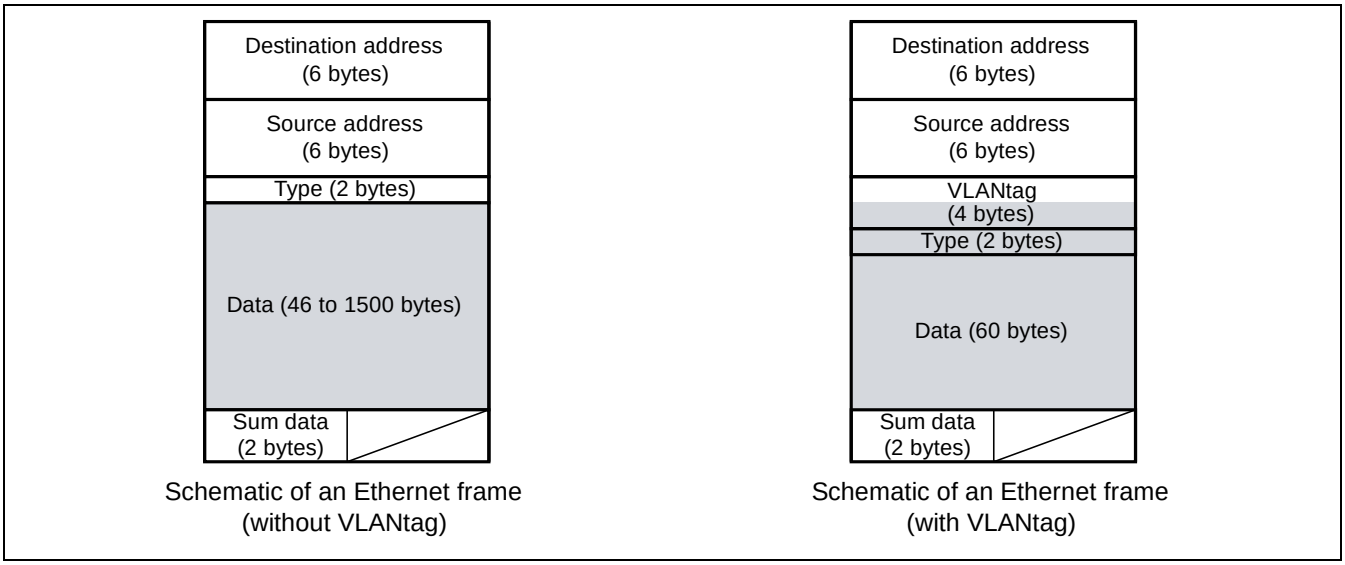


Figure 46.89 Data after Checksum Data Addition

46.4.2 Data Transfer Function Stops after Read Access Error

If EthernetAVB-IF gets an access error when reading from work RAM, it may happen that no further work RAM accesses are issued. So transfer of receive/transmit frames is halted. By using the data transfer suspend function SW can observe if data transfer function is available or not.

Perform one of given SW flows which are triggered by this start condition: when AXI read access error has been flagged by EIS.QEF is 1, and ESR.ET is B'0000 or B'0100; additionally when ESR.EIL is 1 (this is an indication that an work RAM read error may be lost).

There are two possible SW flows given. Figure 46.90 applies always the SW reset, independently if this is required or not. Figure 46.91 checks in addition if SW reset is required; checking CSR.DTS after wait gives an indication that issue has been occurred.

Note that the wait after write of CCC.DTSR is mandatory to prevent cases where issue has not been occurred.

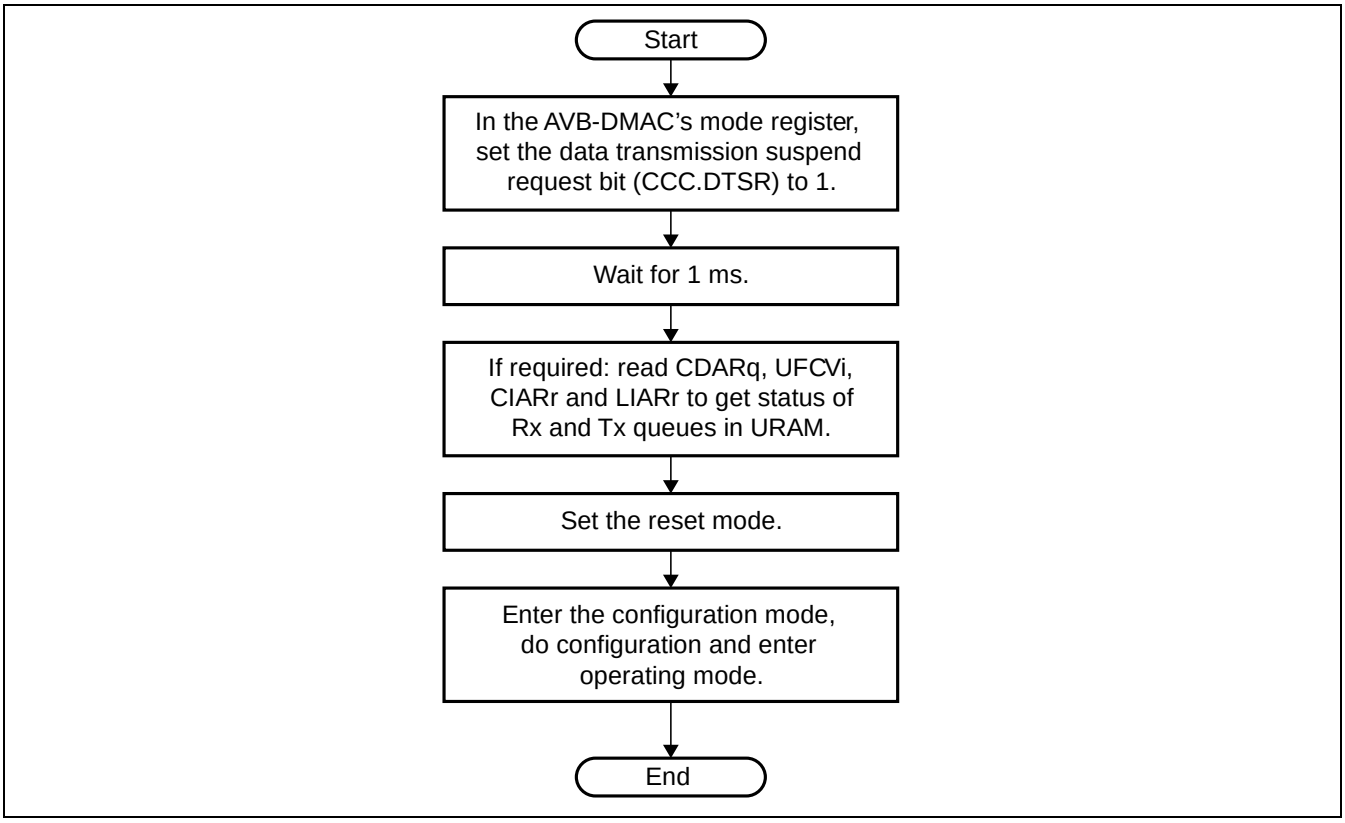


Figure 46.90 Data Transfer Function Stop Flow1 after Read Access Error

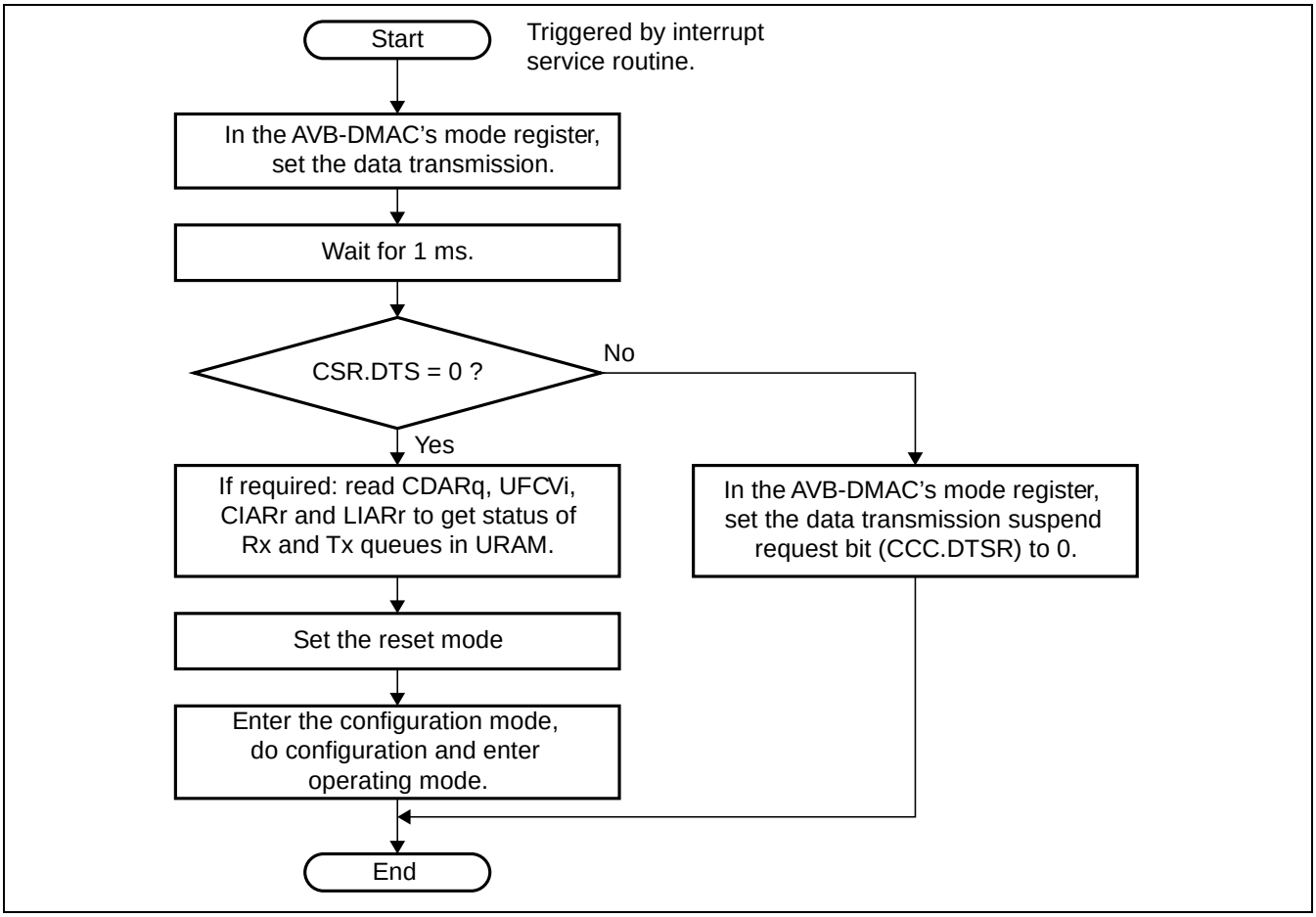


Figure 46.91 Data Transfer Function Stop Flow2 after Read Access Error

46.4.3 Power Down Request

If EthernetAVB-IF gets a power down request while writing to work RAM, it may happen that the request is not accepted even if the transfer is completed. Due to this the external power down module cannot complete the power down sequence.

A power down request is acceptable only when EthernetAVB-IF is in RESET state.

47. Controller Area Network Interface (CAN interface)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

47.1 Overview

47.1.1 Features

This MCU implements two channels (referred to as CAN0 and CAN1) of CAN (Controller Area Net-work) module that complies with the ISO11898-1 Specifications. The CAN module transmits and receives both formats of messages, namely the standard identifier (11 bits) (identifier hereafter referred to as ID) and extended ID (29 bits). Table 47.1 lists the CAN module overview and figure 47.1 shows the CAN module block diagram. Connect the CAN bus transceiver externally.

Table 47.1 CAN module overview

Item	Overview
Protocol	• ISO11898-1 compliant
Bit-rate	• Up to 1 Mbps
Message box	• 64 mailboxes: Two selectable mailbox mode Normal mailbox mode: Of the 64 mailboxes, 32 can be configured for either transmission or reception (and the other 32 are reception-only). FIFO mailbox mode: 24 mailboxes configurable as transmission or reception (and the other 32 are reception-only). 4 stages FIFO for transmission and 4 stages FIFO for reception
Reception	• Data frame and remote frame can be received. • Selectable receiving ID format (only standard ID, only extended ID or both ID) • Programmable one-shot reception function • Selectable overwrite mode (message overwritten) or overrun mode (message discarded) • The reception complete interrupt can be enabled or disabled for each mailbox.
Acceptance filter	• 8 acceptance masks (one mask every 4 mailboxes) • 2 acceptance masks (one mask every 16 mailboxes) • The mask can be enabled or disabled for each mailbox.
Transmission	• Data frame and remote frame can be transmitted. • Selectable transmitting ID format (only standard ID, only extended ID or both ID) • Programmable one-shot transmission function (enable or disable) • Selectable ID priority mode or mailbox number priority mode • Transmission request can be aborted (The completion of abort can be confirmed with a flag.) • The transmission complete interrupt can be enabled or disabled for each mailbox.
Mode transition for bus-off recovery	• Mode transition for the recovery from the bus-off state can be selected: Automatic entry to CAN halt mode at bus-off entry Automatic entry to CAN halt mode at bus-off end Entry to CAN halt mode by a program Transition into error-active state by a program

Item	Overview
Error status monitoring	• CAN bus errors (stuff error, form error, ACK error, CRC error, bit error, and ACK delimiter error) can be monitored. • Transition to error states can be detected (error-warning, error-passive, bus-off entry, and bus-off recovery). • The error counters can be read.
Time stamp function	• Time stamp function using a 16-bit counter • The reference clock can be selected from either 1-, 2-, 4- or 8-bit time periods.
Interrupt sources	• 5 types: Reception complete Transmission complete Receive FIFO Transmit FIFO Error
CAN sleep mode	• Current consumption can be reduced by stopping the CAN clock.
Software support unit	• 3 software support units: Acceptance filter support Mailbox search support (receive mailbox search, transmit mailbox search and message lost search) Channel search support
CAN clock source (fCAN)	• Peripheral clocks (clkp1 or clkp2) or externally input clock is selectable. clkp1 = S3D4ϕ, clkp2 = CANFDϕ
Test mode	• 3 test modes available for user evaluation: Listen-only mode Self-test mode 0 (external loop back) Self-test mode 1 (internal loop back)

47.1.2 Block Diagram

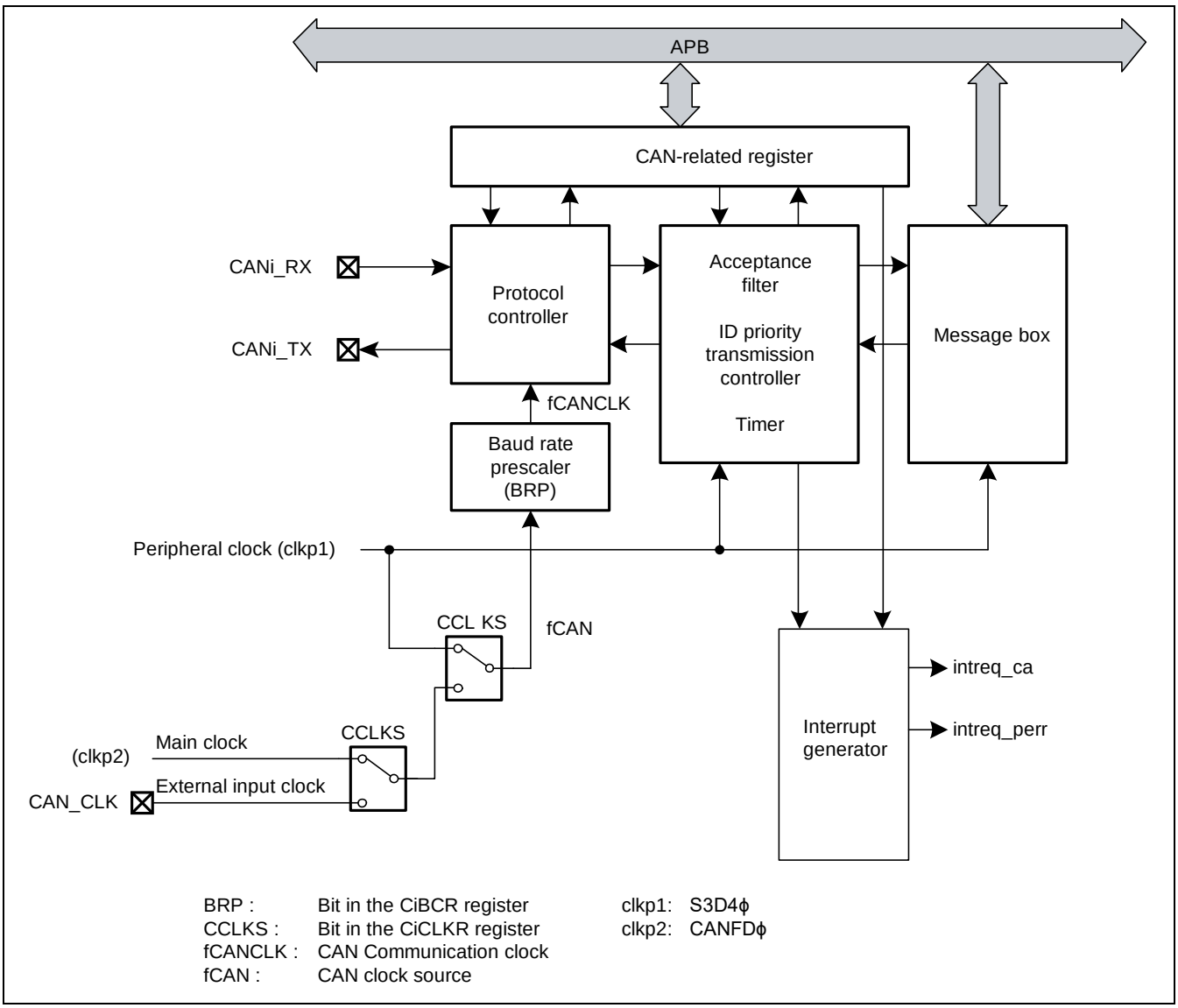


Figure 47.1 Block Diagram of CAN Module (i = 0, 1)

- CANi_RX/CANi_TX (i = 0 and 1):
  CAN input/output pins
- Protocol controller:
  Handles CAN protocol processing such as bus arbitration, bit timing at transmission and reception, stuffing, and error handling, etc.
- Message box:
  Consists of 64 mailboxes which can be configured as either transmit or receive mailboxes. Each mailbox has an individual ID, data length code, a data field (8 bytes), and a time stamp.
- Acceptance filter:
  Performs filtering of received messages. Registers CiMKR0 to CiMKR9 are used for the filtering process.
- Timer:
  Used for the time stamp function. The timer value when storing a message into the mailbox is written as the time stamp value.
- Interrupt generator:
  Generates the following five types of interrupts:
  CANi reception complete interrupt
  CANi transmission complete interrupt
  CANi receive FIFO interrupt
  CANi transmit FIFO interrupt
  CANi error interrupt
- Support parity error detection as safety mechanism function

47.1.3 External Pins

Table 47.2 shows the CAN module pin.

Pin switching is required for pins which are multiplexed with other functions. For details, see section 6, Pin Function Controller (PFC).

Table 47.2 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Abbreviation**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
CANi_RX	—	Input	Pins for receiving data	√	√	√	√
CANi_TX	—	Output	Pins for transmitting data	√	√	√	√
CAN_CLK	—	Input	Input pin used for external clock input.	√	√	√	√

Legend: i = 0 and 1

47.1.4 Connected Module

Table 47.3 Connected Module

Module name	Connected Module name	function
CAN	APB	Register access of CPU
	CPG	Clock output
	PFC	Choice of an input-output pin
	Module Standby	Clock stop control
	Reset	Power on reset execution
	INTC-SYS,	Interrupt control

47.1.5 Register Configuration

Table 47.4 Register Configurations

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	CAN0 Control Register	C0CTLR	R/W	H'E6C3_0840	8, 16	√	√	√	√
0	CAN0 Clock Select Register	C0CLKR	R/W	H'E6C3_0847	8	√	√	√	√
0	CAN0 Bit Configuration Register	C0BCR	R/W	H'E6C3_0844	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 0	C0MKR0	R/W	H'E6C3_0430	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 1	C0MKR1	R/W	H'E6C3_0434	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 2	C0MKR2	R/W	H'E6C3_0400	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 3	C0MKR3	R/W	H'E6C3_0404	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 4	C0MKR4	R/W	H'E6C3_0408	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 5	C0MKR5	R/W	H'E6C3_040C	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 6	C0MKR6	R/W	H'E6C3_0410	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 7	C0MKR7	R/W	H'E6C3_0414	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 8	C0MKR8	R/W	H'E6C3_0418	8, 16, 32	√	√	√	√
0	CAN0 Mask Register 9	C0MKR9	R/W	H'E6C3_041C	8, 16, 32	√	√	√	√
0	CAN0 FIFO Received ID Compare Register 0	C0FIDCR0	R/W	H'E6C3_0420	8, 16, 32	√	√	√	√
0	CAN0 FIFO Received ID Compare Register 1	C0FIDCR1	R/W	H'E6C3_0424	8, 16, 32	√	√	√	√
0	CAN0 Mask Invalid Register 0	C0MKIVLR0	R/W	H'E6C3_0438	8, 16, 32	√	√	√	√
0	CAN0 Mask Invalid Register 1	C0MKIVLR1	R/W	H'E6C3_0428	8, 16, 32	√	√	√	√
0	CAN0 Mailbox Register 0 to 63	C0MB0 to C0MB63	R/W	H'E6C3_0000 to H'E6C3_03FF	8, 16, 32	√	√	√	√
0	CAN0 Mailbox Interrupt Enable Register 0	C0MIER0	R/W	H'E6C3_043C	8, 16, 32	√	√	√	√
0	CAN0 Mailbox Interrupt Enable Register 1	C0MIER1	R/W	H'E6C3_042C	8, 16, 32	√	√	√	√
0	CAN0 Message Control Register 0 to 63	C0MCTL0 to C0MCTL63	R/W	H'E6C3_0800 to H'E6C3_083F	8	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	CAN0 Receive FIFO Control Register	C0RFCR	R/W	H'E6C3_0848	8	√	√	√	√
0	CAN0 Receive FIFO Pointer Control Register	C0RFPCR	R/W	H'E6C3_0849	8	√	√	√	√
0	CAN0 Transmit FIFO Control Register	C0TFCR	R/W	H'E6C3_084A	8	√	√	√	√
0	CAN0 Transmit FIFO Pointer Control Register	C0TFPCR	R/W	H'E6C3_084B	8	√	√	√	√
0	CAN0 Status Register	C0STR	R	H'E6C3_0842	8, 16	√	√	√	√
0	CAN0 Mailbox Search Mode Register	C0MSMR	R/W	H'E6C3_0853	8	√	√	√	√
0	CAN0 Mailbox Search Status Register	C0MSSR	R	H'E6C3_0852	8	√	√	√	√
0	CAN0 Channel Search Support Register	C0CSSR	R/W	H'E6C3_0851	8	√	√	√	√
0	CAN0 Acceptance Filter Support Register	C0AFSR	R/W	H'E6C3_0856	8, 16	√	√	√	√
0	CAN0 Error Interrupt Enable Register	C0EIER	R/W	H'E6C3_084C	8	√	√	√	√
0	CAN0 Error Interrupt Factor Judge Register	C0EIFR	R/W	H'E6C3_084D	8	√	√	√	√
0	CAN0 Receive Error Count Register	C0RECR	R	H'E6C3_084E	8	√	√	√	√
0	CAN0 Transmit Error Count Register	C0TECR	R	H'E6C3_084F	8	√	√	√	√
0	CAN0 Error Code Store Register	C0ECSR	R/W	H'E6C3_0850	8	√	√	√	√
0	CAN0 Time Stamp Register	C0TSR	R	H'E6C3_0854	8, 16	√	√	√	√
0	CAN0 Test Control Register	C0TCR	R/W	H'E6C3_0858	8	√	√	√	√
0	CAN0 Interrupt Enable Register	C0IER	R/W	H'E6C3_0860	8	√	√	√	√
0	CAN0 Interrupt Status Register	C0ISR	R/W	H'E6C3_0861	8	√	√	√	√
0	CAN0 Mailbox Search Mask Register	C0MBSMR	R/W	H'E6C3_0863	8	√	√	√	√
0	CAN0 Parity Error Control Register	C0PECR	R/W	H'E6C3_085C	8	√	√	√	√
0	CAN0 Parity Error Address Capture Register	C0PEACR	R	H'E6C3_085E	16	√	√	√	√
1	CAN1 Control Register	C1CTLR	R/W	H'E6C3_8840	8, 16	√	√	√	√
1	CAN1 Clock Select Register	C1CLKR	R/W	H'E6C3_8847	8	√	√	√	√
1	CAN1 Bit Configuration Register	C1BCR	R/W	H'E6C3_8844	8, 16, 32	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
1	CAN1 Mask Register 0	C1MKR0	R/W	H'E6C3_8430	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 1	C1MKR1	R/W	H'E6C3_8434	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 2	C1MKR2	R/W	H'E6C3_8400	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 3	C1MKR3	R/W	H'E6C3_8404	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 4	C1MKR4	R/W	H'E6C3_8408	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 5	C1MKR5	R/W	H'E6C3_840C	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 6	C1MKR6	R/W	H'E6C3_8410	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 7	C1MKR7	R/W	H'E6C3_8414	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 8	C1MKR8	R/W	H'E6C3_8418	8, 16, 32	√	√	√	√
1	CAN1 Mask Register 9	C1MKR9	R/W	H'E6C3_841C	8, 16, 32	√	√	√	√
1	CAN1 FIFO Received ID Compare Register 0	C1FIDCR0	R/W	H'E6C3_8420	8, 16, 32	√	√	√	√
1	CAN1 FIFO Received ID Compare Register 1	C1FIDCR1	R/W	H'E6C3_8424	8, 16, 32	√	√	√	√
1	CAN1 Mask Invalid Register 0	C1MKIVLR0	R/W	H'E6C3_8438	8, 16, 32	√	√	√	√
1	CAN1 Mask Invalid Register 1	C1MKIVLR1	R/W	H'E6C3_8428	8, 16, 32	√	√	√	√
1	CAN1 Mailbox Register 0 to 63	C1MB0 to C1MB63	R/W	H'E6C3_8000 to H'E6C3_83FF	8, 16, 32	√	√	√	√
1	CAN1 Mailbox Interrupt Enable Register 0	C1MIER0	R/W	H'E6C3_843C	8, 16, 32	√	√	√	√
1	CAN1 Mailbox Interrupt Enable Register 1	C1MIER1	R/W	H'E6C3_842C	8, 16, 32	√	√	√	√
1	CAN1 Message Control Register 0 to 63	C1MCTL0 to C1MCTL63	R/W	H'E6C3_8800 to H'E6C3_883F	8	√	√	√	√
1	CAN1 Receive FIFO Control Register	C1RFCR	R/W	H'E6C3_8848	8	√	√	√	√
1	CAN1 Receive FIFO Pointer Control Register	C1RFPCR	R/W	H'E6C3_8849	8	√	√	√	√
1	CAN1 Transmit FIFO Control Register	C1TFCR	R/W	H'E6C3_884A	8	√	√	√	√
1	CAN1 Transmit FIFO Pointer Control Register	C1TFPCR	R/W	H'E6C3_884B	8	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
1	CAN1 Status Register	C1STR	R	H'E6C3_8842	8, 16	√	√	√	√
1	CAN1 Mailbox Search Mode Register	C1MSMR	R/W	H'E6C3_8853	8	√	√	√	√
1	CAN1 Mailbox Search Status Register	C1MSSR	R	H'E6C3_8852	8	√	√	√	√
1	CAN1 Channel Search Support Register	C1CSSR	R/W	H'E6C3_8851	8	√	√	√	√
1	CAN1 Acceptance Filter Support Register	C1AFSR	R/W	H'E6C3_8856	8, 16	√	√	√	√
1	CAN1 Error Interrupt Enable Register	C1EIER	R/W	H'E6C3_884C	8	√	√	√	√
1	CAN1 Error Interrupt Factor Judge Register	C1EIFR	R/W	H'E6C3_884D	8	√	√	√	√
1	CAN1 Receive Error Count Register	C1RECR	R	H'E6C3_884E	8	√	√	√	√
1	CAN1 Transmit Error Count Register	C1TECR	R	H'E6C3_884F	8	√	√	√	√
1	CAN1 Error Code Store Register	C1ECSR	R/W	H'E6C3_8850	8	√	√	√	√
1	CAN1 Time Stamp Register	C1TSR	R	H'E6C3_8854	8, 16	√	√	√	√
1	CAN1 Test Control Register	C1TCR	R/W	H'E6C3_8858	8	√	√	√	√
1	CAN1 Interrupt Enable Register	C1IER	R/W	H'E6C3_8860	8	√	√	√	√
1	CAN1 Interrupt Status Register	C1ISR	R/W	H'E6C3_8861	8	√	√	√	√
1	CAN1 Mailbox Search Mask Register	C1MBSMR	R/W	H'E6C3_8863	8	√	√	√	√
1	CAN1 Parity Error Control Register	C1PECR	R/W	H'E6C3_885C	8	√	√	√	√
1	CAN1 Parity Error Address Capture Register	C1PEACR	R	H'E6C3_885E	16	√	√	√	√

47.2 Register Description

Legend:

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing1 is ignored.

R: Read-only. When writing to the register, read out the value of these bits and write it back without alteration.

W: Write-only. The read value is undefined.

47.2.1 CANi Control Register (CiCTLR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CAN0 Control Register (C0CTLR)

CAN1 Control Register (C1CTLR)

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	RBOC	BOM		SLPM	CANM		TSPS		TSRC	TPM	MLM	IDFM		MBM
Initial value:	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: H'0500>

Bit	Symbol	Initial Value	R/W	Description
15, 14	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
13	RBOC	B'0	R/W	Forcible Return From Bus-OFF Bit*1 When the RBOC bit is set to "1" (forcible return from bus-off) in bus-off state, the CAN module forcibly returns from the bus-off state. This bit is automatically set to 0. The error state changes from bus-off to error-active. When the RBOC bit is set to "1", registers CiRECR and CiTECR are set to "H'00" and the BOST bit in the CiSTR register is set to "0" (the CAN module is not in bus-off state). The other registers remain unchanged. No bus-off recovery interrupt request is generated by this recovery from the bus-off state. Use the RBOC bit only when the BOM bit = "00" (normal mode). 0: Nothing occurred 1: Forcible return from bus-off*2

Bit	Symbol	Initial Value	R/W	Description
12, 11	BOM	All 0	R/W	Bus-Off Recovery Mode Bit*3 The BOM bit is used to select bus-off recovery mode. When the BOM bit is "B'00", the recovery from bus-off is compliant with ISO11898-1, i.e. the CAN module re-enters CAN communication (error-active state) after detecting 11 consecutive recessive bits 128 times. A bus-off recovery interrupt request is generated when recovering from bus-off. When the BOM bit is "B'01", as soon as the CAN reaches the bus-off state, the CANM bit in the CiCTLR register is set to "B'10" (CAN halt mode) and the CAN enters CAN halt mode. No bus-off recovery interrupt request is generated when recovering from bus-off and registers CiTECR and CiRECR are set to "H'00". When the BOM bit is "B'10", the CANM bit is set to B'10 as soon as the CAN module reaches the bus-off state. The CAN module enters CAN halt mode after the recovery from the bus-off state, i.e. after detecting 11 consecutive recessive bits 128 times. A bus-off recovery interrupt request is generated when recovering from bus-off and registers CiTECR and CiRECR are set to "H'00". When the BOM bit is "B'11", the CAN module enters CAN halt mode by setting the CANM bit to "B'10" while the CAN module is still in bus-off state. No bus-off recovery interrupt request is generated when recovering from bus-off and registers CiTECR and CiRECR are set to "H'00". However, if the CAN module recovers from bus-off after detecting 11 consecutive recessive bits 128 times before the CANM bit is set to "B'10", a bus-off recovery interrupt request is generated. If the CPU requests an entry to CAN reset mode at the same time as the CAN module attempts to enter CAN halt mode (at bus-off entry when the BOM bit is "B'01", or at bus-off end when the BOM bit is "B'10"), then the CPU request to enter CAN reset mode has higher priority. B'00: Normal mode (ISO11898-1 compliant) B'01: Entry to CAN halt mode automatically at bus-off entry B'10: Entry to CAN halt mode automatically at bus-off end B'11: Entry to CAN halt mode (during bus-off recovery period) by a program request
10	SLPM	B’1	R/W	CAN Sleep Mode Bit*4*5 When the SLPM bit is set to "1", the CAN module enters CAN sleep mode. When the SLPM bit is set to "0", the CAN module exits CAN sleep mode. Refer to section 47.3, Operating Mode for detail. 0: Other than CAN sleep mode 1: CAN sleep mode
9, 8	CANM	B’01	R/W	CAN Operating Mode Select Bit*4 The CANM bit selects one of the following modes for the CAN module: CAN operation mode, CAN reset mode or CAN halt mode. Refer to section 47.3, Operating Mode for detail. CAN sleep mode is set by the SLPM bit. When the CAN module enters CAN halt mode according to the setting of the BOM bit, the CANM bit is automatically set to "10". B’00: CAN operation mode B’01: CAN reset mode B’10: CAN halt mode B’11: CAN reset mode (forcible transition)

Bit	Symbol	Initial Value	R/W	Description
7, 6	TSPS	All 0	R/W	Time Stamp Prescaler Select Bit*3 The TSPS bit selects the prescaler for the time stamp. The reference clock for the time stamp can be selected to be either 1-, 2-, 4- or 8-bit time periods. B'00: Every bit time B'01: Every 2-bit time B'10: Every 4-bit time B'11: Every 8-bit time
5	TSRC	B'0	R/W	Time Stamp Counter Reset Command Bit*6 The TSRC bit is used to reset the time stamp counter. When the TSRC bit is set to "1", the CiTSR register is set to H'0000. It is automatically set to 0. 0: Nothing occurred 1: Reset*2
4	TPM	B'0	R/W	Transmission Priority Mode Select Bit*3 The TPM bit specifies the priority of modes when transmitting messages. ID priority transmit mode or mailbox number transmit mode can be selected. All mailboxes are set for either ID priority transmission or mailbox number priority transmission. When the TPM bit is 0, ID priority transmit mode is selected and transmission priority complies with the CAN bus arbitration rule, as defined in the ISO 11898-1 Specifications. In ID priority transmit mode, mailboxes [0] to [63] (in normal mailbox mode), and mailboxes [0] to [55] (in FIFO mailbox mode), and the transmit FIFO are compared for the IDs of mailboxes configured for transmission. If two or more mailbox IDs are the same, the mailbox with the smaller number has higher priority. Only the next message to be transmitted from the transmit FIFO is included in the transmission arbitration. If a transmit FIFO message is being transmitted, the next pending message within the transmit FIFO is included in the transmission arbitration. When the TPM bit is 1, mailbox number transmit mode is selected and the transmit mailbox with the smallest mailbox number has the highest priority. In FIFO mailbox mode, the transmit FIFO has lower priority than normal mailboxes (mailboxes [0] to [55]). 0: ID priority transmit mode 1: Mailbox number priority transmit mode
3	MLM	B'0	R/W	Message Lost Mode Select Bit*3 The MLM bit specifies the operation when a new message is captured in the unread mailbox. Overwrite mode or overrun mode can be selected. All mailboxes (including the receive FIFO) are set to either overwrite mode or overrun mode. When the MLM bit is "0", all mailboxes are set to overwrite mode and the new message is overwriting the old message. When this bit is "1", all mailboxes are set to overrun mode and the new message is discarded. 0: Overwrite mode 1: Overrun mode

Bit	Symbol	Initial Value	R/W	Description
2, 1	IDFM	All 0	R/W	ID Format Mode Select Bit*3 The IDFM bit specifies the ID format. B'00: Standard ID mode All mailboxes (including FIFO mailboxes) handle only standard IDs. B'01: Extended ID mode All mailboxes (including FIFO mailboxes) handle only extended IDs. B'10: Mixed ID mode All mailboxes (including FIFO mailboxes) handle both standard IDs and extended IDs. Standard IDs or extended IDs are specified by using the IDE bit in the corresponding mailbox in normal mail box mode. In FIFO mailbox mode, the IDE bit in the corresponding mailbox is used for mailboxes [0] to [55], the IDE bit in registers CiFIDCR0 and CiFIDCR1 is used for the receive FIFO, and the IDE bit in mailbox [56] is used for the transmit FIFO. B'11: Do not use this combination
0	MBM	B'0	R/W	CAN Mailbox Mode Select Bit*3 When the MBM bit is "0" (normal mailbox mode), mailboxes [0] to [63] are configured as transmit or receive mailboxes. When the MBM bit is "1" (FIFO mailbox mode), mailboxes [0] to [55] are configured as transmit or receive mailboxes. Mailboxes [56] to [59] are configured as a transmit FIFO and mailboxes [60] to [63] as a receive FIFO. Transmit data is written into mailbox [56] (mailbox [56] is a window mailbox for the transmit FIFO). Receive data is read from mailbox [60] (mailbox [60] is a window mailbox for the receive FIFO). Table 47.5 lists the Mailbox Configuration. 0: Normal mailbox mode 1: FIFO mailbox mode

Notes:
1. Set the RBOC bit to "1" in bus-off state.
2. Bits RBOC and TSRC are automatically set back to "0" after being set to "1". It should be read as "0".
3. Write to bits BOM, MBM, IDFM, MLM,, TPM, and TSPS in CAN reset mode.
4. When bits CANM and SLPM are changed, check the CiSTR register to ensure that the mode has been switched.
5. Write to the SLPM bit in CAN reset mode or CAN halt mode. When rewriting the SLPM bit, set only this bit to "0" or "1".
6. Set the TSRC bit to "1" in CAN operation mode.

Table 47.5 Mailbox Configuration

Mailbox	MBM Bit = "0" (Normal mailbox mode)	MBM Bit = "1" (FIFO mailbox mode)
Mailboxes [0] to [55]	Normal mailbox	Normal mailbox
Mailboxes [56] to [59]		Transmit FIFO
Mailboxes [60] to [63]		Receive FIFO

Notes: Points 1 to 5 below should be considered when the MBM bit is set to "1".

1. Transmit FIFO is controlled by the CiTFCR register.
   The CiMCTLj register of mailboxes [56] to [59] are disabled.
   Registers CiMCTL56 to CiMCTL59 cannot be used.
2. Receive FIFO is controlled by the CiRFCR register.
   The CiMCTLj register of mailboxes [60] to [63] are disabled.
   Registers CiMCTL60 to CiMCTL63 cannot be used.
3. Refer to the CiMIER1 register about the FIFO interrupts.
4. The corresponding bits in the CiMKIVLR register for mailboxes [56] to [63] are disabled. Set 0 to these bits.
5. Transmit/receive FIFOs can be used for both data frames and remote frames.

47.2.2 CANi Clock Select Register (CiCLKR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CAN0 Clock Select Register (C0CLKR)

CAN1 Clock Select Register (C1CLKR)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CCLKS	
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7 to 2	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
1, 0	CCLKS	B’00	R/W	CAN Clock Source Select Bits* The CCLKS bits select clock source from among the peripheral clock (clkp1 or clkp2) generated by the PLL frequency synthesizer, and an externally input clock. B’00: Peripheral clock (clkp1) B’01: Peripheral clock (clkp2) B’10: Illegal value B’11: Externally input clock

Note: * Write to the CCLKS bit in CAN reset mode.

47.2.3 CANi Bit Configuration Register (CiBCR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

For the bit timing configuration rule, refer to section 47.4, CAN Communication Speed Configuration.

Set the CiBCR register before entering CAN halt mode from CAN reset mode or CAN operation mode from CAN reset mode. After the setting is made once, this register can be written to in CAN reset mode or CAN halt mode.

The CiBCR register consists of 24 bits. A 32-bit read/write access should be performed carefully not to rewrite the CiCLKR register.

CAN0 Bit Configuration Register (C0BCR)

CAN1 Bit Configuration Register (C1BCR)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSEG1				—	—	BRP									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	SJW		—	TSEG2			—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R

<After Reset: H'0000_0000>

Bit	Symbol	Initial Value	R/W	Description
31 to 28	TSEG1	All 0	R/W	Time Segment 1 Control Bits The TSEG1 bit is used to specify the total length of the propagation time segment (PROP_SEG) and phase buffer segment 1 (PHASE_SEG1) with the value of Tq. A value from 4 to 16 time quanta can be set. B’0000: Do not use this combination B’0001: Do not use this combination B’0010: Do not use this combination B’0011: 4 Tq B’0100: 5 Tq B’0101: 6 Tq B’0110: 7 Tq B’0111: 8 Tq B’1000: 9 Tq B’1001: 10 Tq B’1010: 11 Tq B’1011: 12 Tq B’1100: 13 Tq B’1101: 14 Tq B’1110: 15 Tq B’1111: 16 Tq

Bit	Symbol	Initial Value	R/W	Description
27, 26	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
25 to 16	BRP	All 0	R/W	Prescaler Division Ratio Set Bits The BRP bit is used to set the peripheral bus clock periods contained in a Time Quantum. If the setting value is P (0 to 1023), the baud rate prescaler divides fCAN by P + 1.
15, 14	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
13, 12	SJW	All 0	R/W	Resynchronization Jump Width Control Bits The SJW bit is used to specify the resynchronization jump width with the value of Tq. A value from 1 to 4 time quanta can be set. Set the value smaller than or equal to that of the TSEG2 bit. B’00: 1 Tq B’01: 2 Tq B’10: 3 Tq B’11: 4 Tq
11	—	B’0	R	Reserved bit This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to this bit.
10 to 8	TSEG2	All 0	R/W	Time Segment 2 Control Bits The TSEG2 bit is used to specify the length of phase buffer segment 2 (PHASE_SEG2) with the value of Tq. A value from 2 to 8 time quanta can be set. Set the value smaller than that of the TSEG1 bit. B’000: Do not use this combination B’001: 2 Tq B’010: 3 Tq B’011: 4 Tq B’100: 5 Tq B’101: 6 Tq B’110: 7 Tq B’111: 8 Tq
7 to 0	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

47.2.4 CANi Mask Register k (CiMKRk) (i = 0, 1; k = 0 to 9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

For masking the function in FIFO mailbox mode, refer to section 47.6, Acceptance Filtering and Masking Function.

Write to registers CiMKR0 to CiMKR9 in CAN reset mode or CAN halt mode.

CAN0 Mask Register 0 (C0MKR0)

CAN0 Mask Register 1 (C0MKR1)

CAN0 Mask Register 2 (C0MKR2)

:

CAN0 Mask Register 9 (C0MKR9)

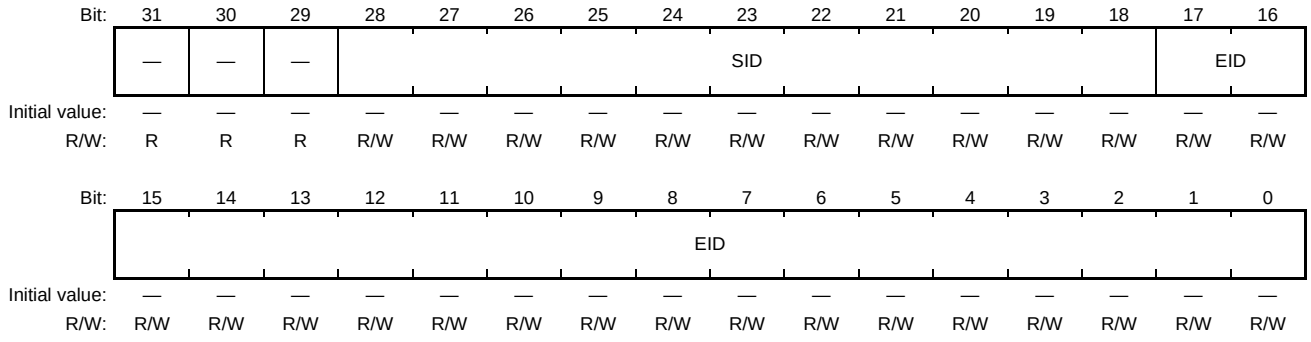
CAN1 Mask Register 0 (C1MKR0)

CAN1 Mask Register 1 (C1MKR1)

CAN1 Mask Register 2 (C1MKR2)

:

CAN1 Mask Register 9 (C1MKR9)



<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
31 to 29	—	Undefined	R	Reserved bits The reset value is undefined. The write value should be "0". These bits are read as "0" after "0" is written to.

Bit	Symbol	Initial Value	R/W	Description
28 to 18	SID	Undefined	R/W	Standard ID Bits The SID bit is the filter mask bit corresponding to the CAN standard ID bit. The SID bit is used to receive both standard ID and extended ID messages. When the SID bit is set to "0", the corresponding SID bit is not compared for the received ID and the mailbox ID. When the SID bit is set to "1", corresponding SID bit compares received ID with mailbox ID. 0: Corresponding SID bit is not compared 1: Corresponding SID bit is compared
17 to 0	EID	Undefined	R/W	Extended ID Bits The EID bit is the filter mask bit for CAN extended ID bit. This bit is used to receive extended ID messages. When the EID bit is set to "0", corresponding EID bit does not compare received ID with mailbox ID. When the EID bit is set to "1", corresponding EID bit compares received ID with mailbox ID. 0: Corresponding EID bit is not compared 1: Corresponding EID bit is compared

47.2.5 CANi FIFO Received ID Compare Registers (CiFIDCR0 and CiFIDCR1) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Registers CiFIDCR0 and CiFIDCR1 are enabled when the MBM bit in the CiCTLR register is set to "1" (FIFO mailbox mode). Bits EID, SID, RTR, and IDE in registers CiMB60 to CiMB63 are disabled.

For the usage of these registers, refer to section 47.6, Acceptance Filtering and Masking Function.

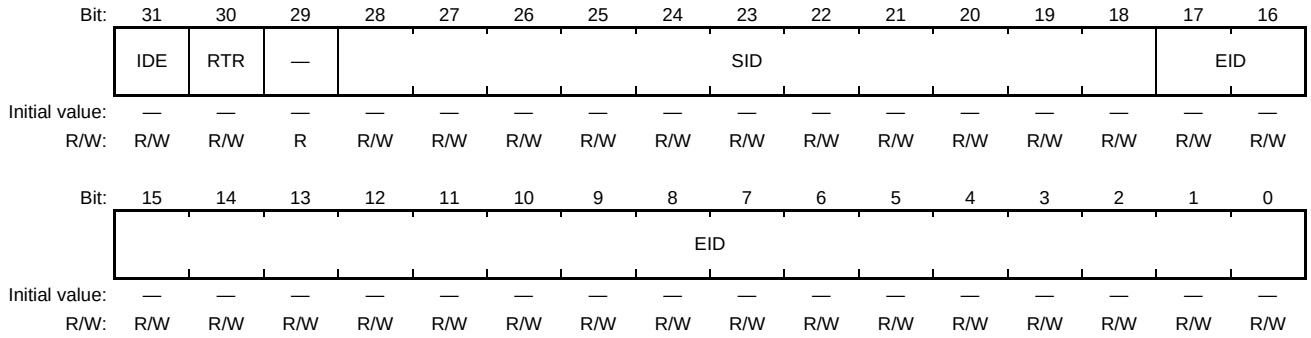
Write to registers CiFIDCR0 and CiFIDCR1 in CAN reset mode or CAN halt mode.

CAN0 FIFO Received ID Compare Register 0 (C0FIDCR0)

CAN0 FIFO Received ID Compare Register 1 (C0FIDCR1)

CAN1 FIFO Received ID Compare Register 0 (C1FIDCR0)

CAN1 FIFO Received ID Compare Register 1 (C1FIDCR1)



<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
31	IDE	Undefined	R/W	ID Extension Bit* The IDE bit sets the ID format to standard ID or extended ID. The IDE bit is enabled when the IDFM bit in the CiCTLR register is "10" (mixed ID mode). When the IDFM bit is "10", the IDE bit specifies the following operation. When both IDE bits in registers CiFIDCR0 and CiFIDCR1 are set to "0", only standard ID frames can be received. When both IDE bits in registers CiFIDCR0 and CiFIDCR1 are set to "1", only extended ID frames can be received. When the IDE bits in registers CiFIDCR0 and CiFIDCR1 are set to "0" or "1" individually, both standard ID and extended ID frames can be received. 0: Standard ID 1: Extended ID

Bit	Symbol	Initial Value	R/W	Description
30	RTR	Undefined	R/W	Remote Transmission Request Bit The RTR bit sets the specified frames format of data frame or remote frames. The RTR bit specifies the following operation. When both RTR bits in registers CiFIDCR0 and CiFIDCR1 are set to "0", only data frames can be received. When both RTR bits in registers CiFIDCR0 and CiFIDCR1 are set to "1", only remote frames can be received. When the RTR bits in registers CiFIDCR0 and CiFIDCR1 are set to "0" or "1" individually, both data frames and remote frames can be received. 0: Data frame 1: Remote frame
29	—	Undefined	R	Reserved bit The reset value is undefined. The write value should be "0". This bit is read as "0" after "0" is written to.
28 to 18	SID	Undefined	R/W	Standard ID Bits The SID bit sets the standard ID of data frames and remote frames. The SID bit is used to receive both standard ID and extended ID messages. 0: Corresponding SID bit is "0" 1: Corresponding SID bit is "1"
17 to 0	EID	Undefined	R/W	Extended ID Bits The EID bit sets the extended ID of data frames and remote frames. The EID bit is used to receive extended ID messages. 0: Corresponding EID bit is "0" 1: Corresponding EID bit is "1"

Note: * When the IDFM bit is not "10", the IDE bit should be written with "0".

47.2.6 CANi Mask Invalid Registers (CiMKIVLR0 and CiMKIVLR1) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Each bit in registers CiMKIVLR0 and CiMKIVLR1 corresponds to a mailbox. The correspondence between the bits and mailboxes is as follows:

- Bit 0 in the CiMKIVLR0 register corresponds to mailbox 0 (MB0).
- Bit 31 in the CiMKIVLR0 register corresponds to mailbox 31 (MB31).
- Bit 0 in the CiMKIVLR1 register corresponds to mailbox 32 (MB32).
- Bit 31 in the CiMKIVLR1 register corresponds to mailbox 63 (MB63).

When each bit is "1", the acceptance mask for the mailbox corresponding to the bit number is disabled. In this case, a receiving message is stored into mailbox only its ID matches bits SID and EID in the CiMBj register.

Write to registers CiMKIVLR0 and CiMKIVLR1 either in CAN reset mode or CAN halt mode.

CAN0 Mask Invalid Register 0 (C0MKIVLR0)

CAN1 Mask Invalid Register 0 (C1MKIVLR0)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MB31	MB30	MB29	MB28	MB27	MB26	MB25	MB24	MB23	MB22	MB21	MB20	MB19	MB18	MB17	MB16
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MB15	MB14	MB13	MB12	MB11	MB10	MB9	MB8	MB7	MB6	MB5	MB4	MB3	MB2	MB1	MB0
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
31 to 0	MB31 to 0	Undefined	R/W	Bit 31 corresponds to mailbox 31 (MB31), and bit 0 corresponds to mailbox 0 (MB0). 0: Mask valid 1: Mask invalid

CAN0 Mask Invalid Register 1 (C0MKIVLR1)

CAN1 Mask Invalid Register 1 (C1MKIVLR1)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MB63	MB62	MB61	MB60	MB59	MB58	MB57	MB56	MB55	MB54	MB53	MB52	MB51	MB50	MB49	MB48
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MB47	MB46	MB45	MB44	MB43	MB42	MB41	MB40	MB39	MB38	MB37	MB36	MB35	MB34	MB33	MB32
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
31 to 0	MB63 to 32	Undefined	R/W	Bit 31 corresponds to mailbox 63 (MB63), and bit 0 corresponds to mailbox 32 (MB32). 0: Mask valid 1: Mask invalid

47.2.7 CANi Mailbox Register j (CiMBj) (i = 0, 1; j = 0 to 63)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Table 47.6 lists the CANi mailbox memory mapping and Table 47.7 lists the CAN data frame construction.

The value after reset of CANi Mailbox is undefined.

Write to the CiMBj register only when the associated CiMCTLj register is "H'00" and the corresponding mailbox is not processing an abort request.

Refer to Table 47.6 for detailed addresses.

Table 47.6 CANi Mailbox Memory Mapping (i = 0, 1)

Address		**Message Content**
CAN0	**CAN1**	**Memory Mapping**
H'E6C3_0000 + 16 × j + 0	H'E6C3_8000 + 16 × j + 0	IDE, RTR, SID10 to SID6
H'E6C3_0000 + 16 × j + 1	H'E6C3_8000 + 16 × j + 1	SID5 to SID0, EID17, EID16
H'E6C3_0000 + 16 × j + 2	H'E6C3_8000 + 16 × j + 2	EID15 to EID8
H'E6C3_0000 + 16 × j + 3	H'E6C3_8000 + 16 × j + 3	EID7 to EID0
H'E6C3_0000 + 16 × j + 4	H'E6C3_8000 + 16 × j + 4	—
H'E6C3_0000 + 16 × j + 5	H'E6C3_8000 + 16 × j + 5	Data length code (DLC)
H'E6C3_0000 + 16 × j + 6	H'E6C3_8000 + 16 × j + 6	Data byte 0
H'E6C3_0000 + 16 × j + 7	H'E6C3_8000 + 16 × j + 7	Data byte 1
:	:	:
H'E6C3_0000 + 16 × j + 13	H'E6C3_8000 + 16 × j + 13	Data byte 7
H'E6C3_0000 + 16 × j + 14	H'E6C3_8000 + 16 × j + 14	Time stamp upper byte
H'E6C3_0000 + 16 × j + 15	H'E6C3_8000 + 16 × j + 15	Time stamp lower byte

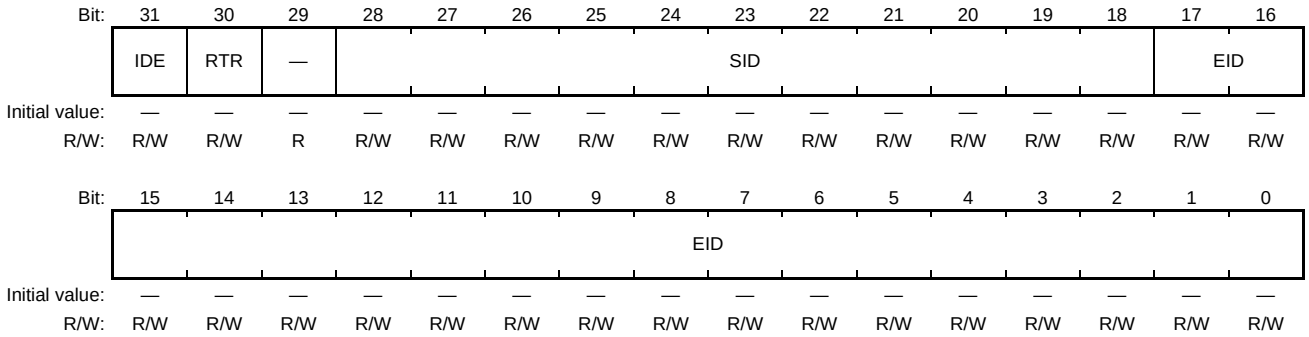
Table 47.7 CAN Data Frame Construction

SID10 to SID6	SID5 to SID0	EID17 to EID16	EID15 to EID8	EID7 to EID0	DLC3 to DLC0	DATA0	DATA1	…	DATA7

The previous value of each mailbox is retained unless a new message is received.

CAN0 Mailbox Register 0 to 63 (C0MB0 to 63)

CAN1 Mailbox Register 0 to 63 (C1MB0 to 63)



<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
31	IDE	Undefined	R/W	ID Extension Bit*1 The IDE bit sets the ID format of standard IDs or extended IDs. The IDE bit is enabled when the IDFM bit in the CiCTLR register is "10" (mixed ID mode). When the IDFM bit is "10", the IDE bit specifies the following operation. Receive mailbox receives only ID format specified by the IDE bit. Transmit mailbox transmits with ID format specified by the IDE bit. Receive FIFO mailbox receives messages with the standard ID, extended ID, or both IDs specified by the IDE bit in registers CiFIDCR0 and CiFIDCR1. Transmit FIFO mailbox transmits messages with the standard ID or extended ID specified by the IDE bit in the relevant transmitting message. 0: Standard ID 1: Extended ID
30	RTR	Undefined	R/W	Remote Frame Request Bit The RTR bit sets the frame format of data frames or remote frames. This bit specifies the following operation: Receive mailbox receives only frames with the format specified by the RTR bit. Transmit mailbox transmits according to the frame format specified by the RTR bit. Receive FIFO mailbox receives the data frame, remote frame, or both frames specified by the RTR bit in registers CiFIDCR0 and CiFIDCR1. Transmit FIFO mailbox transmits the data frame or remote frame specified by the RTR bit in the relevant transmitting message. 0: Data frame 1: Remote frame
29	—	Undefined	R	Reserved bit The reset value is undefined. The write value should be "0". This bit is read as "0" after "0" is written to.

Bit	Symbol	Initial Value	R/W	Description
28 to 18	SID	Undefined	R/W	Standard ID Bits The SID bit sets the standard ID of data frames and remote frames. The SID bit is used to transmit or receive both standard ID and extended ID messages. 0: Corresponding SID bit is "0" 1: Corresponding SID bit is "1"
17 to 0	EID	Undefined	R/W	Extended ID Bits*2 The EID bit sets the extended ID of data frames and remote frames. The EID bit is used to transmit or receive extended ID messages. 0: Corresponding EID bit is "0" 1: Corresponding EID bit is "1"

Notes: 1. When the IDFM bit is not "10", it should be written with "0".
2. If the mailbox has received a standard ID message, the EID bit in the mailbox is undefined.

CAN0 Mailbox Register 0 to 63 (C0MB0 to 63)

CAN1 Mailbox Register 0 to 63 (C1MB0 to 63)

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	DLC			
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

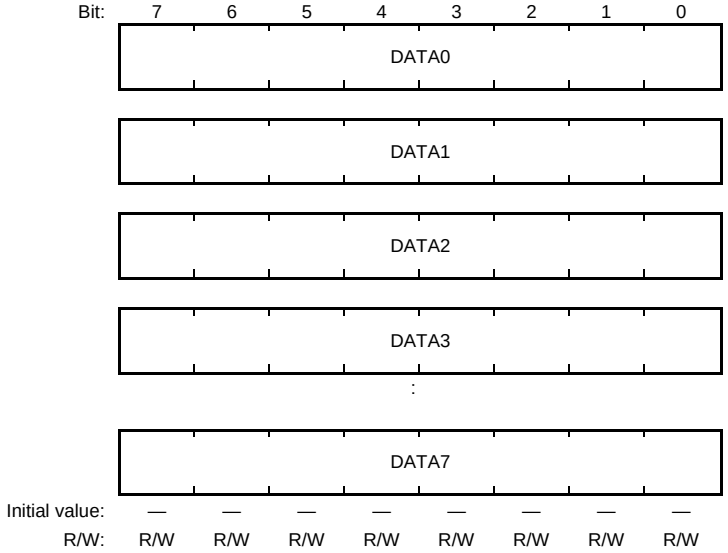
<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
15 to 4	—	Undefined	R	Reserved bits The reset value is undefined. The write value should be "0". These bits are read as "0" after "0" is written to.
3 to 0	DLC	Undefined	R/W	Data Length Code Bits* The DLC is used to set the number of data bytes to be transmitted in a data frame. When data is requested using a remote frame, the number of data bytes to be requested is set. When a data frame is received, the number of received data bytes is stored. When a remote frame is received, the number of requested data bytes is stored. B'0000: Data length = 0 byte B'0001: Data length = 1 byte B'0010: Data length = 2 bytes B'0011: Data length = 3 bytes B'0100: Data length = 4 bytes B'0101: Data length = 5 bytes B'0110: Data length = 6 bytes B'0111: Data length = 7 bytes B'1xxx: Data length = 8 bytes Legend: x represents any value.

Note: * If the mailbox has received a message with n bytes less than 8 bytes, the values of DATAn to DATA7 in the mailbox are undefined.

CAN0 Mailbox Register 0 to 63 (C0MB0 to 63)

CAN1 Mailbox Register 0 to 63 (C1MB0 to 63)



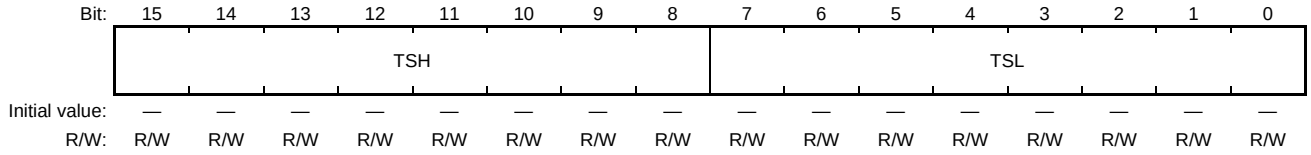
<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
7 to 0	DATA0 to 7	Undefined	R/W	Data Bytes 0 to 7*1*2 DATA0 to DATA7 store the transmitted or received CAN message data. Transmission or reception starts from DATA0. The bit order on the CAN bus is MSB first, and transmission or reception starts from bit 7.

Notes: 1. If the mailbox has received a message with n bytes less than 8 bytes, the values of DATAn to DATA7 in the mailbox are undefined.
2. If the mailbox has received a remote frame, the previous values of DATA0 to DATA7 in the mailbox are retained.

CAN0 Mailbox Register 0 to 63 (C0MB0 to 63)

CAN1 Mailbox Register 0 to 63 (C1MB0 to 63)



<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
15 to 8	TSH	Undefined	R/W	Time Stamp Higher Byte TSL and TSH store the counter value of the time stamp when received messages are stored in the mailbox.
7 to 0	TSL	Undefined	R/W	Time Stamp Lower Byte TSL and TSH store the counter value of the time stamp when received messages are stored in the mailbox.

47.2.8 CANi Mailbox Interrupt Enable Registers (CiMIER0 and CiMIER1) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Interrupts can enable individually for each mailbox.

In normal mailbox mode (all bits) and in FIFO mailbox mode (bits 23 to 0 in the CiMIER1 register and all bits in the CiMIER0 register), each bit corresponds to the mailbox with the related number. These bits enable or disable transmission/reception complete interrupts for the corresponding mailboxes.

- Bit 0 in the CiMIER0 register corresponds to mailbox 0 (MB0).
- Bit 31 in the CiMIER0 register corresponds to mailbox 31 (MB31).
- Bit 0 in the CiMIER1 register corresponds to mailbox 32 (MB32).
- Bit 31 in the CiMIER1 register corresponds to mailbox 63 (MB63).

In FIFO mailbox mode, bits 29, 28, 25, and 24 of the CiMIER1 register specify whether transmit/receive FIFO interrupts are enabled/disabled and timing when interrupt requests are generated.

Write to registers CiMIER0 and CiMIER1 only when the associated CiMCTLj register (i = 0, 1) (j = 0 to 63) is "H'00" and the corresponding mailbox is not processing a transmission or reception abort request. In FIFO mailbox mode, change the bits in the CiMIER1 register for the associated FIFO only when:

— The TFE bit in the CiTFCR register is 0 and the TFEST bit is 1.
— The RFE bit in the CiRFCR register is 0 and the RFEST bit is 1.

CAN0 Mailbox Interrupt Enable Register 1 (C0MIER1)

CAN1 Mailbox Interrupt Enable Register 1 (C1MIER1)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MB63	MB62	MB61	MB60	MB59	MB58	MB57	MB56	MB55	MB54	MB53	MB52	MB51	MB50	MB49	MB48
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MB47	MB46	MB45	MB44	MB43	MB42	MB41	MB40	MB39	MB38	MB37	MB36	MB35	MB34	MB33	MB32
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

- Normal mailbox mode

<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
31 to 0	MB63 to MB32	Undefined	R/W	Interrupt Enable Bits Bit 31 corresponds to mailbox 63 (MB63), and bit 0 corresponds to mailbox 32 (MB32). 0: Interrupt disabled 1: Interrupt enabled

- FIFO mailbox mode (CiMIER1 only)

<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
31, 30	MB63 MB62	Undefined	R	Reserved bits The reset value is undefined. The write value should be "0". These bits are read as "0" after "0" is written to.
29	MB61	Undefined	R/W	Receive FIFO Interrupt Generation Timing Control Bit* Receive FIFO interrupt request is generated 0: Every time reception is completed 1: When receive FIFO becomes buffer warning by completion of reception
28	MB60	Undefined	R/W	Receive FIFO Interrupt Enable Bit 0: Interrupt disabled 1: Interrupt enabled
27, 26	MB59 MB58	Undefined	R	Reserved bits The reset value is undefined. The write value should be "0". These bits are read as "0" after "0" is written to.
25	MB57	Undefined	R/W	Transmit FIFO Interrupt Generation Timing Control Bit Transmit FIFO interrupt request is generated 0: Every time transmission is completed 1: When transmit FIFO becomes empty due to completion of transmission
24	MB56	Undefined	R/W	Transmit FIFO Interrupt Enable Bit 0: Interrupt disabled 1: Interrupt enabled
23 to 0	MB55 to MB32	Undefined	R/W	Interrupt Enable Bits Bit 23 corresponds to mailbox 55 (MB55), and bit 0 corresponds to mailbox 32 (MB32). 0: Interrupt disabled 1: Interrupt enabled

Note: * No interrupt request is generated when the receive FIFO becomes buffer warning from full. “Buffer warning” indicates a state in which the third unread message is stored in the receive FIFO.

CAN0 Mailbox Interrupt Enable Register 0 (C0MIER0)

CAN1 Mailbox Interrupt Enable Register 0 (C1MIER0)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MB31	MB30	MB29	MB28	MB27	MB26	MB25	MB24	MB23	MB22	MB21	MB20	MB19	MB18	MB17	MB16
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MB15	MB14	MB13	MB12	MB11	MB10	MB9	MB8	MB7	MB6	MB5	MB4	MB3	MB2	MB1	MB0
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
31 to 0	MB31 to MB0	Undefined	R/W	Interrupt Enable Bits Bit 31 corresponds to mailbox 31 (MB31), and bit 0 corresponds to mailbox 0 (MB0). 0: Interrupt disabled 1: Interrupt enabled

47.2.9 CANi Message Control Register j (CiMCTLj) (i = 0, 1; j = 0 to 63)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Write to the CiMCTLj register in CAN operation mode or CAN halt mode.

Do not use registers CiMCTL56 to CiMCTL63 in FIFO mailbox mode.

CAN0 Message Control Register 0 to 63 (C0MCTL0 to C0MCTL63)

CAN1 Message Control Register 0 to 63 (C1MCTL0 to C1MCTL63)

Registers CiMCTL32 to CiMCTL63

- Transmit mailbox setting enabled (When the TRMREQ bit is "1" and the RECREQ bit is "0")

Bit:	7	6	5	4	3	2	1	0
	TRM REQ	REC REQ	—	ONE SHOT	—	TRM ABT	TRMAC TIVE	SENTD ATA
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R/W	R	R/W	R	R/W

- Receive mailbox setting enabled (When the TRMREQ bit is "1" and the RECREQ bit is "0")

Bit:	7	6	5	4	3	2	1	0
	TRM REQ	REC REQ	—	ONE SHOT	—	MSG LOST	INVAL DATA	NEWD ATA
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R/W	R	R/W	R	R/W

Registers CiMCTL0 to CiMCTL31

Bit:	7	6	5	4	3	2	1	0
	—	REC REQ	—	—	—	MSG LOST	INVAL DATA	NEWD ATA
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R	R	R/W	R	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7	TRMREQ	B'0	R/W	Transmit Mailbox Request Bit*2*4 The TRMREQ bit selects transmit modes shown in Table 47.12. When TRMREQ bit is set to "1", the corresponding mailbox is configured for transmission of a data frame or a remote frame. When TRMREQ bit is set to "0", the corresponding mailbox is not configured for transmission of a data frame or a remote frame. If the TRMREQ bit is changed from "1" to "0" to cancel the corresponding transmission request, either the TRMABT or SENTDATA bit is set to "1". When setting the TRMREQ bit to "1", do not set the RECREQ bit to "1". To change the configuration of a mailbox from reception to transmission, first abort the reception and then set bits NEWDATA and MSGLOST to "0" before changing to transmission. 0: Not configured for transmission 1: Configured for transmission
	—	B'0	R	Reserved bit (Registers CiMCTL0 to CiMCTL31) This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to this bit.
6	RECREQ	B'0	R/W	Receive Mailbox Request Bit*2*4*5 The RECREQ bit selects receive modes shown in Table 47.12. When the RECREQ bit is set to "1", the corresponding mailbox is configured for reception of a data frame or a remote frame. When the RECREQ bit is set to "0", the corresponding mailbox is not configured for reception of a data frame or a remote frame. Due to hardware protection the RECREQ bit cannot be set to "0" by writing "0" by a program during the following period. Hardware protection is started From the acceptance filter procedure. (the beginning of CRC field) Hardware protection is released For the mailbox that is specified to receive the incoming message, after the received data is stored into the mailbox or a CAN bus error occurs. (i.e. a maximum period of hardware protection is from the beginning of CRC field to the end of the 7th bit of EOF.) For the other mailboxes, after the acceptance filter procedure. If no mailbox is specified to receive the message, after the acceptance filter procedure. When setting the RECREQ bit to "1", do not set "1" to the TRMREQ bit. To change the configuration of a mailbox from transmission to reception, first abort the transmission and then set bits SENTDATA and TRMABT to "0" before changing to reception. 0: Not configured for reception 1: Configured for reception
5	—	B'0	R	Reserved bit This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to this bit.

Bit	Symbol	Initial Value	R/W	Description
4	ONESHOT	B'0	R/W	One-shot Enable Bit*3 The ONESHOT bit can be used in the following two ways, receive mode and transmit mode: One-Shot Receive Mode When the ONESHOT bit is set to "1" in receive mode (RECREQ bit = "1" and TRMREQ bit = "0"), the mailbox receives a message only one time. The mailbox does not behave as a receive mailbox after having received a message one time. The behavior of bits NEWDATA and INVALDATA is the same as in normal reception mode. In one-shot receive mode, the MSGLOST bit is not set to "1". To set the ONESHOT bit to "0", first write "0" to the RECREQ bit and ensure that it has been set to "0". One-Shot Transmit Mode When the ONESHOT bit is set to "1" in transmit mode (RECREQ bit = "0" and TRMREQ bit = "1"), the CAN module transmits a message only one time. The CAN module does not transmit the message again if a CAN bus error or CAN bus arbitration lost occurs. When transmission is completed, the SENTDATA bit is set to "1". If transmission is not completed due to a CAN bus error or CAN bus arbitration lost, the TRMABT bit is set to "1". Set the ONESHOT bit to "0" after the SENTDATA or TRMABT bit is set to "1". 0: One-shot reception or one-shot transmission disabled 1: One-shot reception or one-shot transmission enabled
	—	B'0	R	Reserved bit (Registers CiMCTL0 to CiMCTL31) This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to this bit.
3	—	B'0	R	Reserved bit This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to this bit.

Bit	Symbol	Initial Value	R/W	Description
2	TRMABT	B'0	R/W	Transmission Abort Complete Flag (Transmit mailbox setting enabled)*1*2 The TRMABT bit is set to "1" in the following cases: Following a transmission abort request, when the transmission abort is completed before starting transmission. Following a transmission abort request, when the CAN module detects CAN bus arbitration lost or a CAN bus error. In one-shot transmission mode (RECREQ bit = "0", TRMREQ bit = "1", and ONESHOT bit = "1"), when the CAN module detects CAN bus arbitration lost or a CAN bus error. The TRMABT bit is not set to "1" when data transmission is completed. In this case, the SENTDATA bit is set to "1". The TRMABT bit is set to "0" by writing "0" by a program. 0: Transmission has started, transmission abort failed because transmission is completed, or transmission abort is not requested 1: Transmission abort is completed
	MSGLOST	B'0	R/W	Message Lost Flag (Receive mailbox setting enabled)*1*2 The MSGLOST bit is set to "1" when the mailbox is overwritten or overrun by a new received message while the NEWDATA bit is "1". The MSGLOST bit is set to "1" at the end of the 6th bit of EOF. The MSGLOST bit is set to "0" by writing "0" by a program. In both overwrite and overrun modes, the MSGLOST bit is not set to "0" by writing "0" by a program during the 5 peripheral clock (clkp1) cycles following the 6th bit of EOF. 0: Message is not overwritten or overrun 1: Message is overwritten or overrun
1	TRMACTIVE	B'0	R	Transmission-in-Progress Status Flag (Transmit mailbox setting enabled) The TRMACTIVE bit is set to "1" when the corresponding mailbox of the CAN module begins transmitting a message. The TRMACTIVE is set to "0" when the CAN module has lost CAN bus arbitration, a CAN bus error occurs, or data transmission is completed. 0: Transmission is pending or transmission is not requested 1: From acceptance of transmission request to completion of transmission, or error/arbitration lost
	INVALDATA	B'0	R	Reception-in-Progress Status Flag (Receive mailbox setting enabled) After the completion of a message reception, the INVALDATA bit is set to "1" while the received message is being updated into the corresponding mailbox. The INVALDATA bit is set to "0" immediately after the message has been stored. If the mailbox is read while the INVALDATA bit is "1", the data is undefined. 0: Message valid 1: Message being updated

Bit	Symbol	Initial Value	R/W	Description
0	SENTDATA	B'0	R/W	Transmission Complete Flag (Transmit mailbox setting enabled)*1*2 The SENTDATA bit is set to "1" when data transmission from the corresponding mailbox is completed. The SENTDATA bit is set to "0" by writing "0" by a program. To set the SENTDATA bit to "0", first set the TRMREQ bit to "0". Bits SENTDATA and TRMREQ cannot be set to "0" simultaneously. To transmit a new message from the corresponding mailbox, set the SENTDATA bit to "0". 0: Transmission is not completed (pending) 1: Transmission is completed (success)
	NEWDATA	B'0	R/W	Reception Complete Flag (Receive mailbox setting enabled)*1*2 The NEWDATA bit is set to "1" when a new message is being stored or has been stored to the mailbox. The timing for setting this bit to "1" is simultaneous with the INVALDATA bit. The NEWDATA bit is set to "0" by writing "0" by a program. The NEWDATA bit is not set to "0" by writing "0" by a program while the related INVALDATA bit is "1". 0: No data has been received or "0" is written to the NEWDATA bit 1: A new message is being stored or has been stored to the mailbox

Notes:
1. Write "0" only. Writing "1" has no effect.
2. When writing "0" to bits NEWDATA, SENTDATA, MSGLOST, TRMABT, RECREQ, and TRMREQ by a program, use the MOV instruction to ensure that only the specified bit is set to "0" and the other bits are set to "1".
3. To enter one-shot receive mode, write "1" to the ONESHOT bit at the same time as setting the RECREQ bit to "1".
   To exit one-shot receive mode, write "0" to the ONESHOT bit after writing "0" to the RECREQ bit and confirming it has been set to "0".
   To enter one-shot transmit mode, write "1" to the ONESHOT bit at the same time as setting the TRMREQ bit to "1".
   To exit one-shot transmit mode, write "0" to the ONESHOT bit after the message has been transmitted or aborted.
4. Do not set both the RECREQ and TRMREQ bits to "1".
5. When setting the RECREQ bit to "0", set bits MSGLOST, NEWDATA, RECREQ to "0" simultaneously.

47.2.10 CANi Receive FIFO Control Register (CiRFCR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Write to the CiRFCR registers in CAN operation mode or CAN halt mode.

CAN0 Receive FIFO Control Register (C0RFCR)

CAN1 Receive FIFO Control Register (C1RFCR)

Bit:	7	6	5	4	3	2	1	0
	RFEST	RFWST	RFFST	RFMLF	RFUST			RFE
Initial value:	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W

<After Reset: H'80>

Bit	Symbol	Initial Value	R/W	Description
7	RFEST	B'1	R	Receive FIFO Empty Status Flag The RFEST bit is set to "1" (no unread message in receive FIFO) when the number of unread messages in the receive FIFO is "0". The RFEST bit is set to "1" when the RFE bit is set to "0". The RFEST bit is set to "0" (unread message in receive FIFO) when the number of unread messages in the receive FIFO is one or more. 0: Unread message in receive FIFO 1: No unread message in receive FIFO
6	RFWST	B'0	R	Receive FIFO Buffer Warning Status Flag The RFWST bit is set to "1" (receive FIFO is buffer warning) when the number of unread messages in the receive FIFO is 3. The RFWST bit is "0" (receive FIFO is not buffer warning) when the number of unread messages in the receive FIFO is less than 3 or equal to 4. The RFWST bit is set to "0" when the RFE bit is "0". 0: Receive FIFO is not buffer warning 1: Receive FIFO is buffer warning (3 unread messages)
5	RFFST	B'0	R	Receive FIFO Full Status Flag The RFFST bit is set to "1" (receive FIFO is full) when the number of unread messages in the receive FIFO is 4. The RFFST bit is "0" (receive FIFO is not full) when the number of unread messages in the receive FIFO is less than 4. The RFFST bit is set to "0" when the RFE bit is "0". 0: Receive FIFO is not full 1: Receive FIFO full (4 unread messages)

Bit	Symbol	Initial Value	R/W	Description
4	RFMLF	B’0	R	Receive FIFO Message Lost Flag The RFMLF bit is set to "1" (receive FIFO message lost has occurred) when the receive FIFO receives a new message and the receive FIFO is full. The timing for setting this bit to "1" is at the end of the 6th bit of EOF. The RFMLF bit is set to "0" by writing "0" by a program (writing "1" has no effect). In both overwrite and overrun modes, the RFMLF bit cannot be set to "0" (receive FIFO message lost has not occurred) by writing "0" by a program due to hardware protection during the five cycles of peripheral clock (clkp1) following the 6th bit of EOF, if the receive FIFO is full and determined to receive the message. 0: No receive FIFO message lost has occurred 1: Receive FIFO message lost has occurred
3 to 1	RFUST	All 0	R	Receive FIFO Unread Message Number Status Flag The RFUST bit indicates the number of unread messages in the receive FIFO. The value of the RFUST bit is initialized to "000" when the RFE bit is set to "0". B’000: No unread message B’001: 1 unread message B’010: 2 unread messages B’011: 3 unread messages B’100: 4 unread messages B’101: Reserved B’110: Reserved B’111: Reserved
0	RFE	B’0	R/W	Receive FIFO Enable Bit When the RFE bit is set to "1", the receive FIFO is enabled. When this bit is set to "0", the receive FIFO is disabled for reception and becomes empty (RFEST bit = "1"). Do not set this bit to "1" in normal mailbox mode (MBM bit in the CiCTLR register = "0"). Due to hardware protection, the RFE bit is not set to "0" by writing "0" by a program during the following period: The hardware protection is started From the acceptance filter procedure (the beginning of CRC field) The hardware protection is released If the receive FIFO is specified to receive the incoming message, after the received data is stored into the receive FIFO or a CAN bus error occurs. (i.e. maximum period of hardware protection is from the beginning of CRC field to the end of 7th bit of EOF.) If the receive FIFO is not specified to receive the message, after the acceptance filter procedure. 0: Receive FIFO disabled 1: Receive FIFO enabled

Figure 47.2 shows the receive FIFO mailbox operation.

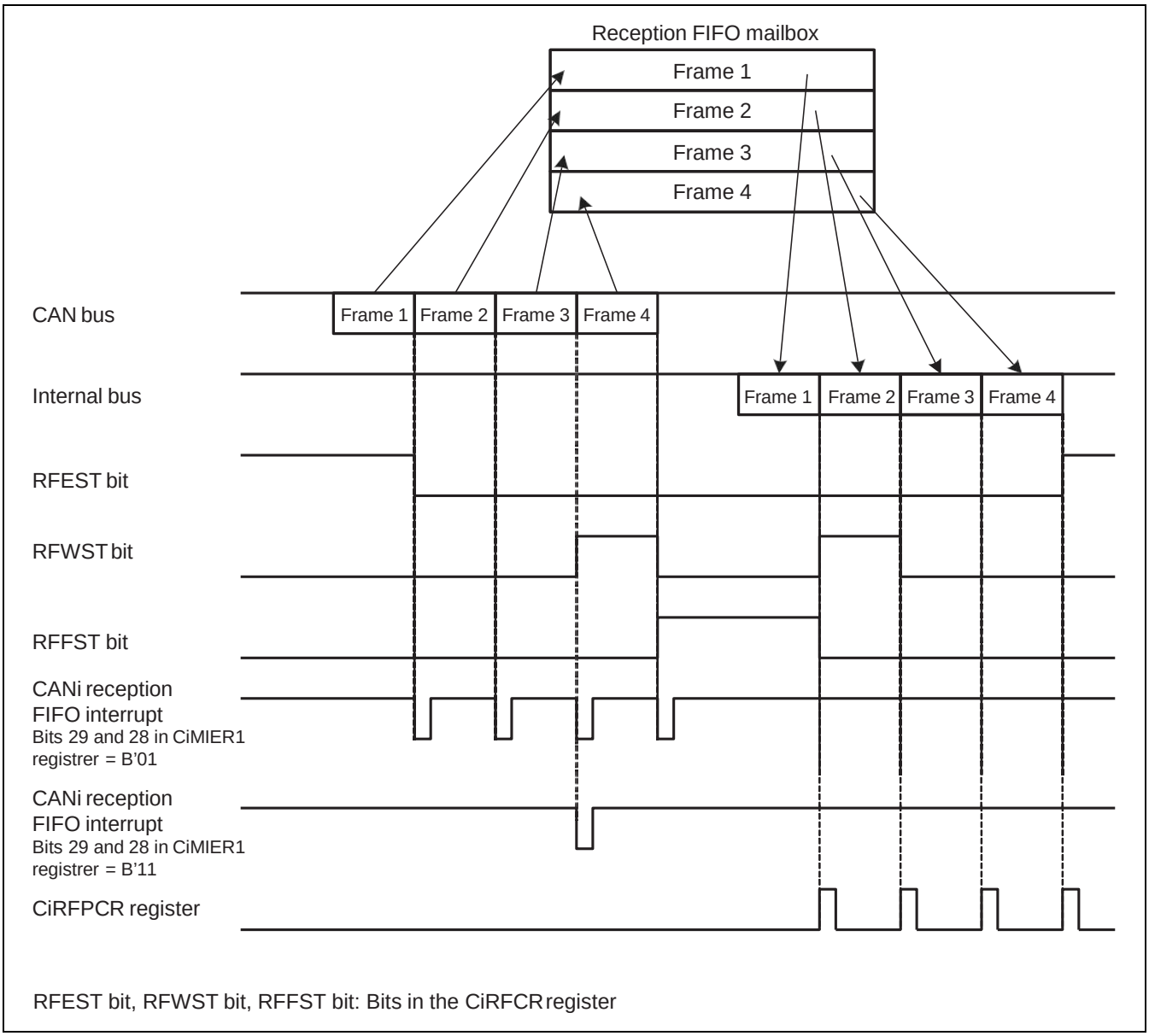


Figure 47.2 Receive FIFO Mailbox Operation
(Bits 29 and 28 in CiMIER1 Register = "01" and "11") (i = 0, 1)

47.2.11 CANi Receive FIFO Pointer Control Register (CiRFPCR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

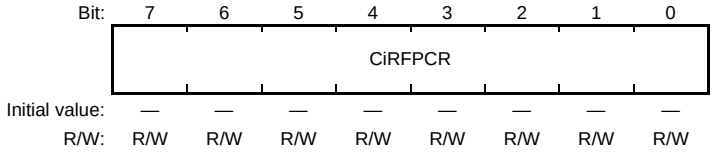
When the receive FIFO is not empty, write "H'FF" to the CiRFPCR register by a program to increment the CPU-side pointer for the receive FIFO to the next mailbox location.

Do not write to the CiRFPCR register when the RFE bit in the CiRFCR register is "0" (receive FIFO disabled).

Both the CAN-side pointer and the CPU-side pointer are incremented when a new message is received and the RFFST bit is "1" (receive FIFO is full) in overwrite mode. When the RFMLF bit is "1" in this condition, the CPU-side pointer cannot be incremented by writing to the CiRFPCR register by a program.

CAN0 Receive FIFO Pointer Control Register (C0RFPCR)

CAN1 Receive FIFO Pointer Control Register (C1RFPCR)



<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
7 to 0	CiRFPCR	Undefined	R/W	The CPU-side pointer for the receive FIFO is incremented by writing "H'FF"

47.2.12 CANi Transmit FIFO Control Register (CiTFCR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Write to the CiTFCR register in CAN operation mode or CAN halt mode.

CAN0 Transmit FIFO Control Register (C0TFCR)

CAN1 Transmit FIFO Control Register (C1TFCR)

Bit:	7	6	5	4	3	2	1	0
	TFEST	TFFST	—	—	TFUST			TFE
Initial value:	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W

<After Reset: H'80>

Bit	Symbol	Initial Value	R/W	Description
7	TFEST	B'1	R	Transmit FIFO Empty Status Bit The TFEST bit is set to "1" (no message in transmit FIFO) when the number of unsent messages in the transmit FIFO is "0". The TFEST bit is set to "1" when transmission from the transmit FIFO has been aborted. The TFEST bit is set to "0" (message in transmit FIFO) when the number of unsent messages in the transmit FIFO is not "0". 0: Unsent message in transmit FIFO 1: No unsent message in transmit FIFO
6	TFFST	B'0	R	Transmit FIFO Full Status Bit The TFFST bit is set to "1" (transmit FIFO is full) when the number of unsent messages in the transmit FIFO is 4. The TFFST bit is set to "0" (transmit FIFO is not full) when the number of unsent messages in the transmit FIFO is less than 4. The TFFST bit is set to "0" when transmission from the transmit FIFO has been aborted. 0: Transmit FIFO is not full 1: Transmit FIFO is full (4 unsent messages)
5, 4	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
3 to 1	TFUST	B'000	R	Transmit FIFO Unsent Message Number Status Bits The TFUST bit indicates the number of unsent messages in the transmit FIFO. After the TFE bit is set to "0", the value of the TFUST bit is initialized to " B'000" when transmission abort or transmission is completed. B'000: No unsent message B'001: 1 unsent message B'010: 2 unsent messages B'011: 3 unsent messages B'100: 4 unsent messages B'101: Reserved B'110: Reserved B'111: Reserved

Bit	Symbol	Initial Value	R/W	Description
0	TFE	B'0	R/W	Transmit FIFO Enable Bit When the TFE bit is set to "1", the transmit FIFO is enabled. When the TFE bit is set to "0", the transmit FIFO becomes empty (TFEST bit = "1") and then unsent messages from the transmit FIFO are lost as described below: If a message from the transmit FIFO is not scheduled for the next transmission or during transmission. Following the completion of transmission, a CAN bus error, CAN bus arbitration lost, or entry to CAN halt mode if a message from the transmit FIFO is scheduled for the next transmission or already during transmission. Before setting the TFE bit to set to "1" again, ensure that the TFEST bit has been set to "1". After setting the TFE bit to "1", write transmit data into the CiMB56 register. Do not set the TFE bit to "1" in normal mailbox mode (MBM bit in the CiCTLR register = "0"). 0: Transmit FIFO disabled 1: Transmit FIFO enabled

Figure 47.3 shows the transmit FIFO mailbox operation.

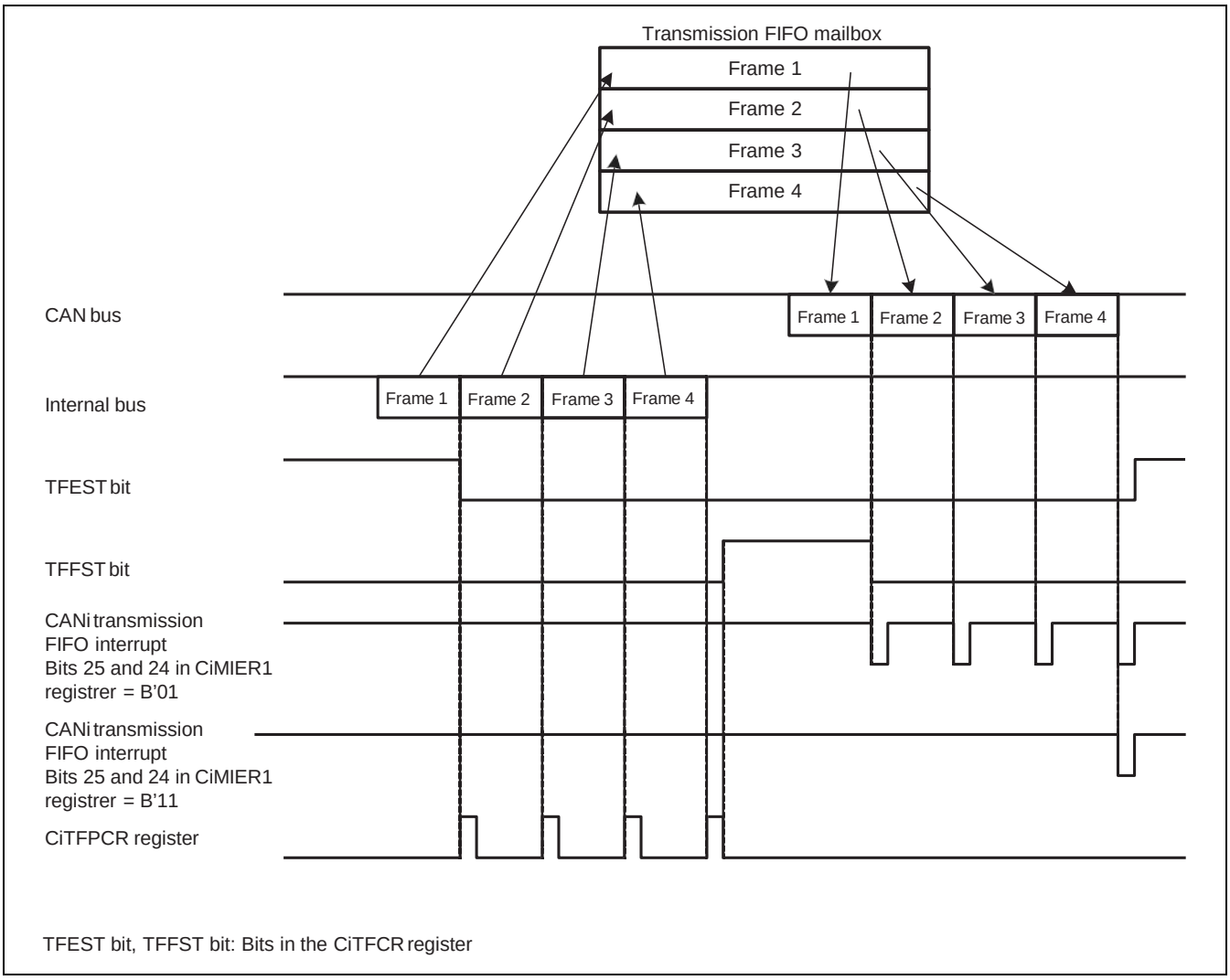


Figure 47.3 Transmit FIFO Mailbox Operation
(Bits 25 and 24 in CiMIER1 Register = "01" and "11") (i = 0, 1)

47.2.13 CANi Transmit FIFO Pointer Control Register (CiTFPCR) (i = 0, 1)

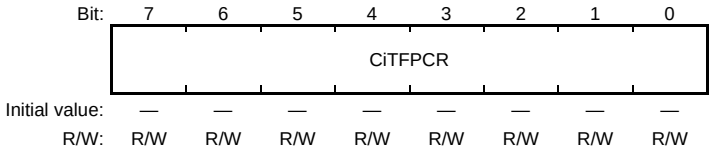
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

When the transmit FIFO is not full, write "H'FF" to the CiTFPCR register by a program to increment the CPU-side pointer for the transmit FIFO to the next mailbox location.

Do not write to the CiTFPCR register when the TFE bit in the CiTFPCR register is "0" (transmit FIFO disabled).

CAN0 Transmit FIFO Pointer Control Register (C0TFPCR)

CAN1 Transmit FIFO Pointer Control Register (C1TFPCR)



<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
7 to 0	CiTFPCR	Undefined	R/W	The CPU-side pointer for the transmit FIFO is incremented by writing "H'FF"

47.2.14 CANi Status Register (CiSTR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CAN0 Status Register (C0STR)

CAN1 Status Register (C1STR)

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	RECST	TRMST	BOST	EPST	SLPST	HLTST	RSTST	EST	TABST	FMLST	NMLST	TFST	RFST	SDST	NDST
Initial value:	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

<After Reset: H'0500>

Bit	Symbol	Initial Value	R/W	Description
15	—	B'0	R	Reserved bit This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to this bit.
14	RECST	B'0	R	Receive Status Flag (receiver) The RECST bit is set to "1" when the CAN module performs as a receiver node. The RECST bit is set to "0" when the CAN module performs as a transmitter node or is in bus-idle state. 0: Bus idle or transmission in progress 1: Reception in progress
13	TRMST	B'0	R	Transmit Status Flag (transmitter) The TRMST bit is set to "1" when the CAN module performs as a transmitter node or is in the bus-off state. The TRMST bit is set to "0" when the CAN module performs as a receiver node or is in bus-idle state. 0: Bus idle or reception in progress 1: Transmission in progress or in bus-off state
12	BOST	B'0	R	Bus-Off Status Flag The BOST bit is set to "1" when the value of the CiTECR register exceeds 255 and the CAN module is in the bus-off state (TEC ≥ 256). The BOST bit is set to "0" when the CAN module is not in the bus-off state. 0: Not in bus-off state 1: In bus-off state
11	EPST	B'0	R	Error-Passive Status Flag The EPST bit is set to "1" when the value of the CiTECR or CiRECR register exceeds 127 and the CAN module is in error-passive state (128 ≤ TEC < 256 or 128 ≤ REC < 256). The EPST bit is set to "0" when the CAN module is not in the error-passive state. TEC indicates the value of the transmit error counter (CiTECR register) and REC indicates the value of the receive error counter (CiRECR register). 0: Not in error-passive state 1: In error-passive state

Bit	Symbol	Initial Value	R/W	Description
10	SLPST	B'1	R	CAN Sleep Status Flag The SLPST bit is set to "1" when the CAN module is in CAN sleep mode. The SLPST bit is set to "0" when the CAN module is not in CAN sleep mode. 0: Not in CAN sleep mode 1: In CAN sleep mode
9	HLTST	B'0	R	CAN Halt Status Flag The HLTST bit is set to "1" when the CAN module is in CAN halt mode. The HLTST bit is set to "0" when the CAN module is not in CAN halt mode. Even when the state is changed from CAN halt mode to CAN sleep mode, the HLTST bit remains "1". 0: Not in CAN halt mode 1: In CAN halt mode
8	RSTST	B'1	R	CAN Reset Status Flag The RSTST bit is set to "1" when the CAN module is in CAN reset mode. The RSTST bit is "0" when the CAN module is not in CAN reset mode. Even when the state is changed from CAN reset mode to CAN sleep mode, the RSTST bit remains "1". 0: Not in CAN reset mode 1: In CAN reset mode
7	EST	B'0	R	Error Status Flag The EST bit is "1" when at least one error is detected by the CiEIFR register regardless of the value of the CiEIER register. The EST bit is set to "0" when no error is detected by the CiEIFR register. 0: No error occurred 1: Error occurred
6	TABST	B'0	R	Transmission Abort Status Flag The TABST bit is set to "1" when at least one TRMABT bit in the CiMCTLj register is "1" regardless of the value of the CiMIER register. The TABST bit is set to "0" when all TRMABT bits are "0". 0: No mailbox with TRMABT bit = "1" 1: Mailbox(es) with TRMABT bit = "1"
5	FMLST	B'0	R	FIFO Mailbox Message Lost Status Flag The FMLST bit is set to "1" when the RFMLF bit in the CiRFCR register is "1" regardless of the value of the CiMIER register. The FMLST bit is set to "0" when the RFMLF bit is "0". 0: RFMLF bit = "0" 1: RFMLF bit = "1"
4	NMLST	B'0	R	Normal Mailbox Message Lost Status Flag The NMLST bit is set to "1" when at least one MSGLOST bit in the CiMCTLj register is "1" regardless of the value of the CiMIER register. The NMLST bit is set to "0" when all MSGLOST bit is "0". 0: No mailbox with MSGLOST bit = "1" 1: Mailbox(es) with MSGLOST bit = "1"
3	TFST	B'0	R	Transmit FIFO Status Flag The TFST bit is set to "1" when the transmit FIFO is not full. The TFST bit is set to "0" when the transmit FIFO is full. The TFST bit is set to "0" when normal mailbox mode is selected. 0: Transmit FIFO is full 1: Transmit FIFO is not full

Bit	Symbol	Initial Value	R/W	Description
2	RFST	B'0	R	Receive FIFO Status Flag The RFST bit is set to "1" when the receive FIFO is not empty. The RFST bit is set to "0" when the receive FIFO is empty. The RFST bit is set to "0" when normal mailbox mode is selected. 0: No message in receive FIFO 1: Message in receive FIFO
1	SDST	B'0	R	SENTDATA Status Flag The SDST bit is set to "1" when at least one SENTDATA bit in the CiMCTLj register is "1" regardless of the value of the CiMIER register. The SDST bit is set to "0" when all SENTDATA bits are "0". 0: No mailbox with SENTDATA bit = "1" 1: Mailbox(es) with SENTDATA bit = "1"
0	NDST	B'0	R	NEWDATA Status Flag The NDST bit is set to "1" when at least one NEWDATA bit in the CiMCTLj register is "1" regardless of the value of the CiMIER register. The NDST bit is set to "0" when all NEWDATA bits are "0". 0: No mailbox with NEWDATA bit = "1" 1: Mailbox(es) with NEWDATA bit = "1"

47.2.15 CANi Mailbox Search Mode Register (CiMSMR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Write to the CiMSMR register in CAN operation mode or CAN halt mode.

CAN0 Mailbox Search Mode Register (C0MSMR)

CAN1 Mailbox Search Mode Register (C1MSMR)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	MBSM	
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7 to 2	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
1, 0	MBSM	All 0	R/W	Mailbox Search Mode Select Bits The MBSM bit selects the search mode for the mailbox search function. When the MBSM bit is "00", receive mailbox search mode is selected. In this mode, the search targets are the NEWDATA bit in the CiMCTLj register (j = 0 to 63) for the normal mailbox and the RFEST bit in the CiRFCR register. When the MBSM bit is "01", transmit mailbox search mode is selected. In this mode, targets the SENTDATA bit in the CiMCTLj register. When the MBSM bit is "10", message lost search mode is selected. In this mode, targets the MSGLOST bit in the CiMCTLj register for the normal mailbox and the RFMLF bit in the CiRFCR register. When the MBSM bit is "11", channel search mode is selected. In this mode, the search target is the CiCSSR register. Refer to section 47.2.17, CANi Channel Search Support Register (CiCSSR) (i = 0, 1). B’00: Receive mailbox search mode B’01: Transmit mailbox search mode B’10: Message lost search mode B’11: Channel search mode

47.2.16 CANi Mailbox Search Status Register (CiMSSR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CAN0 Mailbox Search Status Register (C0MSSR)

CAN1 Mailbox Search Status Register (C1MSSR)

Bit:	7	6	5	4	3	2	1	0
	SEST	—	MBNST					
Initial value:	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R

<After Reset: H'80>

Bit	Symbol	Initial Value	R/W	Description
7	SEST	B'1	R	Search Result Status Bit The SEST bit is set to "1" when no corresponding mailbox is found after searching all mailboxes. For example, in transmit mailbox search mode, the SEST bit is set to "1" when no SENTDATA bit for mailboxes is "1". The SEST bit is set to "0" when at least one SENTDATA bit is "1". When the SEST bit is "1", the value of the MBNST bits is undefined. 0: Search result found 1: No search result
6	—	B'0	R	Reserved bit This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to this bit.
5 to 0	MBNST	All 0	R	Search Result Mailbox Number Status Bits The MBNST bit outputs the smallest mailbox number that is searched in each mode of the CiMSMR register. In receive mailbox, transmit mailbox, and message lost search modes, the value of the mailbox i.e., the search result to be output, is updated as described below: When the NEWDATA, SENTDATA or MSGLOST bit for the output mailbox is set to "0". When the NEWDATA, SENTDATA or MSGLOST bit for a higher-priority mailbox is set to "1". In receive mailbox search and message lost search modes, the receive FIFO (mailbox [60]) is output when the receive FIFO is not empty and there are no unread received messages or no lost messages in any of the normal mailboxes (mailboxes [0] to [55]). In transmit mailbox search mode, the transmit FIFO (mailbox [56]) is not output. Table 47.8 lists the behavior of MBNST bit in FIFO mailbox mode. In channel search mode, the MBNST bit outputs the corresponding channel number. After the CiMSSR register is read by a program, the next target channel number is output.

Table 47.8 Operation of MBNST Bit in FIFO Mailbox Mode

MBSM Bit	Mailbox [56] (Transmit FIFO)	Mailbox [60] (Receive FIFO)
"00"	Mailbox [56] is not output.	Mailbox [60] is output when no NEWDATA bit for the normal mailbox is set to "1" and the receive FIFO is not empty.
"01"		Mailbox [60] is not output.
"10"		Mailbox [60] is output when no MSGLOST bit for the normal mailbox is set to "1" and the RFMLF bit is set to "1" (receive FIFO message lost has occurred) in the receive FIFO.
"11"		Mailbox [60] is not output.

47.2.17 CANi Channel Search Support Register (CiCSSR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

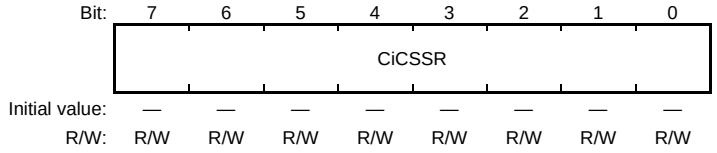
The bits in the CiCSSR register, which are set to "1", are encoded by an 8/3 encoder (the lower bit position, the higher priority) and output to the MBNST bits in the CiMSSR register.

The CiMSSR register outputs the updated value whenever the CiMSSR register is read by a program.

Write to the CiCSSR register only when the MBSM bit in the CiMSMR register is "11" (channel search mode). Write to this register in CAN operation mode or CAN halt mode.

CAN0 Channel Search Support Register (C0CSSR)

CAN1 Channel Search Support Register (C1CSSR)



<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
7 to 0	CiCSSR	Undefined	R/W	When the value for the channel search is input, the channel number is output to the CiMSSR register.

Figure 47.4 shows the write and read of registers CiCSSR and CiMSSR.

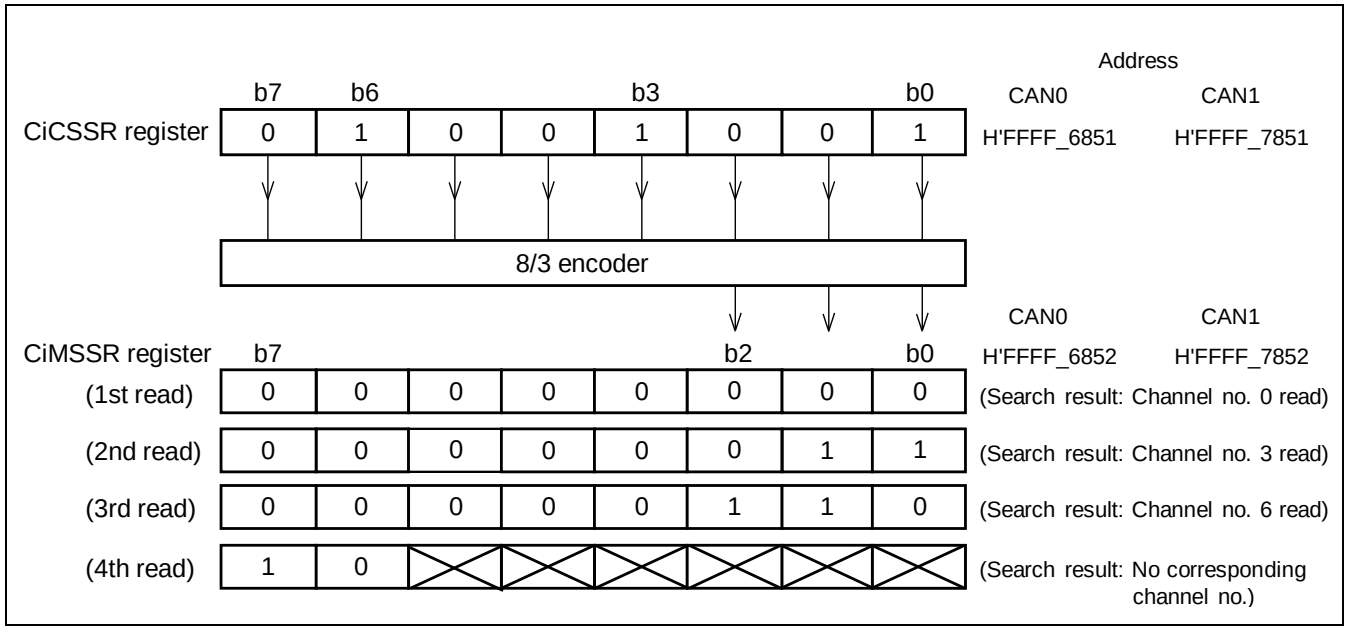


Figure 47.4 Write and Read of Registers CiCSSR and CiMSSR (i = 0, 1)

The value of the CiCSSR register is also updated whenever the CiMSSR register is read. When the CiCSSR register is read, the value before the 8/3 encoder conversion is read.

47.2.18 CANi Acceptance Filter Support Register (CiAFSR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The acceptance filter support unit (ASU) can be used for data table (8 bits × 256) search. In the data table, all standard IDs created by the user are set to be valid/invalid in bit units. When the CAFSR register is written with the 16-bit unit data including the SID bit in the CiMBj register (j = 0 to 63), in which a received ID is stored, a decoded row (byte offset) position and column (bit) position for data table search can be read. The ASU can be used for standard (11-bit) IDs only.

The ASU is enabled in the following cases:

- When the ID to receive cannot be masked by the acceptance filter.
  (Example) IDs to receive: H'078, H'087, H'111
- When there are too many IDs to receive and software filtering time is expected to be shortened.

Write to the CiAFSR register in CAN operation mode or CAN halt mode.

CAN0 Acceptance Filter Support Register (C0AFSR)

CAN1 Acceptance Filter Support Register (C1AFSR)

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CiAFSR															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: Undefined>

Bit	Symbol	Initial Value	R/W	Description
15 to 0	CiAFSR	Undefined	R/W	After the standard ID of a received message is written, the value converted for data table search can be read.

Figure 47.5 shows the write and read of CiAFSR register.

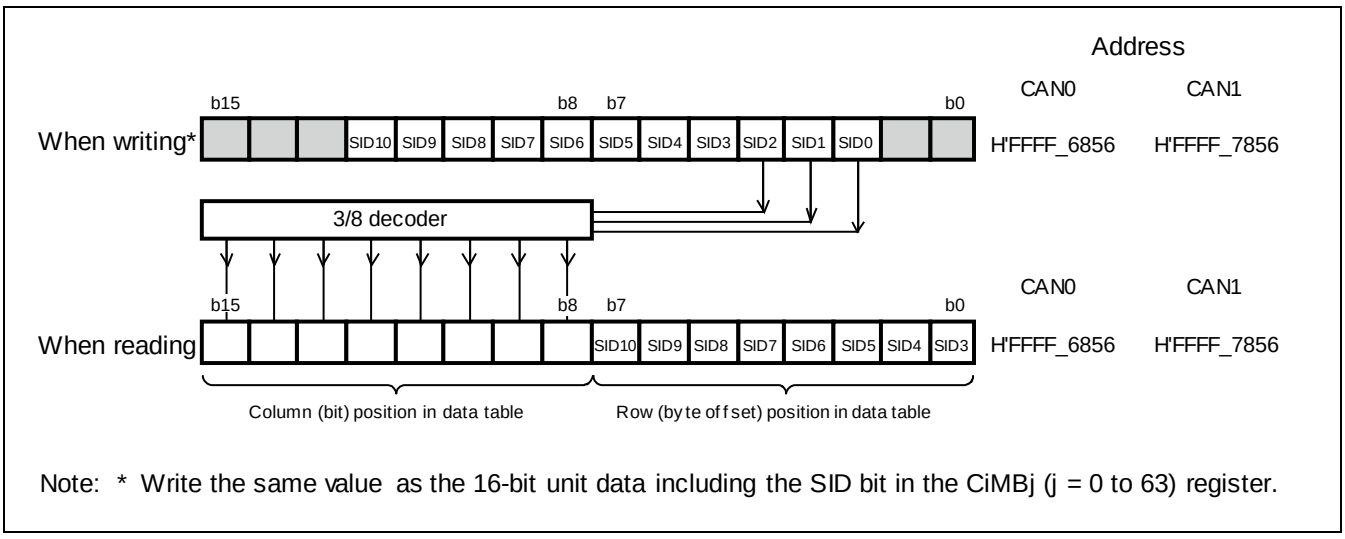


Figure 47.5 Write and Read of CiAFSR Register (i = 0, 1)

47.2.19 CANi Error Interrupt Enable Register (CiEIER) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CiEIER register is used to set the error interrupt enabled/disabled individually for each error interrupt source in the CiEIFR register.

Write to the CiEIER register in CAN reset mode.

CAN0 Error Interrupt Enable Register (C0EIER)

CAN1 Error Interrupt Enable Register (C1EIER)

Bit:	7	6	5	4	3	2	1	0
	BLIE	OLIE	ORIE	BORIE	BOEIE	EPIE	EWIE	BEIE
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7	BLIE	B'0	R/W	Bus Lock Interrupt Enable Bit When the BLIE bit is "0", no error interrupt request is generated even if the BLIF bit in the CiEIFR register is set to "1". When the BLIE bit is "1", an error interrupt request is generated if the BLIF bit is set to "1". 0: Bus lock interrupt disabled 1: Bus lock interrupt enabled
6	OLIE	B'0	R/W	Overload Frame Transmit Interrupt Enable Bit When the OLIE bit is "0", no error interrupt request is generated even if the OLIF bit in the CiEIFR register is set to "1". When the OLIE bit is "1", an error interrupt request is generated if the OLIF bit is set to "1". 0: Overload frame transmit interrupt disabled 1: Overload frame transmit interrupt enabled
5	ORIE	B'0	R/W	Receive Overrun Interrupt Enable Bit When the ORIE bit is "0", an error interrupt request is not generated even if the ORIF bit in the CiEIFR register is set to "1". When the ORIE bit is "1", an error interrupt request is generated if the ORIF bit is set to "1". 0: Receive overrun interrupt disabled 1: Receive overrun interrupt enabled
4	BORIE	B'0	R/W	Bus-Off Recovery Interrupt Enable Bit When the BORIE bit is "0", an error interrupt request is not generated even if the BORIF bit in the CiEIFR register is set to "1". When the BORIE bit is set to "1", an error interrupt request is generated if the BORIF bit is set to "1". 0: Bus-off recovery interrupt disabled 1: Bus-off recovery interrupt enabled

Bit	Symbol	Initial Value	R/W	Description
3	BOEIE	B'0	R/W	Bus-Off Entry Interrupt Enable Bit When the BOEIE bit is "0", no error interrupt request is generated even if the BOEIF bit in the CiEIFR register is set to "1". When the BOEIE bit is "1", an error interrupt request is generated if the BOEIF bit is set to "1". 0: Bus-off entry interrupt disabled 1: Bus-off entry interrupt enabled
2	EPIE	B'0	R/W	Error-Passive Interrupt Enable Bit When the EPIE bit is "0", no error interrupt request is generated even if the EPIF bit in the CiEIFR register is set to "1". When the EPIE bit is "1", an error interrupt request is generated if the EPIF bit is set to "1". 0: Error-passive interrupt disabled 1: Error-passive interrupt enabled
1	EWIE	B'0	R/W	Error-Warning Interrupt Enable Bit When the EWIE bit is "0", no error interrupt request is generated even if the EWIF bit in the CiEIFR register is set to "1". When the EWIE bit is "1", an error interrupt request is generated if the EWIF bit is set to "1". 0: Error-warning interrupt disabled 1: Error-warning interrupt enabled
0	BEIE	B'0	R/W	Bus Error Interrupt Enable Bit When the BEIE bit is "0", no error interrupt request is generated even if the BEIF bit in the CiEIFR register is set to "1". When the BEIE bit is "1", an error interrupt request is generated if the BEIF bit is set to "1". 0: Bus error interrupt disabled 1: Bus error interrupt enabled

47.2.20 CANi Error Interrupt Factor Judge Register (CiEIFR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

If an event corresponding to each bit occurs, the corresponding bit in the CiEIFR register is set to "1" regardless of the setting of the CiEIER register.

To set each bit to "0", write "0" by a program. If the set timing occurs simultaneously with the clear timing by the program, the bit becomes "1".

When writing "0" to a single bit by a program, use the MOV instruction to ensure that only the specified bit is set to "0" and the other bits are set to "1". Writing "1" has no effect to these bit values.

CAN0 Error Interrupt Factor Judge Register (C0EIFR)

CAN1 Error Interrupt Factor Judge Register (C1EIFR)

Bit:	7	6	5	4	3	2	1	0
	BLIF	OLIF	ORIF	BORIF	BOEIF	EPIF	EWIF	BEIF
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7	BLIF	B'0	R/W	Bus Lock Detect Flag* The BLIF bit becomes 1 if 32 consecutive dominant bits are detected on the CAN bus while the CAN module is in CAN operation mode. After the BLIF bit becomes 1, bus lock can be detected again after either of the following conditions is satisfied: • After this bit is set to 0 from 1, recessive bits are detected (bus lock is resolved). • After this bit is set to 0 from 1, the CAN module enters CAN reset mode and then enters CAN operation mode again (internal reset). 0: No bus lock detected 1: Bus lock detected
6	OLIF	B'0	R/W	Overload Frame Transmission Detect Flag* The OLIF bit is set to "1" if the transmitting condition of an overload frame is detected when the CAN module performs transmission or reception. 0: No overload frame transmission detected 1: Overload frame transmission detected

Bit	Symbol	Initial Value	R/W	Description
5	ORIF	B'0	R/W	Receive Overrun Detect Flag* The ORIF bit is set to "1" when a receive overrun occurs. This bit is not to set to "1" in overwrite mode. In overwrite mode, a reception complete interrupt request is generated if an overwrite condition occurs and the ORIF bit is not set to "1". In normal mailbox mode, if an overrun occurs in any of mailboxes [0] to [63] in overrun mode, this bit is set to "1". In FIFO mailbox mode, if an overrun occurs in any of mailboxes [0] to [55] or the receive FIFO in overrun mode, this bit is set to "1". 0: No receive overrun detected 1: Receive overrun detected
4	BORIF	B'0	R/W	Bus-Off Recovery Detect Flag* The BORIF bit is set to "1" when the CAN module recovers from the bus-off state normally by detecting 11 consecutive bits 128 times in the following conditions: When the BOM bit in the CiCTLR register is "00". When the BOM bit is "10". When the BOM bit is "11". The BORIF bit is not set to "1" if the CAN module recovers from the bus-off state in the following conditions: When the CANM bit in the CiCTLR register is set to "01" or "11" (CAN reset mode). When the RBOC bit in the CiCTLR register is set to "1" (forcible return from bus-off). When the BOM bit is "01". When the BOM bit is "11" and the CANM bit is set to "10" (CAN halt mode) before normal recovery occurs. 0: No bus-off recovery detected 1: Bus-off recovery detected
3	BOEIF	B'0	R/W	Bus-Off Entry Detect Flag* The BOEIF bit is set to "1" when the CAN error state becomes bus-off (the TEC value exceeds 255). The BOEIF bit is also set to "1" when the BOM bit in the CiCTLR register is "01" (entry to CAN halt mode automatically at bus-off entry) and the CAN module becomes the bus-off state. 0: No bus-off entry detected 1: Bus-off entry detected
2	EPIF	B'0	R/W	Error Passive Detect Flag* The EPIF bit is set to "1" when the CAN error state becomes error-passive (the REC or TEC value exceeds 127). The EPIF bit is set to "1" only when the REC or TEC initially exceeds 127. Thus, if "0" is written to the EPIF bit by a program while the REC or TEC remains greater than 127, the EPIF bit is not set to "1" until the REC and TEC goes below 127 and then exceeds 127 again. 0: No error passive detected 1: Error passive detected

Bit	Symbol	Initial Value	R/W	Description
1	EWIF	B’0	R/W	Error Warning Detect Flag* The EWIF bit is set to "1" when the value of the receive error counter (REC) or transmit error counter (TEC) exceeds 95. The EWIF bit is set to "1" only when the REC or TEC initially exceeds 95. Thus, if "0" is written to the EWIF bit by a program while the REC or TEC remains greater than 95, the EWIF bit is not set to "1" until the REC and TEC goes below 95 and then exceeds 95 again. 0: No error warning detected 1: Error warning detected
0	BEIF	B’0	R/W	Bus Error Detect Flag* The BEIF bit is set to "1" when a bus error is detected. 0: No bus error detected 1: Bus error detected

Note: * Only "0" may be written to this bit. (Writing "1" has no effect.) When writing "0" to specific bits in software, use the MOV instruction and write "0" to each bit to be cleared to "0" and "1" to all other bits.

Table 47.9 lists the behavior of bits BOEIF and BORIF according to BOM bit setting value.

Table 47.9 Behavior of Bits BOEIF and BORIF according to BOM Bit Setting Value

BOM Bit	BOEIF Bit	BORIF Bit
B’00	Set to "1" on entry to the bus-off state.	Set to "1" on exit from the bus-off state.
B’01		Do not set to "1".
B’10		Set to "1" on exit from the bus-off state.
B’11		Set to "1" if normal bus-off recovery occurs before the CANM bit is set to "10" (CAN halt mode).

47.2.21 CANi Receive Error Count Register (CiRECR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

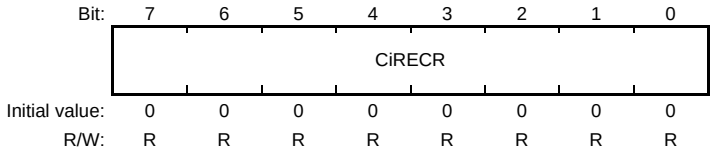
The CiRECR register indicates the value of the receive error counter.

For the increment/decrement conditions of the receive error counter, refer to the CAN Specifications (ISO11898-1).

The value in bus-off state is undefined.

CAN0 Receive Error Count Register (C0RECR)

CAN1 Receive Error Count Register (C1RECR)



<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7 to 0	CiRECR	All 0	R	Receive Error Count Function The CiRECR register increments or decrements the counter value according to error status of the CAN module during reception.

47.2.22 CANi Transmit Error Count Register (CiTECR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CiTECR register indicates the value of the transmit error counter.

For the increment/decrement conditions of the transmit error counter, refer to the CAN Specifications (ISO11898-1).

The value in bus-off state is undefined.

CAN0 Transmit Error Count Register (C0TECR)

CAN1 Transmit Error Count Register (C1TECR)

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7 to 0	CiTECR	All 0	R	Transmit Error Count Function The CiTECR register increments or decrements the counter value according to error status of the CAN module during transmission.

47.2.23 CANi Error Code Store Register (CiECSR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CiECSR register can be used to monitor whether an error has occurred on the CAN bus. Refer to the CAN Specifications (ISO11898-1) to check the generation conditions of each error.

To set each bit except the EDPM bit to "0", write "0" by a program. If the timing at which each bit is set to "1" and the timing at which "0" is written by a program are the same, the relevant bit is set to "1".

CAN0 Error Code Store Register (C0ECSR)

CAN1 Error Code Store Register (C1ECSR)

Bit:	7	6	5	4	3	2	1	0
	EDPM	ADEF	BE0F	BE1F	CEF	AEF	FEF	SEF
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7	EDPM	B'0	R/W	Error Display Mode Select Bit*1*2 The EDPM bit selects the output mode of the CiECSR register. When the EDPM bit is set to "0", the CiECSR register outputs the first error code. When the EDPM bit is set to "1", the CiECSR register outputs the accumulated error code. 0: Output of first detected error code 1: Output of accumulated error code
6	ADEF	B'0	R/W	ACK Delimiter Error Flag*3*4 The ADEF bit is set to "1" when a form error is detected with the ACK delimiter during transmission. 0: No ACK delimiter error detected 1: ACK delimiter error detected
5	BE0F	B'0	R/W	Bit Error (dominant) Flag*3*4 The BE0F bit is set to "1" when a dominant bit error is detected. 0: No bit error (dominant) detected 1: Bit error (dominant) detected
4	BE1F	B'0	R/W	Bit Error (recessive) Flag*3*4 The BE1F bit is set to "1" when a recessive bit error is detected. 0: No bit error (recessive) detected 1: Bit error (recessive) detected
3	CEF	B'0	R/W	CRC Error Flag*3*4 The CEF bit is set to "1" when a CRC error is detected. 0: No CRC error detected 1: CRC error detected

Bit	Symbol	Initial Value	R/W	Description
2	AEF	B'0	R/W	ACK Error Flag*3*4 The AEF bit is set to "1" when an ACK error is detected. 0: No ACK error detected 1: ACK error detected
1	FEF	B'0	R/W	Form Error Flag*3*4 The FEF bit is set to "1" when a form error is detected. 0: No form error detected 1: Form error detected
0	SEF	B'0	R/W	Stuff Error Flag*3*4 The SEF bit is set to "1" when a stuff error is detected. 0: No stuff error detected 1: Stuff error detected

Notes: 1. Write to the EDPM bit in CAN reset mode or CAN halt mode.
2. If more than one error condition is detected simultaneously, all related bits are set to "1".
3. Writing "1" has no effect to these bit values.
4. When writing "0" to bits SEF, FEF, AEF, CEF, BE1F, BE0F, and ADEF by a program, use the MOV instruction to ensure that only the specified bit is set to "0" and the other bits are set to "1".

47.2.24 CANi Time Stamp Register (CiTSR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

When the CiTSR register is read, the value of the time stamp counter (16-bit free-running counter) at that moment is read.

The value of the time stamp counter reference clock is a multiple of 1 bit time, as configured by the TSPS bit in the CiCTLR register.

The time stamp counter stops in CAN sleep mode and CAN halt mode, and is initialized in CAN reset mode.

The time stamp counter value is stored to TSL and TSH in the CiMBj register when a received message is stored in a receive mailbox.

CAN0 Time Stamp Register (C0TSR)

CAN1 Time Stamp Register (C1TSR)

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CiTSR															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

<After Reset: H'0000>

Bit	Symbol	Initial Value	R/W	Description
15 to 0	CiTSR	All 0	R	Free-running counter value for the time stamp function

Note: Read the CiTSR register in 16-bit units.

47.2.25 CANi Test Control Register (CiTCR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Write to the CiTCR register in CAN halt mode only.

CAN0 Test Control Register (C0TCR)

CAN1 Test Control Register (C1TCR)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	TSTM		TSTE
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7 to 3	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
2, 1	TSTM	All 0	R/W	CAN Test Mode Select Bits The TSTM bit selects the CAN test mode. For details on the CAN test modes, see section 47.2.25 (1), Listen-Only Mode, section 47.2.25 (2), Self-Test Mode 0 (External Loop Back), and section 47.2.25 (3), Self-Test Mode 1 (Internal Loop Back). B’00: Other than CAN test mode B’01: Listen-only mode B’10: Self-test mode 0 (external loop back) B’11: Self-test mode 1 (internal loop back)
0	TSTE	B’0	R/W	CAN Test Mode Enable Bit When the TSTE bit is set to "0", CAN test mode is disabled. When the TSTE bit is set to "1", CAN test mode is enabled. 0: CAN test mode disabled 1: CAN test mode enabled

(1) Listen-Only Mode

The ISO 11898-1 recommends an optional bus monitoring mode. In listen-only mode, the CAN node is able to receive valid data frames and valid remote frames. It sends only recessive bits on the CAN bus, and the protocol controller is not required to send the ACK bit, overload flag, or active error flag.

Listen-only mode can be used for baud rate detection.

Do not request transmission from any mailboxes in this mode.

Figure 47.6 shows the connection when listen-only mode is selected.

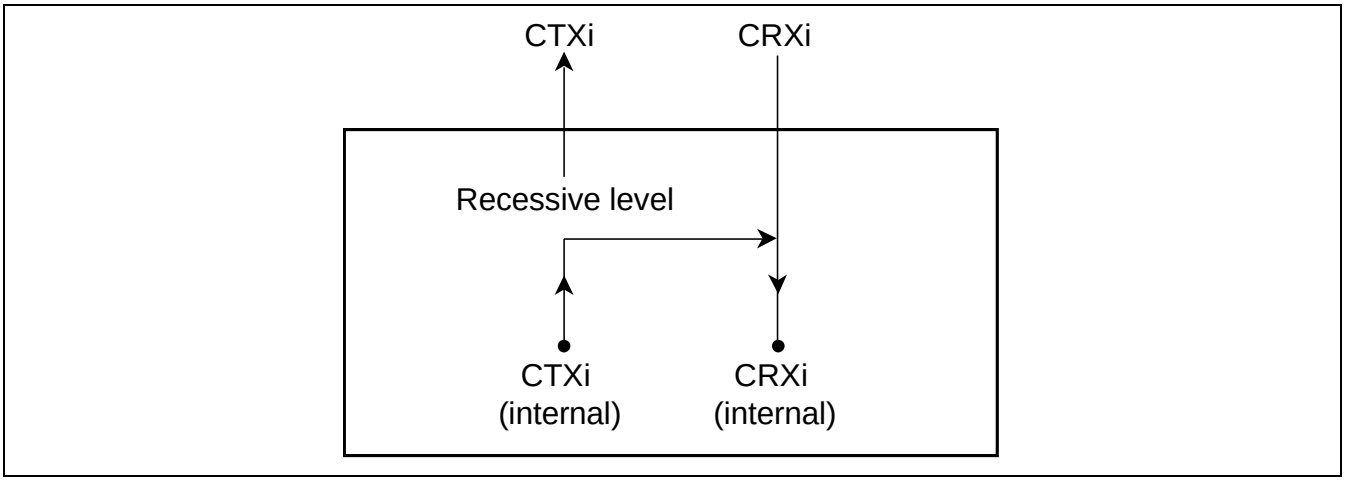


Figure 47.6 Connection when Listen-Only Mode is Selected

(2) Self-Test Mode 0 (External Loop Back)

Self-test mode 0 is provided for CAN transceiver tests.

In this mode, the protocol controller treats its own transmitted messages as messages received via the CAN transceiver and stores them into the receive mailbox. To be independent from external stimulation, the protocol controller generates the ACK bit.

Connect the CANi_TX/CANi_RX pins to the transceiver.

Figure 47.7 shows the connection when self-test mode 0 is selected.

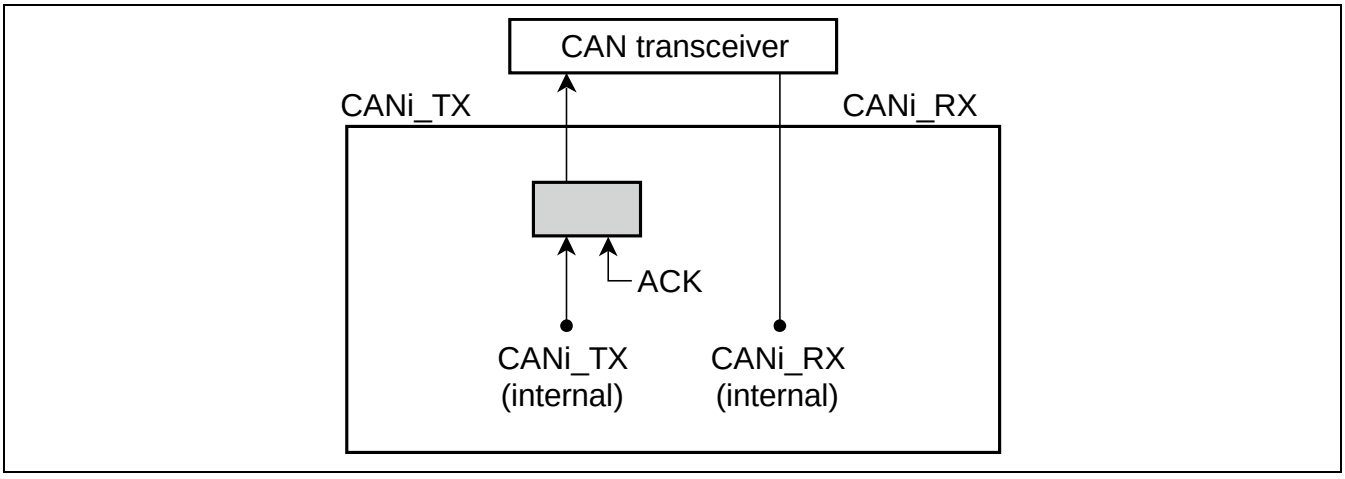


Figure 47.7 Connection when Self-Test Mode 0 is Selected

(3) Self-Test Mode 1 (Internal Loop Back)

Self-test mode 1 is provided for self-test functions.

In this mode, the protocol controller treats its transmitted messages as received messages and stores them into the receive mailbox. To be independent from external stimulation, the protocol controller generates the ACK bit.

In self-test mode 1, the protocol controller performs an internal feedback from the internal CANi_TX pin to the internal CANi_RX pin. The input value of the external CANi_RX pin is ignored. The external CANi_TX pin outputs only recessive bits. The CANi_TX/CANi_RX pins do not need to be connected to the CAN bus or any external device.

Figure 47.8 shows the connection when self-test mode 1 is selected.

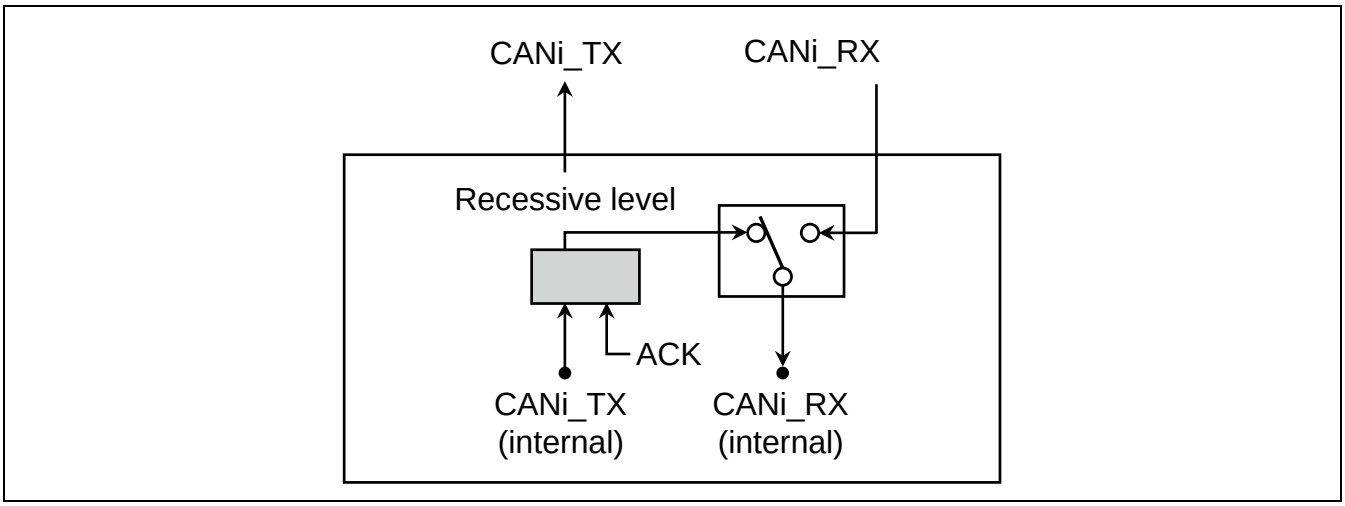


Figure 47.8 Connection when Self-Test Mode 1 is Selected

47.2.26 CANi Interrupt Status Register (CiISR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CiISR register shows interrupt sources before masking by the CiIER register.

CAN0 Interrupt Status Register (C0ISR)

CAN1 Interrupt Status Register (C1ISR)

Bit:	7	6	5	4	3	2	1	0
	—	—	ERSF	RXFF	TXFF	RX M0F	RXM1F	TXMF
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R	R	R

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7, 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
5	ERSF	B'0	R	Error (ERS) Interrupt Status Bit*1 The ERSF bit shows the error interrupt source status. 0: ERS interrupt source not detected 1: ERS interrupt source detected
4	RXFF	B'0	R/W	Reception FIFO (RXF) Interrupt Status Bit*2 The RXFF bit shows the FIFO receive interrupt source status. 0: RXF interrupt source not detected 1: RXF interrupt source detected The RXFF is cleared to "0" by writing "0" to it by software. (writing "1" has no effect)
3	TXFF	B'0	R/W	Transmission FIFO (TXF) Interrupt Status Bit*3 The TXFF bit shows the FIFO transmit interrupt source status. 0: TXF interrupt source not detected 1: TXF interrupt source detected The TXFF is cleared to "0" by writing "0" to it by software. (writing "1" has no effect)
2	RXM0F	B'0	R	Mailbox 0 Successful Reception (RXM0) Interrupt Status Bit*4 The RXM0F bit shows the successful reception interrupt source status for mailbox 0. 0: RXM0 interrupt source not detected 1: RXM0 interrupt source detected
1	RXM1F	B'0	R	Mailbox 1 to 63 Successful Reception (RXM1) Interrupt Status Bit*5 The RXM1F bit shows the successful reception interrupt source status for mailboxes 1 to 63. 0: RXM1 interrupt source not detected 1: RXM1 interrupt source detected

Bit	Symbol	Initial Value	R/W	Description
0	TXMF	B'0	R	Mailbox 32 to 63 Successful Transmission (TXM) Interrupt Status Bit*6 The TXMF bit shows the successful transmission interrupt source status for mailboxes 32 to 63. 0: TXM interrupt source not detected 1: TXM interrupt source detected

Notes:
1. The ERSF bit is set to "1" when a bit in one of the CiEIFR[j] registers is set to "1" due to a communication error while the corresponding bit in the CiEIER[j] register is set to "1" (j = 0 to 7).
2. The RXFF bit is set to "1" when bit 6 or 5 in the CiRFCR register is set to "1" because of a reception FIFO full or warning condition due to the setting of CiMIER[61].
3. The TXFF bit is set to "1" when the transmission FIFO message count reaches the specified value due to the setting of CiMIER[57].
4. After the NEWDATA bit in CiMCTL0 is set to "1" at the end of a receive operation, the RXM0F bit is set to "1" if storing of the receive data is complete (corresponding INVALDATA bit value changed from "1" to "0") and the CiMIER0[0] bit has been set to "1".
5. After the NEWDATA bit in CiMCTLj is set to "1" at the end of a receive operation, the RXM1F bit is set to "1" if storing of the receive data is complete (corresponding INVALDATA bit value changed from "1" to "0") and the bit in CiMIER0 or CiMIER1 corresponding to mailbox j has the been set to "1" (j = 1 to 63).
6. The TXMF bit is set to "1" when the bit in the CiMIER1 register corresponding to mailbox j is set to "1" while the value of the SENTDATA bit in the CiMCTLj register is "1" following a successful reception (j = 32 to 63).

47.2.27 CANi Interrupt Enable Register (CiIER) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The CiIER register can be used by an application to cause some interrupts to be ignored while processing by an interrupt service routine is taking place. Each bit affects the individual interrupt source corresponding to it.

CAN0 Interrupt Enable Register (C0IER)

CAN1 Interrupt Enable Register (C1IER)

Bit:	7	6	5	4	3	2	1	0
	—	—	ERSIE	RXFIE	TXFIE	RXM 0IE	RXM 1IE	TXM IE
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7, 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
5	ERSIE	B'0	R/W	Error (ERS) Interrupt Enable Bit The ERSIE bit enables or disables the ERS interrupt controller. 0: ERS interrupt disabled 1: ERS interrupt enabled
4	RXFIE	B'0	R/W	Reception FIFO (RXF) Interrupt Enable Bit The RXFIE bit enables or disables the RXF interrupt controller. 0: RXF interrupt disabled 1: RXF interrupt enabled
3	TXFIE	B'0	R/W	Transmission FIFO (TXF) Interrupt Enable Bit The TXFIE bit enables or disables the TXF interrupt controller. 0: TXF interrupt disabled 1: TXF interrupt enabled
2	RXM0IE	B'0	R/W	Mailbox 0 Successful Reception (RXM0) Interrupt Enable Bit The RXM0IE bit enables or disables the RXM0 interrupt controller. 0: RXM0 interrupt disabled 1: RXM0 interrupt enabled
1	RXM1IE	B'0	R/W	Mailbox 1 to 63 Successful Reception (RXM1) Interrupt Enable Bit The RXM1IE bit enables or disables the RXM1 interrupt controller. 0: RXM1 interrupt disabled 1: RXM1 interrupt enabled
0	TXMIE	B'0	R/W	Mailbox 32 to 63 Successful Transmission (TXM) Interrupt Enable Bit The TXMIE bit enables or disables the TXM interrupt controller. 0: TXM interrupt disabled 1: TXM interrupt enabled

47.2.28 CANi Mailbox Search Mask Register (CiMBSMR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Write to the CiMBSMR register in CAN halt mode only.

CAN0 Mailbox Search Mask Register (C0MBSMR)

CAN1 Mailbox Search Mask Register (C1MBSMR)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MB0SM
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7 to 1	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
0	MB0SM	B'0	R/W	Mailbox 0 Search Mask Bit* When the MB0SM bit is set to "1", message box 0 is excluded from the search target for the CANi mailbox search status register.

Note: * The MB0SM bit is enabled in the search modes except channel search mode. In the RXM1 interrupt handling, this bit is usable to exclude message box 0 from the search target for the CiMSSR register in receive mailbox search mode.

47.2.29 CANi Parity Error Control Register (CiPECR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register controls the function of the parity mode and displays a parity error flag

Bit:	7	6	5	4	3	2	1	0
	PF	—	—	—	—	PIE	PME	PM
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R/W	R/W	R/W

<After Reset: H'00>

Bit	Symbol	Initial Value	R/W	Description
7	PF	B'0	R/W	Parity error flag *2 This bit is set to "1" when a parity error is detected. The bit has to be cleared by the program. As long as this bit is set no further parity error can be detected and the address value in the Parity Error Address Capture Register keeps the address for the first captured parity error. 0: Parity error is not detected 1: Parity error is detected
6 to 3	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
2	PIE	B'0	R/W	Parity error interrupt *1 This bit controls the parity error interrupt enable. When this bit is configured to "0", the parity error interrupt is disabled. When this bit is set to "1", the parity error interrupt is enabled. When a parity error interrupt is generated, the parity error flag (CANi Parity Error Control Register, bit 7) should be checked to determine the interrupt source. 0: Parity error interrupt is disabled 1: Parity error interrupt is enabled
1	PME	B'0	R/W	Parity enable bit This bit controls the Dual Port RAM parity functionality. When this bit is set to "0", parity checkers are disabled keeping the parity generators still active to store the correct parity bit for each byte when writing to the Dual Port RAM. When this bit is set to "1", parity checkers and parity generators are both active. 0: Parity checker off 1: Parity checker on

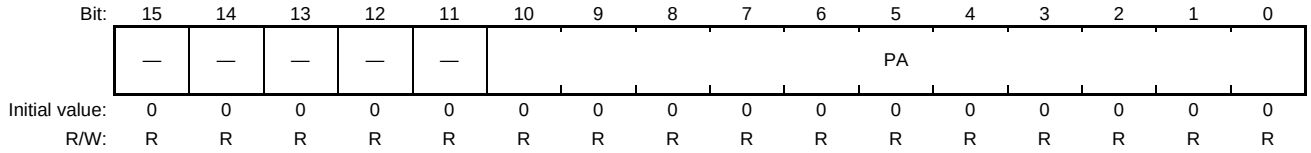
Bit	Symbol	Initial Value	R/W	Description
0	PM	B'0	R/W	Parity mode This bit controls the action of the CAN Module following the detection of a parity error. When this bit is programmed to "1" and a parity error is detected while in Operation Mode the CAN module forces the cancellation of a possible pending communication (either reception or transmission) and then enters Halt mode. When the pending communication is cancelled, the Reception Error Counter and Transmission Error Counter are initialized. If a parity error is detected while the CAN module is in its Reset or Halt mode no state transition will take place. In the case where CPU requests transition to Reset Mode at the same time as a parity error occurs then the CPU request to enter Reset Mode will have the highest priority. When this bit is set to "0", CAN module continues in Operation Mode and the pending communication is not canceled. Regardless of the setting of ParMode (PM) when a parity error occurs and ParModeEn (PME) bit is set to '1' (parity function enabled): • A parity error flag is set in bit 7 of the CAN Parity Error Control Register • A parity error interrupt is generated (providing the ParIntEn (PIE) bit is asserted) • The address where a parity error occurs is captured in the CANi Parity Error Capture Address Register. When parity error is detected 0: Continue operation mode 1: Go to Halt mode

Notes: 1. Do not write to this bit in Operation Mode
2. Write "0" only (writing "1" has no effect)
3. The software sequence required to set these bits is described in section 47.9, CPU is prevented from writing this bit in operation mode by H/W write protection.

47.2.30 CANi Parity Error Address Capture Register (CiPEACR) (i = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register displays the address where the parity error occurred.



<After Reset: H'0000>

Bit	Symbol	Initial Value	R/W	Description
15 to 11	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
10 to 0	PA	All 0	R	Parity error captured address bits This register displays the address offset from a starting address of Mailbox 0 where parity error is detected. When a parity error is detected, the address in which the error occurred is captured in this register. Only the longword address is shown. The address is shown as below.

ParAddress value	Location
H'000 - H'00F	Mailbox 0*
H'010 – H'01F	Mailbox 1
H'020 – H'02F	Mailbox 2
...	…
H'3F0 – H'3FF	Mailbox 63
H'400 – H'41F	CiMKR 2 to 9
H'420 – H'427	FIFO ID 0 to 1
H'428 – H'42B	Mask Invalid 1
H'42C – H'42F	Interrupt enable 1
H'430 – H'433	CiMKR 0
H'434 – H'437	CiMKR 1
H'438 – H'43B	Mask Invalid 0
H'43C – H'43F	Interrupt enable 0

Note: * H'000 is the first byte of the mailbox 0.

Only the address related to the first parity error is reported. The program has to clear the ParFlag status to enable the capture of other locations leading to a parity error.

In case parity error is flagged at the same time from DPRAM CAN side parity checker and the DPRAM CPU side parity checker, the CPU side access address will be displayed in the parity error address capture register.

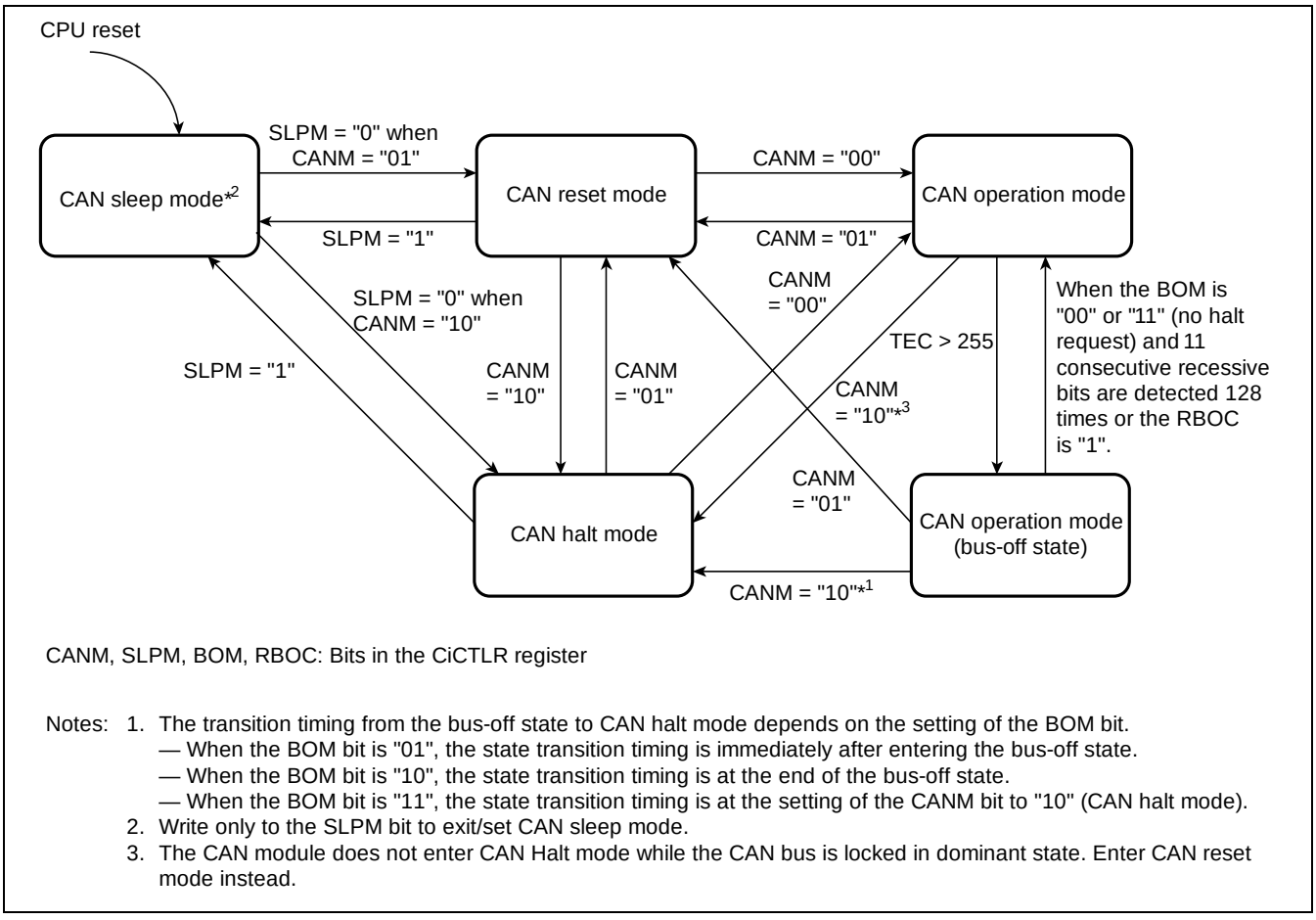
47.3 Operating Mode

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The CAN module has the following four operating modes.

- CAN reset mode
- CAN halt mode
- CAN operation mode
- CAN sleep mode

Figure 47.9 shows the transition between CAN operating modes.



Notes: 1. The transition timing from the bus-off state to CAN halt mode depends on the setting of the BOM bit.
— When the BOM bit is "01", the state transition timing is immediately after entering the bus-off state.
— When the BOM bit is "10", the state transition timing is at the end of the bus-off state.
— When the BOM bit is "11", the state transition timing is at the setting of the CANM bit to "10" (CAN halt mode).
2. Write only to the SLPM bit to exit/set CAN sleep mode.
3. The CAN module does not enter CAN Halt mode while the CAN bus is locked in dominant state. Enter CAN reset mode instead.

Figure 47.9 Transition between CAN Operating Modes (i = 0, 1)

47.3.1 CAN Reset Mode

CAN reset mode is provided for CAN communication configuration.

When the CANM bit in the CiCTLR register is set to "01" or "11", the CAN module enters CAN reset mode. Then the RSTST bit in the CiSTR register is set to "1". Do not change the CANM bit until the RSTST bit is set to "1". Configure the CiBCR register before exiting CAN reset mode to any other modes.

The following registers are initialized to their reset values after entering CAN reset mode and their initialized values are retained during CAN reset mode:

- CiMCTLj register
- CiSTR register (except bits SLPST and TFST)
- CiEIFR register
- CiRECR register
- CiTECR register
- CiTSR register
- CiMSSR register
- CiMSMR register
- CiRFCR register
- CiTFCR register
- CiTCR register
- CiECSR register (except EDPM bit)
- CiISR register
- CiMBSMR register

The following registers retain their values after entering CAN reset mode.

- CiCLKR register
- CiCTLR register
- CiSTR register (bits SLPST and TFST)
- Registers CiMIER0 and CiMIER1
- CiEIER register
- CiBCR register
- CiCSSR register
- CiECSR register (EDPM bit only)
- CiMBj register
- Registers CiMKR0 to CiMKR9
- Registers CiFIDCR0 and CiFIDCR1
- Registers CiMKIVLR0 and CiMKIVLR1
- CiAFSR register
- CiRFPCR register
- CiTFPCR register
- CiIER register

47.3.2 CAN Halt Mode

CAN halt mode is used for mailbox configuration and test mode setting.

When the CANM bit in the CiCTLR register is set to "10", CAN halt mode is selected. Then the HLTST bit in the CiSTR register is set to "1". Do not change the CANM bit until the HLTST bit is set to "1".

Refer to Table 47.10, Operation in CAN Reset Mode and CAN Halt Mode regarding the state transition conditions when transmitting or receiving.

All registers except bits RSTST, HLTST, and SLPST in the CiSTR register remain unchanged when the CAN module enters CAN halt mode.

Do not change registers CiCLKR, CiCTLR (except bits CANM and SLPM), and CiEIER in CAN halt mode. The CiBCR register can be changed in CAN halt mode only when listen-only mode is selected to use for automatic bit rate detection.

Table 47.10 Operation in CAN Reset Mode and CAN Halt Mode

Mode	Receiver	Transmitter	Bus-Off
CAN reset mode	CAN module enters CAN reset mode without waiting for the end of message reception	CAN module enters CAN reset mode after waiting for the end of message transmission (1, 4)	CAN module enters CAN reset mode without waiting for the end of bus-off recovery
CAN halt mode	CAN module enters CAN halt mode after waiting for the end of message reception (2, 3)	CAN module enters CAN halt mode after waiting for the end of message transmission (1, 2, 4)	• When the BOM bit is "B'00" A halt request from a program will be acknowledged only after bus-off recovery • When the BOM bit is "B'01" CAN module automatically enters CAN halt mode without waiting for the end of bus-off recovery (regardless of a halt request from a program) • When the BOM bit is "B'10" CAN module automatically enters CAN halt mode after waiting for the end of bus-off recovery (regardless of a halt request from a program) • When the BOM bit is "B'11" CAN module enters CAN halt mode (without waiting for the end of bus-off recovery) if a halt is requested by a program during bus-off

BOM bit: Bit in the CiCTLR register (i = 0, 1)

Notes: 1. If several messages are requested to be transmitted, mode transition occurs after the completion of the first message transmission. When CAN reset mode is being requested during suspend transmission, mode transition occurs when the bus is idle, the next transmission ends, or the CAN module becomes a receiver.
2. If the CAN bus is locked in dominant state, the program can detect this state by monitoring the BLIF bit in the CiEIFR register. The CAN module does not enter CAN Halt mode while the CAN bus is locked in dominant state. Enter CAN reset mode instead.
3. If a CAN bus error occurs during reception after CAN halt mode is requested, the CAN module enters CAN halt mode. However, the CAN module does not enter CAN Halt mode when the CAN bus is locked in dominant state.
4. If a CAN bus error or arbitration lost occurs during transmission after CAN reset mode or CAN halt mode is requested, the CAN module enters the requested operating mode. However, the CAN module does not enter CAN Halt mode when the CAN bus is locked in dominant state.

47.3.3 CAN Sleep Mode

CAN sleep mode is used for reducing current consumption by stopping the clock supply to the CAN module. After MCU hardware reset or software reset, the CAN module starts from CAN sleep mode.

When the SLPM bit in the CiCTLR register is set to "1", the CAN module enters CAN sleep mode. Then the SLPST bit in the CiSTR register is set to "1". Do not change the value of the SLPM bit until the SLPST bit is set to "1". The other registers remain unchanged when the MCU enters CAN sleep mode.

Write to the SLPM bit in CAN reset mode and CAN halt mode. Do not change any registers (except the SLPM bit) during CAN sleep mode. Read operation is still allowed. When the SLPM bit is set to "0", the CAN module is released from CAN sleep mode. When the CAN module exits CAN sleep mode, the other registers remain unchanged.

47.3.4 CAN Operation Mode (Excluding Bus-Off State)

CAN operation mode is used for CAN communication.

When the CANM bit in the CiCTLR register is set to "B'00", the CAN module enters CAN operation mode.

Then bits RSTST and HLTST in the CiSTR register are set to "0". Do not change the value of the CANM bit until these bits are set to "0".

If 11 consecutive recessive bits are detected after entering CAN operation mode, the CAN module is in the following states:

- The CAN module becomes an active node on the network that enables transmission and reception of CAN messages.
- Error monitoring of the CAN bus, such as receive and transmit error counters, is performed.

During CAN operation mode, the CAN module may be in one of the following three sub-modes, depending on the status of the CAN bus:

- Idle mode: Transmission or reception is not being performed.
- Receive mode: A CAN message sent by another node is being received.
- Transmit mode: A CAN message is being transmitted. The CAN module may receive its own message simultaneously when self-test mode 0 (TSTM bit in the CiTCR register = "B'10") or self-test mode 1 (TSTM bit = "B'11") is selected.

Figure 47.10 shows the sub mode in CAN operation mode.

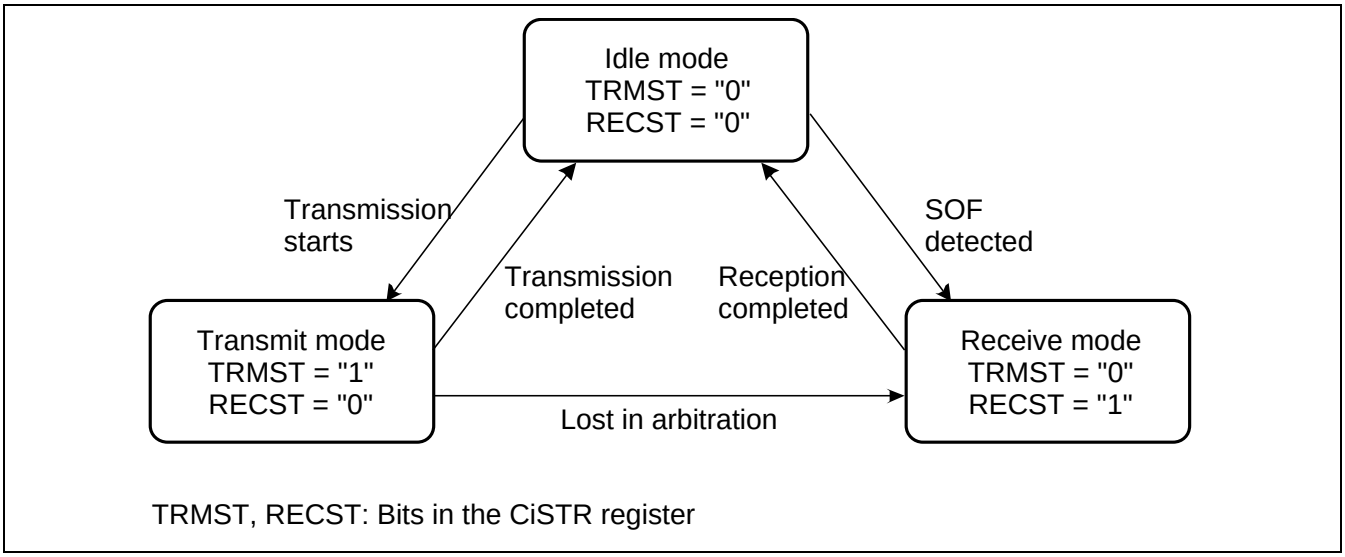


Figure 47.10 Sub Mode in CAN Operation Mode (i = 0, 1)

47.3.5 CAN Operation Mode (Bus-Off State)

The CAN module enters the bus-off state according to the increment/decrement rules for the transmit/error counters in the CAN Specifications.

The following cases apply when recovering from the bus-off state. When the CAN module is in bus-off state, the values of the associated registers, except registers CiSTR, CiEIFR, CiRECR, CiTECR and CiTSR, remain unchanged.

1. When the BOM bit in the CiCTLR register is "B'00" (normal mode)
   The CAN module enters the error-active state after it has completed the recovery from the bus-off state and CAN communication is enabled instantly. The BORIF bit in the CiEIFR register is set to "1" (bus-off recovery detected) at this time.
2. When the RBOC bit in the CiCTLR register is set to "1" (forcible return from bus-off)
   The CAN module enters the error-active state when it is in bus-off state and the RBOC bit is set to "1". CAN communication is enabled again after 11 consecutive recessive bits are detected. The BORIF bit is not set to "1" at this time.
3. When the BOM bit is "B'01" (entry to CAN halt mode automatically at bus-off entry)
   The CAN module enters CAN halt mode when it reaches the bus-off state. The BORIF bit is not set to "1" at this time.
4. When the BOM bit is "B'10" (entry to CAN halt mode automatically at bus-off end)
   The CAN module enters CAN halt mode when it has completed the recovery from bus-off. The BORIF bit is set to "1" at this time.
5. When the BOM bit is "B'11" (entry to CAN halt mode by a program) and the CANM bit in the CiCTLR register is set to "B'10" (CAN halt mode) during the bus-off state
   The CAN module enters CAN halt mode when it is in bus-off state and the CANM bit is set to "B'10" (CAN halt mode). The BORIF bit is not set to "1" at this time.
   If the CANM bit is not set to "B'10" during bus-off, the same behavior as (1) applies.

47.4 CAN Communication Speed Configuration

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The following description explains about the CAN communication speed configuration.

47.4.1 CAN Clock Configuration

This MCU has a CAN clock selector. The CAN clock can be configured by setting the CCLKS bit in the CiCLKR register and the BRP bit in the CiBCR register.

Figure 47.11 shows the block diagram of CAN clock generator.

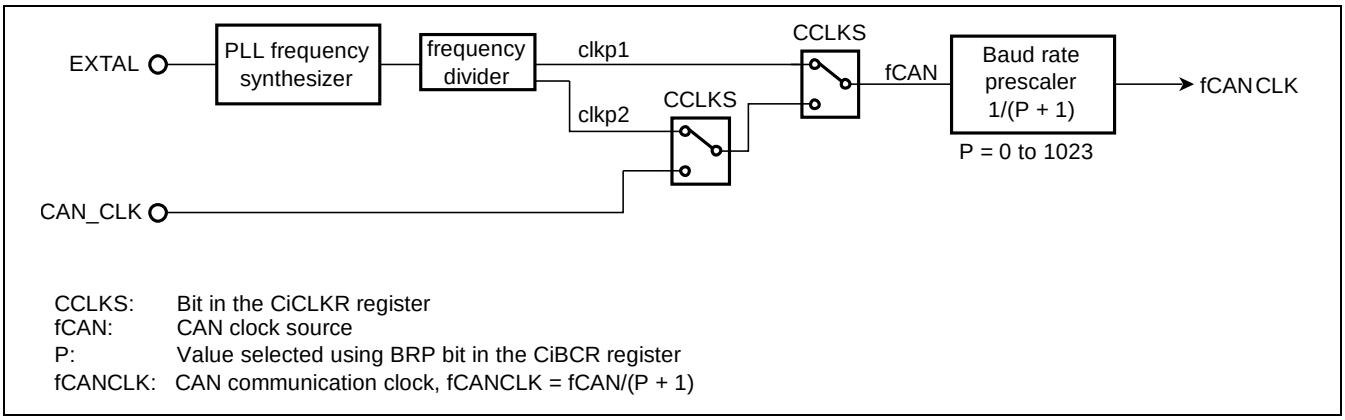


Figure 47.11 Block Diagram of CAN Clock Generator (i = 0, 1)

The CAN operating clock can be selected from the internal clock (clkp1, clkp2) from the CPG (PLL), and the external clock input to external pin (CAN_CLK).

In the initial state, clkp1 is selected. If an external clock input is to be selected, set the CiCLKR register (section 47.2.2) before accessing the CAN module. The range of frequencies that may be input as an external clock is 8 to 50 MHz.

47.4.2 Bit Timing Configuration

The bit time is a single bit time for transmitting/receiving a message and consists of the following three segments.

Figure 47.12 shows the bit timing.

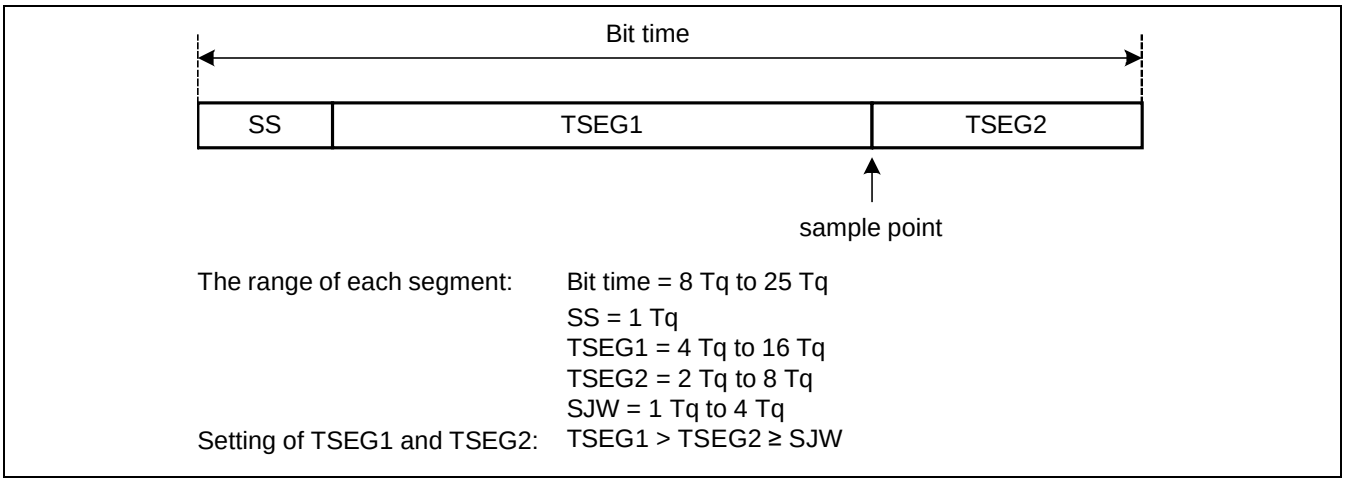


Figure 47.12 Bit Timing

47.4.3 Bit-rate

The bit rate depends on the division value of the fCAN (CAN clock source), the division value of the baud rate prescaler, and the number of Tq of one bit time.

$$\text{Bit rate [bps]} = \frac{fCAN}{\text{Baud rate prescaler division value}^* \times \text{number of Tq of one bit time}} = \frac{fCANCLK}{\text{Number of Tq of one bit time}}$$

Note: * Division value of the baud rate prescaler = P + 1 (P: 0 to 1023)
P: Setting value of the BRP bit in the CiBCR register (i = 0, 1)

Table 47.11 lists bit rate examples.

Table 47.11 Example of Bit-rate

fCAN	40 MHz		32 MHz		20 MHz		16 MHz	
Bit-rate	**No. of Tq**	**P + 1**	**No. of Tq**	**P + 1**	**No. of Tq**	**P + 1**	**No. of Tq**	**P + 1**
1 Mbps	10Tq	4	8Tq	4	10Tq	2	8Tq	2
	20Tq	2	16Tq	2	20Tq	1	16Tq	1
500 kbps	10Tq	8	8Tq	8	10Tq	4	8Tq	4
	20Tq	4	16Tq	4	20Tq	2	16Tq	2
250 kbps	10Tq	16	8Tq	16	10Tq	8	8Tq	8
	20Tq	8	16Tq	8	20Tq	4	16Tq	4
83.3 kbps	8Tq	60	8Tq	48	8Tq	30	8Tq	24
	10Tq	48	16Tq	24	10Tq	24	16Tq	12
	16Tq	30			16Tq	15		
	20Tq	24			20Tq	12		
33.3 kbps	8Tq	150	8Tq	120	8Tq	75	8Tq	60
	10Tq	120	10Tq	96	10Tq	60	10Tq	48
	20Tq	60	16Tq	60	20Tq	30	16Tq	30
			20Tq	48			20Tq	24

47.5 Mailbox and Mask Register Structure

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Figure 47.13 shows the structure of the CiMBj register.

There are 64 mailboxes with the same structure.

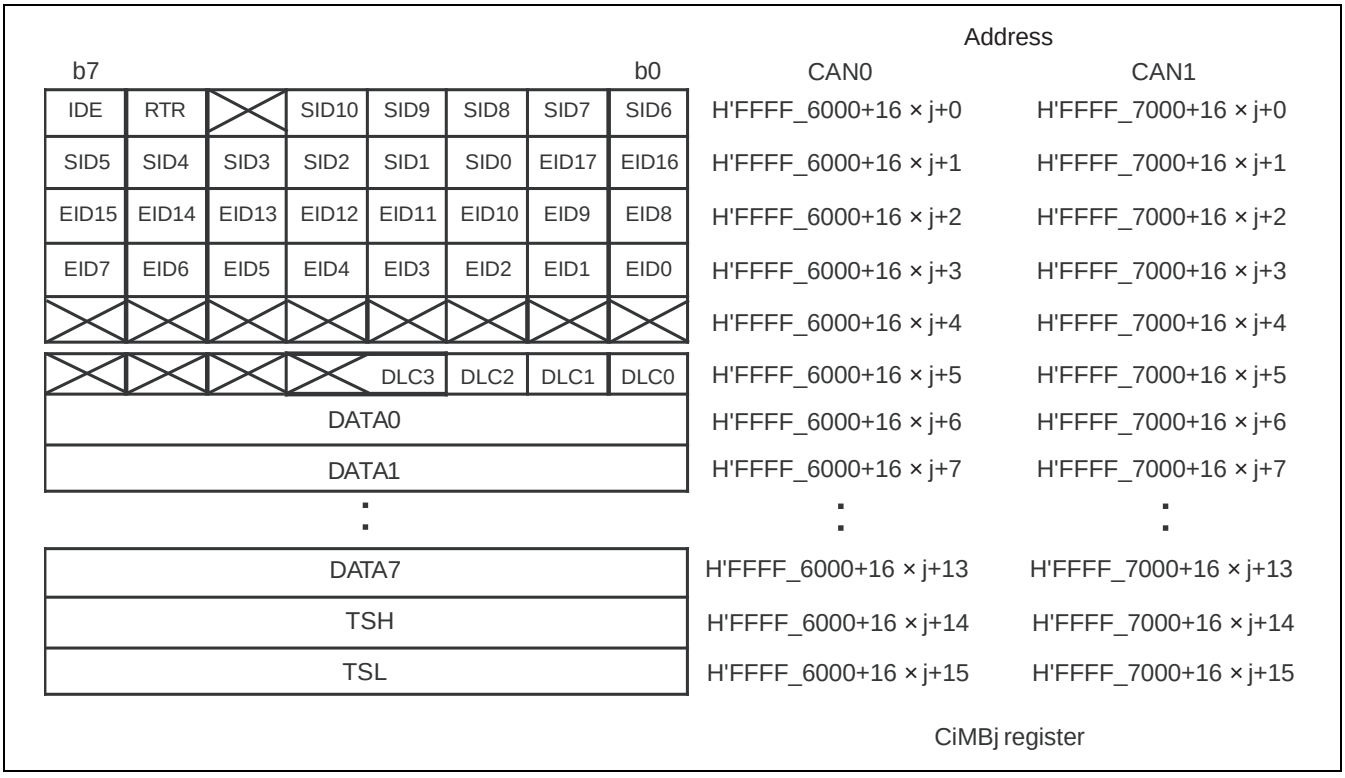


Figure 47.13 Structure of CiMBj Register (i = 0, 1; j = 0 to 63)

Figure 47.14 shows the structure of registers CiMKR0, CiMKR1, and CiMKR2 to CiMKR9.

There are 10 mask registers with the same structure.

Registers CiMKR0 and CiMKR1

b7							b0
			SID10	SID9	SID8	SID7	SID6
SID5	SID4	SID3	SID2	SID1	SID0	EID17	EID16
EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8
EID7	EID6	EID5	EID4	EID3	EID2	EID1	EID0

Address		
	CAN0	CAN1
	H'FFFF_6430+4 × k+0	H'FFFF_7430+4 × k+0
	H'FFFF_6430+4 × k+1	H'FFFF_7430+4 × k+1
	H'FFFF_6430+4 × k+2	H'FFFF_7430+4 × k+2
	H'FFFF_6430+4 × k+3	H'FFFF_7430+4 × k+3

CiMKRk register (k = 0, 1)

Registers CiMKR2 to CiMKR9

b7							b0
			SID10	SID9	SID8	SID7	SID6
SID5	SID4	SID3	SID2	SID1	SID0	EID17	EID16
EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8
EID7	EID6	EID5	EID4	EID3	EID2	EID1	EID0

Address		
	CAN0	CAN1
	H'FFFF_6400+4 × (k-2)+0	H'FFFF_7400+4 × (k-2)+0
	H'FFFF_6400+4 × (k-2)+1	H'FFFF_7400+4 × (k-2)+1
	H'FFFF_6400+4 × (k-2)+2	H'FFFF_7400+4 × (k-2)+2
	H'FFFF_6400+4 × (k-2)+3	H'FFFF_7400+4 × (k-2)+3

CiMKRk register (k = 2 to 9)

Figure 47.14 Structure of CiMKRk Register (i = 0, 1; k = 0 to 9)

Figure 47.15 shows the structure of the CiFIDCRn register.

There are 2 FIFO received ID compare registers with the same structure.

b7							b0
IDE	RTR		SID10	SID9	SID8	SID7	SID6
SID5	SID4	SID3	SID2	SID1	SID0	EID17	EID16
EID15	EID14	EID13	EID12	EID11	EID10	EID9	EID8
EID7	EID6	EID5	EID4	EID3	EID2	EID1	EID0

Address		
	CAN0	CAN1
	H'FFFF_6420 +4 × n+0	H'FFFF_7420 +4 × n+0
	H'FFFF_6420 +4 × n+1	H'FFFF_7420 +4 × n+1
	H'FFFF_6420 +4 × n+2	H'FFFF_7420 +4 × n+2
	H'FFFF_6420 +4 × n+3	H'FFFF_7420 +4 × n+3

CiFIDCRn register

Figure 47.15 Structure of CiFIDCRn register (i = 0, 1; n = 0, 1)

47.6 Acceptance Filtering and Masking Function

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Acceptance filtering allows the user to receive messages with a specified range of multiple IDs for mailboxes. Registers CiMKR0 to CiMKR9 can perform masking of the standard ID and the extended ID of 29 bits.

- The CiMKR0 register corresponds to mailboxes [0] to [15].
- The CiMKR1 register corresponds to mailboxes [16] to [31].
- The CiMKR2 register corresponds to mailboxes [32] to [35].
- The CiMKR3 register corresponds to mailboxes [36] to [39].
- The CiMKR4 register corresponds to mailboxes [40] to [43].
- The CiMKR5 register corresponds to mailboxes [44] to [47].
- The CiMKR6 register corresponds to mailboxes [48] to [51].
- The CiMKR7 register corresponds to mailboxes [52] to [55].
- The CiMKR8 register corresponds to mailboxes [56] to [59] in normal mailbox mode and the receive FIFO mailboxes [60] to [63] in FIFO mailbox mode.
- The CiMKR9 register corresponds to mailboxes [60] to [63] in normal mailbox mode and the receive FIFO mailboxes [60] to [63] in FIFO mailbox mode.

Registers CiMKIVLR0 and CiMKIVLR1 disable acceptance filtering individually for each mailbox.

The IDE bit in the CiMBj register is enabled when the ID bit in the CiCTLR register is "B'10" (mixed ID mode).

The RTR bit in the CiMBj register selects a data frame or a remote frame.

In FIFO mailbox mode, normal mailboxes (mailboxes [0] to [55]) use the single corresponding register among registers CiMKR0 to CiMKR7 for acceptance filtering. Receive FIFO mailboxes (mailboxes [60] to [63]) use two registers CiMKR8 and CiMKR9 for the acceptance filtering.
Also, the receive FIFO uses two registers CiFIDCR0 and CiFIDCR1 for ID comparison. Bits EID, SID, RTR, and IDE in registers CiMB60 to CiMB63 for the receive FIFO are disabled. As acceptance filtering depends on the result of two ID-mask sets, two ranges of IDs can be received into the receive FIFO.
Registers CiMKIVLR0 and CiMKIVLR1 are disabled for the receive FIFO.
If both setting of standard ID and extended ID are set in the IDE bits in registers CiFIDCR0 and CiFIDCR1 individually, both ID formats are received.
If both setting of data frame and remote frame are set in the RTR bits in registers CiFIDCR0 and CiFIDCR1 individually, both data and remote frames are received.
When combination with two ranges of IDs is not necessary, set the same mask value and the same ID into both of the FIFO ID/mask register sets.

Figure 47.16 shows the correspondence of mask registers to mailboxes. Figure 47.17 shows the acceptance filtering.

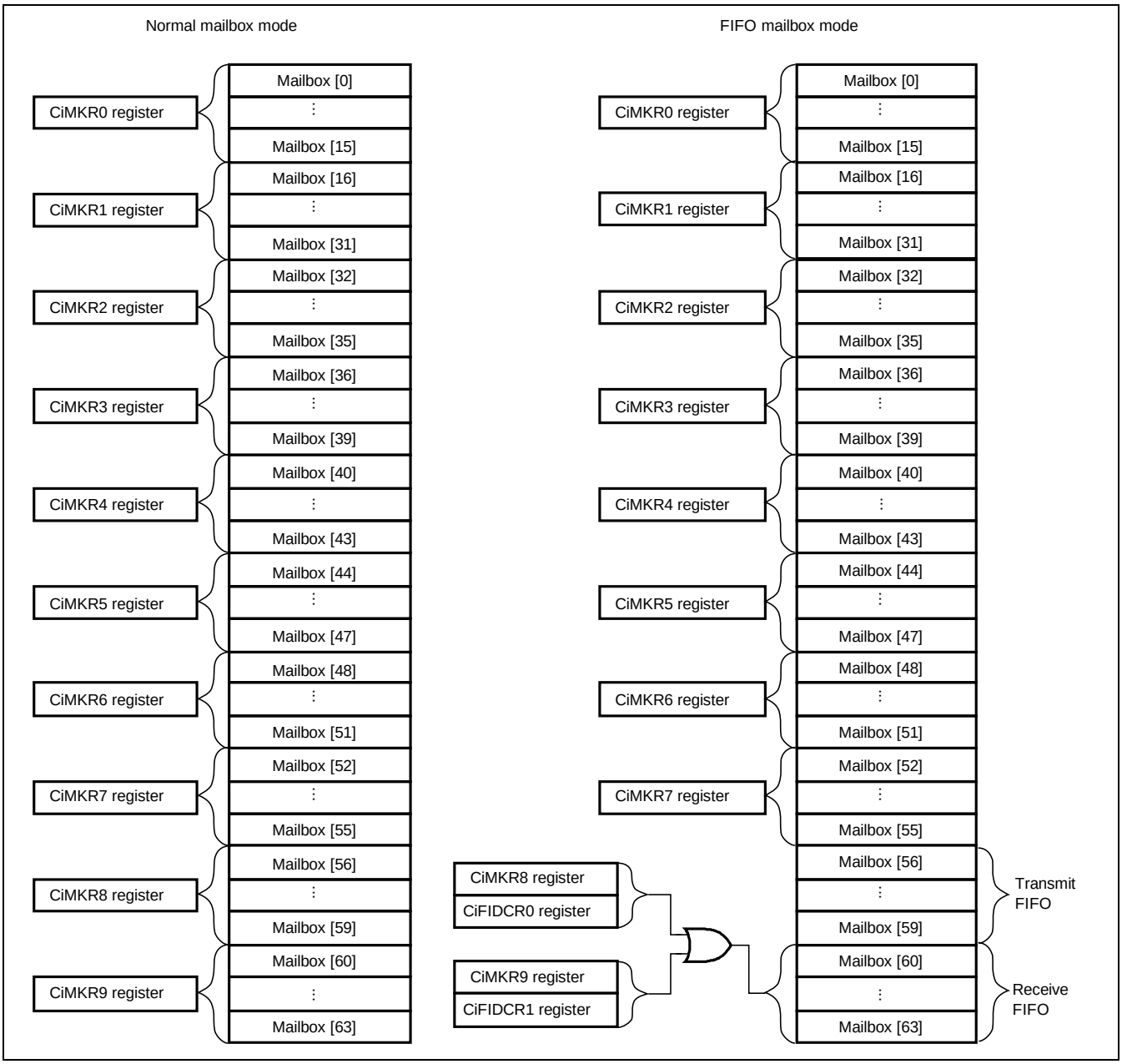
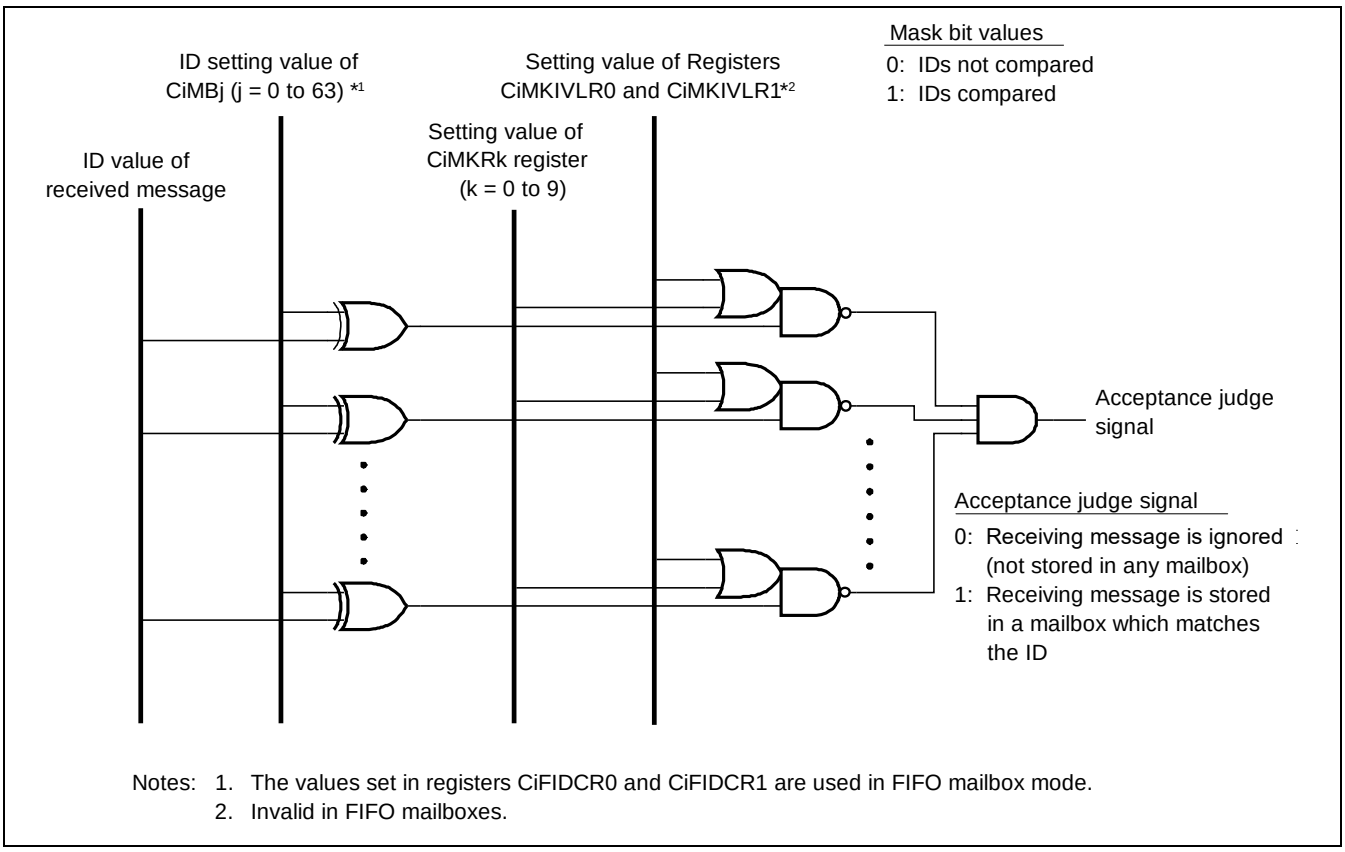


Figure 47.16 Correspondence of Mask Registers to Mailboxes (i = 0, 1)



Notes: 1. The values set in registers CiFIDCR0 and CiFIDCR1 are used in FIFO mailbox mode.
2. Invalid in FIFO mailboxes.

Figure 47.17 Acceptance Filtering (i = 0, 1)

47.7 Reception and Transmission

RZ/G2H | RZ/G2M V1.3 | RZ/G2M V3.0 | RZ/G2N | RZ/G2E

Table 47.12 lists the CAN communication mode configuration.

Table 47.12 Configuration for CAN Reception Mode and Transmission Mode

TRMREQ	RECREQ	ONESHOT	Communication Mode of Mailbox
0	0	0	Mailbox disabled or transmission being aborted
0	0	1	Configurable only when transmission or reception from a mailbox (programmed in one-shot mode) is aborted.
0	1	0	Configured as a receive mailbox for a data frame or a remote frame.
0	1	1	Configured as a one-shot receive mailbox for a data frame or a remote frame.
1	0	0	Configured as a transmit mailbox for a data frame or a remote frame.
1	0	1	Configured as a one-shot transmit mailbox for a data frame or a remote frame.
1	1	0	Do not set.
1	1	1	Do not set.

Note: TRMREQ, RECREQ, ONESHOT: Bits in CiMCTLj register (i = 0, 1; j = 32 to 63)

When a mailbox is configured as a receive mailbox or a one-shot receive mailbox, note the following:

1. Before a mailbox is configured as a receive mailbox or a one-shot receive mailbox, set the CiMCTLj register to "H'00".
2. A received message is stored into the first mailbox that matches the condition according to the result of receive mode configuration and acceptance filtering. Upon deciding a mailbox which stores the received message, the mailbox with the smaller number has higher priority.
3. In CAN operation mode, when a CAN module transmits a message whose ID matches with the ID/mask set of a mailbox configured to receive messages, the CAN module never receives the transmitted data. In self-test mode, however, the CAN module may receive its transmitted data. In this case, the CAN module sends an ACK.

When configuring a mailbox as a transmit mailbox or a one-shot transmit mailbox, note the following:

1. Before a mailbox is configured as a transmit mailbox or one-shot transmit mailbox, ensure that the CiMCTLj register is "H'00" and that there is no pending abort process.

47.7.1 Reception

Figure 47.18 shows an operation example of data frame reception in overwrite mode.

This example shows the operation of overwriting the first message when the CAN module receives two consecutive CAN messages that matches the receiving conditions of the CiMCTLj register.

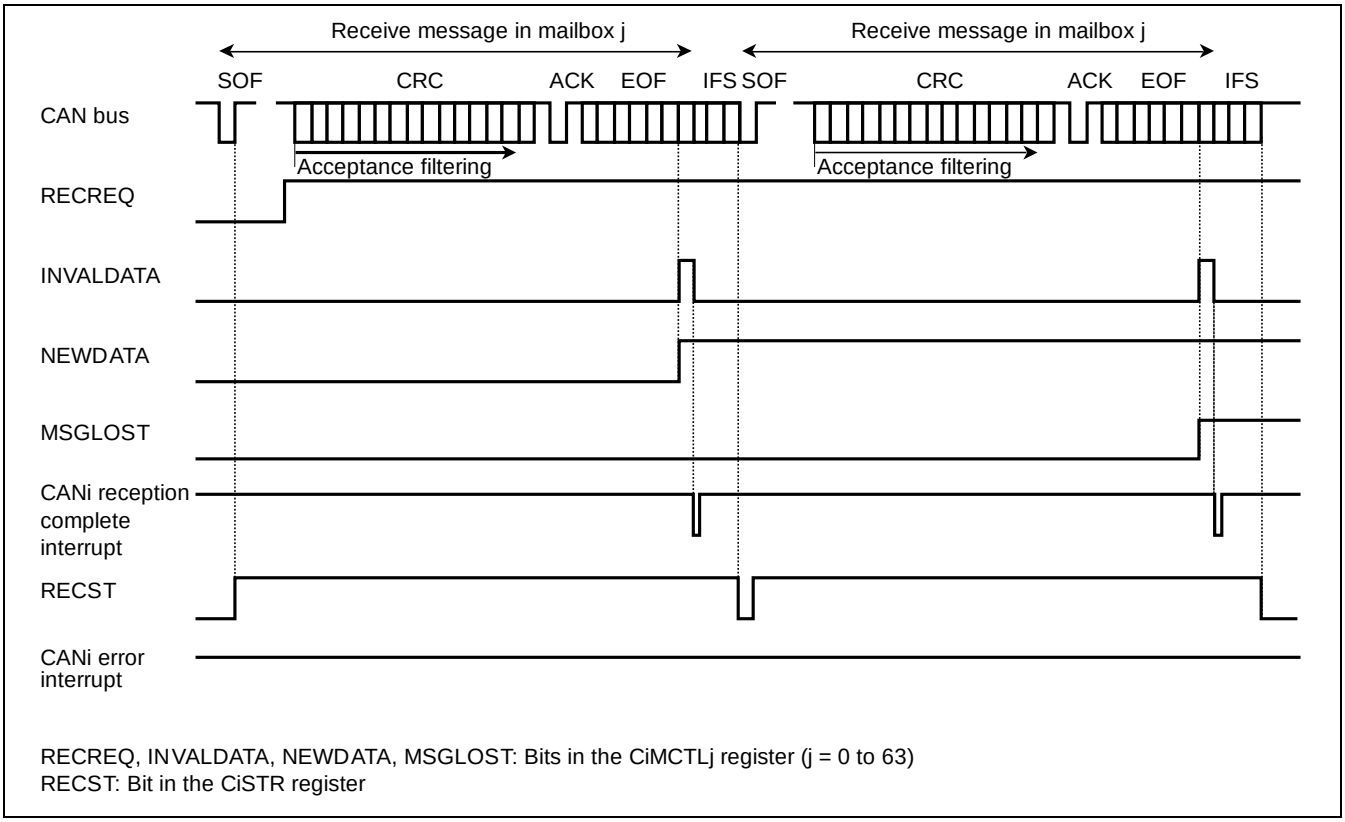


Figure 47.18 Operation Example of Data Frame Reception in Overwrite Mode (i = 0, 1)

1. When a SOF is detected on the CAN bus, the RECST bit in the CiSTR register is set to "1" (reception in progress) if the CAN module has no message ready to start transmission.
2. The acceptance filter procedure starts at the beginning of the CRC field to select the receive mailbox.
3. After a message has been received, the NEWDATA bit in the CiMCTLj register for the receive mailbox is set to "1" (new data being updated/stored in the mailbox). The INVALDATA bit in the CiMCTLj register is set to "1" (message is being updated) at the same time, and then the INVALDATA bit is set to "0" (message valid) again after the complete message is transferred to the mailbox.
4. When the interrupt enable bit in the CiMIER register for the receive mailbox is "1" (interrupt enabled), the CANi reception complete interrupt request is generated. This interrupt is generated when the INVALDATA bit is set to "0".
5. After reading the message from the mailbox, the NEWDATA bit needs to be set to "0" by a program.
6. In overwrite mode, if the next CAN message has been received into a mailbox whose NEWDATA bit is still set to "1", the MSGLOST bit in the CiMCTLj register is set to "1" (message has been overwritten). The new received message is transferred to the mailbox. The CANi reception complete interrupt request is generated the same as in 4.

Figure 47.19 shows the operation example of data frame reception in overrun mode. This example shows the operation of overrunning the second message when the CAN module receives two consecutive CAN messages that matches the receiving conditions of the CiMCTLj register.

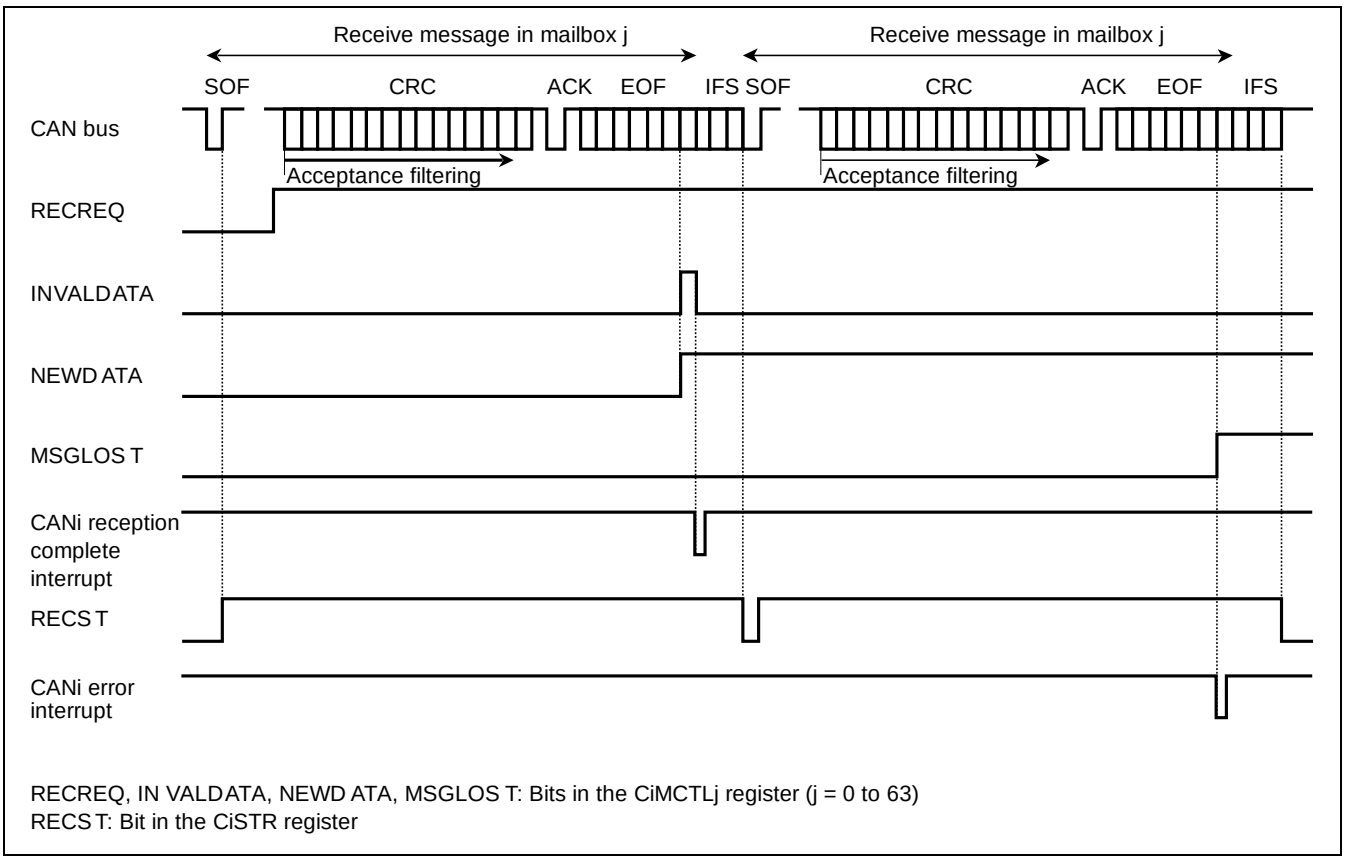


Figure 47.19 Operation Example of Data Frame Reception in Overrun Mode (i = 0, 1)

1. to 5. are the same as overwrite mode.

6. In overrun mode, if the next message has been received before the NEWDATA bit is set to "0", the MSGLOST bit in the CiMCTLj register is set to "1" (message has been overrun). The new received message is discarded and a CANi error interrupt request is generated if the corresponding interrupt enable bit in the CiEIER register is set to "1" (interrupt enabled).

47.7.2 Transmission

Figure 47.20 shows an operation example of data frame transmission.

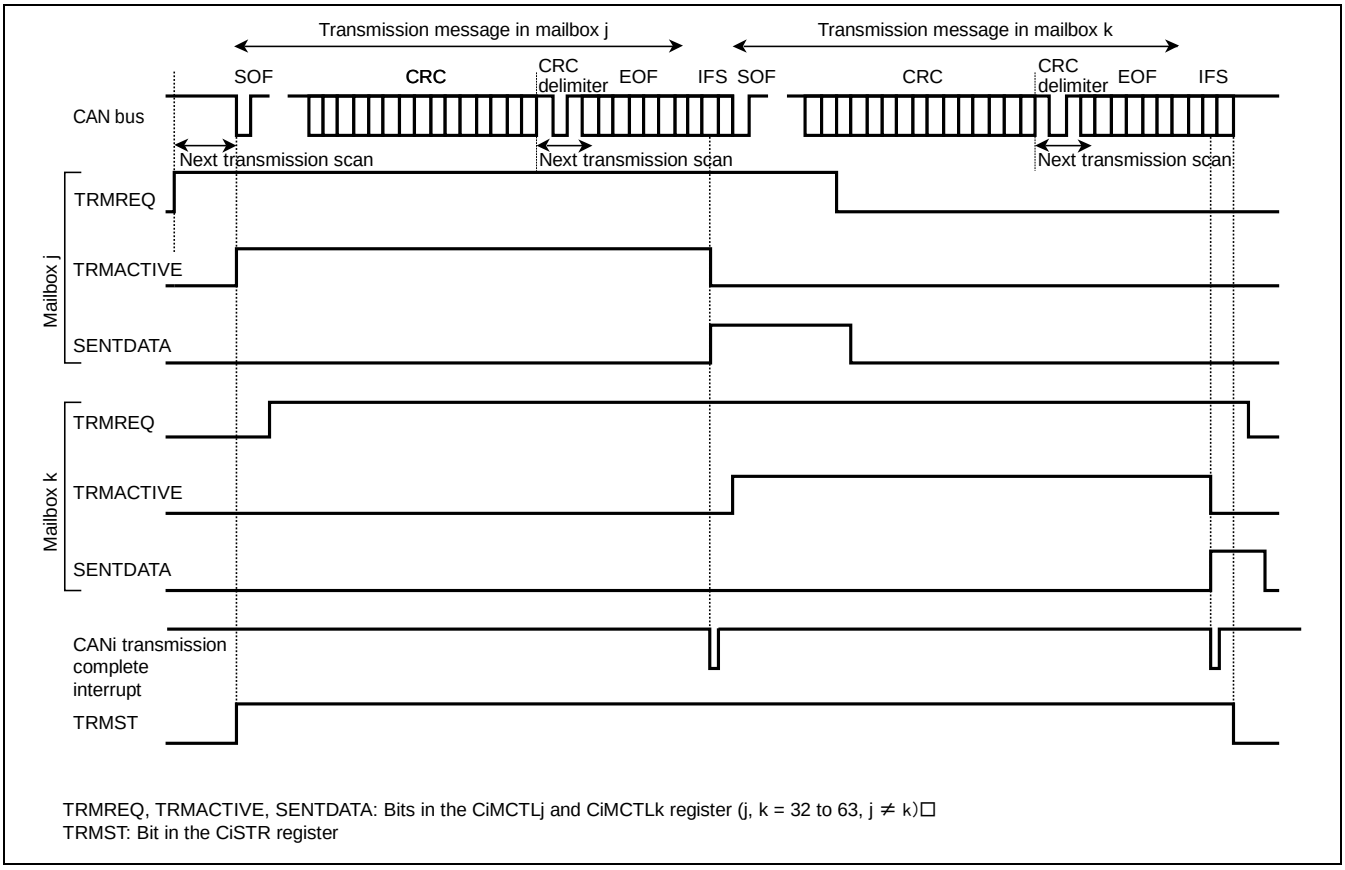


Figure 47.20 Operation Example of Data Frame Transmission (i = 0, 1)

1. When a TRMREQ bit in the CiMCTLj register is set to 1 (transmit mailbox) in bus-idle state, the mailbox scan procedure starts to decide the highest-priority mailbox for transmission. Once the transmit mailbox is decided, the TRMACTIVE bit in the CiMCTLj register is set to "1" (from when a transmission request is received until transmission is completed, or an error/arbitration lost has occurred), the TRMST bit in the CiSTR register is set to "1" (transmission in progress), and the CAN module starts transmission.*
2. If other TRMREQ bits are set, the transmission scan procedure starts with the CRC delimiter for the next transmission.
3. If transmission is completed without losing arbitration, the SENTDATA bit in the CiMCTLj register is set to "1" (transmission completed) and the TRMACTIVE bit is set to "0" (transmission is pending, or no transmission request). If the interrupt enable bit in the CiMIER register is "1" (interrupt enabled), the CANi transmission complete interrupt request is generated.
4. When requesting the next transmission from the same mailbox, set bits SENDTDATA and TRMREQ to "0", then set the TRMREQ bit to "1" after checking that bits SENDTDATA and TRMREQ have been set to "0".

Note: * If arbitration is lost after the CAN module starts transmission, the TRMACTIVE bit is set to "0". The transmission scan procedure is performed again to search for the highest-priority transmit mailbox from the beginning of the CRC delimiter. If an error occurs either during transmission or following the arbitration lost the transmission scan procedure is performed again from the start of the error delimiter to search for the highest-priority transmit mailbox.

47.8 CAN Interrupt

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The CAN module provides the following CAN interrupts for each channel. Table 47.13 lists CAN interrupts.

- CANi reception complete interrupt (mailbox 0) [RXM0i]
- CANi reception complete interrupt (mailbox 1 to 63) [RXM1i]
- CANi transmission complete interrupt (mailbox 32 to 63) [TXMi]
- CANi reception FIFO interrupt [RXFi]
- CANi transmission FIFO interrupt [TXFi]
- CANi error interrupt [ERSi]

  There are eight types of interrupt sources for the CANi error interrupts. These sources can be determined by checking the CiEIFR register.
  - Bus error
  - Error-warning
  - Error-passive
  - Bus-off entry
  - Bus-off recovery
  - Receive overrun
  - Overload frame transmission
  - Bus lock

Table 47.13 CAN Interrupts

Module	Interrupt Symbol	Interrupt Source	Source Flag
CANi	ERSi	Bus lock detected	CiEIFR.BLIF
		Overload frame transmission detected	CiEIFR.OLIF
		Overrun detected	CiEIFR.ORIF
		Bus-off recovery detected	CiEIFR.BORIF
		Bus-off entry detected	CiEIFR.BOEIF
		Error-passive detected	CiEIFR.EPIF
		Error-warning detected	CiEIFR.EWIF
		Bus error detected	CiEIFR.BEIF
	RXFi	Receive FIFO message received (CiMIER1[29] = 0)	CiISR.RXFF
		Receive FIFO warning (CiMIER1[29] = 1)	
	TXFi	Transmit FIFO message transmission completed (CiMIER1[25] = 0)	CiISR.TXFF
		FIFO last message transmission completed (CiMIER1[25] = 1)	
	RXM0i	Mailbox 0 message received	CiMCTL0.NEWDATA
	RXM1i	Mailbox 1 to 63 message received	CiMCTL1.NEWDATA to CiMCTL63.NEWDATA
	TXMi	Mailbox 32 to 63 message transmission completed	CiMCTL32.SENTDATA to CiMCTL63.SENTDATA

Legend: i = 0, 1

(1) CANi reception complete interrupt (mailbox 0) [RXM0i]

After the CiMCTL0.NEWDATA bit is set by the completion of reception, if received data has been stored (the corresponding INVALDATA bit changes from "1" to "0"), the CiISR.RXM0F bit is set to "1" when CiMIER0[0] has been set to "1". When the mailbox 0 reception complete (RXM0) interrupt has been enabled, the RXM0 interrupt is requested to the interrupt controller.

To clear the RXM0 interrupt, clear the CiMCTL0.NEWDATA bit in the RXM0 interrupt handling routine. To change the CiIER.RXM0IE bit to disabled after having set the bit, make the change while no RXM0 interrupt is generated or during the RXM0 interrupt handling routine. This also applies to CiMIER0[0].

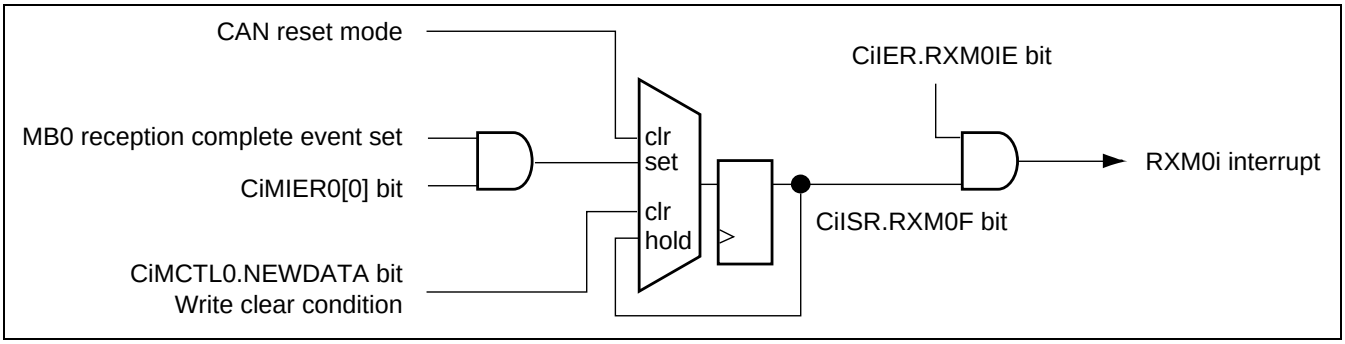


Figure 47.21 Block Diagram of CANi Reception Complete Interrupt (Mailbox 0) [RXM0i]

(2) CANi reception complete interrupt (mailbox 1 to 63) [RXM1i]

After the CiMCTLj.NEWDATA bit is set by the completion of reception, if received data has been stored (the corresponding INVALDATA bit changes from "1" to "0"), the CiISR.RXM1F bit is set to "1" when the CiMIER0 or CiMIER1 register bit corresponding to mailbox j has been set to "1". When the mailbox 1 to 63 reception complete (RXM1) interrupt has been enabled, the RXM1 interrupt is requested to the interrupt controller.

To clear the RXM1 interrupt, clear the CiMCTLj.NEWDATA bit in the RXM1 interrupt handling routine. To change the CiIER.RXM1IE bit to disabled after having set the bit, make the change while no RXM1 interrupt is generated or during the RXM1 interrupt handling routine. This also applies to CiMIER0[j] (j = 1 to 31) or CiMIER1[j-32] (j = 32 to 63).

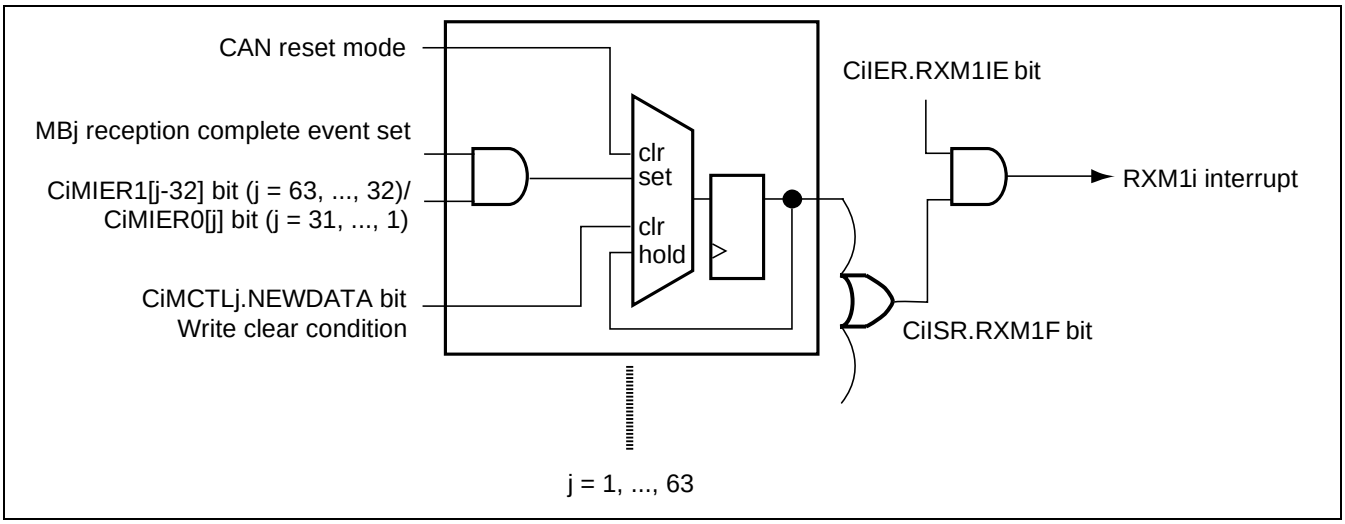


Figure 47.22 Block Diagram of CANi Reception Complete Interrupt (Mailbox 1 to 63) [RXM1i]

(3) CANi transmission complete interrupt (mailbox 32 to 63) [TXMi]

If the CiMCTLj.SENTDATA bit is set by the completion of transmission, the CiISR.TXMF bit is set to "1" when the CiMIER1 register bit corresponding to mailbox j has been set to "1". When the mailbox 32 to 63 transmission complete (TXM) interrupt has been enabled, the TXM interrupt is requested to the interrupt controller.

To clear the TXM interrupt, clear the CiMCTLj.SENTDATA bit in the TXM interrupt handling routine. To change the CiIER.TXMIE bit to disabled after having set the bit, make the change while no TXM interrupt is generated or during the TXM interrupt handling routine. This also applies to CiMIER1[j-32] (j = 32 to 63).

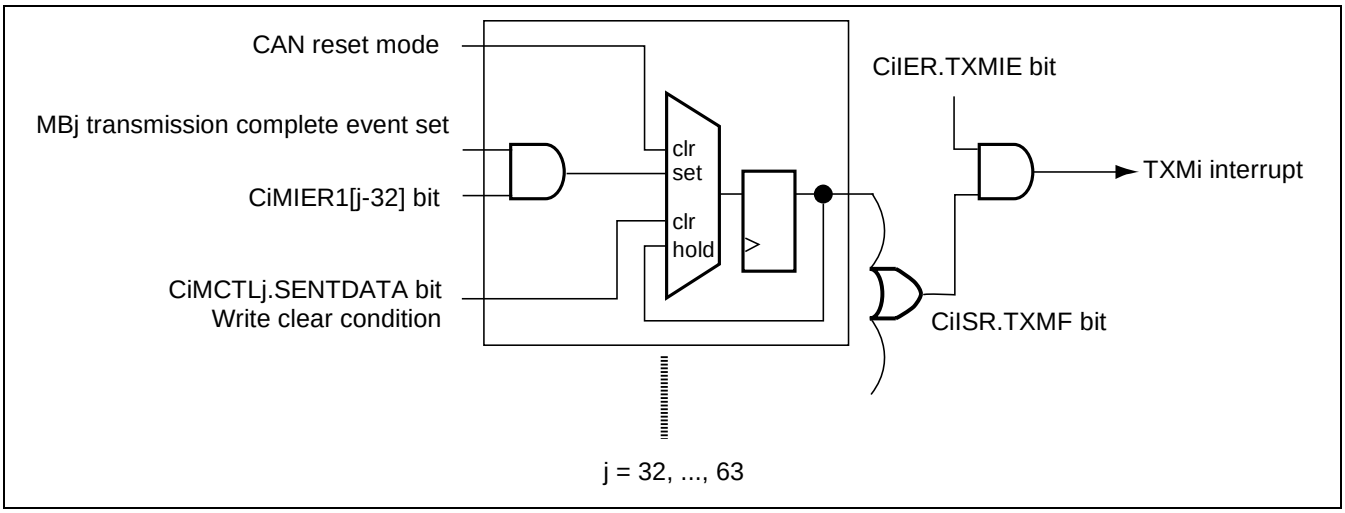


Figure 47.23 Block Diagram of CANi Transmission Complete Interrupt (Mailbox 32 to 63) [TXMi]

(4) CANi receive FIFO interrupt [RXFi]

If CiRFCR[6:5] are set by the reception of a receive FIFO message or by a warning with the settings of CiMIER1[29:28], the CiISR.RXFF bit is set to "1". When the receive FIFO (RXF) interrupt has been enabled with the CiIER.RXFIE bit, the RXF interrupt is requested to the interrupt controller.

To clear the RXF interrupt, clear the CiISR.RXFF bit in the RXF interrupt handling routine. To change the CiIER.RXFIE bit to disabled after having set the bit, make the change while no RXF interrupt is generated or during the RXF interrupt handling routine. This also applies to CiMIER1[28].

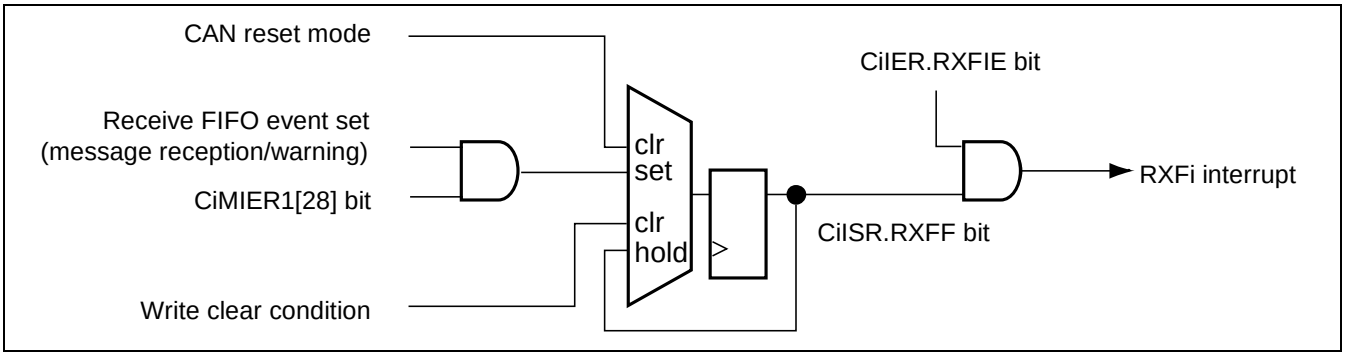


Figure 47.24 Block Diagram of CANi Receive FIFO Interrupt [RXFi]

(5) CANi transmit FIFO interrupt [TXFi]

When the transmission of a transmit FIFO message is counted for the specified number of times with the settings of CiMIER1 [25:24], the CiISR.TXFF bit is set to "1". When the transmit FIFO (TXF) interrupt has been enabled with the CiIER.TXFIE bit, the TXF interrupt is requested to the interrupt controller.

To clear the TXF interrupt, clear the CiISR.TXFF bit in the TXF interrupt handling routine. To change the CiIER.TXFIE bit to disabled after having set the bit, make the change while no TXF interrupt is generated or during the TXF interrupt handling routine. This also applies to CiMIER1[24].

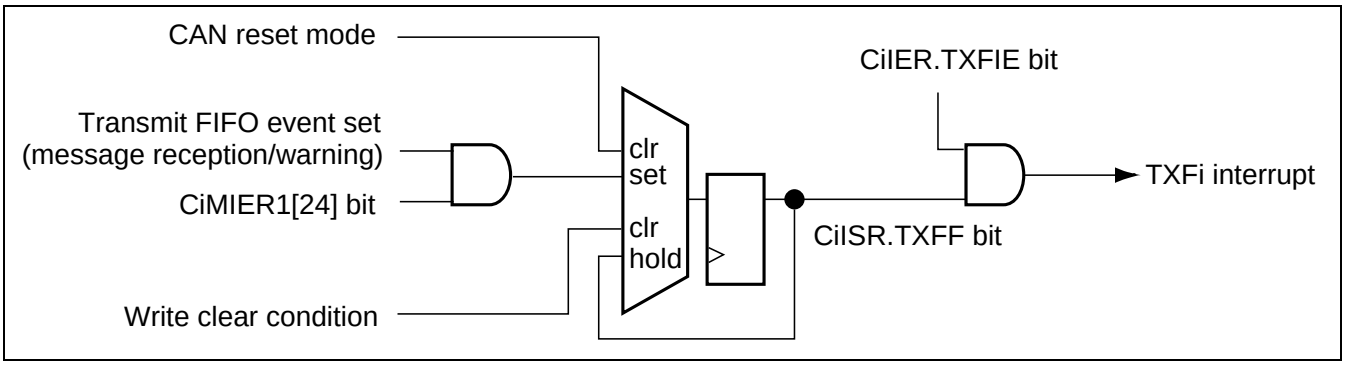


Figure 47.25 Block Diagram of CANi Transmit FIFO Interrupt [TXFi]

(6) CANi error interrupt [ERSi]

If CiEIFR[j] is set by a communication error, the CiISR.ERSF bit is set to "1" when the corresponding CiEIER[j] has been set to "1". When the error (ERS) interrupt has been enabled with the CiIER.ERSIE bit, the ERS interrupt is requested to the interrupt controller.

To clear the ERS interrupt, clear each CiEIFR[j] register bit in the ERS interrupt handling routine. To change the CiIER.ERSIE bit to disabled after having set the bit, make the change while no ERS interrupt is generated or during the ERS interrupt handling routine. This also applies to CiEIER[j] (j = 7 to 0).

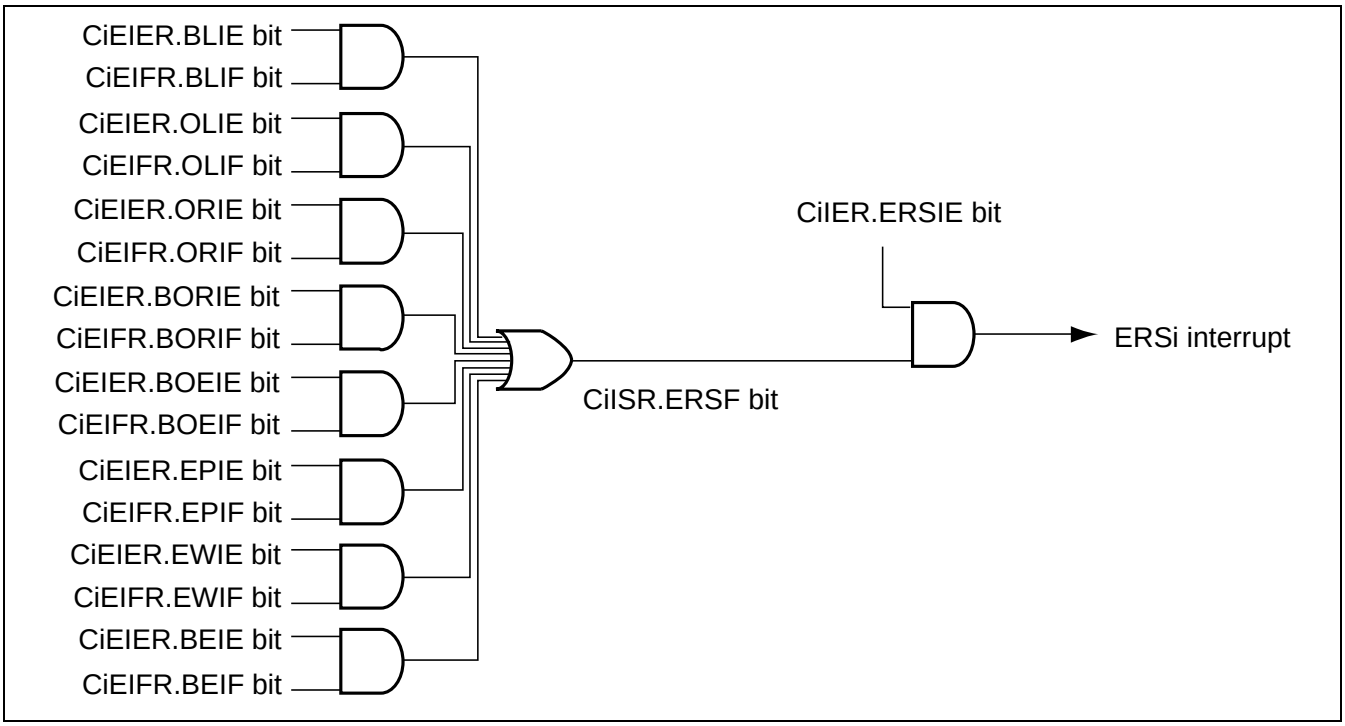


Figure 47.26 Block Diagram of CANi Error Interrupt [ERSi]

47.9 CAN module can support Parity Check

RZ/G2H | RZ/G2M V1.3 | RZ/G2M V3.0 | RZ/G2N | RZ/G2E

47.9.1 Overview

The Parity bit generator for an Even Parity check is a simple XOR of each bit. Exclusive or (XOR) is represented by "^" as follows.

parity[0] = ^DataBus[7:0]

parity[1] = ^DataBus[15:8]

parity[2] = ^DataBus[23:16]

parity[3] = ^DataBus[31:24]

The Parity error detection for an Even Parity check is a simple XOR of each bit including the Parity bit. In case the result is equal to the Data Byte no error is generated. The detection logic is only working during read access for the selected byte.

parity_error[0] = { ^DataBus[7:0]} ^ parity[0]

parity_error[1] = { ^DataBus[15:8]} ^ parity[1]

parity_error[2] = { ^DataBus[23:16]} ^ parity[2]

parity_error[3] = { ^DataBus[31:24]} ^ parity[3]

Each memory location in the DPRAM consists of 36 bits. 32 bits are used for storage of user data. For each byte of a longword memory location a parity bit is allocated. The value of this parity bit is calculated by the parity generation logic for each byte and both data byte and parity bit are stored in memory during the same write access. The alignment of data bytes and corresponding parity bits in each memory location is shown in the following diagram:

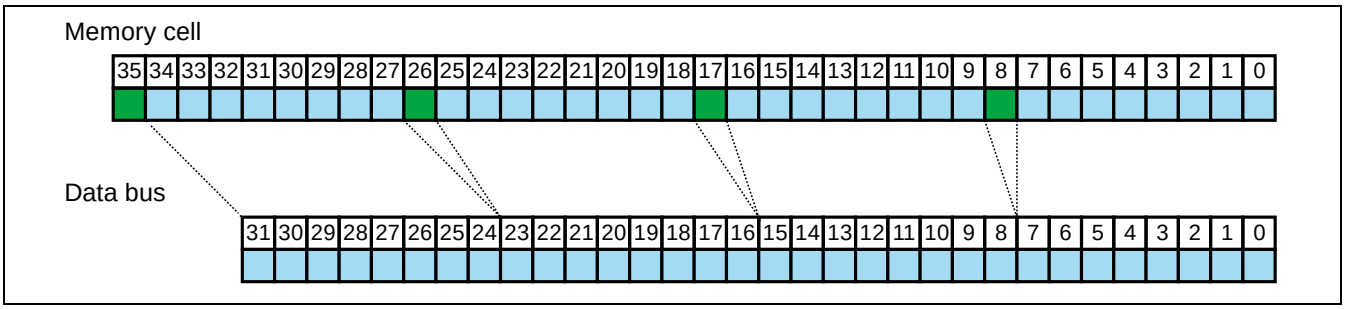


Figure 47.27 Parity bit alignment

47.9.2 Recommend Usage

In order to use this function, refer to 47.2.29 (Parity Error Control Register (CiPECR) (i = 0, 1)) to know how to enable this function.

47.9.3 Failure Control

When parity error detected, an interrupt request is issued to Interrupt handle is obtained.

48. CAN-FD

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

This section contains a generic description of the CANFD interface (RS-CANFD).

The first part of this section describes all specific properties, such as the number of units, register base addresses, etc. The remainder of the section describes the functions and registers of RS-CANFD.

48.1 Overview

48.1.1 Functional Overview

Table 48.1 shows the RS-CANFD module specifications. Figure 48.1 shows the RS-CANFD module block diagram.

Table 48.1 RS-CANFD Module Specifications

Item	Specification
Number of channels	
Protocol	ISO11898-1 compliant Use of CAN FD frames can be selected by switching the interface modes.
Communication speed	Classical CAN mode: Maximum 1 Mbps Communication speed (CANm bit time clock) = $\frac{1}{\text{CANm bit time}}$ CANm bit time = CANmTq × Tq count per bit CANmTq = $\frac{\text{(BRP[9:0] bits in the RSCFDnCmCFG register + 1)}}{\text{fCAN}}$ fCAN: Frequency of CAN clock (selected by the DCS bit in the RSCFDnGCFG register) CAN FD mode: Normal bit rate: 1 Mbps (max.), Data bit rate: 8 Mbps (max.) Communication speed (CANm normal bit time clock) = $\frac{1}{\text{CANm normal bit time}}$ Communication speed (CANm data bit time clock) = $\frac{1}{\text{CANm data bit time}}$ CANm normal bit time = CANmTq(N) × Tq count per normal bit CANm data bit time = CANmTq(D) × Tq count per normal bit CANmTq(N) = $\frac{\text{(NBRP[9:0] bits in RSCFDnCFDCmNCFG register + 1)}}{\text{fCAN}}$ CANmTq(D) = $\frac{\text{(DBRP[7:0] bits in RSCFDnCFDCmDCFGregister + 1)}}{\text{fCAN}}$ fCAN: Frequency of CAN clock (selected by the DCS bit in the RSCFDnCFDGCFG register) m = 0 or 1 Tq: Time quantum

Item	Specification
Buffer	• Individual buffers: 32 buffers (16 buffers × 2 channels) Transmit buffer: 16 buffers per channel Transmit FIFO: 3 FIFO per channel Transmit queue: Signle queue per channel (shared with the transmit buffer; up to 16 buffers allocated) • Shared buffers: 128 buffers for all channels Receive buffer: 32 buffers Receive FIFO: 8 FIFO (up to 128 buffers allocated to each) Transmit/receive FIFO buffer: 3 FIFO buffers per channel (up to 128 buffers allocated to each) • ECC included
Reception function	• Receives data frames and remote frames. • Selects ID format (standard ID, extended ID, or both IDs) to be received. • Sets interrupt enable/disable for each FIFO. • Mirror function (reception of messages transmitted from the own CAN node) • Timestamp function (to record message reception time as a 16-bit timer value)
Reception filter function	• Selects receive messages according to 1 receive rule. • Sets the number of receive rules (0 to 128) for each channel. • Acceptance filter processing: Sets ID and mask for each receive rule. • DLC filter processing: Enables DLC filter check for each acceptance rule.
Receive message transfer function	• Routing function Transfers receive messages to arbitrary destinations (can be transferred to up to 8 buffers) Transfer destination: Receive buffer, receive FIFO buffer, and/or transmit/receive FIFO buffer • Label addition function Stores label information together with a message in a receive buffer and FIFO buffer.
Transmission function	• Transmits data frames and remote frames. • Selects ID format (standard ID, extended ID, or both IDs) to be transmitted. • Sets interrupt enable/disable for each transmit buffer and transmit/receive FIFO buffer. • Selects ID priority transmission or transmit buffer number priority transmission. • Transmit request can be aborted (possible to confirm with a flag) • One-shot transmission function
Interval transmission function	Transmit messages at configurable intervals (transmit mode or gateway mode of transmit/receive FIFO buffers)
Transmit queue function	Transmits all stored messages according to the ID priority.
Transmit history function	Stores the history information of transmission-completed messages Adds the timestamp to the history information (records the 16-bit timer value for the message transmission time).
Gateway function	Transmits a received message automatically.
Bus off recovery mode selection	Selects the method for returning from bus off state. • ISO11898-1 compliant • Automatic entry to channel halt mode at bus-off entry • Automatic entry to channel halt mode at bus-off end • Transition to channel standby mode by program request • Transition to the error-active state by program request (forcible return from the bus off state)

Item	Specification
Error status monitoring	• Monitors CAN protocol errors (stuff error, form error, ACK error, CRC error, bit error, ACK delimiter error, and bus dominant lock). • Detects error status transitions (error warning, error passive, bus off entry, and bus off recovery) • Reads the error counter. • Monitors DLC errors.
Interrupt source	• Global Interrupts (2 sources) Receive FIFO interrupt Global error interrupt • Channel interrupts (3 sources/channel) CANm transmit interrupt (m = 0 or 1) CANm transmit complete interrupt CANm transmit abort interrupt CANm transmit/receive FIFO transmit complete interrupt (in transmit mode, gateway mode) CANm transmit history interrupt CANm transmit queue interrupt CANm transmit/receive FIFO receive complete interrupt (in receive mode, gateway mode) CANm error interrupt
CAN stop mode	Reduces power consumption by stopping clock supply to the RS-CANFD module.
CAN clock source	Selects the clkc or the clk_xincan. As for the range of operating frequency, see section 48.16.1.3, Setting Communication Speed.
Test function	Test function for user evaluation • Listen-only mode • Self-test mode 0 (external loopback) • Self-test mode 1 (internal loopback) • Limited operation mode • RAM test (read/write test) • Inter-channel communication test [CRC error test is available]

48.1.2 Interface Mode

RS-CANFD has the following two interface modes.

- Classical CAN mode: Only classical CAN frames are handled.
- CAN FD mode: both the classical CAN frames and CAN FD frames are handled.

Two modes use different register maps with the same base address, and the register maps are switched by switching the modes.

Interface modes can be switched using the RCMC bit in the RSCFDnCFDGRMCFG register.

48.2 Block Diagram

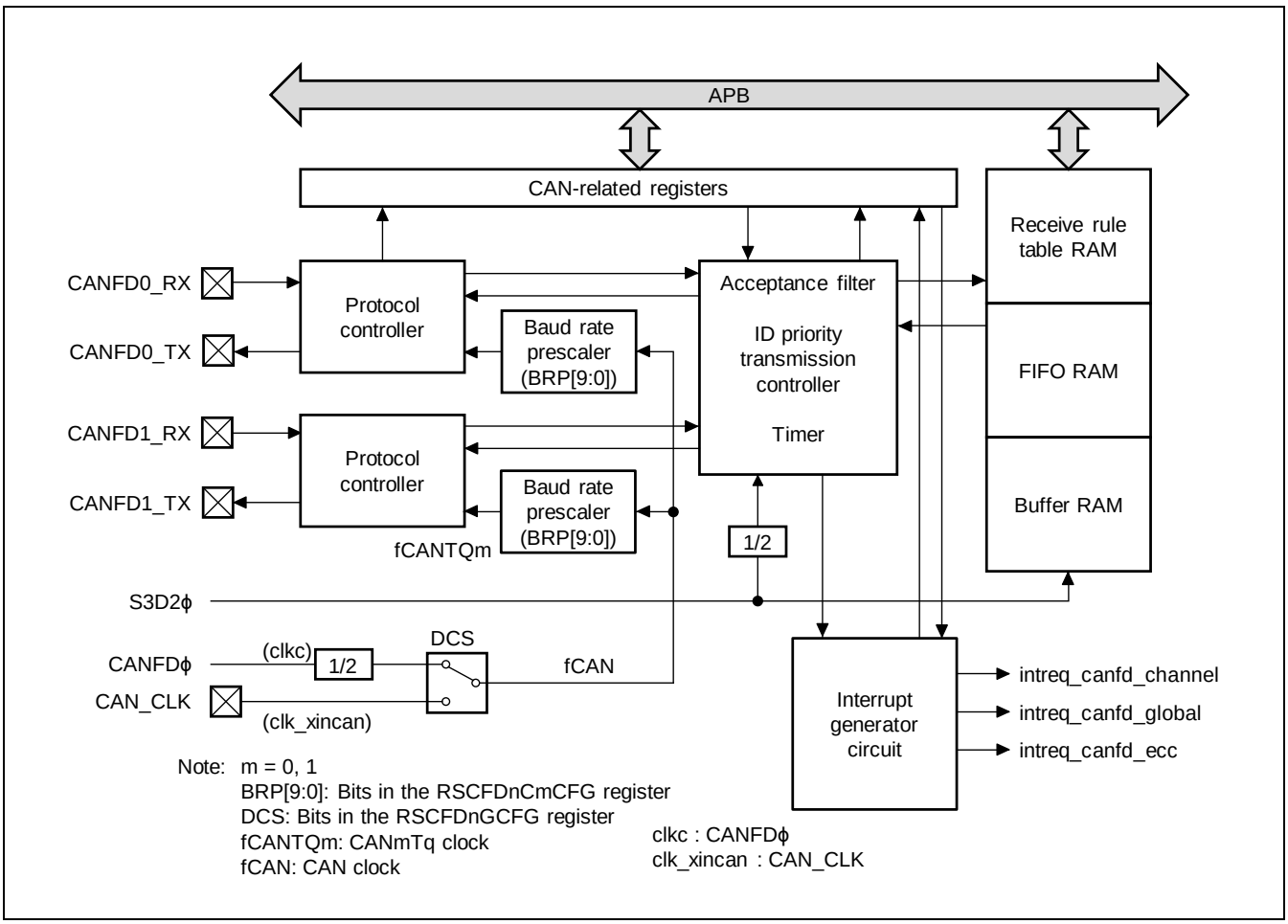


Figure 48.1 RS-CANFD Module Block Diagram (in classical CAN mode)

In CAN FD mode, the specification of the clock to be input to the baud rate prescaler and protocol controller is different from that of the clock in classical CAN mode. Refer to section 48.16.1.3, Setting Communication Speed.

CANFDϕ must be set as 80 (MHz).

48.3 External Pins

Table 48.2 shows the CAN module pin.

Pin switching is required for pins which are multiplexed with other Function. For details, see section 8, Pin Function Controller (PFC).

Table 48.2 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Abbreviation**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
CANFDi_RX	—	Input	Pins for receiving data	√	√	√	√
CANFDi_TX	—	Output	Pins for transmitting data	√	√	√	√
CAN_CLK	—	Input	Input pin used for external clock input.	√	√	√	√

Legend: i = 0 and 1

48.4 Connected module

Table 48.3 Connected module

Module name	Connected module name	function of the related module
CANFD	AXI	Register access of CPU
	CPG	Clock output
	PFC	Selection of external pins
	Module Standby	Clock stop control
	Software Reset	Soft reset execution
	INTC	Interruption
	SYS-DMAC	DMA transmission

48.5 Features of RS-CANFD

RS-CANFD has two interface modes (classical CAN mode and CAN FD mode), and uses different registers in each mode. The different register names RSCFDnXXX and RSCFDnCFDXXX are used in the different interface modes (XXX can be any character). In this document, the registers common to the two modes are indicated as RSCFDn(CFD)XXX.

Table 48.4 Index

Index	Meaning
n	Throughout this section, the individual RS-CANFD units are generically indicated by the index “n” (n = 0); for example, RSCFDn(CFD)GCTR is the global control register of the RSCFDn unit.
m	Throughout this section, the individual channels of RS-CANFD units are generically indicated by the index “m” (m = 0, 1); for example, RSCFDn(CFD)CmSTS is the channel m status register.
j	The individual registers associated with receive rule table are generically indicated by the index “j” (j = 0 to 15); for example, RSCFDn(CFD)GAFLIDj is the receive rule ID register.
k	The individual transmit/receive FIFO buffers are generically indicated by the index “k” (k = 0 to [channel m × 3 + 2]); for example, RSCFDn(CFD)CFCCk is the transmit/receive FIFO buffer configuration/control register.
x	The individual receive FIFO buffers in the RS-CANFD units are identified by the index “x” (x = 0 to 7): for example, RSCFDn(CFD)RFSTSx is the receive FIFO buffer status register.
d	The individual transmit/receive FIFO buffers are generically indicated by the index “d” (d = 0 to 1 in classical CAN mode, and d = 0 to 15 in CAN FD mode); for example, RSCFDn(CFD)CFDFd_k is the transmit/receive FIFO buffer data field register.
q	The individual receive buffers are generically indicated by the index “q” (q = 0 to [channel m × 16 + 15]); for example, RSCFDn(CFD)RMIDq is the receive buffer ID register.
p	The individual transmit buffers are generically indicated by the index “p” (p = 0 to [channel m × 16 + 15]; for example, RSCFDn(CFD)TMCp is the transmit buffer control register.
b	The individual transmit and receive buffers are generically indicated by the index “b” (b = 0 to 1 in classical CAN mode, and b = 0 to 4 in CAN FD mode); for example, RSCFDn(CFD)RMDFb_q is the receive buffer data field register.
r	The individual RAM tests for CAN are generically indicated by the index “r” (r = 0 to 63); for example, RSCFDn(CFD)RPGACCr is the RAM test page access register.
y	The registers not covered above are indicated by the letter “y” (y = 0); for example, RSCFDn(CFD)RMNDy is a receive buffer new data register.

Note: The Function and descriptions of registers in this section are for the RS-CANFDs that has 2 channels (m = 0, 1). When referring to information with indices, regard the index values as the ones corresponding to your target product. Also, note that, if the value of an index exceeds the range described in this section due to your target product, write the value after reset when writing to bits outside the index range.

48.5.1 Register Base Address

RSCFDn base addresses are listed in the following table.

RSCFDn register addresses are given as offsets from the base addresses in general.

Table 48.5 Register Base Address

Base Address Name	Base Address
<RSCFD0_base>	H'E66C_0000

48.6 Registers Configuration (classical CAN mode)

48.6.1 List of Registers

Table 48.6 lists the RS-CANFD registers used in classical CAN mode.

For details about <RSCFDn_base>, see section 48.5.1, Register Base Address.

Table 48.6 Registers

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Index of Table 48.4.	Global interface mode select register	RSCFDnCFDGRMCFG	R/W	H'04FC	32	√	√	√	√
Index of Table 48.4.	Channel m configuration register	RSCFDnCmCFG	R/W	H'0000 + (H'10 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m control register	RSCFDnCmCTR	R/W	H'0004 + (H'10 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m status register	RSCFDnCmSTS	R	H'0008 + (H'10 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m error flag register	RSCFDnCmERFL	R/W	H'000C + (H'10 × m)	32	√	√	√	√
Index of Table 48.4.	Global configuration register	RSCFDnGCFG	R/W	H'0084	32	√	√	√	√
Index of Table 48.4.	Global control register	RSCFDnGCTR	R/W	H'0088	32	√	√	√	√
Index of Table 48.4.	Global status register	RSCFDnGSTS	R	H'008C	32	√	√	√	√
Index of Table 48.4.	Global error flag register	RSCFDnGERFL	R/W	H'0090	32	√	√	√	√
Index of Table 48.4.	Global timestamp counter register	RSCFDnGTSC	R	H'0094	32	√	√	√	√
Index of Table 48.4.	Global TX interrupt status register 0	RSCFDnGTINTSTS0	R	H'0460	32	√	√	√	√
Index of Table 48.4.	Global TX interrupt status register 1	RSCFDnGTINTSTS1	R	H'0464	32	√	√	√	√
Index of Table 48.4.	Receive rule entry control register	RSCFDnGAFLECTR	R/W	H'0098	32	√	√	√	√
Index of Table 48.4.	Receive rule configuration register 0	RSCFDnGAFLCFG0	R/W	H'009C	32	√	√	√	√
Index of Table 48.4.	Receive rule configuration register 1	RSCFDnGAFLCFG1	R	H'00A0	32	√	√	√	√
Index of Table 48.4.	Receive rule ID register j	RSCFDnGAFLIDj	R/W	H'0500 + (H'10 × j)	32	√	√	√	√
Index of Table 48.4.	Receive rule mask register j	RSCFDnGAFLMj	R/W	H'0504 + (H'10 × j)	32	√	√	√	√
Index of Table 48.4.	Receive rule pointer 0 register j	RSCFDnGAFLP0_j	R/W	H'0508 + (H'10 × j)	32	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Index of Table 48.4.	Receive rule pointer 1 register j	RSCFDnGAFLP1_j	R/W	H'050C + (H'10 × j)	32	√	√	√	√
Index of Table 48.4.	Receive buffer number register	RSCFDnRMNB	R/W	H'00A4	32	√	√	√	√
Index of Table 48.4.	Receive buffer new data register y	RSCFDnRMNDy	R/W	H'00A8 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Receive buffer ID register q	RSCFDnRMIDq	R	H'0600 + (H'10 × q)	32	√	√	√	√
Index of Table 48.4.	Receive buffer pointer register q	RSCFDnRMPTRq	R	H'0604 + (H'10 × q)	32	√	√	√	√
Index of Table 48.4.	Receive buffer data field 0 register q	RSCFDnRMDF0_q	R	H'0608 + (H'10 × q)	32	√	√	√	√
Index of Table 48.4.	Receive buffer data field 1 register q	RSCFDnRMDF1_q	R	H'060C + (H'10 × q)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer configuration and control register x	RSCFDnRFCCx	R/W	H'00B8 + (H'04 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer status register x	RSCFDnRFSTSx	R/W	H'00D8 + (H'04 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer pointer control register x	RSCFDnRFPCTRx	R/W	H'00F8 + (H'04 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer access ID register x	RSCFDnRFIDx	R	H'0E00 + (H'10 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer access pointer register x	RSCFDnRFPTRx	R	H'0E04 + (H'10 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer access data field 0 register x	RSCFDnRFDF0_x	R	H'0E08 + (H'10 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer access data field 1 register x	RSCFDnRFDF1_x	R	H'0E0C + (H'10 × x)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer configuration and control register k	RSCFDnCFCCk	R/W	H'0118 + (H'04 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer status register k	RSCFDnCFSTSk	R/W	H'0178 + (H'04 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer pointer control register k	RSCFDnCFPCTRk	R/W	H'01D8 + (H'04 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer access ID register k	RSCFDnCFIDk	R/W	H'0E80 + (H'10 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer access pointer register k	RSCFDnCFPTRk	R/W	H'0E84 + (H'10 × k)	32	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Index of Table 48.4.	Transmit/receive FIFO buffer access data field 0 register k	RSCFDnCFDF0_k	R/W	H'0E88 + (H'10 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer access data field 1 register k	RSCFDnCFDF1_k	R/W	H'0E8C + (H'10 × k)	32	√	√	√	√
Index of Table 48.4.	FIFO empty status register	RSCFDnFESTS	R	H'0238	32	√	√	√	√
Index of Table 48.4.	FIFO full status register	RSCFDnFFSTS	R	H'023C	32	√	√	√	√
Index of Table 48.4.	FIFO Msg lost status register	RSCFDnFMSTS	R	H'0240	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer interrupt flag status register	RSCFDnRFISTS	R	H'0244	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer receive interrupt flag status register	RSCFDnCFRISTS	R	H'0248	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer transmit interrupt flag status register	RSCFDnCFTISTS	R	H'024C	32	√	√	√	√
Index of Table 48.4.	Transmit buffer control register p	RSCFDnTMCp	R/W	H'0250 + (H'01 × p)	8	√	√	√	√
Index of Table 48.4.	Transmit buffer status register p	RSCFDnTMSTSp	R/W	H'02D0 + (H'01 × p)	8	√	√	√	√
Index of Table 48.4.	Transmit buffer ID register p	RSCFDnTMIDp	R/W	H'1000 + (H'10 × p)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer pointer register p	RSCFDnTMPTRp	R/W	H'1004 + (H'10 × p)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer data field 0 register p	RSCFDnTMDF0_p	R/W	H'1008 + (H'10 × p)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer data field 1 register p	RSCFDnTMDF1_p	R/W	H'100C + (H'10 × p)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer interrupt enable configuration register y	RSCFDnTMIECy	R/W	H'0390 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer transmit request status register y	RSCFDnTMTRSTSy	R	H'0350 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer transmit abort request status register y	RSCFDnTMTARSTSy	R	H'0360 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer transmit complete status register y	RSCFDnTMTCSTSy	R	H'0370 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer transmit abort status register y	RSCFDnTMTASTSy	R	H'0380 + (H'04 × y)	32	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Index of Table 48.4.	Transmit queue configuration and control register m	RSCFDnTXQCCm	R/W	H'03A0 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit queue status register m	RSCFDnTXQSTSm	R/W	H'03C0 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit queue pointer control register m	RSCFDnTXQPCTRm	R/W	H'03E0 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit history configuration and control register m	RSCFDnTHLCCm	R/W	H'0400 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit history status register m	RSCFDnTHLSTSm	R/W	H'0420 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit history pointer control register m	RSCFDnTHLPCTRm	R/W	H'0440 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit history access register m	RSCFDnTHLACCm	R	H'1800 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Global test configuration register	RSCFDnGTSTCFG	R/W	H'0468	32	√	√	√	√
Index of Table 48.4.	Global test control register	RSCFDnGTSTCTR	R/W	H'046C	32	√	√	√	√
Index of Table 48.4.	Global lock key register	RSCFDnGLOCKK	R/W	H'047C	32	√	√	√	√
Index of Table 48.4.	RAM test page access register r	RSCFDnRPGACCr	R/W	H'1900 + (H'04 × r)	32	√	√	√	√

Table 48.7 Transmit Buffer p Allocated to Each Channel

	CANm
Transmit buffer p	Transmit buffer 16 × m + 0
	Transmit buffer 16 × m + 1
	Transmit buffer 16 × m + 2
	Transmit buffer 16 × m + 3
	Transmit buffer 16 × m + 4
	Transmit buffer 16 × m + 5
	Transmit buffer 16 × m + 6
	Transmit buffer 16 × m + 7
	Transmit buffer 16 × m + 8
	Transmit buffer 16 × m + 9
	Transmit buffer 16 × m + 10
	Transmit buffer 16 × m + 11
	Transmit buffer 16 × m + 12
	Transmit buffer 16 × m + 13
	Transmit buffer 16 × m + 14
	Transmit buffer 16 × m + 15

Table 48.8Transmit/Receive FIFO Buffer k Allocated to Each Channel

	CANm
Transmit/receive FIFO buffer k	Transmit/receive FIFO buffer 3 × m + 0
	Transmit/receive FIFO buffer 3 × m + 1
	Transmit/receive FIFO buffer 3 × m + 2

Table 48.9 Transmit Buffer p Linked to the Transmit/Receive FIFO Buffer by the Setting of Bits CFTML[3:0]

Setting of Bits CFTML[3:0]	Transmit Buffer p Linked to the Transmit/Receive FIFO Buffer
B'0000	Transmit buffer 16 × m + 0
B'0001	Transmit buffer 16 × m + 1
B'0010	Transmit buffer 16 × m + 2
B'0011	Transmit buffer 16 × m + 3
B'0100	Transmit buffer 16 × m + 4
B'0101	Transmit buffer 16 × m + 5
B'0110	Transmit buffer 16 × m + 6
B'0111	Transmit buffer 16 × m + 7
B'1000	Transmit buffer 16 × m + 8
B'1001	Transmit buffer 16 × m + 9
B'1010	Transmit buffer 16 × m + 10
B'1011	Transmit buffer 16 × m + 11
B'1100	Transmit buffer 16 × m + 12
B'1101	Transmit buffer 16 × m + 13
B'1110	Transmit buffer 16 × m + 14
B'1111	Transmit buffer 16 × m + 15

Table 48.103 Transmit Buffer p Allocated to the Transmit Queue of Each Channel

Setting of Bits TXQDC[3:0]	Transmit Buffer p Allocated to the Transmit Queue
B'0000	Setting prohibited
B'0001	Setting prohibited
B'0010	Transmit buffer 16 × m + 15 to 16 × m + 13
B'0011	Transmit buffer 16 × m + 15 to 16 × m + 12
B'0100	Transmit buffer 16 × m + 15 to 16 × m + 11
B'0101	Transmit buffer 16 × m + 15 to 16 × m + 10
B'0110	Transmit buffer 16 × m + 15 to 16 × m + 9
B'0111	Transmit buffer 16 × m + 15 to 16 × m + 8
B'1000	Transmit buffer 16 × m + 15 to 16 × m + 7
B'1001	Transmit buffer 16 × m + 15 to 16 × m + 6
B'1010	Transmit buffer 16 × m + 15 to 16 × m + 5
B'1011	Transmit buffer 16 × m + 15 to 16 × m + 4
B'1100	Transmit buffer 16 × m + 15 to 16 × m + 3
B'1101	Transmit buffer 16 × m + 15 to 16 × m + 2
B'1110	Transmit buffer 16 × m + 15 to 16 × m + 1
B'1111	Transmit buffer 16 × m + 15 to 16 × m + 0

48.7 Register Description (classical CAN mode)

48.7.1 Details of Interface Mode Related Registers

48.7.1.1 RSCFDnCFDGRMCFG - Global Interface Mode Select Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGRMCFG register can be read/written in 32-bit units

RSCFDnCFDGRMCFGL, RSCFDnCFDGRMCFGH registers can be read/written in 16-bit units

RSCFDnCFDGRMCFGLL, RSCFDnCFDGRMCFGLH, RSCFDnCFDGRMCFGHL, RSCFDnCFDGRMCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGRMCFG: <RSCFDn_base> + H'04FC

RSCFDnCFDGRMCFGL: <RSCFDn_base> + H'04FC,
RSCFDnCFDGRMCFGH: <RSCFDn_base> + H'04FE

RSCFDnCFDGRMCFGLL: <RSCFDn_base> + H'04FC,
RSCFDnCFDGRMCFGLH: <RSCFDn_base> + H'04FD,
RSCFDnCFDGRMCFGHL: <RSCFDn_base> + H'04FE,
RSCFDnCFDGRMCFGHH: <RSCFDn_base> + H'04FF

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RCMC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
0	RCMC	B'0	R/W	Interface Mode Select Setting this bit to 0 places the CANFD into classical CAN mode. To place the RS-CANFD module from CAN FD mode to classical CAN mode, modify the RSCFDnCFDGRMCFG register after setting the post-reset values to all the registers and bits that are solely assigned to the register map used in CAN FD mode. 0: Classical CAN mode 1: CAN FD mode

Modify the RSCFDnCFDGRMCFG register only in global reset mode. Also set the register before setting any other RS-CANFD register.

48.7.2 Details of Channel Related Registers

48.7.2.1 RSCFDnCmCFG — Channel Configuration Register (m = 0, 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCmCFG register can be read/written in 32-bit units

RSCFDnCmCFGL, RSCFDnCmCFGH registers can be read/written in 16-bit units

RSCFDnCmCFGLL, RSCFDnCmCFGLH, RSCFDnCmCFGHL, RSCFDnCmCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCmCFG: <RSCFDn_base> + H'0000 + (H'10 × m)

RSCFDnCmCFGL: <RSCFDn_base> + H'0000 + (H'10 × m),
RSCFDnCmCFGH: <RSCFDn_base> + H'0002 + (H'10 × m)

RSCFDnCmCFGLL: <RSCFDn_base> + H'0000 + (H'10 × m),
RSCFDnCmCFGLH: <RSCFDn_base> + H'0001 + (H'10 × m),
RSCFDnCmCFGHL: <RSCFDn_base> + H'0002 + (H'10 × m),
RSCFDnCmCFGHH: <RSCFDn_base> + H'0003 + (H'10 × m)

Value after reset: H’0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	SJW[1:0]		—	TSEG2[2:0]			TSEG1[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	BRP[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
25, 24	SJW[1:0]	B’00	R/W	Resynchronization Jump Width Control These bits are used to specify a Tq value for the resynchronization jump width. Allowed values are 1 Tq to 4 Tq, inclusive. Set a value less than or equal to the value of the TSEG2 bits. B’00: 1 Tq B’01: 2 Tq B’10: 3 Tq B’11: 4 Tq
23	Reserved	B’0	R	This bit is read as the value after reset. The write value should be the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
22 to 20	TSEG2[2:0]	B'000	R/W	Time Segment 2 Control These bits are used to specify a Tq value for the length of phase segment 2 (PHASE_SEG2). Allowed values are 2 Tq to 8 Tq, inclusive. Set a value smaller than the value of the TSEG1 bits. B'000: Setting prohibited B'001: 2 Tq B'010: 3 Tq B'011: 4 Tq B'100: 5 Tq B'101: 6 Tq B'110: 7 Tq B'111: 8 Tq
19 to 16	TSEG1[3:0]	B'0000	R/W	Time Segment 1 Control These bits are used to specify a Tq value for the total length of the propagation segment (PROP_SEG) and phase segment 1 (PHASE_SEG1). Allowed values are 4 Tq to 16 Tq, inclusive. B'0000: Setting prohibited B'0001: Setting prohibited B'0010: Setting prohibited B'0011: 4 Tq B'0100: 5 Tq B'0101: 6 Tq B'0110: 7 Tq B'0111: 8 Tq B'1000: 9 Tq B'1001: 10 Tq B'1010: 11 Tq B'1011: 12 Tq B'1100: 13 Tq B'1101: 14 Tq B'1110: 15 Tq B'1111: 16 Tq
15 to 10	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
9 to 0	BRP[9:0]	H'000	R/W	Prescaler Division Ratio Set The CANmTq clock (fCANTQm) is calculated by dividing the CAN clock (fCAN) by the baud rate prescaler, ((BRP[9:0]) + 1). One clock cycle of the CANmTq clock is 1 Time Quantum (Tq). When these bits are set to P (0 to 1023), the baud rate prescaler divides fCAN by P + 1.

Modify the RSCFDnCmCFG register in channel reset mode or channel halt mode. Set this register in channel reset mode before shifting to channel communication mode or channel wait mode. For a description of the bit timing parameters and settings, see section 48.16.1, Initial Settings.

48.7.2.2 RSCFDnCmCTR — Channel Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCmCTR register can be read/written in 32-bit units

RSCFDnCmCTRL, RSCFDnCmCTRH registers can be read/written in 16-bit units

RSCFDnCmCTRLL, RSCFDnCmCTRLH, RSCFDnCmCTRHL, RSCFDnCmCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCmCTR: <RSCFDn_base> + H'0004 + (H'10 × m)

RSCFDnCmCTRL: <RSCFDn_base> + H'0004 + (H'10 × m),
RSCFDnCmCTRH: <RSCFDn_base> + H'0006 + (H'10 × m)

RSCFDnCmCTRLL: <RSCFDn_base> + H'0004 + (H'10 × m),
RSCFDnCmCTRLH: <RSCFDn_base> + H'0005 + (H'10 × m),
RSCFDnCmCTRHL: <RSCFDn_base> + H'0006 + (H'10 × m),
RSCFDnCmCTRHH: <RSCFDn_base> + H'0007 + (H'10 × m)

Value after reset: H'0000_0005

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	CRCT	—	—	—	CTMS[1:0]		CTME	ERRD	BOM[1:0]		—	—	—	—	TAIE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ALIE	BLIE	OLIE	BORIE	BOEIE	EPIE	EWIE	BEIE	—	—	—	—	RTBO	CSLPR	CHMDC[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	Reserved	B'0	R	This bit is read as the value after reset. The write value should be the value after reset.
30	CRCT	B'0	R/W	CRC Error Test Enable This bit is used to test the CRC generator circuit in the RS-CANFD module. Setting this bit to 1 allows the first bit in the ID field to be reversed when a message is received. Due to the bit reversal, the CRC calculation result does not agree with the correct CRC value of the received frame. A CRC error is thus detected (the CERR bit in the RSCFDnCmERFL register is 1). Note the following when using this function: • This function is available when the CTME bit in the RSCFDnCmCTR register is 1 (communication test mode enabled). • Communicating with another CAN node is impossible. Use the function in the inter-channel communication test (the CmICBCE bit in the RSCFDnGTSTCFG register is 1). • Bit reversal in the ID field may violate the bit stuffing rule. In this case, a stuff error is detected instead of a CRC error. Modify this bit only in channel standby mode. In channel standby mode, this bit is 0. 0: The first bit in the receive ID field is not reversed. 1: The first bit in the receive ID field is reversed.

Bit	Bit Name	Initial Value	R/W	Description
29 to 27	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
26, 25	CTMS[1:0]	B'00	R/W	Communication Test Mode Select These bits are used to select a communication test mode. Modify these bits only in channel halt mode. These bits are set to 0 in channel reset mode. B'00: Standard test mode B'01: Listen-only mode B'10: Self-test mode 0 (external loopback mode) B'11: Self-test mode 1 (internal loopback mode)
24	CTME	B'0	R/W	Communication Test Mode Enable Setting this bit to 1 enables communication test mode. Modify these bits in channel halt mode. This bit is set to 0 in channel reset mode. 0: Communication test mode is disabled. 1: Communication test mode is enabled.
23	ERRD	B'0	R/W	Error Display Mode Select This bit is used to control the display mode of bits 14 to 8 in the RSCFDnCmERFL register. When this bit is clear to 0, only the flags of the first error event are set to 1. If two or more errors occur in the first error event, all the flags of the detected errors are set to 1. When this bit is set to 1, all the flags of errors that have occurred are set to 1 regardless of the error occurrence order. Modify this bit only in channel reset mode or channel halt mode. 0: Error flags are displayed only for the first error information after bits 14 to 8 in RSCFDnCmERFL are all cleared. 1: Error flags for all error information are displayed.

Bit	Bit Name	Initial Value	R/W	Description
22, 21	BOM[1:0]	B’00	R/W	Bus Off Recovery Mode Select These bits are used to select the bus off recovery mode of the RS-CANFD module. When the BOM[1:0] bits are set to B'00, return from the bus off state to the error active state is compliant with the CAN specifications. That is, the RS-CANFD module reenters the CAN communication (error active state) after 11 consecutive recessive bits are detected 128 times. A bus off recovery interrupt request is generated at the time of return from the bus off state. Even if the CHMDC[1:0] bits are set to B'10 (channel halt mode) before recessive bits are detected 128 times, the RS-CANFD module does not transition to channel halt mode until recessive bits are detected 128 times. When the module reaches the bus off state when the BOM[1:0] bits are set to B'01, the CHMDC[1:0] bits in the RSCFDnCmCTR register (m = 0 or 1) are set to B'10 and the RS-CANFD module transitions to channel halt mode. No bus off recovery interrupt request is generated and the TEC[7:0] and REC[7:0] bits in the RSCFDnCmSTS register are cleared to H'00. When the RS-CANFD module reaches the bus off state when the BOM[1:0] bits are set to B'10, the CHMDC[1:0] bits are set to B'10 and the RS-CANFD module transitions to channel halt mode after return from the bus off state (11 consecutive recessive bits are detected 128 times). A bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits are cleared to H'00. When the BOM[1:0] bits are set to B'11 and the CHMDC[1:0] bits are set to B'10 while the RS-CANFD module is in the bus off state, the RS-CANFD module transitions to channel halt mode. No bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits are cleared to H'00. However, if 11 consecutive recessive bits are detected 128 times and the RS-CANFD module has recovered to the error active state from the bus off state before the CHMDC[1:0] bits are set to B'10, a bus off recovery interrupt request is generated. If a program writes to the CHMDC[1:0] bit at the same time as the RS-CANFD module transition to channel halt mode (at bus off entry when the BOM[1:0] bits are B'01 or at bus off end when the BOM[1:0] bits are B'10), the program’s writing takes precedence. Modify the BOM[1:0] bits only in channel reset mode. B’00: ISO11898-1 compliant B’01: Entry to channel halt mode automatically at bus-off entry B’10: Entry to channel halt mode automatically at bus-off end B’11: Entry to channel halt mode (in bus-off state) by program request
20 to 17	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
16	TAIE	B’0	R/W	Transmit Abort Interrupt Enable When transmit abort of the transmit buffer is completed with the TAIE bit set to 1, an interrupt request is generated. Modify this bit only in channel reset mode. 0: Transmit abort interrupt is disabled. 1: Transmit abort interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
15	ALIE	B'0	R/W	Arbitration Lost Interrupt Enable When the ALF flag in the RSCFDnCmERFL register is set to 1 with the ALIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Arbitration lost interrupt is disabled. 1: Arbitration lost interrupt is enabled.
14	BLIE	B'0	R/W	Bus Lock Interrupt Enable When the BLF flag in the RSCFDnCmERFL register is set to 1 with the BLIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Bus lock interrupt is disabled. 1: Bus lock interrupt is enabled.
13	OLIE	B'0	R/W	Overload Frame Transmit Interrupt Enable When the OVLF flag in the RSCFDnCmERFL register is set to 1 with the OLIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Overload frame transmit interrupt is disabled. 1: Overload frame transmit interrupt is enabled.
12	BORIE	B'0	R/W	Bus Off Recovery Interrupt Enable When the BORF flag in the RSCFDnCmERFL register is set to 1 with the BORIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Bus off recovery interrupt is disabled. 1: Bus off recovery interrupt is enabled.
11	BOEIE	B'0	R/W	Bus Off Entry Interrupt Enable When the BOEF flag in the RSCFDnCmERFL register is set to 1 with the BOEIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Bus off entry interrupt is disabled. 1: Bus off entry interrupt is enabled.
10	EPIE	B'0	R/W	Error Passive Interrupt Enable When the EPF flag in the RSCFDnCmERFL register is set to 1 with the EPIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Error passive interrupt is disabled. 1: Error passive interrupt is enabled.
9	EWIE	B'0	R/W	Error Warning Interrupt Enable When the EWF flag in the RSCFDnCmERFL register is set to 1 with the EWIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Error warning interrupt is disabled. 1: Error warning interrupt is enabled.
8	BEIE	B'0	R/W	Bus Error Interrupt Enable When the BEF flag in the RSCFDnCmERFL register is set to 1 with the BEIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Bus error interrupt is disabled. 1: Bus error interrupt is enabled.
7 to 4	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
3	RTBO	B’0	R/W	Forcible Return from Bus-off Setting this bit to 1 in the bus off state forcibly returns the state from the bus off state to the error active state. This bit is automatically cleared to 0. Setting this bit to 1 clears the TEC[7:0] and REC[7:0] bits in the RSCFDnCmSTS register to H'00 and also clears the BOSTS flag in the RSCFDnCmSTS register to 0 (not in bus off state). The other registers remain unchanged. No bus off recovery interrupt request is generated upon return from the bus off state in this case. Use this bit only when the BOM[1:0] bits in the RSCFDnCmCTR are B'00 (ISO11898-1 compliant). A delay of up to 1 CAN bit time occurs after the RTBO bit is set to 1 until the RS-CANFD module transitions to the error active state. Set this bit to 1 in channel communication mode.
2	CSLPR	B’1	R/W	Channel Stop Mode Setting this bit to 1 places the channel into channel stop mode. Clearing this bit to 0 makes the channel exit channel stop mode. This bit should not be modified in channel communication mode or channel wait mode. 0: Other than channel stop mode 1: Channel stop mode
1, 0	CHMDC[1:0]	B’01	R/W	Mode Select These bits are used to select a channel mode (channel communication mode, channel reset mode, or channel halt mode). For details, see section 48.11.2, Channel Modes. Setting the CSLPR bit to 1 in channel reset mode allows transition to channel stop mode. Do not set the CHMDC[1:0] bits to B'11. When the RS-CANFD module has automatically transitioned to channel halt mode based on the setting of the BOM[1:0] bits, the CHMDC[1:0] bits automatically become B'10. B’00: Channel communication mode B’01: Channel reset mode B’10: Channel halt mode B’11: Setting prohibited

48.7.2.3 RSCFDnCmSTS — Channel Status Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCmSTS register can be read only in 32-bit units

RSCFDnCmSTSL, RSCFDnCmSTSH registers can be read only in 16-bit units

RSCFDnCmSTSLL, RSCFDnCmSTSLH, RSCFDnCmSTSHL, RSCFDnCmSTSHH registers can be read only in 8-bit units

Address: RSCFDnCmSTS: <RSCFDn_base> + H'0008 + (H'10 × m)

RSCFDnCmSTSL: <RSCFDn_base> + H'0008 + (H'10 × m),
RSCFDnCmSTSH: <RSCFDn_base> + H'000A + (H'10 × m)

RSCFDnCmSTSLL: <RSCFDn_base> + H'0008 + (H'10 × m),
RSCFDnCmSTSLH: <RSCFDn_base> + H'0009 + (H'10 × m),
RSCFDnCmSTSHL: <RSCFDn_base> + H'000A + (H'10 × m),
RSCFDnCmSTSHH: <RSCFDn_base> + H'000B + (H'10 × m)

Value after reset: H'0000_0005

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TEC[7:0]								REC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	COMSTS	RECSTS	TRMSTS	BOSTS	EPSTS	CSLPSTS	CHLTSTS	CRSTSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	TEC[7:0]	H'00	R	The transmit error counter (TEC) can be read. These bits contain the transmit error counter value. For transmit error counter increment/decrement conditions, see the CAN specification (ISO11898-1). These bits are cleared to 0 in channel reset mode.
23 to 16	REC[7:0]	H'00	R	The receive error counter (REC) can be read. These bits contain the receive error counter value. For receive error counter increment/decrement conditions, see the CAN specifications (ISO11898-1). These bits are cleared to 0 in channel reset mode.
15 to 8	Reserved	All 0	R	These bits are read as the value after reset.
7	COMSTS	B'0	R	Communication Status Flag This bit indicates that communication is ready. This flag becomes 1 when the RS-CANFD module has detected 11 consecutive recessive bits after it has transitioned from channel reset mode or channel halt mode to channel communication mode. This flag is cleared to 0 in channel reset mode or channel halt mode. 0: Communication is not ready. 1: Communication is ready.

Bit	Bit Name	Initial Value	R/W	Description
6	RECSTS	B'0	R	Receive Status Flag This flag is set to 1 when reception has started, and is cleared to 0 when the bus has become idle or transmission has started. 0: Bus idle, in transmission or bus off state 1: In reception
5	TRMSTS	B'0	R	Transmit Status Flag This flag is set to 1 when transmission has started, and is cleared to 0 when the bus has become idle or reception has started. This flag remains 1 in the bus off state. 0: Bus idle or in reception 1: In transmission or bus off state
4	BOSTS	B'0	R	Bus Off Status Flag This flag is set to 1 when the bus off state (TEC[7:0] > 255) is entered. It is cleared to 0 when the RS-CANFD module has exited the bus off state. 0: Not in bus off state 1: In bus off state
3	EPSTS	B'0	R	Error Passive Status Flag This flag is set to 1 when the RS-CANFD module has entered the error passive state ((128 ≤ TEC[7:0] ≤ 255) or (128 ≤ REC[7:0])), It is cleared to 0 when the RS-CANFD module has exited the error passive state or has entered channel reset mode. 0: Not in error passive state 1: In error passive state
2	CSLPSTS	B'1	R	Channel Stop Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to channel stop mode, and is cleared to 0 when the RS-CANFD module has returned from channel stop mode. 0: Not in channel stop mode 1: In channel stop mode
1	CHLTSTS	B'0	R	Channel Halt Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to channel halt mode, and is cleared to 0 when the RS-CANFD module has returned from channel halt mode. 0: Not in channel halt mode 1: In channel halt mode
0	CRSTSTS	B'1	R	Channel Reset Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to channel reset mode, and is cleared to 0 when the RS-CANFD module has transitioned to channel communication mode or channel halt mode. This flag remains 1 when the RS-CANFD module transitions from channel reset mode to channel stop mode. 0: Not in channel reset mode 1: In channel reset mode

48.7.2.4 RSCFDnCmERFL — Channel Error Flag Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCmERFL register can be read/written in 32-bit units

RSCFDnCmERFLL, RSCFDnCmERFLH registers can be read/written in 16-bit units

RSCFDnCmERFLLL, RSCFDnCmERFLLH, RSCFDnCmERFLHL, RSCFDnCmERFLHH registers can be read/written in 8-bit units

Address: RSCFDnCmERFL: <RSCFDn_base> + H'000C + (H'10 × m)

RSCFDnCmERFLL: <RSCFDn_base> + H'000C + (H'10 × m),
RSCFDnCmERFLH: <RSCFDn_base> + H'000E + (H'10 × m)

RSCFDnCmERFLLL: <RSCFDn_base> + H'000C + (H'10 × m),
RSCFDnCmERFLLH: <RSCFDn_base> + H'000D + (H'10 × m),
RSCFDnCmERFLHL: <RSCFDn_base> + H'000E + (H'10 × m),
RSCFDnCmERFLHH: <RSCFDn_base> + H'000F + (H'10 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	CRCREG[14:0]														
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	ADERR	B0ERR	B1ERR	CERR	AERR	FERR	SERR	ALF	BLF	OVLF	BORF	BOEF	EPF	EWF	BEF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31	Reserved	B'0	R	When read, the value after reset is returned. When writing to this bit, write the value after reset.
30 to 16	CRCREG [14:0]	H'0000	R	CRC Calculation Data When the CTME bit in the RSCFDnCmCTR register is set to 1 (communication test mode is enabled), the CRC value calculated based on the transmit or receive message can be read. When the CTME bit is set to 0 (communication test mode is disabled), these bits are always read as 0.
15	Reserved	B'0	R	When read, the value after reset is returned. When writing to this bit, write the value after reset.
14	ADERR	B'0	R/W*	ACK Delimiter Error Flag This flag is set to 1 when a form error has been detected in the ACK delimiter during transmission. 0: No ACK delimiter error is detected. 1: ACK delimiter error is detected.
13	B0ERR	B'0	R/W*	Dominant Bit Error Flag This flag is set to 1 when a recessive bit has been detected though a dominant bit was transmitted. 0: No dominant bit error is detected. 1: Dominant bit error is detected.

Bit	Bit Name	Initial Value	R/W	Description
12	B1ERR	B'0	R/W*	Recessive Bit Error Flag This flag is set to 1 when a dominant bit has been detected though a recessive bit was transmitted. 0: No recessive bit error is detected. 1: Recessive bit error is detected.
11	CERR	B'0	R/W*	CRC Error Flag This flag is set to 1 when a CRC error has been detected. 0: No CRC error is detected. 1: CRC error is detected.
10	AERR	B'0	R/W*	ACK Error Flag This flag is set to 1 when an ACK error has been detected. 0: No ACK error is detected. 1: ACK error is detected.
9	FERR	B'0	R/W*	Form Error Flag This flag is set to 1 when a form error has been detected. 0: No form error is detected. 1: Form error is detected.
8	SERR	B'0	R/W*	Stuff Error Flag This flag is set to 1 when a stuff error has been detected. 0: No stuff error is detected. 1: Stuff error is detected.
7	ALF	B'0	R/W*	Arbitration-lost Flag This flag is set to 1 when an arbitration-lost has been detected. 0: No arbitration-lost is detected. 1: Arbitration-lost is detected.
6	BLF	B'0	R/W*	Bus Lock Flag This flag is set to 1 when 32 consecutive dominant bits have been detected on the CAN bus in channel communication mode. After that, detection of a dominant lock is restarted when either of the following conditions is met. • A recessive bit is detected after the BLF bit has been cleared from 1 to 0. • The RS-CANFD module transitions to channel reset mode and returns to channel communication mode after the BLF bit has been cleared from 1 to 0. 0: No channel bus lock is detected. 1: Channel bus is lock detected.
5	OVLF	B'0	R/W*	Overload Flag This flag is set to 1 when the overload frame transmit condition has been detected when performing reception or transmission. 0: No overload is detected. 1: Overload is detected.

Bit	Bit Name	Initial Value	R/W	Description
4	BORF	B’0	R/W*	Bus Off Recovery Flag This flag is set to 1 when 11 consecutive recessive bits have been detected 128 times and the RS-CANFD module returns from the bus off state. However, this flag is not set to 1 if the RS-CANFD module returns from the bus off state in any of the following ways before 11 consecutive recessive bits are detected 128 times. • The CHMDC[1:0] bits in the RSCFDnCmCTR register are set to B'01 (channel reset mode). • The RTBO bit in the RSCFDnCmCTR register is set to 1 (forcible return from the bus off state is made). • The BOM[1:0] bits in the RSCFDnCmCTR register are set to B'01 (transition to channel halt mode at bus off entry). • The CHMDC[1:0] bits in the RSCFDnCmCTR register are set to B'10 (channel halt mode) before 11 consecutive recessive bits are detected 128 times with the BOM[1:0] bits set to B'11 (transition to channel halt mode upon a request from the program during bus off). 0: No bus off recovery is detected. 1: Bus off recovery is detected.
3	BOEF	B’0	R/W*	Bus Off Entry Flag This flag is set to 1 when the bus off state is reached (TEC[7:0] value > 255). This flag is also set to 1 if the bus off state is reached when the BOM[1:0] bits in the RSCFDnCmCTR register (m = 0 or 1) set to B'01 (transition to channel halt mode at bus off entry). 0: No bus off entry is detected. 1: Bus off entry is detected.
2	EPF	B’0	R/W*	Error Passive Flag This flag becomes 1 when the error passive state is reached (REC[7:0] or TEC[7:0] value > 127).This flag becomes 1 only when the REC[7:0] or TEC[7:0] value first exceeds 127. Therefore, if the program writes 0 to this flag while the value of REC[7:0] or TEC[7:0] remains over 127, this bit is not set to 1 until both REC[7:0] and TEC[7:0] values become 127 or less and then the REC[7:0] or TEC[7:0] value exceeds 127 again. 0: No error passive is detected. 1: Error passive is detected.
1	EWF	B’0	R/W*	Error Warning Flag This flag is set to 1 only when the REC[7:0] or TEC[7:0] value first exceeds 95. Therefore, if the program writes 0 to this flag while the value of REC[7:0] or TEC[7:0] remains over 95, this bit is not set to 1 until both REC[7:0] and TEC[7:0] values become 95 or less and then the REC[7:0] or TEC[7:0] value exceeds 95 again. 0: No error warning is detected. 1: Error warning is detected.
0	BEF	B’0	R/W*	Bus Error Flag This flag is set to 1 when any one of the ADERR, B0ERR, B1ERR, CERR, AERR, FERR, and SERR flags in the RSCFDnCmERFL register is set to 1. 0: No channel bus error is detected. 1: Channel bus error is detected.

Note: To clear the flag of this register to 0, use a store instruction to write “0” to the given flag and “1” to the other flags.

See the CAN specification (ISO11898-1) for a description of error occurrence conditions. To clear each flag of this register, the program must write a 0 to the corresponding bit. These flags cannot be set to 1 by the program. If any of these flags is set to 0 at the same time that the program writes 0 to the flag, the flag is still set to 1. The channel reset mode transition clears all of these flags to 0.

If the ERRD bit in the RSCFDnCmCTR register is set to 0 (ie, only the flags for the first error event are displayed) and an error related to bits 14 to 8 of RSCFDnCmERFL is detected, the flag bits are only set by the error event if bits 14 to 8 were all 0 at the when time the error occurred.

48.7.3 Details of Global Related Registers

48.7.3.1 RSCFDnGCFG - Global Configuration Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGCFG register can be read/written in 32-bit units

RSCFDnGCFGL, RSCFDnGCFGH registers can be read/written in 16-bit units

RSCFDnGCFGLL, RSCFDnGCFGLH, RSCFDnGCFGHL, RSCFDnGCFGHH registers can be read/written in 8-bit units

Address: RSCFDnGCFG: <RSCFDn_base> + H'0084

RSCFDnGCFGL: <RSCFDn_base> + H'0084, RSCFDnGCFGH: <RSCFDn_base> + H'0086

RSCFDnGCFGLL: <RSCFDn_base> + H'0084, RSCFDnGCFGLH: <RSCFDn_base> + H'0085, RSCFDnGCFGHL: <RSCFDn_base> + H'0086, RSCFDnGCFGHH: <RSCFDn_base> + H'0087

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ITRCP[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSBTCS[2:0]			TSSS	TSP[3:0]				TMTSCE	EEFE	—	DCS	MME	DRE	DCE	TPRI
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	ITRCP[15:0]	H'0000	R/W	Interval Timer Prescaler Set These bits are used to set a clock source division value of the interval timer for FIFO buffers. See section 48.13.3.1, Interval Transmission Function. When these bits are set to M, the pclk is divided by M. Setting H'0000 is prohibited when the interval timer is in use.
15 to 13	TSBTCS[2:0]	B'000	R/W	Timestamp Clock Source Select When the TSSS bit is 1, these bits are used to select the channel of the bit time clock that will be the clock source of the timestamp counter. B'000: Channel 0 bit time clock B'001: Channel 1 bit time clock B'010: Setting prohibited B'011: Setting prohibited B'100: Setting prohibited B'101: Setting prohibited B'110: Setting prohibited B'111: Setting prohibited
12	TSSS	0	R/W	Timestamp Source Select This bit is used to select a clock source of the timestamp counter. 0: pclk/2*1 1: Bit time clock

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	TSP[3:0]	B'0000	R/W	Timestamp Clock Source Division A clock obtained by dividing the clock source selected with the TSBTCS[2:0] bits and TSSS bit according to the TSP[3:0] bits is used as the timestamp counter count source. B'0000: Not divided B'0001: Divided by 2 B'0010: Divided by 4 B'0011: Divided by 8 B'0100: Divided by 16 B'0101: Divided by 32 B'0110: Divided by 64 B'0111: Divided by 128 B'1000: Divided by 256 B'1001: Divided by 512 B'1010: Divided by 1024 B'1011: Divided by 2048 B'1100: Divided by 4096 B'1101: Divided by 8192 B'1110: Divided by 16384 B'1111: Divided by 32768
7	TMTSCE	B'0	R/W	Transmit Timestamp Enable Setting this bit to 1 can store the timestamp of the transmission-completed message into the transmit history buffer. The timestamp is stored in the TMTS[15:0] bits in the RSCFDnTHLACCm register. 0: Transmit timestamp is disabled. 1: Transmit timestamp is enabled.
6	EEFE	B'0	R/W	ECC Error Flag Enable Setting this bit to 1 sets the EEFm bit in the RSCFDnGERFL register to 1 if an ECC2 bit error is detected as a result of a transmit priority selection. Here, the message in which the ECC2 bit error is detected is not transmitted. 0: ECC error flag is disabled. 1: ECC error flag is enabled.
5	Reserved	B'0	R	When read, the value after reset is returned. When writing to this bit, write the value after reset.
4	DCS	B'0	R/W	CAN Clock Source Select*2 When this bit is set to 0, clkc is used as the clock source of the CAN clock (fCAN). When this bit is set to 1, clk_xincan is used as the clock source of the CAN clock (fCAN). For the CAN clock frequency settings, see section 48.16.1.3, Setting Communication Speed. 0: clkc 1: clk_xincan
3	MME	B'0	R/W	Mirror Function Enable Setting this bit to 1 makes the mirror function available. 0: Mirror function is disabled. 1: Mirror function is enabled.

Bit	Bit Name	Initial Value	R/W	Description
2	DRE	B’0	R/W	DLC Replacement Enable When the DRE bit is set to 1, the DLC value of the receive rule is stored in the buffer instead of the DLC value of the received message after the DLC value has passed through the DLC filter. In this case, a value of H'00 is stored in each data byte beyond the DLC value of the receive rule. The DLC replacement function is only available when the DCE bit is set to 1 (DLC check is enabled). 0: DLC replacement is disabled. 1: DLC replacement is enabled.
1	DCE	B’0	R/W	DLC Check Enable Setting this bit to 1 makes the DLC check function available. When disabling the DLC check function, set the GAFLDLC[3:0] bits in the RSCFDnGAFLP0_j register to B'0000 before clearing the DCE bit in the RSCFDnGCFG register to 0. 0: DLC check is disabled. 1: DLC check is enabled.
0	TPRI	B’0	R/W	Transmit Priority Select This bit is used to set the transmit priority. When this bit is set to 0, ID priority is selected and the transmit priority complies with the CAN bus arbitration rule (ISO11898-1 specifications). When this bit is set to 1, transmit buffer number priority is selected and the lowest transmit buffer number of those has the highest priority. While the transmit queue is in use, this bit should be set to 0. 0: ID priority 1: Transmit buffer number priority

Notes: 1. When specifying pclk/2 as the timestamp counter count source, set bits TSBTCS[2:0] to B'000.
2. For the CAN clock frequency settings, see section 48.16.1.3, Setting Communication Speed.

Modify the RSCFDnGCFG register only in global reset mode.

48.7.3.2 RSCFDnGCTR — Global Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGCTR register can be read/written in 32-bit units

RSCFDnGCTRL, RSCFDnGCTRH registers can be read/written in 16-bit units

RSCFDnGCTRLL, RSCFDnGCTRLH, RSCFDnGCTRHL, RSCFDnGCTRHH registers can be read/written in 8-bit units

Address: RSCFDnGCTR: <RSCFDn_base> + H'0088

RSCFDnGCTRL: <RSCFDn_base> + H'0088, RSCFDnGCTRH: <RSCFDn_base> + H'008A

RSCFDnGCTRLL: <RSCFDn_base> + H'0088, RSCFDnGCTRLH: <RSCFDn_base> + H'0089, RSCFDnGCTRHL: <RSCFDn_base> + H'008A, RSCFDnGCTRHH: <RSCFDn_base> + H'008B

Value after reset: H'0000_0005

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TSRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	THLEIE	MEIE	DEIE	—	—	—	—	—	GSLPR	GMDC[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
16	TSRST	B'0	R/W	Timestamp Counter Reset This bit is used to reset the timestamp counter. When this bit is set to 1, the RSCFDnGTSC register is cleared to H'0000. This bit is always read as 0.
15 to 11	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
10	THLEIE	B'0	R/W	Transmit History Buffer Overflow Interrupt Enable When the THLEIE bit is set to 1 and the THLES flag in the RSCFDnGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode. 0: Transmit history buffer overflow interrupt is disabled. 1: Transmit history buffer overflow interrupt is enabled.
9	MEIE	B'0	R/W	FIFO Message Lost Interrupt Enable When the MEIE bit is set to 1 and the MES flag in the RSCFDnGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode. 0: FIFO message lost interrupt is disabled. 1: FIFO message lost interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
8	DEIE	B’0	R/W	DLC Error Interrupt Enable When the DEIE bit is set to 1 and the DEF flag in the RSCFDnGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode. 0: DLC error interrupt is disabled. 1: DLC error interrupt is enabled.
7 to 3	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	GSLPR	B’1	R/W	Global Stop Mode Setting this bit to 1 places the RS-CANFD module into global stop mode. Clearing this bit to 0 makes the RS-CANFD module leave from global stop mode. This bit should not be modified in global operating mode or global test mode. 0: Other than global stop mode 1: Global stop mode
1, 0	GMDC[1:0]	B’01	R/W	Global Mode Select These bits are used to select the mode of entire RS-CANFD module (global operating mode, global reset mode, or global test mode). For details, see section 48.11.1, Global Modes. Setting the GSLPR bit to 1 when in global reset mode places the RS-CANFD module into global stop mode. B’00: Global operating mode B’01: Global reset mode B’10: Global test mode B’11: Setting prohibited

48.7.3.3 RSCFDnGSTS — Global Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGSTS register can be read only in 32-bit units

RSCFDnGSTSL, RSCFDnGSTSH registers can be read only in 16-bit units

RSCFDnGSTSLL, RSCFDnGSTSLH, RSCFDnGSTSHL, RSCFDnGSTSHH registers can be read only in 8-bit units

Address: RSCFDnGSTS: <RSCFDn_base> + H'008C

RSCFDnGSTSL: <RSCFDn_base> + H'008C, RSCFDnGSTSH: <RSCFDn_base> + H'008E

RSCFDnGSTSLL: <RSCFDn_base> + H'008C, RSCFDnGSTSLH: <RSCFDn_base> + H'008D, RSCFDnGSTSHL: <RSCFDn_base> + H'008E, RSCFDnGSTSHH: <RSCFDn_base> + H'008F

Value after reset: H'0000_000D

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	GRAMINIT	GSLPSTS	GHLTSTS	GRSTSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	Reserved	All 0	R	When read, the value after reset is returned.
3	GRAMINIT	B’1	R	CAN RAM Initialization Status Flag This flag indicates the initialization status of the CAN RAM. This flag is set to 1 after the MCU has been reset, and is cleared to 0 when CAN RAM initialization is completed. 0: CAN RAM initialization is completed. 1: CAN RAM initialization is ongoing.
2	GSLPSTS	B’1	R	Global Stop Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to global stop mode, and is cleared to 0 when the RS-CANFD module has returned from global stop mode. 0: Not in global stop mode 1: In global stop mode
1	GHLTSTS	B’0	R	Global Test Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to global test mode, and is cleared to 0 when the RS-CANFD module has exited global test mode. 0: Not in global test mode 1: In global test mode

Bit	Bit Name	Initial Value	R/W	Description
0	GRSTSTS	B’1	R	Global Reset Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to global reset mode, and is cleared to 0 when the RS-CANFD module has exited global reset mode. This flag remains 1 even when the RS-CANFD module has transitioned from global reset mode to global stop mode. 0: Not in global reset mode 1: In global reset mode

48.7.3.4 RSCFDnGERFL — Global Error Flag Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGERFL register can be read/written in 32-bit units

RSCFDnGERFLL, RSCFDnGERFLH registers can be read/written in 16-bit units

RSCFDnGERFLLL, RSCFDnGERFLLH, RSCFDnGERFLHL, RSCFDnGERFLHH registers can be read/written in 8-bit units

Address: RSCFDnGERFL: <RSCFDn_base> + H'0090

RSCFDnGERFLL: <RSCFDn_base> + H'0090, RSCFDnGERFLH: <RSCFDn_base> + H'0092

RSCFDnGERFLLL: <RSCFDn_base> + H'0090, RSCFDnGERFLLH: <RSCFDn_base> + H'0091, RSCFDnGERFLHL: <RSCFDn_base> + H'0092, RSCFDnGERFLHH: <RSCFDn_base> + H'0093

Value after reset: H’0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EEF1	EEF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	THLES	MES	DEF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
17	EEF1	B’0	R/W	ECC Error Flag for Channel 1 The EEF1 flag is set to 1 disabling message transmission if an ECC2 bit error is detected in transmit priority selection of channel 1 when the EEFE bit in the RSCFDnGCFG register is 1. The program must write 0 to the corresponding flag to be cleared. The program can clear this flag by writing 0 to this bit. 0: No 2-bit ECC error has occurred in transmit priority selection. 1: A 2-bit ECC error has occurred in transmit priority selection.

Bit	Bit Name	Initial Value	R/W	Description
16	EEF0	B'0	R/W	ECC Error Flag for channel 0 The EEF0 flag is set to 1 disabling message transmission if an ECC2 bit error is detected in transmit priority selection of channel 0 when the EEFE bit in the RSCFDnGCFG register is 1. The program must write 0 to the corresponding flag to be cleared. The program can clear this flag by writing 0 to this bit. 0: No 2-bit ECC error has occurred in transmit priority selection. 1: A 2-bit ECC error has occurred in transmit priority selection.
15 to 3	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	THLES	B'0	R	Transmit History Buffer Overflow Status Flag The THLES flag is set to 1 when any one of the THLELT flags in the RSCFDnTHLSTSm register (m = 0, 1) is set to 1. This flag is cleared to 0 when the THLELT flags of all channels are set to 0. 0: No transmit history buffer overflow has occurred. 1: A transmit history buffer overflow has occurred.
1	MES	B'0	R	FIFO Message Lost Status Flag The MES flag is set to 1 when any one of the RFMLT flags in the RSCFDnRFSTSx register (x = 0 to 7) or the CFMLT flags in the RSCFDnCFSTSk register (k = 0 to 5) is set to 1. This flag is cleared to 0 when all RFMLT flags and CFMLT flags are set to 0. 0: No FIFO message lost error has occurred. 1: A FIFO message lost error has occurred.
0	DEF	B'0	R/W	DLC Error Flag The DEF flag is set to 1 when an error has been detected during the DLC check. The program can clear this flag by writing 0 to this bit. 0: No DLC error has occurred. 1: A DLC error has occurred.

Note: To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1".

All flags in the RSCFDnGERFL register are cleared to 0 in global reset mode.

48.7.3.5 RSCFDnGTSC — Global Timestamp Counter Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGTSC register can be read only in 32-bit units.
RSCFDnGTSCL, RSCFDnGTSCH registers can be read only in 16-bit units.

Address: RSCFDnGTSC: <RSCFDn_base> + H'0094
RSCFDnGTSCL: <RSCFDn_base> + H'0094, RSCFDnGTSCH: <RSCFDn_base> + H'0096

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	These bits are read as the value after reset.
15 to 0	TS[15:0]	H'0000	R	Timestamp Value The timestamp counter value can be read. Counter Value: H'0000 to H'FFFF When the TS[15:0] bits are read, the read value shows the timestamp counter (16-bit free-running counter) value at that time. When the SOF is detected, the TS[15:0] value is captured and later stored in the receive buffer or the FIFO buffer. When the TMTSCE bit in the RSCFDnGCFG register is 1, the TS[15:0] value is stored in the transmit history buffer. The timestamp counter is initialized in global reset mode. The timestamp counter starts and stops counting differently, depending on the count source. • When the TSSS bit in the RSCFDnGCFG register is 0 (pclk): The timestamp counter starts counting when the RS-CANFD module has transitioned to global operating mode. This counter stops counting when the RS-CANFD module has transitioned to global stop mode or global test mode. • When the TSSS bit is 1 (CANm bit time clock): The timestamp counter starts counting when the corresponding channel has transitioned to channel communication mode. This counter stops counting when the corresponding channel has transitioned to channel reset mode or channel halt mode.

48.7.3.6 RSCFDnGTINTSTS0 — Global TX Interrupt Status Register 0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGTINTSTS0 register can be read only in 32-bit units

RSCFDnGTINTSTS0L, RSCFDnGTINTSTS0H registers can be read only in 16-bit units

RSCFDnGTINTSTS0LL, RSCFDnGTINTSTS0LH, RSCFDnGTINTSTS0HL, RSCFDnGTINTSTS0HH registers can be read only in 8-bit units

Address: RSCFDnGTINTSTS0: <RSCFDn_base> + H'0460

RSCFDnGTINTSTS0L: <RSCFDn_base> + H'0460, RSCFDnGTINTSTS0H: <RSCFDn_base> + H'0462

RSCFDnGTINTSTS0LL: <RSCFDn_base> + H'0460, RSCFDnGTINTSTS0LH: <RSCFDn_base> + H'0461, RSCFDnGTINTSTS0HL: <RSCFDn_base> + H'0462, RSCFDnGTINTSTS0HH: <RSCFDn_base> + H'0463

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	THIF1	CFTIF1	TQIF1	TAIF1	TSIF1	—	—	—	THIF0	CFTIF0	TQIF0	TAIF0	TSIF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R*	R*	R*	R*	R*	R	R	R	R*	R*	R*	R*	R*

Note: * This bit is automatically cleared in the global reset or channel reset mode.

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	Reserved	All 0	R	These bits are read as the value after reset.
12	THIF1	B'0	R	Channel 1 Transmit History Interrupt Status Flag When the THLIE bit in the RSCFDnTHLCCm register is set to 1 (transmit history interrupt enabled) and the THLIF bit in the RSCFDnTHLSTSm register is set to 1 (transmit history interrupt request), this bit is set to 1. When the THLIF bit in the RSCFDnTHLSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the THLIE bit is cleared to 0. 0: Transmit history interrupt is not requested. 1: Transmit history interrupt is requested.
11	CFTIF1	B'0	R	Channel 1 Transmit/receive FIFO Transmit Interrupt Status Flag When the CFTXIE bit in the RSCFDnCFCCk register is set to 1 (transmit/receive FIFO transmit interrupt enabled) and the CFTXIF bit in the RSCFDnCFSTSk register is set to 1 (transmit/receive FIFO transmit interrupt request), this bit is set to 1. When the CFTXIF bit is cleared to 0 under the conditions that this bit can be set to 1, this bit is cleared to 0. This flag is also cleared to 0 when the CFTXIE bit is cleared to 0. 0: Transmit/receive FIFO transmit interrupt is not requested. 1: Transmit/receive FIFO transmit interrupt is requested.

Bit	Bit Name	Initial Value	R/W	Description
10	TQIF1	B'0	R	Channel 1 Transmit Queue Interrupt Status Flag When the TXQIE bit in the RSCFDnTXQCCm register is set to 1 (transmit queue interrupt enabled) and the TXQIF bit in the RSCFDnTXQSTSm register is set to 1 (transmit queue interrupt request), this bit is set to 1. When the TXQIF bit (transmit queue interrupt request) in the RSCFDnTXQSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the TXQIE bit is cleared to 0. 0: Transmit queue interrupt is not requested. 1: Transmit queue interrupt is requested.
9	TAIF1	B'0	R	Channel 1 Transmit Buffer Abort Interrupt Status Flag This bit is set to 1 when the TAIE bit in the RSCFDnCmCTR register is 1 (transmit abort interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnTMSTSp register are set to B'01 (transmit abort completed). This flag is cleared to 0 when the TMTRF[1:0] flags are cleared to B'00 after the transmit abort is completed. 0: Transmit buffer abort interrupt is not requested. 1: Transmit buffer abort interrupt is requested.
8	TSIF1	B'0	R	Channel 1 Transmit Buffer Interrupt Status Flag This bit is set to 1 when the TMIEp bit in the RSCFDnTMIECy register is set to 1 (transmit buffer interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnTMSTSp register are set to B'10 (transmit completed without abort request) or B'11 (transmit completed with abort request). When the TMTRF[1:0] flags are cleared to B'00 under the condition that this bit can be set to 1, this flag is cleared to 0. In addition, clearing the TMIEp bit to 0 also clears this flag to 0. 0: Transmit buffer transmit complete interrupt is not requested. 1: Transmit buffer transmit complete interrupt is requested.
7 to 5	Reserved	All 0	R	These bits are read as the value after reset.
4	THIF0	B'0	R	Channel 0 Transmit History Interrupt Status Flag When the THLIE bit in the RSCFDnTHLCCm register is set to 1 (transmit history interrupt enabled) and the THLIF bit in the RSCFDnTHLSTSm register is set to 1 (transmit history interrupt request), this bit is set to 1. When the THLIF bit in the RSCFDnTHLSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the THLIE bit is cleared to 0. 0: Transmit history interrupt is not requested. 1: Transmit history interrupt is requested.
3	CFTIF0	B'0	R	Channel 0 Transmit/receive FIFO Transmit Interrupt Status Flag When the CFTXIE bit in the RSCFDnCFCCk register is set to 1 (transmit/receive FIFO transmit interrupt enabled) and the CFTXIF bit in the RSCFDnCFSTSk register is set to 1 (transmit/receive FIFO transmit interrupt request), this bit is set to 1. When the CFTXIF bit is cleared to 0 under the conditions that this bit can be set to 1, this bit is cleared to 0. This flag is also cleared to 0 when the CFTXIE bit is cleared to 0. 0: Transmit/receive FIFO transmit interrupt is not requested. 1: Transmit/receive FIFO transmit interrupt is requested.

Bit	Bit Name	Initial Value	R/W	Description
2	TQIF0	B’0	R	Channel 0 Transmit Queue Interrupt Status Flag When the TXQIE bit in the RSCFDnTXQCCm register is set to 1 (transmit queue interrupt enabled) and the TXQIF bit in the RSCFDnTXQSTSm register is set to 1 (transmit queue interrupt request), this bit is set to 1. When the TXQIF bit (transmit queue interrupt request) in the RSCFDnTXQSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the TXQIE bit is cleared to 0. 0: Transmit queue interrupt is not requested. 1: Transmit queue interrupt is requested.
1	TAIF0	B’0	R	Channel 0 Transmit Buffer Abort Interrupt Status Flag This bit is set to 1 when the TAIE bit in the RSCFDnCmCTR register is 1 (transmit abort interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnTMSTSp register are set to B'01 (transmit abort completed). This flag is cleared to 0 when the TMTRF[1:0] flags are cleared to B'00 after the transmit abort is completed. 0: Transmit buffer abort interrupt is not requested. 1: Transmit buffer abort interrupt is requested.
0	TSIF0	B’0	R	Channel 0 Transmit Buffer Interrupt Status Flag This bit is set to 1 when the TMIEp bit in the RSCFDnTMIECy register is set to 1 (transmit buffer interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnTMSTSp register are set to B'10 (transmit completed without abort request) or B'11 (transmit completed with abort request). When the TMTRF[1:0] flags are cleared to B'00 under the condition that this bit can be set to 1, this flag is cleared to 0. In addition, clearing the TMIEp bit to 0 also clears this flag to 0. 0: Transmit buffer transmit complete interrupt is not requested. 1: Transmit buffer transmit complete interrupt is requested.

48.7.3.7 RSCFDnGTINTSTS1 — Global TX Interrupt Status Register 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGTINTSTS1 register can be read only in 32-bit units

RSCFDnGTINTSTS1L, RSCFDnGTINTSTS1H registers can be read only in 16-bit units

RSCFDnGTINTSTS1LL, RSCFDnGTINTSTS1LH, RSCFDnGTINTSTS1HL, RSCFDnGTINTSTS1HH registers can be read only in 8-bit units

Address: RSCFDnGTINTSTS1: <RSCFDn_base> + H'0464

RSCFDnGTINTSTS1L: <RSCFDn_base> + H'0460, RSCFDnGTINTSTS0H: <RSCFDn_base> + H'0466

RSCFDnGTINTSTS1LL: <RSCFDn_base> + H'0460, RSCFDnGTINTSTS0LH: <RSCFDn_base> + H'0465, RSCFDnGTINTSTS1HL: <RSCFDn_base> + H'0462, RSCFDnGTINTSTS0HH: <RSCFDn_base> + H'0467

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R*	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	—	All 0	R	Reserved bits These bits are read as the value after reset. The write value should be the value after reset.

48.7.4 Details of Receive Rule Related Registers

48.7.4.1 RSCFDnGAFLECTR — Receive Rule Entry Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGAFLECTR register can be read/written in 32-bit units

RSCFDnGAFLECTRL, RSCFDnGAFLECTRH registers can be read/written in 16-bit units

RSCFDnGAFLECTRLL, RSCFDnGAFLECTRLH, RSCFDnGAFLECTRHL, RSCFDnGAFLECTRHH registers can be read/written in 8-bit units

Address: RSCFDnGAFLECTR: <RSCFDn_base> + H'0098

RSCFDnGAFLECTRL: <RSCFDn_base> + H'0098, RSCFDnGAFLECTRH: <RSCFDn_base> + H'009A

RSCFDnGAFLECTRLL: <RSCFDn_base> + H'0098, RSCFDnGAFLECTRLH: <RSCFDn_base> + H'0099, RSCFDnGAFLECTRHL: <RSCFDn_base> + H'009A, RSCFDnGAFLECTRHH: <RSCFDn_base> + H'009B

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	AFLDAE	—	—	—	AFLPN[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
8	AFLDAE	B'0	R/W	Receive Rule Table Write Enable Setting this bit to 0 disables the write to the receive rule table. After writes to the receive rule table are completed, set this bit to 0 to disable the write to the table. The receive rule table can be read regardless of the value of this bit. Set the AFLDAE bit to 1 only in global reset mode. 0: Receive rule table write is disabled. 1: Receive rule table write is enabled.
7 to 5	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
4 to 0	AFLPN[4:0]	B'0_0000	R/W	Receive Rule Table Page Number Configuration These bits are used to set the page number of the receive rule table. Sixteen receive rules can be set per page. A page number can be selected from a range of page 0 (B'0_0000) to page 23 (B'1_0111). Set these bits to a value within the range of B'0_0000 to B'1_0111.

48.7.4.2 RSCFDnGAFLCFG0 — Receive Rule Configuration Register 0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGAFLCFG0 register can be read/written in 32-bit units

RSCFDnGAFLCFG0L, RSCFDnGAFLCFG0H registers can be read/written in 16-bit units

RSCFDnGAFLCFG0LL, RSCFDnGAFLCFG0LH, RSCFDnGAFLCFG0HL, RSCFDnGAFLCFG0HH registers can be read/written in 8-bit units

Address: RSCFDnGAFLCFG0: <RSCFDn_base> + H'009C

RSCFDnGAFLCFG0L: <RSCFDn_base> + H'009C, RSCFDnGAFLCFG0H: <RSCFDn_base> + H'009E

RSCFDnGAFLCFG0LL: <RSCFDn_base> + H'009C, RSCFDnGAFLCFG0LH: <RSCFDn_base> + H'009D, RSCFDnGAFLCFG0HL: <RSCFDn_base> + H'009E, RSCFDnGAFLCFG0HH: <RSCFDn_base> + H'009F

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RNC0[7:0]								RNC1[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	RNC0[7:0]	H'00	R/W	Number of Rules for Channel 0 These bits are used to set the number of rules to be registered in the channel 0 receive rule table. Set these bits to a value within the range of H'00 to H'80.
23 to 16	RNC1[7:0]	H'00	R/W	Number of Rules for Channel 1 These bits are used to set the number of rules to be registered in the channel 1 receive rule table. Set these bits to a value within the range of H'00 to H'80.
15 to 0	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.

Modify the RSCFDnGAFLCFG0 register only in global reset mode.

Up to 64 × (number of channels) rules can be registered in the receive rule table as the entire unit. The number of receive rules per channel should meet the following conditions.

The maximum number of rules per channel is 128.

The total of the number of rules allocated to each channel is not larger than the number of rules that can be registered in the entire unit.

48.7.4.3 RSCFDnGAFLCFG1 — Receive Rule Configuration Register 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGAFLCFG1 register can be read/written in 32-bit units

RSCFDnGAFLCFG1L, RSCFDnGAFLCFG1H registers can be read/written in 16-bit units

RSCFDnGAFLCFG1LL, RSCFDnGAFLCFG1LH, RSCFDnGAFLCFG1HL, RSCFDnGAFLCFG1HH registers can be read/written in 8-bit units

Address: RSCFDnGAFLCFG1: <RSCFDn_base> + H'00A0

RSCFDnGAFLCFG1L: <RSCFDn_base> + H'00A0, RSCFDnGAFLCFG1H: <RSCFDn_base> + H'00A2

RSCFDnGAFLCFG1LL: <RSCFDn_base> + H'00A0, RSCFDnGAFLCFG1LH: <RSCFDn_base> + H'00A1, RSCFDnGAFLCFG1HL: <RSCFDn_base> + H'00A2, RSCFDnGAFLCFG1HH: <RSCFDn_base> + H'00A3

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.

Modify the RSCFDnGAFLCFG1 register only in global reset mode.

48.7.4.4 RSCFDnGAFLIDj — Receive Rule ID Register (j = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGAFLIDj register can be read/written in 32-bit units

RSCFDnGAFLIDjL, RSCFDnGAFLIDjH registers can be read/written in 16-bit units

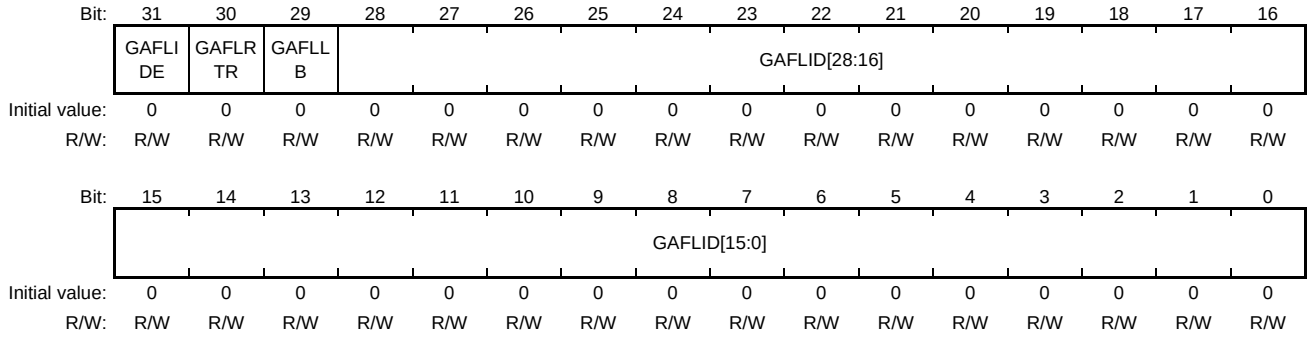
RSCFDnGAFLIDjLL, RSCFDnGAFLIDjLH, RSCFDnGAFLIDjHL, RSCFDnGAFLIDjHH registers can be read/written in 8-bit units

Address: RSCFDnGAFLIDj: <RSCFDn_base> + H'0500 + (H'10 × j)

RSCFDnGAFLIDjL: <RSCFDn_base> + H'0500 + (H'10 × j),
RSCFDnGAFLIDjH: <RSCFDn_base> + H'0502 + (H'10 × j)

RSCFDnGAFLIDjLL: <RSCFDn_base> + H'0500 + (H'10 × j),
RSCFDnGAFLIDjLH: <RSCFDn_base> + H'0501 + (H'10 × j),
RSCFDnGAFLIDjHL: <RSCFDn_base> + H'0502 + (H'10 × j),
RSCFDnGAFLIDjHH: <RSCFDn_base> + H'0503 + (H'10 × j)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31	GAFLIDE	B'0	R/W	IDE Select This bit is used to select the ID format (standard ID or extended ID) of the receive rule. This bit is compared with the IDE bit in the received message during the acceptance filter processing. 0: Standard ID 1: Extended ID
30	GAFLRTR	B'0	R/W	RTR Select This bit is used to select the frame format (data frame or remote frame) of the receive rule. This bit is compared with the RTR bit in the received message during the acceptance filter processing. 0: Data frame 1: Remote frame
29	GAFLLB	B'0	R/W	Receive Rule Target Message Select When this bit is set to 0, data processing using the receive rule is performed when receiving messages transmitted from another CAN node. When this bit is set to 1 when the mirror function is used, data processing using the receive rule is performed when the CAN node is receiving its own transmitted messages. 0: When a message transmitted from another CAN node is received 1: When the own transmitted message is received

Bit	Bit Name	Initial Value	R/W	Description
28 to 0	GAFLID[28:0]	H'0000_0000	R/W	ID Set These bits are used to set the ID field of the receive rule. The ID value set by these bits is compared with the ID of the received message during the acceptance filter processing. For the standard ID, set the ID in bits 10 to 0 and set bits 28 to 11 to 0.

Modify the RSCFDnGAFLIDj register when the AFLDAE bit in the RSCFDnGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

48.7.4.5 RSCFDnGAFLMj — Receive Rule Mask Register (j = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGAFLMj register can be read/written in 32-bit units

RSCFDnGAFLMjL, RSCFDnGAFLMjH registers can be read/written in 16-bit units

RSCFDnGAFLMjLL, RSCFDnGAFLMjLH, RSCFDnGAFLMjHL, RSCFDnGAFLMjHH registers can be read/written in 8-bit units

Address: RSCFDnGAFLMj: <RSCFDn_base> + H'0504 + (H'10 × j)

RSCFDnGAFLMjL: <RSCFDn_base> + H'0504 + (H'10 × j),
RSCFDnGAFLMjH: <RSCFDn_base> + H'0506 + (H'10 × j)

RSCFDnGAFLMjLL: <RSCFDn_base> + H'0504 + (H'10 × j),
RSCFDnGAFLMjLH: <RSCFDn_base> + H'0505 + (H'10 × j),
RSCFDnGAFLMjHL: <RSCFDn_base> + H'0506 + (H'10 × j),
RSCFDnGAFLMjHH: <RSCFDn_base> + H'0507 + (H'10 × j)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLIDEM	GAFLRTRM	—	GAFLIDM[28:16]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLIDM[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	GAFLIDEM	B'0	R/W	IDE Mask When this bit is set to 1, filter processing is performed only for messages of the ID format specified by the GAFLIDE bit in the RSCFDnGAFLIDj register. When this bit is cleared to 0, the IDs of all the receive messages and the specified IDs are regarded as matched. To set the GAFLIDEM bit to 0, set the GAFLIDM[28:0] bits to all 0 at the same time. 0: The IDE bit is not compared. 1: The IDE bit is compared.
30	GAFLRTRM	B'0	R/W	RTR Mask This bit is used to mask the RTR bit of the receive rule. 0: The RTR bit is not compared. 1: The RTR bit is compared
29	Reserved	B'0	R	This bit is read as the value after reset. The write value should be the value after reset.
28 to 0	GAFLIDM [28:0]	H'0000_0000	R/W	ID Mask These bits are used to mask the corresponding ID bit of the receive rule. 0: The corresponding ID bit is not compared. 1: The corresponding ID bit is compared.

Modify the RSCFDnGAFLMj register when the AFLDAE bit in the RSCFDnGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

48.7.4.6 RSCFDnGAFLP0_j — Receive Rule Pointer 0 Register (j = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGAFLP0_j register can be read/written in 32-bit units

RSCFDnGAFLP0_jL, RSCFDnGAFLP0_jH registers can be read/written in 16-bit units

RSCFDnGAFLP0_jLL, RSCFDnGAFLP0_jLH, RSCFDnGAFLP0_jHL, RSCFDnGAFLP0_jHH registers can be read/written in 8-bit units

Address: RSCFDnGAFLP0_j: <RSCFDn_base> + H'0508 + (H'10 × j)

RSCFDnGAFLP0_jL: <RSCFDn_base> + H'0508 + (H'10 × j),
RSCFDnGAFLP0_jH: <RSCFDn_base> + H'050A + (H'10 × j)

RSCFDnGAFLP0_jLL: <RSCFDn_base> + H'0508 + (H'10 × j),
RSCFDnGAFLP0_jLH: <RSCFDn_base> + H'0509 + (H'10 × j),
RSCFDnGAFLP0_jHL: <RSCFDn_base> + H'050A + (H'10 × j),
RSCFDnGAFLP0_jHH: <RSCFDn_base> + H'050B + (H'10 × j)

Value after reset: H’0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLDLC[3:0]				GAFLPTR[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLRMV	GAFLRMDP[6:0]							—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	GAFLDLC [3:0]	B’0000	R/W	Receive Rule DLC These bits are used to set the minimum data length necessary for receiving messages. If the data length of a message that is being filtered is equal to or larger than the value set by the GAFLDLC[3:0] bits, the message passes the DLC check. Setting these bits to B'0000 disables the DLC check function allowing messages with any data length to pass the DLC check. B’0000: DLC check is disabled. B’0001: 1 data byte B’0010: 2 data bytes B’0011: 3 data bytes B’0100: 4 data bytes B’0101: 5 data bytes B’0110: 6 data bytes B’0111: 7 data bytes B’1XXX: 8 data bytes
27 to 16	GAFLPTR [11:0]	H'000	R/W	Receive Rule Label These bits are used to set a 12-bit label to be attached to messages that have passed through the filter. A label is attached when a message is stored in the receive buffer or the FIFO buffer. Set the 12-bit label information.

Bit	Bit Name	Initial Value	R/W	Description
15	GAFLRMV	B'0	R/W	Receive Buffer Enable When this bit is set to 1, receive messages that have passed through the filter are stored in the receive buffer selected by the GAFLRMDP[6:0] bits. 0: No receive buffer is used. 1: A receive buffer is used.
14 to 8	GAFLRMDP [6:0]	H'00	R/W	Receive Buffer Number Select These bits are used to select the number of the receive buffer that stores receive messages that have passed through the filter when the GAFLRMV bit is set to 1. Set these bits to a value smaller than the value set by the NRXMB[7:0] bits in the RSCFDnRMNB register.
7 to 0	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.

Modify the RSCFDnGAFLP0_j register when the AFLDAE bit in the RSCFDnGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

48.7.4.7 RSCFDnGAFLP1_j — Receive Rule Pointer 1 Register (j = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGAFLP1_j register can be read/written in 32-bit units

RSCFDnGAFLP1_jL, RSCFDnGAFLP1_jH registers can be read/written in 16-bit units

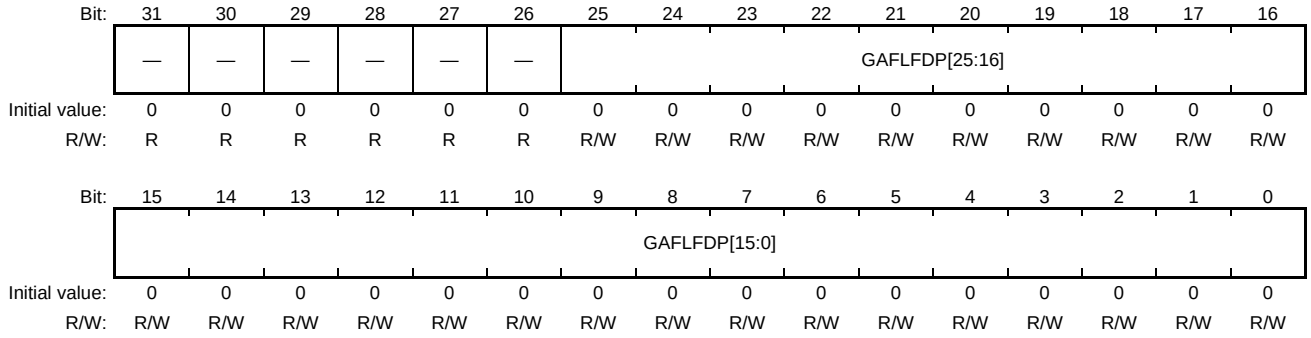
RSCFDnGAFLP1_jLL, RSCFDnGAFLP1_jLH, RSCFDnGAFLP1_jHL, RSCFDnGAFLP1_jHH registers can be read/written in 8-bit units

Address: RSCFDnGAFLP1_j: <RSCFDn_base> + H'050C + (H'10 × j)

RSCFDnGAFLP1_jL: <RSCFDn_base> + H'050C + (H'10 × j),
RSCFDnGAFLP1_jH: <RSCFDn_base> + H'050E + (H'10 × j)

RSCFDnGAFLP1_jLL: <RSCFDn_base> + H'050C + (H'10 × j),
RSCFDnGAFLP1_jLH: <RSCFDn_base> + H'050D + (H'10 × j),
RSCFDnGAFLP1_jHL: <RSCFDn_base> + H'050E + (H'10 × j),
RSCFDnGAFLP1_jHH: <RSCFDn_base> + H'050F + (H'10 × j)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
25 to 8	GAFLFDP [25:8]	H'0_0000	R/W	Transmit/Receive FIFO Buffer k Select (Bit position –8 = target transmit/receive FIFO buffer number k) 0: Transmit/receive FIFO buffer is not selected. 1: Transmit/receive FIFO buffer is selected.
7 to 0	GAFLFDP [7:0]	H'00	R/W	Receive FIFO Buffer x Select (Bit position = target receive FIFO buffer number x) 0: Receive FIFO buffer is not selected. 1: Receive FIFO buffer is selected.

Modify the RSCFDnGAFLP1_j register when the AFLDAE bit in the RSCFDnGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

GAFLFDP[25:0] Bits

These bits are used to specify FIFO buffers that store receive messages that have passed through the filter. Up to eight FIFO buffers are selectable. However, when the GAFLRMV bit in the RSCFDnGAFLP0_j register is set to 1 (a message is stored in the receive buffer), up to seven FIFO buffers can be selected. Only receive FIFO buffers and the transmit/receive FIFO buffer for which the CFM[1:0] bits in the RSCFDnCFCC register are set to B'00 (receive mode) or B'10 (gateway mode) are selectable.

48.7.5 Details of Receive Buffer Related Registers

48.7.5.1 RSCFDnRMNB - Receive Buffer Number Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRMNB register can be read/written in 32-bit units

RSCFDnRMNBL, RSCFDnRMNBH registers can be read/written in 16-bit units

RSCFDnRMNBLL, RSCFDnRMNBLH, RSCFDnRMNBHL, RSCFDnRMNBHH registers can be read/written in 8-bit units

Address: RSCFDnRMNB: <RSCFDn_base> + H'00A4

RSCFDnRMNBL: <RSCFDn_base> + H'00A4, RSCFDnRMNBH: <RSCFDn_base> + H'00A6

RSCFDnRMNBLL: <RSCFDn_base> + H'00A4, RSCFDnRMNBLH: <RSCFDn_base> + H'00A5, RSCFDnRMNBHL: <RSCFDn_base> + H'00A6, RSCFDnRMNBHH: <RSCFDn_base> + H'00A7

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	NRXMB[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
7 to 0	NRXMB[7:0]	H'00	R/W	Receive Buffer Number Configuration These bits are used to set the total number of receive buffers of the RS-CANFD module. The maximum value is 16 × (number of channels). Setting these bits all to 0 makes receive buffers unavailable. Set a value of 0 to 96.

Modify the RSCFDnRMNB register only in global reset mode.

48.7.5.2 RSCFDnRMNDy — Receive Buffer New Data Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRMNDy register can be read/written in 32-bit units

RSCFDnRMNDyL, RSCFDnRMNDyH registers can be read/written in 16-bit units

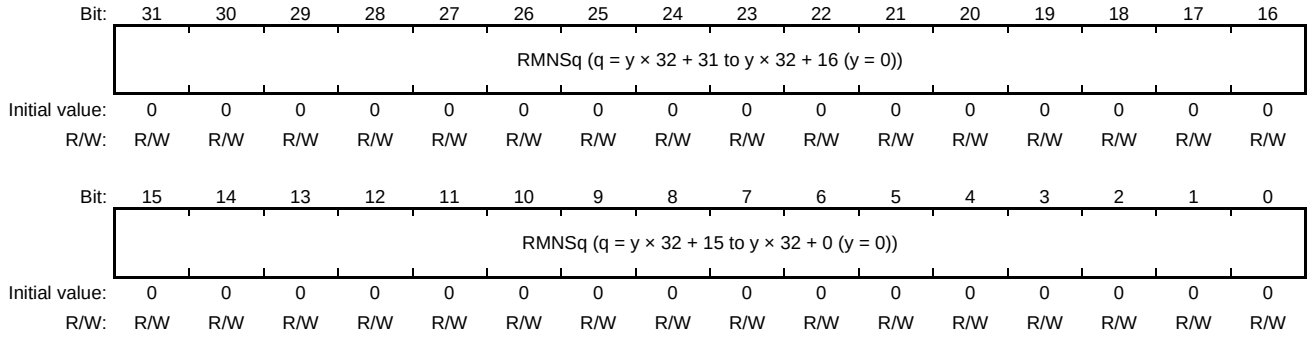
RSCFDnRMNDyLL, RSCFDnRMNDyLH, RSCFDnRMNDyHL, RSCFDnRMNDyHH registers can be read/written in 8-bit units

Address: RSCFDnRMNDy: <RSCFDn_base> + H'00A8 + (H'04 × y)

RSCFDnRMNDyL: <RSCFDn_base> + H'00A8 + (H'04 × y),
RSCFDnRMNDyH: <RSCFDn_base> + H'00AA + (H'04 × y)

RSCFDnRMNDyLL: <RSCFDn_base> + H'00A8 + (H'04 × y),
RSCFDnRMNDyLH: <RSCFDn_base> + H'00A9 + (H'04 × y),
RSCFDnRMNDyHL: <RSCFDn_base> + H'00AA + (H'04 × y),
RSCFDnRMNDyHH: <RSCFDn_base> + H'00AB + (H'04 × y)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	RMNSq	H'0000_0000	R/W	Receive Buffer Receive Complete Flag q (q = y × 32 + 31 to y × 32 + 0) 0: There is no new message in receive buffer q. 1: There is a new message in receive buffer q.

Write 0 to the RSCFDnRMNDy register in global operating mode or global test mode.

RMNSq Flags (q = 0 to 31)

Each RMNS flag is set to 1 when the processing for storing a message in the corresponding receive buffer starts.

To clear a flag to 0, the program must write 0 to the flag. Use a store instruction to write “0” to the flag and “1” to other flags. These bits cannot be set to 0 while a message is being stored. It takes ten clock cycles of pclk to store a message.

These flags are cleared to 0 in global reset mode.

48.7.5.3 RSCFDnRMIDq — Receive Buffer ID Register (q = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRMIDq register can be read only in 32-bit units

RSCFDnRMIDqL, RSCFDnRMIDqH registers can be read only in 16-bit units

RSCFDnRMIDqLL, RSCFDnRMIDqLH, RSCFDnRMIDqHL, RSCFDnRMIDqHH registers can be read only in 8-bit units

Address: RSCFDnRMIDq: <RSCFDn_base> + H'0600 + (H'10 × q)

RSCFDnRMIDqL: <RSCFDn_base> + H'0600 + (H'10 × q),
RSCFDnRMIDqH: <RSCFDn_base> + H'0602 + (H'10 × q)

RSCFDnRMIDqLL: <RSCFDn_base> + H'0600 + (H'10 × q),
RSCFDnRMIDqLH: <RSCFDn_base> + H'0601 + (H'10 × q),
RSCFDnRMIDqHL: <RSCFDn_base> + H'0602 + (H'10 × q),
RSCFDnRMIDqHH: <RSCFDn_base> + H'0603 + (H'10 × q)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMIDE	RMRTR	—	RMID[28:16]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	RMIDE	B'0	R	Receive Buffer IDE This bit indicates the ID format (standard ID or extended ID) of the message stored in the receive buffer. 0: Standard ID 1: Extended ID
30	RMRTR	B'0	R	Receive Buffer RTR This bit indicates the frame format (data frame or remote frame) of the message stored in the receive buffer. 0: Data frame 1: Remote frame
29	Reserved	B'0	R	This bit is read as the value after reset.
28 to 0	RMID[28:0]	H'0000_0000	R	Receive Buffer ID Data These bits contain the standard ID or extended ID of the received message. Read bits 10 to 0 for standard ID. Bits 28 to 11 are read as 0.

48.7.5.4 RSCFDnRMPTRq — Receive Buffer Pointer Register (q = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRMPTRq register can be read only in 32-bit units

RSCFDnRMPTRqL, RSCFDnRMPTRqH registers can be read only in 16-bit units

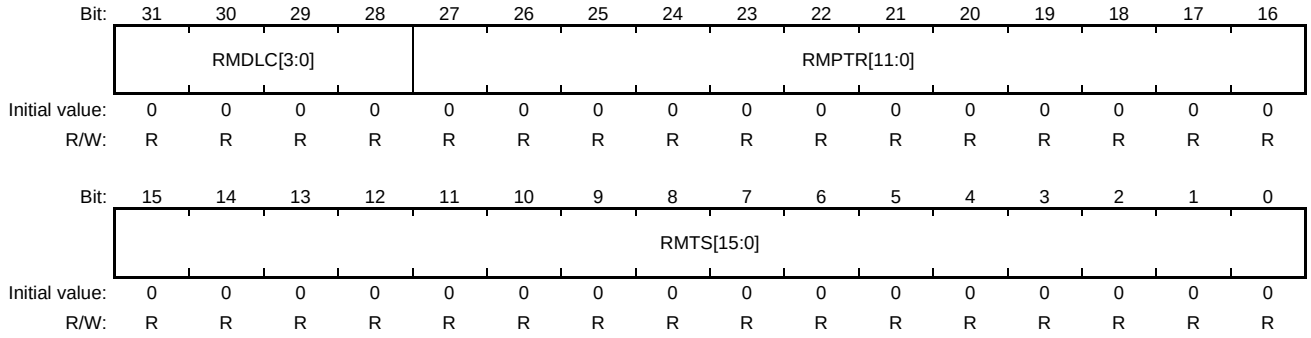
RSCFDnRMPTRqLL, RSCFDnRMPTRqLH, RSCFDnRMPTRqHL, RSCFDnRMPTRqHH registers can be read only in 8-bit units

Address: RSCFDnRMPTRq: <RSCFDn_base> + H'0604 + (H'10 × q)

RSCFDnRMPTRqL: <RSCFDn_base> + H'0604 + (H'10 × q),
RSCFDnRMPTRqH: <RSCFDn_base> + H'0606 + (H'10 × q)

RSCFDnRMPTRqLL: <RSCFDn_base> + H'0604 + (H'10 × q),
RSCFDnRMPTRqLH: <RSCFDn_base> + H'0605 + (H'10 × q),
RSCFDnRMPTRqHL: <RSCFDn_base> + H'0606 + (H'10 × q),
RSCFDnRMPTRqHH: <RSCFDn_base> + H'0607 + (H'10 × q)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 28	RMDLC[3:0]	B'0000	R	Receive Buffer DLC Data These bits indicate the data length of the message stored in the receive buffer. B'0000: 0 data bytes B'0001: 1 data byte B'0010: 2 data bytes B'0011: 3 data bytes B'0100: 4 data bytes B'0101: 5 data bytes B'0110: 6 data bytes B'0111: 7 data bytes B'1XXX: 8 data bytes
27 to 16	RMPTR[11:0]	H'000	R	Receive Buffer Label Data These bits indicate the label information of the message stored in the receive buffer.
15 to 0	RMTS[15:0]	H'0000	R	Receive Buffer Timestamp Data These bits indicate the timestamp value of the message stored in the receive buffer.

48.7.5.5 RSCFDnRMDF0_q — Receive Buffer Data Field 0 Register (q = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRMDF0_q register can be read only in 32-bit units

RSCFDnRMDF0_qL, RSCFDnRMDF0_qH registers can be read only in 16-bit units

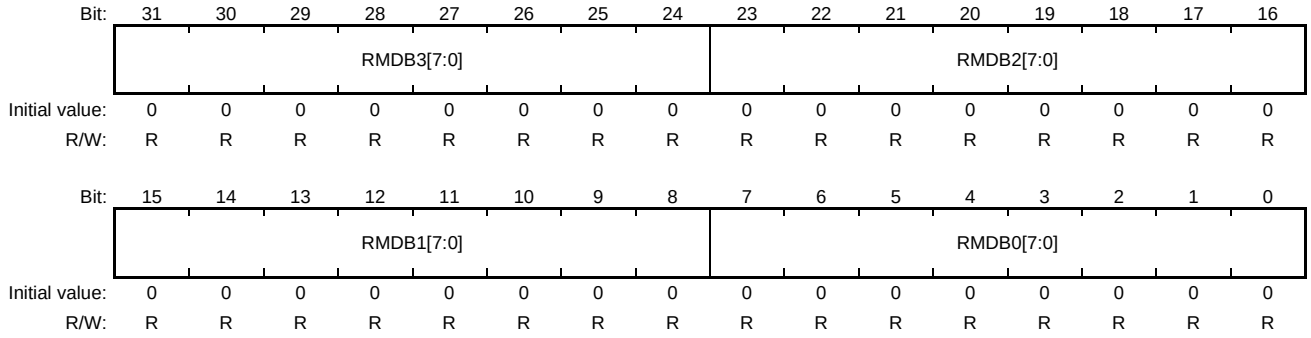
RSCFDnRMDF0_qLL, RSCFDnRMDF0_qLH, RSCFDnRMDF0_qHL, RSCFDnRMDF0_qHH registers can be read only in 8-bit units

Address: RSCFDnRMDF0_q: <RSCFDn_base> + H'0608 + (H'10 × q)

RSCFDnRMDF0_qL: <RSCFDn_base> + H'0608 + (H'10 × q),
RSCFDnRMDF0_qH: <RSCFDn_base> + H'060A + (H'10 × q)

RSCFDnRMDF0_qLL: <RSCFDn_base> + H'0608 + (H'10 × q),
RSCFDnRMDF0_qLH: <RSCFDn_base> + H'0609 + (H'10 × q),
RSCFDnRMDF0_qHL: <RSCFDn_base> + H'060A + (H'10 × q),
RSCFDnRMDF0_qHH: <RSCFDn_base> + H'060B + (H'10 × q)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	RMDB3[7:0]	H'00	R	Receive Buffer Data Byte 3
23 to 16	RMDB2[7:0]	H'00	R	Receive Buffer Data Byte 2
15 to 8	RMDB1[7:0]	H'00	R	Receive Buffer Data Byte 1
7 to 0	RMDB0[7:0]	H'00	R	Receive Buffer Data Byte 0 Data for a message stored in the receive buffer can be read.

When the RMDLC[3:0] value in the RSCFDnRMPTRq register is smaller than B'1000, data bytes for which no data is set are read as H'00.

48.7.5.6 RSCFDnRMDF1_q — Receive Buffer Data Field 1 Register (q = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRMDF1_q register can be read only in 32-bit units

RSCFDnRMDF1_qL, RSCFDnRMDF1_qH register can be read only in 16-bit units

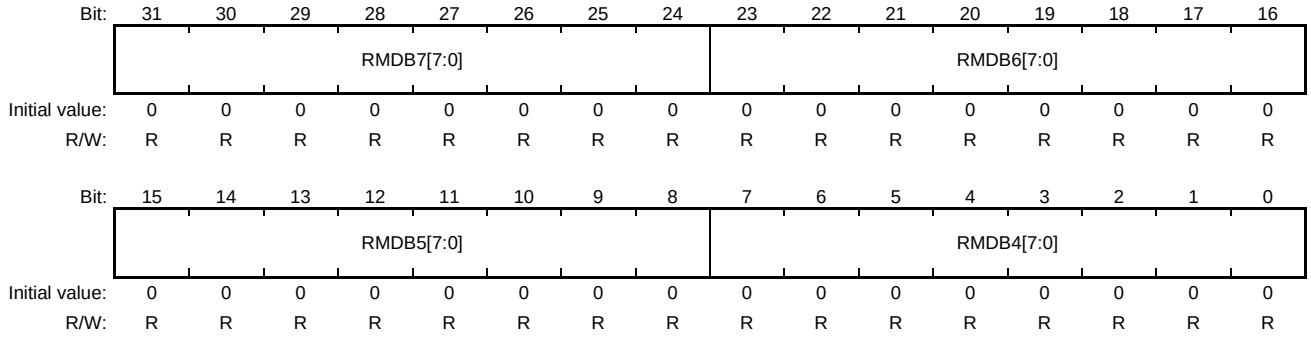
RSCFDnRMDF1_qLL, RSCFDnRMDF1_qLH, RSCFDnRMDF1_qHL, RSCFDnRMDF1_qHH registers can be read only in 8-bit units

Address: RSCFDnRMDF1_q: <RSCFDn_base> + H'060C + (H'10 × q)

RSCFDnRMDF1_qL: <RSCFDn_base> + H'060C + (H'10 × q),
RSCFDnRMDF1_qH: <RSCFDn_base> + H'060E + (H'10 × q)

RSCFDnRMDF1_qLL: <RSCFDn_base> + H'060C + (H'10 × q),
RSCFDnRMDF1_qLH: <RSCFDn_base> + H'060D + (H'10 × q),
RSCFDnRMDF1_qHL: <RSCFDn_base> + H'060E + (H'10 × q),
RSCFDnRMDF1_qHH: <RSCFDn_base> + H'060F + (H'10 × q)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	RMDB7[7:0]	H'00	R	Receive Buffer Data Byte 7
23 to 16	RMDB6[7:0]	H'00	R	Receive Buffer Data Byte 6
15 to 8	RMDB5[7:0]	H'00	R	Receive Buffer Data Byte 5
7 to 0	RMDB4[7:0]	H'00	R	Receive Buffer Data Byte 4 Data for a message stored in the receive buffer can be read.

When the RMDLC[3:0] value in the RSCFDnRMPTRq register is smaller than B'1000, data bytes for which no data is set are read as H'00.

48.7.6 Details of Receive FIFO Buffer Related Registers

48.7.6.1 RSCFDnRFCCx — Receive FIFO Buffer Configuration and Control Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRFCCx register can be read/written in 32-bit units

RSCFDnRFCCxL, RSCFDnRFCCxH registers can be read/written in 16-bit units

RSCFDnRFCCxLL, RSCFDnRFCCxLH, RSCFDnRFCCxHL, RSCFDnRFCCxHH registers can be read/written in 8-bit units

Address: RSCFDnRFCCx: <RSCFDn_base> + H'00B8 + (H'04 × x)

RSCFDnRFCCxL: <RSCFDn_base> + H'00B8 + (H'04 × x),
RSCFDnRFCCxH: <RSCFDn_base> + H'00BA + (H'04 × x)

RSCFDnRFCCxLL: <RSCFDn_base> + H'00B8 + (H'04 × x),
RSCFDnRFCCxLH: <RSCFDn_base> + H'00B9 + (H'04 × x),
RSCFDnRFCCxHL: <RSCFDn_base> + H'00BA + (H'04 × x),
RSCFDnRFCCxHH: <RSCFDn_base> + H'00BB + (H'04 × x)

Value after reset: H’0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFIGCV[2:0]			RFIM	—	RFDC[2:0]			—	—	—	—	—	—	RFIE	RFE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
15 to 13	RFIGCV[2:0]	B’000	R/W	Receive FIFO Interrupt Request Timing Select These bits are used to specify the number of received messages for generating a receive FIFO interrupt request when the RFIM bit is set to 0 with a fraction for the total number of buffers (the setting of RFDC[2:0]). When the RFDC[2:0] bits are set to B'001 (4 messages), set the RFIGCV[2:0] bits to B'001, B'011, B'101, or B'111. Modify these bits only in global reset mode. B’000: When FIFO is 1/8 full. B’001: When FIFO is 2/8 full. B’010: When FIFO is 3/8 full. B’011: When FIFO is 4/8 full. B’100: When FIFO is 5/8 full. B’101: When FIFO is 6/8 full. B’110: When FIFO is 7/8 full. B’111: When FIFO is full.

Bit	Bit Name	Initial Value	R/W	Description
12	RFIM	B’0	R/W	Receive FIFO Interrupt Source Select This bit is used to select a FIFO interrupt source. Modify this bit only in global reset mode. 0: An interrupt occurs when the condition set by the RFIGCV[2:0] bits is met. 1: An interrupt occurs each time a message has been received.
11	Reserved	B’0	R	This bit is read as the value after reset. The write value should be the value after reset.
10 to 8	RFDC[2:0]	B’000	R/W	Receive FIFO Buffer Depth Configuration These bits are used to select the number of messages that can be stored in a single receive FIFO buffer. When these bits are set to B'000, no receive FIFO buffer should be used. Modify these bits only in global reset mode. B’000: 0 messages B’001: 4 messages B’010: 8 messages B’011: 16 messages B’100: 32 messages B’101: 48 messages B’110: 64 messages B’111: 128 messages
7 to 2	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
1	RFIE	B’0	R/W	Receive FIFO Interrupt Enable Setting the RFIE bit to 1 enables receive FIFO interrupts. Modify this bit when the RFE bit set to 0 (no receive FIFO buffer is used). 0: Receive FIFO interrupt is disabled. 1: Receive FIFO interrupt is enabled.
0	RFE	B’0	R/W	Receive FIFO Buffer Enable Setting the RFE bit to 1 makes receive FIFO buffers available. Clearing this bit to 0 sets the RFEMP flag in the RSCFDnRFSTSx register to 1 (buffer empty). Modify this bit in global operating mode or global test mode. 0: No receive FIFO buffer is used. 1: Receive FIFO buffers are used.

48.7.6.2 RSCFDnRFSTSx — Receive FIFO Buffer Status Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRFSTSx register can be read/written in 32-bit units

RSCFDnRFSTSxL, RSCFDnRFSTSxH registers can be read/written in 16-bit units

RSCFDnRFSTSxLL, RSCFDnRFSTSxLH, RSCFDnRFSTSxHL, RSCFDnRFSTSxHH registers can be read/written in 8-bit units

Address: RSCFDnRFSTSx: <RSCFDn_base> + H'00D8 + (H'04 × x)

RSCFDnRFSTSxL: <RSCFDn_base> + H'00D8 + (H'04 × x),
RSCFDnRFSTSxH: <RSCFDn_base> + H'00DA + (H'04 × x)

RSCFDnRFSTSxLL: <RSCFDn_base> + H'00D8 + (H'04 × x),
RSCFDnRFSTSxLH: <RSCFDn_base> + H'00D9 + (H'04 × x),
RSCFDnRFSTSxHL: <RSCFDn_base> + H'00DA + (H'04 × x),
RSCFDnRFSTSxHH: <RSCFDn_base> + H'00DB + (H'04 × x)

Value after reset: H'0000_0001

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFMC[7:0]								—	—	—	—	RFIF	RFMLT	RFFLL	RFEMP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	These bits are read as the value after reset. When writing to these bits, write the value after reset.
15 to 8	RFMC[7:0]	H'00	R	Receive FIFO Unread Message Counter This flag indicates the number of unread messages in the receive FIFO buffer. This flag becomes H'00 when the RFE bit in the RSCFDnRFCCx register is set to 0.
7 to 4	Reserved	All 0	R	These bits are read as the value after reset. When writing to these bits, write the value after reset.
3	RFIF	B'0	R/W*	Receive FIFO Interrupt Request Flag This flag is set to 1 when the receive FIFO interrupt request generation conditions set by the RFIGCV[2:0] bits and the RFIM bit in the RSCFDnRFCCx register are met. This flag is cleared to 0 in global reset mode or by writing 0 to this flag. Modify this bit in global operating mode or global test mode. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”. 0: No receive FIFO interrupt request is present. 1: A receive FIFO interrupt request is present.

Bit	Bit Name	Initial Value	R/W	Description
2	RFMLT	B'0	R/W*	Receive FIFO Message Lost Flag This flag is set to 1 when an attempt is made to store a new message while the receive FIFO buffer is full. In this case, the new message is discarded. This flag is cleared to 0 in global reset mode or by writing 0 to this flag. Modify this bit in global operating mode or global test mode. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No receive FIFO message is lost. 1: A receive FIFO message is lost.
1	RFFLL	B'0	R	Receive FIFO Buffer Full Status Flag This flag is set to 1 when the number of messages stored in the receive FIFO buffer matches the FIFO buffer depth set by the RFDC[2:0] bits in the RSCFDnRFCCx register. If the number of messages stored in the receive FIFO buffer becomes smaller than the FIFO buffer depth set by the RFDC[2:0] bits, this flag is cleared to 0. This flag is also cleared to 0 when the RFE bit in the RSCFDnRFCCx register is set to 0 (no receive FIFO buffer is used) or in global reset mode. 0: The receive FIFO buffer is not full. 1: The receive FIFO buffer is full.
0	RFEMP	B'1	R	Receive FIFO Buffer Empty Status Flag This flag is set to 1 when all messages in the receive FIFO buffer have been read. This flag is also set to 1 when the RFE bit in the RSCFDnRFCCx register is 0 or in global reset mode. This flag is cleared to 0 when even a single received message has been stored in the receive FIFO buffer. 0: The receive FIFO buffer contains unread message. 1: The receive FIFO buffer contains no unread message (buffer empty).

Note: To clear the RFMLT or RFIF flag to 0, use a store instruction to write "0" to the given flag and "1" to the other flags.

48.7.6.3 RSCFDnRFPCTRx — Receive FIFO Buffer Pointer Control Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRFPCTRx register can only be written in 32-bit units

RSCFDnRFPCTRxL, RSCFDnRFPCTRxH registers can only be written in 16-bit units

RSCFDnRFPCTRxLL, RSCFDnRFPCTRxLH, RSCFDnRFPCTRxHL, RSCFDnRFPCTRxHH registers can only be written in 8-bit units

Address: RSCFDnRFPCTRx: <RSCFDn_base> + H'00F8 + (H'04 × x)

RSCFDnRFPCTRxL: <RSCFDn_base> + H'00F8 + (H'04 × x),
RSCFDnRFPCTRxH: <RSCFDn_base> + H'00FA + (H'04 × x)

RSCFDnRFPCTRxLL: <RSCFDn_base> + H'00F8 + (H'04 × x),
RSCFDnRFPCTRxLH: <RSCFDn_base> + H'00F9 + (H'04 × x),
RSCFDnRFPCTRxHL: <RSCFDn_base> + H'00FA + (H'04 × x),
RSCFDnRFPCTRxHH: <RSCFDn_base> + H'00FB + (H'04 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RFPC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	The write value should be the value after reset.
7 to 0	RFPC[7:0]	H'00	W	Receive FIFO Pointer Control When the RFPC[7:0] bits are set to H'FF, the read pointer moves to the next unread message in the receive FIFO buffer. At this time, the RFMC[7:0] (receive FIFO unread message counter) value in the RSCFDnRFSTSx register is decremented. Read the RSCFDnRFIDx, RSCFDnRFPTRx, RSCFDnRFDF0_x, and RSCFDnRFDF1_x registers to read messages in the receive FIFO buffer, and then write H'FF to the RFPC[7:0] bits. When writing H'FF to these bits, make sure that the RFE bit in the RSCFDnRFCCx register is set to 1 (receive FIFO buffers are used) and the RFEMP flag in the RSCFDnRFSTSx register is 0 (the receive FIFO buffer contains unread messages).

48.7.6.4 RSCFDnRFIDx — Receive FIFO Buffer Access ID Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRFIDx register can be read only in 32-bit units

RSCFDnRFIDxL, RSCFDnRFIDxH registers can be read only in 16-bit units

RSCFDnRFIDxLL, RSCFDnRFIDxLH, RSCFDnRFIDxHL, RSCFDnRFIDxHH registers can be read only in 8-bit units

Address: RSCFDnRFIDx: <RSCFDn_base> + H'0E00 + (H'10 × x)

RSCFDnRFIDxL: <RSCFDn_base> + H'0E00 + (H'10 × x),
RSCFDnRFIDxH: <RSCFDn_base> + H'0E02 + (H'10 × x)

RSCFDnRFIDxLL: <RSCFDn_base> + H'0E00 + (H'10 × x),
RSCFDnRFIDxLH: <RSCFDn_base> + H'0E01 + (H'10 × x),
RSCFDnRFIDxHL: <RSCFDn_base> + H'0E02 + (H'10 × x),
RSCFDnRFIDxHH: <RSCFDn_base> + H'0E03 + (H'10 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFIDE	RFRTR	—	RFID[28:16]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	RFIDE	B'0	R	Receive FIFO Buffer IDE This bit indicates the ID format (standard ID or extended ID) of the message stored in the receive FIFO buffer. 0: Standard ID 1: Extended ID
30	RFRTR	B'0	R	Receive FIFO Buffer RTR This bit indicates the frame format (data frame or remote frame) of the message stored in the receive FIFO buffer. 0: Data frame 1: Remote frame
29	Reserved	B'0	R	This bit is read as the value after reset.
28 to 0	RFID[28:0]	H'0000_0000	R	Receive FIFO Buffer ID Data These bits indicate the ID of the message stored in the receive FIFO buffer. The standard ID or extended ID of received message can be read. Read bits 10 to 0 for standard ID. Bits 28 to 11 are read as 0.

48.7.6.5 RSCFDnRFPTRx — Receive FIFO Buffer Access Pointer Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRFPTRx register can be read only in 32-bit units

RSCFDnRFPTRxL, RSCFDnRFPTRxH registers can be read only in 16-bit units

RSCFDnRFPTRxLL, RSCFDnRFPTRxLH, RSCFDnRFPTRxHL, RSCFDnRFPTRxHH registers can be read only in 8-bit units

Address: RSCFDnRFPTRx: <RSCFDn_base> + H'0E04 + (H'10 × x)

RSCFDnRFPTRxL: <RSCFDn_base> + H'0E04 + (H'10 × x),
RSCFDnRFPTRxH: <RSCFDn_base> + H'0E06 + (H'10 × x)

RSCFDnRFPTRxLL: <RSCFDn_base> + H'0E04 + (H'10 × x),
RSCFDnRFPTRxLH: <RSCFDn_base> + H'0E05 + (H'10 × x),
RSCFDnRFPTRxHL: <RSCFDn_base> + H'0E06 + (H'10 × x),
RSCFDnRFPTRxHH: <RSCFDn_base> + H'0E07 + (H'10 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDLC[3:0]				RFPTR[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFTS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	RFDLC[3:0]	B'0000	R	Receive FIFO Buffer DLC Data These bits contain the data length of the message stored in the receive FIFO buffer. B'0000: 0 data bytes B'0001: 1 data byte B'0010: 2 data bytes B'0011: 3 data bytes B'0100: 4 data bytes B'0101: 5 data bytes B'0110: 6 data bytes B'0111: 7 data bytes B'1XXX: 8 data bytes
27 to 16	RFPTR[11:0]	H'000	R	Receive FIFO Buffer Label Data These bits contain the label information of the message stored in the receive FIFO buffer.
15 to 0	RFTS[15:0]	H'0000	R	Receive FIFO Buffer Timestamp Data These bits contain the timestamp value of the message stored in the receive FIFO buffer.

48.7.6.6 RSCFDnRFDF0_x — Receive FIFO Buffer Access Data Field 0 Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRFDF0_x register can be read only in 32-bit units

RSCFDnRFDF0_xL, RSCFDnRFDF0_xH registers can be read only in 16-bit units

RSCFDnRFDF0_xLL, RSCFDnRFDF0_xLH, RSCFDnRFDF0_xHL, RSCFDnRFDF0_xHH registers can be read only in 8-bit units

Address: RSCFDnRFDF0_x: <RSCFDn_base> + H'0E08 + (H'10 × x)

RSCFDnRFDF0_xL: <RSCFDn_base> + H'0E08 + (H'10 × x),
RSCFDnRFDF0_xH: <RSCFDn_base> + H'0E0A + (H'10 × x)

RSCFDnRFDF0_xLL: <RSCFDn_base> + H'0E08 + (H'10 × x),
RSCFDnRFDF0_xLH: <RSCFDn_base> + H'0E09 + (H'10 × x),
RSCFDnRFDF0_xHL: <RSCFDn_base> + H'0E0A + (H'10 × x),
RSCFDnRFDF0_xHH: <RSCFDn_base> + H'0E0B + (H'10 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDB3[7:0]								RFDB2[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFDB1[7:0]								RFDB0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	RFDB3[7:0]	H'00	R	Receive FIFO Buffer Data Byte 3
23 to 16	RFDB2[7:0]	H'00	R	Receive FIFO Buffer Data Byte 2
15 to 8	RFDB1[7:0]	H'00	R	Receive FIFO Buffer Data Byte 1
7 to 0	RFDB0[7:0]	H'00	R	Receive FIFO Buffer Data Byte 0 Data for a message stored in the receive FIFO buffer can be read.

When the RFDLC[3:0] value in the RSCFDnRFPTRx register is smaller than B'1000, data bytes for which no data is set are read as H'00.

48.7.6.7 RSCFDnRFDF1_x — Receive FIFO Buffer Access Data Field 1 Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRFDF1_x register can be read only in 32-bit units

RSCFDnRFDF1_xL, RSCFDnRFDF1_xH registers can be read only in 16-bit units

RSCFDnRFDF1_xLL, RSCFDnRFDF1_xLH, RSCFDnRFDF1_xHL, RSCFDnRFDF1_xHH registers can be read only in 8-bit units

Address: RSCFDnRFDF1_x: <RSCFDn_base> + H'0E0C + (H'10 × x)

RSCFDnRFDF1_xL: <RSCFDn_base> + H'0E0C + (H'10 × x),
RSCFDnRFDF1_xH: <RSCFDn_base> + H'0E0E + (H'10 × x)

RSCFDnRFDF1_xLL: <RSCFDn_base> + H'0E0C + (H'10 × x),
RSCFDnRFDF1_xLH: <RSCFDn_base> + H'0E0D + (H'10 × x),
RSCFDnRFDF1_xHL: <RSCFDn_base> + H'0E0E + (H'10 × x),
RSCFDnRFDF1_xHH: <RSCFDn_base> + H'0E0F + (H'10 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDB7[7:0]								RFDB6[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFDB5[7:0]								RFDB4[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	RFDB7[7:0]	H'00	R	Receive FIFO Buffer Data Byte 7
23 to 16	RFDB6[7:0]	H'00	R	Receive FIFO Buffer Data Byte 6
15 to 8	RFDB5[7:0]	H'00	R	Receive FIFO Buffer Data Byte 5
7 to 0	RFDB4[7:0]	H'00	R	Receive FIFO Buffer Data Byte 4 Data for a message stored in the receive FIFO buffer can be read.

When the RFDLC[3:0] value in the RSCFDnRFPTRx register is smaller than B'1000, data bytes for which no data is set are read as H'00.

48.7.7 Details of Transmit/Receive FIFO Buffer Related Registers

48.7.7.1 RSCFDnCFCCk — Transmit/receive FIFO Buffer Configuration and Control Register k (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFCCk register can be read/written in 32-bit units

RSCFDnCFCCkL, RSCFDnCFCCkH registers can be read/written in 16-bit units

RSCFDnCFCCkLL, RSCFDnCFCCkLH, RSCFDnCFCCkHL, RSCFDnCFCCkHH registers can be read/written in 8-bit units

Address: RSCFDnCFCCk: <RSCFDn_base> + H'0118 + (H'04 × k)

RSCFDnCFCCkL: <RSCFDn_base> + H'0118 + (H'04 × k),
RSCFDnCFCCkH: <RSCFDn_base> + H'011A + (H'04 × k)

RSCFDnCFCCkLL: <RSCFDn_base> + H'0118 + (H'04 × k),
RSCFDnCFCCkLH: <RSCFDn_base> + H'0119 + (H'04 × k),
RSCFDnCFCCkHL: <RSCFDn_base> + H'011A + (H'04 × k),
RSCFDnCFCCkHH: <RSCFDn_base> + H'011B + (H'04 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFITT[7:0]								CFTML[3:0]				CFITR	CFITSS	CFM[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFIGCV[2:0]			CFIM	—	CFDC[2:0]			—	—	—	—	—	CFTXIE	CFRXIE	CFE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	CFITT[7:0]	H'00	R/W	Set a message transmission interval. These bits are used to set a message transmission interval when transmitting messages continuously from a transmit/receive FIFO buffer whose CFM[1:0] bits are set to B'01 (transmit mode) or B'10 (gateway mode). Clear the CFE bit to 0 (no transmit/receive FIFO buffer is used) before modifying the CFITT[7:0] bits. Set Value: H'00 to H'FF

Bit	Bit Name	Initial Value	R/W	Description
23 to 20	CFTML[3:0]	H'0	R/W	Transmit Buffer Link Configuration These bits are used to set the number of transmit buffer on the channel which will be linked to transmit/receive FIFO buffer k when the CFM[1:0] bits are set to B'01 (transmit mode) or B'10 (gateway mode). There are three transmit/receive FIFO buffers per channel, so channel number m of FIFO buffer k is calculated as m = k/3 (integer division). The actual assigned transmit buffer number p linked to FIFO buffer k will be ((16 × m) + CFTML[3:0]). See Table 48.7 and Table 48.8, as for the relationship between transmit/receive FIFO buffer k and transmit buffer p. Setting the CFDC[2:0] bits to B'001 or more enables the setting of the CFTML[3:0] bits. Do not link to any transmit buffer which is already allocated to a transmit queue on the identical channel or to another transmit/receive FIFO buffer. Modify these bits only in global reset mode.
19	CFITR	B’0	R/W	Transmit/Receive FIFO Interval Timer Resolution This bit is enabled when the CFITSS bit is 0. When this bit is 0, the interval timer clock source is the pclk/2 clock divided by the value of the ITRCP[15:0] bits in the RSCFDnGCFG register. When this bit is 1, the interval timer clock source is the pclk/2 clock divided by (the value of the ITRCP[15:0] bits in the RSCFDnGCFG register × 10). Modify this bit while the CFE bit is set to 0 (no transmit/receive FIFO buffer is used). 0: Clock dividing pclk/2 by (ITRCP[15:0] bits) 1: Clock dividing pclk/2 by (ITRCP[15:0] bits × 10)
18	CFITSS	B’0	R/W	Transmit/Receive FIFO Interval Timer Clock Source Select When this bit is 0, the clock selected by the CFITR bit is the count source of the interval timer. When this bit is 1, the bit time clock of the channel to which the FIFO is linked is the count source of the interval timer. Modify this bit while the CFE bit is set to 0 (no transmit/receive FIFO buffer is used). 0: Interval timer clock source selected by the CFITR bit 1: Interval timer clock source is the bit time clock for the channel to which the FIFO is linked.
17, 16	CFM[1:0]	B’00	R/W	Transmit/Receive FIFO Mode Select These bits are used to select transmit/receive FIFO mode. Modify these bits only in global reset mode. B’00: Receive mode B’01: Transmit mode B’10: Gateway mode B’11: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
15 to 13	CFIGCV[2:0]	B’000	R/W	Transmit/Receive FIFO Receive Interrupt Request Timing Select These bits are used to specify the number of received messages for generating a transmit/receive FIFO receive interrupt request when the CFM[1:0] bits are set to B'00 (receive mode) or B'10 (gateway mode) and the CFIM bit is set to 0 with a fraction for the total number of buffers (the setting of CFDC[2:0]). When the CFDC[2:0] bits are set to B'001 (4 messages), set the CFIGCV[2:0] bits to B'001, B'011, B'101, or B'111. Modify these bits only in global reset mode. B’000: When FIFO is 1/8 full. B’001: When FIFO is 2/8 full. B’010: When FIFO is 3/8 full. B’011: When FIFO is 4/8 full. B’100: When FIFO is 5/8 full. B’101: When FIFO is 6/8 full. B’110: When FIFO is 7/8 full. B’111: When FIFO is full.
12	CFIM	B’0	R/W	Transmit/Receive FIFO Interrupt Source Select This bit is used to select a transmit/receive FIFO interrupt source. Modify this bit only in global reset mode. 0: • Receive mode/gateway mode When the number of received messages has met the condition set by the CFIGCV[2:0] bits, a FIFO receive interrupt request is generated. • Transmit mode/gateway mode When the buffer becomes empty upon completion of message transmission, a FIFO transmit interrupt request is generated. 1: • Receive mode/gateway mode A FIFO receive interrupt request is generated each time a message has been received. • Transmit mode/gateway mode A FIFO transmit interrupt request is generated each time a message has been transmitted.
11	Reserved	B’0	R	This bit is read as the value after reset. The write value should be the value after reset.
10 to 8	CFDC[2:0]	B’000	R/W	Transmit/Receive FIFO Buffer Depth Configuration These bits are used to set the number of messages that can be stored in a single transmit/receive FIFO buffer. When these bits are set to B'000, do not use a transmit/receive FIFO buffer. Modify these bits only in global reset mode. B’000: 0 messages B’001: 4 messages B’010: 8 messages B’011: 16 messages B’100: 32 messages B’101: 48 messages B’110: 64 messages B’111: 128 messages

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
2	CFTXIE	B'0	R/W	Transmit/Receive FIFO Transmit Interrupt Enable When this bit is set to 1 and the CFTXIF flag in the RSCFDnCFSTSk register is set to 1, a transmit/receive FIFO transmit interrupt request is generated. Modify this bit with the CFE bit set to 0 (no transmit/receive FIFO buffer is used). 0: Transmit/receive FIFO transmit interrupt is disabled. 1: Transmit/receive FIFO transmit interrupt is enabled.
1	CFRXIE	B'0	R/W	Transmit/Receive FIFO Receive Interrupt Enable When this bit is set to 1 and the CFRXIF flag in the RSCFDnCFSTSk register is set to 1, a transmit/receive FIFO receive interrupt request is generated. Modify this bit with the CFE bit set to 0. 0: Transmit/receive FIFO receive interrupt is disabled. 1: Transmit/receive FIFO receive interrupt is enabled.
0	CFE	B'0	R/W	Transmit/Receive FIFO Buffer Enable Setting this bit to 1 makes transmit/receive FIFO buffers available. When this bit is set to 0 in transmit mode or gateway mode, if a message in the transmit/receive FIFO buffer is being transmitted or will be transmitted next, the transmit/receive FIFO buffer becomes empty after completion of transmission of that message, or upon detection of a CAN bus error, or arbitration-lost. In other cases or in receive mode, the transmit/receive FIFO buffer becomes empty immediately. This bit is cleared to 0 when the following conditions are met. • Receive mode: Global reset mode • Transmit mode or gateway mode: Channel reset mode Modify this bit in the following mode. • Receive mode: Global operating mode or global test mode • Transmit mode or gateway mode: Channel communication mode or channel halt mode First set all the other bits in the RSCFDnCFCCk register and then set this bit to 1 using another instruction. 0: No transmit/receive FIFO buffer is used. 1: Transmit/receive FIFO buffers are used.

48.7.7.2 RSCFDnCFSTSk — Transmit/receive FIFO Buffer Status Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFSTSk register can be read/written in 32-bit units

RSCFDnCFSTSkL, RSCFDnCFSTSkH registers can be read/written in 16-bit units

RSCFDnCFSTSkLL, RSCFDnCFSTSkLH, RSCFDnCFSTSkHL, RSCFDnCFSTSkHH registers can be read/written in 8-bit units

Address: RSCFDnCFSTSk: <RSCFDn_base> + H'0178 + (H'04 × k)

RSCFDnCFSTSkL: <RSCFDn_base> + H'0178 + (H'04 × k),
RSCFDnCFSTSkH: <RSCFDn_base> + H'017A + (H'04 × k)

RSCFDnCFSTSkLL: <RSCFDn_base> + H'0178 + (H'04 × k),
RSCFDnCFSTSkLH: <RSCFDn_base> + H'0179 + (H'04 × k),
RSCFDnCFSTSkHL: <RSCFDn_base> + H'017A + (H'04 × k),
RSCFDnCFSTSkHH: <RSCFDn_base> + H'017B + (H'04 × k)

Value after reset: H'0000_0001

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFMC[7:0]								—	—	—	CFTXIF	CFRXIF	CFMLT	CFFLL	CFEMP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R/W*	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	These bits are read as the value after reset. When writing to these bits, write the value after reset.
15 to 8	CFMC[7:0]	H'00	R	Transmit/Receive FIFO Message Counter The number of messages stored in the transmit/receive FIFO buffer. The CFMC[7:0] bits indicate the following values that depend on the setting of the CFM[1:0] bits in the RSCFDnCFCCk register. • When CFM[1:0] value is B'01 (transmit mode): Number of untransmitted messages in the buffer • When CFM[1:0] value is B'00 (receive mode): Number of unread received messages in the buffer • When CFM[1:0] value is B'10 (gateway mode): Number of untransmitted received messages in the buffer These bits are cleared to 0 when any of the following conditions is met. • When CFM[1:0] value is B'00: In global reset mode • When CFM[1:0] value is B'01 or B'10: In channel reset mode
7 to 5	Reserved	All 0	R	These bits are read as the value after reset. When writing to these bits, write the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
4	CFTXIF	B’0	R/W*	Transmit/Receive FIFO Transmit Interrupt Request Flag The CFTXIF flag is set to 1 when any of the following conditions is met. • When the CFM[1:0] bits are set to B'01 or B'10, and the factor selected by the CFIM bit in the RSCFDnCFCCk register occurs The CFTXIF flag is cleared to 0 when any of the following conditions is met. • When 0 is written to the CFTXIF flag • When the CFM[1:0] bits are set to B'00: In global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: In channel reset mode Write 0 to this flag in global operating mode or global test mode. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No transmit/receive FIFO transmit interrupt request is present. 1: A transmit/receive FIFO transmit interrupt request is present.
3	CFRXIF	B’0	R/W*	Transmit/Receive FIFO Receive Interrupt Request Flag The CFRXIF flag is set to 1 when any of the following conditions is met. • When the CFM[1:0] bits are set to B'00 or B'10, and the factor selected by the CFIM bit in the RSCFDnCFCCk register occurs The CFRXIF flag is cleared to 0 when any of the following conditions is met. • When 0 is written to the CFRXIF flag • When the CFM[1:0] bits are set to B'00: In global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: In channel reset mode Write 0 to this flag in global operating mode or global test mode. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No transmit/receive FIFO receive interrupt request is present. 1: A transmit/receive FIFO receive interrupt request is present.

Bit	Bit Name	Initial Value	R/W	Description
2	CFMLT	B'0	R/W*	Transmit/Receive FIFO Message Lost Flag The CFMLT flag is set to 1 when any of the following conditions is met. • When an attempt is made to store a new message while the transmit/receive FIFO buffer is full. In this case, the new message is discarded. The CFMLT flag is cleared to 0 when any of the following conditions is met. • When 0 is written to the CFMLT flag • When the CFM[1:0] bits are set to B'00: In global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: In channel reset mode Write 0 to this flag in global operating mode or global test mode To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No transmit/receive FIFO message is lost. 1: A transmit/receive FIFO message is lost.
1	CFFLL	B'0	R	Transmit/Receive FIFO Buffer Full Status Flag The CFFLL flag is set to 1 when any of the following conditions is met. • When the number of messages stored in the transmit/receive FIFO buffer matches the FIFO buffer depth set by the CFDC[2:0] bits in the RSCFDnCFCCk register. The CFMLT flag is cleared to 0 when any of the following conditions is met. • When the number of messages stored in the transmit/receive FIFO buffer becomes smaller than the FIFO buffer depth set by the CFDC[2:0] bits. • When the CFE bit in the RSCFDnCFCCk register is 0 (no transmit/receive FIFO buffer is used): When not in the transmit abort • When the CFM[1:0] bits are set to B'00: In global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: In channel reset mode 0: The transmit/receive FIFO buffer is not full. 1: The transmit/receive FIFO buffer is full.

Bit	Bit Name	Initial Value	R/W	Description
0	CFEMP	B’1	R	Transmit/Receive FIFO Buffer Empty Status Flag The CFEMP flag is set to 1 when any of the following conditions is met. • When the CFM[1:0] bits are set to B'00: All messages have been read, or in global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: All messages have been transmitted, or in channel reset mode • When the CFE bit is 0 (no transmit/receive FIFO buffer is used): Not in the transmit abort The CFEMP flag is cleared to 0 when any of the following conditions is met. • When the CFM[1:0] bits are set to B'00 or B'10: At least one received message has been stored in the transmit/receive FIFO buffer. • When the CFM[1:0] bits are set to B'01: A value of H'FF has been written to the RSCFDnCFPCTRk register after data was written to the RSCFDnCFIDk, RSCFDnCFPTRk, RSCFDnCFDF0_k, and RSCFDnCFDF1_k registers. 0: The transmit/receive FIFO buffer contains messages. 1: The transmit/receive FIFO buffer contains no message (buffer empty).

48.7.7.3 RSCFDnCFPCTRk — Transmit/receive FIFO Buffer Pointer Control Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFPCTRk register can only be written in 32-bit units

RSCFDnCFPCTRkL, RSCFDnCFPCTRkH registers can only be written in 16-bit units

RSCFDnCFPCTRkLL, RSCFDnCFPCTRkLH, RSCFDnCFPCTRkHL, RSCFDnCFPCTRkHH registers can only be written in 8-bit units

Address: RSCFDnCFPCTRk: <RSCFDn_base> + H'01D8 + (H'04 × k)

RSCFDnCFPCTRkL: <RSCFDn_base> + H'01D8 + (H'04 × k),
RSCFDnCFPCTRkH: <RSCFDn_base> + H'01DA + (H'04 × k)

RSCFDnCFPCTRkLL: <RSCFDn_base> + H'01D8 + (H'04 × k),
RSCFDnCFPCTRkLH: <RSCFDn_base> + H'01D9 + (H'04 × k),
RSCFDnCFPCTRkHL: <RSCFDn_base> + H'01DA + (H'04 × k),
RSCFDnCFPCTRkHH: <RSCFDn_base> + H'01DB + (H'04 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CFPC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	The write value should be the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
7 to 0	CFPC[7:0]	H'00	W	Transmit/Receive FIFO Pointer Control • Receive mode (CFM[1:0] value in the RSCFDnCFCCk register is B'00): Writing H'FF to the CFPC[7:0] bits moves the read pointer to the next unread message in the transmit/receive FIFO buffer. At this time, the CFMC[7:0] value (transmit/receive FIFO message counter) in the RSCFDnCFSTSk register is decremented. Read the RSCFDnCFIDk, RSCFDnCFPTRk, RSCFDnCFDF0_k, and RSCFDnCFDF1_k registers to read messages from the transmit/receive FIFO buffer, and then write H'FF to the CFPC[7:0] bits. When writing H'FF to these bits, make sure that the CFE bit in the RSCFDnCFCCk register is set to 1 (transmit/receive FIFO buffers are used) and the CFEMP flag in the RSCFDnCFSTSk register is 0 (the transmit/receive FIFO buffer contains messages). • Transmit mode (CFM[1:0] value in the RSCFDnCFCCk register is B'01): Writing H'FF to the CFPC[7:0] bits stores the data written to the RSCFDnCFIDk, RSCFDnCFPTRk, RSCFDnCFDF0_k, and RSCFDnCFDF1_k registers in the transmit/receive FIFO buffer and moves the write pointer to the next stage of the transmit/receive FIFO buffer. At this time, the CFMC[7:0] value is incremented. Write transmit messages to the RSCFDnCFIDk, RSCFDnCFPTRk, RSCFDnCFDF0_k, and RSCFDnCFDF1_k registers before writing H'FF to the CFPC[7:0] bits. When writing H'FF to these bits, make sure that the CFE bit in the RSCFDnCFCCk register is set to 1 and the CFFLL flag in the RSCFDnCFSTSk register is 0 (the transmit/receive FIFO buffer is not full). • Gateway mode (CFM[1:0] value in the RSCFDnCFCCk register is B'10): Setting prohibited

48.7.7.4 RSCFDnCFIDk — Transmit/receive FIFO Buffer Access ID Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFIDk register can be read/written in 32-bit units

RSCFDnCFIDkL, RSCFDnCFIDkH registers can be read/written in 16-bit units

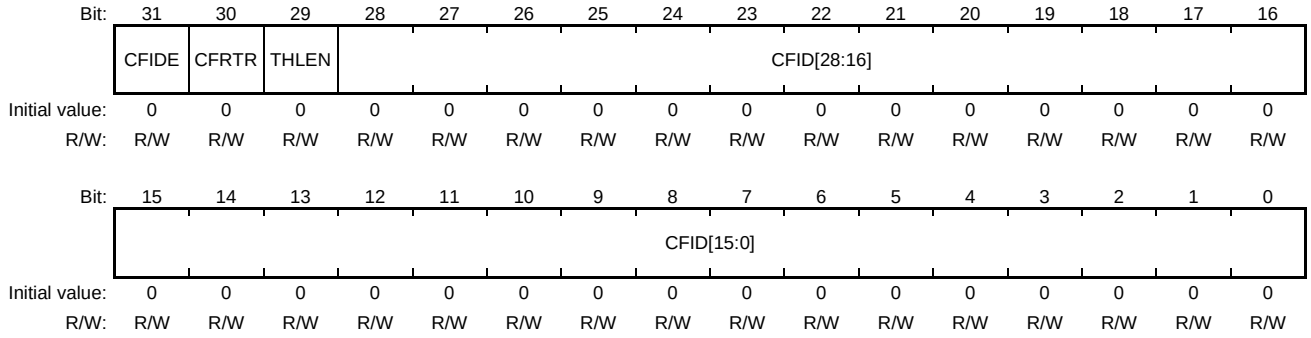
RSCFDnCFIDkLL, RSCFDnCFIDkLH, RSCFDnCFIDkHL, RSCFDnCFIDkHH registers can be read/written in 8-bit units

Address: RSCFDnCFIDk: <RSCFDn_base> + H'0E80 + (H'10 × k)

RSCFDnCFIDkL: <RSCFDn_base> + H'0E80 + (H'10 × k),
RSCFDnCFIDkH: <RSCFDn_base> + H'0E82 + (H'10 × k)

RSCFDnCFIDkLL: <RSCFDn_base> + H'0E80 + (H'10 × k),
RSCFDnCFIDkLH: <RSCFDn_base> + H'0E81 + (H'10 × k),
RSCFDnCFIDkHL: <RSCFDn_base> + H'0E82 + (H'10 × k),
RSCFDnCFIDkHH: <RSCFDn_base> + H'0E83 + (H'10 × k)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31	CFIDE	B'0	R/W	Transmit/Receive FIFO Buffer IDE This bit indicates the ID format (standard ID or extended ID) of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is B'00. When the CFM[1:0] value is B'01, these bits are used to set the ID format of the message to be transmitted from the transmit/receive FIFO buffer. 0: Standard ID 1: Extended ID
30	CFRTR	B'0	R/W	Transmit/Receive FIFO Buffer RTR This bit indicates the data format (data frame or remote frame) of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is B'00. When the CFM[1:0] value is B'01, this bit is used to set the data format of the message to be transmitted from the transmit/receive FIFO buffer. 0: Data frame 1: Remote frame

Bit	Bit Name	Initial Value	R/W	Description
29	THLEN	B’0	R/W	Transmit History Data Store Enable When this bit is set to 1, the transmit history data (label information, buffer number, and buffer type) of transmit messages is stored in the transmit history buffer after transmission is completed. This bit is enabled when the CFM[1:0] value is B'01 (transmit mode). 0: Transmit history data is not stored in the buffer. 1: Transmit history data is stored in the buffer.
28 to 0	CFID[28:0]	H’0000_0000	R/W	Transmit/Receive FIFO Buffer ID Data • When CFM[1:0] value is B'01 (transmit mode): Set standard ID or extended ID. For standard ID, write an ID to bits 10 to 0 and write 0 to bits 28 to 11. • When CFM[1:0] value is B'00 (receive mode): Standard ID or extended ID in the received message can be read. For standard ID, read bits 10 to 0. Bits 28 to 11 are read as 0.

This register is writable only when the CFM[1:0] value in the RSCFDnCFCCk register is B'01 (transmit mode). This register is readable only when the CFM[1:0] value is B'00 (receive mode). This register should not be read or written when the CFM[1:0] value is B'10 (gateway mode).

48.7.7.5 RSCFDnCFPTRk — Transmit/receive FIFO Buffer Access Pointer Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFPTRk register can be read/written in 32-bit units

RSCFDnCFPTRkL, RSCFDnCFPTRkH registers can be read/written in 16-bit units

RSCFDnCFPTRkLL, RSCFDnCFPTRkLH, RSCFDnCFPTRkHL, RSCFDnCFPTRkHH registers can be read/written in 8-bit units

Address: RSCFDnCFPTRk: <RSCFDn_base> + H'0E84 + (H'10 × k)

RSCFDnCFPTRkL: <RSCFDn_base> + H'0E84 + (H'10 × k),
RSCFDnCFPTRkH: <RSCFDn_base> + H'0E86 + (H'10 × k)

RSCFDnCFPTRkLL: <RSCFDn_base> + H'0E84 + (H'10 × k),
RSCFDnCFPTRkLH: <RSCFDn_base> + H'0E85 + (H'10 × k),
RSCFDnCFPTRkHL: <RSCFDn_base> + H'0E86 + (H'10 × k),
RSCFDnCFPTRkHH: <RSCFDn_base> + H'0E87 + (H'10 × k)

Value after reset: H’0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDLC[3:0]				CFPTR[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFTS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	CFDLC[3:0]	B’0000	R/W	Transmit/Receive FIFO Buffer DLC Data These bits indicate the data length of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is B'00. When the CFM[1:0] value is B'01, these bits are used to set the data length of the message to be transmitted from the transmit/receive FIFO buffer. If the data length is set to 9 bytes or more, the actual transmit data defaults to 8 bytes. B’0000: 0 data bytes B’0001: 1 data byte B’0010: 2 data bytes B’0011: 3 data bytes B’0100: 4 data bytes B’0101: 5 data bytes B’0110: 6 data bytes B’0111: 7 data bytes B’1XXX: 8 data bytes
27 to 16	CFPTR[11:0]	H'000	R/W	Transmit/Receive FIFO Buffer Label Data • When CFM[1:0] value is B'01 (transmit mode): Set the label information to be stored in the transmit history buffer. Only bits CFPTR[7:0] are valid. • When CFM[1:0] value is B'00 (receive mode): The label information of the received message can be read.

Bit	Bit Name	Initial Value	R/W	Description
15 to 0	CFTS[15:0]	H'0000	R/W	Transmit/Receive FIFO Buffer Timestamp Data These bits are valid only when the CFM[1:0] value is B'00 (receive mode). The timestamp value of the received message can be read.

This register is writable only when the CFM[1:0] value in the RSCFDnCFCCk register is B'01 (transmit mode). This register is readable only when the CFM[1:0] value is B'00 (receive mode). This register should not be read or written when the CFM[1:0] value is B'10 (gateway mode).

48.7.7.6 RSCFDnCFDF0_k — Transmit/receive FIFO Buffer Access Data Field 0 Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDF0_k register can be read/written in 32-bit units

RSCFDnCFDF0_kL, RSCFDnCFDF0_kH registers can be read/written in 16-bit units

RSCFDnCFDF0_kLL, RSCFDnCFDF0_kLH, RSCFDnCFDF0_kHL, RSCFDnCFDF0_kHH registers can be read/written in 8-bit units

Address: RSCFDnCFDF0_k: <RSCFDn_base> + H'0E88 + (H'10 × k)

RSCFDnCFDF0_kL: <RSCFDn_base> + H'0E88 + (H'10 × k),
RSCFDnCFDF0_kH: <RSCFDn_base> + H'0E8A + (H'10 × k)

RSCFDnCFDF0_kLL: <RSCFDn_base> + H'0E88 + (H'10 × k),
RSCFDnCFDF0_kLH: <RSCFDn_base> + H'0E89 + (H'10 × k),
RSCFDnCFDF0_kHL: <RSCFDn_base> + H'0E8A + (H'10 × k),
RSCFDnCFDF0_kHH: <RSCFDn_base> + H'0E8B + (H'10 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDB3[7:0]								CFDB2[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFDB1[7:0]								CFDB0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	CFDB3[7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 3
23 to 16	CFDB2[7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 2
15 to 8	CFDB1[7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 1
7 to 0	CFDB0[7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 0 • When CFM[1:0] value is B'01 (transmit mode): Set the transmit/receive FIFO buffer data. • When CFM[1:0] value is B'00 (receive mode): The message data stored in the transmit/receive FIFO buffer can be read.

This register is writable only when the CFM[1:0] value in the RSCFDnCFCCk register is B'01 (transmit mode).

This register is readable only when the CFM[1:0] value is B'00 (receive mode). When the CFDLC[3:0] value in the RSCFDnCFPTRk register is smaller than B'1000, data bytes for which no data is set are read as H'00.

This register should not be read or written when the CFM[1:0] value is B'10 (gateway mode).

48.7.7.7 RSCFDnCFDF1_k — Transmit/receive FIFO Buffer Access Data Field 1 Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDF1_k register can be read/written in 32-bit units

RSCFDnCFDF1_kL, RSCFDnCFDF1_kH registers can be read/written in 16-bit units

RSCFDnCFDF1_kLL, RSCFDnCFDF1_kLH, RSCFDnCFDF1_kHL, RSCFDnCFDF1_kHH registers can be read/written in 8-bit units

Address: RSCFDnCFDF1_k: <RSCFDn_base> + H'0E8C + (H'10 × k)

RSCFDnCFDF1_kL: <RSCFDn_base> + H'0E8C + (H'10 × k),
RSCFDnCFDF1_kH: <RSCFDn_base> + H'0E8E + (H'10 × k)

RSCFDnCFDF1_kLL: <RSCFDn_base> + H'0E8C + (H'10 × k),
RSCFDnCFDF1_kLH: <RSCFDn_base> + H'0E8D + (H'10 × k),
RSCFDnCFDF1_kHL: <RSCFDn_base> + H'0E8E + (H'10 × k),
RSCFDnCFDF1_kHH: <RSCFDn_base> + H'0E8F + (H'10 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDB7[7:0]								CFDB6[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFDB5[7:0]								CFDB4[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	CFDB7[7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 7
23 to 16	CFDB6[7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 6
15 to 8	CFDB5[7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 5
7 to 0	CFDB4[7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 4 • When CFM[1:0] value is B'01 (transmit mode): Set the transmit/receive FIFO buffer data. • When CFM[1:0] value is B'00 (receive mode): The message data stored in the transmit/receive FIFO buffer can be read.

This register is writable only when the CFM[1:0] value in the RSCFDnCFCCk register is B'01 (transmit mode).

This register is readable only when the CFM[1:0] value is B'00 (receive mode). When the CFDLC[3:0] value in the RSCFDnCFPTRk register is smaller than B'1000, data bytes for which no data is set are read as H'00.

This register should not be read or written when the CFM[1:0] value is B'10 (gateway mode).

48.7.8 Details of FIFO Status Related Registers

48.7.8.1 RSCFDnFESTS — FIFO Empty Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnFESTS registers can be read only in 32-bit units

RSCFDnFESTSL, RSCFDnFESTSH registers can be read only in 16-bit units

RSCFDnFESTSLL, RSCFDnFESTSLH, RSCFDnFESTSHL, RSCFDnFESTSHH registers can be read only in 8-bit units

Address: RSCFDnFESTS: <RSCFDn_base> + H'0238

RSCFDnFESTSL: <RSCFDn_base> + H'0238, RSCFDnFESTSH: <RSCFDn_base> + H'023A

RSCFDnFESTSLL: <RSCFDn_base> + H'0238, RSCFDnFESTSLH: <RSCFDn_base> + H'0239, RSCFDnFESTSHL: <RSCFDn_base> + H'023A, RSCFDnFESTSHH: <RSCFDn_base> + H'023B

Value after reset: H'03FF_FFFF

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	CF17EMP	CF16EMP	CF15EMP	CF14EMP	CF13EMP	CF12EMP	CF11EMP	CF10EMP	CF9EMP	CF8EMP
Initial value:	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7EMP	CF6EMP	CF5EMP	CF4EMP	CF3EMP	CF2EMP	CF1EMP	CF0EMP	RF7EMP	RF6EMP	RF5EMP	RF4EMP	RF3EMP	RF2EMP	RF1EMP	RF0EMP
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R	These bits are read as the value after reset.
25	CF17EMP	B'1	R	Transmit/Receive FIFO Buffer Empty Status Flag The CFkEMP flag is set to 1 when the CFEMP flag in the RSCFDnCFSTSk register is set to 1 (the transmit/receive FIFO buffer contains no message (buffer empty)). When the CFEMP flag is cleared to 0 (the transmit/receive FIFO buffer contains messages), the CFkEMP flag is cleared to 0. 0: Transmit/receive FIFO buffer k contains a message. 1: Transmit/receive FIFO buffer k contains no message. (k = 0 to 5)
24	CF16EMP	B'1	R	
23	CF15EMP	B'1	R	
22	CF14EMP	B'1	R	
21	CF13EMP	B'1	R	
20	CF12EMP	B'1	R	
19	CF11EMP	B'1	R	
18	CF10EMP	B'1	R	
17	CF9EMP	B'1	R	
16	CF8EMP	B'1	R	
15	CF7EMP	B'1	R	
14	CF6EMP	B'1	R	
13	CF5EMP	B'1	R	
12	CF4EMP	B'1	R	
11	CF3EMP	B'1	R	
10	CF2EMP	B'1	R	
9	CF1EMP	B'1	R	
8	CF0EMP	B'1	R	

Bit	Bit Name	Initial Value	R/W	Description
7	RF7EMP	B'1	R	Receive FIFO Buffer Empty Status Flag The RFxEMP flag is set to 1 when the RFEMP flag in the RSCFDnRFSTSx register is set to 1 (the receive FIFO buffer contains no unread message). When the RFEMP flag is cleared to 0 (the receive FIFO buffer contains unread messages), the RFxEMP flag is cleared to 0. 0: Receive FIFO buffer x contains an unread message. 1: Receive FIFO buffer x contains no unread message (buffer empty). (x = 0 to 7)
6	RF6EMP	B'1	R	
5	RF5EMP	B'1	R	
4	RF4EMP	B'1	R	
3	RF3EMP	B'1	R	
2	RF2EMP	B'1	R	
1	RF1EMP	B'1	R	
0	RF0EMP	B'1	R	

The RSCFDnFESTS register is set to H'03FF_FFFF in global reset mode.

48.7.8.2 RSCFDnFFSTS — FIFO Full Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnFFSTS register can be read only in 32-bit units

RSCFDnFFSTSL, RSCFDnFFSTSH registers can be read only in 16-bit units

RSCFDnFFSTSLL, RSCFDnFFSTSLH, RSCFDnFFSTSHL, RSCFDnFFSTSHH registers can be read only in 8-bit units

Address: RSCFDnFFSTS: <RSCFDn_base> + H'023C

RSCFDnFFSTSL: <RSCFDn_base> + H'023C, RSCFDnFFSTSH: <RSCFDn_base> + H'023E

RSCFDnFFSTSLL: <RSCFDn_base> + H'023C, RSCFDnFFSTSLH: <RSCFDn_base> + H'023D, RSCFDnFFSTSHL: <RSCFDn_base> + H'023E, RSCFDnFFSTSHH: <RSCFDn_base> + H'023F

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	CF17FLL	CF16FLL	CF15FLL	CF14FLL	CF13FLL	CF12FLL	CF11FLL	CF10FLL	CF9FLL	CF8FLL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7FLL	CF6FLL	CF5FLL	CF4FLL	CF3FLL	CF2FLL	CF1FLL	CF0FLL	RF7FLL	RF6FLL	RF5FLL	RF4FLL	RF3FLL	RF2FLL	RF1FLL	RF0FLL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R	These bits are read as the value after reset.
25	CF17FLL	B'0	R	Transmit/Receive FIFO Buffer Full Status Flag The CFkFLL flag is set to 1 when the CFFLL flag in the RSCFDnCFSTSk register is set to 1 (the transmit/receive FIFO buffer is full). When the CFFLL flag is cleared to 0 (the transmit/receive FIFO buffer is not full), the CFkFLL flag is cleared to 0. 0: Transmit/receive buffer k is not full. 1: Transmit/receive buffer k is full. (k = 0 to 5)
24	CF16FLL	B'0	R	
23	CF15FLL	B'0	R	
22	CF14FLL	B'0	R	
21	CF13FLL	B'0	R	
20	CF12FLL	B'0	R	
19	CF11FLL	B'0	R	
18	CF10FLL	B'0	R	
17	CF9FLL	B'0	R	
16	CF8FLL	B'0	R	
15	CF7FLL	B'0	R	
14	CF6FLL	B'0	R	
13	CF5FLL	B'0	R	
12	CF4FLL	B'0	R	
11	CF3FLL	B'0	R	
10	CF2FLL	B'0	R	
9	CF1FLL	B'0	R	
8	CF0FLL	B'0	R	

Bit	Bit Name	Initial Value	R/W	Description
7	RF7FLL	B'0	R	Receive FIFO Buffer Full Status Flag The RFxFLL flag is set to 1 when the RFFLL flag in the RSCFDnRFSTSx register is set to 1 (the receive FIFO buffer is full). When the RFFLL flag is cleared to 0 (the receive FIFO buffer is not full), the RFxFLL flag is cleared to 0. 0: Receive FIFO buffer x is not full. 1: Receive FIFO buffer x is full. (x = 0 to 7)
6	RF6FLL	B'0	R	
5	RF5FLL	B'0	R	
4	RF4FLL	B'0	R	
3	RF3FLL	B'0	R	
2	RF2FLL	B'0	R	
1	RF1FLL	B'0	R	
0	RF0FLL	B'0	R	

The RSCFDnFFSTS register is cleared to H'0000_0000 in global reset mode.

48.7.8.3 RSCFDnFMSTS — FIFO Message Lost Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnFMSTS register can be read only in 32-bit units

RSCFDnFMSTSL, RSCFDnFMSTSH registers can be read only in 16-bit units

RSCFDnFMSTSLL, RSCFDnFMSTSLH, RSCFDnFMSTSHL, RSCFDnFMSTSHH registers can be read only in 8-bit units

Address: RSCFDnFMSTS: <RSCFDn_base> + H'0240

RSCFDnFMSTSL: <RSCFDn_base> + H'0240, RSCFDnFMSTSH: <RSCFDn_base> + H'0242

RSCFDnFMSTSLL: <RSCFDn_base> + H'0240, RSCFDnFMSTSLH: <RSCFDn_base> + H'0241, RSCFDnFMSTSHL: <RSCFDn_base> + H'0242, RSCFDnFMSTSHH: <RSCFDn_base> + H'0243

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	CF17MLT	CF16MLT	CF15MLT	CF14MLT	CF13MLT	CF12MLT	CF11MLT	CF10MLT	CF9MLT	CF8MLT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7MLT	CF6MLT	CF5MLT	CF4MLT	CF3MLT	CF2MLT	CF1MLT	CF0MLT	RF7MLT	RF6MLT	RF5MLT	RF4MLT	RF3MLT	RF2MLT	RF1MLT	RF0MLT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R	These bits are read as the value after reset.
25	CF17MLT	B'0	R	Transmit/Receive FIFO Buffer Message Lost Status Flag The CFkMLT flag is set to 1 when the CFMLT flag in the RSCFDnCFSTSk register is set to 1 (a transmit/receive FIFO message is lost). When the CFMLT flag is cleared to 0, the CFkMLT flag is cleared to 0. 0: No transmit/receive FIFO buffer k message is lost. 1: A transmit/receive FIFO buffer k message is lost. (k = 0 to 5)
24	CF16MLT	B'0	R	
23	CF15MLT	B'0	R	
22	CF14MLT	B'0	R	
21	CF13MLT	B'0	R	
20	CF12MLT	B'0	R	
19	CF11MLT	B'0	R	
18	CF10MLT	B'0	R	
17	CF9MLT	B'0	R	
16	CF8MLT	B'0	R	
15	CF7MLT	B'0	R	
14	CF6MLT	B'0	R	
13	CF5MLT	B'0	R	
12	CF4MLT	B'0	R	
11	CF3MLT	B'0	R	
10	CF2MLT	B'0	R	
9	CF1MLT	B'0	R	
8	CF0MLT	B'0	R	

Bit	Bit Name	Initial Value	R/W	Description
7	RF7MLT	B'0	R	Receive FIFO Buffer Message Lost Status Flag The RFxMLT flag is set to 1 when the RFMLT flag in the RSCFDnRFSTSx register is set to 1 (a receive FIFO message is lost). When the RFMLT flag is cleared to 0, the RFxMLT flag is cleared to 0. 0: No receive FIFO buffer x message is lost. 1: A receive FIFO buffer x message is lost. (x = 0 to 7)
6	RF6MLT	B'0	R	
5	RF5MLT	B'0	R	
4	RF4MLT	B'0	R	
3	RF3MLT	B'0	R	
2	RF2MLT	B'0	R	
1	RF1MLT	B'0	R	
0	RF0MLT	B'0	R	

The RSCFDnFMSTS register is cleared to H'0000_0000 in global reset mode.

48.7.8.4 RSCFDnRFISTS — Receive FIFO Buffer Interrupt Flag Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRFISTS register can be read only in 32-bit units

RSCFDnRFISTSL, RSCFDnRFISTSH registers can be read only in 16-bit units

RSCFDnRFISTSLL, RSCFDnRFISTSLH, RSCFDnRFISTSHL, RSCFDnRFISTSHH registers can be read only in 8-bit units

Address: RSCFDnRFISTS: <RSCFDn_base> + H'0244

RSCFDnRFISTSL: <RSCFDn_base> + H'0244, RSCFDnRFISTSH: <RSCFDn_base> + H'0246

RSCFDnRFISTSLL: <RSCFDn_base> + H'0244, RSCFDnRFISTSLH: <RSCFDn_base> + H'0245, RSCFDnRFISTSHL: <RSCFDn_base> + H'0246, RSCFDnRFISTSHH: <RSCFDn_base> + H'0247

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RF7IF	RF6IF	RF5IF	RF4IF	RF3IF	RF2IF	RF1IF	RF0IF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	These bits are read as the value after reset.
7	RF7IF	B'0	R	Receive FIFO Buffer Interrupt Request Status Flag The RFxIF flag is set to 1 when the RFIF flag in the RSCFDnRFSTSx register is set to 1 (a receive FIFO interrupt request is present). When the RFIF flag is cleared to 0, the RFxIF flag is cleared to 0. 0: No receive FIFO buffer x interrupt request is present. 1: A receive FIFO buffer x interrupt request is present. (x = 0 to 7)
6	RF6IF	B'0	R	
5	RF5IF	B'0	R	
4	RF4IF	B'0	R	
3	RF3IF	B'0	R	
2	RF2IF	B'0	R	
1	RF1IF	B'0	R	
0	RF0IF	B'0	R	

The RSCFDnRFISTS register is cleared to H'0000_0000 in global reset mode.

48.7.8.5 RSCFDnCFRISTS — Transmit/receive FIFO Buffer Receive Interrupt Flag Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFRISTS register can be read only in 32-bit units

RSCFDnCFRISTSL, RSCFDnCFRISTSH registers can be read only in 16-bit units

RSCFDnCFRISTSLL, RSCFDnCFRISTSLH, RSCFDnCFRISTSHL, RSCFDnCFRISTSHH registers can be read only in 8-bit units

Address: RSCFDnCFRISTS: <RSCFDn_base> + H'0248

RSCFDnCFRISTSL: <RSCFDn_base> + H'0248, RSCFDnCFRISTSH: <RSCFDn_base> + H'024A

RSCFDnCFRISTSLL: <RSCFDn_base> + H'0248, RSCFDnCFRISTSLH: <RSCFDn_base> + H'0249, RSCFDnCFRISTSHL: <RSCFDn_base> + H'024A, RSCFDnCFRISTSHH: <RSCFDn_base> + H'024B

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CF17RXIF	CF16RXIF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF15RXIF	CF14RXIF	CF13RXIF	CF12RXIF	CF11RXIF	CF10RXIF	CF9RXIF	CF8RXIF	CF7RXIF	CF6RXIF	CF5RXIF	CF4RXIF	CF3RXIF	CF2RXIF	CF1RXIF	CF0RXIF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	Reserved	All 0	R	These bits are read as the value after reset.
17	CF17RXIF	B'0	R	Transmit/Receive FIFO Buffer Receive Interrupt Request Status Flag The CFkRXIF flag is set to 1 when the CFRXIF flag in the RSCFDnCFSTSk register is set to 1 (a transmit/receive FIFO receive interrupt request is present). When the CFRXIF flag is cleared to 0, the CFkRXIF flag is cleared to 0. 0: No transmit/receive FIFO buffer k receive interrupt request is present. 1: A transmit/receive FIFO buffer k receive interrupt request is present. (k = 0 to 5)
16	CF16RXIF	B'0	R	
15	CF15RXIF	B'0	R	
14	CF14RXIF	B'0	R	
13	CF13RXIF	B'0	R	
12	CF12RXIF	B'0	R	
11	CF11RXIF	B'0	R	
10	CF10RXIF	B'0	R	
9	CF9RXIF	B'0	R	
8	CF8RXIF	B'0	R	
7	CF7RXIF	B'0	R	
6	CF6RXIF	B'0	R	
5	CF5RXIF	B'0	R	
4	CF4RXIF	B'0	R	
3	CF3RXIF	B'0	R	
2	CF2RXIF	B'0	R	
1	CF1RXIF	B'0	R	
0	CF0RXIF	B'0	R	

The RSCFDnCFRISTS register is cleared to H'0000_0000 in global reset mode.

48.7.8.6 RSCFDnCFTISTS — Transmit/receive FIFO Buffer Transmit Interrupt Flag Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFTISTS register can be read only in 32-bit units

RSCFDnCFTISTSL, RSCFDnCFTISTSH registers can be read only in 16-bit units

RSCFDnCFTISTSLL, RSCFDnCFTISTSLH, RSCFDnCFTISTSHL, RSCFDnCFTISTSHH registers can be read only in 8-bit units

Address: RSCFDnCFTISTS: <RSCFDn_base> + H'024C

RSCFDnCFTISTSL: <RSCFDn_base> + H'024C, RSCFDnCFTISTSH: <RSCFDn_base> + H'024E

RSCFDnCFTISTSLL: <RSCFDn_base> + H'024C, RSCFDnCFTISTSLH: <RSCFDn_base> + H'024D, RSCFDnCFTISTSHL: <RSCFDn_base> + H'024E, RSCFDnCFTISTSHH: <RSCFDn_base> + H'024F

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CF17TXIF	CF16TXIF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF15TXIF	CF14TXIF	CF13TXIF	CF12TXIF	CF11TXIF	CF10TXIF	CF9TXIF	CF8TXIF	CF7TXIF	CF6TXIF	CF5TXIF	CF4TXIF	CF3TXIF	CF2TXIF	CF1TXIF	CF0TXIF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	Reserved	All 0	R	These bits are read as the value after reset.
17	CF17TXIF	B'0	R	Transmit/Receive FIFO Buffer Transmit Interrupt Request Status Flag The CFkTXIF flag is set to 1 when the CFTXIF flag in the RSCFDnCFSTSk register is set to 1 (a transmit/receive FIFO transmit interrupt request is present). When the CFTXIF flag is cleared to 0, the CFkTXIF flag is cleared to 0. 0: No transmit/receive FIFO buffer k transmit interrupt request is present. 1: A transmit/receive FIFO buffer k transmit interrupt request is present. (k = 0 to 5)
16	CF16TXIF	B'0	R	
15	CF15TXIF	B'0	R	
14	CF14TXIF	B'0	R	
13	CF13TXIF	B'0	R	
12	CF12TXIF	B'0	R	
11	CF11TXIF	B'0	R	
10	CF10TXIF	B'0	R	
9	CF9TXIF	B'0	R	
8	CF8TXIF	B'0	R	
7	CF7TXIF	B'0	R	
6	CF6TXIF	B'0	R	
5	CF5TXIF	B'0	R	
4	CF4TXIF	B'0	R	
3	CF3TXIF	B'0	R	
2	CF2TXIF	B'0	R	
1	CF1TXIF	B'0	R	
0	CF0TXIF	B'0	R	

The RSCFDnCFTISTS register is cleared to H'0000_0000 in global reset mode.

48.7.9 Details of Transmit Buffer Related Registers

48.7.9.1 RSCFDnTMCp — Transmit Buffer Control Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMCp register can be read/written in 8-bit units

Address: RSCFDnTMCp: <RSCFDn_base> + H'0250 + (H'01 × p)

Value after reset: H'00

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	TMOM	TMTAR	TMTR
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W*	R/W*	R/W*

Note: * The only effective value for writing to this bit is 1, which sets the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
2	TMOM	B'0	R/W*	One-Shot Transmission Enable Setting this bit to 1 enables one-shot transmission. When transmission fails, retransmission defined in the CAN protocol is not performed. Modify the TMOM bit when the TMTRM flag in the RSCFDnTMSTSp register is set to 0. Set the TMOM bit to 1 together with the TMTR bit. 0: One-shot transmission is disabled. 1: One-shot transmission is enabled.
1	TMTAR	B'0	R/W*	Transmit Abort Request Setting this bit to 1 generates a transmit abort request for the message stored in the transmit buffer. However, a message that is being transmitted or one that will be transmitted next cannot be aborted. The TMTAR bit can be set to 1 when TMTR bit is 1. The TMTAR bit is cleared to 0 when any of the following conditions is met, but cannot be cleared by the program writing 0 to the bit. Transmission has been completed. Transmit abort has been completed. An error or arbitration loss has been detected. If this bit becomes 0 at the same time as the program writes 1 to this bit, this bit becomes 0. 0: Transmit abort is not requested. 1: Transmit abort is requested.

Bit	Bit Name	Initial Value	R/W	Description
0	TMTR	B'0	R/W*	Transmit Request Setting this bit to 1 transmits the message stored in the transmit buffer. The TMTR bit is cleared to 0 when any of the following conditions is met, but cannot be cleared by the program writing 0 to the bit. Transmission has been completed. Transmit abort has been completed after the TMTAR bit was set to 1. An error or arbitration-lost has been detected with the TMOM bit set to 1. Set the TMTR bit to 1 when the value of TMTRF[1:0] in the RSCFDnTMSTSp register is B'00. 0: Transmission is not requested. 1: Transmission is requested.

When the RSCFDnTMCp register meets any of the following conditions, set it to H'00.

The RSCFDnTMCp register corresponds to the transmit buffer number selected by the CFTML[3:0] bits in the RSCFDnCFCCk register (p = m × 16 + the value of CFTML[3:0] bits).

The RSCFDnTMCp register corresponds to the transmit buffer allocated to the transmit queue by the TXQDC[3:0] bits in the RSCFDnTXQCCm (m = 0 or 1) register (p = (m × 16 + 15) to (m × 16 + 15 – the value of TXQDC[3:0] bits)).

Bits in the RSCFDnTMCp register are all cleared to 0 in channel reset mode. Modify the RSCFDnTMCp register in channel communication mode or channel halt mode.

48.7.9.2 RSCFDnTMSTSp — Transmit Buffer Status Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMSTSp register can be read/written in 8-bit units

Address: RSCFDnTMSTSp: <RSCFDn_base> + H'02D0 + (H'01 × p)

Value after reset: H'00

Bit:	7	6	5	4	3	2	1	0
	—	—	—	TMTARM	TMTRM	TMTRF[1:0]		TMTSTS
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
7 to 5	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
4	TMTARM	B'0	R	Transmit Buffer Transmit Abort Request Status Flag The TMTARM flag is set to 1 when the TMTAR bit in the RSCFDnTMCp register is set to 1. The TMTARM flag is set to 0 when the TMTAR bit in the RSCFDnTMCp register is set to 0. 0: No transmit abort request is present. 1: A transmit abort request is present.
3	TMTRM	B'0	R	Transmit Buffer Transmit Request Status Flag The TMTRM flag is set to 1 when the TMTR bit in the RSCFDnTMCp register is set to 1. The TMTRM flag is set to 0 when the TMTR bit in the RSCFDnTMCp register is set to 0. 0: No transmit request is present. 1: A transmit request is present.
2, 1	TMTRF[1:0]	B'00	R/W	Transmit Buffer Transmit Result Status Flag This flag indicates the result of transmission from the transmit buffer. B'00: Transmission is in progress or no transmit request is present. B'01: Transmission from the transmit buffer was aborted. B'10: Transmission has been completed with the TMTAR bit in the RSCFDnTMCp register set to 0 (transmit abort is not requested). B'11: Transmission has been completed with the TMTAR bit in the RSCFDnTMCp register set to 1 (transmit abort is requested). Write B'00 to the TMTRF[1:0] flag in channel communication mode or channel halt mode. Do not write any value other than B'00 to this flag.
0	TMTSTS	B'0	R	Transmit Buffer Transmit Status Flag This flag is set to 1 when transmission from the transmit buffer starts, and is cleared to 0 when transmission from the transmit buffer has been completed or terminated due to a bus error or arbitration lost. 0: Transmission is not in progress. 1: Transmission is in progress.

The RSCFDnTMSTSp register is cleared to all 0 in channel reset mode.

48.7.9.3 RSCFDnTMIDp — Transmit Buffer ID Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMIDp register can be read/written in 32-bit units

RSCFDnTMIDpL, RSCFDnTMIDpH registers can be read/written in 16-bit units

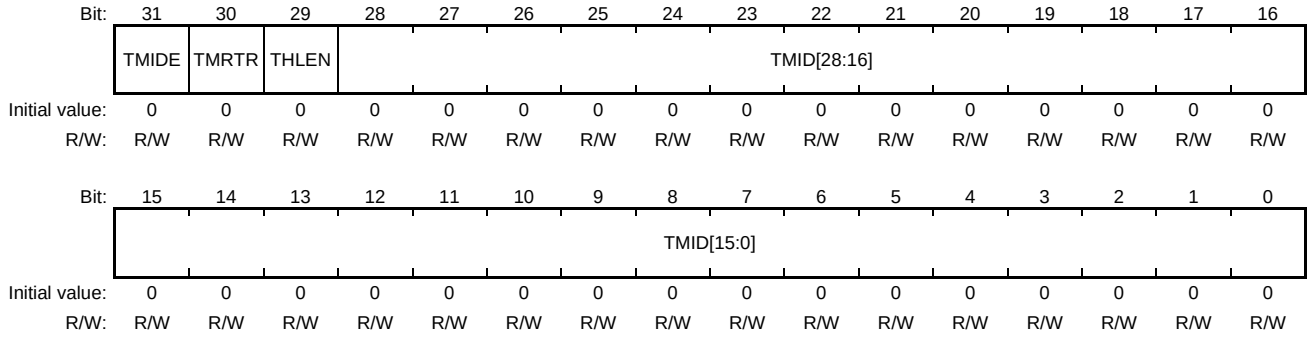
RSCFDnTMIDpLL, RSCFDnTMIDpLH, RSCFDnTMIDpHL, RSCFDnTMIDpHH registers can be read/written in 8-bit units

Address: RSCFDnTMIDp: <RSCFDn_base> + H'1000 + (H'10 × p)

RSCFDnTMIDpL: <RSCFDn_base> + H'1000 + (H'10 × p),
RSCFDnTMIDpH: <RSCFDn_base> + H'1002 + (H'10 × p)

RSCFDnTMIDpLL: <RSCFDn_base> + H'1000 + (H'10 × p),
RSCFDnTMIDpLH: <RSCFDn_base> + H'1001 + (H'10 × p),
RSCFDnTMIDpHL: <RSCFDn_base> + H'1002 + (H'10 × p),
RSCFDnTMIDpHH: <RSCFDn_base> + H'1003 + (H'10 × p)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31	TMIDE	B'0	R/W	Transmit Buffer IDE This bit is used to set the ID format of the message to be transmitted from the transmit buffer. 0: Standard ID 1: Extended ID
30	TMRTR	B'0	R/W	Transmit Buffer RTR This bit is used to set the data format of the message to be transmitted from the transmit buffer. 0: Data frame 1: Remote frame
29	THLEN	B'0	R/W	Transmit History Data Store Enable With this bit set to 1, the transmit history data of the message transmitted (label information, buffer number, and buffer type; if the TMTSCE bit in the RSCFDnGCFG register is 1, timestamp is also included) is stored in the transmit history buffer after transmission is completed. 0: Transmit history data is not stored in the buffer. 1: Transmit history data is stored in the buffer.

Bit	Bit Name	Initial Value	R/W	Description
28 to 0	TMID[28:0]	H'0000_0000	R/W	Transmit Buffer ID Data These bits are used to set the ID of the message to be transmitted from the transmit buffer. Set standard ID or extended ID. For standard ID, write an ID to bits 10 to 0 and write 0 to bits 28 to 11.

Modify this register when the TMTRM bit in the corresponding RSCFDnTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write data to this register. If this register is allocated to the transmit queue, only write data to a transmit buffer p (p = m × 16 + 15) for the corresponding channel.

48.7.9.4 RSCFDnTMPTRp — Transmit Buffer Pointer Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMPTRp register can be read/written in 32-bit units

RSCFDnTMPTRpL, RSCFDnTMPTRpH registers can be read/written in 16-bit units

RSCFDnTMPTRpLL, RSCFDnTMPTRpLH, RSCFDnTMPTRpHL, RSCFDnTMPTRpHH registers can be read/written in 8-bit units

Address: RSCFDnTMPTRp: <RSCFDn_base> + H'1004 + (H'10 × p)

RSCFDnTMPTRpL: <RSCFDn_base> + H'1004 + (H'10 × p),
RSCFDnTMPTRpH: <RSCFDn_base> + H'1006 + (H'10 × p)

RSCFDnTMPTRpLL: <RSCFDn_base> + H'1004 + (H'10 × p),
RSCFDnTMPTRpLH: <RSCFDn_base> + H'1005 + (H'10 × p),
RSCFDnTMPTRpHL: <RSCFDn_base> + H'1006 + (H'10 × p),
RSCFDnTMPTRpHH: <RSCFDn_base> + H'1007 + (H'10 × p)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDLC[3:0]				—	—	—	—	TMPTR[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	TMDLC[3:0]	B'0000	R/W	Transmit Buffer DLC Data These bits are used to set the data length of the message to be transmitted from the transmit buffer when the TMRTR bit in the RSCFDnTMIDp register is set to 0 (data frame). If the data length is set to 9 bytes or more, the transmit data is 8 bytes long. When the TMRTR bit is set to 1 (remote frame), set the data length of messages to be requested. B'0000: 0 data bytes B'0001: 1 data byte B'0010: 2 data bytes B'0011: 3 data bytes B'0100: 4 data bytes B'0101: 5 data bytes B'0110: 6 data bytes B'0111: 7 data bytes B'1XXX: 8 data bytes
27 to 24	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
23 to 16	TMPTR[7:0]	H'00	R/W	Transmit Buffer Label Data When message transmission has been completed, the TMPTR[7:0] value is stored in the transmit history buffer.

Bit	Bit Name	Initial Value	R/W	Description
15 to 0	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.

Modify this register when the TMTRM bit in the corresponding RSCFDnTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write to this register. If this register is allocated to the transmit queue, only write to a transmit buffer p (p = m × 16 + 15) for the corresponding channel.

48.7.9.5 RSCFDnTMDF0_p — Transmit Buffer Data Field 0 Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMDF0_p register can be read/written in 32-bit units

RSCFDnTMDF0_pL, RSCFDnTMDF0_pH registers can be read/written in 16-bit units

RSCFDnTMDF0_pLL, RSCFDnTMDF0_pLH, RSCFDnTMDF0_pHL, RSCFDnTMDF0_pHH registers can be read/written in 8-bit units

Address: RSCFDnTMDF0_p: <RSCFDn_base> + H'1008 + (H'10 × p)

RSCFDnTMDF0_pL: <RSCFDn_base> + H'1008 + (H'10 × p),
RSCFDnTMDF0_pH: <RSCFDn_base> + H'100A + (H'10 × p)

RSCFDnTMDF0_pLL: <RSCFDn_base> + H'1008 + (H'10 × p),
RSCFDnTMDF0_pLH: <RSCFDn_base> + H'1009 + (H'10 × p),
RSCFDnTMDF0_pHL: <RSCFDn_base> + H'100A + (H'10 × p),
RSCFDnTMDF0_pHH: <RSCFDn_base> + H'100B + (H'10 × p)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDB3[7:0]								TMDB2[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMDB1[7:0]								TMDB0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	TMDB3[7:0]	H'00	R/W	Transmit Buffer Data Byte 3
23 to 16	TMDB2[7:0]	H'00	R/W	Transmit Buffer Data Byte 2
15 to 8	TMDB1[7:0]	H'00	R/W	Transmit Buffer Data Byte 1
7 to 0	TMDB0[7:0]	H'00	R/W	Transmit Buffer Data Byte 0 Set the transmit buffer data.

Modify this register when the TMTRM bit in the corresponding RSCFDnTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write to this register. If this register is allocated to the transmit queue, only write to a transmit buffer p (p = m × 16 + 15) for the corresponding channel.

48.7.9.6 RSCFDnTMDF1_p — Transmit Buffer Data Field 1 Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMDF1_p register can be read/written in 32-bit units

RSCFDnTMDF1_pL, RSCFDnTMDF1_pH registers can be read/written in 16-bit units

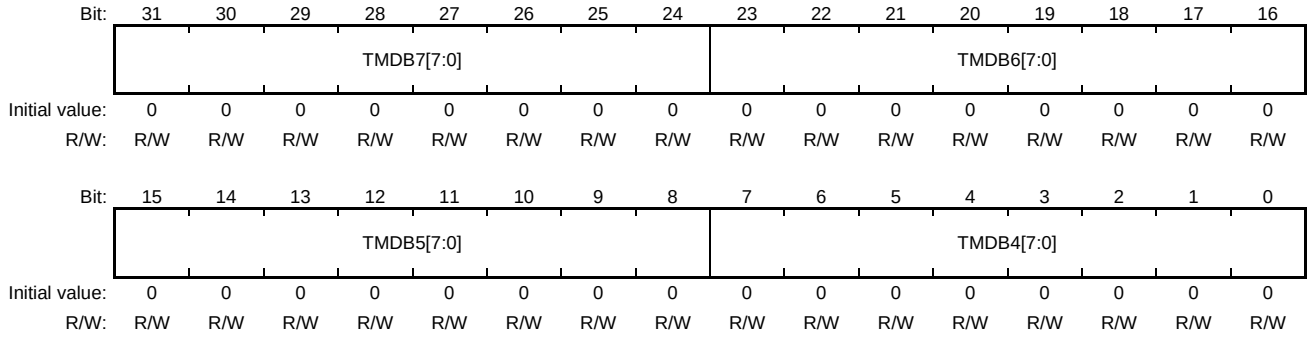
RSCFDnTMDF1_pLL, RSCFDnTMDF1_pLH, RSCFDnTMDF1_pHL, RSCFDnTMDF1_pHH registers can be read/written in 8-bit units

Address: RSCFDnTMDF1_p: <RSCFDn_base> + H'100C + (H'10 × p)

RSCFDnTMDF1_pL: <RSCFDn_base> + H'100C + (H'10 × p),
RSCFDnTMDF1_pH: <RSCFDn_base> + H'100E + (H'10 × p)

RSCFDnTMDF1_pLL: <RSCFDn_base> + H'100C + (H'10 × p),
RSCFDnTMDF1_pLH: <RSCFDn_base> + H'100D + (H'10 × p),
RSCFDnTMDF1_pHL: <RSCFDn_base> + H'100E + (H'10 × p),
RSCFDnTMDF1_pHH: <RSCFDn_base> + H'100F + (H'10 × p)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	TMDB7[7:0]	H'00	R/W	Transmit Buffer Data Byte 7
23 to 16	TMDB6[7:0]	H'00	R/W	Transmit Buffer Data Byte 6
15 to 8	TMDB5[7:0]	H'00	R/W	Transmit Buffer Data Byte 5
7 to 0	TMDB4[7:0]	H'00	R/W	Transmit Buffer Data Byte 4 Set the transmit buffer data.

Modify this register when the TMTRM bit in the corresponding RSCFDnTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write to this register. If this register is allocated to the transmit queue, only write to a transmit buffer p (p = m × 16 + 15) for the corresponding channel.

48.7.9.7 RSCFDnTMIECy — Transmit Buffer Interrupt Enable Configuration Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMIECy register can be read/written in 32-bit units

RSCFDnTMIECyL, RSCFDnTMIECyH registers can be read/written in 16-bit units

RSCFDnTMIECyLL, RSCFDnTMIECyLH, RSCFDnTMIECyHL, RSCFDnTMIECyHH registers can be read/written in 8-bit units

Address: RSCFDnTMIECy: <RSCFDn_base> + H'0390 + (H'04 × y)

RSCFDnTMIECyL: <RSCFDn_base> + H'0390 + (H'04 × y),
RSCFDnTMIECyH: <RSCFDn_base> + H'0392 + (H'04 × y)

RSCFDnTMIECyLL: <RSCFDn_base> + H'0390 + (H'04 × y),
RSCFDnTMIECyLH: <RSCFDn_base> + H'0391 + (H'04 × y),
RSCFDnTMIECyHL: <RSCFDn_base> + H'0392 + (H'04 × y),
RSCFDnTMIECyHH: <RSCFDn_base> + H'0393 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMIEp (p = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMIEp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMIEp	H'0000_0000	R/W	Transmit Buffer Interrupt Enable p (p = y × 32 + 31 to y × 32 + 0) 0: Transmit buffer interrupt is disabled 1: Transmit buffer interrupt is enabled

TMIEp Bits (p = 0 to 31)

When any of these bits is set to 1 and the corresponding transmission has been completed, a transmit buffer interrupt request is generated.

Modify these bits when the TMTRM flag in the corresponding RSCFDnTMSTSp register is 0 (no transmit request is present).

Write 0 to bits corresponding to transmit buffers linked to transmit/receive FIFO buffers or transmit buffers allocated to the transmit queue.

Table 48.11 shows the bit assignment.

Table 48.11 TMIEp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.7.10 Details of Transmit Buffer Status Related Registers

48.7.10.1 RSCFDnTMTRSTSy — Transmit Buffer Transmit Request Status Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMTRSTSy register can be read only in 32-bit units

RSCFDnTMTRSTSyL, RSCFDnTMTRSTSyH registers can be read only in 16-bit units

RSCFDnTMTRSTSyLL, RSCFDnTMTRSTSyLH, RSCFDnTMTRSTSyHL, RSCFDnTMTRSTSyHH registers can be read only in 8-bit units

Address: RSCFDnTMTRSTSy: <RSCFDn_base> + H'0350 + (H'04 × y)

RSCFDnTMTRSTSyL: <RSCFDn_base> + H'0350 + (H'04 × y),
RSCFDnTMTRSTSyH: <RSCFDn_base> + H'0352 + (H'04 × y)

RSCFDnTMTRSTSyLL: <RSCFDn_base> + H'0350 + (H'04 × y),
RSCFDnTMTRSTSyLH: <RSCFDn_base> + H'0351 + (H'04 × y),
RSCFDnTMTRSTSyHL: <RSCFDn_base> + H'0352 + (H'04 × y),
RSCFDnTMTRSTSyHH: <RSCFDn_base> + H'0353 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTRSTSp (p = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTRSTSp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMTRSTSp	H'0000_0000	R	Transmit Buffer Transmit Request Status Flag p (p = y × 32 + 31 to y × 32 + 0) 0: No transmit request is present. 1: A transmit request is present.

TMTRSTSp Flags (p = 0 to 31)

These flags indicate the status of the TMTR bit in the RSCFDnTMCp register.

When the TMTR bit is set to 1 (transmission is requested), the corresponding TMTRSTSp flag is set to 1.

The corresponding TMTRSTSp flag is cleared to 0 when the TMTR bit is set to 0 (transmission is not requested) or in channel reset mode.

Table 48.12 shows the bit assignment.

Table 48.12 TMTRSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.7.10.2 RSCFDnTMTARSTSy — Transmit Buffer Transmit Abort Request Status Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMTARSTSy register can be read only in 32-bit units

RSCFDnTMTARSTSyL, RSCFDnTMTARSTSyH registers can be read only in 16-bit units

RSCFDnTMTARSTSyLL, RSCFDnTMTARSTSyLH, RSCFDnTMTARSTSyHL, RSCFDnTMTARSTSyHH registers can be read only in 8-bit units

Address: RSCFDnTMTARSTSy: <RSCFDn_base> + H'0360 + (H'04 × y)

RSCFDnTMTARSTSyL: <RSCFDn_base> + H'0360 + (H'04 × y),
RSCFDnTMTARSTSyH: <RSCFDn_base> + H'0362 + (H'04 × y)

RSCFDnTMTARSTSyLL: <RSCFDn_base> + H'0360 + (H'04 × y),
RSCFDnTMTARSTSyLH: <RSCFDn_base> + H'0361 + (H'04 × y),
RSCFDnTMTARSTSyHL: <RSCFDn_base> + H'0362 + (H'04 × y),
RSCFDnTMTARSTSyHH: <RSCFDn_base> + H'0363 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTARSTSp (p = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTARSTSp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMTARSTSp	H'0000_0000	R	Transmit Buffer Transmit Abort Request Status Flag p (p = y × 32 + 31 to y × 32 + 0) 0: No transmit abort request is present. 1: A transmit abort request is present.

TMTARSTSp Flags (p = 0 to 31)

These flags indicate the status of the TMTAR bit in the RSCFDnTMCp register.

When the TMTAR bit is set to 1 (transmit abort is requested), the corresponding TMTARSTSp flag is set to 1.

The corresponding TMTARSTSp flag is cleared to 0 when the TMTAR bit is set to 0 (transmit abort is not requested) or in channel reset mode.

Table 48.13 shows the bit assignment.

Table 48.13 TMTARSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.7.10.3 RSCFDnTMTCSTSy — Transmit Buffer Transmit Complete Status Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMTCSTSy register can be read only in 32-bit units

RSCFDnTMTCSTSyL, RSCFDnTMTCSTSyH registers can be read only in 16-bit units

RSCFDnTMTCSTSyLL, RSCFDnTMTCSTSyLH, RSCFDnTMTCSTSyHL, RSCFDnTMTCSTSyHH registers can be read only in 8-bit units

Address: RSCFDnTMTCSTSy: <RSCFDn_base> + H'0370 + (H'04 × y)

RSCFDnTMTCSTSyL: <RSCFDn_base> + H'0370 + (H'04 × y),
RSCFDnTMTCSTSyH: <RSCFDn_base> + H'0372 + (H'04 × y)

RSCFDnTMTCSTSyLL: <RSCFDn_base> + H'0370 + (H'04 × y),
RSCFDnTMTCSTSyLH: <RSCFDn_base> + H'0371 + (H'04 × y),
RSCFDnTMTCSTSyHL: <RSCFDn_base> + H'0372 + (H'04 × y),
RSCFDnTMTCSTSyHH: <RSCFDn_base> + H'0373 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTCSTSp (p = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTCSTSp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMTCSTSp	H'0000_0000	R	Transmit Buffer Transmit Complete Status Flag p (p = y × 32 + 31 to y × 32 + 0) 0: Transmission has not been completed. 1: Transmission has been completed.

TMTCSTSp Flags (p = 0 to 31)

When the TMTRF[1:0] flag in the RSCFDnTMSTSp register is set to B'10 (transmission has been completed (without transmit abort request)) or B'11 (transmission has been completed (with transmit abort request)), the corresponding TMTCSTSp flag is set to 1.

A TMTCSTSp flag is cleared to 0 when the corresponding TMTRF[1:0] flag is set to B'00 or in channel reset mode.

Table 48.14 shows the bit assignment.

Table 48.14 TMTCSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.7.10.4 RSCFDnTMTASTSy — Transmit Buffer Transmit Abort Status Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTMTASTSy register can be read only in 32-bit units

RSCFDnTMTASTSyL, RSCFDnTMTASTSyH registers can be read only in 16-bit units

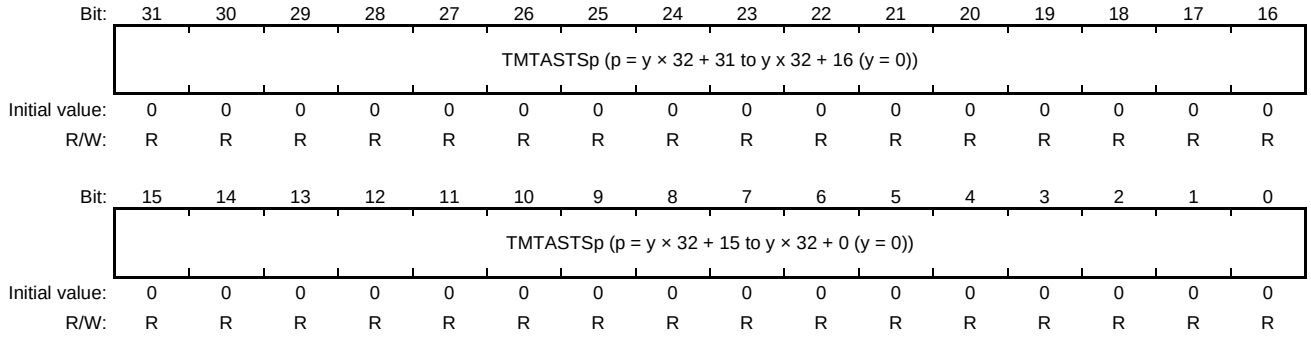
RSCFDnTMTASTSyLL, RSCFDnTMTASTSyLH, RSCFDnTMTASTSyHL, RSCFDnTMTASTSyHH registers can be read only in 8-bit units

Address: RSCFDnTMTASTSy: <RSCFDn_base> + H'0380 + (H'04 × y)

RSCFDnTMTASTSyL: <RSCFDn_base> + H'0380 + (H'04 × y),
RSCFDnTMTASTSyH: <RSCFDn_base> + H'0382 + (H'04 × y)

RSCFDnTMTASTSyLL: <RSCFDn_base> + H'0380 + (H'04 × y),
RSCFDnTMTASTSyLH: <RSCFDn_base> + H'0381 + (H'04 × y),
RSCFDnTMTASTSyHL: <RSCFDn_base> + H'0382 + (H'04 × y),
RSCFDnTMTASTSyHH: <RSCFDn_base> + H'0383 + (H'04 × y)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMTASTSp	H'0000_0000	R	Transmit Buffer Transmit Abort Status Flag p (p = y × 32 + 31 to y × 32 + 0) 0: Transmission is not aborted. 1: Transmission is aborted.

TMTASTSp Flags (p = 0 to 31)

When the TMTRF[1:0] flag in the RSCFDnTMSTSp register is set to B'01 (transmit abort has been completed), the corresponding TMTASTSp flag is set to 1.

A TMTASTSp flag is cleared to 0 when the corresponding TMTRF[1:0] flag is set to B'00 or in channel reset mode.

Table 48.15 shows the bit assignment.

Table 48.15 TMTASTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.7.11 Details of Transmit Queue Related Registers

48.7.11.1 RSCFDnTXQCCm — Transmit Queue Configuration and Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTXQCCm register can be read/written in 32-bit units

RSCFDnTXQCCmL, RSCFDnTXQCCmH registers can be read/written in 16-bit units

RSCFDnTXQCCmLL, RSCFDnTXQCCmLH, RSCFDnTXQCCmHL, RSCFDnTXQCCmHH registers can be read/written in 8-bit units

Address: RSCFDnTXQCCm: <RSCFDn_base> + H'03A0 + (H'04 × m)

RSCFDnTXQCCmL: <RSCFDn_base> + H'03A0 + (H'04 × m),
RSCFDnTXQCCmH: <RSCFDn_base> + H'03A2 + (H'04 × m)

RSCFDnTXQCCmLL: <RSCFDn_base> + H'03A0 + (H'04 × m),
RSCFDnTXQCCmLH: <RSCFDn_base> + H'03A1 + (H'04 × m),
RSCFDnTXQCCmHL: <RSCFDn_base> + H'03A2 + (H'04 × m),
RSCFDnTXQCCmHH: <RSCFDn_base> + H'03A3 + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TXQIM	TXQIE	TXQDC[3:0]				—	—	—	—	—	—	—	TXQE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
13	TXQIM	0	R/W	Transmit Queue Interrupt Source Select This bit is used to select a transmit queue interrupt source. Modify this bit in channel reset mode. 0: When the transmit queue becomes empty upon completion of message transmission, a transmit queue interrupt request is generated. 1: A transmit queue interrupt request is generated each time a message has been transmitted.
12	TXQIE	0	R/W	Transmit Queue Interrupt Enable When the TXQIE bit is set to 1 and the source selected by the TXQIM bit occurs, an interrupt request is generated. Set the TXQE bit to 0 before modifying the TXQIE bit. 0: Transmit queue interrupt is disabled. 1: Transmit queue interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	TXQDC[3:0]	B’0000	R/W	Transmit Queue Depth Configuration These bits are used to specify the number of transmit buffers to be allocated to the transmit queues. Transmit buffers are allocated to transmit queues in descending order of buffer number, that is, from (m × 16 + 15) to (m × 16 + 0). For examples of how buffer allocation is done, see Figure 48.9. Modify these bits only in channel reset mode. Setting these bits to g (g = 2 to 15) makes the (g + 1)-buffer transmit queue available. Setting these bits to 0 disables the transmit queue. Setting these bits to 1 is prohibited.
7 to 1	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	TXQE	B’0	R/W	Transmit Queue Enable Setting this bit to 1 makes the transmit queue available. Modify this bit in channel communication mode or channel halt mode. This bit is cleared to 0 in channel reset mode. Before setting the TXQE bit to 1, set the TXQDC[3:0] bits to B'0010 or more. 0: The transmit queue is not used. 1: The transmit queue is used.

48.7.11.2 RSCFDnTXQSTSm — Transmit Queue Status Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTXQSTSm register can be read/written in 32-bit units

RSCFDnTXQSTSmL, RSCFDnTXQSTSmH registers can be read/written in 16-bit units

RSCFDnTXQSTSmLL, RSCFDnTXQSTSmLH, RSCFDnTXQSTSmHL, RSCFDnTXQSTSmHH registers can be read/written in 8-bit units

Address: RSCFDnTXQSTSm: <RSCFDn_base> + H'03C0 + (H'04 × m)

RSCFDnTXQSTSmL: <RSCFDn_base> + H'03C0 + (H'04 × m),
RSCFDnTXQSTSmH: <RSCFDn_base> + H'03C2 + (H'04 × m)

RSCFDnTXQSTSmLL: <RSCFDn_base> + H'03C0 + (H'04 × m),
RSCFDnTXQSTSmLH: <RSCFDn_base> + H'03C1 + (H'04 × m),
RSCFDnTXQSTSmHL: <RSCFDn_base> + H'03C2 + (H'04 × m),
RSCFDnTXQSTSmHH: <RSCFDn_base> + H'03C3 + (H'04 × m)

Value after reset: H'0000_0001

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	TXQIF	TXQFLL	TXQEMP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
12 to 8	Reserved	All 0	R	When read, an undefined value is returned. When writing to these bits, write the value after reset.
7 to 3	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	TXQIF	B'0	R/W*	Transmit Queue Interrupt Request Flag The TXQIF flag is set to 1 when the event specified by the TXQIM bit in the RSCFDnTXQCCm register has occurred. The TXQIF flag is cleared to 0 in channel reset mode or by writing 0 to this flag. This flag is not cleared to 0 by setting the TXQE bit in the RSCFDnTXQCCm register to 0 (the transmit queue is not used). 0: No transmit queue interrupt request is present. 1: A transmit queue interrupt request is present.

Bit	Bit Name	Initial Value	R/W	Description
1	TXQFLL	B'0	R	Transmit Queue Full Status Flag The TXQFLL flag is set to 1 when the number of messages set for the transmit queue matches the transmit queue depth set by the TXQDC[3:0] bits in the RSCFDnTXQCCm register. This flag is cleared to 0 in any of the following cases. • The number of messages set for the transmit queue is smaller than the transmit queue depth set by the TXQDC[3:0] bits. • In channel reset mode 0: The transmit queue is not full. 1: The transmit queue is full.
0	TXQEMP	B'1	R	Transmit Queue Empty Status Flag The TXQEMP flag is cleared to 0 when even a single message is set for the transmit queue. This flag is set to 1 in any of the following cases. • The TXQE bit is set to 0 (the transmit queue is not used). • The transmit queue becomes empty. • In channel reset mode 0: The transmit queue contains messages. 1: The transmit queue contains no message (transmit queue empty).

48.7.11.3 RSCFDnTXQPCTRm — Transmit Queue Pointer Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTXQPCTRm registers can only be written in 32-bit units

RSCFDnTXQPCTRmL, RSCFDnTXQPCTRmH registers can only be written in 16-bit units

RSCFDnTXQPCTRmLL, RSCFDnTXQPCTRmLH, RSCFDnTXQPCTRmHL, RSCFDnTXQPCTRmHH registers can only be written in 8-bit units

Address: RSCFDnTXQPCTRm: <RSCFDn_base> + H'03E0 + (H'04 × m)

RSCFDnTXQPCTRmL: <RSCFDn_base> + H'03E0 + (H'04 × m),
RSCFDnTXQPCTRmH: <RSCFDn_base> + H'03E2 + (H'04 × m)

RSCFDnTXQPCTRmLL: <RSCFDn_base> + H'03E0 + (H'04 × m),
RSCFDnTXQPCTRmLH: <RSCFDn_base> + H'03E1 + (H'04 × m),
RSCFDnTXQPCTRmHL: <RSCFDn_base> + H'03E2 + (H'04 × m),
RSCFDnTXQPCTRmHH: <RSCFDn_base> + H'03RZ/G2E + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TXQPC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	The write value should be the value after reset.
7 to 0	TXQPC[7:0]	H'00	W	Transmit Queue Pointer Control Writing H'FF to the TXQPC[7:0] bits moves the write pointer to the next transmit queue buffer and generates a transmit request of the message. Write transmit messages to the RSCFDnTMIDp, RSCFDnTMPTRp, RSCFDnTMDF0_p, and RSCFDnTMDF1_p registers (p = 15, 31) before writing H'FF to the TXQPC[7:0] bits. When writing H'FF to these bits, make sure that the TXQE bit in the RSCFDnTXQCCm register is set to 1 (the transmit queue is used) and the TXQFLL flag in the RSCFDnTXQSTSm register is 0 (the transmit queue is not full).

48.7.12 Details of Transmit History Related Registers

48.7.12.1 RSCFDnTHLCCm — Transmit History Configuration and Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTHLCCm register can be read/written in 32-bit units

RSCFDnTHLCCmL, RSCFDnTHLCCmH registers can be read/written in 16-bit units

RSCFDnTHLCCmLL, RSCFDnTHLCCmLH, RSCFDnTHLCCmHL, RSCFDnTHLCCmHH registers can be read/written in 8-bit units

Address: RSCFDnTHLCCm: <RSCFDn_base> + H'0400 + (H'04 × m)

RSCFDnTHLCCmL: <RSCFDn_base> + H'0400 + (H'04 × m),
RSCFDnTHLCCmH: <RSCFDn_base> + H'0402 + (H'04 × m)

RSCFDnTHLCCmLL: <RSCFDn_base> + H'0400 + (H'04 × m),
RSCFDnTHLCCmLH: <RSCFDn_base> + H'0401 + (H'04 × m),
RSCFDnTHLCCmHL: <RSCFDn_base> + H'0402 + (H'04 × m),
RSCFDnTHLCCmHH: <RSCFDn_base> + H'0403 + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	THLDTE	THLIM	THLIE	—	—	—	—	—	—	—	THLE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
10	THLDTE	B'0	R/W	Transmit History Target Buffer Select When this bit is set to 0, the transmit history data of messages transmitted from transmit/receive FIFO buffers and the transmit queue is stored in the transmit history buffer. When this bit is set to 1, the transmit history data of messages transmitted from transmit buffers, transmit/receive FIFO buffers, and the transmit queue is stored in the transmit history buffer. Modify this bit only in channel reset mode. 0: Entry from transmit/receive FIFO buffers and transmit queue 1: Entry from transmit buffers, transmit/receive FIFO buffers, and transmit queue
9	THLIM	B'0	R/W	Transmit History Interrupt Source Select This bit is used to select a transmit history interrupt source. Modify this bit only in channel reset mode. 0: When 12 sets of data have been stored in the transmit history buffer 1: When a single set of transmit history data has been stored

Bit	Bit Name	Initial Value	R/W	Description
8	THLIE	B'0	R/W	Transmit History Interrupt Enable When the THLIE bit is set to 1 and the source selected by the THLIM bit has occurred, a transmit history interrupt request is generated. Modify the THLIE bit only when the THLE bit set to 0. 0: Transmit history interrupt is disabled. 1: Transmit history interrupt is enabled.
7 to 1	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	THLE	B'0	R/W	Transmit History Buffer Enable Setting this bit to 1 makes the transmit history buffer available. When data transmission from the buffer selected by the THLDTE bit has been completed, the transmit history data of transmit messages is stored in the transmit history buffer. Modify this bit in channel communication mode or channel halt mode. 0: Transmit history buffer is not used. 1: Transmit history buffer is used.

48.7.12.2 RSCFDnTHLSTSm — Transmit History Status Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTHLSTSm register can be read/written in 32-bit units

RSCFDnTHLSTSmL, RSCFDnTHLSTSmH register can be read/written in 16-bit units

RSCFDnTHLSTSmLL, RSCFDnTHLSTSmLH, RSCFDnTHLSTSmHL, RSCFDnTHLSTSmHH registers can be read/written in 8-bit units

Address: RSCFDnTHLSTSm: <RSCFDn_base> + H'0420 + (H'04 × m)

RSCFDnTHLSTSmL: <RSCFDn_base> + H'0420 + (H'04 × m),
RSCFDnTHLSTSmH: <RSCFDn_base> + H'0422 + (H'04 × m)

RSCFDnTHLSTSmLL: <RSCFDn_base> + H'0420 + (H'04 × m),
RSCFDnTHLSTSmLH: <RSCFDn_base> + H'0421 + (H'04 × m),
RSCFDnTHLSTSmHL: <RSCFDn_base> + H'0422 + (H'04 × m),
RSCFDnTHLSTSmHH: <RSCFDn_base> + H'0423 + (H'04 × m)

Value after reset: H'0000_0001

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	THLMC[4:0]					—	—	—	—	THLIF	THLELT	THLFLL	THLEMP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
12 to 8	THLMC[4:0]	B'0_0000	R	Transmit History Buffer Unread Data Counter These bits indicate the number of unread data sets stored in the transmit history buffer.
7 to 4	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	THLIF	B'0	R/W*	Transmit History Interrupt Request Flag The THLIF flag is set to 1 when the interrupt source specified with the THLIM bit in the RSCFDnTHLCCm register occurs. This flag is cleared to 0 in channel reset mode or by the program writing 0 to this flag. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No transmit history interrupt request is present. 1: A transmit history interrupt request is present.

Bit	Bit Name	Initial Value	R/W	Description
2	THLELT	B'0	R/W*	Transmit History Buffer Overflow Flag The THLELT flag is set to 1 when an attempt is made to store new transmit history data while the transmit history buffer is full. In this case, the new data is discarded. This flag becomes 0 in channel reset mode or by the program writing 0 to this flag. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: Transmit history buffer overflow has not occurred. 1: Transmit history buffer overflow has occurred.
1	THLFLL	B'0	R	Transmit History Buffer Full Status Flag The THLFLL flag is set to 1 when 16 data sets have been stored in the transmit history buffer, and is cleared to 0 when the number of data sets stored in the transmit history buffer has decreased to less than 16. This bit is also cleared to 0 in channel reset mode or when the THLE bit in the RSCFDnTHLCCm register is set to 0 (transmit history buffer is not used). 0: Transmit history buffer is not full. 1: Transmit history buffer is full.
0	THLEMP	B'1	R	Transmit History Buffer Empty Status Flag The THLEMP flag is cleared to 0 when even a single set of transmit history data has been stored in the transmit history buffer. This flag is set to 1 when all the data in the transmit history buffer has been read. This flag is also set to 1 in channel reset mode or when the THLE bit in the RSCFDnTHLCCm register is set to 0 (transmit history buffer is not used). 0: Transmit history buffer contains unread data. 1: Transmit history buffer contains no unread data (buffer empty).

Note: To clear THLIF or THLELT flag to 0, the program must write 0. When writing, use a store instruction to write "0" to the given flag and "1" to other flags.

48.7.12.3 RSCFDnTHLPCTRm — Transmit History Pointer Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	syouuRZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTHLPCTRm register can only be written in 32-bit units

RSCFDnTHLPCTRmL, RSCFDnTHLPCTRmH registers can only be written in 16-bit units

RSCFDnTHLPCTRmLL, RSCFDnTHLPCTRmLH, RSCFDnTHLPCTRmHL, RSCFDnTHLPCTRmHH registers can only be written in 8-bit units

Address: RSCFDnTHLPCTRm: <RSCFDn_base> + H'0440 + (H'04 × m)

RSCFDnTHLPCTRmL: <RSCFDn_base> + H'0440 + (H'04 × m),
RSCFDnTHLPCTRmH: <RSCFDn_base> + H'0442 + (H'04 × m)

RSCFDnTHLPCTRmLL: <RSCFDn_base> + H'0440 + (H'04 × m),
RSCFDnTHLPCTRmLH: <RSCFDn_base> + H'0441 + (H'04 × m),
RSCFDnTHLPCTRmHL: <RSCFDn_base> + H'0442 + (H'04 × m),
RSCFDnTHLPCTRmHH: <RSCFDn_base> + H'0443 + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	THLPC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	When writing to these bits, write the value after reset.
7 to 0	THLPC[7:0]	H'00	W	Transmit History List Pointer Control When the THLPC[7:0] bits are set to H'FF, the read pointer moves to the next data in the transmit history buffer. At this time, the THLMC[4:0] (transmit history buffer unread data counter) value in the RSCFDnTHLSTSm register is decremented. Write H'FF to the THLPC[7:0] bits after reading from the RSCFDnTHLACCm register. When writing H'FF to these bits, make sure that the THLE bit in the RSCFDnTHLCCm register is set to 1 (transmit history buffer is used) and the THLEMP flag in the RSCFDnTHLSTSm register is 0.

48.7.12.4 RSCFDnTHLACCm — Transmit History Access Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnTHLACCm register can be read only in 32-bit units

RSCFDnTHLACCmL, RSCFDnTHLACCmH registers can be read only in 16-bit units

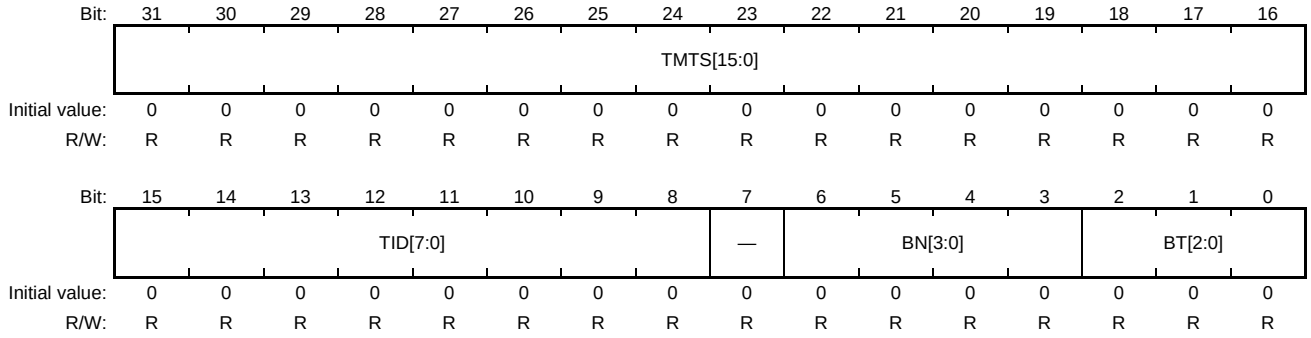
RSCFDnTHLACCmLL, RSCFDnTHLACCmLH, RSCFDnTHLACCmHL, RSCFDnTHLACCmHH registers can be read only in 8-bit units

Address: RSCFDnTHLACCm: <RSCFDn_base> + H'1800 + (H'04 × m)

RSCFDnTHLACCmL: <RSCFDn_base> + H'1800 + (H'04 × m),
RSCFDnTHLACCmH: <RSCFDn_base> + H'1802 + (H'04 × m)

RSCFDnTHLACCmLL: <RSCFDn_base> + H'1800 + (H'04 × m),
RSCFDnTHLACCmLH: <RSCFDn_base> + H'1801 + (H'04 × m),
RSCFDnTHLACCmHL: <RSCFDn_base> + H'1802 + (H'04 × m),
RSCFDnTHLACCmHH: <RSCFDn_base> + H'1803 + (H'04 × m)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	TMTS[15:0]	H'0000	R	Timestamp Data These bits indicate the timestamp value of the transmit history data stored in the transmit history buffer when the TMTSCE bit in the RSCFDnGCFG register is 1. These bits are always read as 0 when the TMTSCE bit is 0.
15 to 8	TID[7:0]	H'00	R	Label Data These bits indicate the label information of transmit history data stored in the transmit history buffer.
7	Reserved	B'0	R	When read, the value after reset is returned.
6 to 3	BN[3:0]	B'0000	R	Buffer Number Data These bits indicate the transmit source buffer number in the transmit history data stored in the transmit history buffer.
2 to 0	BT[2:0]	B'000	R	Buffer Type Data These bits indicate the type of the transmit source buffer in the transmit history data stored in the transmit history buffer. B'001: Transmit buffer B'010: Transmit/receive FIFO buffer B'100: Transmit queue

48.7.13 Details of Test Related Registers

48.7.13.1 RSCFDnGTSTCFG — Global Test Configuration Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGTSTCFG register can be read/written in 32-bit units

RSCFDnGTSTCFGL, RSCFDnGTSTCFGH registers can be read/written in 16-bit units

RSCFDnGTSTCFGLL, RSCFDnGTSTCFGLH, RSCFDnGTSTCFGHL, RSCFDnGTSTCFGHH registers can be read/written in 8-bit units

Address: RSCFDnGTSTCFG: <RSCFDn_base> + H'0468

RSCFDnGTSTCFGL: <RSCFDn_base> + H'0468, RSCFDnGTSTCFGH: <RSCFDn_base> + H'046A

RSCFDnGTSTCFGLL: <RSCFDn_base> + H'0468, RSCFDnGTSTCFGLH: <RSCFDn_base> + H'0469, RSCFDnGTSTCFGHL: <RSCFDn_base> + H'046A, RSCFDnGTSTCFGHH: <RSCFDn_base> + H'046B

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	RTMPS[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	C1ICBCE	C0ICBCE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
22 to 16	RTMPS[6:0]	H'00	R/W	RAM Test Page Configuration These bits are used to set the RAM test target page number for RAM test. Set a value in the range of H'00 to H'38, inclusive.
15 to 2	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
1	C1ICBCE	B'0	R/W	CAN1 Inter-Channel Communication Test Enable Setting this bit to 1 enables the channel 1 inter-channel communication test. 0: CAN1 inter-channel communication test is disabled. 1: CAN1 inter-channel communication test is enabled.
0	C0ICBCE	B'0	R/W	CAN0 Inter-Channel Communication Test Enable Setting this bit to 1 enables the channel 0 inter-channel communication test. 0: CAN0 inter-channel communication test is disabled. 1: CAN0 inter-channel communication test is enabled.

Modify the RSCFDnGTSTCFG register only in global test mode.

48.7.13.2 RSCFDnGTSTCTR — Global Test Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGTSTCTR register can be read/written in 32-bit units

RSCFDnGTSTCTRL, RSCFDnGTSTCTRH registers can be read/written in 16-bit units

RSCFDnGTSTCTRLL, RSCFDnGTSTCTRLH, RSCFDnGTSTCTRHL, RSCFDnGTSTCTRHH registers can be read/written in 8-bit units

Address: RSCFDnGTSTCTR: <RSCFDn_base> + H'046C

RSCFDnGTSTCTRL: <RSCFDn_base> + H'046C, RSCFDnGTSTCTRH: <RSCFDn_base> + H'046E

RSCFDnGTSTCTRLL: <RSCFDn_base> + H'046C, RSCFDnGTSTCTRLH: <RSCFDn_base> + H'046D, RSCFDnGTSTCTRHL: <RSCFDn_base> + H'046E, RSCFDnGTSTCTRHH: <RSCFDn_base> + H'046F

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RTME	—	ICBCTME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	RTME	B'0	R/W	RAM Test Enable Setting this bit to 1 enables the RAM test. Modify this bit only in global test mode. 1. Set the GMDC[1:0] bits in the RSCFDnGCTR register to B'10 (Global test mode). 2. Set the RTME bit to 1. 3. Check that the RTME bit is set to 1. 0: RAM test is disabled. 1: RAM test is enabled.
1	Reserved	B'0	R	When read, the value after reset is returned. When writing to this bit, write the value after reset.
0	ICBCTME	B'0	R/W	Communication Test between Channels Enable When this bit is set to 1, a communication test is enabled between the channels for which the CmICBCE bit (m = 0 or 1) in the RSCFDnGTSTCFG register has been set to 1. Modify the ICBCTME bit only in global test mode. 0: Communication test between channels disabled 1: Communication test between channels enabled

48.7.13.3 RSCFDnGLOCKK — Global Lock Key Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnGLOCKK register can be written only in 32-bit units
RSCFDnGLOCKKL, RSCFDnGLOCKKH registers can be written only in 16-bit units

Address: RSCFDnGLOCKK: <RSCFDn_base> + H'047C
RSCFDnGLOCKKL: <RSCFDn_base> + H'047C, RSCFDnGLOCKKH: <RSCFDn_base> + H'047E

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LOCK[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*

Note: * Writing to these bits is effective only when the RS-CANFD module is in global test mode.

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	When writing to these bits, write the value after reset.
15 to 0	LOCK[15:0]	H'0000	W*	Lock Key Writing the protection release data to the LOCK[15:0] bits in succession enables writing 1 to the RTME bit in the RSCFDnGTSTCTR register. After the protection has been released, writing to the I/O register area (<RSCFDn_base> + H'0000 to <RSCFDn_base> + H'04FF) of the CAN (except the RAM) enables the protection again. Reading from the I/O register area of the CAN or reading from/writing to other areas does not enable the protection.

The RSCFDnGLOCKK register releases protection of special test bits and is write only.

For the protection release data, see section 48.16.4.2, Procedure for Releasing the Protection.

48.7.13.4 RSCFDnRPGACCr — RAM Test Page Access Register (r = 0 to 63)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnRPGACCr register can be read/written in 32-bit units

RSCFDnRPGACCrL, RSCFDnRPGACCrH registers can be read/written in 16-bit units

RSCFDnRPGACCrLL, RSCFDnRPGACCrLH, RSCFDnRPGACCrHL, RSCFDnRPGACCrHH registers can be read/written in 8-bit units

Address: RSCFDnRPGACCr: <RSCFDn_base> + H'1900 + (H'04 × r)

RSCFDnRPGACCrL: <RSCFDn_base> + H'1900 + (H'04 × r),
RSCFDnRPGACCrH: <RSCFDn_base> + H'1902 + (H'04 × r)

RSCFDnRPGACCrLL: <RSCFDn_base> + H'1900 + (H'04 × r),
RSCFDnRPGACCrLH: <RSCFDn_base> + H'1901 + (H'04 × r),
RSCFDnRPGACCrHL: <RSCFDn_base> + H'1902 + (H'04 × r),
RSCFDnRPGACCrHH: <RSCFDn_base> + H'1903 + (H'04 × r)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RDTA[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RDTA[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	RDTA[31:0]	H'0000_0000	R/W	RAM Data Test Access Data can be read and written in RSCAN RAM. These bits are read as 0. The write value should be 0.

Modify the RSCFDnRPGACCr register in global test mode with the RTME bit in the RSCFDnGTSTCTR register set to 1 (RAM test is enabled).

The RSCFDnRPGACCr register is readable and writable when the RTME bit is set to 1.

48.8 Registers Configuration (CAN FD mode)

This section describes all RS-CANFD registers used in CAN FD mode.

48.8.1 List of Registers

Table 48.16 lists the RS-CANFD registers used in CAN FD mode.

For details about <RSCFDn_base>, see section 48.5.1, Register Base Address.

Table 48.16 Registers

						Second Generation RZ/G Series Products			
Channel	**Name**	**Abbreviation**	**R/W**	**Offset Address**	**Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Index of Table 48.4.	Global interface mode select register	RSCFDnCFDGRMCFG	R/W	H'04FC	32	√	√	√	√
Index of Table 48.4.	Channel m normal bit rate configuration register	RSCFDnCFDCmNCFG	R/W	H'0000 + (H'10 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m control register	RSCFDnCFDCmCTR	R/W	H'0004 + (H'10 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m status register	RSCFDnCFDCmSTS	R/W	H'0008 + (H'10 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m error flag register	RSCFDnCFDCmERFL	R/W	H'000C + (H'10 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m data bit rate configuration register	RSCFDnCFDCmDCFG	R/W	H'0500 + (H'20 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m CAN FD configuration register	RSCFDnCFDCmFDCFG	R/W	H'0504 + (H'20 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m CAN FD control register	RSCFDnCFDCmFDCTR	R/W	H'0508 + (H'20 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m CAN FD status register	RSCFDnCFDCmFDSTS	R/W	H'050C + (H'20 × m)	32	√	√	√	√
Index of Table 48.4.	Channel m CAN FD CRC register	RSCFDnCFDCmFDCRC	R	H'0510 + (H'20 × m)	32	√	√	√	√
Index of Table 48.4.	Global configuration register	RSCFDnCFDGCFG	R/W	H'0084	32	√	√	√	√
Index of Table 48.4.	Global control register	RSCFDnCFDGCTR	R/W	H'0088	32	√	√	√	√
Index of Table 48.4.	Global status register	RSCFDnCFDGSTS	R	H'008C	32	√	√	√	√
Index of Table 48.4.	Global error flag register	RSCFDnCFDGERFL	R/W	H'0090	32	√	√	√	√
Index of Table 48.4.	Global timestamp counter register	RSCFDnCFDGTSC	R	H'0094	32	√	√	√	√
Index of Table 48.4.	Global TX interrupt status register 0	RSCFDnCFDGTINTSTS0	R	H'0460	32	√	√	√	√
Index of Table 48.4.	Global TX interrupt status register 1	RSCFDnCFDGTINTSTS1	R	H'0464	32	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Index of Table 48.4.	Receive rule entry control register	RSCFDnCFDGAFLECTR	R/W	H'0098	32	√	√	√	√
Index of Table 48.4.	Receive rule configuration register 0	RSCFDnCFDGAFLCFG0	R/W	H'009C	32	√	√	√	√
Index of Table 48.4.	Receive rule configuration register 1	RSCFDnCFDGAFLCFG1	R	H'00A0	32	√	√	√	√
Index of Table 48.4.	Receive rule ID register j	RSCFDnCFDGAFLIDj	R/W	H'1000 + (H'10 × j)	32	√	√	√	√
Index of Table 48.4.	Receive rule mask register j	RSCFDnCFDGAFLMj	R/W	H'1004 + (H'10 × j)	32	√	√	√	√
Index of Table 48.4.	Receive rule pointer 0 register j	RSCFDnCFDGAFLP0_j	R/W	H'1008 + (H'10 × j)	32	√	√	√	√
Index of Table 48.4.	Receive rule pointer 1 register j	RSCFDnCFDGAFLP1_j	R/W	H'100C + (H'10 × j)	32	√	√	√	√
Index of Table 48.4.	Receive buffer number register	RSCFDnCFDRMNB	R/W	H'00A4	32	√	√	√	√
Index of Table 48.4.	Receive buffer new data register y	RSCFDnCFDRMNDy	R/W	H'00A8 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Receive buffer ID register q	RSCFDnCFDRMIDq	R	H'2000 + (H'20 × q)	32	√	√	√	√
Index of Table 48.4.	Receive buffer pointer register q	RSCFDnCFDRMPTRq	R	H'2004 + (H'20 × q)	32	√	√	√	√
Index of Table 48.4.	Receive buffer CAN FD status register q	RSCFDnCFDRMFDSTSq	R	H'2008 + (H'20 × q)	32	√	√	√	√
Index of Table 48.4.	Receive buffer data field b register q	RSCFDnCFDRMDFb_q	R	H'200C + (H'04 × b) + (H'20 × q)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer configuration and control register x	RSCFDnCFDRFCCx	R/W	H'00B8 + (H'04 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer status register x	RSCFDnCFDRFSTSx	R/W	H'00D8 + (H'04 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer pointer control register x	RSCFDnCFDRFPCTRx	R/W	H'00F8 + (H'04 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer access ID register x	RSCFDnCFDRFIDx	R	H'3000 + (H'80 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer access pointer register x	RSCFDnCFDRFPTRx	R	H'3004 + (H'80 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer CAN FD status register x	RSCFDnCFDRFFDSTSx	R	H'3008 + (H'80 × x)	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer access data field d register x	RSCFDnCFDRFDFd_x	R	H'300C + (H'04 × d) + (H'80 × x)	32	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Index of Table 48.4.	Transmit/receive FIFO buffer configuration and control register k	RSCFDnCFDCFCCk	R/W	H'0118 + (H'04 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer status register k	RSCFDnCFDCFSTSk	R/W	H'0178 + (H'04 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer pointer control register k	RSCFDnCFDCFPCTRk	R/W	H'01D8 + (H'04 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer access ID register k	RSCFDnCFDCFIDk	R/W	H'3400 + (H'80 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer access pointer register k	RSCFDnCFDCFPTRk	R/W	H'3404 + (H'80 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO CAN FD configuration and status register k	RSCFDnCFDCFFDCSTSk	R/W	H'3408 + (H'80 × k)	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer access data field d register k	RSCFDnCFDCFDFd_k	R/W	H'340C + (H'04 × d) + (H'80 × k)	32	√	√	√	√
Index of Table 48.4.	FIFO empty status register	RSCFDnCFDFESTS	R	H'0238	32	√	√	√	√
Index of Table 48.4.	FIFO full status register	RSCFDnCFDFFSTS	R	H'023C	32	√	√	√	√
Index of Table 48.4.	FIFO Msg lost status register	RSCFDnCFDFMSTS	R	H'0240	32	√	√	√	√
Index of Table 48.4.	Receive FIFO buffer interrupt flag status register	RSCFDnCFDRFISTS	R	H'0244	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer receive interrupt flag status register	RSCFDnCFDCFRISTS	R	H'0248	32	√	√	√	√
Index of Table 48.4.	Transmit/receive FIFO buffer transmit interrupt flag status register	RSCFDnCFDCFTISTS	R	H'024C	32	√	√	√	√
Index of Table 48.4.	DMA enable register	RSCFDnCFDCDTCT	R/W	H'0490	32	√	√	√	√
Index of Table 48.4.	DMA status register	RSCFDnCFDCDTSTS	R	H'0494	32	√	√	√	√
Index of Table 48.4.	Transmit buffer control register p	RSCFDnCFDTMCp	R/W	H'0250 + (H'01 × p)	8	√	√	√	√
Index of Table 48.4.	Transmit buffer status register p	RSCFDnCFDTMSTSp	R/W	H'02D0 + (H'01 × p)	8	√	√	√	√
Index of Table 48.4.	Transmit buffer ID register p	RSCFDnCFDTMIDp	R/W	H'4000 + (H'20 × p)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer pointer register p	RSCFDnCFDTMPTRp	R/W	H'4004 + (H'20 × p)	32	√	√	√	√

Channel	Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Index of Table 48.4.	Transmit buffer CAN FD configuration register p	RSCFDnCFDTMFDCTRp	R/W	H'4008 + (H'20 × p)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer data field b register p	RSCFDnCFDTMDFb_p	R/W	H'400C + (H'04 × b) + (H'20 × p)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer interrupt enable configuration register y	RSCFDnCFDTMIECy	R/W	H'0390 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer transmit request status register y	RSCFDnCFDTMTRSTSy	R	H'0350 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer transmit abort request status register y	RSCFDnCFDTMTARSTSy	R	H'0360 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer transmit complete status register y	RSCFDnCFDTMTCSTSy	R	H'0370 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit buffer transmit abort status register y	RSCFDnCFDTMTASTSy	R	H'0380 + (H'04 × y)	32	√	√	√	√
Index of Table 48.4.	Transmit queue configuration and control register m	RSCFDnCFDTXQCCm	R/W	H'03A0 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit queue status register m	RSCFDnCFDTXQSTSm	R/W	H'03C0 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit queue pointer control register m	RSCFDnCFDTXQPCTRm	R/W	H'03E0 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit history configuration and control register m	RSCFDnCFDTHLCCm	R/W	H'0400 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit history status register m	RSCFDnCFDTHLSTSm	R/W	H'0420 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit history pointer control register m	RSCFDnCFDTHLPCTRm	R/W	H'0440 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Transmit history access register m	RSCFDnCFDTHLACCm	R	H'6000 + (H'04 × m)	32	√	√	√	√
Index of Table 48.4.	Global test configuration register	RSCFDnCFDGTSTCFG	R/W	H'0468	32	√	√	√	√
Index of Table 48.4.	Global test control register	RSCFDnCFDGTSTCTR	R/W	H'046C	32	√	√	√	√
Index of Table 48.4.	Global lock key register	RSCFDnCFDGLOCKK	R/W	H'047C	32	√	√	√	√
Index of Table 48.4.	RAM test page access register r	RSCFDnCFDRPGACCr	R/W	H'6400 + (H'04 × r)	32	√	√	√	√

Table 48.17 Transmit Buffer p Allocated to Each Channel

	CANm
Transmit buffer p	Transmit buffer 16 × m + 0
	Transmit buffer 16 × m + 1
	Transmit buffer 16 × m + 2
	Transmit buffer 16 × m + 3
	Transmit buffer 16 × m + 4
	Transmit buffer 16 × m + 5
	Transmit buffer 16 × m + 6
	Transmit buffer 16 × m + 7
	Transmit buffer 16 × m + 8
	Transmit buffer 16 × m + 9
	Transmit buffer 16 × m + 10
	Transmit buffer 16 × m + 11
	Transmit buffer 16 × m + 12
	Transmit buffer 16 × m + 13
	Transmit buffer 16 × m + 14
	Transmit buffer 16 × m + 15

Table 48.18 Transmit/Receive FIFO Buffer k Allocated to Each Channel

	CANm
Transmit/receive FIFO buffer k	Transmit/receive FIFO buffer 3 × m + 0
	Transmit/receive FIFO buffer 3 × m + 1
	Transmit/receive FIFO buffer 3 × m + 2

Table 48.19 Transmit Buffer p Linked to the Transmit/Receive FIFO Buffer by the Setting of Bits CFTML[3:0]

Setting of Bits CFTML[3:0]	Transmit Buffer p Linked to the Transmit/Receive FIFO Buffer
B'0000	Transmit buffer 16 × m + 0
B'0001	Transmit buffer 16 × m + 1
B'0010	Transmit buffer 16 × m + 2
B'0011	Transmit buffer 16 × m + 3
B'0100	Transmit buffer 16 × m + 4
B'0101	Transmit buffer 16 × m + 5
B'0110	Transmit buffer 16 × m + 6
B'0111	Transmit buffer 16 × m + 7
B'1000	Transmit buffer 16 × m + 8
B'1001	Transmit buffer 16 × m + 9
B'1010	Transmit buffer 16 × m + 10
B'1011	Transmit buffer 16 × m + 11
B'1100	Transmit buffer 16 × m + 12
B'1101	Transmit buffer 16 × m + 13
B'1110	Transmit buffer 16 × m + 14
B'1111	Transmit buffer 16 × m + 15

Table 48.20 Transmit Buffer p Allocated to the Transmit Queue of Each Channel

Setting of Bits TXQDC[3:0]	Transmit Buffer p Allocated to the Transmit Queue
B'0000	Setting prohibited
B'0001	Setting prohibited
B'0010	Transmit buffer 16 × m + 15 to 16 × m + 13
B'0011	Transmit buffer 16 × m + 15 to 16 × m + 12
B'0100	Transmit buffer 16 × m + 15 to 16 × m + 11
B'0101	Transmit buffer 16 × m + 15 to 16 × m + 10
B'0110	Transmit buffer 16 × m + 15 to 16 × m + 9
B'0111	Transmit buffer 16 × m + 15 to 16 × m + 8
B'1000	Transmit buffer 16 × m + 15 to 16 × m + 7
B'1001	Transmit buffer 16 × m + 15 to 16 × m + 6
B'1010	Transmit buffer 16 × m + 15 to 16 × m + 5
B'1011	Transmit buffer 16 × m + 15 to 16 × m + 4
B'1100	Transmit buffer 16 × m + 15 to 16 × m + 3
B'1101	Transmit buffer 16 × m + 15 to 16 × m + 2
B'1110	Transmit buffer 16 × m + 15 to 16 × m + 1
B'1111	Transmit buffer 16 × m + 15 to 16 × m + 0

48.9 Register Description (CAN FD mode)

48.9.1 Details of Interface Mode Related Registers

48.9.1.1 RSCFDnCFDGRMCFG — Global Interface Mode Select Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGRMCFG register can be read/written in 32-bit units

RSCFDnCFDGRMCFGL, RSCFDnCFDGRMCFGH registers can be read/written in 16-bit units

RSCFDnCFDGRMCFGLL, RSCFDnCFDGRMCFGLH, RSCFDnCFDGRMCFGHL, RSCFDnCFDGRMCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGRMCFG: <RSCFDn_base> + H'04FC

RSCFDnCFDGRMCFGL: <RSCFDn_base> + H'04FC,
RSCFDnCFDGRMCFGH: <RSCFDn_base> + H'04FE

RSCFDnCFDGRMCFGLL: <RSCFDn_base> + H'04FC,
RSCFDnCFDGRMCFGLH: <RSCFDn_base> + H'04FD,
RSCFDnCFDGRMCFGHL: <RSCFDn_base> + H'04FE,
RSCFDnCFDGRMCFGHH: <RSCFDn_base> + H'04FF

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RCMC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
0	RCMC	B'0	R/W	Interface Mode Select Setting this bit to 1 places the CANFD into CAN FD mode. To place the RS-CANFD module from classical CAN mode to CAN FD mode, modify the RSCFDnCFDGRMCFG register after setting the post-reset values to all the registers and bits that are solely assigned to the register map used in classical CAN mode. 0: Classical CAN mode 1: CAN FD mode

Modify the RSCFDnCFDGRMCFG register only in global reset mode. Also set the register before setting any other RS-CANFD register.

48.9.2 Details of Channel Related Registers

48.9.2.1 RSCFDnCFDCmNCFG — Channel Normal Bit Rate Configuration Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmNCFG register can be read/written in 32-bit units

RSCFDnCFDCmNCFGL, RSCFDnCFDCmNCFGH registers can be read/written in 16-bit units

RSCFDnCFDCmNCFGLL, RSCFDnCFDCmNCFGLH, RSCFDnCFDCmNCFGHL, RSCFDnCFDCmNCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmNCFG: <RSCFDn_base> + H'0000 + (H'10 × m)

RSCFDnCFDCmNCFGL: <RSCFDn_base> + H'0000 + (H'10 × m),
RSCFDnCFDCmNCFGH: <RSCFDn_base> + H'0002 + (H'10 × m)

RSCFDnCFDCmNCFGLL: <RSCFDn_base> + H'0000 + (H'10 × m),
RSCFDnCFDCmNCFGLH: <RSCFDn_base> + H'0001 + (H'10 × m),
RSCFDnCFDCmNCFGHL: <RSCFDn_base> + H'0002 + (H'10 × m),
RSCFDnCFDCmNCFGHH: <RSCFDn_base> + H'0003 + (H'10 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	NTSEG2[4:0]					—	NTSEG1[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NSJW[4:0]					—	NBRP[9:0]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
28 to 24	NTSEG2[4:0]	B'0_0000	R/W	Normal Bit Rate Time Segment 2 Control These bits are used to specify a Tq value for the length of phase segment 2 (PHASE_SEG2) for normal bit rate. Allowed values are 2 Tq to 32 Tq, inclusive. Set a value smaller than the value of the NTSEG1[6:0] bits. B'0_0000: Setting prohibited B'0_0001: 2 Tq : : B'1_1110: 31 Tq B'1_1111: 32 Tq
23	Reserved	B'0	R	This bit is read as the value after reset. The write value should be the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
22 to 16	NTSEG1[6:0]	B'000_0000	R/W	Normal Bit Rate Time Segment 1 Control These bits are used to specify a Tq value for the total length of the propagation segment (PROP_SEG) and phase segment 1 (PHASE_SEG1) for normal bit rate. Allowed values are 4 Tq to 128 Tq, inclusive. B'000_0000: Setting prohibited B'000_0001: Setting prohibited B'000_0010: Setting prohibited B'000_0011: 4 Tq : : B'111_1110: 127 Tq B'111_1111: 128 Tq
15 to 11	NSJW[4:0]	B'0_0000	R/W	Normal Bit Rate Resynchronization Jump Width Control These bits are used to specify a Tq value for the resynchronization jump width for normal bit rate. Allowed values are 1 Tq to 32 Tq, inclusive. Set a value less than or equal to the value of the NTSEG2[4:0] bits. B'0_0000: 1 Tq B'0_0001: 2 Tq B'0_0010: 3 Tq : : B'1_1110: 31 Tq B'1_1111: 32 Tq
10	Reserved	B'0	R	This bit is read as the value after reset. The write value should be the value after reset.
9 to 0	NBRP[9:0]	H'000	R/W	Normal Bit Rate Prescaler Division Ratio Set The CANmTq(N) clock (fCANTQ(N)m) is calculated by dividing the CAN clock (fCAN) by the normal bit rate prescaler, ((NBRP[9:0]) + 1). One clock cycle of the CANmTq(N) clock is 1 Time Quantum (Tq). When these bits are set to P (0 to 1023), the normal bit rate prescaler divides fCAN by P + 1.

Modify the RSCFDnCFDCmNCFG register in channel reset mode or channel halt mode. Set this register in channel reset mode before shifting to channel communication mode or channel wait mode. For a description of the bit timing parameters and settings, see section 48.16.1, Initial Settings.

48.9.2.2 RSCFDnCFDCmCTR — Channel Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmCTR register can be read/written in 32-bit units

RSCFDnCFDCmCTRL, RSCFDnCFDCmCTRH registers can be read/written in 16-bit units

RSCFDnCFDCmCTRLL, RSCFDnCFDCmCTRLH, RSCFDnCFDCmCTRHL, RSCFDnCFDCmCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmCTR: <RSCFDn_base> + H'0004 + (H'10 × m)

RSCFDnCFDCmCTRL: <RSCFDn_base> + H'0004 + (H'10 × m),
RSCFDnCFDCmCTRH: <RSCFDn_base> + H'0006 + (H'10 × m)

RSCFDnCFDCmCTRLL: <RSCFDn_base> + H'0004 + (H'10 × m),
RSCFDnCFDCmCTRLH: <RSCFDn_base> + H'0005 + (H'10 × m),
RSCFDnCFDCmCTRHL: <RSCFDn_base> + H'0006 + (H'10 × m),
RSCFDnCFDCmCTRHH: <RSCFDn_base> + H'0007 + (H'10 × m)

Value after reset: H’0000_0005

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ROM	CRCT	—	—	—	CTMS[1:0]		CTME	ERRD	BOM[1:0]		—	TDCVFIE	SOCOIE	EOCOIE	TAIE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ALIE	BLIE	OLIE	BORIE	BOEIE	EPIE	EWIE	BEIE	—	—	—	—	RTBO	CSLPR	CHMDC[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ROM	B’0	R/W	Limited Operation Mode Enable This bit is used to enable the limited operation mode when the ROM and CTME bits in the RSCFDnCFDCmCTR register are set to 1. Use the limited operation mode only when the CTMS[1:0] bits in the SCFDnCFDCmCTR register are B'00 (standard test mode). Modify this bit only in channel halt mode. This bit is set to 0 in channel reset mode. 0: Limited operation mode is disabled. 1: Limited operation mode is enabled.

Bit	Bit Name	Initial Value	R/W	Description
30	CRCT	B’0	R/W	CRC Error Test Enable This bit is used to test the CRC generator circuit in the RS-CANFD module. Setting this bit to 1 allows the first bit in the ID field to be reversed when a message is received. Due to the bit reversal, the CRC calculation result does not agree with the correct CRC value of the received frame. A CRC error is thus detected (the CERR bit in the RSCFDnCFDCmERFL register is 1). Note the following when using this function: • This function is available when the CTME bit in the RSCFDnCFDCmCTR register is 1 (communication test mode enabled). • Communicating with another CAN node is impossible. Use the function in the inter-channel communication test (the CmICBCE bit in the RSCFDnCFDGTSTCFG register is 1). • Bit reversal in the ID field may violate the bit stuffing rule. In this case, a stuff error is detected instead of a CRC error. Modify this bit only in channel halt mode. This bit is set to 0 in channel reset mode. 0: The first bit in the receive ID field is not reversed. 1: The first bit in the receive ID field is reversed.
29 to 27	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
26, 25	CTMS[1:0]	B’00	R/W	Communication Test Mode Select These bits are used to select a communication test mode. Modify these bits only in channel halt mode. These bits are set to 0 in channel reset mode. B’00: Standard test mode B’01: Listen-only mode B’10: Self-test mode 0 (external loopback mode) B’11: Self-test mode 1 (internal loopback mode)
24	CTME	B’0	R/W	Communication Test Mode Enable Setting this bit to 1 enables communication test mode. Modify these bits in channel halt mode. This bit is set to 0 in channel reset mode. 0: Communication test mode is disabled. 1: Communication test mode is enabled.
23	ERRD	B’0	R/W	Error Display Mode Select This bit is used to control the display mode of bits 14 to 8 in the RSCFDnCFDCmERFL register. When this bit is clear to 0, only the flags of the first error event are set to 1. If two or more errors occur in the first error event, all the flags of the detected errors are set to 1. When this bit is set to 1, all the flags of errors that have occurred are set to 1 regardless of the error occurrence order. Modify this bit only in channel reset mode or channel halt mode. 0: Error flags are displayed only for the first error information after bits 14 to 8 in RSCFDnCFDCmERFL are all cleared. 1: Error flags for all error information are displayed.

Bit	Bit Name	Initial Value	R/W	Description
22, 21	BOM[1:0]	B’00	R/W	Bus Off Recovery Mode Select These bits are used to select the bus off recovery mode of the RS-CANFD module. When the BOM[1:0] bits are set to B'00, return from the bus off state to the error active state is compliant with the CAN specifications. That is, the RS-CANFD module reenters the CAN communication (error active state) after 11 consecutive recessive bits are detected 128 times. A bus off recovery interrupt request is generated at the time of return from the bus off state. Even if the CHMDC[1:0] bits are set to B'10 (channel halt mode) before recessive bits are detected 128 times, the RS-CANFD module does not transition to channel halt mode until recessive bits are detected 128 times. When the module reaches the bus off state when the BOM[1:0] bits are set to B'01, the CHMDC[1:0] bits in the RSCFDnCFDCmCTR register (m = 0 or 1) are set to B'10 and the RS-CANFD module transitions to channel halt mode. No bus off recovery interrupt request is generated and the TEC[7:0] and REC[7:0] bits in the RSCFDnCFDCmSTS register are cleared to H'00. When the RS-CANFD module reaches the bus off state when the BOM[1:0] bits are set to B'10, the CHMDC[1:0] bits are set to B'10 and the RS-CANFD module transitions to channel halt mode after return from the bus off state (11 consecutive recessive bits are detected 128 times). A bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits are cleared to H'00. When the BOM[1:0] bits are set to B'11 and the CHMDC[1:0] bits are set to B'10 while the RS-CANFD module is in the bus off state, the RS-CANFD module transitions to channel halt mode. No bus off recovery interrupt request is generated at the time of return from the bus off state and the TEC[7:0] and REC[7:0] bits are cleared to H'00. However, if 11 consecutive recessive bits are detected 128 times and the RS-CANFD module has recovered to the error active state from the bus off state before the CHMDC[1:0] bits are set to B'10, a bus off recovery interrupt request is generated. If a program writes to the CHMDC[1:0] bit at the same time as the RS-CANFD module transition to channel halt mode (at bus off entry when the BOM[1:0] bits are B'01 or at bus off end when the BOM[1:0] bits are B'10), the program’s writing takes precedence. Modify the BOM[1:0] bits only in channel reset mode. B’00: ISO11898-1 compliant B’01: Entry to channel halt mode automatically at bus-off entry B’10: Entry to channel halt mode automatically at bus-off end B’11: Entry to channel halt mode (in bus-off state) by program request
20	Reserved	B’0	R	This bit is read as the value after reset. The write value should be the value after reset.
19	TDCVFIE	B’0	R/W	Transmit Delay Correction Violation Interrupt Enable When the TDCVF flag in the RSCFDnCFDCmFDSTS register is set to 1 with the TDCVFIE bit set to 1, an interrupt request is generated. Modify this bit only in channel reset mode. 0: Transmit delay correction violation interrupt is disabled. 1: Transmit delay correction violation interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
18	SOCOIE	B'0	R/W	Communication Success Occurrence Counter Overflow Interrupt Enable When the SOCO flag in the RSCFDnCFDCmFDSTS register is set to 1 with the SOCOIE bit set to 1, an interrupt request is generated. Modify this bit only in channel reset mode. 0: Communication success occurrence counter overflow interrupt is disabled. 1: Communication success occurrence counter overflow interrupt is enabled.
17	EOCOIE	B'0	R/W	Error Occurrence Counter Overflow Interrupt Enable When the EOCO flag in the RSCFDnCFDCmFDSTS register is set to 1 with the EOCOIE bit set to 1, an interrupt request is generated. Modify this bit only in channel reset mode. 0: Error occurrence counter overflow interrupt is disabled. 1: Error occurrence counter overflow interrupt is enabled.
16	TAIE	B'0	R/W	Transmit Abort Interrupt Enable When transmit abort of the transmit buffer is completed with the TAIE bit set to 1, an interrupt request is generated. Modify this bit only in channel reset mode. 0: Transmit abort interrupt is disabled. 1: Transmit abort interrupt is enabled.
15	ALIE	B'0	R/W	Arbitration Lost Interrupt Enable When the ALF flag in the RSCFDnCFDCmERFL register is set to 1 with the ALIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Arbitration lost interrupt is disabled. 1: Arbitration lost interrupt is enabled.
14	BLIE	B'0	R/W	Bus Lock Interrupt Enable When the BLF flag in the RSCFDnCFDCmERFL register is set to 1 with the BLIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Bus lock interrupt is disabled. 1: Bus lock interrupt is enabled.
13	OLIE	B'0	R/W	Overload Frame Transmit Interrupt Enable When the OVLF flag in the RSCFDnCFDCmERFL register is set to 1 with the OLIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Overload frame transmit interrupt is disabled. 1: Overload frame transmit interrupt is enabled.
12	BORIE	B'0	R/W	Bus Off Recovery Interrupt Enable When the BORF flag in the RSCFDnCFDCmERFL register is set to 1 with the BORIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Bus off recovery interrupt is disabled. 1: Bus off recovery interrupt is enabled.
11	BOEIE	B'0	R/W	Bus Off Entry Interrupt Enable When the BOEF flag in the RSCFDnCFDCmERFL register is set to 1 with the BOEIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Bus off entry interrupt is disabled. 1: Bus off entry interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
10	EPIE	B’0	R/W	Error Passive Interrupt Enable When the EPF flag in the RSCFDnCFDCmERFL register is set to 1 with the EPIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Error passive interrupt is disabled. 1: Error passive interrupt is enabled.
9	EWIE	B’0	R/W	Error Warning Interrupt Enable When the EWF flag in the RSCFDnCFDCmERFL register is set to 1 with the EWIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Error warning interrupt is disabled. 1: Error warning interrupt is enabled.
8	BEIE	B’0	R/W	Bus Error Interrupt Enable When the BEF flag in the RSCFDnCFDCmERFL register is set to 1 with the BEIE bit set to 1, an error interrupt request is generated. Modify this bit only in channel reset mode. 0: Bus error interrupt is disabled. 1: Bus error interrupt is enabled.
7 to 4	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
3	RTBO	B’0	R/W	Forcible Return from Bus-off Setting this bit to 1 in the bus off state forcibly returns the state from the bus off state to the error active state. This bit is automatically cleared to 0. Setting this bit to 1 clears the TEC[7:0] and REC[7:0] bits in the RSCFDnCFDCmSTS register to H'00 and also clears the BOSTS flag in the RSCFDnCFDCmSTS register to 0 (not in bus off state). The other registers remain unchanged. No bus off recovery interrupt request is generated upon return from the bus off state in this case. Use this bit only when the BOM[1:0] bits in the RSCFDnCFDCmCTR are B'00 (ISO11898-1 compliant). A delay of up to 1 CAN bit time occurs after the RTBO bit is set to 1 until the RS-CANFD module transitions to the error active state. Set this bit to 1 in channel communication mode.
2	CSLPR	B’1	R/W	Channel Stop Mode Setting this bit to 1 places the channel into channel stop mode. Clearing this bit to 0 makes the channel exit channel stop mode. This bit should not be modified in channel communication mode or channel wait mode. 0: Other than channel stop mode 1: Channel stop mode
1, 0	CHMDC[1:0]	B’01	R/W	Mode Select These bits are used to select a channel mode (channel communication mode, channel reset mode, or channel halt mode). For details, see section 48.11.2, Channel Modes. Setting the CSLPR bit to 1 in channel reset mode allows transition to channel stop mode. Do not set the CHMDC[1:0] bits to B'11. When the RS-CANFD module has automatically transitioned to channel halt mode based on the setting of the BOM[1:0] bits, the CHMDC[1:0] bits automatically become B'10. B’00: Channel communication mode B’01: Channel reset mode B’10: Channel halt mode B’11: Setting prohibited

48.9.2.3 RSCFDnCFDCmSTS — Channel Status Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmSTS register can be read/written in 32-bit units

RSCFDnCFDCmSTSL, RSCFDnCFDCmSTSH registers can be read/written in 16-bit units

RSCFDnCFDCmSTSLL, RSCFDnCFDCmSTSLH, RSCFDnCFDCmSTSHL, RSCFDnCFDCmSTSHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmSTS: <RSCFDn_base> + H'0008 + (H'10 × m)

RSCFDnCFDCmSTSL: <RSCFDn_base> + H'0008 + (H'10 × m),
RSCFDnCFDCmSTSH: <RSCFDn_base> + H'000A + (H'10 × m)

RSCFDnCFDCmSTSLL: <RSCFDn_base> + H'0008 + (H'10 × m),
RSCFDnCFDCmSTSLH: <RSCFDn_base> + H'0009 + (H'10 × m),
RSCFDnCFDCmSTSHL: <RSCFDn_base> + H'000A + (H'10 × m),
RSCFDnCFDCmSTSHH: <RSCFDn_base> + H'000B + (H'10 × m)

Value after reset: H'0000_0005

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TEC[7:0]								REC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ESIF	COMSTS	RECSTS	TRMSTS	BOSTS	EPSTS	CSLPSTS	CHLTSTS	CRSTSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W:	R	R	R	R	R	R	R	R/W*	R	R	R	R	R	R	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	TEC[7:0]	H'00	R	The transmit error counter (TEC) can be read. These bits contain the transmit error counter value. For transmit error counter increment/decrement conditions, see the CAN specification (ISO11898-1). These bits are cleared to 0 in channel reset mode.
23 to 16	REC[7:0]	H'00	R	The receive error counter (REC) can be read. These bits contain the receive error counter value. For receive error counter increment/decrement conditions, see the CAN specifications (ISO11898-1). These bits are cleared to 0 in channel reset mode.
15 to 9	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
8	ESIF	B'0	R/W*	Error State Indicate Flag This flag becomes 1 when the recessive ESI bit has been detected in the message that has been normally received. In loopback mode or mirror mode, a message transmitted from the own CAN node is considered as a received message. To clear this flag to 0, the program must write 0 to the flag; this flag cannot be set to 1 by a program. If the timing when this flag becomes 1 and the program writes 0 to this flag is the same, the flag will become 1. This flag is cleared to 0 in channel reset mode. 0: No CAN FD message that the ESI bit is recessive has been received. 1: At least one CAN FD message that the ESI bit is recessive has been received.
7	COMSTS	B'0	R	Communication Status Flag This bit indicates that communication is ready. This flag becomes 1 when the RS-CANFD module has detected 11 consecutive recessive bits after it has transitioned from channel reset mode or channel halt mode to channel communication mode. This flag is cleared to 0 in channel reset mode or channel halt mode. 0: Communication is not ready. 1: Communication is ready.
6	RECSTS	B'0	R	Receive Status Flag This flag is set to 1 when reception has started, and is cleared to 0 when the bus has become idle or transmission has started. 0: Bus idle, in transmission or bus off state 1: In reception
5	TRMSTS	B'0	R	Transmit Status Flag This flag is set to 1 when transmission has started, and is cleared to 0 when the bus has become idle or reception has started. This flag remains 1 in the bus off state. 0: Bus idle or in reception 1: In transmission or bus off state
4	BOSTS	B'0	R	Bus Off Status Flag This flag is set to 1 when the bus off state (TEC[7:0] > 255) is entered. It is cleared to 0 when the RS-CANFD module has exited the bus off state. 0: Not in bus off state 1: In bus off state
3	EPSTS	B'0	R	Error Passive Status Flag This flag is set to 1 when the RS-CANFD module has entered the error passive state ((128 ≤ TEC[7:0] ≤ 255) or (128 ≤ REC[7:0])), It is cleared to 0 when the RS-CANFD module has exited the error passive state or has entered channel reset mode. 0: Not in error passive state 1: In error passive state
2	CSLPSTS	B'1	R	Channel Stop Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to channel stop mode, and is cleared to 0 when the RS-CANFD module has returned from channel stop mode. 0: Not in channel stop mode 1: In channel stop mode

Bit	Bit Name	Initial Value	R/W	Description
1	CHLTSTS	B'0	R	Channel Halt Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to channel halt mode, and is cleared to 0 when the RS-CANFD module has returned from channel halt mode. 0: Not in channel halt mode 1: In channel halt mode
0	CRSTSTS	B'1	R	Channel Reset Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to channel reset mode, and is cleared to 0 when the RS-CANFD module has transitioned to channel communication mode or channel halt mode. This flag remains 1 when the RS-CANFD module transitions from channel reset mode to channel stop mode. 0: Not in channel reset mode 1: In channel reset mode

48.9.2.4 RSCFDnCFDCmERFL — Channel Error Flag Status Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmERFL register can be read/written in 32-bit units

RSCFDnCFDCmERFLL, RSCFDnCFDCmERFLH registers can be read/written in 16-bit units

RSCFDnCFDCmERFLLL, RSCFDnCFDCmERFLLH, RSCFDnCFDCmERFLHL, RSCFDnCFDCmERFLHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmERFL: <RSCFDn_base> + H'000C + (H'10 × m)

RSCFDnCFDCmERFLL: <RSCFDn_base> + H'000C + (H'10 × m),
RSCFDnCFDCmERFLH: <RSCFDn_base> + H'000E + (H'10 × m)

RSCFDnCFDCmERFLLL: <RSCFDn_base> + H'000C + (H'10 × m),
RSCFDnCFDCmERFLLH: <RSCFDn_base> + H'000D + (H'10 × m),
RSCFDnCFDCmERFLHL: <RSCFDn_base> + H'000E + (H'10 × m),
RSCFDnCFDCmERFLHH: <RSCFDn_base> + H'000F + (H'10 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	CRCREG[14:0]														
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	ADERR	B0ERR	B1ERR	CERR	AERR	FERR	SERR	ALF	BLF	OVLF	BORF	BOEF	EPF	EWF	BEF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31	Reserved	B'0	R	When read, the value after reset is returned. When writing to this bit, write the value after reset.
30 to 16	CRCREG [14:0]	H'0000	R	CRC Calculation Data (15-bit CRC length) When the CTME bit in the RSCFDnCFDCmCTR register is set to 1 (communication test mode is enabled), if the transmit or receive message is in the classical CAN frame (15-bit CRC length), this flag is updated and the CRC value calculated based on the transmit or receive message can be read. When the CAN FD frame is transmitted or received, the CRCREG[20:0] bits in the RSCFDnCFDCmFDCRC register are updated. When the CTME bit is set to 0 (communication test mode is disabled), these bits are always read as 0.
15	Reserved	B'0	R	When read, the value after reset is returned. When writing to this bit, write the value after reset.
14	ADERR	B'0	R/W	ACK Delimiter Error Flag This flag is set to 1 when a form error has been detected in the ACK delimiter during transmission. 0: No ACK delimiter error is detected. 1: ACK delimiter error is detected.

Bit	Bit Name	Initial Value	R/W	Description
13	B0ERR	B'0	R/W	Dominant Bit Error Flag This flag is set to 1 when a recessive bit has been detected though a dominant bit was transmitted. 0: No dominant bit error is detected. 1: Dominant bit error is detected.
12	B1ERR	B'0	R/W	Recessive Bit Error Flag This flag is set to 1 when a dominant bit has been detected though a recessive bit was transmitted. 0: No recessive bit error is detected. 1: Recessive bit error is detected.
11	CERR	B'0	R/W	CRC Error Flag This flag is set to 1 when a CRC error has been detected. 0: No CRC error is detected. 1: CRC error is detected.
10	AERR	B'0	R/W	ACK Error Flag This flag is set to 1 when an ACK error has been detected. 0: No ACK error is detected. 1: ACK error is detected.
9	FERR	B'0	R/W	Form Error Flag This flag is set to 1 when a form error has been detected. 0: No form error is detected. 1: Form error is detected.
8	SERR	B'0	R/W	Stuff Error Flag This flag is set to 1 when a stuff error has been detected. 0: No stuff error is detected. 1: Stuff error is detected.
7	ALF	B'0	R/W	Arbitration-lost Flag This flag is set to 1 when an arbitration-lost has been detected. 0: No arbitration-lost is detected. 1: Arbitration-lost is detected.
6	BLF	B'0	R/W	Bus Lock Flag This flag is set to 1 when 32 consecutive dominant bits have been detected on the CAN bus in channel communication mode. After that, detection of a dominant lock is restarted when either of the following conditions is met. • A recessive bit is detected after the BLF bit has been cleared from 1 to 0. • The RS-CANFD module transitions to channel reset mode and returns to channel communication mode after the BLF bit has been cleared from 1 to 0. 0: No channel bus is detected. 1: Channel bus is detected.
5	OVLF	B'0	R/W	Overload Flag This flag is set to 1 when the overload frame transmit condition has been detected when performing reception or transmission. 0: No overload is detected. 1: Overload is detected.

Bit	Bit Name	Initial Value	R/W	Description
4	BORF	B’0	R/W	Bus Off Recovery Flag This flag is set to 1 when 11 consecutive recessive bits have been detected 128 times and the RS-CANFD module returns from the bus off state. However, this flag is not set to 1 if the RS-CANFD module returns from the bus off state in any of the following ways before 11 consecutive recessive bits are detected 128 times. • The CHMDC[1:0] bits in the RSCFDnCFDCmCTR register are set to B'01 (channel reset mode). • The RTBO bit in the RSCFDnCFDCmCTR register is set to 1 (forcible return from the bus off state is made). • The BOM[1:0] bits in the RSCFDnCFDCmCTR register are set to B'01 (transition to channel halt mode at bus off entry). • The CHMDC[1:0] bits in the RSCFDnCFDCmCTR register are set to B'10 (channel halt mode) before 11 consecutive recessive bits are detected 128 times with the BOM[1:0] bits set to B'11 (transition to channel halt mode upon a request from the program during bus off). 0: No bus off recovery is detected. 1: Bus off recovery is detected.
3	BOEF	B’0	R/W	Bus Off Entry Flag This flag is set to 1 when the bus off state is reached (TEC[7:0] value > 255). This flag is also set to 1 if the bus off state is reached when the BOM[1:0] bits in the RSCFDnCFDCmCTR register (m = 0 or 1) set to B'01 (transition to channel halt mode at bus off entry). 0: No bus off entry is detected. 1: Bus off entry is detected.
2	EPF	B’0	R/W	Error Passive Flag This flag becomes 1 when the error passive state is reached (REC[7:0] or TEC[7:0] value > 127).This flag becomes 1 only when the REC[7:0] or TEC[7:0] value first exceeds 127. Therefore, if the program writes 0 to this flag while the value of REC[7:0] or TEC[7:0] remains over 127, this bit is not set to 1 until both REC[7:0] and TEC[7:0] values become 127 or less and then the REC[7:0] or TEC[7:0] value exceeds 127 again. 0: No error passive is detected. 1: Error passive is detected.
1	EWF	B’0	R/W	Error Warning Flag This flag is set to 1 only when the REC[7:0] or TEC[7:0] value first exceeds 95. Therefore, if the program writes 0 to this flag while the value of REC[7:0] or TEC[7:0] remains over 95, this bit is not set to 1 until both REC[7:0] and TEC[7:0] values become 95 or less and then the REC[7:0] or TEC[7:0] value exceeds 95 again. 0: No error warning is detected. 1: Error warning is detected.
0	BEF	B’0	R/W	Bus Error Flag This flag is set to 1 when any one of the ADERR, B0ERR, B1ERR, CERR, AERR, FERR, and SERR flags in the RSCFDnCFDCmERFL register is set to 1. 0: No channel bus error is detected. 1: Channel bus error is detected.

Note: To clear the flag of this register to 0, use a store instruction to write “0” to the given flag and “1” to the other flags.

See the CAN specification (ISO11898-1) for a description of error occurrence conditions. To clear each flag of this register, the program must write a 0 to the corresponding bit. These flags cannot be set to 1 by the program. If any of these flags is set to 0 at the same time that the program writes 0 to the flag, the flag is still set to 1. The channel reset mode transition clears all of these flags to 0.

If the ERRD bit in the RSCFDnCFDCmCTR register is set to 0 (ie, only the flags for the first error event are displayed) and an error related to bits 14 to 8 of RSCFDnCFDCmERFL is detected, the flag bits are only set by the error event if bits 14 to 8 were all 0 at the when time the error occurred.

48.9.2.5 RSCFDnCFDCmDCFG — Channel Data Bit Rate Configuration Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmDCFG register can be read/written in 32-bit units

RSCFDnCFDCmDCFGL, RSCFDnCFDCmDCFGH registers can be read/written in 16-bit units

RSCFDnCFDCmDCFGLL, RSCFDnCFDCmDCFGLH, RSCFDnCFDCmDCFGHL, RSCFDnCFDCmDCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmDCFG: <RSCFDn_base> + H'0500 + (H'20 × m)

RSCFDnCFDCmDCFGL: <RSCFDn_base> + H'0500 + (H'20 × m),
RSCFDnCFDCmDCFGH: <RSCFDn_base> + H'0502 + (H'20 × m)

RSCFDnCFDCmDCFGLL: <RSCFDn_base> + H'0500 + (H'20 × m),
RSCFDnCFDCmDCFGLH: <RSCFDn_base> + H'0501 + (H'20 × m),
RSCFDnCFDCmDCFGHL: <RSCFDn_base> + H'0502 + (H'20 × m),
RSCFDnCFDCmDCFGHH: <RSCFDn_base> + H'0503 + (H'20 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	DSJW[2:0]			—	DTSEG2[2:0]			DTSEG1[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DBRP[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
26 to 24	DSJW[2:0]	B'000	R/W	Data Bit Rate Resynchronization Jump Width Control These bits are used to specify a Tq value for the resynchronization jump width for data bit rate. Allowed values are 1 Tq to 8 Tq, inclusive. Set a value less than or equal to the value of the DTSEG2[2:0] bits. B'000: 1 Tq B'001: 2 Tq B'010: 3 Tq B'011: 4 Tq B'100: 5 Tq B'101: 6 Tq B'110: 7 Tq B'111: 8 Tq
23	Reserved	B'0	R	This bit is read as the value after reset. The write value should be the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
22 to 20	DTSEG2[2:0]	B'000	R/W	Data Bit Rate Time Segment 2 Control These bits are used to specify a Tq value for the length of phase segment 2 (PHASE_SEG2) for data bit rate. Allowed values are 2 Tq to 8 Tq, inclusive. Set a value smaller than the value of the DTSEG1[3:0] bits. B'000: Setting prohibited B'001: 2 Tq B'010: 3 Tq B'011: 4 Tq B'100: 5 Tq B'101: 6 Tq B'110: 7 Tq B'111: 8 Tq
19 to 16	DTSEG1[3:0]	B'0000	R/W	Data Bit Rate Time Segment 1 Control These bits are used to specify a Tq value for the total length of the propagation segment (PROP_SEG) and phase segment 1 (PHASE_SEG1) for data bit rate. Allowed values are 2 Tq to 16 Tq, inclusive. B'0000: Setting prohibited B'0001: 2 Tq B'0010: 3 Tq B'0011: 4 Tq B'0100: 5 Tq B'0101: 6 Tq B'0110: 7 Tq B'0111: 8 Tq B'1000: 9 Tq B'1001: 10 Tq B'1010: 11 Tq B'1011: 12 Tq B'1100: 13 Tq B'1101: 14 Tq B'1110: 15 Tq B'1111: 16 Tq
15 to 8	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
7 to 0	DBRP[7:0]	H'00	R/W	Data Bit Rate Prescaler Division Ratio Set The CANmTq(D) clock (fCANTQ(D)m) is calculated by dividing the CAN clock (fCAN) by the data bit rate prescaler, ((DBRP[7:0]) + 1). One clock cycle of the CANmTq(D) clock is 1 Time Quantum (Tq).

Modify the RSCFDnCFDCmDCFG register in channel reset mode or channel halt mode. Set this register in channel reset mode before shifting to channel communication mode or channel halt mode. If the classical CAN frame is only used, set the same value to the RSCFDnCFDCmDCFG register as the set value in the RSCFDnCFDCmNCFG register. For a description of the bit timing parameters and settings, see section 48.16.1, Initial Settings.

48.9.2.6 RSCFDnCFDCmFDCFG — Channel CAN FD Configuration Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmFDCFG register can be read/written in 32-bit units

RSCFDnCFDCmFDCFGL, RSCFDnCFDCmFDCFGH registers can be read/written in 16-bit units

RSCFDnCFDCmFDCFGLL, RSCFDnCFDCmFDCFGLH, RSCFDnCFDCmFDCFGHL, RSCFDnCFDCmFDCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmFDCFG: <RSCFDn_base> + H'0504 + (H'20 × m)

RSCFDnCFDCmFDCFGL: <RSCFDn_base> + H'0504 + (H'20 × m),
RSCFDnCFDCmFDCFGH: <RSCFDn_base> + H'0506 + (H'20 × m)

RSCFDnCFDCmFDCFGLL: <RSCFDn_base> + H'0504 + (H'20 × m),
RSCFDnCFDCmFDCFGLH: <RSCFDn_base> + H'0505 + (H'20 × m),
RSCFDnCFDCmFDCFGHL: <RSCFDn_base> + H'0506 + (H'20 × m),
RSCFDnCFDCmFDCFGHH: <RSCFDn_base> + H'0507 + (H'20 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	TMME	GWBRS	GWFDF	GWEN	—	TDCO[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	ESIC	TDCE	TDCOC	—	—	—	—	—	EOCCFG[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
27	TMME	B'0	R/W	Transmit Buffer Merge Mode Enable When this bit is set to 1, a transmit buffer merge mode is enabled. Modify this bit only in channel reset mode or channel halt mode. 0: The transmit buffer merge mode is disabled. 1: The transmit buffer merge mode is enabled.
26	GWBRS	B'0	R/W	Gateway BRS Set This bit is used to set the BRS bit in the CAN FD frame which is transmitted by the gateway function when the GWEN bit is 1. Write 0 to this bit when the GWFDF bit is cleared to 0. Modify this bit only in channel reset mode. 0: The BRS bit in the receive frame is cleared to 0 and transmitted. 1: The BRS bit in the receive frame is set to 1 and transmitted.
25	GWFDF	B'0	R/W	Gateway FDF Set This bit is used to set the FDF bit in the CAN FD frame which is transmitted by the gateway function when the GWEN bit is 1. Modify this bit only in channel reset mode. 0: The receive frame is transmitted as the classical CAN frame. 1: The receive frame is transmitted as the CAN FD frame.

Bit	Bit Name	Initial Value	R/W	Description
24	GWEN	B’0	R/W	CAN-CAN FD Gateway Enable This bit is used to control operation of the transmit/receive FIFO buffer that the CFM[1:0] bits in the RSCFDnCFDCFCCk register are set to B'10 (gateway mode). Setting this bit to 1 enables the CAN-CAN FD gateway and transmission by the format which is different from that received by the gateway function. The receive frame is replaced according to the settings of GWFDF and GWBRS bits. When the DLC value of the received classical CAN frame is equal to or larger than B'1001 and the GWFDF bit is 1 (CAN FD frame), the DLC value is replaced with B'1000. When this bit is 1, do not route the following frames by the gateway function. • CAN FD frame of which payload length is longer than 8 bytes • Remote frame Modify this bit only in channel reset mode. Table 48.21 shows the format and setting of the transmit/receive frame when the CAN-CAN FD gateway is enabled. 0: The CAN-CAN FD gateway is disabled. 1: The CAN-CAN FD gateway is enabled.
23	Reserved	B’0	R	This bit is read as the value after reset. The write value should be the value after reset.
22 to 16	TDCO[6:0]	H'00	R/W	Transmit Delay Correction Offset Set These bits are used to set the SSP offset value. The usage of the value depends on the TDCOC bit in the RSCFDnCFDCmFDCFG register. When the TDCOC bit is 0, the result of transmit delay correction is equal to the sum of the values of the measured delay and the TDCO[6:0] bits (it is rounded down to Tq which is the approximate integer). When the TDCOC bit is 1, the result of transmit delay correction is equal to the value of the TDCO[6:0] bits. The SSP offset value is the set value of TDCO[6:0] bits + 1. Modify these bits only in channel reset mode or channel halt mode.
15 to 11	Reserved	All 0	R	This bit is read as the value after reset. The write value should be the value after reset.
10	ESIC	B’0	R/W	Error State Indicate Mode Select When this bit is set to 1 and a channel is error-active, the ESI bit value that has been set in the transmit/receive FIFO buffer or the transmit buffer (the CFESI bit in the RSCFDnCFDCFFDCSTSk register or the TMESI bit in the RSCFDnCFDTMFDCTRp register) is transmitted as the ESI bit value in the transmit message. When a channel is error-passive or the ESIC bit is 0, the channel status is transmitted as the ESI bit value. Modify this bit only in channel reset mode or channel halt mode. See Table 48.22. 0: The error state of a channel is always transmitted as the ESI bit for the frame. 1: When a channel is not error-passive, the error state of the message buffer is transmitted as the ESI bit for the frame. When a channel is error-passive, the error state of the channel is transmitted as the ESI bit for the frame.

Bit	Bit Name	Initial Value	R/W	Description
9	TDCE	B’0	R/W	Transmit Delay Correction Enable When this bit is set to 1, transmit delay correction is enabled. Modify this bit only in channel reset mode or channel halt mode. 0: Transmit delay correction is disabled. 1: Transmit delay correction is enabled.
8	TDCOC	B’0	R/W	Transmit Delay Correction Measurement Select When this bit is cleared to 0, the SSP position is defined by the sum of the measured delay and the SSP offset value (fixed value). When this bit is set to 1, the SSP position is only defined by the SSP offset value. Modify this bit only in channel reset mode or channel halt mode. 0: Measurement and offset 1: Offset only
7 to 3	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
2 to 0	EOCCFG[2:0]	B’000	R/W	Error Occurrence Count Method Select These bits are used to select the frame format and transmit/receive direction when a CAN bus error is counted by an error occurrence counter. Modify these bits only in channel reset mode or channel halt mode. B’000: All transmit and receive messages B’001: All transmit messages B’010: All receive messages B’011: Setting prohibited B’100: Only the data phase of the transmitted or received CAN FD message B’101: Only the data phase of the transmitted CAN FD message B’110: Only the data phase of the received CAN FD message B’111: Setting prohibited

Table 48.21 Operation when the CAN-CAN FD Gateway is Enabled

Receive Frame				Transmit Frame		
Format	**BRS Bit**	**Receive DLC Value**	**GWFDF Bit**	**Format**	**BRS Bit**	**Transmit DLC Value**
Classical CAN	None	DLC ≤ “B'1000”	B’0	Classical CAN	None	Not replaced
		DLC > “B'1000”				
CAN FD	Optional	DLC ≤ “B'1000”				
Classical CAN	None	DLC ≤ “B'1000”	B’1	CAN FD	Depends on the setting of the GWBRS bit	Not replaced
		DLC > “B'1000”				Replaced with B'1000
CAN FD	Optional	DLC ≤ “B'1000”				Not replaced

Table 48.22 Transmit ESI Value

ESIC Bit	Channel Status	Transmit ESI Value
B'0	Error-active	0 (A node is error-active.)
	Error-passive	1 (A node is error-passive.)
B'1	Error-active	The ESI bit value that has been set in the transmit/receive FIFO buffer or the transmit buffer (the CFESI bit in the RSCFDnCFDCFFDCSTSk register or the TMESI bit in the RSCFDnCFDTMFDCTRp register)
	Error-passive	1 (A node is error-passive.)

48.9.2.7 RSCFDnCFDCmFDCTR — Channel CAN FD Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmFDCTR register can be read/written in 32-bit units

RSCFDnCFDCmFDCTRL, RSCFDnCFDCmFDCTRH registers can be read/written in 16-bit units

RSCFDnCFDCmFDCTRLL, RSCFDnCFDCmFDCTRLH, RSCFDnCFDCmFDCTRHL, RSCFDnCFDCmFDCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCmFDCTR: <RSCFDn_base> + H'0508 + (H'20 × m)

RSCFDnCFDCmFDCTRL: <RSCFDn_base> + H'0508 + (H'20 × m),
RSCFDnCFDCmFDCTRH: <RSCFDn_base> + H'050A + (H'20 × m)

RSCFDnCFDCmFDCTRLL: <RSCFDn_base> + H'0508 + (H'20 × m),
RSCFDnCFDCmFDCTRLH: <RSCFDn_base> + H'0509 + (H'20 × m),
RSCFDnCFDCmFDCTRHL: <RSCFDn_base> + H'050A + (H'20 × m),
RSCFDnCFDCmFDCTRHH: <RSCFDn_base> + H'050B + (H'20 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SOCCLR	EOCCLR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
1	SOCCLR	B'0	R/W	Communication Success Occurrence Counter Clear When this bit is set to 1, the communication success occurrence counter (the SOC[7:0] bits in the RSCFDnCFDCmFDSTS register) is cleared. This bit is automatically cleared to 0.
0	EOCCLR	B'0	R/W	Error Occurrence Counter Clear When this bit is set to 1, the error occurrence counter (the EOC[7:0] bits in the RSCFDnCFDCmFDSTS register) is cleared. This bit is automatically cleared to 0.

48.9.2.8 RSCFDnCFDCmFDSTS — Channel CAN FD Status Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmFDSTS register can be read only in 32-bit units

RSCFDnCFDCmFDSTSL, RSCFDnCFDCmFDSTSH registers can be read only in 16-bit units

RSCFDnCFDCmFDSTSLL, RSCFDnCFDCmFDSTSLH, RSCFDnCFDCmFDSTSHL, RSCFDnCFDCmFDSTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDCmFDSTS: <RSCFDn_base> + H'050C + (H'20 × m)

RSCFDnCFDCmFDSTSL: <RSCFDn_base> + H'050C + (H'20 × m),
RSCFDnCFDCmFDSTSH: <RSCFDn_base> + H'050E + (H'20 × m)

RSCFDnCFDCmFDSTSLL: <RSCFDn_base> + H'050C + (H'20 × m),
RSCFDnCFDCmFDSTSLH: <RSCFDn_base> + H'050D + (H'20 × m),
RSCFDnCFDCmFDSTSHL: <RSCFDn_base> + H'050E + (H'20 × m),
RSCFDnCFDCmFDSTSHH: <RSCFDn_base> + H'050F + (H'20 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SOC[7:0]								EOC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SOCO	EOCO	TDCVF	TDCR[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W*	R/W*	R/W*	R	R	R	R	R	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	SOC[7:0]	H'00	R	Communication Success Occurrence Counter These bits indicate a value of the communication success occurrence counter. This counter is incremented when reception or transmission of a message completed without any errors. When this counter reaches H'FF, updating is stopped. In loopback mode, this counter is incremented twice. These bits are cleared to 0 when 1 is written to the SOCCLR bit in the RSCFDnCFDCmCTR register. In channel reset mode, these bits are cleared to 0.
23 to 16	EOC[7:0]	H'00	R	Error Occurrence Counter These bits indicate a value of the error occurrence counter. This counter is incremented when an error occurs according to the condition that has been set for the EOCCFG[2:0] bits in the RSCFDnCFDCmFDCFG register. When this counter reaches H'FF, updating is stopped. These bits are cleared to 0 when 1 is written to the EOCCLR bit in the RSCFDnCFDCmCTR register. In channel reset mode, these bits are cleared to 0.
15 to 10	Reserved	All 0	R	These bits are read as the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
9	SOCO	B'0	R/W	Communication Success Occurrence Counter Overflow Flag This bit indicates that an overflow was generated in the communication success occurrence counter. When the SOC[7:0] bits reached H'FF and reception or transmission of a message completed, this bit is set to 1. In channel reset mode, this bit is cleared to 0. 0: An overflow is not generated in the communication success occurrence counter. 1: An overflow is generated in the communication success occurrence counter.
8	EOCO	B'0	R/W	Error Occurrence Counter Overflow Flag This bit indicates that an overflow was generated in the error occurrence counter. When the SOC[7:0] bits reached H'FF and a CAN bus error was detected under the condition that has been set for the EOCCFG[2:0] bits in the RSCFDnCFDCmFDCFG register, this bit is set to 1. In channel reset mode, this bit is cleared to 0. 0: An overflow is not generated in the error occurrence counter. 1: An overflow is generated in the error occurrence counter.
7	TDCVF	B'0	R/W	Transmit Delay Correction Violation Flag This bit indicates violation of transmit delay correction. The transmit data is compared to the receive CAN bus level that has been delayed due to the loop delay of a transceiver. This delay changes depending on the physical factor such as a temperature. Since the TDCR[6:0] flags are updated in each message, the temporary maximum delay cannot be checked. This bit is set to 1 when the maximum transmit delay correction exceeds 3-CANm bit time – 2 Tq (the CANm bit time and Tq are values of the data bit rate). In channel reset mode, this bit is cleared to 0. 0: Transmit delay correction violation does not occur. 1: Transmit delay correction violation occurs.
6 to 0	TDCR[6:0]	H'00	R	Transmit Delay Correction Result Status These bits indicate the transmit delay correction result with a multiple of the CAN clock (fCAN). The result depends on the setting of the TDCOC and TDCO[6:0] bits in the CFDCmFDCFG register. In channel reset mode, these bits are cleared to 0.

48.9.2.9 RSCFDnCFDCmFDCRC — Channel CAN FD CRC Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCmFDCRC register can be read only in 32-bit units

RSCFDnCFDCmFDCRCL, RSCFDnCFDCmFDCRCH registers can be read only in 16-bit units

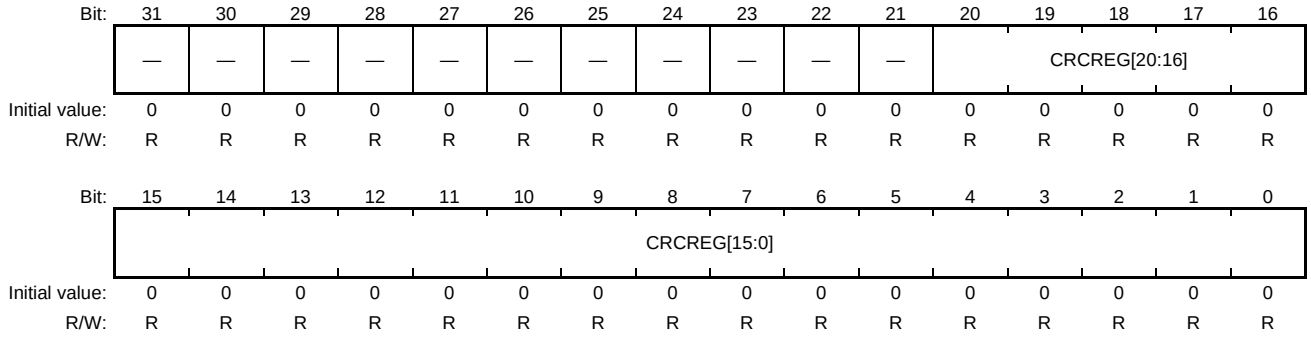
RSCFDnCFDCmFDCRCLL, RSCFDnCFDCmFDCRCLH, RSCFDnCFDCmFDCRCHL, RSCFDnCFDCmFDCRCHH registers can be read only in 8-bit units

Address: RSCFDnCFDCmFDCRC: <RSCFDn_base> + H'0510 + (H'20 × m)

RSCFDnCFDCmFDCRCL: <RSCFDn_base> + H'0510 + (H'20 × m),
RSCFDnCFDCmFDCRCH: <RSCFDn_base> + H'0512 + (H'20 × m)

RSCFDnCFDCmFDCRCLL: <RSCFDn_base> + H'0510 + (H'20 × m),
RSCFDnCFDCmFDCRCLH: <RSCFDn_base> + H'0511 + (H'20 × m),
RSCFDnCFDCmFDCRCHL: <RSCFDn_base> + H'0512 + (H'20 × m),
RSCFDnCFDCmFDCRCHH: <RSCFDn_base> + H'0513 + (H'20 × m)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 21	Reserved	All 0	R	Reserved These bits are read as 0. The write value should be 0.
20 to 0	CRCREG [20:0]	H'00_0000	R	CRC Calculation Data (17-bit or 21-bit CRC length) When the CTME bit in the RSCFDnCFDCmCTR register is set to 1 (communication test mode is enabled), if the transmit or receive message is in the CAN FD frame (17-bit or 21-bit CRC length), these flags are updated and the CRC value calculated based on the transmit or receive message can be read. When the message has the 17-bit CRC length, bits 20 to 17 are always read as 0. When the classical CAN frame is transmitted or received, the CRCREG[14:0] bits in the RSCFDnCFDCmERFL register are updated. When the CTME bit is cleared to 0 (communication test mode is disabled), these bits are always read as 0.

48.9.3 Details of Global Related Registers

48.9.3.1 RSCFDnCFDGCFG — Global Configuration Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGCFG register can be read/written in 32-bit units

RSCFDnCFDGCFGL, RSCFDnCFDGCFGH registers can be read/written in 16-bit units

RSCFDnCFDGCFGLL, RSCFDnCFDGCFGLH, RSCFDnCFDGCFGHL, RSCFDnCFDGCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGCFG: <RSCFDn_base> + H'0084

RSCFDnCFDGCFGL: <RSCFDn_base> + H'0084, RSCFDnCFDGCFGH: <RSCFDn_base> + H'0086

RSCFDnCFDGCFGLL: <RSCFDn_base> + H'0084, RSCFDnCFDGCFGLH: <RSCFDn_base> + H'0085, RSCFDnCFDGCFGHL: <RSCFDn_base> + H'0086, RSCFDnCFDGCFGHH: <RSCFDn_base> + H'0087

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ITRCP[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSBTCS[2:0]			TSSS	TSP[3:0]				—	—	CMPOC	DCS	MME	DRE	DCE	TPRI
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	ITRCP[15:0]	H'0000	R/W	Interval Timer Prescaler Set These bits are used to set a clock source division value of the interval timer for FIFO buffers. See section 48.13.3.1, Interval Transmission Function. When these bits are set to M, the pclk is divided by M. Setting H'0000 is prohibited when the interval timer is in use.
15 to 13	TSBTCS[2:0]	B'000	R/W	Timestamp Clock Source Select When the TSSS bit is 1, these bits are used to select the channel of the normal bit time clock that will be the clock source of the timestamp counter. However, do not select the channel which handles the CAN FD frame. B'000: Channel 0 bit time clock B'001: Channel 1 bit time clock B'010: Setting prohibited B'011: Setting prohibited B'100: Setting prohibited B'101: Setting prohibited B'110: Setting prohibited B'111: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
12	TSSS	B’0	R/W	Timestamp Source Select This bit is used to select a clock source of the timestamp counter. If there is no channel which handles the classical CAN frame only, select pclk. 0: pclk/2*1 1: Normal bit time clock
11 to 8	TSP[3:0]	B’0000	R/W	Timestamp Clock Source Division A clock obtained by dividing the clock source selected with the TSBTCS[2:0] bits and TSSS bit according to the TSP[3:0] bits is used as the timestamp counter count source. B’0000: Not divided B’0001: Divided by 2 B’0010: Divided by 4 B’0011: Divided by 8 B’0100: Divided by 16 B’0101: Divided by 32 B’0110: Divided by 64 B’0111: Divided by 128 B’1000: Divided by 256 B’1001: Divided by 512 B’1010: Divided by 1024 B’1011: Divided by 2048 B’1100: Divided by 4096 B’1101: Divided by 8192 B’1110: Divided by 16384 B’1111: Divided by 32768
7, 6	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
5	CMPOC	B’0	R/W	Payload Overflow Mode Select This bit is used to select the operation when the payload length of the received message exceeds the size for storing the payload in the storage buffer. When this bit is 0, the received message that the payload overflows is not stored in the buffer. When this bit is 1, the received message that the payload overflows is stored in the buffer. The payload which exceeds the size for storing the payload in the buffer is truncated. The size for storing the payload in the buffer is specified with the following bits. • Receive buffer: RMPLS[1:0] bits in the RSCFDnCFDRMNB register • Receive FIFO buffer: RFPLS[2:0] bits in the RSCFDnCFDRFCCx register • Transmit/receive FIFO buffer: CFPLS[2:0] bits in the RSCFDnCFDCFCCk register 0: Messages are not stored. 1: Messages are stored and the payload which exceeds the buffer size is truncated.

Bit	Bit Name	Initial Value	R/W	Description
4	DCS	B'0	R/W	CAN Clock Source Select*2 When this bit is set to 0, clkc is used as the clock source of the CAN clock (fCAN). When this bit is set to 1, clk_xincan is used as the clock source of the CAN clock (fCAN). For the CAN clock frequency settings, see section 48.16.1.3, Setting Communication Speed. 0: clkc 1: clk_xincan
3	MME	B'0	R/W	Mirror Function Enable Setting this bit to 1 makes the mirror function available. 0: Mirror function is disabled. 1: Mirror function is enabled.
2	DRE	B'0	R/W	DLC Replacement Enable When the DRE bit is set to 1, the DLC value of the receive rule is stored in the buffer instead of the DLC value of the received message after the DLC value has passed through the DLC filter. In this case, a value of H'00 is stored in each data byte beyond the DLC value of the receive rule. The DLC replacement function is only available when the DCE bit is set to 1 (DLC check is enabled). 0: DLC replacement is disabled. 1: DLC replacement is enabled.
1	DCE	B'0	R/W	DLC Check Enable Setting this bit to 1 makes the DLC check function available. When disabling the DLC check function, set the GAFLDLC[3:0] bits in the RSCFDnCFDGAFLP0_j register to B'0000 before clearing the DCE bit in the RSCFDnCFDGCFG register to 0. 0: DLC check is disabled. 1: DLC check is enabled.
0	TPRI	B'0	R/W	Transmit Priority Select This bit is used to set the transmit priority. When this bit is set to 0, ID priority is selected and the transmit priority complies with the CAN bus arbitration rule (ISO11898-1 specifications). When this bit is set to 1, transmit buffer number priority is selected and the lowest transmit buffer number of those has the highest priority. While the transmit queue is in use, this bit should be set to 0. 0: ID priority 1: Transmit buffer number priority

Notes: 1. When specifying pclk/2 as the timestamp counter count source, set bits TSBTCS[2:0] to B'000.
2. For the CAN clock frequency settings, see section 48.16.1.3, Setting Communication Speed.

Modify the RSCFDnCFDGCFG register only in global reset mode.

48.9.3.2 RSCFDnCFDGCTR — Global Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGCTR register can be read/written in 32-bit units

RSCFDnCFDGCTRL, RSCFDnCFDGCTRH registers can be read/written in 16-bit units

RSCFDnCFDGCTRLL, RSCFDnCFDGCTRLH, RSCFDnCFDGCTRHL, RSCFDnCFDGCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGCTR: <RSCFDn_base> + H'0088

RSCFDnCFDGCTRL: <RSCFDn_base> + H'0088, RSCFDnCFDGCTRH: <RSCFDn_base> + H'008A

RSCFDnCFDGCTRLL: <RSCFDn_base> + H'0088, RSCFDnCFDGCTRLH: <RSCFDn_base> + H'0089, RSCFDnCFDGCTRHL: <RSCFDn_base> + H'008A, RSCFDnCFDGCTRHH: <RSCFDn_base> + H'008B

Value after reset: H'0000_0005

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	TSRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	CMPOFIE	THLEIE	MEIE	DEIE	—	—	—	—	—	GSLPR	GMDC[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
16	TSRST	B'0	R/W	Timestamp Counter Reset This bit is used to reset the timestamp counter. When this bit is set to 1, the RSCFDnCFDGTSC register is cleared to H'0000. This bit is always read as 0.
15 to 12	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
11	CMPOFIE	B'0	R/W	Payload Overflow Interrupt Enable When the CMPOFIE bit is set to 1 and the CMPOF flag in the RSCFDnCFDGERFL register becomes 1, an interrupt request is generated. Modify this bit only in global reset mode. 0: Payload overflow interrupt is disabled. 1: Payload overflow interrupt is enabled.
10	THLEIE	B'0	R/W	Transmit History Buffer Overflow Interrupt Enable When the THLEIE bit is set to 1 and the THLES flag in the RSCFDnCFDGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode. 0: Transmit history buffer overflow interrupt is disabled. 1: Transmit history buffer overflow interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
9	MEIE	B'0	R/W	FIFO Message Lost Interrupt Enable When the MEIE bit is set to 1 and the MES flag in the RSCFDnCFDGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode. 0: FIFO message lost interrupt is disabled. 1: FIFO message lost interrupt is enabled.
8	DEIE	B'0	R/W	DLC Error Interrupt Enable When the DEIE bit is set to 1 and the DEF flag in the RSCFDnCFDGERFL register is set to 1, an interrupt request is generated. Modify this bit only in global reset mode. 0: DLC error interrupt is disabled. 1: DLC error interrupt is enabled.
7 to 3	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	GSLPR	B'1	R/W	Global Stop Mode Setting this bit to 1 places the RS-CANFD module into global stop mode. Clearing this bit to 0 makes the RS-CANFD module leave from global stop mode. This bit should not be modified in global operating mode or global test mode. 0: Not in global stop mode 1: In global stop mode
1, 0	GMDC[1:0]	B'01	R/W	Global Mode Select These bits are used to select the mode of entire RS-CANFD module (global operating mode, global reset mode, or global test mode). For details, see section 48.11.1, Global Modes. Setting the GSLPR bit to 1 when in global reset mode places the RS-CANFD module into global stop mode. B'00: Global operating mode B'01: Global reset mode B'10: Global test mode B'11: Setting prohibited

48.9.3.3 RSCFDnCFDGSTS — Global Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGSTS register can be read only in 32-bit units

RSCFDnCFDGSTSL, RSCFDnCFDGSTSH registers can be read only in 16-bit units

RSCFDnCFDGSTSLL, RSCFDnCFDGSTSLH, RSCFDnCFDGSTSHL, RSCFDnCFDGSTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDGSTS: <RSCFDn_base> + H'008C

RSCFDnCFDGSTSL: <RSCFDn_base> + H'008C, RSCFDnCFDGSTSH: <RSCFDn_base> + H'008E

RSCFDnCFDGSTSLL: <RSCFDn_base> + H'008C, RSCFDnCFDGSTSLH: <RSCFDn_base> + H'008D, RSCFDnCFDGSTSHL: <RSCFDn_base> + H'008E, RSCFDnCFDGSTSHH: <RSCFDn_base> + H'008F

Value after reset: H'0000_000D

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	GRAMINIT	GSLPSTS	GHLTSTS	GRSTSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	Reserved	All 0	R	When read, the value after reset is returned.
3	GRAMINIT	B’1	R	CAN RAM Initialization Status Flag This flag indicates the initialization status of the CAN RAM. This flag is set to 1 after the MCU has been reset, and is cleared to 0 when CAN RAM initialization is completed. 0: CAN RAM initialization is completed. 1: CAN RAM initialization is ongoing.
2	GSLPSTS	B’1	R	Global Stop Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to global stop mode, and is cleared to 0 when the RS-CANFD module has returned from global stop mode. 0: Not in global stop mode 1: In global stop mode
1	GHLTSTS	B’0	R	Global Test Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to global test mode, and is cleared to 0 when the RS-CANFD module has exited global test mode. 0: Not in global test mode 1: In global test mode

Bit	Bit Name	Initial Value	R/W	Description
0	GRSTSTS	B'1	R	Global Reset Status Flag This flag is set to 1 when the RS-CANFD module has transitioned to global reset mode, and is cleared to 0 when the RS-CANFD module has exited global reset mode. This flag remains 1 even when the RS-CANFD module has transitioned from global reset mode to global stop mode. 0: Not in global reset mode 1: In global reset mode

48.9.3.4 RSCFDnCFDGERFL — Global Error Flag Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGERFL register can be read/written in 32-bit units

RSCFDnCFDGERFLL, RSCFDnCFDGERFLH registers can be read/written in 16-bit units

RSCFDnCFDGERFLLL, RSCFDnCFDGERFLLH, RSCFDnCFDGERFLHL, RSCFDnCFDGERFLHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGERFL: <RSCFDn_base> + H'0090

RSCFDnCFDGERFLL: <RSCFDn_base> + H'0090, RSCFDnCFDGERFLH: <RSCFDn_base> + H'0092

RSCFDnCFDGERFLLL: <RSCFDn_base> + H'0090, RSCFDnCFDGERFLLH: <RSCFDn_base> + H'0091, RSCFDnCFDGERFLHL: <RSCFDn_base> + H'0092, RSCFDnCFDGERFLHH: <RSCFDn_base> + H'0093

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	EEF1	EEF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	CMPOF	THLES	MES	DEF
Initial value:	0	0	—	—	—	—	—	—	0	0	—	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R	R	R/W*

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
17	EEF1	B'0	R/W	ECC Error Flag for Channel 1 The EEF1 flag is set to 1 disabling message transmission if an ECC2 bit error is detected in transmit priority selection of channel 1. To clear this flag to 0, the program must write 0 to the flag. 0: No 2-bit ECC error has occurred in transmit priority selection. 1: A 2-bit ECC error has occurred in transmit priority selection.
16	EEF0	B'0	R/W	ECC Error Flag for Channel 0 The EEF0 flag is set to 1 disabling message transmission if an ECC2 bit error is detected in transmit priority selection of channel 0. To clear this flag to 0, the program must write 0 to the flag. 0: No 2-bit ECC error has occurred in transmit priority selection. 1: A 2-bit ECC error has occurred in transmit priority selection.
15, 14	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
13 to 8	Reserved	Undefined	R	When read, an undefined value is returned. When writing to these bits, write the value after reset.
7, 6	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
5	Reserved	Undefined	R	When read, an undefined value is returned. When writing to this bit, write the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
4	Reserved	B'0	R	When read, the value after reset is returned. When writing to this bit, write the value after reset.
3	CMPOF	B'0	R/W	Payload Overflow Flag If a payload overflow occurs in channel m (m = 0 or 1), the CMPOF flag is set to 1. To clear this flag to 0, the program must write 0 to the flag. 0: No payload overflow occurs. 1: A payload overflow occurs.
2	THLES	B'0	R	Transmit History Buffer Overflow Status Flag The THLES flag is set to 1 when any one of the THLELT flags in the RSCFDnCFDTHLSTSm register (m = 0, 1) is set to 1. This flag is cleared to 0 when the THLELT flags of all channels are set to 0. 0: No transmit history buffer overflow has occurred. 1: A transmit history buffer overflow has occurred.
1	MES	B'0	R	FIFO Message Lost Status Flag The MES flag is set to 1 when any one of the RFMLT flags in the RSCFDnCFDRFSTSx register (x = 0 to 7) or the CFMLT flags in the RSCFDnCFDCFSTSk register (k = 0 to 5) is set to 1. This flag is cleared to 0 when all RFMLT flags and CFMLT flags are set to 0. 0: No FIFO message lost error has occurred. 1: A FIFO message lost error has occurred.
0	DEF	B'0	R/W	DLC Error Flag The DEF flag is set to 1 when an error has been detected during the DLC check. The program can clear this flag by writing 0 to this bit. 0: No DLC error has occurred. 1: A DLC error has occurred.

Note: To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1".

All flags in the RSCFDnCFDGERFL register are cleared to 0 in global reset mode.

48.9.3.5 RSCFDnCFDGTSC — Global Timestamp Counter Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGTSC register can be read only in 32-bit units

RSCFDnCFDGTSCL, RSCFDnCFDGTSCH registers can be read only in 16-bit units

Address: RSCFDnCFDGTSC: <RSCFDn_base> + H'0094

RSCFDnCFDGTSCL: <RSCFDn_base> + H'0094, RSCFDnCFDGTSCH: <RSCFDn_base> + H'0096

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	These bits are read as the value after reset.
15 to 0	TS[15:0]	H'0000	R	Timestamp Value The timestamp counter value can be read. Counter Value: H'0000 to H'FFFF When the TS[15:0] bits are read, the read value shows the timestamp counter (16-bit free-running counter) value at that time. When the SOF is detected, the TS[15:0] value is captured and later stored in the receive buffer or the FIFO buffer. When the TMTSCE bit in the RSCFDnGCFG register is 1, the TS[15:0] value is stored in the transmit history buffer. The timestamp counter is initialized in global reset mode. The timestamp counter starts and stops counting differently, depending on the count source. • When the TSSS bit in the RSCFDnCFDGCFG register is 0 (pclk): The timestamp counter starts counting when the RS-CANFD module has transitioned to global operating mode. This counter stops counting when the RS-CANFD module has transitioned to global stop mode or global test mode. • When the TSSS bit is 1 (CANm normal bit time clock): The timestamp counter starts counting when the corresponding channel has transitioned to channel communication mode. This counter stops counting when the corresponding channel has transitioned to channel reset mode or channel halt mode.

48.9.3.6 RSCFDnCFDGTINTSTS0 — Global TX Interrupt Status Register 0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGTINTSTS0 register can be read only in 32-bit units

RSCFDnCFDGTINTSTS0L, RSCFDnCFDGTINTSTS0H registers can be read only in 16-bit units

RSCFDnCFDGTINTSTS0LL, RSCFDnCFDGTINTSTS0LH, RSCFDnCFDGTINTSTS0HL, RSCFDnCFDGTINTSTS0HH registers can be read only in 8-bit units

Address: RSCFDnCFDGTINTSTS0: <RSCFDn_base> + H'0460

RSCFDnCFDGTINTSTS0L: <RSCFDn_base> + H'0460,
RSCFDnCFDGTINTSTS0H: <RSCFDn_base> + H'0462

RSCFDnCFDGTINTSTS0LL: <RSCFDn_base> + H'0460,
RSCFDnCFDGTINTSTS0LH: <RSCFDn_base> + H'0461,
RSCFDnCFDGTINTSTS0HL: <RSCFDn_base> + H'0462,
RSCFDnCFDGTINTSTS0HH: <RSCFDn_base> + H'0463

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R*	R*	R*	R*	R*	R	R	R	R*	R*	R*	R*	R*

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	THIF1	CFTIF1	TQIF1	TAIF1	TSIF1	—	—	—	THIF0	CFTIF0	TQIF0	TAIF0	TSIF0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R*	R*	R*	R*	R*	R	R	R	R*	R*	R*	R*	R*

Note: * This bit is automatically cleared in the global reset or channel reset mode.

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	Reserved	All 0	R	These bits are read as the value after reset.
12	THIF1	B'0	R	Channel 1 Transmit History Interrupt Status Flag When the THLIE bit in the RSCFDnCFDTHLCCm register is set to 1 (transmit history interrupt enabled) and the THLIF bit in the RSCFDnCFDTHLSTSm register is set to 1 (transmit history interrupt request), this bit is set to 1. When the THLIF bit in the RSCFDnCFDTHLSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the THLIE bit is cleared to 0. 0: Transmit history interrupt is not requested. 1: Transmit history interrupt is requested.
11	CFTIF1	B'0	R	Channel 1 Transmit/receive FIFO Transmit Interrupt Status Flag When the CFTXIE bit in the RSCFDnCFDCFCCk register is set to 1 (transmit/receive FIFO transmit interrupt enabled) and the CFTXIF bit in the RSCFDnCFDCFSTSk register is set to 1 (transmit/receive FIFO transmit interrupt request), this bit is set to 1. When the CFTXIF bit is cleared to 0 under the conditions that this bit can be set to 1, this bit is cleared to 0. This flag is also cleared to 0 when the CFTXIE bit is cleared to 0. 0: Transmit/receive FIFO transmit interrupt is not requested. 1: Transmit/receive FIFO transmit interrupt is requested.

Bit	Bit Name	Initial Value	R/W	Description
10	TQIF1	B'0	R	Channel 1 Transmit Queue Interrupt Status Flag When the TXQIE bit in the RSCFDnTXQCCm register is set to 1 (transmit queue interrupt enabled) and the TXQIF bit in the RSCFDnCFDTXQSTSm register is set to 1 (transmit queue interrupt request), this bit is set to 1. When the TXQIF bit (transmit queue interrupt request) in the RSCFDnCFDTXQSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the TXQIE bit is cleared to 0. 0: Transmit queue interrupt is not requested. 1: Transmit queue interrupt is requested.
9	TAIF1	B'0	R	Channel 1 Transmit Buffer Abort Interrupt Status Flag This bit is set to 1 when the TAIE bit in the RSCFDnCFDCmCTR register is 1 (transmit abort interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnCFDTMSTSp register are set to B'01 (transmit abort completed). This flag is cleared to 0 when the TMTRF[1:0] flags are cleared to B'00 after the transmit abort is completed. 0: Transmit buffer abort interrupt is not requested. 1: Transmit buffer abort interrupt is requested.
8	TSIF1	B'0	R	Channel 1 Transmit Buffer Interrupt Status Flag This bit is set to 1 when the TMIEp bit in the RSCFDnCFDTMIECy register is set to 1 (transmit buffer interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnCFDTMSTSp register are set to B'10 (transmit completed without abort request) or B'11 (transmit completed with abort request). When the TMTRF[1:0] flags are cleared to B'00 under the condition that this bit can be set to 1, this flag is cleared to 0. In addition, clearing the TMIEp bit to 0 also clears this flag to 0. 0: Transmit buffer transmit complete interrupt is not requested. 1: Transmit buffer transmit complete interrupt is requested.
7 to 5	Reserved	All 0	R	These bits are read as the value after reset.
4	THIF0	B'0	R	Channel 0 Transmit History Interrupt Status Flag When the THLIE bit in the RSCFDnCFDTHLCCm register is set to 1 (transmit history interrupt enabled) and the THLIF bit in the RSCFDnCFDTHLSTSm register is set to 1 (transmit history interrupt request), this bit is set to 1. When the THLIF bit in the RSCFDnCFDTHLSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the THLIE bit is cleared to 0. 0: Transmit history interrupt is not requested. 1: Transmit history interrupt is requested.
3	CFTIF0	B'0	R	Channel 0 Transmit/receive FIFO Transmit Interrupt Status Flag When the CFTXIE bit in the RSCFDnCFDCFCCk register is set to 1 (transmit/receive FIFO transmit interrupt enabled) and the CFTXIF bit in the RSCFDnCFDCFSTSk register is set to 1 (transmit/receive FIFO transmit interrupt request), this bit is set to 1. When the CFTXIF bit is cleared to 0 under the conditions that this bit can be set to 1, this bit is cleared to 0. This flag is also cleared to 0 when the CFTXIE bit is cleared to 0. 0: Transmit/receive FIFO transmit interrupt is not requested. 1: Transmit/receive FIFO transmit interrupt is requested.

Bit	Bit Name	Initial Value	R/W	Description
2	TQIF0	B'0	R	Channel 0 Transmit Queue Interrupt Status Flag When the TXQIE bit in the RSCFDnCFDTXQCCm register is set to 1 (transmit queue interrupt enabled) and the TXQIF bit in the RSCFDnCFDTXQSTSm register is set to 1 (transmit queue interrupt request), this bit is set to 1. When the TXQIF bit (transmit queue interrupt request) in the RSCFDnCFDTXQSTSm register is cleared to 0, this bit is cleared to 0. This flag is also cleared to 0 when the TXQIE bit is cleared to 0. 0: Transmit queue interrupt is not requested. 1: Transmit queue interrupt is requested.
1	TAIF0	B'0	R	Channel 0 Transmit Buffer Abort Interrupt Status Flag This bit is set to 1 when the TAIE bit in the RSCFDnCFDCmCTR register is 1 (transmit abort interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnCFDTMSTSp register are set to B'01 (transmit abort completed). This flag is cleared to 0 when the TMTRF[1:0] flags are cleared to B'00 after the transmit abort is completed. 0: Transmit buffer abort interrupt is not requested. 1: Transmit buffer abort interrupt is requested.
0	TSIF0	B'0	R	Channel 0 Transmit Buffer Interrupt Status Flag This bit is set to 1 when the TMIEp bit in the RSCFDnCFDTMIECy register is set to 1 (transmit buffer interrupt enabled) and the TMTRF[1:0] flags in the RSCFDnCFDTMSTSp register are set to B'10 (transmit completed without abort request) or B'11 (transmit completed with abort request). When the TMTRF[1:0] flags are cleared to B'00 under the condition that this bit can be set to 1, this flag is cleared to 0. In addition, clearing the TMIEp bit to 0 also clears this flag to 0. 0: Transmit buffer transmit complete interrupt is not requested. 1: Transmit buffer transmit complete interrupt is requested.

48.9.3.7 RSCFDnCFDGTINTSTS1 — Global TX Interrupt Status Register 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGTINTSTS1 register can be read only in 32-bit units

RSCFDnCFDGTINTSTS1L, RSCFDnCFDGTINTSTS1H registers can be read only in 16-bit units

RSCFDnCFDGTINTSTS1LL, RSCFDnCFDGTINTSTS1LH, RSCFDnCFDGTINTSTS1HL, RSCFDnCFDGTINTSTS1HH registers can be read only in 8-bit units

Address: RSCFDnCFDGTINTSTS1: <RSCFDn_base> + H'0464

RSCFDnCFDGTINTSTS1L: <RSCFDn_base> + H'0464,
RSCFDnCFDGTINTSTS1H: <RSCFDn_base> + H'0466

RSCFDnCFDGTINTSTS1LL: <RSCFDn_base> + H'0464,
RSCFDnCFDGTINTSTS1LH: <RSCFDn_base> + H'0465,
RSCFDnCFDGTINTSTS1HL: <RSCFDn_base> + H'0466,
RSCFDnCFDGTINTSTS1HH: <RSCFDn_base> + H'0467

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R*	R*	R*	R*	R*	R	R	R	R*	R*	R*	R*	R*

Note: * This bit is automatically cleared in the global reset or channel reset mode.

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Reserved	All 0	R	These bits are read as the value after reset.

48.9.4 Details of Receive Rule Related Registers

48.9.4.1 RSCFDnCFDGAFLECTR — Receive Rule Entry Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGAFLECTR register can be read/written in 32-bit units

RSCFDnCFDGAFLECTRL, RSCFDnCFDGAFLECTRH registers can be read/written in 16-bit units

RSCFDnCFDGAFLECTRLL, RSCFDnCFDGAFLECTRLH, RSCFDnCFDGAFLECTRHL, RSCFDnCFDGAFLECTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLECTR: <RSCFDn_base> + H'0098

RSCFDnCFDGAFLECTRL: <RSCFDn_base> + H'0098,
RSCFDnCFDGAFLECTRH: <RSCFDn_base> + H'009A

RSCFDnCFDGAFLECTRLL: <RSCFDn_base> + H'0098,
RSCFDnCFDGAFLECTRLH: <RSCFDn_base> + H'0099,
RSCFDnCFDGAFLECTRHL: <RSCFDn_base> + H'009A,
RSCFDnCFDGAFLECTRHH: <RSCFDn_base> + H'009B

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	AFLDAE	—	—	—	AFLPN[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
8	AFLDAE	B'0	R/W	Receive Rule Table Write Enable Setting this bit to 0 disables the write to the receive rule table. After writes to the receive rule table are completed, set this bit to 0 to disable the write to the table. The receive rule table can be read regardless of the value of this bit. Set the AFLDAE bit to 1 only in global reset mode. 0: Receive rule table write is disabled. 1: Receive rule table write is enabled.
7 to 5	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
4 to 0	AFLPN[4:0]	B'0_0000	R/W	Receive Rule Table Page Number Configuration These bits are used to set the page number of the receive rule table. Sixteen receive rules can be set per page. A page number can be selected from a range of page 0 (B'0_0000) to page 23 (B'1_0111). Set these bits to a value within the range of B'0_0000 to B'1_0111.

48.9.4.2 RSCFDnCFDGAFLCFG0 — Receive Rule Configuration Register 0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGAFLCFG0 register can be read/written in 32-bit units

RSCFDnCFDGAFLCFG0L, RSCFDnCFDGAFLCFG0H registers can be read/written in 16-bit units

RSCFDnCFDGAFLCFG0LL, RSCFDnCFDGAFLCFG0LH, RSCFDnCFDGAFLCFG0HL, RSCFDnCFDGAFLCFG0HH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLCFG0: <RSCFDn_base> + H'009C

RSCFDnCFDGAFLCFG0L: <RSCFDn_base> + H'009C,
RSCFDnCFDGAFLCFG0H: <RSCFDn_base> + H'009E

RSCFDnCFDGAFLCFG0LL: <RSCFDn_base> + H'009C,
RSCFDnCFDGAFLCFG0LH: <RSCFDn_base> + H'009D,
RSCFDnCFDGAFLCFG0HL: <RSCFDn_base> + H'009E,
RSCFDnCFDGAFLCFG0HH: <RSCFDn_base> + H'009F

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RNC0[7:0]								RNC1[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	RNC0[7:0]	H'00	R/W	Number of Rules for Channel 0 These bits are used to set the number of rules to be registered in the channel 0 receive rule table. Set these bits to a value within the range of H'00 to H'80.
23 to 16	RNC1[7:0]	H'00	R/W	Number of Rules for Channel 1 These bits are used to set the number of rules to be registered in the channel 1receive rule table. Set these bits to a value within the range of H'00 to H'80.
15 to 0	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.

Modify the RSCFDnCFDGAFLCFG0 register only in global reset mode.

Up to 64 × (number of channels) rules can be registered in the receive rule table as the entire unit. The number of receive rules per channel should meet the following conditions.

- The maximum number of rules per channel is 128.
- The total of the number of rules allocated to each channel is not larger than the number of rules that can be registered in the entire unit.

48.9.4.3 RSCFDnCFDGAFLCFG1 — Receive Rule Configuration Register 1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGAFLCFG1 register can be read/written in 32-bit units

RSCFDnCFDGAFLCFG1L, RSCFDnCFDGAFLCFG1H registers can be read/written in 16-bit units

RSCFDnCFDGAFLCFG1LL, RSCFDnCFDGAFLCFG1LH, RSCFDnCFDGAFLCFG1HL, RSCFDnCFDGAFLCFG1HH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLCFG1: <RSCFDn_base> + H'00A0H

RSCFDnCFDGAFLCFG1L: <RSCFDn_base> + H'00A0,
RSCFDnCFDGAFLCFG1H: <RSCFDn_base> + H'00A2

RSCFDnCFDGAFLCFG1LL: <RSCFDn_base> + H'00A0,
RSCFDnCFDGAFLCFG1LH: <RSCFDn_base> + H'00A1,
RSCFDnCFDGAFLCFG1HL: <RSCFDn_base> + H'00A2,
RSCFDnCFDGAFLCFG1HH: <RSCFDn_base> + H'00A3

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.

48.9.4.4 RSCFDnCFDGAFLIDj — Receive Rule ID Register (j = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGAFLIDj register can be read/written in 32-bit units

RSCFDnCFDGAFLIDjL, RSCFDnCFDGAFLIDjH registers can be read/written in 16-bit units

RSCFDnCFDGAFLIDjLL, RSCFDnCFDGAFLIDjLH, RSCFDnCFDGAFLIDjHL, RSCFDnCFDGAFLIDjHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLIDj: <RSCFDn_base> + H'1000 + (H'10 × j)

RSCFDnCFDGAFLIDjL: <RSCFDn_base> + H'1000 + (H'10 × j),
RSCFDnCFDGAFLIDjH: <RSCFDn_base> + H'1002 + (H'10 × j)

RSCFDnCFDGAFLIDjLL: <RSCFDn_base> + H'1000 + (H'10 × j),
RSCFDnCFDGAFLIDjLH: <RSCFDn_base> + H'1001 + (H'10 × j),
RSCFDnCFDGAFLIDjHL: <RSCFDn_base> + H'1002 + (H'10 × j),
RSCFDnCFDGAFLIDjHH: <RSCFDn_base> + H'1003 + (H'10 × j)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLIDE	GAFLRTR	GAFLLB	GAFLID[28:16]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	GAFLIDE	B'0	R/W	IDE Select This bit is used to select the ID format (standard ID or extended ID) of the receive rule. This bit is compared with the IDE bit in the received message during the acceptance filter processing. 0: Standard ID 1: Extended ID
30	GAFLRTR	B'0	R/W	RTR Select This bit is used to select the frame format (data frame or remote frame) of the receive rule. This bit is compared with the RTR bit in the received message during the acceptance filter processing. 0: Data frame 1: Remote frame
29	GAFLLB	B'0	R/W	Receive Rule Target Message Select When this bit is set to 0, data processing using the receive rule is performed when receiving messages transmitted from another CAN node. When this bit is set to 1 when the mirror function is used, data processing using the receive rule is performed when the CAN node is receiving its own transmitted messages. 0: When a message transmitted from another CAN node is received 1: When the own transmitted message is received

Bit	Bit Name	Initial Value	R/W	Description
28 to 0	GAFLID[28:0]	H'0000_0000	R/W	ID Set These bits are used to set the ID field of the receive rule. The ID value set by these bits is compared with the ID of the received message during the acceptance filter processing. For the standard ID, set the ID in bits 10 to 0 and set bits 28 to 11 to 0.

Modify the RSCFDnCFDGAFLIDj register when the AFLDAE bit in the RSCFDnCFDGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

48.9.4.5 RSCFDnCFDGAFLMj — Receive Rule Mask Register (j = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGAFLMj register can be read/written in 32-bit units

RSCFDnCFDGAFLMjL, RSCFDnCFDGAFLMjH registers can be read/written in 16-bit units

RSCFDnCFDGAFLMjLL, RSCFDnCFDGAFLMjLH, RSCFDnCFDGAFLMjHL, RSCFDnCFDGAFLMjHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLMj: <RSCFDn_base> + H'1004 + (H'10 × j)

RSCFDnCFDGAFLMjL: <RSCFDn_base> + H'1004 + (H'10 × j),
RSCFDnCFDGAFLMjH: <RSCFDn_base> + H'1006 + (H'10 × j)

RSCFDnCFDGAFLMjLL: <RSCFDn_base> + H'1004 + (H'10 × j),
RSCFDnCFDGAFLMjLH: <RSCFDn_base> + H'1005 + (H'10 × j),
RSCFDnCFDGAFLMjHL: <RSCFDn_base> + H'1006 + (H'10 × j),
RSCFDnCFDGAFLMjHH: <RSCFDn_base> + H'1007 + (H'10 × j)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLIDEM	GAFLRTRM	—	GAFLIDM[28:16]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLIDM[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	GAFLIDEM	B'0	R/W	IDE Mask When this bit is set to 1, filter processing is performed only for messages of the ID format specified by the GAFLIDE bit in the RSCFDnCFDGAFLIDj register. When this bit is cleared to 0, the IDs of all the receive messages and the specified IDs are regarded as matched. To set the GAFLIDEM bit to 0, set the GAFLIDM[28:0] bits to all 0 at the same time. 0: The IDE bit is not compared. 1: The IDE bit is compared.
30	GAFLRTRM	B'0	R/W	RTR Mask This bit is used to mask the RTR bit of the receive rule. 0: The RTR bit is not compared. 1: The RTR bit is compared
29	Reserved	B'0	R	This bit is read as the value after reset. The write value should be the value after reset.
28 to 0	GAFLIDM [28:0]	H'0000_0000	R/W	ID Mask These bits are used to mask the corresponding ID bit of the receive rule. 0: The corresponding ID bit is not compared. 1: The corresponding ID bit is compared.

Modify the RSCFDnCFDGAFLMj register when the AFLDAE bit in the RSCFDnCFDGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

48.9.4.6 RSCFDnCFDGAFLP0_j — Receive Rule Pointer 0 Register (j = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGAFLP0_j register can be read/written in 32-bit units

RSCFDnCFDGAFLP0_jL, RSCFDnCFDGAFLP0_jH registers can be read/written in 16-bit units

RSCFDnCFDGAFLP0_jLL, RSCFDnCFDGAFLP0_jLH, RSCFDnCFDGAFLP0_jHL, RSCFDnCFDGAFLP0_jHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLP0_j: <RSCFDn_base> + H'1008 + (H'10 × j)

RSCFDnCFDGAFLP0_jL: <RSCFDn_base> + H'1008 + (H'10 × j),
RSCFDnCFDGAFLP0_jH: <RSCFDn_base> + H'100A + (H'10 × j)

RSCFDnCFDGAFLP0_jLL: <RSCFDn_base> + H'1008 + (H'10 × j),
RSCFDnCFDGAFLP0_jLH: <RSCFDn_base> + H'1009 + (H'10 × j),
RSCFDnCFDGAFLP0_jHL: <RSCFDn_base> + H'100A + (H'10 × j),
RSCFDnCFDGAFLP0_jHH: <RSCFDn_base> + H'100B + (H'10 × j)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	GAFLDLC[3:0]				GAFLPTR[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLRMV	GAFLRMDP[6:0]							—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	GAFLDLC [3:0]	B’0000	R/W	Receive Rule DLC These bits are used to set the minimum data length necessary for receiving messages. If the data length of a message that is being filtered is equal to or larger than the value set by the GAFLDLC[3:0] bits, the message passes the DLC check. Setting these bits to B'0000 disables the DLC check function allowing messages with any data length to pass the DLC check.

	Classical CAN Frame	CAN FD Frame
B’0000:	0 data bytes	
B’0001:	1 data byte	
B’0010:	2 data bytes	
B’0011:	3 data bytes	
B’0100:	4 data bytes	
B’0101:	5 data bytes	
B’0110:	6 data bytes	
B’0111:	7 data bytes	
B’1000:	8 data bytes	
B’1001:	8 data bytes	12 data bytes
B’1010:		16 data bytes
B’1011:		20 data bytes
B’1100:		24 data bytes
B’1101:		32 data bytes
B’1110:		48 data bytes
B’1111:		64 data bytes

27 to 16	GAFLPTR [11:0]	H'000	R/W	Receive Rule Label Set the 12-bit label information. These bits are used to set a 12-bit label to be attached to messages that have passed through the filter. A label is attached when a message is stored in the receive buffer or the FIFO buffer.
15	GAFLRMV	B’0	R/W	Receive Buffer Enable When this bit is set to 1, receive messages that have passed through the filter are stored in the receive buffer selected by the GAFLRMDP[6:0] bits. 0: No receive buffer is used. 1: A receive buffer is used.
14 to 8	GAFLRMDP [6:0]	H'00	R/W	Receive Buffer Number Select Set the receive buffer number to store receive messages. These bits are used to select the number of the receive buffer that stores receive messages that have passed through the filter when the GAFLRMV bit is set to 1. Set these bits to a value smaller than the value set by the NRXMB[7:0] bits in the RSCFDnCFDRMNB register.
7 to 0	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.

Modify the RSCFDnCFDGAFLP0_j register when the AFLDAE bit in the RSCFDnCFDGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

48.9.4.7 RSCFDnCFDGAFLP1_j — Receive Rule Pointer 1 Register (j = 0 to 15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGAFLP1_j register can be read/written in 32-bit units

RSCFDnCFDGAFLP1_jL, RSCFDnCFDGAFLP1_jH registers can be read/written in 16-bit units

RSCFDnCFDGAFLP1_jLL, RSCFDnCFDGAFLP1_jLH, RSCFDnCFDGAFLP1_jHL, RSCFDnCFDGAFLP1_jHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGAFLP1_j: <RSCFDn_base> + H'100C + (H'10 × j)

RSCFDnCFDGAFLP1_jL: <RSCFDn_base> + H'100C + (H'10 × j),
RSCFDnCFDGAFLP1_jH: <RSCFDn_base> + H'100E + (H'10 × j)

RSCFDnCFDGAFLP1_jLL: <RSCFDn_base> + H'100C + (H'10 × j),
RSCFDnCFDGAFLP1_jLH: <RSCFDn_base> + H'100D + (H'10 × j),
RSCFDnCFDGAFLP1_jHL: <RSCFDn_base> + H'100E + (H'10 × j),
RSCFDnCFDGAFLP1_jHH: <RSCFDn_base> + H'100F + (H'10 × j)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	GAFLFDP[25:16]									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	GAFLFDP[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
25 to 16	GAFLFDP [25:16]	H'000	R/W	Transmit/Receive FIFO Buffer k Select (Bit position – 8 = target transmit/receive FIFO buffer number k) 0: Transmit/receive FIFO buffer is not selected. 1: Transmit/receive FIFO buffer is selected.
15 to 0	GAFLFDP [15:0]	H'0000	R/W	Receive FIFO Buffer x Select (Bit position = target receive FIFO buffer number x) 0: Receive FIFO buffer is not selected. 1: Receive FIFO buffer is selected.

Modify the RSCFDnCFDGAFLP1_j register when the AFLDAE bit in the RSCFDnCFDGAFLECTR register is set to 1 (receive rule table write is enabled) in global reset mode.

GAFLFDP[25:0] Bits

These bits are used to specify FIFO buffers that store receive messages that have passed through the filter. Up to eight FIFO buffers are selectable. However, when the GAFLRMV bit in the RSCFDnCFDGAFLP0_j register is set to 1 (a message is stored in the receive buffer), up to seven FIFO buffers can be selected. Only receive FIFO buffers and the transmit/receive FIFO buffer for which the CFM[1:0] bits in the RSCFDnCFDCFCCk register are set to B'00 (receive mode) or B'10 (gateway mode) are selectable.

48.9.5 Details of Receive Buffer Related Registers

48.9.5.1 RSCFDnCFDRMNB — Receive Buffer Number Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRMNB register can be read/written in 32-bit units

RSCFDnCFDRMNBL, RSCFDnCFDRMNBH registers can be read/written in 16-bit units

RSCFDnCFDRMNBLL, RSCFDnCFDRMNBLH, RSCFDnCFDRMNBHL, RSCFDnCFDRMNBHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRMNB: <RSCFDn_base> + H'00A4

RSCFDnCFDRMNBL: <RSCFDn_base> + H'00A4, RSCFDnCFDRMNBH: <RSCFDn_base> + H'00A6

RSCFDnCFDRMNBLL: <RSCFDn_base> + H'00A4, RSCFDnCFDRMNBLH: <RSCFDn_base> + H'00A5, RSCFDnCFDRMNBHL: <RSCFDn_base> + H'00A6, RSCFDnCFDRMNBHH: <RSCFDn_base> + H'00A7

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	RMPLS[1:0]		NRXMB[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
9, 8	RMPLS[1:0]	B'00	R/W	Receive Buffer Payload Storage Size Select Select the upper-limited size of a payload that can be stored in the receive buffer. B'00: 8 bytes B'01: 12 bytes B'10: 16 bytes B'11: 20 bytes
7 to 0	NRXMB[7:0]	H'00	R/W	Receive Buffer Number Configuration Set the number of receive buffers. Set a value of 0 to 96. These bits are used to set the total number of receive buffers of the RS-CANFD module. The maximum value is 16 × (number of channels). Setting these bits all to 0 makes receive buffers unavailable.

Modify the RSCFDnCFDRMNB register only in global reset mode.

48.9.5.2 RSCFDnCFDRMNDy — Receive Buffer New Data Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRMNDy register can be read/written in 32-bit units

RSCFDnCFDRMNDyL, RSCFDnCFDRMNDyH registers can be read/written in 16-bit units

RSCFDnCFDRMNDyLL, RSCFDnCFDRMNDyLH, RSCFDnCFDRMNDyHL, RSCFDnCFDRMNDyHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRMNDy: <RSCFDn_base> + H'00A8 + (H'04 × y)

RSCFDnCFDRMNDyL: <RSCFDn_base> + H'00A8 + (H'04 × y),
RSCFDnCFDRMNDyH: <RSCFDn_base> + H'00AA + (H'04 × y)

RSCFDnCFDRMNDyLL: <RSCFDn_base> + H'00A8 + (H'04 × y),
RSCFDnCFDRMNDyLH: <RSCFDn_base> + H'00A9 + (H'04 × y),
RSCFDnCFDRMNDyHL: <RSCFDn_base> + H'00AA + (H'04 × y),
RSCFDnCFDRMNDyHH: <RSCFDn_base> + H'00AB + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMNSq (q = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMNSq (q = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	RMNSq	H'0000_0000	R/W	Receive Buffer Receive Complete Flag q (q = y × 32 + 31 to y × 32 + 0) 0: There is no new message in receive buffer q. 1: There is a new message in receive buffer q.

Write 0 to the RSCFDnCFDRMNDy register in global operating mode or global test mode.

RMNSq Flags (q = 0 to 31)

Each RMNS flag is set to 1 when the processing for storing a message in the corresponding receive buffer starts.

To clear a flag to 0, the program must write 0 to the flag. Use a store instruction to write “0” to the flag and “1” to other flags. These bits cannot be cleared to 0 while a message is being stored. Time for storing a message differs depending on the size for storing the payload in the receive buffer; it takes 12 clock cycles of pclk when the RMPLS[1:0] bits in the RSCFDnCFDRMNB register are B'00 (8 bytes) and 18 clock cycles of pclk when the RMPLS[1:0] bits are B'11 (20 bytes) (two clock cycles of pclk for four bytes of the size for storing the payload).

These flags are cleared to 0 in global reset mode.

48.9.5.3 RSCFDnCFDRMIDq — Receive Buffer ID Register (q = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRMIDq register can be read only in 32-bit units

RSCFDnCFDRMIDqL, RSCFDnCFDRMIDqH registers can be read only in 16-bit units

RSCFDnCFDRMIDqLL, RSCFDnCFDRMIDqLH, RSCFDnCFDRMIDqHL, RSCFDnCFDRMIDqHH registers can be read only in 8-bit units

Address: RSCFDnCFDRMIDq: <RSCFDn_base> + H'2000 + (H'20 × q)

RSCFDnCFDRMIDqL: <RSCFDn_base> + H'2000 + (H'20 × q),
RSCFDnCFDRMIDqH: <RSCFDn_base> + H'2002 + (H'20 × q)

RSCFDnCFDRMIDqLL: <RSCFDn_base> + H'2000 + (H'20 × q),
RSCFDnCFDRMIDqLH: <RSCFDn_base> + H'2001 + (H'20 × q),
RSCFDnCFDRMIDqHL: <RSCFDn_base> + H'2002 + (H'20 × q),
RSCFDnCFDRMIDqHH: <RSCFDn_base> + H'2003 + (H'20 × q)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMIDE	RMRTR	—	RMID[28:16]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	RMIDE	B'0	R	Receive Buffer IDE This bit indicates the ID format (standard ID or extended ID) of the message stored in the receive buffer. 0: Standard ID 1: Extended ID
30	RMRTR	B'0	R	Receive Buffer RTR/RRS When the received message is in the classical CAN frame, this bit indicates the frame format (data frame or remote frame) of the message stored in the receive buffer. When the received message is in the CAN FD frame, this bit indicates the RRS bit value of the message. • When the received message is in the classical CAN frame: 0: Data frame 1: Remote frame • When the received message is in the CAN FD frame: The RRS bit value of the received message is read.
29	Reserved	B'0	R	This bit is read as the value after reset.
28 to 0	RMID[28:0]	H'0000_0000	R	Receive Buffer ID Data These bits contain the standard ID or extended ID of the received message. Read bits 10 to 0 for standard ID. Bits 28 to 11 are read as 0.

48.9.5.4 RSCFDnCFDRMPTRq — Receive Buffer Pointer Register (q = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRMPTRq register can be read only in 32-bit units

RSCFDnCFDRMPTRqL, RSCFDnCFDRMPTRqH registers can be read only in 16-bit units

RSCFDnCFDRMPTRqLL, RSCFDnCFDRMPTRqLH, RSCFDnCFDRMPTRqHL, RSCFDnCFDRMPTRqHH registers can be read only in 8-bit units

Address: RSCFDnCFDRMPTRq: <RSCFDn_base> + H'2004 + (H'20 × q)

RSCFDnCFDRMPTRqL: <RSCFDn_base> + H'2004 + (H'20 × q),
RSCFDnCFDRMPTRqH: <RSCFDn_base> + H'2006 + (H'20 × q)

RSCFDnCFDRMPTRqLL: <RSCFDn_base> + H'2004 + (H'20 × q),
RSCFDnCFDRMPTRqLH: <RSCFDn_base> + H'2005 + (H'20 × q),
RSCFDnCFDRMPTRqHL: <RSCFDn_base> + H'2006 + (H'20 × q),
RSCFDnCFDRMPTRqHH: <RSCFDn_base> + H'2007 + (H'20 × q)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMDLC[3:0]				RMPTR[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMTS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	RMDLC[3:0]	B'0000	R	Receive Buffer DLC Data These bits indicate the data length of the message stored in the receive buffer. The number of bytes of the payload stored in the receive buffer depends on the RMPLS[1:0] bits in the RSCFDnCFDRMNB register.

	Classical CAN Frame	CAN FD Frame
B'0000:	0 data bytes	
B'0001:	1 data byte	
B'0010:	2 data bytes	
B'0011:	3 data bytes	
B'0100:	4 data bytes	
B'0101:	5 data bytes	
B'0110:	6 data bytes	
B'0111:	7 data bytes	
B'1000:	8 data bytes	
B'1001:	8 data bytes	12 data bytes
B'1010:		16 data bytes
B'1011:		20 data bytes
B'1100:		24 data bytes
B'1101:		32 data bytes
B'1110:		48 data bytes
B'1111:		64 data bytes

27 to 16	RMPTR[11:0]	H'000	R	Receive Buffer Label Data These bits indicate the label information of the message stored in the receive buffer.
15 to 0	RMTS[15:0]	H'0000	R	Receive Buffer Timestamp Data These bits indicate the timestamp value of the message stored in the receive buffer.

48.9.5.5 RSCFDnCFDRMFDSTSq — Receive Buffer CAN FD Status Register (q = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRMFDSTSq register can be read only in 32-bit units

RSCFDnCFDRMFDSTSqL, RSCFDnCFDRMFDSTSqH registers can be read only in 16-bit units

RSCFDnCFDRMFDSTSqLL, RSCFDnCFDRMFDSTSqLH, RSCFDnCFDRMFDSTSqHL, RSCFDnCFDRMFDSTSqHH registers can be read only in 8-bit units

Address: RSCFDnCFDRMFDSTSq: <RSCFDn_base> + H'2008 + (H'20 × q)

RSCFDnCFDRMFDSTSqL: <RSCFDn_base> + H'2008 + (H'20 × q),

RSCFDnCFDRMFDSTSqH: <RSCFDn_base> + H'200A + (H'20 × q)

RSCFDnCFDRMFDSTSqLL: <RSCFDn_base> + H'2008 + (H'20 × q),

RSCFDnCFDRMFDSTSqLH: <RSCFDn_base> + H'2009 + (H'20 × q),

RSCFDnCFDRMFDSTSqHL: <RSCFDn_base> + H'200A + (H'20 × q),

RSCFDnCFDRMFDSTSqHH: <RSCFDn_base> + H'200B + (H'20 × q)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RMFDF	RMBRS	RMESI
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	Reserved	All 0	R	These bits are read as the value after reset.
2	RMFDF	B'0	R	FDF This bit indicates the FD format (classical CAN frame or CAN FD frame) of the message stored in the receive buffer. 0: Classical CAN frame 1: CAN FD frame
1	RMBRS	B'0	R	BRS When the RMFDF bit is 1, this bit indicates the BRS bit value of the message stored in the receive buffer. When the RMFDF bit is 0, this bit is always read as 0. 0: The bit rate in the data area is not changed. 1: The bit rate in the data area is changed.
0	RMESI	B'0	R	ESI When the RMFDF bit is 1, this bit indicates the ESI bit value of the message stored in the receive buffer. When the RMFDF bit is 0, this bit is always read as 0. 0: Error-active node 1: Error-passive node

48.9.5.6 RSCFDnCFDRMDFb_q — Receive Buffer Data Field b Register (b = 0 to 4, q = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRMDFb_q register can be read only in 32-bit units

RSCFDnCFDRMDFb_qL, RSCFDnCFDRMDFb_qH registers can be read only in 16-bit units

RSCFDnCFDRMDFb_qLL, RSCFDnCFDRMDFb_qLH, RSCFDnCFDRMDFb_qHL, RSCFDnCFDRMDFb_qHH registers can be read only in 8-bit units

Address: RSCFDnCFDRMDFb_q: <RSCFDn_base> + H'200C + (H'04 × b) + (H'20 × q)

RSCFDnCFDRMDFb_qL: <RSCFDn_base> + H'200C + (H'04 × b) + (H'20 × q),
RSCFDnCFDRMDFb_qH: <RSCFDn_base> + H'200E + (H'04 × b) + (H'20 × q)

RSCFDnCFDRMDFb_qLL: <RSCFDn_base> + H'200C + (H'04 × b) + (H'20 × q),
RSCFDnCFDRMDFb_qLH: <RSCFDn_base> + H'200D + (H'04 × b) + (H'20 × q),
RSCFDnCFDRMDFb_qHL: <RSCFDn_base> + H'200E + (H'04 × b) + (H'20 × q),
RSCFDnCFDRMDFb_qHH: <RSCFDn_base> + H'200F + (H'04 × b) + (H'20 × q)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RMDB4 × b + 3 [7:0]								RMDB4 × b + 2 [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RMDB4 × b + 1 [7:0]								RMDB4 × b + 0 [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	RMDB4 × b + 3 [7:0]	H'00	R	Receive Buffer Data Byte 4 × b + 3
23 to 16	RMDB4 × b + 2 [7:0]	H'00	R	Receive Buffer Data Byte 4 × b + 2
15 to 8	RMDB4 × b + 1 [7:0]	H'00	R	Receive Buffer Data Byte 4 × b + 1
7 to 0	RMDB4 × b + 0 [7:0]	H'00	R	Receive Buffer Data Byte 4 × b + 0 Data for a message stored in the receive buffer can be read.

When the RMDLC[3:0] bit values in the RSCFDnCFDRMPTRq register are smaller than the size for storing the payload in the receive buffer, data bytes for which no data is set are read as H'00.

The size for storing the payload in the receive buffer is specified with the RMPLS[1:0] bits in the RSCFDnCFDRMNB register. The RSCFDnCFDRMDFb_q register corresponding to the area which exceeds the specified size must not be read or written.

48.9.6 Details of Receive FIFO Buffer Related Registers

48.9.6.1 RSCFDnCFDRFCCx — Receive FIFO Buffer Configuration and Control Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRFCCx register can be read/written in 32-bit units

RSCFDnCFDRFCCxL, RSCFDnCFDRFCCxH registers can be read/written in 16-bit units

RSCFDnCFDRFCCxLL, RSCFDnCFDRFCCxLH, RSCFDnCFDRFCCxHL, RSCFDnCFDRFCCxHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRFCCx: <RSCFDn_base> + H'00B8 + (H'04 × x)

RSCFDnCFDRFCCxL: <RSCFDn_base> + H'00B8 + (H'04 × x),
RSCFDnCFDRFCCxH: <RSCFDn_base> + H'00BA + (H'04 × x)

RSCFDnCFDRFCCxLL: <RSCFDn_base> + H'00B8 + (H'04 × x),
RSCFDnCFDRFCCxLH: <RSCFDn_base> + H'00B9 + (H'04 × x),
RSCFDnCFDRFCCxHL: <RSCFDn_base> + H'00BA + (H'04 × x),
RSCFDnCFDRFCCxHH: <RSCFDn_base> + H'00BB + (H'04 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFIGCV[2:0]			RFIM	—	RFDC[2:0]			—	RFPLS[2:0]			—	—	RFIE	RFE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
15 to 13	RFIGCV[2:0]	B'000	R/W	Receive FIFO Interrupt Request Timing Select These bits are used to specify the number of received messages for generating a receive FIFO interrupt request when the RFIM bit is set to 0 with a fraction for the total number of buffers (the setting of RFDC[2:0]). When the RFDC[2:0] bits are set to B'001 (4 messages), set the RFIGCV[2:0] bits to B'001, B'011, B'101, or B'111. Modify these bits only in global reset mode. B'000: When FIFO is 1/8 full. B'001: When FIFO is 2/8 full. B'010: When FIFO is 3/8 full. B'011: When FIFO is 4/8 full. B'100: When FIFO is 5/8 full. B'101: When FIFO is 6/8 full. B'110: When FIFO is 7/8 full. B'111: When FIFO is full.

Bit	Bit Name	Initial Value	R/W	Description
12	RFIM	B’0	R/W	Receive FIFO Interrupt Source Select This bit is used to select a FIFO interrupt source. Modify this bit only in global reset mode. 0: An interrupt occurs when the condition set by the RFIGCV[2:0] bits is met. 1: An interrupt occurs each time a message has been received.
11	Reserved	B’0	R	This bit is read as the value after reset. The write value should be the value after reset.
10 to 8	RFDC[2:0]	B’000	R/W	Receive FIFO Buffer Depth Configuration These bits are used to select the number of messages that can be stored in a single receive FIFO buffer. When these bits are set to B'000, no receive FIFO buffer should be used. Modify these bits only in global reset mode. B’000: 0 messages B’001: 4 messages B’010: 8 messages B’011: 16 messages B’100: 32 messages B’101: 48 messages B’110: 64 messages B’111: 128 messages
7	Reserved	B’0	R	This bit is read as the value after reset. The write value should be the value after reset.
6 to 4	RFPLS[2:0]	B’000	R/W	Receive FIFO Buffer Payload Storing Size Select These bits are used to select the upper-limited size of the payload which can be stored in the receive FIFO buffer. Modify these bits only in global reset mode. B’000: 8 bytes B’001: 12 bytes B’010: 16 bytes B’011: 20 bytes B’100: 24 bytes B’101: 32 bytes B’110: 48 bytes B’111: 64 bytes
3, 2	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
1	RFIE	B’0	R/W	Receive FIFO Interrupt Enable Setting the RFIE bit to 1 enables receive FIFO interrupts. Modify this bit when the RFE bit set to 0 (no receive FIFO buffer is used). 0: Receive FIFO interrupt is disabled. 1: Receive FIFO interrupt is enabled.
0	RFE	B’0	R/W	Receive FIFO Buffer Enable Setting the RFE bit to 1 makes receive FIFO buffers available. Clearing this bit to 0 sets the RFEMP flag in the RSCFDnCFDRFSTSx register to 1 (buffer empty). Modify this bit in global operating mode or global test mode. 0: No receive FIFO buffer is used. 1: Receive FIFO buffers are used.

48.9.6.2 RSCFDnCFDRFSTSx — Receive FIFO Buffer Status Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRFSTSx register can be read/written in 32-bit units

RSCFDnCFDRFSTSxL, RSCFDnCFDRFSTSxH registers can be read/written in 16-bit units

RSCFDnCFDRFSTSxLL, RSCFDnCFDRFSTSxLH, RSCFDnCFDRFSTSxHL, RSCFDnCFDRFSTSxHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRFSTSx: <RSCFDn_base> + H'00D8 + (H'04 × x)

RSCFDnCFDRFSTSxL: <RSCFDn_base> + H'00D8 + (H'04 × x),
RSCFDnCFDRFSTSxH: <RSCFDn_base> + H'00DA + (H'04 × x)

RSCFDnCFDRFSTSxLL: <RSCFDn_base> + H'00D8 + (H'04 × x),
RSCFDnCFDRFSTSxLH: <RSCFDn_base> + H'00D9 + (H'04 × x),
RSCFDnCFDRFSTSxHL: <RSCFDn_base> + H'00DA + (H'04 × x),
RSCFDnCFDRFSTSxHH: <RSCFDn_base> + H'00DB + (H'04 × x)

Value after reset: H'0000_0001

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFMC[7:0]								—	—	—	—	RFIF	RFMLT	RFFLL	RFEMP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	These bits are read as the value after reset. When writing to these bits, write the value after reset.
15 to 8	RFMC[7:0]	H'00	R	Receive FIFO Unread Message Counter This flag indicates the number of unread messages in the receive FIFO buffer. This flag becomes H'00 when the RFE bit in the RSCFDnCFDRFCCx register is set to 0.
7 to 4	Reserved	All 0	R	These bits are read as the value after reset. When writing to these bits, write the value after reset.
3	RFIF	B'0	R/W	Receive FIFO Interrupt Request Flag This flag is set to 1 when the receive FIFO interrupt request generation conditions set by the RFIGCV[2:0] bits and the RFIM bit in the RSCFDnCFDRFCCx register are met. This flag is cleared to 0 in global reset mode or by writing 0 to this flag. Modify this bit in global operating mode or global test mode. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to “0” to “0”, and the bits not to be set to “0” to “1”. 0: No receive FIFO interrupt request is present. 1: A receive FIFO interrupt request is present.

Bit	Bit Name	Initial Value	R/W	Description
2	RFMLT	B'0	R/W	Receive FIFO Message Lost Flag This flag is set to 1 when an attempt is made to store a new message while the receive FIFO buffer is full. In this case, the new message is discarded. This flag is cleared to 0 in global reset mode or by writing 0 to this flag. Modify this bit in global operating mode or global test mode. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No receive FIFO message is lost. 1: A receive FIFO message is lost.
1	RFFLL	B'0	R	Receive FIFO Buffer Full Status Flag This flag is set to 1 when the number of messages stored in the receive FIFO buffer matches the FIFO buffer depth set by the RFDC[2:0] bits in the RSCFDnCFDRFCCx register. If the number of messages stored in the receive FIFO buffer becomes smaller than the FIFO buffer depth set by the RFDC[2:0] bits, this flag is cleared to 0. This flag is also cleared to 0 when the RFE bit in the RSCFDnCFDRFCCx register is set to 0 (no receive FIFO buffer is used) or in global reset mode. 0: The receive FIFO buffer is not full. 1: The receive FIFO buffer is full.
0	RFEMP	B'1	R	Receive FIFO Buffer Empty Status Flag This flag is set to 1 when all messages in the receive FIFO buffer have been read. This flag is also set to 1 when the RFE bit in the RSCFDnCFDRFCCx register is 0 or in global reset mode. This flag is cleared to 0 when even a single received message has been stored in the receive FIFO buffer. 0: The receive FIFO buffer contains unread message. 1: The receive FIFO buffer contains no unread message (buffer empty).

Note: To clear the RFMLT or RFIF flag to 0, use a store instruction to write "0" to the given flag and "1" to the other flags.

48.9.6.3 RSCFDnCFDRFPCTRx — Receive FIFO Buffer Pointer Control Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRFPCTRx register can only be written in 32-bit units

RSCFDnCFDRFPCTRxL, RSCFDnCFDRFPCTRxH registers can only be written in 16-bit units

RSCFDnCFDRFPCTRxLL, RSCFDnCFDRFPCTRxLH, RSCFDnCFDRFPCTRxHL, RSCFDnCFDRFPCTRxHH registers can only be written in 8-bit units

Address: RSCFDnCFDRFPCTRx: <RSCFDn_base> + H'00F8 + (H'04 × x)

RSCFDnCFDRFPCTRxL: <RSCFDn_base> + H'00F8 + (H'04 × x),

RSCFDnCFDRFPCTRxH: <RSCFDn_base> + H'00FA + (H'04 × x)

RSCFDnCFDRFPCTRxLL: <RSCFDn_base> + H'00F8 + (H'04 × x),

RSCFDnCFDRFPCTRxLH: <RSCFDn_base> + H'00F9 + (H'04 × x),

RSCFDnCFDRFPCTRxHL: <RSCFDn_base> + H'00FA + (H'04 × x),

RSCFDnCFDRFPCTRxHH: <RSCFDn_base> + H'00FB + (H'04 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RFPC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	The write value should be the value after reset.
7 to 0	RFPC[7:0]	H'00	W	Receive FIFO Pointer Control When the RFPC[7:0] bits are set to H'FF, the read pointer moves to the next unread message in the receive FIFO buffer. At this time, the RFMC[7:0] (receive FIFO unread message counter) value in the RSCFDnCFDRFSTSx register is decremented. Read the RSCFDnCFDRFIDx, RSCFDnCFDRFPTRx, RSCFDnCFDRFFDSTSx, and RSCFDnCFDRFDFd_x registers to read messages in the receive FIFO buffer, and then write H'FF to the RFPC[7:0] bits. When writing H'FF to these bits, make sure that the RFE bit in the RSCFDnCFDRFCCx register is set to 1 (receive FIFO buffers are used) and the RFEMP flag in the RSCFDnCFDRFSTSx register is 0 (the receive FIFO buffer contains unread messages).

When the RFDMAEx bit in the RSCFDnCFDCDTCT register is 1 (the DMA transfer request is enabled), this register must not be written.

48.9.6.4 RSCFDnCFDRFIDx — Receive FIFO Buffer Access ID Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRFIDx register can be read only in 32-bit units

RSCFDnCFDRFIDxL, RSCFDnCFDRFIDxH registers can be read only in 16-bit units

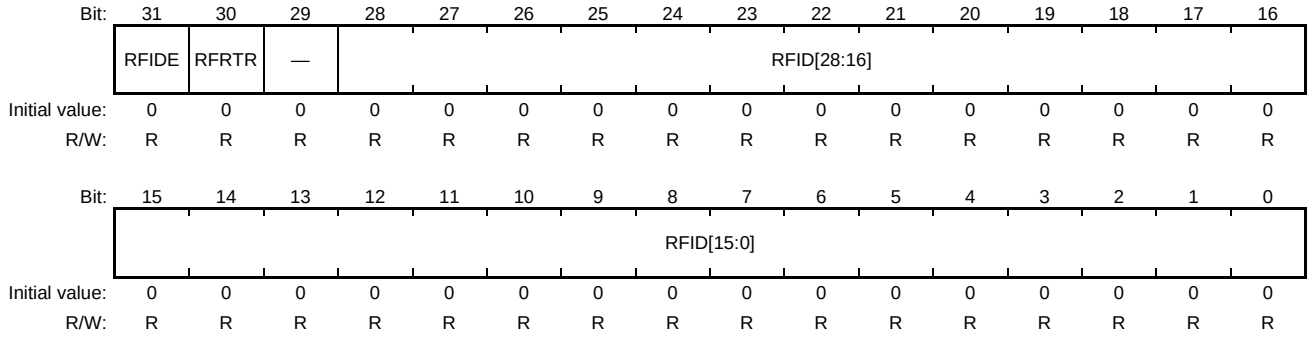
RSCFDnCFDRFIDxLL, RSCFDnCFDRFIDxLH, RSCFDnCFDRFIDxHL, RSCFDnCFDRFIDxHH registers can be read only in 8-bit units

Address: RSCFDnCFDRFIDx: <RSCFDn_base> + H'3000 + (H'80 × x)

RSCFDnCFDRFIDxL: <RSCFDn_base> + H'3000 + (H'80 × x),
RSCFDnCFDRFIDxH: <RSCFDn_base> + H'3002 + (H'80 × x)

RSCFDnCFDRFIDxLL: <RSCFDn_base> + H'3000 + (H'80 × x),
RSCFDnCFDRFIDxLH: <RSCFDn_base> + H'3001 + (H'80 × x),
RSCFDnCFDRFIDxHL: <RSCFDn_base> + H'3002 + (H'80 × x),
RSCFDnCFDRFIDxHH: <RSCFDn_base> + H'3003 + (H'80 × x)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31	RFIDE	B'0	R	Receive FIFO Buffer IDE This bit indicates the ID format (standard ID or extended ID) of the message stored in the receive FIFO buffer. 0: Standard ID 1: Extended ID
30	RFRTR	B'0	R	Receive FIFO Buffer RTR/RRS When the received message is in the classical CAN frame, this bit indicates the frame format (data frame or remote frame) of the message stored in the receive FIFO buffer. When the received message is in the CAN FD frame, this bit indicates the RRS bit value of the message. • When the received message is in the classical CAN frame: 0: Data frame 1: Remote frame • When the received message is in the CAN FD frame: The RRS bit value of the received message is read.
29	Reserved	B'0	R	This bit is read as the value after reset.
28 to 0	RFID[28:0]	H'0000_0000	R	Receive FIFO Buffer ID Data These bits indicate the ID of the message stored in the receive FIFO buffer. The standard ID or extended ID of received message can be read. Read bits 10 to 0 for standard ID. Bits 28 to 11 are read as 0.

48.9.6.5 RSCFDnCFDRFPTRx — Receive FIFO Buffer Access Pointer Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRFPTRx register can be read only in 32-bit units

RSCFDnCFDRFPTRxL, RSCFDnCFDRFPTRxH registers can be read only in 16-bit units

RSCFDnCFDRFPTRxLL, RSCFDnCFDRFPTRxLH, RSCFDnCFDRFPTRxHL, RSCFDnCFDRFPTRxHH registers can be read only in 8-bit units

Address: RSCFDnCFDRFPTRx: <RSCFDn_base> + H'3004 + (H'80 × x)

RSCFDnCFDRFPTRxL: <RSCFDn_base> + H'3004 + (H'80 × x),

RSCFDnCFDRFPTRxH: <RSCFDn_base> + H'3006 + (H'80 × x)

RSCFDnCFDRFPTRxLL: <RSCFDn_base> + H'3004 + (H'80 × x),

RSCFDnCFDRFPTRxLH: <RSCFDn_base> + H'3005 + (H'80 × x),

RSCFDnCFDRFPTRxHL: <RSCFDn_base> + H'3006 + (H'80 × x),

RSCFDnCFDRFPTRxHH: <RSCFDn_base> + H'3007 + (H'80 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDLC[3:0]				RFPTR[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFTS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	RFDLC[3:0]	B'0000	R	Receive FIFO Buffer DLC Data These bits contain the data length of the message stored in the receive FIFO buffer.

	Classical CAN Frame	CAN FD Frame
B'0000:	0 data bytes	
B'0001:	1 data byte	
B'0010:	2 data bytes	
B'0011:	3 data bytes	
B'0100:	4 data bytes	
B'0101:	5 data bytes	
B'0110:	6 data bytes	
B'0111:	7 data bytes	
B'1000:	8 data bytes	
B'1001:	8 data bytes	12 data bytes
B'1010:		16 data bytes
B'1011:		20 data bytes
B'1100:		24 data bytes
B'1101:		32 data bytes
B'1110:		48 data bytes
B'1111:		64 data bytes

27 to 16	RFPTR[11:0]	H'000	R	Receive FIFO Buffer Label Data These bits contain the label information of the message stored in the receive FIFO buffer.
15 to 0	RFTS[15:0]	H'0000	R	Receive FIFO Buffer Timestamp Data These bits contain the timestamp value of the message stored in the receive FIFO buffer.

48.9.6.6 RSCFDnCFDRFFDSTSx — Receive FIFO CAN FD Status Register (x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRFFDSTSx register can be read only in 32-bit units

RSCFDnCFDRFFDSTSxL, RSCFDnCFDRFFDSTSxH registers can be read only in 16-bit units

RSCFDnCFDRFFDSTSxLL, RSCFDnCFDRFFDSTSxLH, RSCFDnCFDRFFDSTSxHL, RSCFDnCFDRFFDSTSxHH registers can be read only in 8-bit units

Address: RSCFDnCFDRFFDSTSx: <RSCFDn_base> + H'3008 + (H'80 × x)

RSCFDnCFDRFFDSTSxL: <RSCFDn_base> + H'3008 + (H'80 × x),
RSCFDnCFDRFFDSTSxH: <RSCFDn_base> + H'300A + (H'80 × x)

RSCFDnCFDRFFDSTSxLL: <RSCFDn_base> + H'3008 + (H'80 × x),
RSCFDnCFDRFFDSTSxLH: <RSCFDn_base> + H'3009 + (H'80 × x),
RSCFDnCFDRFFDSTSxHL: <RSCFDn_base> + H'300A + (H'80 × x),
RSCFDnCFDRFFDSTSxHH: <RSCFDn_base> + H'300B + (H'80 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RFFDF	RFBRS	RFESI
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	Reserved	All 0	R	These bits are read as the value after reset.
2	RFFDF	B'0	R	RFFDF This bit indicates the FD format (classical CAN frame or CAN FD frame) of the message stored in the receive FIFO buffer. 0: Classical CAN frame 1: CAN FD frame
1	RFBRS	B'0	R	RFBRS When the RFFDF bit is 1, this bit indicates the BRS bit value of the message stored in the receive FIFO buffer. When the RFFDF bit is 0, this bit is always read as 0. 0: The bit rate in the data area is not changed. 1: The bit rate in the data area is changed.
0	RFESI	B'0	R	RFESI When the RFFDF bit is 1, this bit indicates the ESI bit value of the message stored in the receive FIFO buffer. When the RFFDF bit is 0, this bit is always read as 0.

48.9.6.7 RSCFDnCFDRFDFd_x — Receive FIFO Buffer Access Data Field d Register (d = 0 to 15, x = 0 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRFDFd_x register can be read only in 32-bit units

RSCFDnCFDRFDFd_xL, RSCFDnCFDRFDFd_xH registers can be read only in 16-bit units

RSCFDnCFDRFDFd_xLL, RSCFDnCFDRFDFd_xLH, RSCFDnCFDRFDFd_xHL, RSCFDnCFDRFDFd_xHH registers can be read only in 8-bit units

Address: RSCFDnCFDRFDFd_x: <RSCFDn_base> + H'300C + (H'04 × d) + (H'80 × x)

RSCFDnCFDRFDFd_xL: <RSCFDn_base> + H'300C + (H'04 × d) + (H'80 × x),
RSCFDnCFDRFDFd_xH: <RSCFDn_base> + H'300E + (H'04 × d) + (H'80 × x)

RSCFDnCFDRFDFd_xLL: <RSCFDn_base> + H'300C + (H'04 × d) + (H'80 × x),
RSCFDnCFDRFDFd_xLH: <RSCFDn_base> + H'300D + (H'04 × d) + (H'80 × x),
RSCFDnCFDRFDFd_xHL: <RSCFDn_base> + H'300E + (H'04 × d) + (H'80 × x),
RSCFDnCFDRFDFd_xHH: <RSCFDn_base> + H'300F + (H'04 × d) + (H'80 × x)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RFDB4 × d + 3 [7:0]								RFDB4 × d + 2 [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFDB4 × d + 1 [7:0]								RFDB4 × d + 0 [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to24	RFDB4 × d + 3 [7:0]	H'00	R	Receive FIFO Buffer Data Byte 4 × d + 3
23 to 16	RFDB4 × d + 2 [7:0]	H'00	R	Receive FIFO Buffer Data Byte 4 × d + 2
15 to 8	RFDB4 × d + 1 [7:0]	H'00	R	Receive FIFO Buffer Data Byte 4 × d + 1
7 to 0	RFDB4 × d + 0 [7:0]	H'00	R	Receive FIFO Buffer Data Byte 4 × d + 0 Data for a message stored in the receive FIFO buffer can be read.

When the RFDLC[3:0] bit values in the RSCFDnCFDRFPTRx register are smaller than the size for storing the payload in the receive FIFO buffer, data bytes for which no data is set are read as H'00.

The size for storing the payload in the receive FIFO buffer is specified with the RFPLS[2:0] bits in the RSCFDnCFDRFCCx register. The RSCFDnCFDRFDFd_x register corresponding to the area which exceeds the specified size must not be read or written.

48.9.7 Details of Transmit/Receive FIFO Buffer Related Registers

48.9.7.1 RSCFDnCFDCFCCk — Transmit/receive FIFO Buffer Configuration and Control Register k (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFCCk register can be read/written in 32-bit units

RSCFDnCFDCFCCkL, RSCFDnCFDCFCCkH registers can be read/written in 16-bit units

RSCFDnCFDCFCCkLL, RSCFDnCFDCFCCkLH, RSCFDnCFDCFCCkHL, RSCFDnCFDCFCCkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFCCk: <RSCFDn_base> + H'0118 + (H'04 × k)

RSCFDnCFDCFCCkL: <RSCFDn_base> + H'0118 + (H'04 × k),
RSCFDnCFDCFCCkH: <RSCFDn_base> + H'011A + (H'04 × k)

RSCFDnCFDCFCCkLL: <RSCFDn_base> + H'0118 + (H'04 × k),
RSCFDnCFDCFCCkLH: <RSCFDn_base> + H'0119 + (H'04 × k),
RSCFDnCFDCFCCkHL: <RSCFDn_base> + H'011A + (H'04 × k),
RSCFDnCFDCFCCkHH: <RSCFDn_base> + H'011B + (H'04 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFITT[7:0]								CFTML[3:0]				CFITR	CFITSS	CFM[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFIGCV[2:0]			CFIM	—	CFDC[2:0]			—	CFPLS[2:0]			—	CFTXIE	CFRXIE	CFE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	CFITT[7:0]	H'00	R/W	Set a message transmission interval. These bits are used to set a message transmission interval when transmitting messages continuously from a transmit/receive FIFO buffer whose CFM[1:0] bits are set to B'01 (transmit mode) or B'10 (gateway mode). Clear the CFE bit to 0 (no transmit/receive FIFO buffer is used) before modifying the CFITT[7:0] bits. Set Value: H'00 to H'FF

Bit	Bit Name	Initial Value	R/W	Description
23 to 20	CFTML[3:0]	H'0	R/W	Transmit Buffer Link Configuration These bits are used to set the number of transmit buffer on the channel which will be linked to transmit/receive FIFO buffer k when the CFM[1:0] bits are set to B'01 (transmit mode) or B'10 (gateway mode). There are three transmit/receive FIFO buffers per channel, so channel number m of FIFO buffer k is calculated as m = k/3 (integer division). The actual assigned transmit buffer number p linked to FIFO buffer k will be ((16 × m) + CFTML[3:0]). See Table 48.17 and Table 48.18, as for the relationship between transmit/receive FIFO buffer k and transmit buffer p. Setting the CFDC[2:0] bits to B'001 or more enables the setting of the CFTML[3:0] bits. Do not link to any transmit buffer which is already allocated to a transmit queue on the identical channel or to another transmit/receive FIFO buffer. Modify these bits only in global reset mode.
19	CFITR	B’0	R/W	Transmit/Receive FIFO Interval Timer Resolution This bit is enabled when the CFITSS bit is 0. When this bit is 0, the interval timer clock source is the pclk/2 clock divided by the value of the ITRCP[15:0] bits in the RSCFDnCFDGCFG register. When this bit is 1, the interval timer clock source is the pclk/2 clock divided by (the value of the ITRCP[15:0] bits in the RSCFDnCFDGCFG register × 10). Modify this bit while the CFE bit is set to 0 (no transmit/receive FIFO buffer is used). 0: Clock dividing pclk/2 by (ITRCP[15:0] bits) 1: Clock dividing pclk/2 by (ITRCP[15:0] bits × 10)
18	CFITSS	B’0	R/W	Transmit/Receive FIFO Interval Timer Clock Source Select When this bit is 0, the clock selected by the CFITR bit is the count source of the interval timer. When this bit is 1, the normal bit time clock of the channel to which the FIFO is linked is the count source of the interval timer. Use this bit only for a channel which does not handle the CAN FD frame. Modify this bit while the CFE bit is cleared to 0 (no transmit/receive FIFO buffer is used). 0: Interval timer clock source selected by the CFITR bit 1: Interval timer clock source is the normal bit time clock for the channel to which the FIFO is linked.
17, 16	CFM[1:0]	B’00	R/W	Transmit/Receive FIFO Mode Select These bits are used to select transmit/receive FIFO mode. Modify these bits only in global reset mode. B’00: Receive mode B’01: Transmit mode B’10: Gateway mode B’11: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
15 to 13	CFIGCV[2:0]	B’000	R/W	Transmit/Receive FIFO Receive Interrupt Request Timing Select These bits are used to specify the number of received messages for generating a transmit/receive FIFO receive interrupt request when the CFM[1:0] bits are set to B'00 (receive mode) or B'10 (gateway mode) and the CFIM bit is set to 0 with a fraction for the total number of buffers (the setting of CFDC[2:0]). When the CFDC[2:0] bits are set to B'001 (4 messages), set the CFIGCV[2:0] bits to B'001, B'011, B'101, or B'111. Modify these bits only in global reset mode. B’000: When FIFO is 1/8 full. B’001: When FIFO is 2/8 full. B’010: When FIFO is 3/8 full. B’011: When FIFO is 4/8 full. B’100: When FIFO is 5/8 full. B’101: When FIFO is 6/8 full. B’110: When FIFO is 7/8 full. B’111: When FIFO is full.
12	CFIM	B’0	R/W	Transmit/Receive FIFO Interrupt Source Select This bit is used to select a transmit/receive FIFO interrupt source. Modify this bit only in global reset mode. 0: • Receive mode/gateway mode When the number of received messages has met the condition set by the CFIGCV[2:0] bits, a FIFO receive interrupt request is generated. • Transmit mode/gateway mode When the buffer becomes empty upon completion of message transmission, a FIFO transmit interrupt request is generated. 1: • Receive mode/gateway mode A FIFO receive interrupt request is generated each time a message has been received. • Transmit mode/gateway mode A FIFO transmit interrupt request is generated each time a message has been transmitted.
11	Reserved	B’0	R	This bit is read as the value after reset. The write value should be the value after reset.
10 to 8	CFDC[2:0]	B’000	R/W	Transmit/Receive FIFO Buffer Depth Configuration These bits are used to set the number of messages that can be stored in a single transmit/receive FIFO buffer. When these bits are set to B'000, do not use a transmit/receive FIFO buffer. Modify these bits only in global reset mode. B’000: 0 messages B’001: 4 messages B’010: 8 messages B’011: 16 messages B’100: 32 messages B’101: 48 messages B’110: 64 messages B’111: 128 messages

Bit	Bit Name	Initial Value	R/W	Description
7	Reserved	B'0	R	This bit is read as the value after reset. The write value should be the value after reset.
6 to 4	CFPLS[2:0]	B'000	R/W	Transmit/Receive FIFO Buffer Payload Storing Size Select These bits are used to select the upper-limited size of the payload which can be stored in the transmit/receive FIFO buffer. Modify these bits only in global reset mode. B'000: 8 bytes B'001: 12 bytes B'010: 16 bytes B'011: 20 bytes B'100: 24 bytes B'101: 32 bytes B'110: 48 bytes B'111: 64 bytes
3	Reserved	B'0	R	This bit is read as the value after reset. The write value should be the value after reset.
2	CFTXIE	B'0	R/W	Transmit/Receive FIFO Transmit Interrupt Enable When this bit is set to 1 and the CFTXIF flag in the RSCFDnCFDCFSTSk register is set to 1, a transmit/receive FIFO transmit interrupt request is generated. Modify this bit with the CFE bit set to 0 (no transmit/receive FIFO buffer is used). 0: Transmit/receive FIFO transmit interrupt is disabled. 1: Transmit/receive FIFO transmit interrupt is enabled.
1	CFRXIE	B'0	R/W	Transmit/Receive FIFO Receive Interrupt Enable When this bit is set to 1 and the CFRXIF flag in the RSCFDnCFDCFSTSk register is set to 1, a transmit/receive FIFO receive interrupt request is generated. Modify this bit with the CFE bit set to 0. 0: Transmit/receive FIFO receive interrupt is disabled. 1: Transmit/receive FIFO receive interrupt is enabled.
0	CFE	B'0	R/W	Transmit/Receive FIFO Buffer Enable Setting this bit to 1 makes transmit/receive FIFO buffers available. When this bit is set to 0 in transmit mode or gateway mode, if a message in the transmit/receive FIFO buffer is being transmitted or will be transmitted next, the transmit/receive FIFO buffer becomes empty after completion of transmission of that message, or upon detection of a CAN bus error, or arbitration-lost. In other cases or in receive mode, the transmit/receive FIFO buffer becomes empty immediately. This bit is cleared to 0 when the following conditions are met. • Receive mode: Global reset mode • Transmit mode or gateway mode: Channel reset mode Modify this bit in the following mode. • Receive mode: Global operating mode or global test mode • Transmit mode or gateway mode: Channel communication mode or channel halt mode First set all the other bits in the RSCFDnCFDCFCCk register and then set this bit to 1 using another instruction. 0: No transmit/receive FIFO buffer is used. 1: Transmit/receive FIFO buffers are used.

48.9.7.2 RSCFDnCFDCFSTSk — Transmit/receive FIFO Buffer Status Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFSTSk register can be read/written in 32-bit units

RSCFDnCFDCFSTSkL, RSCFDnCFDCFSTSkH registers can be read/written in 16-bit units

RSCFDnCFDCFSTSkLL, RSCFDnCFDCFSTSkLH, RSCFDnCFDCFSTSkHL, RSCFDnCFDCFSTSkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFSTSk: <RSCFDn_base> + H'0178 + (H'04 × k)

RSCFDnCFDCFSTSkL: <RSCFDn_base> + H'0178 + (H'04 × k),
RSCFDnCFDCFSTSkH: <RSCFDn_base> + H'017A + (H'04 × k)

RSCFDnCFDCFSTSkLL: <RSCFDn_base> + H'0178 + (H'04 × k),
RSCFDnCFDCFSTSkLH: <RSCFDn_base> + H'0179 + (H'04 × k),
RSCFDnCFDCFSTSkHL: <RSCFDn_base> + H'017A + (H'04 × k),
RSCFDnCFDCFSTSkHH: <RSCFDn_base> + H'017B + (H'04 × k)

Value after reset: H'0000_0001

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFMC[7:0]								—	—	—	CFTXIF	CFRXIF	CFMLT	CFFLL	CFEMP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R/W*	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	These bits are read as the value after reset. When writing to these bits, write the value after reset.
15 to 8	CFMC[7:0]	H'00	R	Transmit/Receive FIFO Message Counter The number of messages stored in the transmit/receive FIFO buffer. The CFMC[7:0] bits indicate the following values that depend on the setting of the CFM[1:0] bits in the RSCFDnCFDCFCCk register. • When CFM[1:0] value is B'01 (transmit mode): Number of untransmitted messages in the buffer • When CFM[1:0] value is B'00 (receive mode): Number of unread received messages in the buffer • When CFM[1:0] value is B'10 (gateway mode): Number of untransmitted received messages in the buffer These bits are cleared to 0 when any of the following conditions is met. • When CFM[1:0] value is B'00: In global reset mode • When CFM[1:0] value is B'01 or B'10: In channel reset mode

Bit	Bit Name	Initial Value	R/W	Description
7 to 5	Reserved	All 0	R	These bits are read as the value after reset. When writing to these bits, write the value after reset.
4	CFTXIF	B’0	R/W	Transmit/Receive FIFO Transmit Interrupt Request Flag The CFTXIF flag is set to 1 when any of the following conditions is met. • When the CFM[1:0] bits are set to B'01 or B'10, and the factor selected by the CFIM bit in the RSCFDnCFDCFCCk register occurs The CFTXIF flag is cleared to 0 when any of the following conditions is met. • When 0 is written to the CFTXIF flag • When the CFM[1:0] bits are set to B'00: In global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: In channel reset mode Write 0 to this flag in global operating mode or global test mode. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No transmit/receive FIFO transmit interrupt request is present. 1: A transmit/receive FIFO transmit interrupt request is present.
3	CFRXIF	B’0	R/W	Transmit/Receive FIFO Receive Interrupt Request Flag The CFRXIF flag is set to 1 when any of the following conditions is met. • When the CFM[1:0] bits are set to B'00 or B'10, and the factor selected by the CFIM bit in the RSCFDnCFDCFCCk register occurs The CFRXIF flag is cleared to 0 when any of the following conditions is met. • When 0 is written to the CFRXIF flag • When the CFM[1:0] bits are set to B'00: In global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: In channel reset mode Write 0 to this flag in global operating mode or global test mode. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No transmit/receive FIFO receive interrupt request is present. 1: A transmit/receive FIFO receive interrupt request is present.

Bit	Bit Name	Initial Value	R/W	Description
2	CFMLT	B’0	R/W	Transmit/Receive FIFO Message Lost Flag The CFMLT flag is set to 1 when any of the following conditions is met. • When an attempt is made to store a new message while the transmit/receive FIFO buffer is full. In this case, the new message is discarded. The CFMLT flag is cleared to 0 when any of the following conditions is met. • When 0 is written to the CFMLT flag • When the CFM[1:0] bits are set to B'00: In global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: In channel reset mode Write 0 to this flag in global operating mode or global test mode To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No transmit/receive FIFO message is lost. 1: A transmit/receive FIFO message is lost.
1	CFFLL	B’0	R	Transmit/Receive FIFO Buffer Full Status Flag The CFFLL flag is set to 1 when any of the following conditions is met. • When the number of messages stored in the transmit/receive FIFO buffer matches the FIFO buffer depth set by the CFDC[2:0] bits in the RSCFDnCFDCFCCk register. The CFMLT flag is cleared to 0 when any of the following conditions is met. • When the number of messages stored in the transmit/receive FIFO buffer becomes smaller than the FIFO buffer depth set by the CFDC[2:0] bits. • When the CFE bit in the RSCFDnCFDCFCCk register is 0 (no transmit/receive FIFO buffer is used): When not in the transmit abort • When the CFM[1:0] bits are set to B'00: In global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: In channel reset mode 0: The transmit/receive FIFO buffer is not full. 1: The transmit/receive FIFO buffer is full.

Bit	Bit Name	Initial Value	R/W	Description
0	CFEMP	B’1	R	Transmit/Receive FIFO Buffer Empty Status Flag The CFEMP flag is set to 1 when any of the following conditions is met. • When the CFM[1:0] bits are set to B'00: All messages have been read, or in global reset mode • When the CFM[1:0] bits are set to B'01 or B'10: All messages have been transmitted, or in channel reset mode • When the CFE bit is 0 (no transmit/receive FIFO buffer is used): Not in the transmit abort The CFEMP flag is cleared to 0 when any of the following conditions is met. • When the CFM[1:0] bits are set to B'00 or B'10: At least one received message has been stored in the transmit/receive FIFO buffer. • When the CFM[1:0] bits are set to B'01: A value of H'FF has been written to the RSCFDnCFDCFPCTRk register after data was written to the RSCFDnCFDCFIDk, RSCFDnCFDCFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDnCFDCFDFd_k registers. 0: The transmit/receive FIFO buffer contains messages. 1: The transmit/receive FIFO buffer contains no message (buffer empty).

Note: To clear the CFTXIF, CFRXIF, or CFMLT flag to 0, the program must write 0 to the flag. Use a store instruction to write “0” to the flag and “1” to other flags.

48.9.7.3 RSCFDnCFDCFPCTRk — Transmit/receive FIFO Buffer Pointer Control Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFPCTRk register can only be written in 32-bit units

RSCFDnCFDCFPCTRkL, RSCFDnCFDCFPCTRkH registers can only be written in 16-bit units

RSCFDnCFDCFPCTRkLL, RSCFDnCFDCFPCTRkLH, RSCFDnCFDCFPCTRkHL, RSCFDnCFDCFPCTRkHH registers can only be written in 8-bit units

Address: RSCFDnCFDCFPCTRk: <RSCFDn_base> + H'01D8 + (H'04 × k)

RSCFDnCFDCFPCTRkL: <RSCFDn_base> + H'01D8 + (H'04 × k),
RSCFDnCFDCFPCTRkH: <RSCFDn_base> + H'01DA + (H'04 × k)

RSCFDnCFDCFPCTRkLL: <RSCFDn_base> + H'01D8 + (H'04 × k),
RSCFDnCFDCFPCTRkLH: <RSCFDn_base> + H'01D9 + (H'04 × k),
RSCFDnCFDCFPCTRkHL: <RSCFDn_base> + H'01DA + (H'04 × k),
RSCFDnCFDCFPCTRkHH: <RSCFDn_base> + H'01DB + (H'04 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CFPC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	The write value should be the value after reset.

Bit	Bit Name	Initial Value	R/W	Description
7 to 0	CFPC[7:0]	H'00	W	Transmit/Receive FIFO Pointer Control • Receive mode (CFM[1:0] value in the RSCFDnCFDCFCCk register is B'00): Writing H'FF to the CFPC[7:0] bits moves the read pointer to the next unread message in the transmit/receive FIFO buffer. At this time, the CFMC[7:0] value (transmit/receive FIFO message counter) in the RSCFDnCFDCFSTSk register is decremented. Read the RSCFDnCFDCFIDk, RSCFDnCFDCFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDnCFDCFDFd_k registers to read messages from the transmit/receive FIFO buffer, and then write H'FF to the CFPC[7:0] bits. When writing H'FF to these bits, make sure that the CFE bit in the RSCFDnCFDCFCCk register is set to 1 (transmit/receive FIFO buffers are used) and the CFEMP flag in the RSCFDnCFDCFSTSk register is 0 (the transmit/receive FIFO buffer contains messages). • Transmit mode (CFM[1:0] value in the RSCFDnCFDCFCCk register is B'01): Writing H'FF to the CFPC[7:0] bits stores the data written to the RSCFDnCFDCFIDk, RSCFDnCFDCFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDnCFDCFDFd_k registers in the transmit/receive FIFO buffer and moves the write pointer to the next stage of the transmit/receive FIFO buffer. At this time, the CFMC[7:0] value is incremented. Write transmit messages to the RSCFDnCFDCFIDk, RSCFDnCFDCFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDnCFDCFDFd_k registers before writing H'FF to the CFPC[7:0] bits. When writing H'FF to these bits, make sure that the CFE bit in the RSCFDnCFDCFCCk register is set to 1 and the CFFLL flag in the RSCFDnCFDCFSTSk register is 0 (the transmit/receive FIFO buffer is not full). • Gateway mode (CFM[1:0] value in the RSCFDnCFDCFCCk register is B'10): Setting prohibited

When the corresponding transmit/receive FIFO buffer is the first transmit/receive FIFO buffer which has been assigned to channel m (k = 3 × m) and the CFDMAEm bit in the RSCFDnCFDCDTCT register is 1 (the DMA transfer request is enabled), this register must not be written.

48.9.7.4 RSCFDnCFDCFIDk — Transmit/receive FIFO Buffer Access ID Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFIDk register can be read/written in 32-bit units

RSCFDnCFDCFIDkL, RSCFDnCFDCFIDkH registers can be read/written in 16-bit units

RSCFDnCFDCFIDkLL, RSCFDnCFDCFIDkLH, RSCFDnCFDCFIDkHL, RSCFDnCFDCFIDkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFIDk: <RSCFDn_base> + H'3400 + (H'80 × k)

RSCFDnCFDCFIDkL: <RSCFDn_base> + H'3400 + (H'80 × k),
RSCFDnCFDCFIDkH: <RSCFDn_base> + H'3402 + (H'80 × k)

RSCFDnCFDCFIDkLL: <RSCFDn_base> + H'3400 + (H'80 × k),
RSCFDnCFDCFIDkLH: <RSCFDn_base> + H'3401 + (H'80 × k),
RSCFDnCFDCFIDkHL: <RSCFDn_base> + H'3402 + (H'80 × k),
RSCFDnCFDCFIDkHH: <RSCFDn_base> + H'3403 + (H'80 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFIDE	CFRTR	THLEN	CFID[28:16]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	CFIDE	B'0	R/W	Transmit/Receive FIFO Buffer IDE This bit indicates the ID format (standard ID or extended ID) of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is B'00. When the CFM[1:0] value is B'01, these bits are used to set the ID format of the message to be transmitted from the transmit/receive FIFO buffer. 0: Standard ID 1: Extended ID

Bit	Bit Name	Initial Value	R/W	Description
30	CFRTR	B’0	R/W	Transmit/Receive FIFO Buffer RTR/RRS When the CFM[1:0] bits are B'00 and the received message is in the classical CAN frame, this bit indicates the data format (data frame or remote frame) of the received message stored in the transmit/receive FIFO buffer. When the received message is in the CAN FD frame, this bit indicates the RRS bit value of the message. When the CFM[1:0] bits are B'01, this bit is used to set the data format of the message transmitted from the transmit/receive FIFO buffer. When the CFFDF bit in the RSCFDnCFDCFFDCSTSk register is 1 (CAN FD frame), this bit must be cleared to 0. • When the CFM[1:0] bits are B'01 (transmit mode): — When the transmit message is in the classical CAN frame: 0: Data frame 1: Remote frame — When the transmit message is in the CAN FD frame: Write 0 to this bit. • When the CFM[1:0] bits are B'00 (receive mode): — When the received message is in the classical CAN frame: 0: Data frame 1: Remote frame — When the received message is in the CAN FD frame: The RRS bit value of the received message is read.
29	THLEN	B’0	R/W	Transmit History Data Store Enable When this bit is set to 1, the transmit history data (label information, buffer number, buffer type, and timestamp) of transmit messages is stored in the transmit history buffer after transmission is completed. This bit is enabled when the CFM[1:0] value is B'01 (transmit mode). 0: Transmit history data is not stored in the buffer. 1: Transmit history data is stored in the buffer.
28 to 0	CFID[28:0]	H’0000_0000	R/W	Transmit/Receive FIFO Buffer ID Data • When CFM[1:0] value is B'01 (transmit mode): Set standard ID or extended ID. For standard ID, write an ID to bits 10 to 0 and write 0 to bits 28 to 11. • When CFM[1:0] value is B'00 (receive mode): Standard ID or extended ID in the received message can be read. For standard ID, read bits 10 to 0. Bits 28 to 11 are read as 0.

This register is writable only when the CFM[1:0] bits in the RSCFDnCFDCFCCk register are B'01 (transmit mode). This register is readable only when the CFM[1:0] bits are B'00 (receive mode). This register should not be read or written when the CFM[1:0] bits are B'10 (gateway mode).

48.9.7.5 RSCFDnCFDCFPTRk — Transmit/receive FIFO Buffer Access Pointer Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFPTRk register can be read/written in 32-bit units

RSCFDnCFDCFPTRkL, RSCFDnCFDCFPTRkH registers can be read/written in 16-bit units

RSCFDnCFDCFPTRkLL, RSCFDnCFDCFPTRkLH, RSCFDnCFDCFPTRkHL, RSCFDnCFDCFPTRkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFPTRk: <RSCFDn_base> + H'3404 + (H'80 × k)

RSCFDnCFDCFPTRkL: <RSCFDn_base> + H'3404 + (H'80 × k),
RSCFDnCFDCFPTRkH: <RSCFDn_base> + H'3406 + (H'80 × k)

RSCFDnCFDCFPTRkLL: <RSCFDn_base> + H'3404 + (H'80 × k),
RSCFDnCFDCFPTRkLH: <RSCFDn_base> + H'3405 + (H'80 × k),
RSCFDnCFDCFPTRkHL: <RSCFDn_base> + H'3406 + (H'80 × k),
RSCFDnCFDCFPTRkHH: <RSCFDn_base> + H'3407 + (H'80 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CFDLC[3:0]				CFPTR[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CFTS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	CFDLC[3:0]	B’0000	R/W	Transmit/Receive FIFO Buffer DLC Data These bits indicate the data length of the received message stored in the transmit/receive FIFO buffer when the CFM[1:0] value is B'00. When the CFM[1:0] value is B'01, these bits are used to set the data length of the message to be transmitted from the transmit/receive FIFO buffer. When the CFFDF bit in the RSCFDnCFDCFFDCSTSk register is 0 (CAN frame) and a value equal to or larger than B'1001 is set to the CFDLC[3:0] bits, 8-byte data is actually transmitted. When the CFFDF bit is 1 (CAN FD frame), the range of values to be set differs depending on the TMME bit in the RSCFDnCFDCmFDCFG register and the CFPLS[2:0] bits in the RSCFDnCFDCFCCk register. • When the TMME bit is 0 (the transmit buffer merge mode is disabled): All values from B'0000 to B'1111 can be set. If the data length exceeds the size for storing the payload which has been set by the CFPLS[2:0] bits, the exceeded payload will be padded by CCH. • When the TMME bit is 1 (the transmit buffer merge mode is enabled): The data length must not exceed the size for storing the payload which has been set by the CFPLS[2:0] bits.

	Classical CAN frame	CAN FD frame
B’0000:	0 data bytes	
B’0001:	1 data byte	
B’0010:	2 data bytes	
B’0011:	3 data bytes	
B’0100:	4 data bytes	
B’0101:	5 data bytes	
B’0110:	6 data bytes	
B’0111:	7 data bytes	
B’1000:	8 data bytes	
B’1001:	8 data bytes	12 data bytes
B’1010:		16 data bytes
B’1011:		20 data bytes
B’1100:		24 data bytes
B’1101:		32 data bytes
B’1110:		48 data bytes
B’1111:		64 data bytes

27 to 16	CFPTR[11:0]	H'000	R/W	Transmit/Receive FIFO Buffer Label Data • When the CFM[1:0] bits are B'01 (transmit mode): When a message is transmitted, the CFPTR[7:0] bit values are stored in the transmit history. Only the CFPTR[7:0] bits are valid. • When the CFM[1:0] bits are B'00 (receive mode): The label information, which has been attached to the receive message in the transmit/receive FIFO buffer, is indicated.

Bit	Bit Name	Initial Value	R/W	Description
15 to 0	CFTS[15:0]	H'0000	R/W	Transmit/Receive FIFO Buffer Timestamp Data These bits indicate the timestamp value of the message stored in the transmit/receive FIFO buffer. These bits are valid when the CFM[1:0] bits are B'00.

This register is writable only when the CFM[1:0] bits in the RSCFDnCFDCFCCk register are B'01 (transmit mode). This register is readable only when the CFM[1:0] bits are B'00 (receive mode). This register should not be read or written when the CFM[1:0] bits are B'10 (gateway mode).

48.9.7.6 RSCFDnCFDCFFDCSTSk — Transmit/receive FIFO CAN FD Configuration and Status Register (k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFFDCSTSk register can be read/written in 32-bit units

RSCFDnCFDCFFDCSTSkL, RSCFDnCFDCFFDCSTSkH registers can be read/written in 16-bit units

RSCFDnCFDCFFDCSTSkLL, RSCFDnCFDCFFDCSTSkLH, RSCFDnCFDCFFDCSTSkHL, RSCFDnCFDCFFDCSTSkHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFFDCSTSk: <RSCFDn_base> + H'3408 + (H'80 × k)

RSCFDnCFDCFFDCSTSkL: <RSCFDn_base> + H'3408 + (H'80 × k),
RSCFDnCFDCFFDCSTSkH: <RSCFDn_base> + H'340A + (H'80 × k)

RSCFDnCFDCFFDCSTSkLL: <RSCFDn_base> + H'3408 + (H'80 × k),
RSCFDnCFDCFFDCSTSkLH: <RSCFDn_base> + H'3409 + (H'80 × k),
RSCFDnCFDCFFDCSTSkHL: <RSCFDn_base> + H'340A + (H'80 × k),
RSCFDnCFDCFFDCSTSkHH: <RSCFDn_base> + H'340B + (H'80 × k)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	CFFDF	CFBRS	CFESI
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	Reserved	All 0	R	These bits are read as the value after reset.
2	CFFDF	B'0	R/W	CFFDF When the CFM[1:0] bits are B'00, this bit indicates the FD format (classical CAN frame or CAN FD frame) of the message stored in the transmit/receive FIFO buffer. When the CFM[1:0] bits are B'01, this bit is used to set the FD format of the message to be transmitted from the transmit/receive FIFO buffer. 0: Classical CAN frame 1: CAN FD frame
1	CFBRS	B'0	R/W	CFBRS When the CFM[1:0] bits are B'00, this bit indicates the BRS bit value of the receive message stored in the transmit/receive FIFO buffer if the CFFDF bit is 1. This bit is always read as 0 if the CFFDF bit is 0. When the CFM[1:0] bits are B'01, this bit is used to set the BRS bit value of the message transmitted from the transmit/receive FIFO buffer if the CFFDF bit is 1. Write 0 to this bit if the CFFDF bit is 0. 0: The bit rate in the data area is not changed. 1: The bit rate in the data area is changed.

Bit	Bit Name	Initial Value	R/W	Description
0	CFESI	B’0	R/W	CFESI When the CFM[1:0] bits are B'00, this bit indicates the ESI bit value of the receive message stored in the transmit/receive FIFO buffer if the CFFDF bit is 1. This bit is always read as 0 if the CFFDF bit is 0. When the CFM[1:0] bits are B'01, this bit is used to set the ESI bit value of the message transmitted from the transmit/receive FIFO buffer if the CFFDF bit is 1. The set value is transmitted when the ESIC bit in the RSCFDnCFDCmFDCFG register is 1 and the channel is in error-active state. When the channel is in error-passive state, the ESI bit value indicating the error-passive node is transmitted regardless of this bit. Write 0 to this bit if the CFFDF bit is 0. 0: Error-active node 1: Error-passive node

This register is writable only when the CFM[1:0] bits in the RSCFDnCFDCFCCk register are B'01 (transmit mode). This register is readable only when the CFM[1:0] bits are B'00 (receive mode). This register should not be read or written when the CFM[1:0] bits are B'10 (gateway mode).

48.9.7.7 RSCFDnCFDCFDFd_k — Transmit/receive FIFO Buffer Access Data Field d Register (d = 0 to 15, k = 0 to 5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFDFd_k register can be read/written in 32-bit units

RSCFDnCFDCFDFd_kL, RSCFDnCFDCFDFd_kH registers can be read/written in 16-bit units

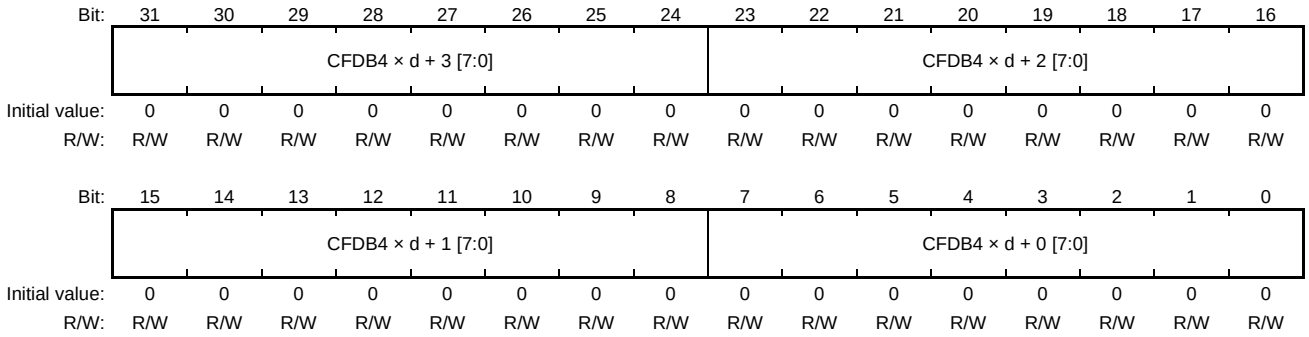
RSCFDnCFDCFDFd_kLL, RSCFDnCFDCFDFd_kLH, RSCFDnCFDCFDFd_kHL, RSCFDnCFDCFDFd_kHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCFDFd_k: <RSCFDn_base> + H'340C + (H'04 × d) + (H'80 × k)

RSCFDnCFDCFDFd_kL: <RSCFDn_base> + H'340C + (H'04 × d) + (H'80 × k),
RSCFDnCFDCFDFd_kH: <RSCFDn_base> + H'340E + (H'04 × d) + (H'80 × k)

RSCFDnCFDCFDFd_kLL: <RSCFDn_base> + H'340C + (H'04 × d) + (H'80 × k),
RSCFDnCFDCFDFd_kLH: <RSCFDn_base> + H'340D + (H'04 × d) + (H'80 × k),
RSCFDnCFDCFDFd_kHL: <RSCFDn_base> + H'340E + (H'04 × d) + (H'80 × k),
RSCFDnCFDCFDFd_kHH: <RSCFDn_base> + H'340F + (H'04 × d) + (H'80 × k)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	CFDB4 × d + 3 [7:0]	H'00	R/W	Transmit/Receive FIFO Buffer Data Byte 4 × d + 3 Transmit/Receive FIFO Buffer Data Byte 4 × d + 2 Transmit/Receive FIFO Buffer Data Byte 4 × d + 1 Transmit/Receive FIFO Buffer Data Byte 4 × d + 0 • When CFM[1:0] value is B'01 (transmit mode): Set the transmit/receive FIFO buffer data. • When CFM[1:0] value is B'00 (receive mode): The message data stored in the transmit/receive FIFO buffer can be read.
23 to 16	CFDB4 × d + 2 [7:0]	H'00	R/W	
15 to 8	CFDB4 × d + 1 [7:0]	H'00	R/W	
7 to 0	CFDB4 × d + 0 [7:0]	H'00	R/W	

This register is writable only when the CFM[1:0] bits in the RSCFDnCFDCFCCk register are B'01.

This register is readable only when the CFM[1:0] bits are B'00. When the CFDLC[3:0] bit values in the RSCFDnCFDCFPTRk register are smaller than the size for storing the payload in the transmit/receive FIFO buffer, data bytes for which no data is set are read as H'00.

The size for storing the payload in the transmit/receive FIFO buffer is specified with the CFPLS[2:0] bits in the RSCFDnCFDCFCCk register. The RSCFDnCFDCFDFd_k register, which corresponds to the larger area than the specified size, should not be read or written.

This register should not be read or written when the CFM[1:0] bits are B'10 (gateway mode).

48.9.8 Details of FIFO Status Related Registers

48.9.8.1 RSCFDnCFDFESTS — FIFO Empty Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDFESTS register can be read only in 32-bit units

RSCFDnCFDFESTSL, RSCFDnCFDFESTSH registers can be read only in 16-bit units

RSCFDnCFDFESTSLL, RSCFDnCFDFESTSLH, RSCFDnCFDFESTSHL, RSCFDnCFDFESTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDFESTS: <RSCFDn_base> + H'0238

RSCFDnCFDFESTSL: <RSCFDn_base> + H'0238, RSCFDnCFDFESTSH: <RSCFDn_base> + H'023A

RSCFDnCFDFESTSLL: <RSCFDn_base> + H'0238, RSCFDnCFDFESTSLH: <RSCFDn_base> + H'0239, RSCFDnCFDFESTSHL: <RSCFDn_base> + H'023A, RSCFDnCFDFESTSHH: <RSCFDn_base> + H'023B

Value after reset: H'03FF_FFFF

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	CF17EMP	CF16EMP	CF15EMP	CF14EMP	CF13EMP	CF12EMP	CF11EMP	CF10EMP	CF9EMP	CF8EMP
Initial value:	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7EMP	CF6EMP	CF5EMP	CF4EMP	CF3EMP	CF2EMP	CF1EMP	CF0EMP	RF7EMP	RF6EMP	RF5EMP	RF4EMP	RF3EMP	RF2EMP	RF1EMP	RF0EMP
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R	These bits are read as the value after reset.
25	CF17EMP	B'1	R	Transmit/Receive FIFO Buffer Empty Status Flag The CFkEMP flag is set to 1 when the CFEMP flag in the RSCFDnCFDCFSTSk register is set to 1 (the transmit/receive FIFO buffer contains no message). When the CFEMP flag is cleared to 0 (the transmit/receive FIFO buffer contains messages), the CFkEMP flag is cleared to 0. 0: Transmit/receive FIFO buffer k contains a message. 1: Transmit/receive FIFO buffer k contains no message. (k = 0 to 5)
24	CF16EMP	B'1	R	
23	CF15EMP	B'1	R	
22	CF14EMP	B'1	R	
21	CF13EMP	B'1	R	
20	CF12EMP	B'1	R	
19	CF11EMP	B'1	R	
18	CF10EMP	B'1	R	
17	CF9EMP	B'1	R	
16	CF8EMP	B'1	R	
15	CF7EMP	B'1	R	
14	CF6EMP	B'1	R	
13	CF5EMP	B'1	R	
12	CF4EMP	B'1	R	
11	CF3EMP	B'1	R	
10	CF2EMP	B'1	R	
9	CF1EMP	B'1	R	
8	CF0EMP	B'1	R	

Bit	Bit Name	Initial Value	R/W	Description
7	RF7EMP	B'1	R	Receive FIFO Buffer Empty Status Flag The RFxEMP flag is set to 1 when the RFEMP flag in the RSCFDnCFDRFSTSx register is set to 1 (the receive FIFO buffer contains no unread message). When the RFEMP flag is cleared to 0 (the receive FIFO buffer contains unread messages), the RFxEMP flag is cleared to 0. 0: Receive FIFO buffer x contains an unread message. 1: Receive FIFO buffer x contains no unread message. (x = 0 to 7)
6	RF6EMP	B'1	R	
5	RF5EMP	B'1	R	
4	RF4EMP	B'1	R	
3	RF3EMP	B'1	R	
2	RF2EMP	B'1	R	
1	RF1EMP	B'1	R	
0	RF0EMP	B'1	R	

The RSCFDnCFDFESTS register is set to H'03FF_FFFF in global reset mode.

48.9.8.2 RSCFDnCFDFFSTS — FIFO Full Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDFFSTS register can be read only in 32-bit units

RSCFDnCFDFFSTSL, RSCFDnCFDFFSTSH registers can be read only in 16-bit units

RSCFDnCFDFFSTSLL, RSCFDnCFDFFSTSLH, RSCFDnCFDFFSTSHL, RSCFDnCFDFFSTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDFFSTS: <RSCFDn_base> + H'023C

RSCFDnCFDFFSTSL: <RSCFDn_base> + H'023C, RSCFDnCFDFFSTSH: <RSCFDn_base> + H'023E

RSCFDnCFDFFSTSLL: <RSCFDn_base> + H'023C, RSCFDnCFDFFSTSLH: <RSCFDn_base> + H'023D, RSCFDnCFDFFSTSHL: <RSCFDn_base> + H'023E, RSCFDnCFDFFSTSHH: <RSCFDn_base> + H'023F

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	CF17FLL	CF16FLL	CF15FLL	CF14FLL	CF13FLL	CF12FLL	CF11FLL	CF10FLL	CF9FLL	CF8FLL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7FLL	CF6FLL	CF5FLL	CF4FLL	CF3FLL	CF2FLL	CF1FLL	CF0FLL	RF7FLL	RF6FLL	RF5FLL	RF4FLL	RF3FLL	RF2FLL	RF1FLL	RF0FLL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R	These bits are read as the value after reset.
25	CF17FLL	B'0	R	Transmit/Receive FIFO Buffer Full Status Flag The CFkFLL flag is set to 1 when the CFFLL flag in the RSCFDnCFDCFSTSk register is set to 1 (the transmit/receive FIFO buffer is full). When the CFFLL flag is cleared to 0 (the transmit/receive FIFO buffer is not full), the CFkFLL flag is cleared to 0. 0: Transmit/receive buffer k is not full. 1: Transmit/receive buffer k is full. (k = 0 to 5)
24	CF16FLL	B'0	R	
23	CF15FLL	B'0	R	
22	CF14FLL	B'0	R	
21	CF13FLL	B'0	R	
20	CF12FLL	B'0	R	
19	CF11FLL	B'0	R	
18	CF10FLL	B'0	R	
17	CF9FLL	B'0	R	
16	CF8FLL	B'0	R	
15	CF7FLL	B'0	R	
14	CF6FLL	B'0	R	
13	CF5FLL	B'0	R	
12	CF4FLL	B'0	R	
11	CF3FLL	B'0	R	
10	CF2FLL	B'0	R	
9	CF1FLL	B'0	R	
8	CF0FLL	B'0	R	

Bit	Bit Name	Initial Value	R/W	Description
7	RF7FLL	B'0	R	Receive FIFO Buffer Full Status Flag The RFxFLL flag is set to 1 when the RFFLL flag in the RSCFDnCFDRFSTSx register is set to 1 (the receive FIFO buffer is full). When the RFFLL flag is cleared to 0 (the receive FIFO buffer is not full), the RFxFLL flag is cleared to 0. 0: Receive FIFO buffer x is not full. 1: Receive FIFO buffer x is full. (x = 0 to 7)
6	RF6FLL	B'0	R	
5	RF5FLL	B'0	R	
4	RF4FLL	B'0	R	
3	RF3FLL	B'0	R	
2	RF2FLL	B'0	R	
1	RF1FLL	B'0	R	
0	RF0FLL	B'0	R	

The RSCFDnCFDFFSTS register is cleared to H'0000_0000 in global reset mode.

48.9.8.3 RSCFDnCFDFMSTS — FIFO Message Lost Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDFMSTS register can be read only in 32-bit units

RSCFDnCFDFMSTSL, RSCFDnCFDFMSTSH registers can be read only in 16-bit units

RSCFDnCFDFMSTSLL, RSCFDnCFDFMSTSLH, RSCFDnCFDFMSTSHL, RSCFDnCFDFMSTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDFMSTS: <RSCFDn_base> + H'0240

RSCFDnCFDFMSTSL: <RSCFDn_base> + H'0240, RSCFDnCFDFMSTSH: <RSCFDn_base> + H'0242

RSCFDnCFDFMSTSLL: <RSCFDn_base> + H'0240, RSCFDnCFDFMSTSLH: <RSCFDn_base> + H'0241, RSCFDnCFDFMSTSHL: <RSCFDn_base> + H'0242, RSCFDnCFDFMSTSHH: <RSCFDn_base> + H'0243

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	CF17MLT	CF16MLT	CF15MLT	CF14MLT	CF13MLT	CF12MLT	CF11MLT	CF10MLT	CF9MLT	CF8MLT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF7MLT	CF6MLT	CF5MLT	CF4MLT	CF3MLT	CF2MLT	CF1MLT	CF0MLT	RF7MLT	RF6MLT	RF5MLT	RF4MLT	RF3MLT	RF2MLT	RF1MLT	RF0MLT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	Reserved	All 0	R/W	These bits are read as the value after reset.
25	CF17MLT	B'0	R	Transmit/Receive FIFO Buffer Message Lost Status Flag The CFkMLT flag is set to 1 when the CFMLT flag in the RSCFDnCFDCFSTSk register is set to 1 (a transmit/receive FIFO message is lost). When the CFMLT flag is cleared to 0, the CFkMLT flag is cleared to 0. 0: No transmit/receive FIFO buffer k message is lost. 1: A transmit/receive FIFO buffer k message is lost. (k = 0 to 5)
24	CF16MLT	B'0	R	
23	CF15MLT	B'0	R	
22	CF14MLT	B'0	R	
21	CF13MLT	B'0	R	
20	CF12MLT	B'0	R	
19	CF11MLT	B'0	R	
18	CF10MLT	B'0	R	
17	CF9MLT	B'0	R	
16	CF8MLT	B'0	R	
15	CF7MLT	B'0	R	
14	CF6MLT	B'0	R	
13	CF5MLT	B'0	R	
12	CF4MLT	B'0	R	
11	CF3MLT	B'0	R	
10	CF2MLT	B'0	R	
9	CF1MLT	B'0	R	
8	CF0MLT	B'0	R	

Bit	Bit Name	Initial Value	R/W	Description
7	RF7MLT	B'0	R	Receive FIFO Buffer Message Lost Status Flag The RFxMLT flag is set to 1 when the RFMLT flag in the RSCFDnCFDRFSTSx register is set to 1 (a receive FIFO message is lost). When the RFMLT flag is cleared to 0, the RFxMLT flag is cleared to 0. 0: No receive FIFO buffer x message is lost. 1: A receive FIFO buffer x message is lost. (x = 0 to 7)
6	RF6MLT	B'0	R	
5	RF5MLT	B'0	R	
4	RF4MLT	B'0	R	
3	RF3MLT	B'0	R	
2	RF2MLT	B'0	R	
1	RF1MLT	B'0	R	
0	RF0MLT	B'0	R	

The RSCFDnCFDFMSTS register is cleared to H'0000_0000 in global reset mode.

48.9.8.4 RSCFDnCFDRFISTS — Receive FIFO Buffer Interrupt Flag Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRFISTS register can be read only in 32-bit units

RSCFDnCFDRFISTSL, RSCFDnCFDRFISTSH registers can be read only in 16-bit units

RSCFDnCFDRFISTSLL, RSCFDnCFDRFISTSLH, RSCFDnCFDRFISTSHL, RSCFDnCFDRFISTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDRFISTS: <RSCFDn_base> + H'0244

RSCFDnCFDRFISTSL: <RSCFDn_base> + H'0244, RSCFDnCFDRFISTSH: <RSCFDn_base> + H'0246

RSCFDnCFDRFISTSLL: <RSCFDn_base> + H'0244, RSCFDnCFDRFISTSLH: <RSCFDn_base> + H'0245, RSCFDnCFDRFISTSHL: <RSCFDn_base> + H'0246, RSCFDnCFDRFISTSHH: <RSCFDn_base> + H'0247

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RF7IF	RF6IF	RF5IF	RF4IF	RF3IF	RF2IF	RF1IF	RF0IF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R/W	These bits are read as the value after reset.
7	RF7IF	B'0	R	Receive FIFO Buffer Interrupt Request Status Flag The RFxIF flag is set to 1 when the RFIF flag in the RSCFDnCFDRFSTSx register is set to 1 (a receive FIFO interrupt request is present). When the RFIF flag is cleared to 0, the RFxIF flag is cleared to 0. 0: No receive FIFO buffer x interrupt request is present. 1: A receive FIFO buffer x interrupt request is present. (x = 0 to 7)
6	RF6IF	B'0	R	
5	RF5IF	B'0	R	
4	RF4IF	B'0	R	
3	RF3IF	B'0	R	
2	RF2IF	B'0	R	
1	RF1IF	B'0	R	
0	RF0IF	B'0	R	

The RSCFDnCFDRFISTS register is cleared to H'0000_0000 in global reset mode.

48.9.8.5 RSCFDnCFDCFRISTS — Transmit/receive FIFO Buffer Receive Interrupt Flag Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFRISTS register can be read only in 32-bit units

RSCFDnCFDCFRISTSL, RSCFDnCFDCFRISTSH registers can be read only in 16-bit units

RSCFDnCFDCFRISTSLL, RSCFDnCFDCFRISTSLH, RSCFDnCFDCFRISTSHL, RSCFDnCFDCFRISTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDCFRISTS: <RSCFDn_base> + H'0248

RSCFDnCFDCFRISTSL: <RSCFDn_base> + H'0248, RSCFDnCFDCFRISTSH: <RSCFDn_base> + H'024A

RSCFDnCFDCFRISTSLL: <RSCFDn_base> + H'0248, RSCFDnCFDCFRISTSLH: <RSCFDn_base> + H'0249, RSCFDnCFDCFRISTSHL: <RSCFDn_base> + H'024A, RSCFDnCFDCFRISTSHH: <RSCFDn_base> + H'024B

Value after reset: H’0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CF17RXIF	CF16RXIF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF15RXIF	CF14RXIF	CF13RXIF	CF12RXIF	CF11RXIF	CF10RXIF	CF9RXIF	CF8RXIF	CF7RXIF	CF6RXIF	CF5RXIF	CF4RXIF	CF3RXIF	CF2RXIF	CF1RXIF	CF0RXIF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	Reserved	All 0	R/W	These bits are read as the value after reset.
17	CF17RXIF	B’0	R	Transmit/Receive FIFO Buffer Receive Interrupt Request Status Flag The CFkRXIF flag is set to 1 when the CFRXIF flag in the RSCFDnCFDCFSTSk register is set to 1 (a transmit/receive FIFO receive interrupt request is present). When the CFRXIF flag is cleared to 0, the CFkRXIF flag is cleared to 0. 0: No transmit/receive FIFO buffer k receive interrupt request is present. 1: A transmit/receive FIFO buffer k receive interrupt request is present. (k = 0 to 5)
16	CF16RXIF	B’0	R	
15	CF15RXIF	B’0	R	
14	CF14RXIF	B’0	R	
13	CF13RXIF	B’0	R	
12	CF12RXIF	B’0	R	
11	CF11RXIF	B’0	R	
10	CF10RXIF	B’0	R	
9	CF9RXIF	B’0	R	
8	CF8RXIF	B’0	R	
7	CF7RXIF	B’0	R	
6	CF6RXIF	B’0	R	
5	CF5RXIF	B’0	R	
4	CF4RXIF	B’0	R	
3	CF3RXIF	B’0	R	
2	CF2RXIF	B’0	R	
1	CF1RXIF	B’0	R	
0	CF0RXIF	B’0	R	

The RSCFDnCFDCFRISTS register is cleared to H’0000_0000 in global reset mode.

48.9.8.6 RSCFDnCFDCFTISTS — Transmit/receive FIFO Buffer Transmit Interrupt Flag Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCFTISTS register can be read only in 32-bit units

RSCFDnCFDCFTISTSL, RSCFDnCFDCFTISTSH registers can be read only in 16-bit units

RSCFDnCFDCFTISTSLL, RSCFDnCFDCFTISTSLH, RSCFDnCFDCFTISTSHL, RSCFDnCFDCFTISTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDCFTISTS: <RSCFDn_base> + H'024C

RSCFDnCFDCFTISTSL: <RSCFDn_base> + H'024C, RSCFDnCFDCFTISTSH: <RSCFDn_base> + H'024E

RSCFDnCFDCFTISTSLL: <RSCFDn_base> + H'024C, RSCFDnCFDCFTISTSLH: <RSCFDn_base> + H'024D, RSCFDnCFDCFTISTSHL: <RSCFDn_base> + H'024E, RSCFDnCFDCFTISTSHH: <RSCFDn_base> + H'024F

Value after reset: H’0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CF17TXIF	CF16TXIF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CF15TXIF	CF14TXIF	CF13TXIF	CF12TXIF	CF11TXIF	CF10TXIF	CF9TXIF	CF8TXIF	CF7TXIF	CF6TXIF	CF5TXIF	CF4TXIF	CF3TXIF	CF2TXIF	CF1TXIF	CF0TXIF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	Reserved	All 0	R	These bits are read as the value after reset.
17	CF17TXIF	B’0	R	Transmit/Receive FIFO Buffer Transmit Interrupt Request Status Flag The CFkTXIF flag is set to 1 when the CFTXIF flag in the RSCFDnCFDCFSTSk register is set to 1 (a transmit/receive FIFO transmit interrupt request is present). When the CFTXIF flag is cleared to 0, the CFkTXIF flag is cleared to 0. 0: No transmit/receive FIFO buffer k transmit interrupt request is present. 1: A transmit/receive FIFO buffer k transmit interrupt request is present. (k = 0 to 5)
16	CF16TXIF	B’0	R	
15	CF15TXIF	B’0	R	
14	CF14TXIF	B’0	R	
13	CF13TXIF	B’0	R	
12	CF12TXIF	B’0	R	
11	CF11TXIF	B’0	R	
10	CF10TXIF	B’0	R	
9	CF9TXIF	B’0	R	
8	CF8TXIF	B’0	R	
7	CF7TXIF	B’0	R	
6	CF6TXIF	B’0	R	
5	CF5TXIF	B’0	R	
4	CF4TXIF	B’0	R	
3	CF3TXIF	B’0	R	
2	CF2TXIF	B’0	R	
1	CF1TXIF	B’0	R	
0	CF0TXIF	B’0	R	

The RSCFDnCFDCFTISTS register is cleared to H’0000_0000 in global reset mode.

48.9.9 Details of FIFO DMA Related Registers

48.9.9.1 RSCFDnCFDCDTCT — DMA Enable Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCDTCT register can be read/written in 32-bit units

RSCFDnCFDCDTCTL, RSCFDnCFDCDTCTH registers can be read/written in 16-bit units

RSCFDnCFDCDTCTLL, RSCFDnCFDCDTCTLH, RSCFDnCFDCDTCTHL, RSCFDnCFDCDTCTHH registers can be read/written in 8-bit units

Address: RSCFDnCFDCDTCT: <RSCFDn_base> + H'0490

RSCFDnCFDCDTCTL: <RSCFDn_base> + H'0490

RSCFDnCFDCDTCTH: <RSCFDn_base> + H'0492

RSCFDnCFDCDTCTLL: <RSCFDn_base> + H'0490,
RSCFDnCFDCDTCTLH: <RSCFDn_base> + H'0491,
RSCFDnCFDCDTCTHL: <RSCFDn_base> + H'0492,
RSCFDnCFDCDTCTHH: <RSCFDn_base> + H'0493

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CFDMAE5	CFDMAE4	CFDMAE3	CFDMAE2	CFDMAE1	CFDMAE0	RFDMAE7	RFDMAE6	RFDMAE5	RFDMAE4	RFDMAE3	RFDMAE2	RFDMAE1	RFDMAE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
13	CFDMAE5	B'0	R/W	Transmit/Receive FIFO Buffer 15 DMA Enable 0: The DMA transfer request for transmit/receive FIFO buffer 15 is disabled. 1: The DMA transfer request for transmit/receive FIFO buffer 15 is enabled.
12	CFDMAE4	B'0	R/W	Transmit/Receive FIFO Buffer 12 DMA Enable 0: The DMA transfer request for transmit/receive FIFO buffer 12 is disabled. 1: The DMA transfer request for transmit/receive FIFO buffer 12 is enabled.
11	CFDMAE3	B'0	R/W	Transmit/Receive FIFO Buffer 9 DMA Enable 0: The DMA transfer request for transmit/receive FIFO buffer 9 is disabled. 1: The DMA transfer request for transmit/receive FIFO buffer 9 is enabled.

Bit	Bit Name	Initial Value	R/W	Description
10	CFDMAE2	B’0	R/W	Transmit/Receive FIFO Buffer 6 DMA Enable 0: The DMA transfer request for transmit/receive FIFO buffer 6 is disabled. 1: The DMA transfer request for transmit/receive FIFO buffer 6 is enabled.
9	CFDMAE1	B’0	R/W	Transmit/Receive FIFO Buffer 3 DMA Enable 0: The DMA transfer request for transmit/receive FIFO buffer 3 is disabled. 1: The DMA transfer request for transmit/receive FIFO buffer 3 is enabled.
8	CFDMAE0	B’0	R/W	Transmit/Receive FIFO Buffer 0 DMA Enable 0: The DMA transfer request for transmit/receive FIFO buffer 0 is disabled. 1: The DMA transfer request for transmit/receive FIFO buffer 0 is enabled.
7	RFDMAE7	B’0	R/W	Receive FIFO Buffer x DMA Enable These bits enable the DMA transfer for receive FIFO buffer x. 0: The DMA transfer request for receive FIFO buffer x is disabled. 1: The DMA transfer request for receive FIFO buffer x is enabled. (x = 0 to 7)
6	RFDMAE6	B’0	R/W	
5	RFDMAE5	B’0	R/W	
4	RFDMAE4	B’0	R/W	
3	RFDMAE3	B’0	R/W	
2	RFDMAE2	B’0	R/W	
1	RFDMAE1	B’0	R/W	
0	RFDMAE0	B’0	R/W	

Modify the RSCFDnCFDCDTCT register only in global operating mode or global test mode.

CFDMAEm Bits

The DMA transfer for transmit/receive FIFO buffer 3 × m (the first transmit/receive FIFO buffer assigned to channel m) is enabled. The DMA transfer is only enabled for the transmit/receive FIFO buffer in which the CFM[1:0] bits in the RSCFDnCFDCFCCk register have been set to B'00 (receive mode). Set these bits to 0 when the CFM[1:0] bits are B'01 (transmit mode) or B'10 (gateway mode).

48.9.9.2 RSCFDnCFDCDTSTS — DMA Status Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDCDTSTS register can be read only in 32-bit units

RSCFDnCFDCDTSTSL, RSCFDnCFDCDTSTSH registers can be read only in 16-bit units

RSCFDnCFDCDTSTSLL, RSCFDnCFDCDTSTSLH, RSCFDnCFDCDTSTSHL, RSCFDnCFDCDTSTSHH registers can be read only in 8-bit units

Address: RSCFDnCFDCDTSTS: <RSCFDn_base> + H'0494

RSCFDnCFDCDTSTSL: <RSCFDn_base> + H'0494,
RSCFDnCFDCDTSTSH: <RSCFDn_base> + H'0496

RSCFDnCFDCDTSTSLL: <RSCFDn_base> + H'0494,
RSCFDnCFDCDTSTSLH: <RSCFDn_base> + H'0495,
RSCFDnCFDCDTSTSHL: <RSCFDn_base> + H'0496,
RSCFDnCFDCDTSTSHH: <RSCFDn_base> + H'0497

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	CFDMASTS5	CFDMASTS4	CFDMASTS3	CFDMASTS2	CFDMASTS1	CFDMASTS0	RFDMASTS7	RFDMASTS6	RFDMASTS5	RFDMASTS4	RFDMASTS3	RFDMASTS2	RFDMASTS1	RFDMASTS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
13	CFDMASTS5	B'0	R	Transmit/Receive FIFO Buffer 15 DMA Status 0: The DMA for transmit/receive FIFO buffer 15 is not being transferred. 1: The DMA for transmit/receive FIFO buffer 15 is being transferred.
12	CFDMASTS4	B'0	R	Transmit/Receive FIFO Buffer 12 DMA Status 0: The DMA for transmit/receive FIFO buffer 12 is not being transferred. 1: The DMA for transmit/receive FIFO buffer 12 is being transferred.
11	CFDMASTS3	B'0	R	Transmit/Receive FIFO Buffer 9 DMA Status 0: The DMA for transmit/receive FIFO buffer 9 is not being transferred. 1: The DMA for transmit/receive FIFO buffer 9 is being transferred.
10	CFDMASTS2	B'0	R	Transmit/Receive FIFO Buffer 6 DMA Status 0: The DMA for transmit/receive FIFO buffer 6 is not being transferred. 1: The DMA for transmit/receive FIFO buffer 6 is being transferred.

Bit	Bit Name	Initial Value	R/W	Description
9	CFDMASTS1	B'0	R	Transmit/Receive FIFO Buffer 3 DMA Status 0: The DMA for transmit/receive FIFO buffer 3 is not being transferred. 1: The DMA for transmit/receive FIFO buffer 3 is being transferred.
8	CFDMASTS0	B'0	R	Transmit/Receive FIFO Buffer 0 DMA Status 0: The DMA for transmit/receive FIFO buffer 0 is not being transferred. 1: The DMA for transmit/receive FIFO buffer 0 is being transferred.
7	RFDMASTS7	B'0	R	Receive FIFO Buffer x DMA Status When the DMA transfer for receive FIFO buffer x is enabled (the RFDMAEx bit corresponding to the RSCFDnCFDCDTCT register is 1) and there is a message in the receive FIFO buffer, the RFDMAEx bit becomes 1 and indicates that the DMA is being transferred. When all messages in receive FIFO buffer x are transferred or the DMA transfer is disabled (the RFDMAEx bit is 0), the RFDMASTSx bit becomes 0 and indicates that the DMA transfer completed. When the RFDMAEx bit is cleared to 0 during DMA transfer, the RFDMASTSx bit becomes 0 after the DMA transfer in execution has completed (the message has been transferred to the last byte in the payload storage area). 0: The DMA for receive FIFO buffer x is not being transferred. 1: The DMA for receive FIFO buffer x is being transferred. (x = 0 to 7)
6	RFDMASTS6	B'0	R	
5	RFDMASTS5	B'0	R	
4	RFDMASTS4	B'0	R	
3	RFDMASTS3	B'0	R	
2	RFDMASTS2	B'0	R	
1	RFDMASTS1	B'0	R	
0	RFDMASTS0	B'0	R	

CFDMASTSm Bits

When the DMA transfer for transmit/receive FIFO buffer 3 × m (the first transmit/receive FIFO buffer assigned to channel m) is enabled (the CFDMAEm bit in the RSCFDnCFDCDTCT register is 1) and there is a message in the transmit/receive FIFO buffer, the CFDMASTSm bit becomes 1 and indicates that the DMA is being transferred.

When all messages in the transmit/receive FIFO buffer are transferred or the DMA transfer is disabled (the CFDMAEm bit is 0), the CFDMASTSm bit becomes 0 and indicates that the DMA transfer completed. When the CFDMAEm bit is cleared to 0 during DMA transfer, the CFDMASTSm bit becomes 0 after the DMA transfer in execution has completed (the message has been transferred to the last byte in the payload storage area).

48.9.10 Details of Transmit Buffer Related Registers

48.9.10.1 RSCFDnCFDTMCp — Transmit Buffer Control Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMCp register can be read/written in 8-bit units

Address: RSCFDnCFDTMCp: <RSCFDn_base> + H'0250 + (H'01 × p)

Value after reset: H'00

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	TMOM	TMTAR	TMTR
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W*	R/W*

Note: * The only effective value for writing to this bit is 1, which sets the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
2	TMOM	B'0	R/W	One-Shot Transmission Enable Setting this bit to 1 enables one-shot transmission. When transmission fails, retransmission defined in the CAN protocol is not performed. Modify the TMOM bit when the TMTRM flag in the RSCFDnCFDTMSTSp register is set to 0. Set the TMOM bit to 1 together with the TMTR bit. 0: One-shot transmission is disabled. 1: One-shot transmission is enabled.
1	TMTAR	B'0	R/W	Transmit Abort Request Setting this bit to 1 generates a transmit abort request for the message stored in the transmit buffer. However, a message that is being transmitted or one that will be transmitted next cannot be aborted. The TMTAR bit can be set to 1 when TMTR bit is 1. The TMTAR bit is cleared to 0 when any of the following conditions is met, but cannot be cleared by the program writing 0 to the bit. • Transmission has been completed. • Transmit abort has been completed. • An error or arbitration loss has been detected. If this bit becomes 0 at the same time as the program writes 1 to this bit, this bit becomes 0. 0: Transmit abort is not requested. 1: Transmit abort is requested.

Bit	Bit Name	Initial Value	R/W	Description
0	TMTR	B'0	R/W	Transmit Request Setting this bit to 1 transmits the message stored in the transmit buffer. The TMTR bit is cleared to 0 when any of the following conditions is met, but cannot be cleared by the program writing 0 to the bit. • Transmission has been completed. • Transmit abort has been completed after the TMTAR bit was set to 1. • An error or arbitration-lost has been detected with the TMOM bit set to 1. Set the TMTR bit to 1 when the value of TMTRF[1:0] in the RSCFDnCFDTMSTSp register is B'00. 0: Transmission is not requested. 1: Transmission is requested.

When the RSCFDnCFDTMCp register meets any of the following conditions, set it to H'00.

- The RSCFDnCFDTMCp register corresponds to the transmit buffer number selected by the CFTML[3:0] bits in the RSCFDnCFDCFCCk register (p = m × 16 + the value of CFTML[3:0] bits).
- The RSCFDnCFDTMCp register corresponds to the transmit buffer allocated to the transmit queue by the TXQDC[3:0] bits in the RSCFDnCFDTXQCCm (m = 0 or 1) register (p = (m × 16 + 15) to (m × 16 + 15 - the value of TXQDC[3:0] bits)).
- The TMME bit in the RSCFDnCFDCmFDCFG register is 1 (transmit buffer merge mode) and the RSCFDnCFDTMCp register corresponds to the transmit buffer allocated to the payload storage area (p = (m × 16) + 1, (m × 16) + 2, (m × 16) + 4, (m × 16) + 5).

Bits in the RSCFDnCFDTMCp register are all cleared to 0 in channel reset mode. Modify the RSCFDnCFDTMCp register in channel communication mode or channel halt mode.

48.9.10.2 RSCFDnCFDTMSTSp — Transmit Buffer Status Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMSTSp register can be read/written in 8-bit units

Address: RSCFDnCFDTMSTSp: <RSCFDn_base> + H'02D0 + (H'01 × p)

Value after reset: H'00

Bit:	7	6	5	4	3	2	1	0
	—	—	—	TMTARM	TMTRM	TMTRF[1:0]		TMTSTS
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
7 to 5	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
4	TMTARM	B’0	R	Transmit Buffer Transmit Abort Request Status Flag The TMTARM flag is set to 1 when the TMTAR bit in the RSCFDnCFDTMCp register is set to 1. The TMTARM flag is set to 0 when the TMTAR bit in the RSCFDnCFDTMCp register is set to 0. 0: No transmit abort request is present. 1: A transmit abort request is present.
3	TMTRM	B’0	R	Transmit Buffer Transmit Request Status Flag The TMTRM flag is set to 1 when the TMTR bit in the RSCFDnCFDTMCp register is set to 1. The TMTRM flag is set to 0 when the TMTR bit in the RSCFDnCFDTMCp register is set to 0. 0: No transmit request is present. 1: A transmit request is present.
2, 1	TMTRF[1:0]	B’00	R/W	Transmit Buffer Transmit Result Status Flag This flag indicates the result of transmission from the transmit buffer. B’00: Transmission is in progress or no transmit request is present. B’01: Transmission from the transmit buffer was aborted. B’10: Transmission has been completed with the TMTAR bit in the RSCFDnCFDTMCp register set to 0 (transmit abort is not requested). B’11: Transmission has been completed with the TMTAR bit in the RSCFDnCFDTMCp register set to 1 (transmit abort is requested). Write B'00 to the TMTRF[1:0] flag in channel communication mode or channel halt mode. Do not write any value other than B'00 to this flag.

Bit	Bit Name	Initial Value	R/W	Description
0	TMTSTS	B'0	R	Transmit Buffer Transmit Status Flag This flag is set to 1 when transmission from the transmit buffer starts, and is cleared to 0 when transmission from the transmit buffer has been completed or terminated due to a bus error or arbitration lost. 0: Transmission is not in progress. 1: Transmission is in progress.

The RSCFDnCFDTMSTSp register is cleared to all 0 in channel reset mode.

48.9.10.3 RSCFDnCFDTMIDp — Transmit Buffer ID Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMIDp register can be read/written in 32-bit units

RSCFDnCFDTMIDpL, RSCFDnCFDTMIDpH registers can be read/written in 16-bit units

RSCFDnCFDTMIDpLL, RSCFDnCFDTMIDpLH, RSCFDnCFDTMIDpHL, RSCFDnCFDTMIDpHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTMIDp: <RSCFDn_base> + H'4000 + (H'20 × p)

RSCFDnCFDTMIDpL: <RSCFDn_base> + H'4000 + (H'20 × p),
RSCFDnCFDTMIDpH: <RSCFDn_base> + H'4002 + (H'20 × p)

RSCFDnCFDTMIDpLL: <RSCFDn_base> + H'4000 + (H'20 × p),
RSCFDnCFDTMIDpLH: <RSCFDn_base> + H'4001 + (H'20 × p),
RSCFDnCFDTMIDpHL: <RSCFDn_base> + H'4002 + (H'20 × p),
RSCFDnCFDTMIDpHH: <RSCFDn_base> + H'4003 + (H'20 × p)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMIDE	TMRTR	THLEN	TMID[28:16]												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMID[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	TMIDE	B'0	R/W	Transmit Buffer IDE This bit is used to set the ID format of the message to be transmitted from the transmit buffer. 0: Standard ID 1: Extended ID
30	TMRTR	B'0	R/W	Transmit Buffer RTR/RRS This bit is used to set the data format of the message to be transmitted from the transmit buffer. When the TMFDF bit in the RSCFDnCFDTMFDCTRp register is 1 (CAN FD frame), this bit must be cleared to 0. • When the transmit message is in the classical CAN frame: 0: Data frame 1: Remote frame • When the transmit message is in the CAN FD frame: Write 0 to this bit.
29	THLEN	B'0	R/W	Transmit History Data Store Enable With this bit set to 1, the transmit history data of the message transmitted (label information, buffer number, buffer type, and timestamp) is stored in the transmit history buffer after transmission is completed. 0: Transmit history data is not stored in the buffer. 1: Transmit history data is stored in the buffer.

Bit	Bit Name	Initial Value	R/W	Description
28 to 0	TMID[28:0]	H'0000_0000	R/W	Transmit Buffer ID Data These bits are used to set the ID of the message to be transmitted from the transmit buffer. Set standard ID or extended ID. For standard ID, write an ID to bits 10 to 0 and write 0 to bits 28 to 11.

Modify this register when the TMTRM bit in the corresponding RSCFDnCFDTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write data to this register. If this register is allocated to the transmit queue, only write data to a transmit buffer p (p = m × 16 + 15) for the corresponding channel.

48.9.10.4 RSCFDnCFDTMPTRp — Transmit Buffer Pointer Register (p= 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMPTRp register can be read/written in 32-bit units

RSCFDnCFDTMPTRpL, RSCFDnCFDTMPTRpH registers can be read/written in 16-bit units

RSCFDnCFDTMPTRpLL, RSCFDnCFDTMPTRpLH, RSCFDnCFDTMPTRpHL, RSCFDnCFDTMPTRpHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTMPTRp: <RSCFDn_base> + H'4004 + (H'20 × p)

RSCFDnCFDTMPTRpL: <RSCFDn_base> + H'4004 + (H'20 × p),
RSCFDnCFDTMPTRpH: <RSCFDn_base> + H'4006 + (H'20 × p)

RSCFDnCFDTMPTRpLL: <RSCFDn_base> + H'4004 + (H'20 × p),
RSCFDnCFDTMPTRpLH: <RSCFDn_base> + H'4005 + (H'20 × p),
RSCFDnCFDTMPTRpHL: <RSCFDn_base> + H'4006 + (H'20 × p),
RSCFDnCFDTMPTRpHH: <RSCFDn_base> + H'4007 + (H'20 × p)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDLC[3:0]				—	—	—	—	TMPTR[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

<table>
<tr><th>Bit</th><th>Bit Name</th><th>Initial Value</th><th>R/W</th><th>Description</th></tr>
<tr><td>31 to 28</td><td>TMDLC[3:0]</td><td>H’0</td><td>R/W</td><td>Transmit Buffer DLC Data
These bits are used to set the data length of the message to be transmitted from the transmit buffer when the TMRTR bit in the RSCFDnCFDTMIDp register is set to 0 (data frame). When the TMFDF bit in the RSCFDnCFDTMFDCTRp register is 0 (classical CAN frame) and the value equal to or larger than B'1001 is set to the TMDLC[3:0] bits, 8-byte data is transmitted. When the TMFDF bit is 1 (CAN FD frame), the range of values to be set differs depending on the TMME bit in the RSCFDnCFDCmFDCFG register.
• When the TMME bit is 0 (the transmit buffer merge mode is disabled):
All values from B'0000 to B'1111 can be set. If B'1100 or larger value is set, the payload which exceeds 20 bytes will be padded by CCH.
• When the TMME bit is 1 (the transmit buffer merge mode is enabled):
When the number of the corresponding transmit buffer is p = (m × 16) + 0 or (m × 16) + 3, all values from B'0000 to B'1111 can be set. For other cases, set values up to B'1011 (20 data bytes).
When the TMRTR bit is set to 1 (remote frame), set the data length of messages to be requested.
<table>
<tr><th></th><th>Classical CAN frame</th><th>CAN FD frame</th></tr>
<tr><td>B’0000:</td><td>0 data bytes</td><td></td></tr>
<tr><td>B’0001:</td><td>1 data byte</td><td></td></tr>
<tr><td>B’0010:</td><td>2 data bytes</td><td></td></tr>
<tr><td>B’0011:</td><td>3 data bytes</td><td></td></tr>
<tr><td>B’0100:</td><td>4 data bytes</td><td></td></tr>
<tr><td>B’0101:</td><td>5 data bytes</td><td></td></tr>
<tr><td>B’0110:</td><td>6 data bytes</td><td></td></tr>
<tr><td>B’0111:</td><td>7 data bytes</td><td></td></tr>
<tr><td>B’1000:</td><td>8 data bytes</td><td></td></tr>
<tr><td>B’1001:</td><td>8 data bytes</td><td>12 data bytes</td></tr>
<tr><td>B’1010:</td><td></td><td>16 data bytes</td></tr>
<tr><td>B’1011:</td><td></td><td>20 data bytes</td></tr>
<tr><td>B’1100:</td><td></td><td>24 data bytes</td></tr>
<tr><td>B’1101:</td><td></td><td>32 data bytes</td></tr>
<tr><td>B’1110:</td><td></td><td>48 data bytes</td></tr>
<tr><td>B’1111:</td><td></td><td>64 data bytes</td></tr>
</table>
</td></tr>
<tr><td>27 to 24</td><td>Reserved</td><td>All 0</td><td>R</td><td>When read, the value after reset is returned.
When writing to these bits, write the value after reset.</td></tr>
<tr><td>23 to 16</td><td>TMPTR[7:0]</td><td>H'00</td><td>R/W</td><td>Transmit Buffer Label Data
Set the label information to be stored in the transmit history buffer.
When message transmission has been completed, the TMPTR[7:0] value is stored in the transmit history buffer.</td></tr>
<tr><td>15 to 0</td><td>Reserved</td><td>All 0</td><td>R</td><td>When read, the value after reset is returned.
When writing to these bits, write the value after reset.</td></tr>
</table>

Modify this register when the TMTRM bit in the corresponding RSCFDnCFDTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write to this register. If this register is allocated to the transmit queue, only write to a transmit buffer p (p = m × 16 + 15) for the corresponding channel.

48.9.10.5 RSCFDnCFDTMFDCTRp — Transmit Buffer CAN FD Configuration Register (p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMFDCTRp register can be read/written in 32-bit units

RSCFDnCFDTMFDCTRpL, RSCFDnCFDTMFDCTRpH registers can be read/written in 16-bit units

RSCFDnCFDTMFDCTRpLL, RSCFDnCFDTMFDCTRpLH, RSCFDnCFDTMFDCTRpHL, RSCFDnCFDTMFDCTRpHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTMFDCTRp: <RSCFDn_base> + H'4008 + (H'20 × p)

RSCFDnCFDTMFDCTRpL: <RSCFDn_base> + H'4008 + (H'20 × p),
RSCFDnCFDTMFDCTRpH: <RSCFDn_base> + H'400A + (H'20 × p)

RSCFDnCFDTMFDCTRpLL: <RSCFDn_base> + H'4008 + (H'20 × p),
RSCFDnCFDTMFDCTRpLH: <RSCFDn_base> + H'4009 + (H'20 × p),
RSCFDnCFDTMFDCTRpHL: <RSCFDn_base> + H'400A + (H'20 × p),
RSCFDnCFDTMFDCTRpHH: <RSCFDn_base> + H'400B + (H'20 × p)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	TMFDF	TMBRS	TMESI
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	Reserved	All 0	R	These bits are read as the value after reset. The write value should be the value after reset.
2	TMFDF	B'0	R/W	FDF This bit is used to set the FD format of the message to be transmitted from the transmit buffer. 0: Classical CAN frame 1: CAN FD frame
1	TMBRS	B'0	R/W	BRS When the TMFDF bit is 1 and this bit is set to 1, the data area for transmit messages is transmitted with data bit rate. Write 0 to this bit if the TMFDF bit is 0. 0: The bit rate in the data area is not changed. 1: The bit rate in the data area is changed.
0	TMESI	B'0	R/W	ESI When the TMFDF bit is 1, this bit is used to set the ESI bit value of the message transmitted from the transmit buffer. The set value is transmitted when the ESIC bit in the RSCFDnCFDCmFDCFG register is 1 and the channel is in error-active state. When the channel is in error-passive state, the ESI bit value indicating the error-passive node is transmitted regardless of this bit. Write 0 to this bit if the TMFDF bit is 0. 0: Error-active node 1: Error-passive node

Modify this register when the TMTRM bit in the corresponding RSCFDnCFDTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write to this register. If this register is allocated to the transmit queue, only write to a transmit buffer p (p = m × 16 + 15) for the corresponding channel.

48.9.10.6 RSCFDnCFDTMDFb_p — Transmit Buffer Data Field b Register (b = 0 to 4, p = 0 to 31)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMDFb_p register can be read/written in 32-bit units

RSCFDnCFDTMDFb_pL, RSCFDnCFDTMDFb_pH registers can be read/written in 16-bit units

RSCFDnCFDTMDFb_pLL, RSCFDnCFDTMDFb_pLH, RSCFDnCFDTMDFb_pHL, RSCFDnCFDTMDFb_pHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTMDFb_p: <RSCFDn_base> + H'400C + (H'04 × b) + (H'20 × p)

RSCFDnCFDTMDFb_pL: <RSCFDn_base> + H'400C + (H'04 × b) + (H'20 × p),
RSCFDnCFDTMDFb_pH: <RSCFDn_base> + H'400E + (H'04 × b) + (H'20 × p)

RSCFDnCFDTMDFb_pLL: <RSCFDn_base> + H'400C + (H'04 × b) + (H'20 × p),
RSCFDnCFDTMDFb_pLH: <RSCFDn_base> + H'400D + (H'04 × b) + (H'20 × p),
RSCFDnCFDTMDFb_pHL: <RSCFDn_base> + H'400E + (H'04 × b) + (H'20 × p),
RSCFDnCFDTMDFb_pHH: <RSCFDn_base> + H'400F + (H'04 × b) + (H'20 × p)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMDB4 × b + 3 [7:0]								TMDB4 × b + 2 [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMDB4 × b + 1 [7:0]								TMDB4 × b + 0 [7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	TMDB4 × b + 3 [7:0]	H'00	R/W	Transmit Buffer Data Byte 4 × b + 3
23 to 16	TMDB4 × b + 2 [7:0]	H'00	R/W	Transmit Buffer Data Byte 4 × b + 2
15 to 8	TMDB4 × b + 1 [7:0]	H'00	R/W	Transmit Buffer Data Byte 4 × b + 1
7 to 0	TMDB4 × b + 0 [7:0]	H'00	R/W	Transmit Buffer Data Byte 4 × b + 0 Set the transmit buffer data.

Modify this register when the TMTRM bit in the corresponding RSCFDnCFDTMSTSp register is set to 0 (no transmit request is present). If this register is linked to a transmit/receive FIFO buffer, do not write to this register. If this register is allocated to the transmit queue, only write to a transmit buffer p (p = m × 16 + 15) for the corresponding channel.

48.9.10.7 RSCFDnCFDTMIECy — Transmit Buffer Interrupt Enable Configuration Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMIECy register can be read/written in 32-bit units

RSCFDnCFDTMIECyL, RSCFDnCFDTMIECyH registers can be read/written in 16-bit units

RSCFDnCFDTMIECyLL, RSCFDnCFDTMIECyLH, RSCFDnCFDTMIECyHL, RSCFDnCFDTMIECyHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTMIECy: <RSCFDn_base> + H'0390 + (H'04 × y)

RSCFDnCFDTMIECyL: <RSCFDn_base> + H'0390 + (H'04 × y),
RSCFDnCFDTMIECyH: <RSCFDn_base> + H'0392 + (H'04 × y)

RSCFDnCFDTMIECyLL: <RSCFDn_base> + H'0390 + (H'04 × y),
RSCFDnCFDTMIECyLH: <RSCFDn_base> + H'0391 + (H'04 × y),
RSCFDnCFDTMIECyHL: <RSCFDn_base> + H'0392 + (H'04 × y),
RSCFDnCFDTMIECyHH: <RSCFDn_base> + H'0393 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMIEp (p = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMIEp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMIEp	H'0000_0000	R/W	Transmit Buffer Interrupt Enable p (p = y × 32 + 31 to y × 32 + 0) 0: Transmit buffer interrupt is disabled. 1: Transmit buffer interrupt is enabled.

TMIEp Bits (p = 0 to 31)

When any of these bits is set to 1 and the corresponding transmission has been completed, a transmit buffer interrupt request is generated.

Modify these bits when the TMTRM flag in the corresponding RSCFDnCFDTMSTSp register is 0 (no transmit request is present).

Write 0 to bits corresponding to transmit buffers linked to transmit/receive FIFO buffers or transmit buffers allocated to the transmit queue. When the TMME bit in the RSCFDnCFDCmFDCFG register is 1 (the transmit buffer merge mode is enabled), write 0 to bits corresponding to transmit buffers allocated to the payload storage area.

Table 48.23 shows the bit assignment.

Table 48.23 TMIEp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.9.11 Details of Transmit Buffer Status Related Registers

48.9.11.1 RSCFDnCFDTMTRSTSy — Transmit Buffer Transmit Request Status Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMTRSTSy register can be read only in 32-bit units

RSCFDnCFDTMTRSTSyL, RSCFDnCFDTMTRSTSyH registers can be read only in 16-bit units

RSCFDnCFDTMTRSTSyLL, RSCFDnCFDTMTRSTSyLH, RSCFDnCFDTMTRSTSyHL, RSCFDnCFDTMTRSTSyHH registers can be read only in 8-bit units

Address: RSCFDnCFDTMTRSTSy: <RSCFDn_base> + H'0350 + (H'04 × y)

RSCFDnCFDTMTRSTSyL: <RSCFDn_base> + H'0350 + (H'04 × y),
RSCFDnCFDTMTRSTSyH: <RSCFDn_base> + H'0352 + (H'04 × y)

RSCFDnCFDTMTRSTSyLL: <RSCFDn_base> + H'0350 + (H'04 × y),
RSCFDnCFDTMTRSTSyLH: <RSCFDn_base> + H'0351 + (H'04 × y),
RSCFDnCFDTMTRSTSyHL: <RSCFDn_base> + H'0352 + (H'04 × y),
RSCFDnCFDTMTRSTSyHH: <RSCFDn_base> + H'0353 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTRSTSp (p = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTRSTSp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMTRSTSp	H'0000_0000	R	Transmit Buffer Transmit Request Status Flag p (p = y × 32 + 31 to y × 32 + 0) 0: No transmit request is present. 1: A transmit request is present.

TMTRSTSp Flags (p = 0 to 31)

These flags indicate the status of the TMTR bit in the RSCFDnCFDTMCp register.

When the TMTR bit is set to 1 (transmission is requested), the corresponding TMTRSTSp flag is set to 1.

The corresponding TMTRSTSp flag is cleared to 0 when the TMTR bit is set to 0 (transmission is not requested) or in channel reset mode.

Table 48.24 shows the bit assignment.

Table 48.24 TMTRSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.9.11.2 RSCFDnCFDTMTARSTSy — Transmit Buffer Transmit Abort Request Status Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMTARSTSy register can be read only in 32-bit units

RSCFDnCFDTMTARSTSyL, RSCFDnCFDTMTARSTSyH registers can be read only in 16-bit units

RSCFDnCFDTMTARSTSyLL, RSCFDnCFDTMTARSTSyLH, RSCFDnCFDTMTARSTSyHL, RSCFDnCFDTMTARSTSyHH registers can be read only in 8-bit units

Address: RSCFDnCFDTMTARSTSy: <RSCFDn_base> + H'0360 + (H'04 × y)

RSCFDnCFDTMTARSTSyL: <RSCFDn_base> + H'0360 + (H'04 × y),
RSCFDnCFDTMTARSTSyH: <RSCFDn_base> + H'0362 + (H'04 × y)

RSCFDnCFDTMTARSTSyLL: <RSCFDn_base> + H'0360 + (H'04 × y),
RSCFDnCFDTMTARSTSyLH: <RSCFDn_base> + H'0361 + (H'04 × y),
RSCFDnCFDTMTARSTSyHL: <RSCFDn_base> + H'0362 + (H'04 × y),
RSCFDnCFDTMTARSTSyHH: <RSCFDn_base> + H'0363 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTARSTSp (p = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTARSTSp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMTARSTSp	H'0000_0000	R	Transmit Buffer Transmit Abort Request Status Flag p (p = y × 32 + 31 to y × 32 + 0) 0: No transmit abort request is present. 1: A transmit abort request is present.

TMTARSTSp Flags (p = 0 to 31)

These flags indicate the status of the TMTAR bit in the RSCFDnCFDTMCp register.

When the TMTAR bit is set to 1 (transmit abort is requested), the corresponding TMTARSTSp flag is set to 1.

The corresponding TMTARSTSp flag is cleared to 0 when the TMTAR bit is set to 0 (transmit abort is not requested) or in channel reset mode.

Table 48.25 shows the bit assignment.

Table 48.25 TMTARSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.9.11.3 RSCFDnCFDTMTCSTSy — Transmit Buffer Transmit Complete Status Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMTCSTSy register can be read only in 32-bit units

RSCFDnCFDTMTCSTSyL, RSCFDnCFDTMTCSTSyH registers can be read only in 16-bit units

RSCFDnCFDTMTCSTSyLL, RSCFDnCFDTMTCSTSyLH, RSCFDnCFDTMTCSTSyHL, RSCFDnCFDTMTCSTSyHH registers can be read only in 8-bit units

Address: RSCFDnCFDTMTCSTSy: <RSCFDn_base> + H'0370 + (H'04 × y)

RSCFDnCFDTMTCSTSyL: <RSCFDn_base> + H'0370 + (H'04 × y),
RSCFDnCFDTMTCSTSyH: <RSCFDn_base> + H'0372 + (H'04 × y)

RSCFDnCFDTMTCSTSyLL: <RSCFDn_base> + H'0370 + (H'04 × y),
RSCFDnCFDTMTCSTSyLH: <RSCFDn_base> + H'0371 + (H'04 × y),
RSCFDnCFDTMTCSTSyHL: <RSCFDn_base> + H'0372 + (H'04 × y),
RSCFDnCFDTMTCSTSyHH: <RSCFDn_base> + H'0373 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTCSTSp (p = y × 32 + 31 to y × 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTCSTSp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMTCSTSp	H'0000_0000	R	Transmit Buffer Transmit Complete Status Flag p (p = y × 32 + 31 to y × 32 + 0) 0: Transmission has not been completed. 1: Transmission has been completed.

TMTCSTSp Flags (p = 0 to 31)

When the TMTRF[1:0] flag in the RSCFDnCFDTMSTSp register is set to B'10 (transmission has been completed (without transmit abort request)) or B'11 (transmission has been completed (with transmit abort request)), the corresponding TMTCSTSp flag is set to 1.

A TMTCSTSp flag is cleared to 0 when the corresponding TMTRF[1:0] flag is set to B'00 or in channel reset mode.

Table 48.26 shows the bit assignment.

Table 48.26 TMTCSTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.9.11.4 RSCFDnCFDTMTASTSy — Transmit Buffer Transmit Abort Status Register (y = 0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTMTASTSy register can be read only in 32-bit units

RSCFDnCFDTMTASTSyL, RSCFDnCFDTMTASTSyH registers can be read only in 16-bit units

RSCFDnCFDTMTASTSyLL, RSCFDnCFDTMTASTSyLH, RSCFDnCFDTMTASTSyHL, RSCFDnCFDTMTASTSyHH registers can be read only in 8-bit units

Address: RSCFDnCFDTMTASTSy: <RSCFDn_base> + H'0380 + (H'04 × y)

RSCFDnCFDTMTASTSyL: <RSCFDn_base> + H'0380 + (H'04 × y),
RSCFDnCFDTMTASTSyH: <RSCFDn_base> + H'0382 + (H'04 × y)

RSCFDnCFDTMTASTSyLL: <RSCFDn_base> + H'0380 + (H'04 × y),
RSCFDnCFDTMTASTSyLH: <RSCFDn_base> + H'0381 + (H'04 × y),
RSCFDnCFDTMTASTSyHL: <RSCFDn_base> + H'0382 + (H'04 × y),
RSCFDnCFDTMTASTSyHH: <RSCFDn_base> + H'0383 + (H'04 × y)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTASTSp (p = y × 32 + 31 to y x 32 + 16 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMTASTSp (p = y × 32 + 15 to y × 32 + 0 (y = 0))															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TMTASTSp	H'0000_0000	R	Transmit Buffer Transmit Abort Status Flag p (p = y × 32 + 31 to y × 32 + 0) 0: Transmission is not aborted. 1: Transmission is aborted.

TMTASTSp Flags (p = 0 to 31)

When the TMTRF[1:0] flag in the RSCFDnCFDTMSTSp register is set to B'01 (transmit abort has been completed), the corresponding TMTASTSp flag is set to 1.

A TMTASTSp flag is cleared to 0 when the corresponding TMTRF[1:0] flag is set to B'00 or in channel reset mode.

Table 48.27 shows the bit assignment.

Table 48.27 TMTASTSp Bit Assignment

Bit	Channel	Transmit Buffer Number
0	0	0
1	0	1
.	.	.
.	.	.
15	0	15
16	1	0
.	.	.
.	.	.
30	1	14
31	1	15

48.9.12 Details of Transmit Queue Related Registers

48.9.12.1 RSCFDnCFDTXQCCm — Transmit Queue Configuration and Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTXQCCm register can be read/written in 32-bit units

RSCFDnCFDTXQCCmL, RSCFDnCFDTXQCCmH registers can be read/written in 16-bit units

RSCFDnCFDTXQCCmLL, RSCFDnCFDTXQCCmLH, RSCFDnCFDTXQCCmHL, RSCFDnCFDTXQCCmHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTXQCCm: <RSCFDn_base> + H'03A0 + (H'04 × m)

RSCFDnCFDTXQCCmL: <RSCFDn_base> + H'03A0 + (H'04 × m),
RSCFDnCFDTXQCCmH: <RSCFDn_base> + H'03A2 + (H'04 × m)

RSCFDnCFDTXQCCmLL: <RSCFDn_base> + H'03A0 + (H'04 × m),
RSCFDnCFDTXQCCmLH: <RSCFDn_base> + H'03A1 + (H'04 × m),
RSCFDnCFDTXQCCmHL: <RSCFDn_base> + H'03A2 + (H'04 × m),
RSCFDnCFDTXQCCmHH: <RSCFDn_base> + H'03A3 + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TXQIM	TXQIE	TXQDC[3:0]				—	—	—	—	—	—	—	TXQE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
13	TXQIM	B'0	R/W	Transmit Queue Interrupt Source Select This bit is used to select a transmit queue interrupt source. Modify this bit in channel reset mode. 0: When the transmit queue becomes empty upon completion of message transmission, a transmit queue interrupt request is generated. 1: A transmit queue interrupt request is generated each time a message has been transmitted.
12	TXQIE	B'0	R/W	Transmit Queue Interrupt Enable When the TXQIE bit is set to 1 and the source selected by the TXQIM bit occurs, an interrupt request is generated. Set the TXQE bit to 0 before modifying the TXQIE bit. 0: Transmit queue interrupt is disabled. 1: Transmit queue interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	TXQDC[3:0]	B'0000	R/W	Transmit Queue Depth Configuration Setting these bits to g (g = 2 to 15) makes the (g + 1)-buffer transmit queue available. Setting these bits to 0 disables the transmit queue. Setting these bits to 1 is prohibited. For transmit buffer merge mode, set g = 2 to 9. These bits are used to specify the number of transmit buffers to be allocated to the transmit queues. Transmit buffers are allocated to transmit queues in descending order of buffer number, that is, from (m × 16 + 15) to (m × 16 + 0). For examples of how buffer allocation is done, see Figure 48.9. When the TMME bit in the RSCFDnCFDCmFDCFG register is 1 (transmit buffer merge mode), transmit buffers from (m × 16 + 5) to (m × 16 + 0) are merged and cannot be allocated to the transmit queues. Do not specify 10 to 15 to the TXQDC[3:0] bits. Modify these bits only in channel reset mode.
7 to 1	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	TXQE	B'0	R/W	Transmit Queue Enable Setting this bit to 1 makes the transmit queue available. Modify this bit in channel communication mode or channel halt mode. This bit is cleared to 0 in channel reset mode. Before setting the TXQE bit to 1, set the TXQDC[3:0] bits to B'0010 or more. 0: The transmit queue is not used. 1: The transmit queue is used.

48.9.12.2 RSCFDnCFDTXQSTSm — Transmit Queue Status Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTXQSTSm register can be read/written in 32-bit units

RSCFDnCFDTXQSTSmL, RSCFDnCFDTXQSTSmH registers can be read/written in 16-bit units

RSCFDnCFDTXQSTSmLL, RSCFDnCFDTXQSTSmLH, RSCFDnCFDTXQSTSmHL, RSCFDnCFDTXQSTSmHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTXQSTSm: <RSCFDn_base> + H'03C0 + (H'04 × m)

RSCFDnCFDTXQSTSmL: <RSCFDn_base> + H'03C0 + (H'04 × m),
RSCFDnCFDTXQSTSmH: <RSCFDn_base> + H'03C2 + (H'04 × m)

RSCFDnCFDTXQSTSmLL: <RSCFDn_base> + H'03C0 + (H'04 × m),
RSCFDnCFDTXQSTSmLH: <RSCFDn_base> + H'03C1 + (H'04 × m),
RSCFDnCFDTXQSTSmHL: <RSCFDn_base> + H'03C2 + (H'04 × m),
RSCFDnCFDTXQSTSmHH: <RSCFDn_base> + H'03C3 + (H'04 × m)

Value after reset: H'0000_0001

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	TXQIF	TXQFLL	TXQEMP
Initial value:	0	0	0	—	—	—	—	—	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
12 to 8	Reserved	Undefined	R	When read, an undefined value is returned. When writing to these bits, write the value after reset.
7 to 3	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	TXQIF	B'0	R/W	Transmit Queue Interrupt Request Flag The TXQIF flag is set to 1 when the event specified by the TXQIM bit in the RSCFDnCFDTXQCCm register has occurred. The TXQIF flag is cleared to 0 in channel reset mode or by writing 0 to this flag. This flag is not cleared to 0 by setting the TXQE bit in the RSCFDnCFDTXQCCm register to 0 (the transmit queue is not used). 0: No transmit queue interrupt request is present. 1: A transmit queue interrupt request is present.

Bit	Bit Name	Initial Value	R/W	Description
1	TXQFLL	B'0	R	Transmit Queue Full Status Flag The TXQFLL flag is set to 1 when the number of messages set for the transmit queue matches the transmit queue depth set by the TXQDC[3:0] bits in the RSCFDnCFDTXQCCm register. This flag is cleared to 0 in any of the following cases. • The number of messages set for the transmit queue is smaller than the transmit queue depth set by the TXQDC[3:0] bits. • In channel reset mode 0: The transmit queue is not full. 1: The transmit queue is full.
0	TXQEMP	B'1	R	Transmit Queue Empty Status Flag The TXQEMP flag is cleared to 0 when even a single message is set for the transmit queue. This flag is set to 1 in any of the following cases. • The TXQE bit is set to 0 (the transmit queue is not used). • The transmit queue becomes empty. • In channel reset mode 0: The transmit queue contains messages. 1: The transmit queue contains no message (transmit queue empty).

48.9.12.3 RSCFDnCFDTXQPCTRm — Transmit Queue Pointer Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTXQPCTRm register can only be written in 32-bit units

RSCFDnCFDTXQPCTRmL, RSCFDnCFDTXQPCTRmH registers can only be written in 16-bit units

RSCFDnCFDTXQPCTRmLL, RSCFDnCFDTXQPCTRmLH, RSCFDnCFDTXQPCTRmHL, RSCFDnCFDTXQPCTRmHH registers can only be written in 8-bit units

Address: RSCFDnCFDTXQPCTRm: <RSCFDn_base> + H'03E0 + (H'04 × m)

RSCFDnCFDTXQPCTRmL: <RSCFDn_base> + H'03E0 + (H'04 × m),
RSCFDnCFDTXQPCTRmH: <RSCFDn_base> + H'03E2 + (H'04 × m)

RSCFDnCFDTXQPCTRmLL: <RSCFDn_base> + H'03E0 + (H'04 × m),
RSCFDnCFDTXQPCTRmLH: <RSCFDn_base> + H'03E1 + (H'04 × m),
RSCFDnCFDTXQPCTRmHL: <RSCFDn_base> + H'03E2 + (H'04 × m),
RSCFDnCFDTXQPCTRmHH: <RSCFDn_base> + H'03RZ/G2E + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TXQPC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	The write value should be the value after reset.
7 to 0	TXQPC[7:0]	H'00	W	Transmit Queue Pointer Control Writing H'FF to the TXQPC[7:0] bits moves the write pointer to the next transmit queue buffer and generates a transmit request of the message. Write transmit messages to the RSCFDnCFDTMIDp, RSCFDnCFDTMPTRp, RSCFDnCFDTMFDCTRp, and RSCFDnCFDTMDFb_p registers (p = 15, 31) before writing H'FF to the TXQPC[7:0] bits. When writing H'FF to these bits, make sure that the TXQE bit in the RSCFDnCFDTXQCCm register is set to 1 (the transmit queue is used) and the TXQFLL flag in the RSCFDnCFDTXQSTSm register is 0 (the transmit queue is not full).

48.9.13 Details of Transmit History Related Registers

48.9.13.1 RSCFDnCFDTHLCCm — Transmit History Configuration and Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTHLCCm register can be read/written in 32-bit units

RSCFDnCFDTHLCCmL, RSCFDnCFDTHLCCmH registers can be read/written in 16-bit units

RSCFDnCFDTHLCCmLL, RSCFDnCFDTHLCCmLH, RSCFDnCFDTHLCCmHL, RSCFDnCFDTHLCCmHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTHLCCm: <RSCFDn_base> + H'0400 + (H'04 × m)

RSCFDnCFDTHLCCmL: <RSCFDn_base> + H'0400 + (H'04 × m),
RSCFDnCFDTHLCCmH: <RSCFDn_base> + H'0402 + (H'04 × m)

RSCFDnCFDTHLCCmLL: <RSCFDn_base> + H'0400 + (H'04 × m),
RSCFDnCFDTHLCCmLH: <RSCFDn_base> + H'0401 + (H'04 × m),
RSCFDnCFDTHLCCmHL: <RSCFDn_base> + H'0402 + (H'04 × m),
RSCFDnCFDTHLCCmHH: <RSCFDn_base> + H'0403 + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	THLDTE	THLIM	THLIE	—	—	—	—	—	—	—	THLE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
10	THLDTE	B'0	R/W	Transmit History Target Buffer Select When this bit is set to 0, the transmit history data of messages transmitted from transmit/receive FIFO buffers and the transmit queue is stored in the transmit history buffer. When this bit is set to 1, the transmit history data of messages transmitted from transmit buffers, transmit/receive FIFO buffers, and the transmit queue is stored in the transmit history buffer. Modify this bit only in channel reset mode. 0: Entry from transmit/receive FIFO buffers and transmit queue 1: Entry from transmit buffers, transmit/receive FIFO buffers, and transmit queue
9	THLIM	B'0	R/W	Transmit History Interrupt Source Select This bit is used to select a transmit history interrupt source. Modify this bit only in channel reset mode. 0: When 12 sets of data have been stored in the transmit history buffer 1: When a single set of transmit history data has been stored

Bit	Bit Name	Initial Value	R/W	Description
8	THLIE	B'0	R/W	Transmit History Interrupt Enable When the THLIE bit is set to 1 and the source selected by the THLIM bit has occurred, a transmit history interrupt request is generated. Modify the THLIE bit only when the THLE bit set to 0. 0: Transmit history interrupt is disabled. 1: Transmit history interrupt is enabled.
7 to 1	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
0	THLE	B'0	R/W	Transmit History Buffer Enable Setting this bit to 1 makes the transmit history buffer available. When data transmission from the buffer selected by the THLDTE bit has been completed, the transmit history data of transmit messages is stored in the transmit history buffer. Modify this bit in channel communication mode or channel halt mode. 0: Transmit history buffer is not used. 1: Transmit history buffer is used.

48.9.13.2 RSCFDnCFDTHLSTSm — Transmit History Status Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTHLSTSm register can be read/written in 32-bit units

RSCFDnCFDTHLSTSmL, RSCFDnCFDTHLSTSmH registers can be read/written in 16-bit units

RSCFDnCFDTHLSTSmLL, RSCFDnCFDTHLSTSmLH, RSCFDnCFDTHLSTSmHL, RSCFDnCFDTHLSTSmHH registers can be read/written in 8-bit units

Address: RSCFDnCFDTHLSTSm: <RSCFDn_base> + H'0420 + (H'04 × m)

RSCFDnCFDTHLSTSmL: <RSCFDn_base> + H'0420 + (H'04 × m),
RSCFDnCFDTHLSTSmH: <RSCFDn_base> + H'0422 + (H'04 × m)

RSCFDnCFDTHLSTSmLL: <RSCFDn_base> + H'0420 + (H'04 × m),
RSCFDnCFDTHLSTSmLH: <RSCFDn_base> + H'0421 + (H'04 × m),
RSCFDnCFDTHLSTSmHL: <RSCFDn_base> + H'0422 + (H'04 × m),
RSCFDnCFDTHLSTSmHH: <RSCFDn_base> + H'0423 + (H'04 × m)

Value after reset: H'0000_0001

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	THLMC[4:0]					—	—	—	—	THLIF	THLELT	THLFLL	THLEMP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R	R

Note: * The only effective value for writing to this flag bit is 0, which clears the bit. Otherwise writing to the bit results in retention of its state.

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
12 to 8	THLMC[4:0]	B'0_0000	R	Transmit History Buffer Unread Data Counter These bits indicate the number of unread data sets stored in the transmit history buffer.
7 to 4	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
3	THLIF	B'0	R/W	Transmit History Interrupt Request Flag The THLIF flag is set to 1 when the interrupt source specified with the THLIM bit in the RSCFDnCFDTHLCCm register occurs. This flag is cleared to 0 in channel reset mode or by the program writing 0 to this flag. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: No transmit history interrupt request is present. 1: A transmit history interrupt request is present.

Bit	Bit Name	Initial Value	R/W	Description
2	THLELT	B'0	R/W	Transmit History Buffer Overflow Flag The THLELT flag is set to 1 when an attempt is made to store new transmit history data while the transmit history buffer is full. In this case, the new data is discarded. This flag becomes 0 in channel reset mode or by the program writing 0 to this flag. To clear the flags of the register to 0, the program must write 0 to the corresponding flag to be cleared. When writing 0, using store instruction, set the bit to be set to "0" to "0", and the bits not to be set to "0" to "1". 0: Transmit history buffer overflow has not occurred. 1: Transmit history buffer overflow has occurred.
1	THLFLL	B'0	R	Transmit History Buffer Full Status Flag The THLFLL flag is set to 1 when 16 data sets have been stored in the transmit history buffer, and is cleared to 0 when the number of data sets stored in the transmit history buffer has decreased to less than 16. This bit is also cleared to 0 in channel reset mode or when the THLE bit in the RSCFDnCFDTHLCCm register is set to 0 (transmit history buffer is not used). 0: Transmit history buffer is not full. 1: Transmit history buffer is full.
0	THLEMP	B'1	R	Transmit History Buffer Empty Status Flag The THLEMP flag is cleared to 0 when even a single set of transmit history data has been stored in the transmit history buffer. This flag is set to 1 when all the data in the transmit history buffer has been read. This flag is also set to 1 in channel reset mode or when the THLE bit in the RSCFDnCFDTHLCCm register is set to 0 (transmit history buffer is not used). 0: Transmit history buffer contains unread data. 1: Transmit history buffer contains no unread data (buffer empty).

Note: To clear THLIF or THLELT flag to 0, the program must write 0. When writing, use a store instruction to write "0" to the given flag and "1" to other flags.

48.9.13.3 RSCFDnCFDTHLPCTRm — Transmit History Pointer Control Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTHLPCTRm register can only be written in 32-bit units

RSCFDnCFDTHLPCTRmL, RSCFDnCFDTHLPCTRmH registers can only be written in 16-bit units

RSCFDnCFDTHLPCTRmLL, RSCFDnCFDTHLPCTRmLH, RSCFDnCFDTHLPCTRmHL, RSCFDnCFDTHLPCTRmHH registers can only be written in 8-bit units

Address: RSCFDnCFDTHLPCTRm: <RSCFDn_base> + H'0440 + (H'04 × m)

RSCFDnCFDTHLPCTRmL: <RSCFDn_base> + H'0440 + (H'04 × m),
RSCFDnCFDTHLPCTRmH: <RSCFDn_base> + H'0442 + (H'04 × m)

RSCFDnCFDTHLPCTRmLL: <RSCFDn_base> + H'0440 + (H'04 × m),
RSCFDnCFDTHLPCTRmLH: <RSCFDn_base> + H'0441 + (H'04 × m),
RSCFDnCFDTHLPCTRmHL: <RSCFDn_base> + H'0442 + (H'04 × m),
RSCFDnCFDTHLPCTRmHH: <RSCFDn_base> + H'0443 + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	THLPC[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Reserved	All 0	R	When writing to these bits, write the value after reset.
7 to 0	THLPC[7:0]	H'00	W	Transmit History List Pointer Control When the THLPC[7:0] bits are set to H'FF, the read pointer moves to the next data in the transmit history buffer. At this time, the THLMC[4:0] (transmit history buffer unread data counter) value in the RSCFDnCFDTHLSTSm register is decremented. Write H'FF to the THLPC[7:0] bits after reading from the RSCFDnCFDTHLACCm register. When writing H'FF to these bits, make sure that the THLE bit in the RSCFDnCFDTHLCCm register is set to 1 (transmit history buffer is used) and the THLEMP flag in the RSCFDnCFDTHLSTSm register is 0.

48.9.13.4 RSCFDnCFDTHLACCm — Transmit History Access Register (m = 0 or 1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDTHLACCm register can be read only in 32-bit units

RSCFDnCFDTHLACCmL, RSCFDnCFDTHLACCmH registers can be read only in 16-bit units

RSCFDnCFDTHLACCmLL, RSCFDnCFDTHLACCmLH, RSCFDnCFDTHLACCmHL, RSCFDnCFDTHLACCmHH registers can be read only in 8-bit units

Address: RSCFDnCFDTHLACCm: <RSCFDn_base> + H'6000 + (H'04 × m)

RSCFDnCFDTHLACCmL: <RSCFDn_base> + H'6000 + (H'04 × m),
RSCFDnCFDTHLACCmH: <RSCFDn_base> + H'6002 + (H'04 × m)

RSCFDnCFDTHLACCmLL: <RSCFDn_base> + H'6000 + (H'04 × m),
RSCFDnCFDTHLACCmLH: <RSCFDn_base> + H'6001 + (H'04 × m),
RSCFDnCFDTHLACCmHL: <RSCFDn_base> + H'6002 + (H'04 × m),
RSCFDnCFDTHLACCmHH: <RSCFDn_base> + H'6003 + (H'04 × m)

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TMTS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TID[7:0]								—	BN[3:0]				BT[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	TMTS[15:0]	H'0000	R	Timestamp Data These bits indicate the timestamp value of the transmit history data stored in the transmit history buffer. These bits are always read as 0 when the TMTSCE bit is 0.
15 to 8	TID[7:0]	H'00	R	Label Data These bits indicate the label information of transmit history data stored in the transmit history buffer.
7	Reserved	B'0	R	When read, the value after reset is returned.
6 to 3	BN[3:0]	H'0	R	Buffer Number Data These bits indicate the transmit source buffer number in the transmit history data stored in the transmit history buffer.
2 to 0	BT[2:0]	B'000	R	Buffer Type Data These bits indicate the type of the transmit source buffer in the transmit history data stored in the transmit history buffer. B'001: Transmit buffer B'010: Transmit/receive FIFO buffer B'100: Transmit queue

48.9.14 Details of Test Related Registers

48.9.14.1 RSCFDnCFDGTSTCFG — Global Test Configuration Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGTSTCFG register can be read/written in 32-bit units

RSCFDnCFDGTSTCFGL, RSCFDnCFDGTSTCFGH registers can be read/written in 16-bit units

RSCFDnCFDGTSTCFGLL, RSCFDnCFDGTSTCFGLH, RSCFDnCFDGTSTCFGHL, RSCFDnCFDGTSTCFGHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGTSTCFG: <RSCFDn_base> + H'0468

RSCFDnCFDGTSTCFGL: <RSCFDn_base> + H'0468,
RSCFDnCFDGTSTCFGH: <RSCFDn_base> + H'046A

RSCFDnCFDGTSTCFGLL: <RSCFDn_base> + H'0468,
RSCFDnCFDGTSTCFGLH: <RSCFDn_base> + H'0469,
RSCFDnCFDGTSTCFGHL: <RSCFDn_base> + H'046A,
RSCFDnCFDGTSTCFGHH: <RSCFDn_base> + H'046B

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	RTMPS[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	C1ICBCE	C0ICBCE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
22 to 16	RTMPS[6:0]	H'00	R/W	RAM Test Page Configuration These bits are used to set the RAM test target page number for RAM test. Set a value in the range of H'00 to H'53, inclusive.
15 to 2	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
1	C1ICBCE	B'0	R/W	CAN1 Inter-Channel Communication Test Enable Setting this bit to 1 enables the channel 1 inter-channel communication test. 0: CAN1 inter-channel communication test is disabled. 1: CAN1 inter-channel communication test is enabled.
0	C0ICBCE	B'0	R/W	CAN0 Inter-Channel Communication Test Enable Setting this bit to 1 enables the channel 0 inter-channel communication test. 0: CAN0 inter-channel communication test is disabled. 1: CAN0 inter-channel communication test is enabled.

Modify the RSCFDnCFDGTSTCFG register only in global test mode.

48.9.14.2 RSCFDnCFDGTSTCTR — Global Test Control Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGTSTCTR register can be read/written in 32-bit units,

RSCFDnCFDGTSTCTRL, RSCFDnCFDGTSTCTRH registers can be read/written in 16-bit units

RSCFDnCFDGTSTCTRLL, RSCFDnCFDGTSTCTRLH, RSCFDnCFDGTSTCTRHL, RSCFDnCFDGTSTCTRHH registers can be read/written in 8-bit units

Address: RSCFDnCFDGTSTCTR: <RSCFDn_base> + H'046C

RSCFDnCFDGTSTCTRL: <RSCFDn_base> + H'046C,
RSCFDnCFDGTSTCTRH: <RSCFDn_base> + H'046E

RSCFDnCFDGTSTCTRLL: <RSCFDn_base> + H'046C,
RSCFDnCFDGTSTCTRLH: <RSCFDn_base> + H'046D,
RSCFDnCFDGTSTCTRHL: <RSCFDn_base> + H'046E,
RSCFDnCFDGTSTCTRHH: <RSCFDn_base> + H'046F

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RTME	—	ICBCTME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	Reserved	All 0	R	When read, the value after reset is returned. When writing to these bits, write the value after reset.
2	RTME	B'0	R/W	RAM Test Enable Setting this bit to 1 enables the RAM test. Modify this bit only in global test mode. 1. Set the GMDC[1:0] bits in the RSCFDnCFDGCTR register to B'10 (Global test mode). 2. Set the RTME bit to 1. 3. Check that the RTME bit is set to 1. 0: RAM test is disabled. 1: RAM test is enabled.
1	Reserved	B'0	R	When read, the value after reset is returned. When writing to this bit, write the value after reset.
0	ICBCTME	B'0	R/W	Communication Test between Channels Enable When this bit is set to 1, a communication test is enabled between the channels for which the CmICBCE bit (m = 0 or 1) in the RSCFDnCFDGTSTCFG register has been set to 1. Modify the ICBCTME bit only in global test mode. 0: Communication test between channels disabled 1: Communication test between channels enabled

48.9.14.3 RSCFDnCFDGLOCKK — Global Lock Key Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDGLOCKK register can only be written in 32-bit units
RSCFDnCFDGLOCKKL, RSCFDnCFDGLOCKKH registers can only be written in 16-bit units

Address: RSCFDnCFDGLOCKK: <RSCFDn_base> + H'047C
RSCFDnCFDGLOCKKL: <RSCFDn_base> + H'047C, RSCFDnCFDGLOCKKH: <RSCFDn_base> + H'047E

Value after reset: H'0000_0000

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LOCK[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*	W*

Note: * Writing to these bits is effective only when the RS-CANFD module is in global test mode.

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R	When writing to these bits, write the value after reset.
15 to 0	LOCK[15:0]	H'0000	W	Lock Key Writing the protection release data to the LOCK[15:0] bits in succession enables writing 1 to the RTME bit in the RSCFDnCFDGTSTCTR register. After the protection has been released, writing to the I/O register area (<RSCFDn_base> + H'0000 to <RSCFDn_base> + H'0FFF) of the CAN (except the RAM) enables the protection again. Reading from the I/O register area of the CAN or reading from/writing to other areas does not enable the protection.

The RSCFDnCFDGLOCKK register releases protection of special test bits and is write only.

For the protection release data, see section 48.16.4.2, Procedure for Releasing the Protection.

48.9.14.4 RSCFDnCFDRPGACCr — RAM Test Page Access Register (r = 0 to 63)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Access: RSCFDnCFDRPGACCr register can be read/written in 32-bit units

RSCFDnCFDRPGACCrL, RSCFDnCFDRPGACCrH registers can be read/written in 16-bit units

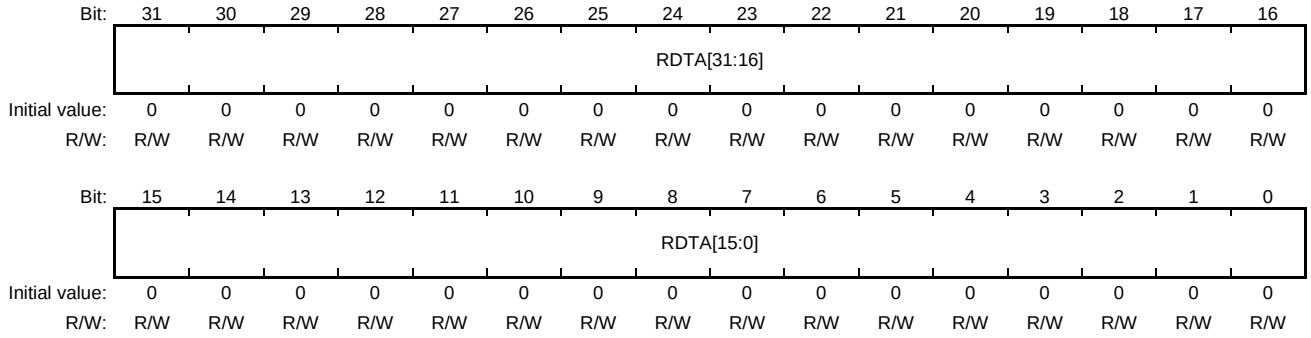
RSCFDnCFDRPGACCrLL., RSCFDnCFDRPGACCrLH, RSCFDnCFDRPGACCrHL, RSCFDnCFDRPGACCrHH registers can be read/written in 8-bit units

Address: RSCFDnCFDRPGACCr: <RSCFDn_base> + H'6400 + (H'04 × r)

RSCFDnCFDRPGACCrL: <RSCFDn_base> + H'6400 + (H'04 × r),
RSCFDnCFDRPGACCrH: <RSCFDn_base> + H'6402 + (H'04 × r)

RSCFDnCFDRPGACCrLL: <RSCFDn_base> + H'6400 + (H'04 × r),
RSCFDnCFDRPGACCrLH: <RSCFDn_base> + H'6401 + (H'04 × r),
RSCFDnCFDRPGACCrHL: <RSCFDn_base> + H'6402 + (H'04 × r),
RSCFDnCFDRPGACCrHH: <RSCFDn_base> + H'6403 + (H'04 × r)

Value after reset: H'0000_0000



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	RDTA[31:0]	H'0000_0000	R/W	RAM Data Test Access Data can be read and written in RSCAN RAM.

Modify the RSCFDnCFDRPGACCr register in global test mode with the RTME bit in the RSCFDnCFDGTSTCTR register set to 1 (RAM test is enabled).

The RSCFDnCFDRPGACCr register is readable and writable when the RTME bit is set to 1.

48.10 Interrupt Sources and DMA Triggers

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

48.10.1 Interrupt Sources

Interrupt sources are classified into global and channel interrupts.

- Global interrupts (2 sources):
  - Receive FIFO interrupt
  - Global error interrupt
- Channel interrupts (3 sources/channel):
  CANm transmit interrupt (m = 0 or 1)
  - CANm transmit complete interrupt
  - CANm transmit abort interrupt
  - CANm transmit/receive FIFO transmit complete interrupt (in transmit mode, gateway mode)
  - CANm transmit history interrupt
  - CANm transmit queue interrupt

  CANm transmit/receive FIFO receive complete interrupt (in receive mode, gateway mode)
  CANm error interrupt

When an interrupt request is generated, the corresponding interrupt request flag is set to 1 (interrupt request present). In that case, when the interrupt enable bit is set to 1 (enabling interrupts), an interrupt request is output from the RS-CANFD module. (Generation of interrupts also depends on the interrupt control register settings of the interrupt controller.)

Setting the interrupt request flag to 0 (no interrupt request present) or setting the interrupt enable bit to 0 (disabling interrupts) clears the current interrupt request. The current interrupt request is still output until the interrupt request flag is cleared.

Table 48.28 lists the CAN interrupt sources. Figure 48.2 shows the CAN global interrupt block diagram. Figure 48.3 shows the CAN channel interrupt block diagram.

Table 48.28 List of CAN Interrupt Sources

	Interrupt Source		Corresponding Interrupt Request Flag	Corresponding Interrupt Enable Bit
Global interrupts	Receive FIFO	Receive FIFO 0	RFIF in the RSCFDn(CFD)RFSTS0 register	RFIE in the RSCFDn(CFD)RFCC0 register
		Receive FIFO 1	RFIF in the RSCFDn(CFD)RFSTS1 register	RFIE in the RSCFDn(CFD)RFCC1 register
		Receive FIFO 2	RFIF in the RSCFDn(CFD)RFSTS2 register	RFIE in the RSCFDn(CFD)RFCC2 register
		Receive FIFO 3	RFIF in the RSCFDn(CFD)RFSTS3 register	RFIE in the RSCFDn(CFD)RFCC3 register
		Receive FIFO 4	RFIF in the RSCFDn(CFD)RFSTS4 register	RFIE in the RSCFDn(CFD)RFCC4 register
		Receive FIFO 5	RFIF in the RSCFDn(CFD)RFSTS5 register	RFIE in the RSCFDn(CFD)RFCC5 register
		Receive FIFO 6	RFIF in the RSCFDn(CFD)RFSTS6 register	RFIE in the RSCFDn(CFD)RFCC6 register
		Receive FIFO 7	RFIF in the RSCFDn(CFD)RFSTS7 register	RFIE in the RSCFDn(CFD)RFCC7 register
	Global error		• DEF in the RSCFDn(CFD)GERFL register • MES in the RSCFDn(CFD)GERFL register • THLES in the RSCFDn(CFD)GERFL register • CMPOF in the RSCFDnCFDGERFL register	• DEIE in the RSCFDn(CFD)GCTR register • MEIE in the RSCFDn(CFD)GCTR register • THLEIE in the RSCFDn(CFD)GCTR register • CMPOFIE in the RSCFDnCFDGCTR register
Channel interrupts (m = 0 or 1)	CANm transmit	CANm transmit complete	TMTRF[1:0] in the RSCFDn(CFD)TMSTSp register	TMIEp in the RSCFDn(CFD)TMIECy register
		CANm transmit abort	TMTRF[1:0] in the RSCFDn(CFD)TMSTSp register	TAIE in the RSCFDn(CFD)CmCTR register
		CANm transmit/receive FIFO transmit complete	CFTXIF in the RSCFDn(CFD)CFSTSk register	CFTXIE in the RSCFDn(CFD)CFCCk register
		CANm transmit queue	TXQIF in the RSCFDn(CFD)TXQSTSm register	TXQIE in the RSCFDn(CFD)TXQCCm register
		CANm transmit history	THLIF in the RSCFDn(CFD)THLSTSm register	THLIE in the RSCFDn(CFD)THLCCm register
	CANm transmit/receive FIFO receive complete		CFRXIF in the RSCFDn(CFD)CFSTSk register	CFRXIE in the RSCFDn(CFD)CFCCk register

	Interrupt Source	Corresponding Interrupt Request Flag	Corresponding Interrupt Enable Bit
Channel interrupts (m = 0 or 1)	CANm error	• BEF in the RSCFDn(CFD)CmERFL register • ALF in the RSCFDn(CFD)CmERFL register • BLF in the RSCFDn(CFD)CmERFL register • OVLF in the RSCFDn(CFD)CmERFL register • BORF in the RSCFDn(CFD)CmERFL register • BOEF in the RSCFDn(CFD)CmERFL register • EPF in the RSCFDn(CFD)CmERFL register • EWF in the RSCFDn(CFD)CmERFL register • SOCO in the RSCFDn(CFD)CmERFL register • EOCO in the RSCFDn(CFD)CmERFL register • TDCVF in the RSCFDn(CFD)CmERFL register	• BEIE in the RSCFDn(CFD)CmCTR register • ALIE in the RSCFDn(CFD)CmCTR register • BLIE in the RSCFDn(CFD)CmCTR register • OLIE in the RSCFDn(CFD)CmCTR register • BORIE in the RSCFDn(CFD)CmCTR register • BOEIE in the RSCFDn(CFD)CmCTR register • EPIE in the RSCFDn(CFD)CmCTR register • EWIE in the RSCFDn(CFD)CmCTR register • SOCOIE in the RSCFDnCFDCmCTR register • EOCOIE in the RSCFDnCFDCmCTR register • TDCVFIE in the RSCFDnCFDCmCTR register

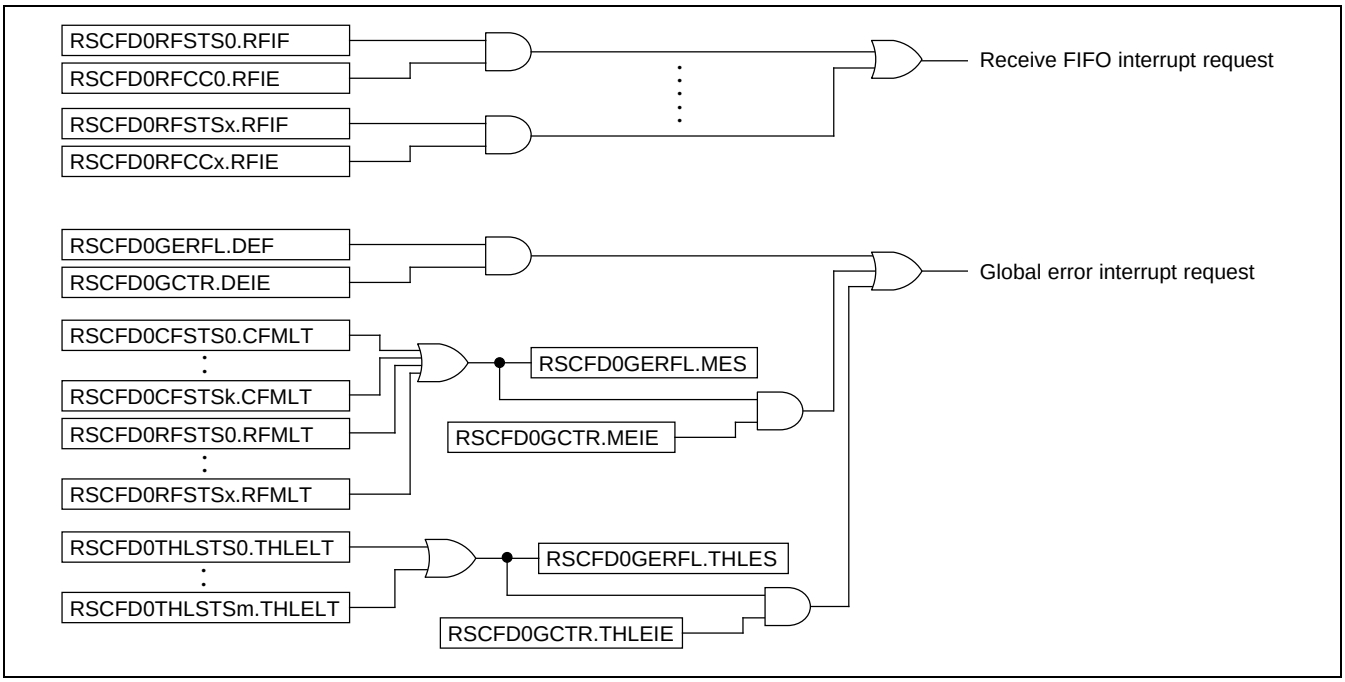


Figure 48.2 CAN Global Interrupt Block Diagram

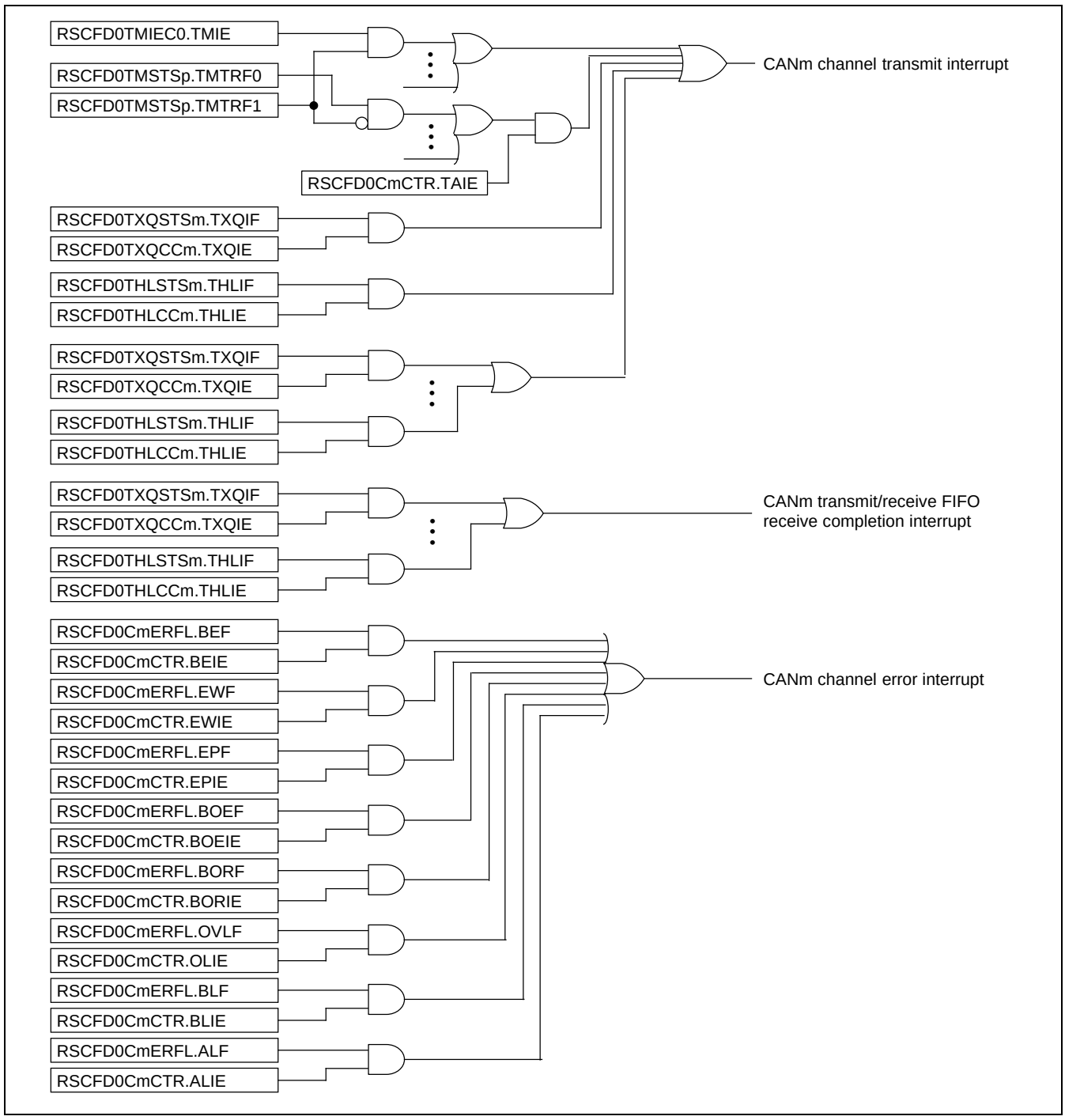


Figure 48.3 CAN Channel Interrupt Block Diagram

48.10.2 DMA Triggers (CAN FD Mode Only)

In CAN FD mode, the FIFO buffer for reception can be related to DMA channels. The following 10 FIFO buffers are available.

- All receive FIFO buffers x (x = 0 to 7)
- The first transmit/receive FIFO buffer k (k = 3 × m, m = 0 or 1) assigned to channel m

When the DMA enable bit (the RFDMAEx or CFDMAEm bit in the RSCFDnCFDCDTCT register) is set to 1 and there are unread messages in the related FIFO, a DMA transfer request trigger is generated.

48.11 CAN Modes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The RS-CANFD module has four global modes to control the entire RS-CANFD module status and four channel modes to control individual channel status. Details of global modes are described in section 48.11.1, Global Modes, and details of channel modes are described in section 48.11.2, Channel Modes.

- Global stop mode: Stops the clocks of the entire module to achieve low power consumption.
- Global reset mode: Performs initial settings for the entire module.
- Global test mode: Performs test settings and performs the RAM test.
- Global operating mode: Makes the entire module operable.
- Channel stop mode: Stops the channel clock.
- Channel reset mode: Performs initial settings for the channels.
- Channel halt mode: Stops CAN communication and allows channel testing.
- Channel communication mode: Performs CAN communication.

48.11.1 Global Modes

Figure 48.4 shows the transitions of global modes.

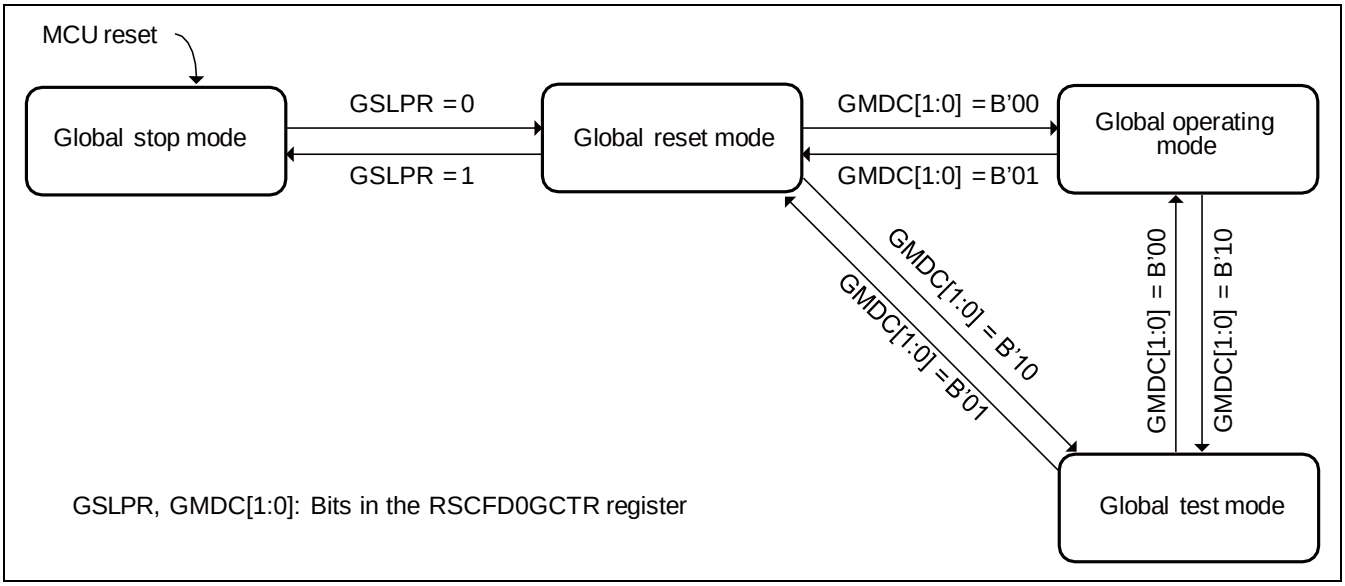


Figure 48.4 Transitions of Global Modes

In some cases, global mode transitions also force channel mode transitions. Table 48.29 shows the channel mode transitions depending on the global mode setting dictated by the GMDC[1:0] bits and the GSLPR bit.

Table 48.29 Transitions of Channel Modes Depending on Global Mode Setting (GMDC[1:0] and GSLPR Bits)

	Channel Mode after Setting			
Channel Mode before Setting	**GMDC[1:0] = B'00 GSLPR = 0 (Global Operation)**	**GMDC[1:0] = B'10 GSLPR = 0 (Global Test)**	**GMDC[1:0] = B'01 GSLPR = 0 (Global Reset)**	**GMDC[1:0] = B'01 GSLPR = 1 (Global Stop)**
Channel communication	Channel communication	Channel halt	Channel reset	Transition prohibited
Channel halt	Channel halt	Channel halt	Channel reset	Transition prohibited
Channel reset	Channel reset	Channel reset	Channel reset	Channel stop
Channel stop	Channel stop	Channel stop	Channel stop	Channel stop

Note: GMDC[1:0], GSLPR: Bits in the RSCFDn(CFD)GCTR register

Table 48.30 shows the global mode transition time.

Table 48.30 Global Mode Transition Time

Mode before Transition	Mode after Transition	Maximum Transition Time
Global stop	Global reset	Three pclk cycles
Global reset	Global stop	Three pclk cycles
Global reset	Global test	Ten pclk cycles
Global reset	Global operating	Ten pclk cycles
Global test	Global reset	Two CAN bit times*1*2
Global test	Global operating	Three pclk cycles
Global operating	Global reset	Two CAN bit times*1*2
Global operating	Global test	Two CAN frames*1

Notes: 1. It is the CAN bit time and CAN frame time with the lowest communication speed of the channels in use.
2. In CAN FD mode, it is the CAN bit time with normal bit rate.

48.11.1.1 Global Stop Mode

In global stop mode, clocks of the CAN do not run and therefore power consumption is reduced. CAN registers can be read, but writing data to them is prohibited. Register values are retained. Only the clock used by the CPU for writing to the GSLPR bit runs in this mode.

After the MCU is reset, the RS-CANFD module transitions to global stop mode. Setting the GSLPR bit in the RSCFDn(CFD)GCTR register to 1 (in global stop mode) in global reset mode sets the CSLPR bit in each of the RSCFDn(CFD)CmCTR register to 1 (channel stop mode). Afterwards, if all channels are forced to transition to channel stop mode, the RS-CANFD module transitions to global stop mode. The GSLPR bit should not be modified in global operating mode or global test mode.

48.11.1.2 Global Reset Mode

In global reset mode, RS-CANFD module settings are performed. When the RS-CANFD module transitions to global reset mode, some registers are initialized. Table 48.33 and Table 48.34 list the registers to be initialized.

Setting the GMDC[1:0] bits in the RSCFDn(CFD)GCTR register to B'01 sets the CHMDC[1:0] bits in each of the RSCFDn(CFD)CmCTR registers (m = 0 or 1) to B'01 (channel reset mode). If all channels are forced to transition to channel reset mode, the RS-CANFD module transitions to global reset mode. Channels that are already in channel reset mode or channel stop mode do not transition (because the CHMDC[1:0] bits have already been set to B'01).

48.11.1.3 Global Test Mode

In global test mode, settings for test-related registers are performed. When the CAN module transitions to global test mode, all CAN communications are disabled.

Setting the GMDC[1:0] bits in the RSCFDn(CFD)GCTR register to B'10 sets the CHMDC[1:0] bits in each of the RSCFDn(CFD)CmCTR register to B'10 (channel halt mode). If all channels are forced to transition to channel halt mode, the CAN module transitions to global test mode. Channels that are in channel stop mode, channel reset mode, or channel halt mode do not transition.

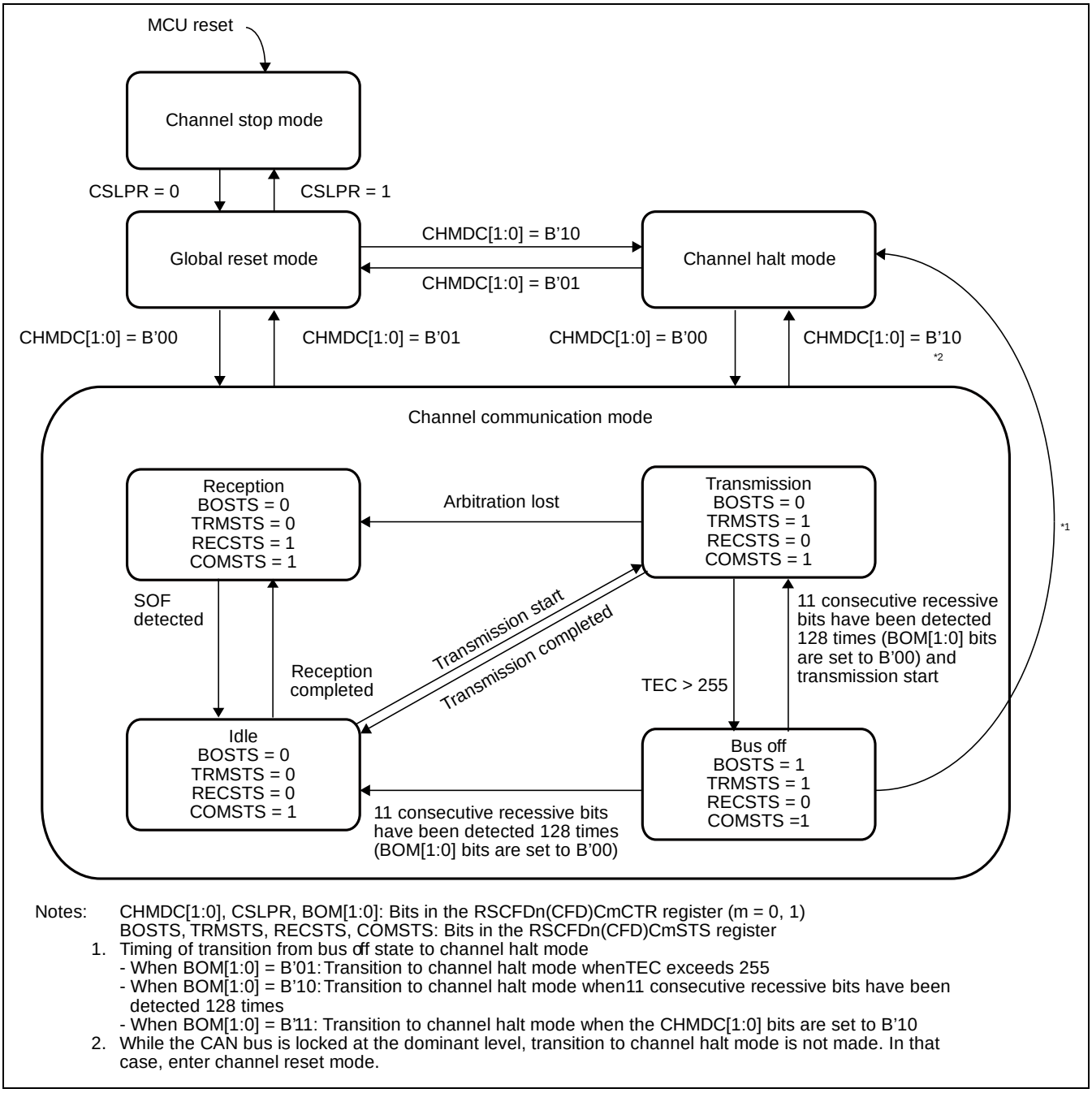
48.11.1.4 Global Operating Mode

The RS-CANFD module operates in global operating mode.

When the GMDC[1:0] bits in the RSCFDn(CFD)GCTR register are set to B'00, the RS-CAN module transitions to global operating mode.

48.11.2 Channel Modes

Figure 48.5 shows a channel mode state transition chart. Table 48.31 shows the channel mode transition time.



Notes: CHMDC[1:0], CSLPR, BOM[1:0]: Bits in the RSCFDn(CFD)CmCTR register (m = 0, 1)
BOSTS, TRMSTS, RECSTS, COMSTS: Bits in the RSCFDn(CFD)CmSTS register

1. Timing of transition from bus off state to channel halt mode
   - When BOM[1:0] = B'01: Transition to channel halt mode when TEC exceeds 255
   - When BOM[1:0] = B'10: Transition to channel halt mode when 11 consecutive recessive bits have been detected 128 times
   - When BOM[1:0] = B'11: Transition to channel halt mode when the CHMDC[1:0] bits are set to B'10
2. While the CAN bus is locked at the dominant level, transition to channel halt mode is not made. In that case, enter channel reset mode.

Figure 48.5 Channel Mode State Transition Chart

Table 48.31 Channel Mode Transition Time

Mode before Transition	Mode after Transition	Maximum Transition Time
Channel stop	Channel reset	Three pclk cycles
Channel reset	Channel stop	Three pclk cycles
Channel reset	Channel halt	Three CANm bit times*
Channel reset	Channel communication	Three CANm bit times*

Mode before Transition	Mode after Transition	Maximum Transition Time
Channel halt	Channel reset	Two CANm bit times*
Channel halt	Channel communication	Four CANm bit times*
Channel communication	Channel reset	Two CANm bit times*
Channel communication	Channel halt	Two CANm frames

Note: * In CAN FD mode, it is the CANm bit time with normal bit rate.

48.11.2.1 Channel Stop Mode

In channel stop mode, clocks are not supplied to channels and therefore power consumption is reduced. CAN registers can be read, but writing data to them is prohibited. Register values are retained.

Each channel enters channel stop mode after the MCU is reset. Channels also transition to channel stop mode when the CSLPR bit in the RSCFDn(CFD)CmCTR register (m = 0 or 1) is set to 1 (channel stop mode) in channel reset mode. The CSLPR bit should not be modified in channel communication mode and channel halt mode.

48.11.2.2 Channel Reset Mode

In channel reset mode, channel settings are performed. When a channel transitions to channel reset mode, some channel-related registers are initialized. Table 48.33 lists the registers to be initialized.

When the CHMDC[1:0] bits in the RSCFDn(CFD)CmCTR register are set to B'01 (channel reset mode) during CAN communication, communication is terminated before it is completed and the channel transitions to channel reset mode. Table 48.32 shows the operation when the CHMDC[1:0] bits are set to B'01 (channel reset mode) during CAN communication.

48.11.2.3 Channel Halt Mode

In channel halt mode, settings for test-related registers of channels are performed. When a channel transitions to channel halt mode, CAN communication of the channel stops.

Table 48.32 shows operation when the CHMDC[1:0] bits are set to B'10 (channel halt mode) during CAN communication.

Table 48.32 Operation a Channel Transitions to Channel Reset Mode/Channel Halt Mode

Mode	During Reception	During Transmission	Bus Off State
Channel reset (CHMDC[1:0] = B'01)	Transitions to channel reset mode before reception is completed.*1	Transitions to channel reset mode before transmission is completed.*1	Transitions to channel reset mode before bus off recovery.
Channel halt*3 (CHMDC[1:0] = B'10)	Transitions to channel halt mode after reception is completed.*2	Transitions to channel halt mode after transmission is completed.	[When BOM[1:0] = B'00] Transitions to channel halt mode (CHMDC[1:0] = B'10) only after bus off recovery. [When BOM[1:0] = B'01] Transitions to channel halt mode automatically when the condition for transition to bus off state is met. [When BOM[1:0] = B'10] Transitions to channel halt mode automatically after bus off recovery. [When BOM[1:0] = B'11] Transitions to channel halt mode immediately after the CHMDC[1:0] bits are set to B'10 before bus off recovery.

Notes: 1. To allow transition to channel reset mode after communication is completed, set the CHMDC[1:0] bits to B'10 and confirm that communication has been completed and transition to channel halt mode has been made, and then set the CHMDC[1:0] bits to B'01.
2. While the CAN bus is locked at the dominant level, transition to channel halt mode is not made. In that case, enter channel reset mode. The CAN bus status can be confirmed with the BLF flag of the RSCFDn(CFD)CmERFL register that becomes 1 when dominant lock is detected.
3. When the transition from channel reset mode to channel halt mode is to be made, in classical CAN mode, set the RSCFDnCmCFG register in channel reset mode and then shift to channel halt mode. In CAN FD mode, make transition to channel halt mode after setting the RSCFDnCFDCmNCFG and RSCFDnCFDCmDCFG registers.

48.11.2.4 Channel Communication Mode

In channel communication mode, CAN communication is performed. Each channel has the following communication states during CAN communication.

- Idle: Neither reception nor transmission is in progress.
- Reception: Receiving a message sent from another node.
- Transmission: Transmitting a message.
- Bus off: Isolated from CAN communication.

When the CHMDC[1:0] bits in the RSCFDn(CFD)CmCTR register are set to B'00, the channel transitions to channel communication mode. After that, once 11 consecutive recessive bits have been detected, the COMSTS flag in the RSCFDn(CFD)CmSTS register (m = 0 or 1) is set to 1 (communication is ready) and transmission and reception are enabled on the CAN network as an active node. At this time, transmission and reception of messages can be started.

48.11.2.5 Bus Off State

A channel transitions to the bus off state according to the transmit/receive error counter increment/decrement rules of the CAN specifications.

The conditions for returning from the bus off state are determined by the BOM[1:0] bits in the RSCFDn(CFD)CmCTR register.

- When BOM[1:0] = B'00:

  Bus off recovery is compliant with the CAN specifications. After 11 consecutive recessive bits have been detected 128 times, a channel returns from the bus off state to the CAN communication ready state (error active state). At that time, the TEC[7:0] and REC[7:0] bits in the RSCFDn(CFD)CmERFL register are initialized to H'00, the BORF flag in the RSCFDn(CFD)CmERFL register is set to 1 (bus off recovery is detected), and a bus off recovery interrupt request is generated. When the CHMDC[1:0] bits in the RSCFDn(CFD)CmCTR register are set to B'10 (channel halt mode) in the bus off state, the channel transitions to channel halt mode after bus off recovery has been completed (11 consecutive recessive bits have been detected 128 times).
- When BOM[1:0] = B'01:

  When a channel transitions to the bus off state, the CHMDC[1:0] bits are set to B'10 and the channel transitions to channel halt mode. At that time, the TEC[7:0] and REC[7:0] bits are initialized to H'00. The BORF flag is not set to 1, and bus off recovery interrupt request is not generated.
- When BOM[1:0] = B'10:

  When a channel has transitioned to the bus off state, the CHMDC[1:0] bits are set to B'10. After bus off recovery has been completed (11 consecutive recessive bits have been detected 128 times), the channel transitions to channel halt mode. At that time, the TEC[7:0] and REC[7:0] bits are initialized to H'00, the BORF flag is set to 1, and a bus off recovery interrupt request is generated.
- When BOM[1:0] = B'11:

  When the CHMDC[1:0] bits are set to B'10 in the bus off state, the channel transitions to channel halt mode before bus off recovery is completed. At that time, the TEC[7:0] and REC[7:0] bits are initialized to H'00, but the BORF flag is not set to 1. Also, a bus off recovery interrupt is not generated.

  However, the BORF flag becomes 1 and a bus off recovery interrupt request is generated if a CAN module transitions to error active state (by detecting 128 times of 11 consecutive recessive bits) before CHMDC[1:0] bits are set to B'10.

If the RS-CANFD module causes the channel to transition to channel halt mode simultaneously with a program write to the CHMDC[1:0] bits, the program write takes precedence. An automatic transition to channel halt mode when the BOM[1:0] bits are set to B'01 or B'10 is made only when the CHMDC[1:0] bits are B'00 (channel communication mode).

Furthermore, setting the RTBO bit in the RSCFDn(CFD)CmCTR register to 1 allows a forced return from the bus off state. As soon as the RTBO bit is set to 1, the state changes to the error active state. After 11 consecutive recessive bits have been detected, the CAN module becomes ready for communication. In this case, the BORF flag is not set to 1 and the TEC[7:0] and REC[7:0] bits are initialized to H'00. Write 1 to the RTBO bit only when the BOM[1:0] value is B'00. Writing the RTBO bit to 1 in a state other than the bus off state is ignored, and the RTBO bit is immediately set to 0.

48.11.3 Registers Initialized by Transition to CAN Mode

Table 48.33 shows bits and flags initialized by transition to channel reset mode. These bits and flags are also initialized by transition to global reset mode. Table 48.34 shows bits and flags that are only initialized by transition to global reset mode.

Table 48.33 Registers Initialized in Global Reset Mode or Channel Reset Mode

Register	Bit / Flag
RSCFDn(CFD)CmCTR register	(ROM), CRCT, CTMS[1:0], CTME, CHMDC[1:0]
RSCFDn(CFD)CmSTS register	CHLTSTS, EPSTS, BOSTS, TRMSTS, RECSTS, COMSTS, (ESIF), REC[7:0], TEC[7:0]
RSCFDn(CFD)CmERFL register	CRCREG[14:0], ADERR, B0ERR, B1ERR, CERR, AERR, FERR, SERR, ALF, BLF, OVLF, BORF, BOEF, EPF, EWF, BEF
RSCFDnCFDCmFDCTR register	EOCCLR, SOCCLR
RSCFDnCFDCmFDSTS register	SOC[7:0], EOC[7:0], SOCO, EOCO, TDCVF, TDCR[6:0]
RSCFDnCFDCmFDCRC register	CRCREG[20:0]
RSCFDn(CFD)CFCCk register	When transmit/receive FIFO buffer is in transmit mode or gateway mode: CFE
RSCFDn(CFD)CFSTSk register	When transmit/receive FIFO buffer is in transmit mode or gateway mode: CFMC[7:0], CFFLL, CFEMP, CFMLT, CFRXIF, CFTXIF
RSCFDn(CFD)CFTISTS register	CFkTXIF
RSCFDn(CFD)TMCp register	TMOM, TMTAR, TMTR
RSCFDn(CFD)TMSTSp register	TMTARM, TMTRM, TMTRF[1:0], TMTSTS
RSCFDn(CFD)TMTRSTSy register	TMTRSTSp (Bits of corresponding channel are initialized in channel reset mode.)
RSCFDn(CFD)TMTARSTSy register	TMTARSTSp (Bits of corresponding channel are initialized in channel reset mode.)
RSCFDn(CFD)TMTCSTSy register	TMTCSTSp (Bits of corresponding channel are initialized in channel reset mode.)
RSCFDn(CFD)TMTASTSy register	TMTASTSp (Bits of corresponding channel are initialized in channel reset mode.)
RSCFDn(CFD)TXQCCm register	TXQE
RSCFDn(CFD)TXQSTSm register	TXQIF, TXQFLL, TXQEMP
RSCFDn(CFD)THLCCm register	THLE
RSCFDn(CFD)THLSTSm register	THLMC[4:0], THLIF, THLELT, THLFLL, THLEMP
RSCFDn(CFD)GTINTSTS0 register	TSIFm, TAIFm, TQIFm, CFTIFm, THIFm (m = 0 or 1)
RSCFDn(CFD)GTINTSTS1 register	TSIFm, TAIFm, TQIFm, CFTIFm, THIFm (m = 4 or 5)

Note: Bits and flags enclosed by () only exist in registers for CAN FD mode.

Table 48.34 Registers Initialized Only in Global Reset Mode

Register	Bit / Flag
RSCFDn(CFD)GSTS register	GHLTSTS
RSCFDn(CFD)GERFL register	EEF0, EEF1, EEF2, EEF3, EEF4, EEF5, (CMPOF), THLES, MES, DEF
RSCFDn(CFD)GTSC register	TS[15:0]
RSCFDn(CFD)RMNDy register	RMNSq
RSCFDn(CFD)RFCCx register	RFE
RSCFDn(CFD)RFSTSx register	RFMC[7:0], RFIF, RFMLT, RFFLL, RFEMP
RSCFDn(CFD)CFCCk register	When transmit/receive FIFO buffer is in receive mode: CFE
RSCFDn(CFD)CFSTSk register	When transmit/receive FIFO buffer is in receive mode: CFMC[7:0], CFFLL, CFEMP, CFTXIF, CFRXIF, CFMLT
RSCFDn(CFD)FESTS register	CFkEMP, RFxEMP
RSCFDn(CFD)FFSTS register	CFkFLL, RFxFLL
RSCFDn(CFD)FMSTS register	CFkMLT, RFxMLT
RSCFDn(CFD)RFISTS register	RFxIF
RSCFDn(CFD)CFRISTS register	CFkRXIF
RSCFDnCFDCDTCT register	CFDMAEm, RFDMAEx
RSCFDnCFDCDTSTS register	CFDMASTSm, RFDMASTSx
RSCFDn(CFD)GTSTCFG register	RTMPS[6:0], C0ICBCE, C1ICBCE, C2ICBCE, C3ICBCE, C4ICBCE, C5ICBCE
RSCFDn(CFD)GTSTCTR register	RTME, ICBCTME

Note: Bits and flags enclosed by () only exist in registers for CAN FD mode.

48.12 Reception Function

RZ/G2H | RZ/G2M V1.3 | RZ/G2M V3.0 | RZ/G2N | RZ/G2E

There are two reception types.

Reception by receive buffers:

- 0 to 31 receive buffers can be shared by all channels. Since messages stored in receive buffers are overwritten at each reception, the latest receive data can always be read.
- Reception by receive FIFO buffers and transmit/receive FIFO buffers (receive mode):
  Eight receive FIFO buffers can be shared by all channels and three dedicated transmit/receive FIFO buffers are provided for each channel. Messages of up to the number of buffer stages specified with the RFDC[2:0] and CFDC[2:0] bits can be stored in FIFO buffers and can be read sequentially from the oldest.

48.12.1 Data Processing Using the Receive Rule Table

Data processing using the receive rule table allows dispatching of selected messages to the specified buffer. Data processing includes acceptance filter processing, DLC filter processing, routing processing, label addition processing, and mirror function processing.

Up to 128 receive rules can be registered per channel and up to (64 × number of channels) total receive rules can be registered in the entire module. (Up to 128 receive rules can be registered in this module that has two channels.) Set receive rules for each channel. Receive rules cannot be shared with other channels. If receive rules are not set, no messages can be received. Figure 48.6 illustrates how receive rules are registered.

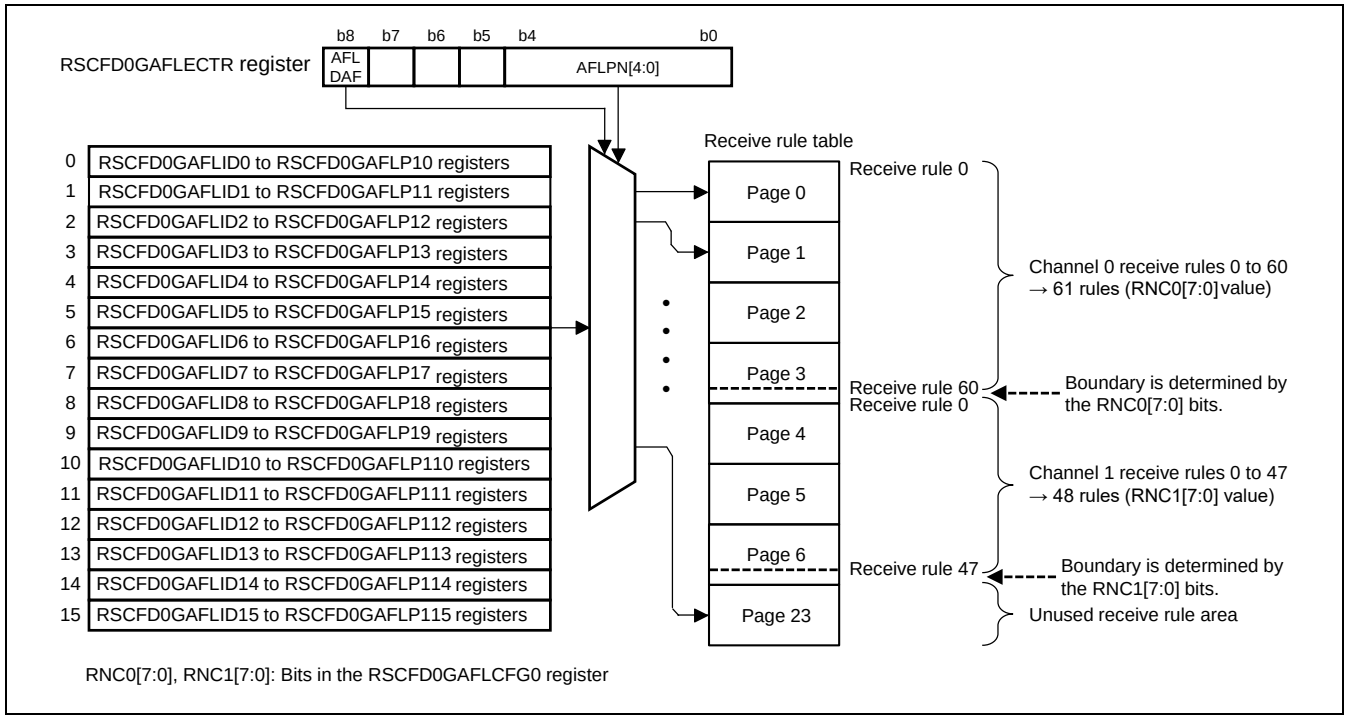


Figure 48.6 Entry of Receive Rules (for Setting Channels 0 and 1)

Note: Receive rules for each channel must be set in contiguous blocks. Channel 1 rules and channel 0 rules must be set separately.

Each receive rule consists of 16 bytes in the RSCFDn(CFD)GAFLIDj, RSCFDn(CFD)GAFLMj, RSCFDn(CFD)GAFLP0_j, and RSCFDn(CFD)GAFLP1_j registers (j = 0 to 15). The RSCFDn(CFD)GAFLIDj register is used to set GAFLID, GAFLIDE bit, GAFLRTR bit, and the mirror function, the RSCFDn(CFD)GAFLMj register is used to set mask, the RSCFDn(CFD)GAFLP0_j register is used to set label information to be added, DLC value, and storage receive buffer, and the RSCFDn(CFD)GAFLP1_j register is used to set storage FIFO buffer. Up to 16 receive rules can be set per page.

48.12.1.1 Acceptance Filter Processing

In the acceptance filter processing, the ID data, IDE bit, and RTR bit in a received message are compared with the ID data, IDE bit, and RTR bit set in the receive rule of the corresponding channel. When all these bits match, the message passes through the acceptance filter processing. The ID data, IDE bit, and RTR bit in the received message which correspond to the bits set to 0 (bits are not compared) in the RSCFDn(CFD)GAFLMj register are not compared and are regarded as matched.

Check begins with the receive rule of the minimum number for the corresponding channel. When all the bits to be compared in a received message match the bits set in the receive rule or when all the receive rules are compared without any match, filter processing stops. If there is no matching receive rule, the received message is not stored in the receive buffer or FIFO buffer.

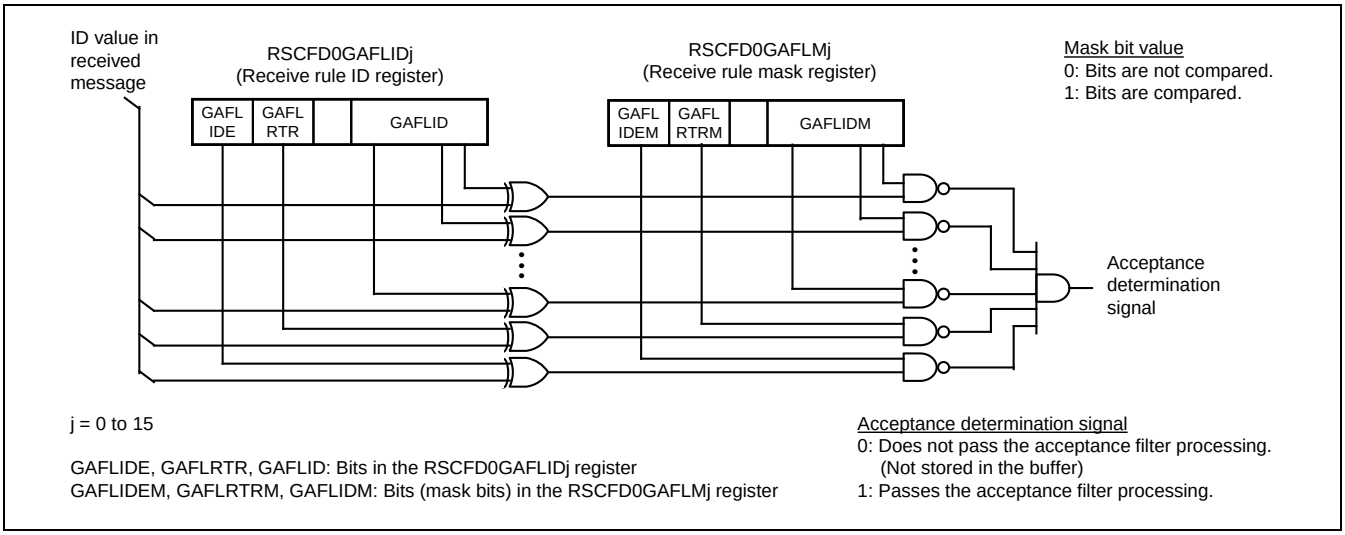


Figure 48.7 Acceptance Filter Function

48.12.1.2 DLC Filter Processing

When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), DLC filter processing is added to messages that passed through the acceptance filter processing. When the DLC value in a message is equal to or larger than the DLC value set in the receive rule, the message passes through the DLC filter processing.

When a message has passed through the DLC filter processing with the DRE bit in the RSCFDn(CFD)GCFG register set to 0 (DLC replacement is disabled), the DLC value in the received message is stored in the buffer. In this case, all the data bytes in the received message are stored in the buffer.

When a message has passed through the DLC filter processing with the DRE bit in the RSCFDn(CFD)GCFG register set to 1 (DLC replacement is enabled), the DLC value in the receive rule is stored in the buffer instead of the DLC value in the received message. In this case, a value of H'00 is stored in each data byte beyond the number of bytes which is indicated by the DLC value in the receive rule.

When the DLC value in the received message is smaller than that in the receive rule, the message does not pass through the DLC filter processing. In this case, the message is not stored in the receive buffer or the FIFO buffer and the DEF flag in the RSCFDn(CFD)GERFL register is set to 1 (a DLC error is present).

48.12.1.3 Routing Processing

Messages that passed through the acceptance filter processing and the DLC filter processing are stored in receive buffers, receive FIFO buffers, or transmit/receive FIFO buffers (set to receive mode or gateway mode). Message storage destination is set by the GAFLRMV and GAFLRMDP[6:0] bits in the RSCFDn(CFD)GAFLP0_j register (j = 0 to 15) and by the RSCFDn(CFD)GAFLP1_j register. Messages that passed through the acceptance filter processing and the DLC filter processing can be stored in up to eight buffers.

In CAN FD mode, when the payload length of the received message exceeds the size for storing the payload in the storage buffer, the CMPOF flag in the RSCFDnCFDGERFL register is set to 1 (payload overflow) and handled according to the CMPOC bit in the RSCFDnCFDGCFG register. When the CMPOC bit is 0, a message which exceeds the size for storing the payload is not stored in the buffer. When the CMPOC bit is 1, the payload which exceeds the storage size is truncated and a message is stored in the buffer.

48.12.1.4 Label Addition Processing

It is possible to add 12-bit label information to messages that passed through the filter processing and store them in buffers. This label information is set in the GAFLPTR[11:0] bits in the RSCFDn(CFD)GAFLP0_j register.

48.12.1.5 Mirror Function Processing

The mirror function allows the CAN node to receive its own transmitted messages. The mirror function is made available by setting the MME bit in the RSCFDn(CFD)GCFG register to 1 (mirror function is enabled).

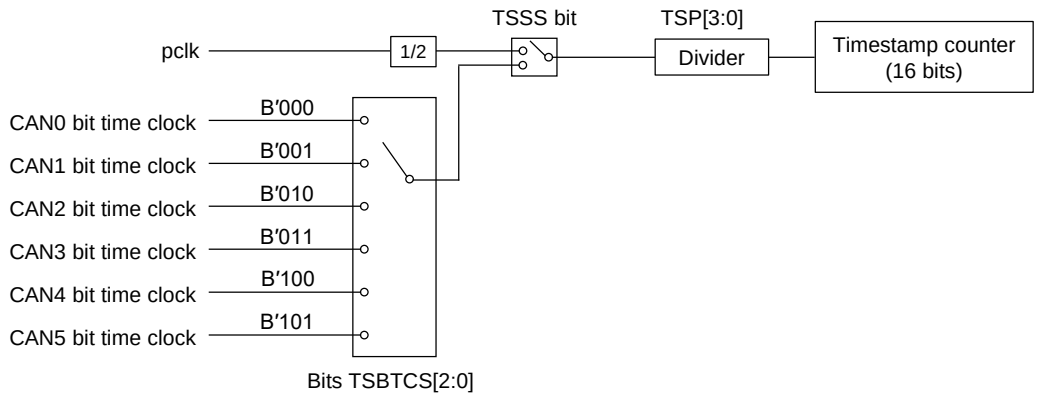
When the mirror function is in use, receive rules for which the GAFLLB bit in the RSCFDn(CFD)GAFLIDj register is set to 0 are used for data processing when receiving messages transmitted from other CAN nodes. When the CAN node is receiving its own transmitted messages, receive rules for which the GAFLLB bit is set to 1 are used for data processing.

48.12.1.6 Timestamp

The timestamp counter is a 16-bit free-running counter used for recording the time for receiving and transmitting messages. The timestamp counter value is fetched at the start-of-frame (SOF) timing of a message and stored in a receive buffer or a FIFO buffer with a message ID and data at reception. The clock source of the timestamp counter is selected by the TSBTCS[2:0] and TSSS bits in the RSCAN0GCFG register; it is selected by pclk/2 or the CANm bit time clock (m = 0 or 1) in classical CAN mode and pclk/2 or the CANm normal bit time clock in CAN FD mode. However, do not select the CANm normal bit time clock of a channel which handles the CAN FD frame. The count source of the timestamp counter is obtained by a clock which divides the selected clock source by the TSP[3:0] bits in the RSCAN0GCFG register.

When the CANm bit time clock or CANm normal bit time clock is used as a clock source, the timestamp counter stops when the corresponding channel transitions to channel reset mode or channel halt mode. When the pclk/2 is used as a clock source, the timestamp function is not affected by channel mode.

The timestamp counter value is reset to H'0000 by setting the TSRST bit in the RSCFDn(CFD)GCTR register to 1.



TSBTCS[2:0], TSSS, TSP[3:0]: Bits in the RSCFD0GCFG register

Note: When specifying pclk/2 as the timestamp counter count source, set bits TSBTCS[2:0] to B′000.

Figure 48.8 Timestamp Function Block Diagram

48.13 Transmission Function

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

There are three types of transmission. In classical CAN mode, the 8-byte payload length can be transmitted in each type of transmission. In CAN FD mode, the payload length to be transmitted differs depending on the type of transmission.

- Transmission using transmit buffers:

  Each channel has 16 buffers. In CAN FD mode, the 20-byte payload length can be transmitted. However, when transmit buffer merge mode is used, four of 16 buffers are allocated as storage areas for the payload and two buffers can be used to transmit the payload which exceeds 20 bytes.
- Transmission using transmit/receive FIFO buffers (transmit mode):

  Each channel has three FIFO buffers. Up to 128 messages can be contained in a single FIFO buffer. In CAN FD mode, the 64-byte payload length can be transmitted. Each FIFO buffer is used with a link to a transmit buffer. Only the message to be transmitted next in a FIFO buffer becomes the target of transmit priority determination. Messages are transmitted sequentially on a first-in, first-out basis.
- Transmission using transmit queues:

  Up to 16 transmit buffers per channel can be allocated to the transmit queues. In CAN FD mode, the 20-byte payload length can be transmitted. Transmit buffer ((16 × m) + 15) is used as an access window of a corresponding channel. Transmit buffers are allocated to transmit queues in descending order of buffer number. All messages in transmit queues, which are targets of priority determination, are transmitted in the order of ID number.

Figure 48.9 shows the allocation of transmit queues and transmit/receive FIFO buffer link.

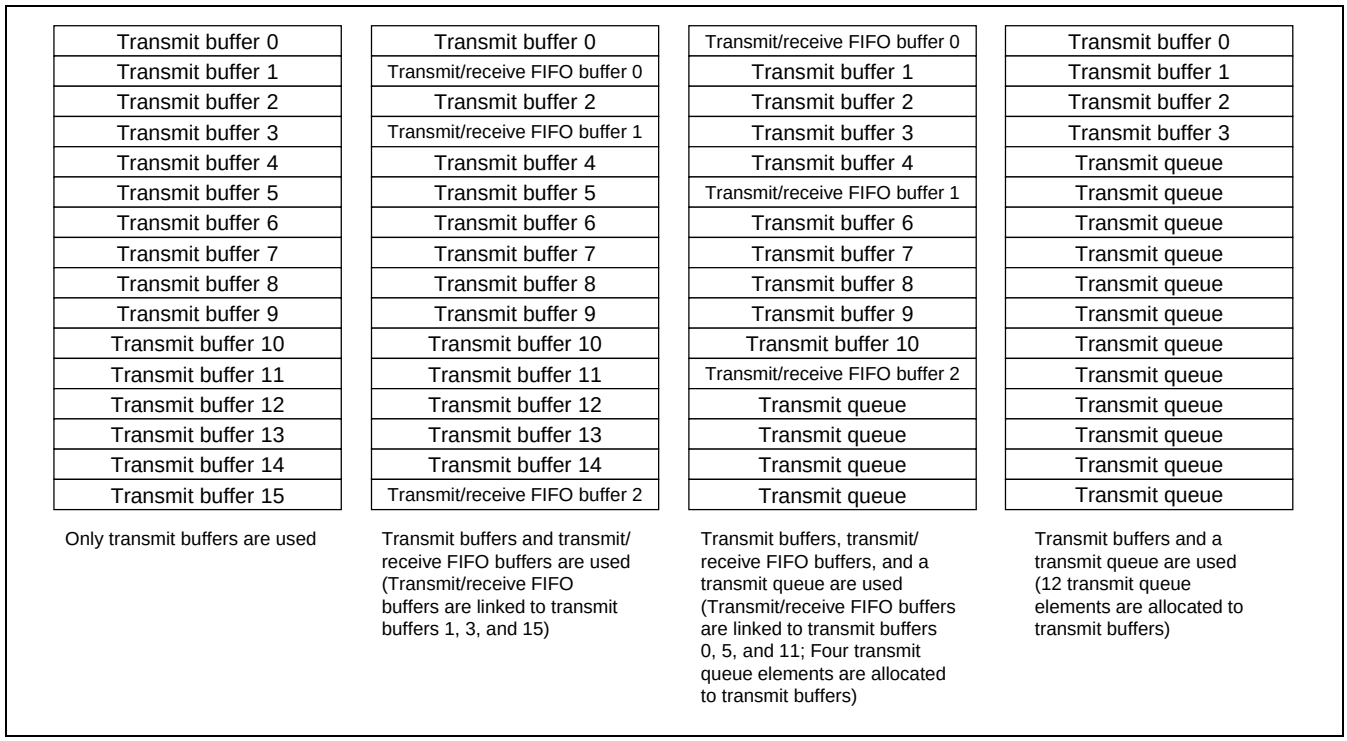


Figure 48.9 Allocation of Transmit Queues and Transmit/Receive FIFO Buffer Links

48.13.1 Transmit Priority Determination

If transmit requests are issued from multiple buffers or from the queue on the same channel, transmit priority is determined using one of the following methods.

The priority is determined by using one of the following methods.

- ID priority (TPRI bit = 0)
- Transmit buffer number priority (TPRI bit = 1)

All CAN channels use the setting of the TPRI bit in the RSCFDn(CFD)GCFG register.

When the TPRI bit is set to 0, messages are transmitted according to the priority of stored message IDs. ID priority conforms to the CAN bus arbitration specification defined in the CAN specifications. All IDs of pending transmit messages are targets of priority determination, regardless of whether they are stored in transmit buffers, transmit/receive FIFO buffers (set to transmit mode or gateway mode), or the transmit queue. If even a single transmit queue is used, select ID priority. When transmit/receive FIFO buffers are used, the oldest message in a FIFO buffer becomes the target of priority determination.

When a message is being transmitted from a transmit/receive FIFO buffer, the next message in the FIFO buffer becomes the target of priority determination. When a transmit queue is used, all messages in the transmit queue are targets of priority determination. If the same ID is set for two or more buffers, the buffer with the smaller buffer number takes precedence. When the TPRI bit is set to 1, the message in the transmit buffer with the minimum buffer number among all buffers with a transmit request is transmitted first. When transmit/receive FIFO buffers are linked to transmit buffers, transmit priority is determined according to linked transmit buffer numbers.

When messages are retransmitted due to an arbitration-lost or an error, transmit priority determination is made again regardless of the TPRI bit. If the ECC2 bit error is detected in priority determination, transmission will not be performed (only when the EEFE bit in the RSCFDnGCFG register is 1 in classical CAN mode).

48.13.2 Transmission Using Transmit Buffers

Setting the transmit request bit (TMTR bit in the RSCFDn(CFD)TMCp register) in a transmit buffer to 1 (transmission is requested) allows transmission of data frames or remote frames.

The transmit result is shown by the TMTRF[1:0] flag in the corresponding RSCFDn(CFD)TMSTSp register (p = 0 to 31). When transmit completes successfully, the TMTRF[1:0] flag is set to B'10 (transmission has been completed (without transmit abort request)) or B'11 (transmission has been completed (with transmit abort request)).

48.13.2.1 Transmit Abort Function

With respect to transmit buffers for which the TMTRM bit in the RSCFDn(CFD)TMSTSp register is set to 1 (a transmit request is present), when the TMTAR bit in the RSCFDn(CFD)TMCp register is set to 1 (transmit abort is requested), the transmit request is canceled. When transmit abort is completed, the TMTRF[1:0] flag in the RSCFDn(CFD)TMSTSp register is set to B'01 (transmit abort has been completed) and the transmit request is canceled (clearing the TMTRM bit to 0).

A message that is being transmitted or a message to be transmitted next according to the transmit priority determination cannot be aborted. However, when an arbitration-lost or an error occurs during transmission of a message for which the TMTAR bit is set to 1, retransmission is not performed.

48.13.2.2 One-Shot Transmission Function (Retransmission Disabling Function)

When the TMOM bit in the RSCFDn(CFD)TMCp register is set to 1 (one-shot transmission is enabled), transmission is performed only once. Even if an arbitration-lost or an error occurs, retransmission is not performed.

The one-shot transmit result is shown by the TMTRF[1:0] flag in the corresponding RSCFDn(CFD)TMSTSp register. When one-shot transmission completes successfully, the TMTRF[1:0] flag is set to B'10 or B'11. When an arbitration-lost or an error occurs, the TMTRF[1:0] flag is set to B'01 (transmit abort has been completed).

48.13.2.3 Transmit Buffer Merge Mode (CAN FD Mode Only)

Although the 20-byte payload length can be transmitted from the transmit buffer, it is possible to transmit messages having a maximum of 64-byte payload length after merging three transmit buffers in transmit buffer merge mode.

When the TMME bit in the RSCFDnCFDCmFDCFG register is set to 1, transmit buffer merge mode is enabled. In this mode, six buffers are used as merge areas in each channel and two transmit buffers ((16 × m) + 0 to (16 × m) + 2 and (16 × m) + 3 to (16 × m) + 5) are merged. Transmission is requested in the first transmit buffer and the following two buffers are used as the payload storage area. For other transmit buffers than the first buffer, do not set 1 to the transmission request bit (the TMTR bit in the RSCFDnCFDTMCp register) and the transmission abort request bit (the TMTAR bit in the RSCFDnCFDTMCp register).

While transmit buffer merge mode is being enabled, do not link the transmit/receive FIFO buffer to six merged buffers or allocate the buffer to the transmit queue.

48.13.3 Transmission Using FIFO Buffers

Multiple messages can be stored in a single transmit/receive FIFO buffers, up to the number specified by the FIFO buffer depth, which is set by the CFDC[2:0] bits in the RSCFDn(CFD)CFCCk register (k = 0 to 5). Messages are transmitted sequentially on a first-in, first-out basis.

Each transmit/receive FIFO buffer is linked to a transmit buffer selected by the CFTML[3:0] bits in the RSCFDn(CFD)CFCCk register. When the CFE bit in the RSCFDn(CFD)CFCCk register is set to 1 (transmit/receive FIFO buffers are used), transmit/receive FIFO buffers become targets of transmit priority determination. Priority of only the next transmit message is determined in the FIFO buffer.

When the CFE bit is set to 0 (no transmit/receive FIFO buffer is used), the CFEMP flag is set to 1 (the transmit/receive FIFO buffer contains no message (buffer empty)) at the timing below.

- The transmit/receive FIFO buffer becomes empty immediately if the message in it is not being transmitted or is not to be transmitted next.
- The transmit/receive FIFO buffer becomes empty after transmission completion, CAN bus error detection, or arbitration-lost in the case that a message in it is being transmitted or to be transmitted next.

When the CFE bit is cleared to 0, all messages in transmit/receive FIFO buffers are lost and messages cannot be stored in FIFO buffers. Confirm that the CFEMP flag is set to 1 before setting the CFE bit to 1 again.

48.13.3.1 Interval Transmission Function

A message transmission interval time can be set to space the transmission of messages from the same FIFO buffer when using a transmit/receive FIFO buffer set to transmit mode or gateway mode.

Immediately after the first message has been transmitted successfully from the FIFO buffer with the CFE bit in the RSCFDn(CFD)CFCCk register set to 1, the interval timer starts counting (after EOF7 of the CAN protocol). After that, when the interval time has passed, the next message is transmitted. The interval timer stops in channel reset mode or by clearing the CFE bit to 0.

The interval time is set by the CFITT[7:0] bits in the RSCFDn(CFD)CFCCk register. When the interval timer is not used, set the CFITT[7:0] bits to H'00.

Select an interval timer count source using the CFITR and CFITSS bits in the RSCFDn(CFD)CFCCk register. When the CFITR and CFITSS bits are set to B'00, the count source is obtained by dividing pclk/2 by the value of the ITRCP[15:0] bits. When the CFITR and CFITSS bits are set to B'10, the count source is obtained by dividing pclk/2 by (the value of

the ITRCP[15:0] bits in the RSCFDn(CFD)GCFG register × 10). When the CFITR and CFITSS bits are set to B'x1, the CANm bit time clock and the CANm normal bit time clock are used as a count source in classical CAN mode and CAN FD mode, respectively.

The interval time is calculated by the following equations where M is the value of ITRCP[15:0] and N is the value of CFITT[7:0].

- When CFITR and CFITSS = B’00:

$$\frac{1}{\text{Frequency of pclk}} \times 2 \times M \times N$$

- When CFITR and CFITSS = B’10:

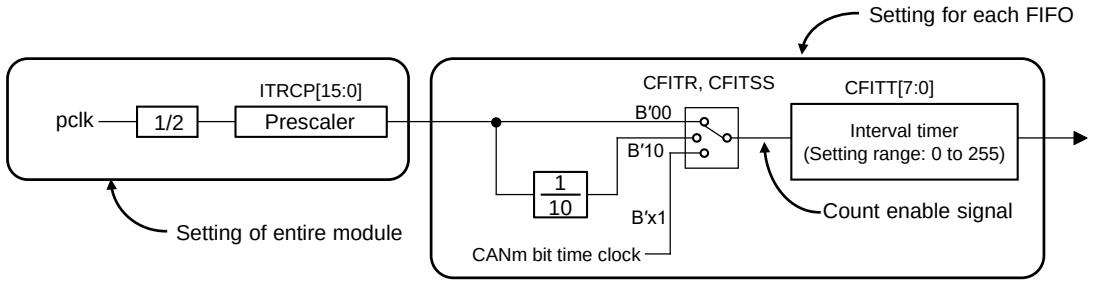
$$\frac{1}{\text{Frequency of pclk}} \times 2 \times M \times 10 \times N$$

- When CFITR and CFITSS = B’x1:

Classical CAN mode : $\frac{1}{\text{Frequency of CANm bit time clock}} \times N$

CAN FD mode : $\frac{1}{\text{Frequency of CANm normal bit time clock}} \times N$

Figure 48.10 shows the interval timer block diagram.

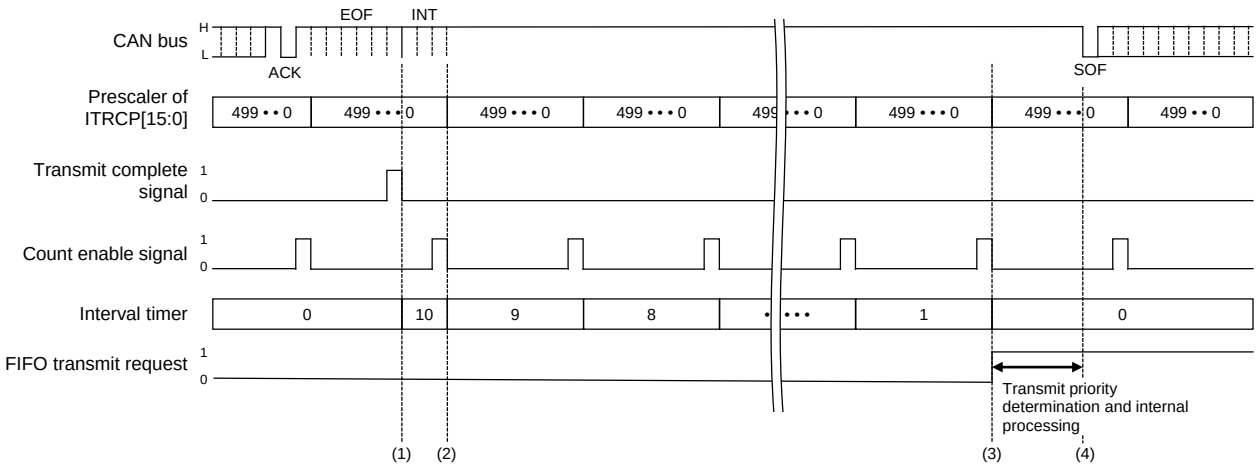


ITRCP[15:0]: Bits in the RSCFD0GCFG register
CFITR, CFITSS, CFITT[7:0] : Bits in the RSCFD0CFCCk register

Note: m = 0, 1, k = 0 to 17

Figure 48.10 Interval Timer Block Diagram

Figure 48.11 shows the interval timer timing diagram.



Interval time (logical value) = 2/fPBA × (set ITRCP[15:0] value) × set CFITT[7:0] value

fPBA: Frequency of pclk
ITRCP[15:0]: Bits in the RSCFD0GCFG register (The set value is 500 in this figure.)
CFITT[7:0]: Bits in the RSCFD0CFCCk register (The set value is 10 in this figure.)

Figure 48.11 Interval Timer Timing Chart

(1) The interval timer starts counting upon completion of transmission. Since the prescaler is not initialized at the time of transmission completion, the first interval time contains an error of up to one count of the interval timer.

(2) The interval timer is decremented by the next count enable signal.

(3) When the interval timer has decreased to 0, the transmit/receive FIFO buffer issues a transmit request.

(4) The transmit/receive FIFO buffer is determined for the next transmission by the priority determination, it starts transmitting data. Transmission starts usually with a delay of three CANm bit time clock cycles or less from the issue of transmit request. If multiple internal processes (such as receive filter processing, message routing, and transmit priority determination) take place in all channels, a delay of up to 1164 cycles of the pclk may be generated.

48.13.4 Transmission Using Transmit Queues

Three to sixteen buffers (up to ten buffers in transmit buffer merge mode) are allocated to a transmit queue for each channel, and a transmit buffer ((16 × m) + 15) is used as an access window of a corresponding channel. All messages in a transmit queue are targets of transmit priority determination and are transmitted in the ID priority order regardless of storage sequence. If two messages having the same ID are stored in a transmit queue, these messages are not always transmitted in the order of their storage in the transmit queue. Setting the TXQE bit in the RSCFDn(CFD)TXQCCm register to 0 disables transmit queues. When the TXQE bit is set to 0, the TXQEMP flag in the RSCFDn(CFD)TXQSTSm register is set to 1 (the transmit queue contains no messages (transmit queue empty)) at the timing below.

- The transmit queue becomes empty immediately when no message in it is being transmitted or will be transmitted next.
- The transmit queue becomes empty after transmission completion, CAN bus error detection, or arbitration-lost when a message in it is being transmitted or will be transmitted next.

When the TXQE bit is cleared to 0, all messages in transmit queues are lost and messages cannot be stored in transmit queues. Confirm that the TXQEMP flag is set to 1 before setting the TXQE bit to 1 again.

48.13.5 Padding Transmit Data (CAN FD Mode Only)

If the payload length indicated by the DLC value of the specified transmission message exceeds the size of the payload storage area of the transmit buffer, the exceeded payload will be padded by H'CC.

The processing is performed at the following cases when transmit merge mode is not enabled (the TMME bit in the RSCFDnCFDCmFDCFG register is 0).

- Transmit/receive FIFO which has been set for transmit or gateway mode:
  The payload length of the transmission DLC exceeds the size of the payload storage area of the transmit/receive FIFO buffer which has been set for the CFPLS[2:0] bits in the RSCFDnCFDCFCCk register.
- Transmit buffer (including transmit queues):
  The payload length of the transmit DLC exceeds 20 bytes.

When transmit buffer merge mode is enabled, the transmit data is not padded even if transmission is performed by using transmit buffers, transmit/receive buffers, or transmit queues. In this case, do not set the payload length, which exceeds the size of the payload storage area of the transmit buffer, to the DLC value of the transmission message.

48.13.6 Transmit History Function

Information on the transmitted messages can be stored in the transmit history buffer. Each channel has a single transmit history buffer that can contain 16 sets of transmit history data.

Types of message transmit source buffers can be selected by the THLDTE bit in the RSCFDn(CFD)THLCCm register. The THLEN bit in the RSCFDn(CFD)CFIDk register (k = 0 to 5) determines whether or not the transmit history data is stored for each message.

In classical CAN mode, the TMTSCE bit in the RSCFDnGCFG register determines whether or not a timestamp value is included in the transmit history data. In CAN FD mode, a timestamp value is always included.

The following information on a transmitted message will be stored in the transmission history buffer after transmission has successfully completed.

Storage of the transmission history data after successful completion of transmission may take up to 152 clock cycles of pclk.

- Buffer type B'001: Transmit buffer
  B'010: Transmit/receive FIFO buffer
  B'100: Transmit queue
- Buffer number Number of a transmit buffer, a transmit queue, or a transmit/receive FIFO buffer in the transmit source. This number depends on the buffer types. See Table 48.35.
- Label data Label information of the transmit message
- Timestamp Timestamp value of the transmit message
  (In classical CAN mode, the TMTSCE bit is 1.)

Table 48.35 Transmit History Data Buffer Numbers

	Buffer type		
Buffer No.	**B'001**	**B'010**	**B'100**
B'0000	Transmit buffer 16 × m + 0	Buffer numbers of the transmit buffer linked to the transmit/receive FIFO buffer by the CFTML[3:0] bits in the RSCFDn(CFD)CFCCk register (k = 0 to 5)	Buffer numbers of the transmit buffer allocated to the transmit queue that performed transmission
B'0001	Transmit buffer 16 × m + 1		
B'0010	Transmit buffer 16 × m + 2		
B'0011	Transmit buffer 16 × m + 3		
B'0100	Transmit buffer 16 × m + 4		
B'0101	Transmit buffer 16 × m + 5		
B'0110	Transmit buffer 16 × m + 6		
B'0111	Transmit buffer 16 × m + 7		
B'1000	Transmit buffer 16 × m + 8		
B'1001	Transmit buffer 16 × m + 9		
B'1010	Transmit buffer 16 × m + 10		
B'1011	Transmit buffer 16 × m + 11		
B'1100	Transmit buffer 16 × m + 12		
B'1101	Transmit buffer 16 × m + 13		
B'1110	Transmit buffer 16 × m + 14		
B'1111	Transmit buffer 16 × m + 15		

Label data is used to identify each message. Unique label data can be added to each message transmitted from a transmit buffer, a transmit queue, or a transmit/receive FIFO buffer.

A timestamp value is obtained from the timestamp counter at the timing of the start-of-frame (SOF) of a message. For details on the timestamp counter, refer to section 48.12.1.6, Timestamp.

Transmit history data can be read from the RSCFDn(CFD)THLACCm register. If an attempt is made to store new transmit history data while the buffer is full, the buffer overflows and the new data is discarded.

48.14 Gateway Function

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

When a transmit/receive FIFO buffer is set to gateway mode, receive messages can be transmitted from an arbitrary channel without CPU intervention.

When the CFM [1:0] bits in the RSCFDn(CFD)CFCCk register are set to B'10 (gateway mode) for the transmit/receive FIFO buffer selected by the RSCFDn(CFD)GAFLP1_j register of a channel being used for transmission, messages that pass through filter processing according to the reception rule are stored in the specified transmit/receive FIFO buffer and are automatically transmitted from the buffer.

Messages stored in a transmit/receive FIFO buffer are transmitted sequentially on a first-in, first-out basis. Only the message to be transmitted next becomes the target of transmit priority determination.

Transmit/receive FIFO buffers in the gateway mode are disabled by setting the CFE bit in the RSCFDn(CFD)CFCCk register to 0 and the CFEMP flag becomes 1 according to the timing below.

- The transmit/receive FIFO buffer becomes empty immediately when the message in it is not being transmitted and will not to be transmitted next.
- The transmit/receive FIFO buffer becomes empty after transmission completion, CAN bus error detection, or arbitration-lost when the message in it is being transmitted or will be transmitted next.

When the CFE bit is cleared to 0, all messages in transmit/receive FIFO buffers are lost and messages can no longer be stored in transmit/receive FIFO buffers. Confirm that the CFEMP flag is set to 1 before setting the CFE bit to 1 again.

48.14.1 CAN-CAN FD Gateway (CAN FD Mode Only)

When the gateway function is used in CAN FD mode, the transmit frame can be replaced with the classical CAN frame or CAN FD frame.

When the GWEN bit in the RSCFDnCFDCmFDCFG register is set to 1, the CAN-CAN FD gateway is enabled. The GWFDF and GWBRS bits in the RSCFDnCFDCmFDCFG register can be used to select the FDF and BRS bits of the transmit frame. When the DLC value of the received classical CAN frame is equal to or larger than B'1001 and the GWFDF bit is 1 (CAN FD frame), the DLC value is replaced with B'1000.

When the CAN-CAN FD gateway is enabled, do not route the following frames.

- CAN FD frame of which payload length is longer than 8 bytes
- Remote frame

48.15 Test Function

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Test functions are classified into communication tests and global tests.

- Communication tests: Performed for each channel.
  - Standard test mode
  - Listen-only mode
  - Self-test mode 0 (external loopback mode)
  - Self-test mode 1 (internal loopback mode)
  - Limited operation mode (CAN FD mode only)
- Global tests: Performed for the entire module
  - RAM test (read/write test)
  - Inter-channel communication test [CRC error test is enabled.]

48.15.1 Standard Test Mode

Standard test mode allows CRC test. The CRC value, which has been calculated by the RS-CANFD module according to the transmit or receive message, is stored in the register; the CRCREG[14:0] bits in the RSCFDn(CFD)CmERFL register when the message is in the classical CAN frame (15-bit CRC length) and the CRCREG[20:0] bits in the RSCFDnCFDCmFDCRC register when the message is in the CAN FD frame (17-bit or 21-bit CRC length). Use the inter-channel communication test function for the CRC error test. For details, refer to section 48.15.6.1, CRC Error Test.

48.15.2 Listen-Only Mode

Listen-only mode allows reception of data frames and remote frames. Only recessive bits are transmitted on the CAN bus, and the ACK bit, overload flag, and active error flag are not transmitted. Listen-only mode is available for detecting the communication speed. Do not make a transmit request from any buffer or queue in listen-only mode.

Figure 48.12 shows the connection when listen-only mode is selected.

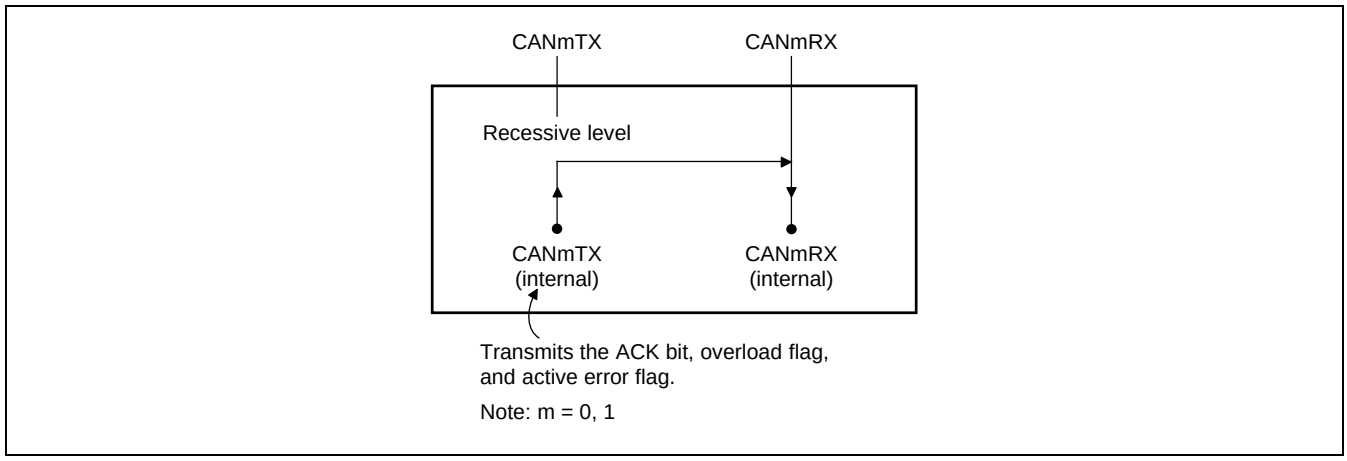


Figure 48.12 Connection when Listen-Only Mode is Selected

48.15.3 Self-Test Mode (Loopback Mode)

In self-test mode, transmitted messages are compared with the receive rule of the own channel and the messages are stored in a buffer if they have passed through the filter processing. Messages transmitted from other CAN nodes are compared only with the receive rule for which the GAFLLB bit in the RSCFDn(CFD)GAFLIDj register (j = 0 to 15) is set to 0 (when a message transmitted from another CAN node is received).

If the mirror function and self-test mode are both enabled, the self-test mode setting takes precedence.

48.15.3.1 Self-Test Mode 0 (External Loopback Mode)

Self-test mode 0 is used to perform a loopback test within a channel including the CAN transceiver.

In self-test mode 0, transmitted messages are handled as messages received through the CAN transceiver and are stored in a buffer. An ACK bit is generated to receive messages transmitted from the own CAN node.

Figure 48.13 shows the connection when self-test mode 0 is selected.

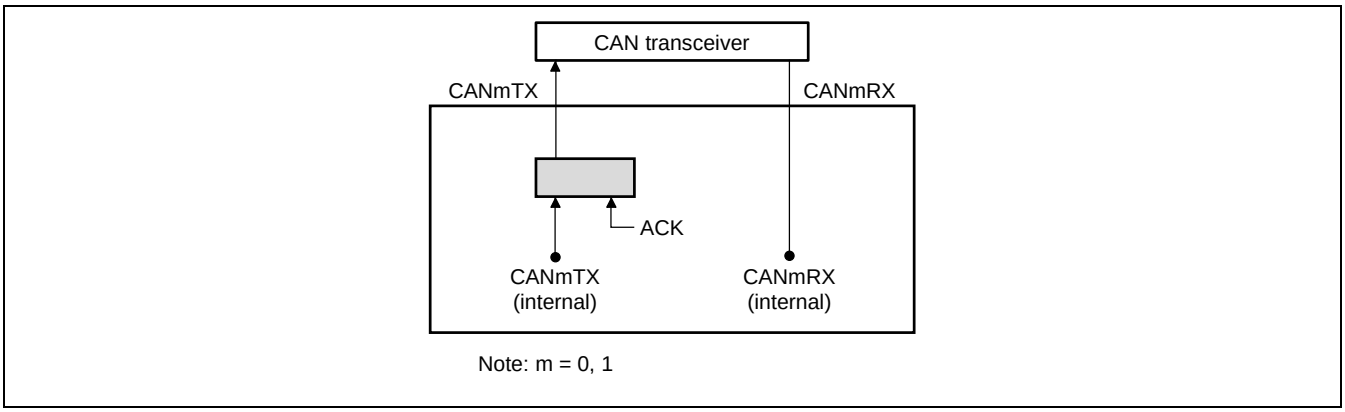


Figure 48.13 Connection when Self-Test Mode 0 is Selected

48.15.3.2 Self-Test Mode 1 (Internal Loopback Mode)

In self-test mode 1, transmitted messages are handled as received messages and are stored in a buffer. An ACK bit is generated to receive messages transmitted from the own CAN node.

In self-test mode 1, internal feedback from the internal CANmTX pin (m = 0 or 1) to the internal CANmRX pin is performed. The external CANmRX pin input is isolated. The external CANmTX pin outputs only recessive bits.

Figure 48.14 shows the connection when self-test mode 1 is selected.

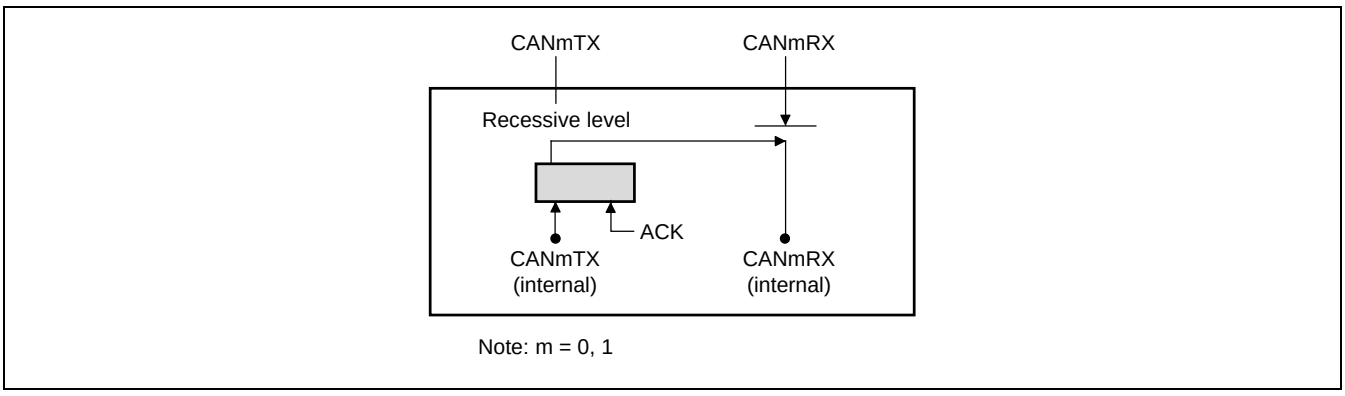


Figure 48.14 Connection when Self-Test Mode 1 is Selected

48.15.4 Limited Operation Mode (CAN FD Mode Only)

When the enabled data and remote frames are received in limited operation mode, an ACK bit is generated. However, these frames are not transmitted even if the error frame or overload frame transmit condition is detected. When the condition is detected, CANFD waits for the bus idling state to resynchronize CAN communications. The receive error counter (REC) and the transmit error counter (TEC) are not changed if an error occurs.

For transmission, any transmit request can be issued with no limitations.

48.15.5 RAM Test

The RAM test function allows accesses to all CAN RAM addresses.

When the RAM test function is used, the RAM is divided into pages of 256 bytes each. RAM test page is set by the RTMPS[6:0] bits in the RSCFDn(CFD)GTSTCFG register. Data in the set page can be read from and written to the RSCFDn(CFD)RPGACCr register (r = 0 to 63). The available total RAM size is 15360 bytes (H'3C00) in classical CAN mode and 21312 bytes (H'53D0) in CAN FD mode.

48.15.6 Inter-Channel Communication Test

The inter-channel communication test function allows communication test by internally connecting CAN channels to each other. During this test, channels are isolated from the external CAN bus.

Before starting data transmission/reception in channel communication mode, make transmission/reception settings for each channel.

Figure 48.15 shows the connection for inter-channel communication test.

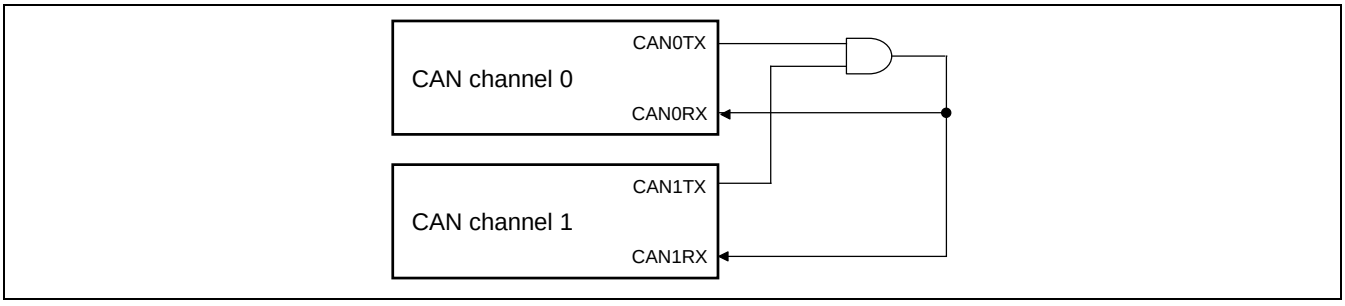


Figure 48.15 Connection for Inter-Channel Communication Test

48.15.6.1 CRC Error Test

During inter-channel communication test, a CRC error test can be performed. The following shows an example of procedure when a CRC error test on channel 0 is performed during communication test between channels 0 and 1.

Conditions:

- Inter-channel communication test is enabled.
- Channels 0 and 1 are in standard test mode.

Procedure:

1. Make a setting that a message is transmitted from transmit buffer p in channel 1.
2. Set 1 to the CRCT bit in the RSCFDn(CFD)C0CTR register (inversion of the start bit in the receive ID field is enabled).
3. Set 1 to the TMTR bit in the RSCFDn(CFD)TMCp register (a transmission request is issued to transmit buffer p in channel 1).
4. Wait for generation of the CAN0 error interrupt due to a channel bus error.
5. Read the CRCREG[15:0] bits in the RSCFDn(CFD)CmERFL register or the CRCREG[20:0] bits in the RSCFDnCFDCmFDCRC register on both channels and check that the CRC values are different in the transmit and receive sides.
6. Check that the CERR bit in the RSCFDm(CFD)C0ERFL register is 1 (a CRC error is detected).

Using the CRC error test function generates an illegal CRC value by inverting the start bit in the receive ID field. Therefore, if the higher-order five bits of the ID are B'1_0000 or the higher-order six bits are B'01_1111 in the received message, note that a stuff error (consecutive 6-bit data with the same level) will be detected.

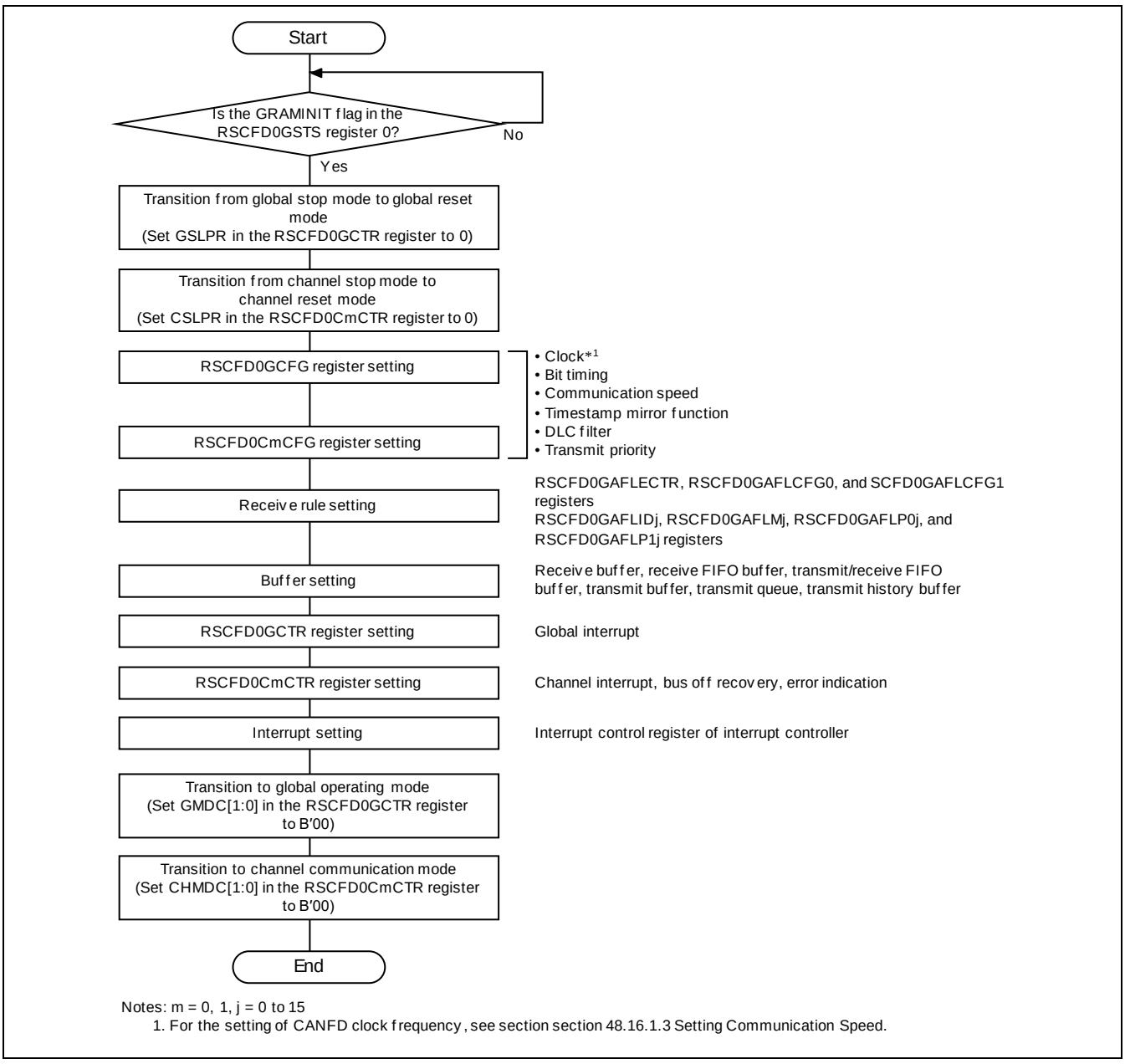
Since the CRC generation circuit in the RS-CANFD module is incorporated in each protocol controller of channels and the same circuit is shared in transmission and reception, a CRC calculation test needs not be performed at transmission.

48.16 RS-CANFD Setting Procedure

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

48.16.1 Initial Settings

The RS-CAN module initializes the CAN RAM after the MCU is reset. The RAM initialization time is 7586 cycles of the pclk. The GRAMINIT flag in the RSCFDn(CFD)GSTS register is set to 1 (CAN RAM initialization is ongoing) during the RAM initialization and is cleared to 0 (CAN RAM initialization is finished) when the initialization is completed. Make CAN settings after the GRAMINIT flag is cleared to 0. Figure 48.16 shows the CAN setting procedure after the MCU is reset.



Notes: m = 0, 1, j = 0 to 15
1. For the setting of CANFD clock frequency, see section section 48.16.1.3 Setting Communication Speed.

Figure 48.16 CAN Setting Procedure after the MCU is Reset

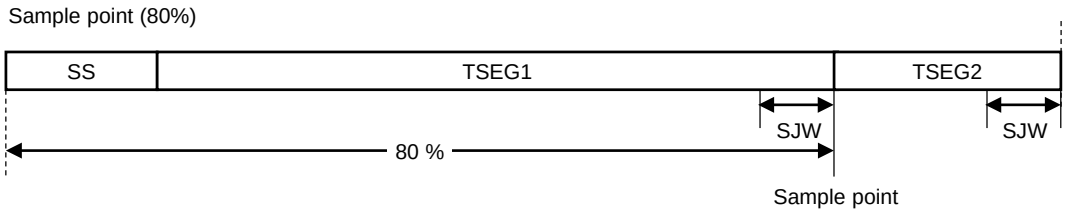
48.16.1.1 Setting a Clock

Set the CAN clock (fCAN) as a clock source of the RS-CANFD module. Select the clk_xincan or clkc using the DCS bit in the RSCFDn(CFD)GCFG register.

48.16.1.2 Setting Bit Timing

In the CAN protocol, one bit of a communication frame consists of three segments SS, TSEG1, and TSEG2, of which two segments TSEG1 and TSEG2 can be set by the register for each channel. These segments are set by the RSCFDnCmCFG register in classical CAN mode. In CAN FD mode, these segments have two types of bit rates (normal and data bit rates) and each bit rate is set by the RSCFDnCFDCmNCFG and RSCFDnCFDCmDCFG registers. Sample point timing can be determined by setting these two segments. This timing can be adjusted in units of 1 Time Quantum (hereafter referred to as Tq). 1 Tq is equal to one CANmTq clock cycle. A 1Tq is a clock cycle which divides the clock selected with the DCS bit in the RSCFDnGCFG register. The division ratio is set by the BRP[9:0] bits in the RSCFDnCmCFG register (CANmTq clock cycle) in classical CAN mode and set by the NBRP[9:0] bits in the RSCFDnCFDCmNCFG register and the DBRP[7:0] bits in the RSCFDnCFDCmDCFG register (CANmTq(N) and CANmTq(D) clock cycles) in CAN FD mode. ISO 11898-1 allows the normal and data bit rates individually have each division ratio. However, if different values are set to each division ratio, resynchronization between CAN nodes may be lost at the timing when the normal bit rate is switched to the data bit rate. Therefore, it is recommended that the NBRP[9:0] and DBRP[7:0] bits are set to the same value and two bit rates are set to the different values depending on the segment value.

Figure 48.17 shows the bit timing chart. Table 48.36 shows an example of bit timing setting.



SS = 1 Tq fixed
Set TSEG1 to a range of 4 Tq to 16 Tq
Set TSEG2 to a range of 2 Tq to 8 Tq
Set SJW to a range of 1 Tq to 4 Tq
Set SS + TSEG1 + TSEG2 to a range of 8 Tq to 25 Tq
TSEG1 > TSEG2 > SJW

SS (synchronization segment):
- The SS is a segment that performs synchronization by monitoring the edge from recessive to dominant bits in the Interframe Space.
  Interframe Space consists of Intermission, Suspend Transmission, and Bus Idle. All nodes can start transmission during Bus Idle.
- TSEG1 (Time segment 1):
  TSEG1 is a segment that absorbs physical delay on the CAN network. The physical delay on the CAN network is twice the total of the delay on the CAN bus, the delay in the input comparator, and the delay in the output driver.
- TSEG2 (Time segment 2):
  TSEG2 is a segment that compensates phase error due to an error in frequency.
- SJW (Resynchronization jump width)
  The SJW is a length to extend or reduce the time segment to compensate for an error in phase due to phase error.

Figure 48.17 Bit Timing Chart

Table 48.36 Example of Bit Timing Setting

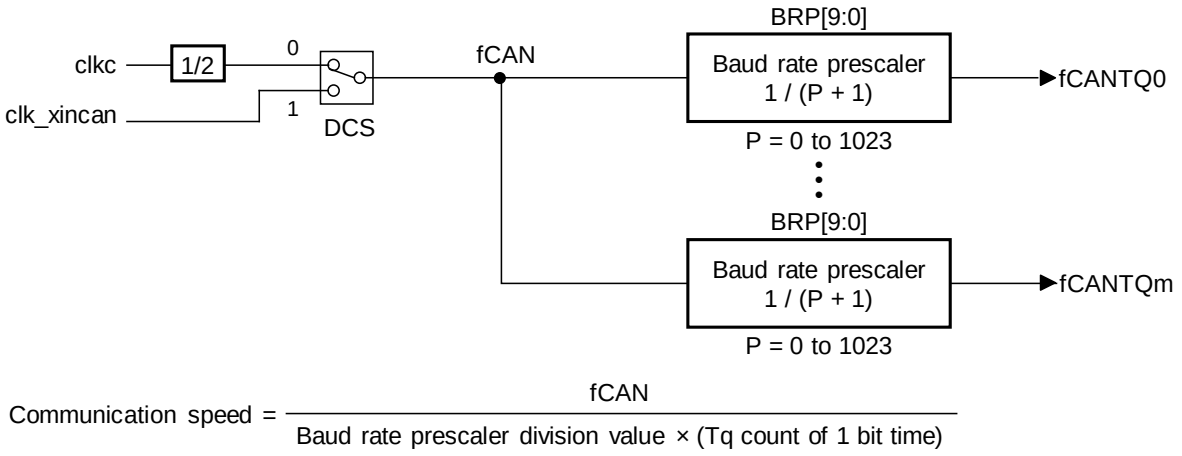
	Set Value (Tq)				Sample Point (%)
1 Bit	SS	TSEG1	TSEG2	SJW	Note: See Figure 48.17.
5 Tq*	1	2	2	1	60.00
8 Tq	1	4	3	1	62.50
	1	5	2	1	75.00
10 Tq	1	6	3	1	70.00
	1	7	2	1	80.00
16 Tq	1	10	5	1	68.75
	1	11	4	1	75.00
20 Tq	1	12	7	1	65.00
	1	13	6	1	70.00
50 Tq*	1	39	10	4	80.00

Note: * CAN FD mode only.

48.16.1.3 Setting Communication Speed

Set the CAN communication speed for each channel using the fCAN, baud rate prescaler division value, and Tq count per bit time. In CAN FD mode, set communication speed for each channel in arbitration and data phases.

Figure 48.18 shows the CAN clock control block diagram, and Table 48.37 shows an example of the communication speed setting.



$$\text{Communication speed} = \frac{\text{fCAN}}{\text{Baud rate prescaler division value} \times (\text{Tq count of 1 bit time})}$$

Note: m = 0, 1
DCS: Bit in the RSCFDn(CFD)GCFG register
BRP[9:0]: Bits in the RSCFDnCmCFG register
NBRP[9:0]: Bits in the RSCFDnCFDCmNCFG register
DBRP[7:0]: Bits in the RSCFDnCFDCmDCFG register
fCAN: CAN clock
fCANTQm: CANmTq clock
fCANTQ(N)m: CANmTq(N) clock
fCANTQ(D)m: CANmTq(D) clock

The clkc is CANFDϕ in section 8. Clock Pulse Generator (CPG).
For the CANFDϕ clock frequency settings, see section 8.

CANFDϕ maximum frequency : 80 (MHz)

Figure 48.18 CAN Clock Control Block Diagram

Table 48.37 Example of Communication Speed Setting (Classical CAN Mode)

Communication speed	fCAN					
	40 MHz	32 MHz	24 MHz	20 MHz	16 MHz	8 MHz
1 Mbps	8 Tq (5) 20 Tq (2)	8 Tq (4) 16 Tq (2)	8 Tq (3) 12 Tq (2) 24 Tq (1)	10 Tq (2) 20 Tq (1)	8 Tq (2) 16 Tq (1)	8 Tq (1)
500 Kbps	8 Tq (10) 20 Tq (4)	8 Tq (8) 16 Tq (4)	8 Tq (6) 12 Tq (4) 24 Tq (2)	10 Tq (4) 20 Tq (2)	8 Tq (4) 16 Tq (2)	8 Tq (2) 16 Tq (1)
250 Kbps	8 Tq (20) 20 Tq (8)	8 Tq (16) 16 Tq (8)	8 Tq (12) 12 Tq (8) 24 Tq (4)	10 Tq (8) 20 Tq (4)	8 Tq (8) 16 Tq (4)	8 Tq (4) 16 Tq (2)
125 Kbps	8 Tq (40) 20 Tq (16)	8 Tq (32) 16 Tq (16)	8 Tq (24) 12 Tq (16) 24 Tq (8)	10 Tq (16) 20 Tq (8)	8 Tq (16) 16 Tq (8)	8 Tq (8) 16 Tq (4)

Table 48.38 Example of Communication Speed Setting (CAN FD Mode, Normal Bit Rate and Data Bit Rate)

Communication speed	fCAN	
	40 MHz	20 MHz
Normal: 1-Mbps data 5 Mbps	Normal: 40 Tq (1) Data: 8 Tq (1)	None
Normal: 500-Kbps data 2 Mbps	Normal: 80 Tq (1) Data: 20 Tq (1)	Normal: 40 Tq (1) Data: 10 Tq (1)

Note: Values in ( ) are baud rate prescaler division values.
The clkc is CANFDϕ in section 11. Clock Pulse Generator (CPG).
For the CANFDϕ clock frequency settings, see section 11.
CANFDϕ maximum frequency are as follows.
RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E: 80 (MHz)

48.16.1.4 Setting Receive Rules

Receive rules can be set using registers related to receive rules.

Up to 16 receive rules can be registered per page. Specify pages 0 to 23 (when a unit incorporates six channels) by the AFLPN[4:0] bits in the RSCFDn(CFD)GAFLECTR register. Use the AFLDAE bit to set enabling or disabling writing to the receive rule table.

Figure 48.19 shows the receive rule setting procedure.

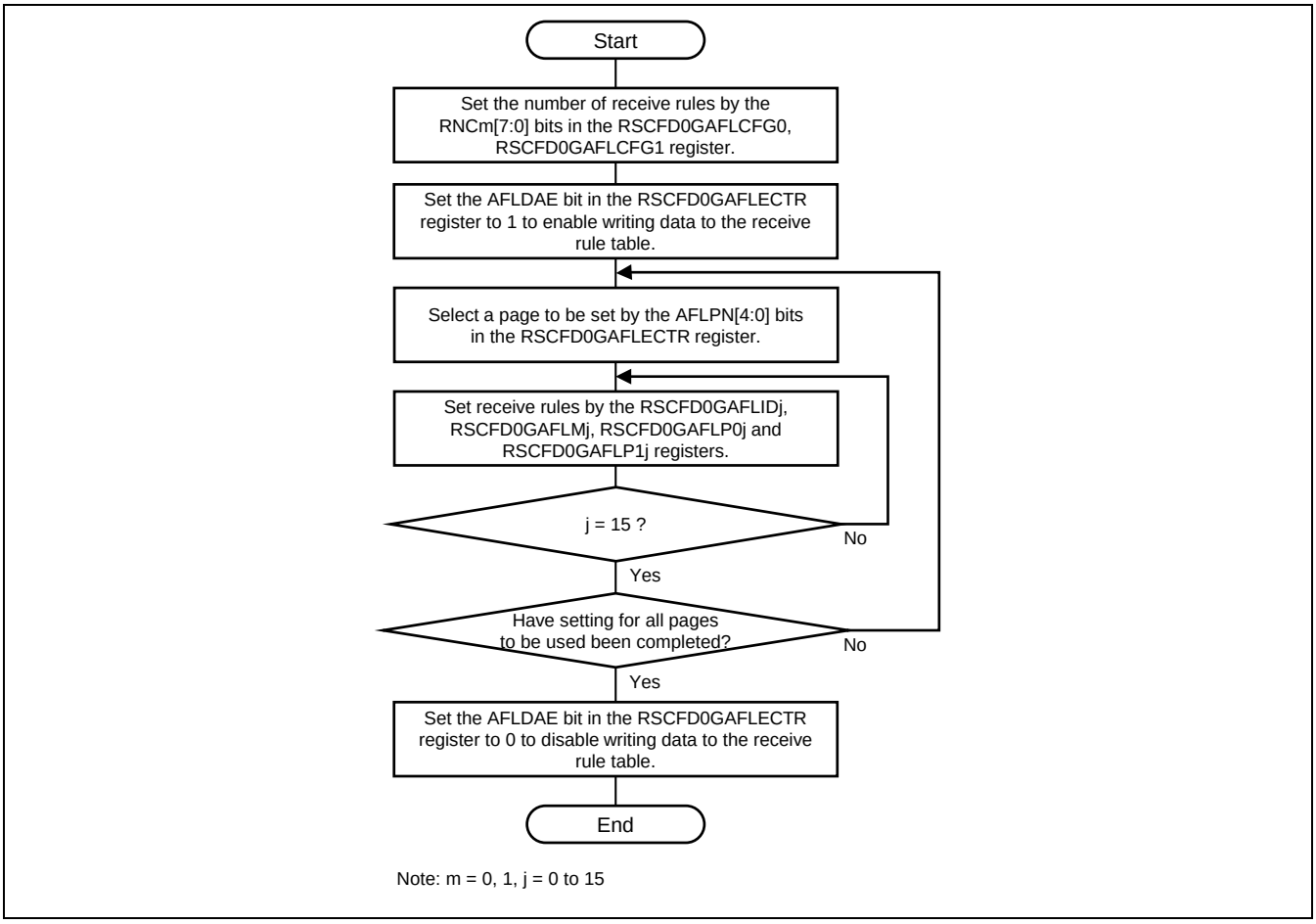


Figure 48.19 Receive Rule Setting Procedure

48.16.1.5 Setting Buffers

Set the number of buffers (messages to be stored) to be used and interrupt sources of buffers. In CAN FD mode, the size for storing the payload is also set. For transmit/receive FIFO buffers that are set to transmit mode, set transmit buffers to be linked.

In classical CAN mode, receive and FIFO buffers can use a maximum of 2048-byte RAM. Up to 128 buffers can be used and 16 bytes are used per buffer. The following conditions must be satisfied.

The number of receive buffers
+ The total of depth of receive FIFO buffer x
+ The total of depth of transmit/receive FIFO buffer k ≤ 128 buffers

In CAN FD mode, receive and FIFO buffers can use a maximum of 10752-byte RAM. The following conditions must be satisfied.

The number of receive buffers × (12 + the size for storing the payload)
+ The total of (depth × (12 + the size for storing the payload) of receive FIFO buffer x
+ The total of (depth × (12 + the size for storing the payload) of transmit/receive FIFO buffer k
≤ 3584 bytes

Figure 48.20 shows the buffer configuration. Figure 48.21 shows the buffer setting procedure.

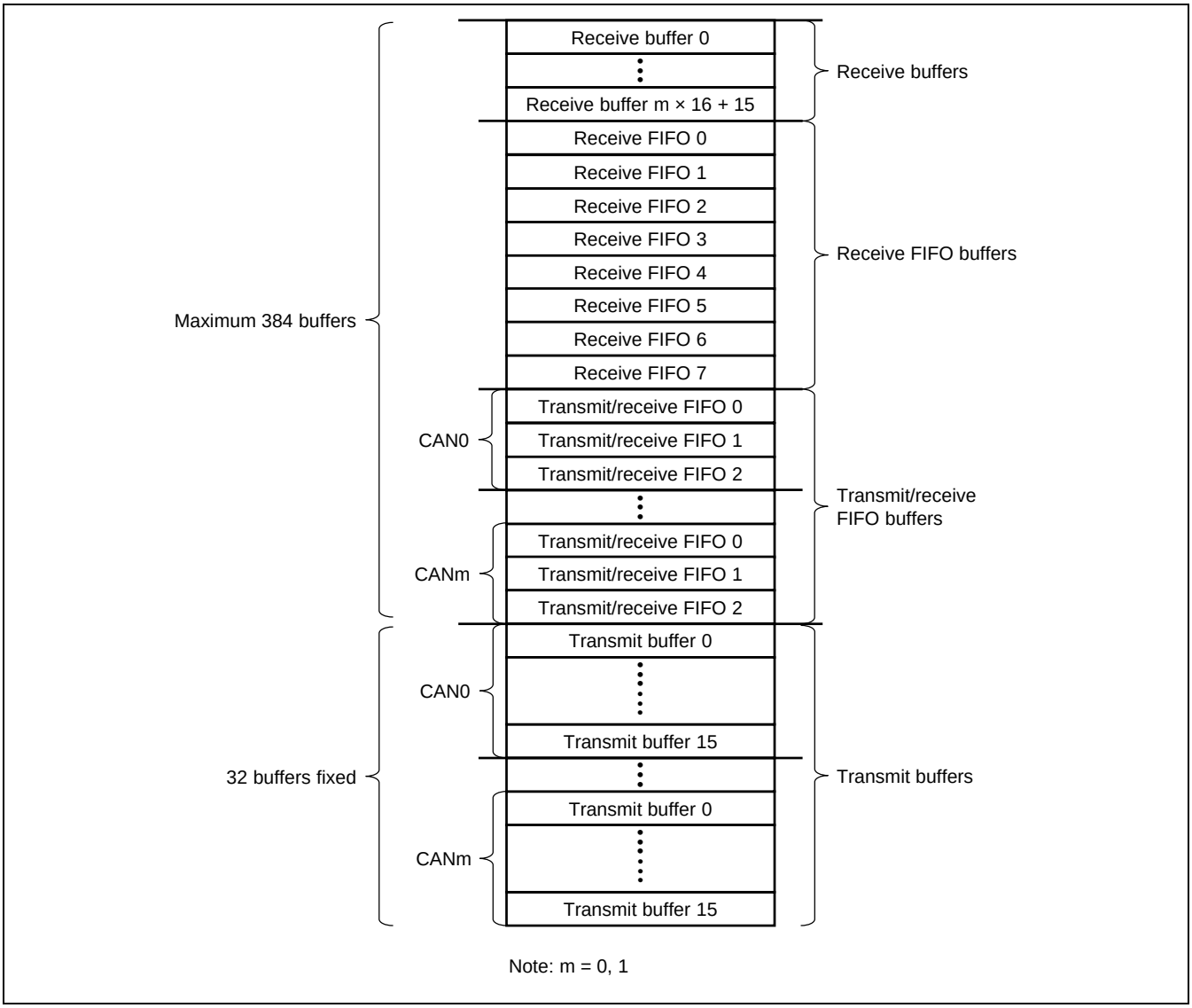


Figure 48.20 Buffer Configuration

Note: Receive buffers, receive FIFO buffers, transmit/receive FIFO buffers, and transmit buffers are located in succession.

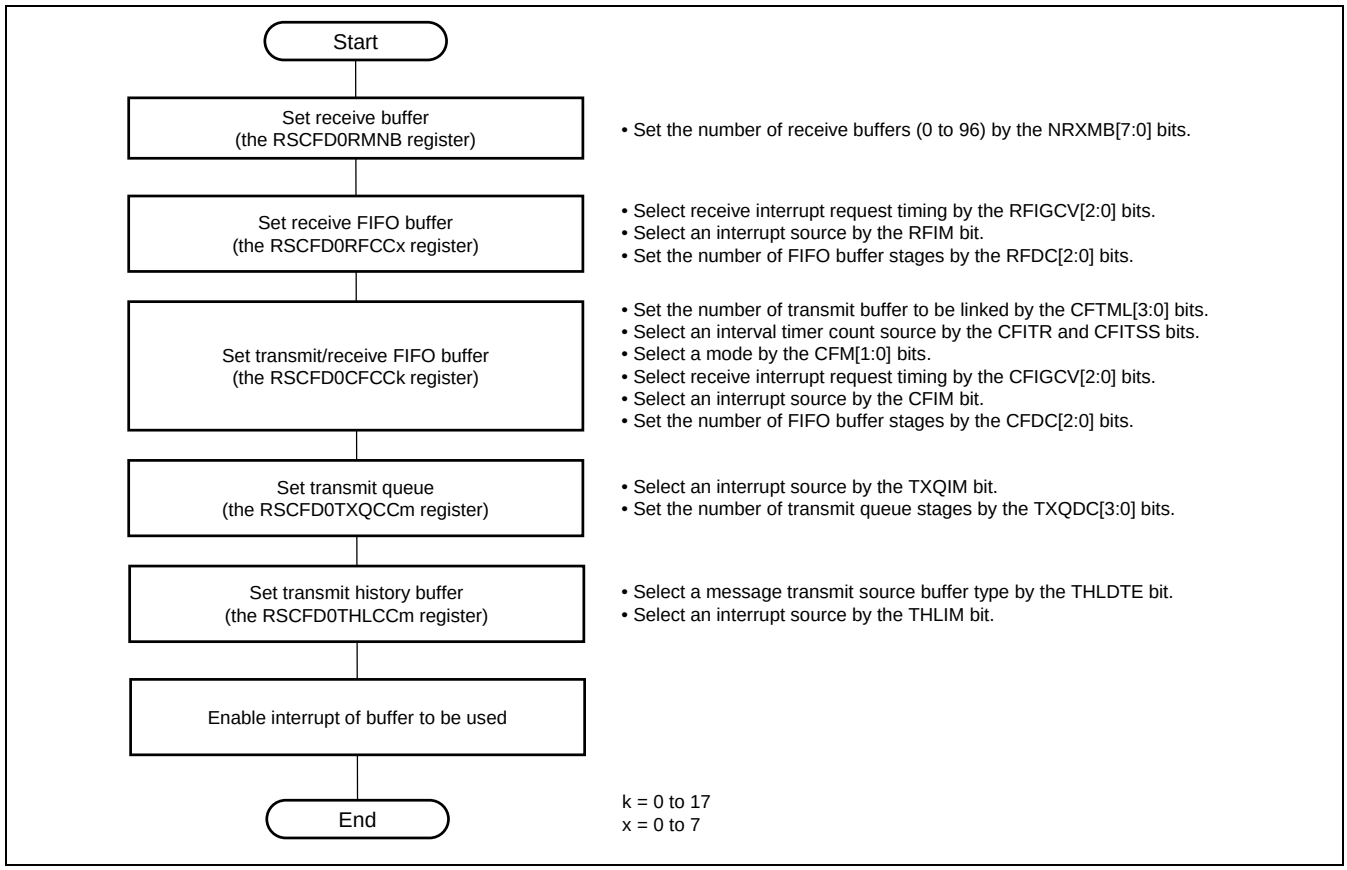


Figure 48.21 Buffer Setting Procedure

48.16.1.6 Transmit Delay Correction (CAN FD Mode Only)

A high baud rage is used for the data phase in CAN FD mode. At this time, the transmit delay correction function is used to enable transmit delay.

When this function is used, set the TDCE bit in the RSCFDnCFDCmFDCFG register to 1. The timing of the secondary sample point (SSP) used for a data phase must be set by the TDCOC and TDCO[6:0] bits in the RSCFDnCFDCmFDCFG register.

When the TDCOC bit is 0, the SSP timing is equal to the sum of the values of the delay measured by the RS-CANFD module and the TDCO[6:0] bits (it is rounded down to Tq which is the approximate integer). The value of the TDCO[6:0] bits must always be the sum of the sample point timing SS and TSEG1.

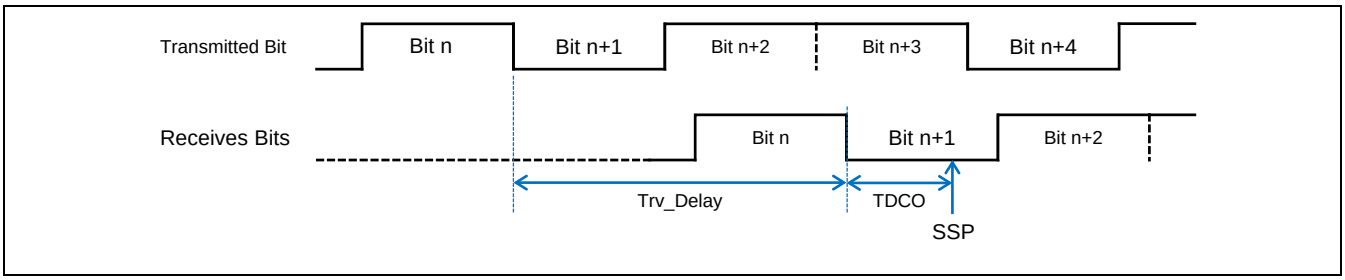


Figure 48.22 SSP Timing

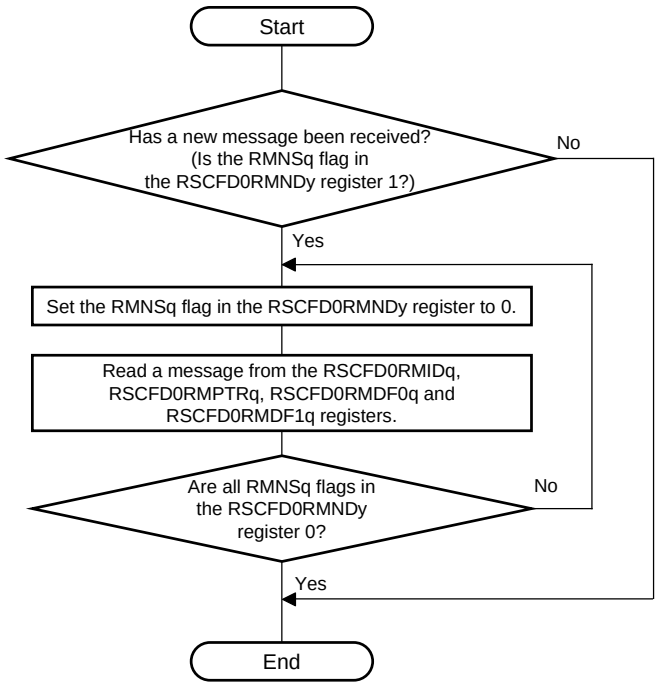
When the TDCOC bit is 1, the SSP timing is only determined by the value of the TDCO[6:0] bits (if the DBRP[7:0] bits in the RSCFDnCFDCmDCFG register are larger than 0, the value of the TDCO[6:0] bits are also rounded down to Tq which is the approximate integer).

The RS-CANFD module corrects the delay of a maximum of 3CANm bit time - 2Tq (the CANm bit time and Tq are the values of data bit rate).

48.16.2 Reception Procedure

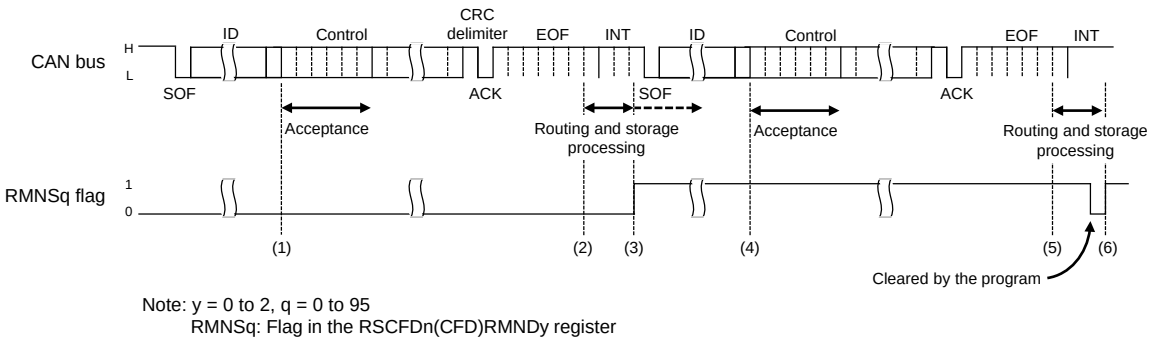
48.16.2.1 Receive Buffer Reading Procedure

When the processing to store received messages in a receive buffer starts, the RMNSq flag in the RSCFDn(CFD)RMNDy register (y = 0 to 2, q = 0 to 31) is set to 1 (receive buffer q contains a new message). Messages can be read from the RSCFDn(CFD)RMIDq, RSCFDn(CFD)RMPTRq, RSCFDnCFDRMFDSTSq (CAN FD mode only), and RSCFDn(CFD)RMDFb_q (b = 0 or 1 in classical CAN mode, and b = 0 to 4 in CAN FD mode) registers. If the next message has been received before the current message is read from the receive buffer, the message is overwritten. Figure 48.23 shows the receive buffer reading procedure. Using this procedure maintains consistency of the message read from the RSCFDn(CFD)RMIDq, RSCFDn(CFD)RMPTRq, RSCFDnCFDRMFDSTSq, and RSCFDn(CFD)RMDFb_q registers.



Note: y = 0 to 2, q = 0 to 95, b = 0, 1 (classical CAN mode), 0 to 4 (CAN FD mode)

Figure 48.23 Receive Buffer Reading Procedure



Note: y = 0 to 2, q = 0 to 95
RMNSq: Flag in the RSCFDn(CFD)RMNDy register

Figure 48.24 Receive Buffer Reception Timing Chart

(1) When the ID field in a message has been received, the acceptance filter processing starts.
(2) When the message matches the receive rule of the corresponding channel and the message has been successfully received, the routing processing to transfer the message to the specified buffer starts. When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), the DLC filter processing starts at this time.
(3) When the message has passed through the DLC filter processing, the processing to store the message in the specified receive buffer starts. When the message storage processing starts, the RMNSq flag in the corresponding RSCFDn(CFD)RMNDy register is set to 1 (the receive buffer contains a new message). If other channels are performing filter processing or transmit priority determination processing, the routing processing and the storage processing may be delayed.
(4) When the ID field of the next message has been received, the acceptance filter processing starts.
(5) When the message matches the receive rule of the corresponding channel and the message has been successfully received, the routing processing to transfer the message to the specified buffer starts. When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), the DLC filter processing starts at this time.
(6) When the corresponding RMNSq flag is cleared to 0 (the receive buffer contains no new message), this flag is set to 1 again when the message storage processing starts. Even if the RMNSq flag remains 1, a new message is overwritten to the receive buffer. The RMNSq flag should not be cleared to 0 during storage of messages.

48.16.2.2 FIFO Buffer Reading Procedure

When received messages have been stored in one or more receive FIFO buffers or a transmit/receive FIFO buffer that is set to receive mode or gateway mode, the corresponding message count display counter (RFMC[7:0] bits in the RSCFDn(CFD)RFSTSx register (x = 0 to 7) or CFMC[7:0] bits in the RSCFDn(CFD)CFSTSk register (k = 0 to 5)) is incremented. At this time, when the RFIE bit (receive FIFO interrupt is enabled) in the RSCFDn(CFD)RFCCx register or the CFRXIE bit (transmit/receive FIFO receive interrupt is enabled) in the RSCFDn(CFD)CFCCk register is set to 1, an interrupt request is generated. Received messages can be read from the RSCFDn(CFD)RFIDx, RSCFDn(CFD)RFPTRx, RSCFDnCFDRFFDSTSx (CAN FD mode only), and RSCFDn(CFD)RFDFd_x (d = 0 or 1 in classical CAN mode, and d = 0 to 15 in CAN FD mode) registers for receive FIFO buffers, or from the RSCFDn(CFD)CFIDk, RSCFDn(CFD)CFPTRk, RSCFDnCFDCFFDCSTSk (CAN FD mode only), and RSCFDn(CFD)CFDFd_k registers for transmit/receive FIFO buffers. Messages in FIFO buffers can be read sequentially on a first-in, first-out basis.

When the message count display counter value matches the FIFO buffer depth (a value set by the RFDC[2:0] bits in the RSCFDn(CFD)RFCCx register or the CFDC[2:0] bits in the RSCFDn(CFD)CFCCk register), the RFFLL or CFFLL flag is set to 1 (the receive FIFO buffer is full).

When all messages have been read out of the FIFO buffer, the RFEMP flag in the RSCFDn(CFD)RFSTSx register or the CFEMP flag in the RSCFDn(CFD)CFSTSk register is set to 1 (the receive FIFO buffer contains no unread message (buffer empty)).

If the RFE bit or the CFE bit is cleared to 0 (no receive FIFO buffer is used) with the interrupt request flag (RFIF flag in the RSCFDn(CFD)RFSTSx register or CFRXIF flag in the RSCFDn(CFD)CFSTSk register) set to 1 (a receive FIFO interrupt request is present), the interrupt request flag is not automatically cleared to 0. The program must clear the interrupt request flag to 0.

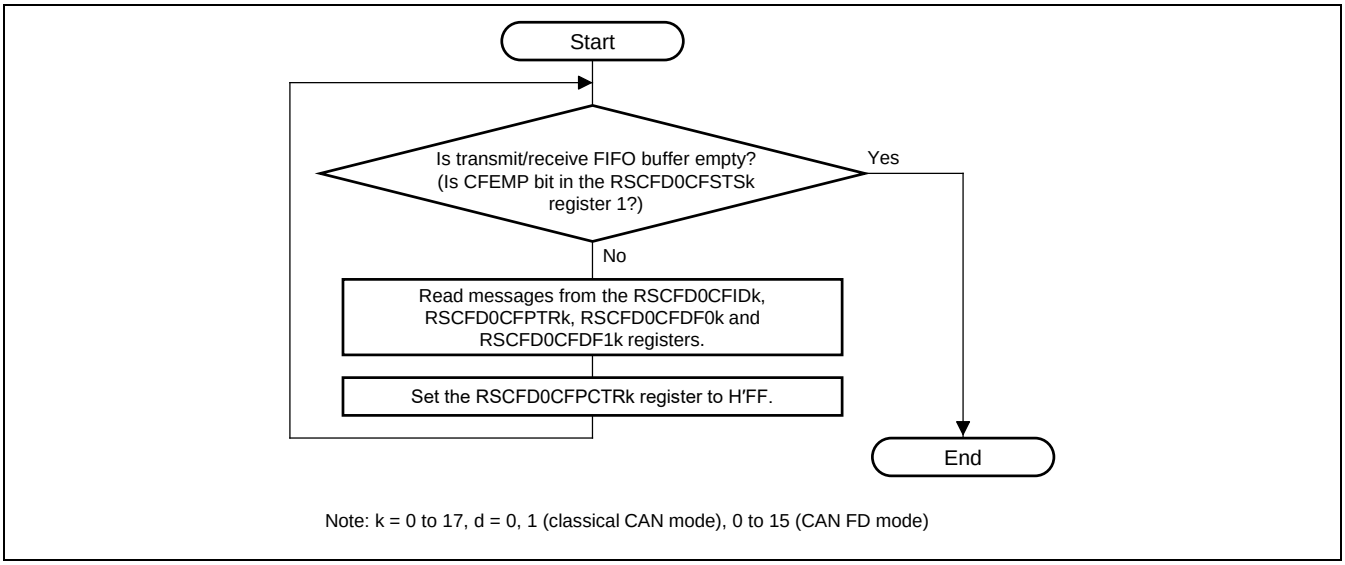


Figure 48.25 Transmit/Receive FIFO Buffer Reading Procedure

When a message is read in CAN FD mode, do not read the RSCFDnCFDRFDFd_x or RSCFDnCFDCFDFd_k register corresponding to the area which exceeds the payload storage size set by the RFPLS[2:0] bits in the RSCFDnCFDRFCCx register or the CFPLS[2:0] bits in the RSCFDnCFDCFCCk register.

Table 48.39 Payload Storage Area in the Receive FIFO Buffer

Value Set by the RFPLS[2:0] Bits	Payload Storage Size	Corresponding Data Field Register
B'000	8 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF1_x
B'001	12 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF2_x
B'010	16 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF3_x
B'011	20 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF4_x
B'100	24 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF5_x
B'101	32 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF7_x
B'110	48 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF11_x
B'111	64 bytes	RSCFDnCFDRFDF0_x to RSCFDnCFDRFDF15_x

Table 48.40 Payload Storage Area in the Transmit/Receive FIFO Buffer

Value Set by the CFPLS[2:0] Bits	Payload Storage Size	Corresponding Data Field Register
B'000	8 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF1_k
B'001	12 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF2_k
B'010	16 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF3_k
B'011	20 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF4_k
B'100	24 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF5_k
B'101	32 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF7_k
B'110	48 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF11_k
B'111	64 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF15_k

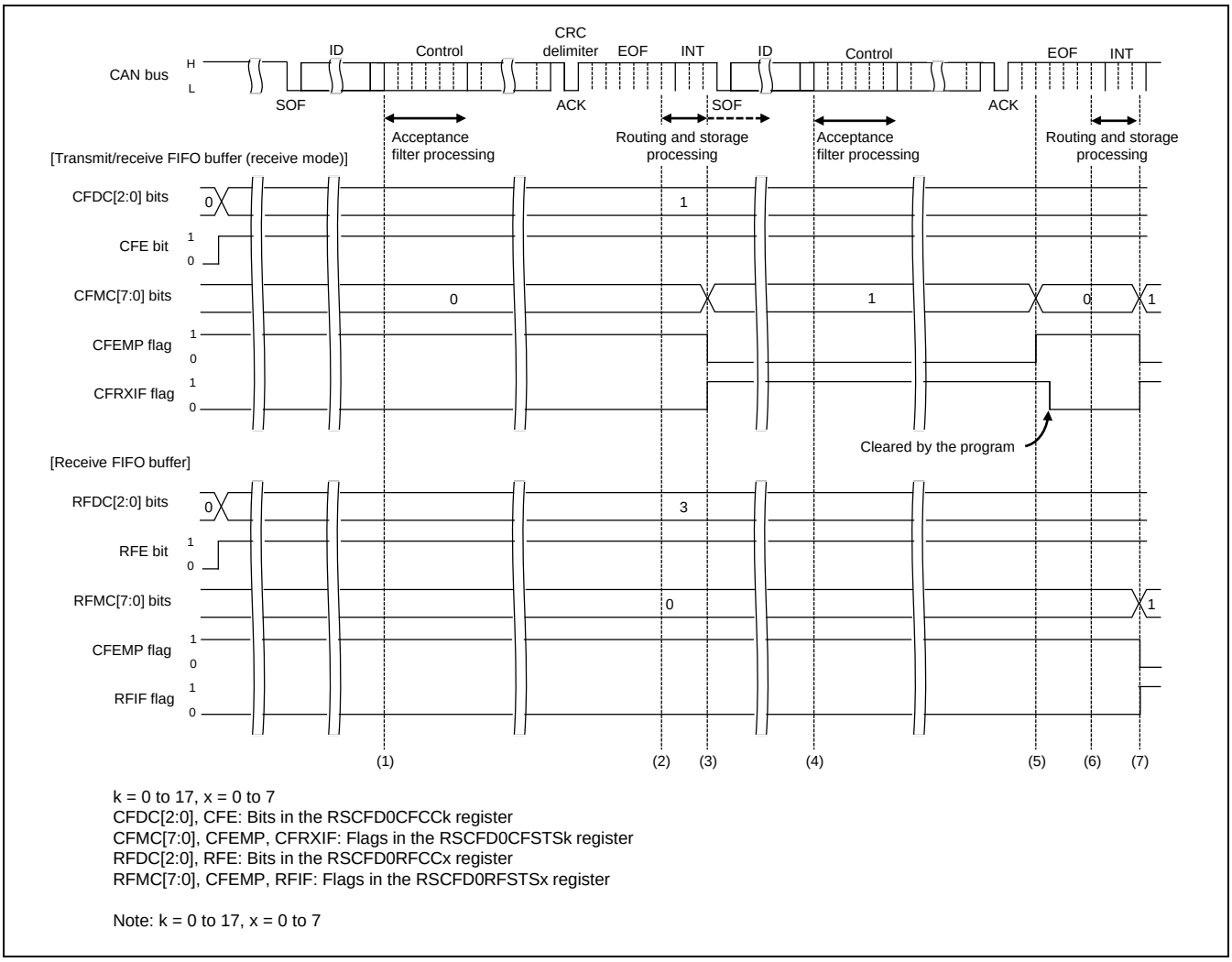


Figure 48.26 FIFO Buffer Reception Timing Chart

(1) When the ID field in a message has been received, the acceptance filter processing starts.

(2) When the message matches the receive rule of the corresponding channel and the message has been successfully received, the routing processing to transfer the message to the specified buffer starts. When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), the DLC filter processing starts at this time.

(3) When the message has passed through the DLC filter processing and the CFE bit in the RSCFDn(CFD)CFCCk register is 1 (transmit/receive FIFO buffers are used) and the CFDC[2:0] value in the RSCFDn(CFD)CFCCk register is B'001 or more, the message is stored in the transmit/receive FIFO buffer that is set to receive mode. The CFMC[7:0] value in the RSCFDn(CFD)CFSTSk register is incremented and becomes H'01. When the CFIM bit in the RSCFDn(CFD)CFCCk register is set to 1 (a FIFO receive interrupt request is generated each time a message has been received), the CFRXIF flag in the RSCFDn(CFD)CFSTSk register is set to 1 (a transmit/receive FIFO receive interrupt request is present). The CFRXIF flag can be reset to 0 by the program.

(4) When the ID field of the next message has been received, the acceptance filter processing starts.

(5) Read received messages from the RSCFDn(CFD)CFIDk, RSCFDn(CFD)CFPTRk, and RSCFDn(CFD)CFDFd_k registers and write H'FF to the RSCFDn(CFD)CFPCTRk register. This causes the CFMC[7:0] bits in the RSCFDn(CFD)CFSTSk register to be decremented. When CFMC[7:0] becomes H'00, the CFEMP flag in the RSCFDn(CFD)CFSTSk register becomes 1 (the transmit/receive FIFO buffer contains no message (buffer empty)).

(6) When the message matches the receive rule of the corresponding channel and the message has been successfully received, the routing processing to transfer the message to the specified buffer starts. When the DCE bit in the RSCFDn(CFD)GCFG register is set to 1 (DLC check is enabled), the DLC filter processing starts at this time.

(7) The message is stored in the transmit/receive FIFO buffer set in receive mode when the message has passed through the DLC filter process if the CFE bit is set to 1 (transmit/receive FIFO buffers are used), and the CFDC[2:0] bits are set to B'001 or more. The CFMC[7:0] bit value is incremented by 1 to be H'01. When the CFIM bit is set to 1 (an interrupt occurs each time a message has been received), the CFRXIF flag is set to 1 (a transmit/receive FIFO receive interrupt request is present). The message is stored in the receive FIFO buffer if the RFE bit in the RSCFDn(CFD)RFCCx register is set to 1 (receive FIFO buffers are used), and the RFDC[2:0] bits in the RSCFDn(CFD)RFCCx register are set to B'001 or more. The RFMC[7:0] bits in the RSCFDn(CFD)RFSTSx register are set to H'01 by being incremented by 1. When the RFIM bit in the RSCFDn(CFD)RFCCx register is set to 1 (an interrupt occurs each time a message has been received), the RFIF flag in the RSCFDn(CFD)RFSTSx register is set to 1 (a receive FIFO interrupt request is present).

48.16.2.3 Procedure for Reading FIFO Buffers by the DMA Transfer

In CAN FD mode, the following FIFO buffers can be read by the DMA transfer.

- All receive FIFO buffers x (x = 0 to 7)
- The first transmit/receive FIFO buffer k (k = 3 × m, m = 0 or 1) assigned to channel m

The DMA enable bit (the RFDMAEx or CFDMAEm bit in the RSCFDnCFDCDTC register) can be set at any timing. However, before this bit is set to 1 (the DMA transfer request is enabled), clear the receive interrupt enable bit of the related FIFO (the RFIE bit in the RSCFDnCFDRFCCx register or the CFRXIE bit in the RSCFDnCFDCFCCk register) to 0 (interrupts are disabled). When the DMA transfer request is enabled, do not write the FIFO control register (the RSCFDnCFDRFCCx or RSCFDnCFDCFCCk register).

If there are unread messages in the FIFO buffer that the DMA transfer is enabled, a DMA transfer request trigger will be generated. Specify the address for the FIFO access register to the transfer source address and adjust the transfer size so that the end of the payload storage area is read with a trigger. The end of the payload depends on the payload storage size set by the RFPLS[2:0] bits in the RSCFDnCFDRFCCx register or the CFPLS[2:0] bits in the RSCFDnCFDCFCCk register.

When the end of the payload stored in the FIFO buffer is read, the RFMC[7:0] bits in the RSCFDnCFDRFSTSx register or the CFMC[7:0] bits in the RSCFDnCFDCFSTSk register are automatically decremented by 1. If there is an unread message in the FIFO buffer after the end of the payload is read, a trigger will be generated again.

If the RFDMAEx or CFDMAEm bit is cleared to 0 (the DMA transfer request is disabled) during DMA transfer, wait for the DMA transfer state (the RFDMASTSx or CFDMASTSm bit in the RSCFDnCFDCDTSTS register) is cleared to 0 (DMA is not being transferred) and perform the next processing (the DMA transfer is enabled again, etc.). When the DMA transfer is disabled, consider handling of messages that have remained in the FIFO buffer and are newly received. When the FIFO buffer is enabled, reception by the FIFO buffer will proceed.

The calculation of payload size shuld add the ID and PTR, STS. The ID and PTR, STS is the total 12byte.

If the payload size and transfer size of SYS-DMA is mismatch, use the PIO transfer.

The choices of SYS-DMA are following.
- 1byte
- 2byte
- 4byte
- 8byte
- 16byte
- 32byte
- 64byte

48.16.3 Transmission Procedure

48.16.3.1 Procedure for Transmission from Transmit Buffers

Figure 48.27 shows the procedure for transmission from transmit buffers.

Figure 48.28 shows a timing chart where messages are transmitted from two transmit buffers in the same channel and transmission has been successfully completed. Figure 48.29 shows a timing chart where messages are transmitted from two transmit buffers in the same channel and transmit abort has been completed.

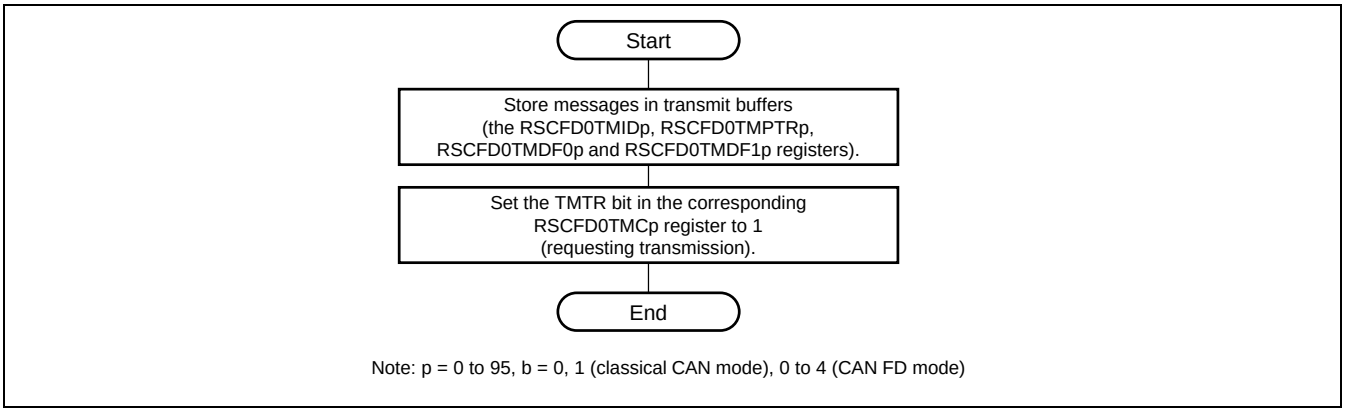


Figure 48.27 Procedure for Transmission from Transmit Buffers

In CAN FD mode and transmit buffer merge mode, transmit buffers ("(16 × m) + 0" and "(16 × m) + 3") can transmit a message which has a payload of 20 bytes or more. In this case, transmit buffers ("(16 × m) + 1 to (16 × m) + 2" and "(16 × m) + 4 to (16 × m) + 5") are assigned to the payload storage areas. The RSCFDnCFDTMIDp, RSCFDnCFDTMPTRp, and RSCFDnCFDTMFDCTRp registers corresponding to those buffers, similarly to the RSCFDnCFDTMDFb_p register, can be used as data field registers which store the 4-byte data byte (payload). Table 48.41 shows message storage registers when a message which has a payload of 20 bytes or more is transmitted in transmit buffer 0.

Table 48.41 Message Storage Registers in Transmit Buffer Merge Mode (Transmit Buffer 0)

Transmit Buffer	Offset from Base Address	Abbreviation	Register Function for Transmit Buffer Merge Mode
Transmit buffer 0	H'4000	RSCFDnCFDTMID0	ID data, transmit history data storage enable, RTR and IDE bits in transmit buffer 0
	H'4004	RSCFDnCFDTMPTR0	Label data and DLC data in transmit buffer 0
	H'4008	RSCFDnCFDTMFDCTR0	ESI, BRS, and FDF bits in transmit buffer 0
	H'400C to H'401C	RSCFDnCFDTMDF0_0 to RSCFDnCFDTMDF4_0	Data bytes 0, 1, 2, and 3 in transmit buffer 0 to data bytes 16, 17, 18, and 19 in transmit buffer 0
Transmit buffer 1	H'4020	RSCFDnCFDTMID1	Data bytes 20, 21, 22, and 23 in transmit buffer 0
	H'4024	RSCFDnCFDTMPTR1	Data bytes 24, 25, 26, and 27 in transmit buffer 0
	H'4028	RSCFDnCFDTMFDCTR1	Data bytes 28, 29, 30, and 31 in transmit buffer 0
	H'402C to H'403C	RSCFDnCFDTMDF0_1 to RSCFDnCFDTMDF4_1	Data bytes 32, 33, 34, and 35 in transmit buffer 0 to data bytes 48, 49, 50, and 51 in transmit buffer 0
Transmit buffer 2	H'4040	RSCFDnCFDTMID2	Data bytes 52, 53, 54, and 55 in transmit buffer 0
	H'4044	RSCFDnCFDTMPTR2	Data bytes 56, 57, 58, and 59 in transmit buffer 0
	H'4048	RSCFDnCFDTMFDCTR2	Data bytes 60, 61, 62, and 63 in transmit buffer 0
	H'404C to H'405C	RSCFDnCFDTMDF0_2 to RSCFDnCFDTMDF4_2	Not used

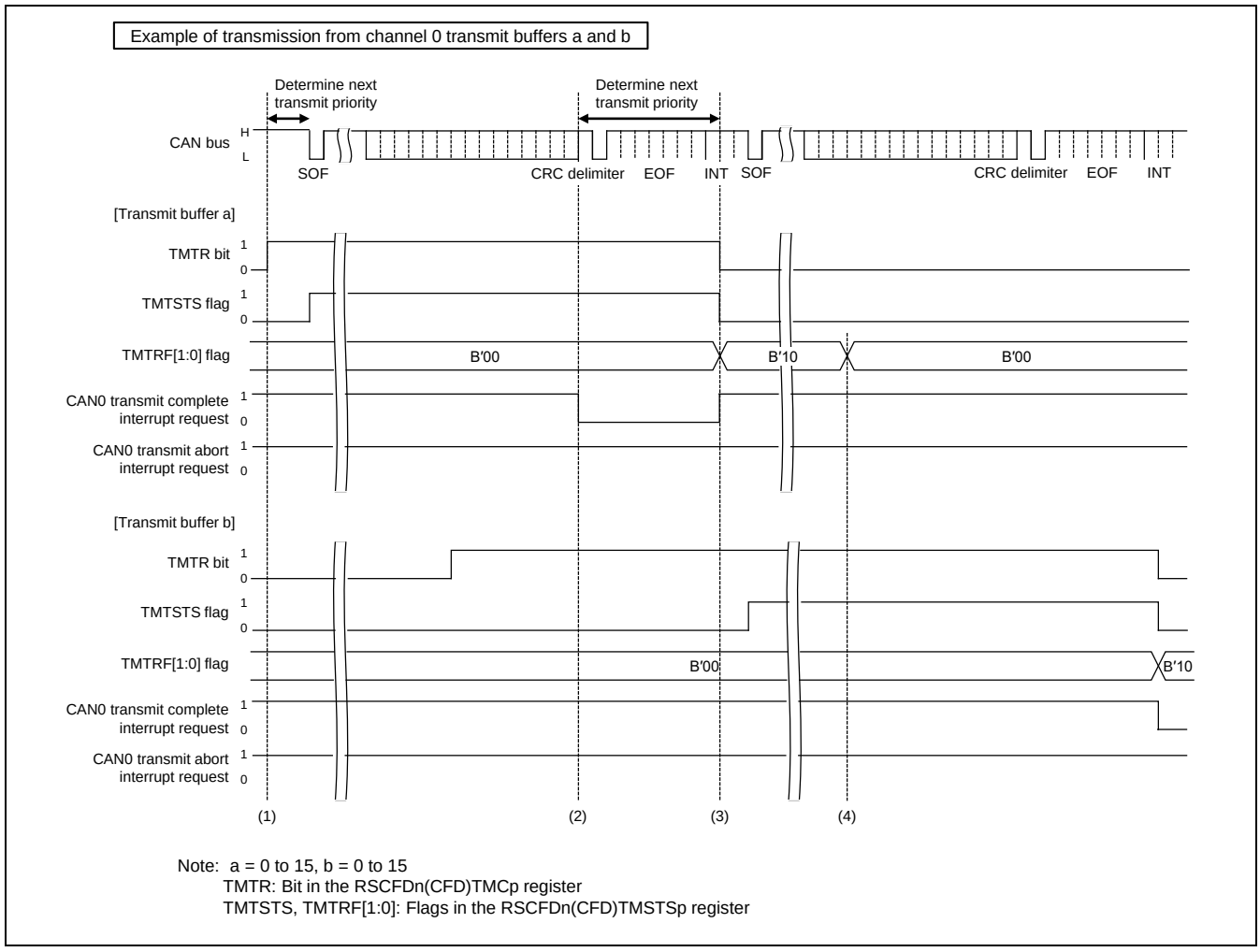


Figure 48.28 Transmit Buffer Transmission Timing Chart (Transmission Completed Successfully)

(1) When the TMTR bit in the RSCFDn(CFD)TMCa register is set to 1 while the CAN bus is idle, the transmit priority determination processing starts to determine the highest-priority transmit buffer. If transmit buffer a is determined to be the highest-priority transmit buffer, the TMTSTS flag in the corresponding RSCFDn(CFD)TMSTSa register is set to 1 (transmission is in progress) and the CAN channel starts transmitting data.

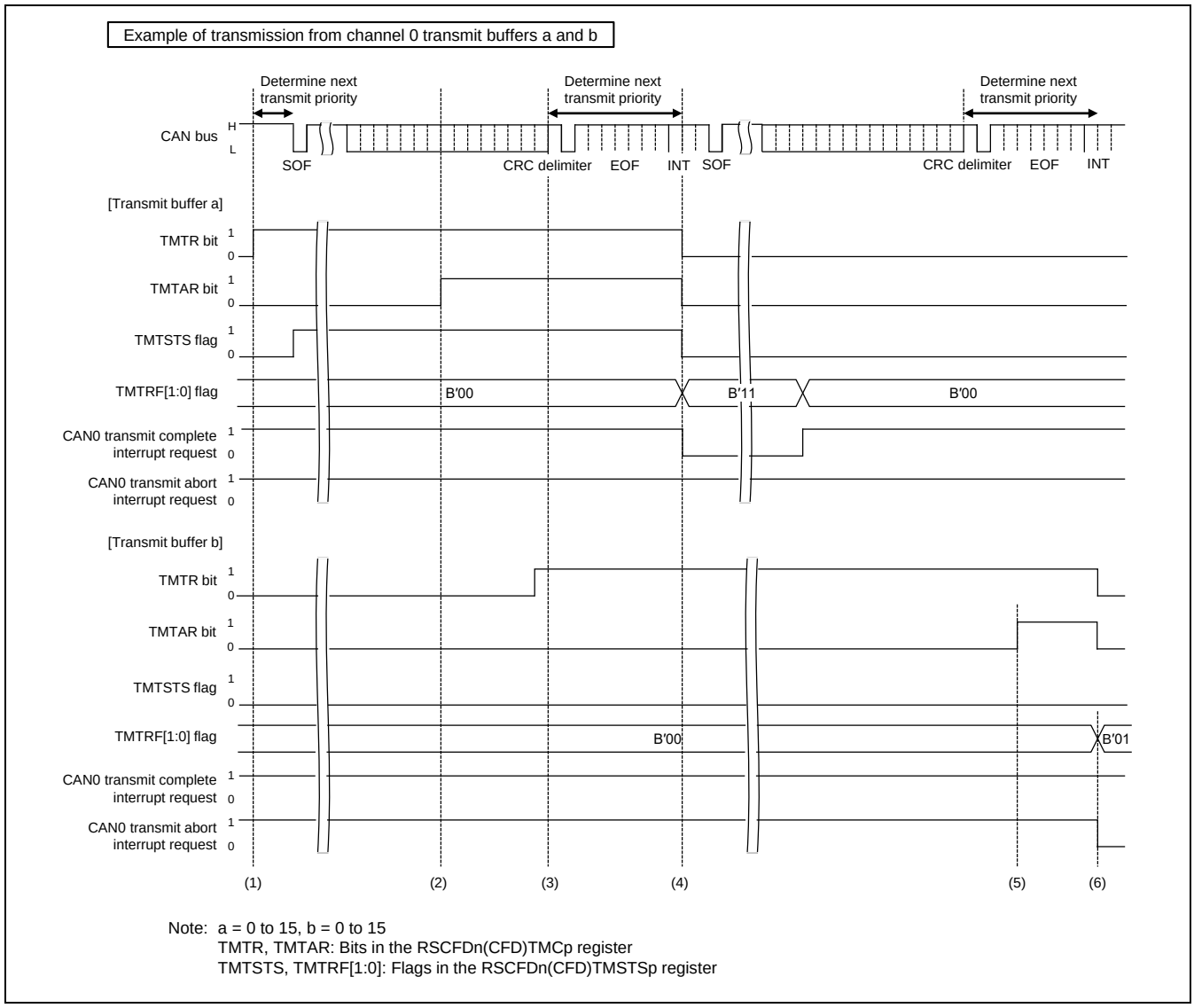
(2) When a transmit request from a buffer is present, the priority determination starts with the CRC delimiter for the next transmission. The determination time may delay if the transmit priority determination processing is performed on another channel. However, the delay does not occur during transmission because the determination processing is completed by the third bit of the intermission.

(3) When transmission completes successfully, the TMTRF[1:0] flag in the RSCFDn(CFD)TMSTSa register is set to B'10 (transmission has been completed (without transmit abort request)) and the TMTSTS flag and the TMTR bit in the RSCFDn(CFD)TMIEC0 register are cleared to 0. When the TMIEa bit in the RSCFDn(CFD)TMIEC0 register is 1 (transmit buffer interrupt is enabled), a CAN0 transmit complete interrupt request is generated. To clear the interrupt request, set the TMTRF[1:0] flag to B'00 (transmission is in progress or no transmit request is present).

(4) Before starting the next transmission, set the TMTRF[1:0] flag to B'00. Write the next message to the transmit buffer, and then set the TMTR bit to 1 (transmission is requested). The TMTR bit can be set to 1 only when the TMTRF[1:0] flag value is B'00.

If an arbitration lost has occurred after transmission is started, the TMTSTS flag is cleared to 0. The transmit priority determination is reexecuted at the beginning of the CRC delimiter to search the highest-priority transmit buffer. If an error has occurred during transmission or after arbitration lost, the priority determination processing is reexecuted during transmission of an error frame.

If an ECC2 bit error is detected in the priority determination processing, transmission will not be performed (for classical CAN mode, the EEFE bit in the RSCFDnGCFG register is 1).



Note: a = 0 to 15, b = 0 to 15
TMTR, TMTAR: Bits in the RSCFDn(CFD)TMCp register
TMTSTS, TMTRF[1:0]: Flags in the RSCFDn(CFD)TMSTSp register

Figure 48.29 Transmit Buffer Transmission Timing Chart (Transmit Abort Completed)

(1) When the TMTR bit in the RSCFDn(CFD)TMCa register is set to 1 while the CAN bus is idle, the transmit priority determination processing starts to determine the highest-priority transmit buffer. If transmit buffer a is determined to be the highest-priority transmit buffer, the TMTSTS flag in the corresponding RSCFDn(CFD)TMSTSa register is set to 1 (transmission is in progress) and the CAN channel starts transmitting data.

(2) When it is determined that the transmit buffer is used for the next transmission or transmission is in progress, message transmission is not aborted unless an error or arbitration loss occurs even if the TMTAR bit is set to 1 (transmit abort is requested).

(3) The priority determination starts with the CRC delimiter for the next transmission. In this timing chart, buffer b is not selected as the next transmit buffer. The determination time may delay if the transmit priority determination processing is performed on another channel. However, the delay does not occur during transmission because the determination processing is completed by the third bit of the intermission.

(4) When transmission completes successfully, the TMTRF[1:0] flag in the RSCFDn(CFD)TMSTSa register is set to B'11 (transmission has been completed (with transmit abort request)) and the TMTSTS flag and the TMTR bit in the RSCFDn(CFD)TMCa register are cleared to 0. When the TMIEa value in the RSCFDn(CFD)TMIEC0 register is 1

(transmit buffer interrupt is enabled), a CAN0 transmit complete interrupt request is generated. To clear the interrupt request, set the TMTRF[1:0] flag to B'00 (transmission is in progress or no transmit request is present).

(5) While another CAN node is transmitting data on the CAN bus (TMTSTS flag = 0), if the TMTAR bit is set to 1 while the corresponding channel is determining transmit priority, the TMTR bit cannot be cleared to 0.

(6) After the internal processing time has passed, the transmission is terminated and the TMTRF[1:0] flag is set to B'01. When the transmit buffer is not transmitting data and is not selected as the next transmit buffer and priority determination is not being made, an abort request is immediately accepted and the TMTRF[1:0] flag is set to B'01. At this time, the TMTR and TMTAR bits are cleared to 0. When transmit abort is completed with the TAIE bit in the RSCFDn(CFD)CmCTR register set to 1 (transmit abort interrupt is enabled), an interrupt request is generated. To clear the interrupt request, set the TMTRF[1:0] flag to B'00.

If an arbitration lost has occurred after the CAN channel started transmission, the TMTSTS bit is cleared to 0. The transmit priority determination is reexecuted at the beginning of the CRC delimiter to find the highest-priority transmit buffer. If an error has occurred during transmission or after arbitration lost, the priority determination processing is reexecuted during transmission of an error frame.

If an ECC2 bit error is detected in the priority determination processing, transmission will not be performed (for classical CAN mode, the EEFE bit in the RSCFDnGCFG register is 1).

48.16.3.2 Procedure for Transmission from Transmit/Receive FIFO Buffers

Figure 48.30 shows the procedure for transmission from transmit/receive FIFO buffers.

Figure 48.31 shows a timing chart where messages are transmitted from two transmit/receive FIFO buffers in the same channel and transmission has been successfully completed. Figure 48.32 shows a timing chart where messages are transmitted from two transmit/receive FIFO buffers in the same channel and transmit abort has been completed.

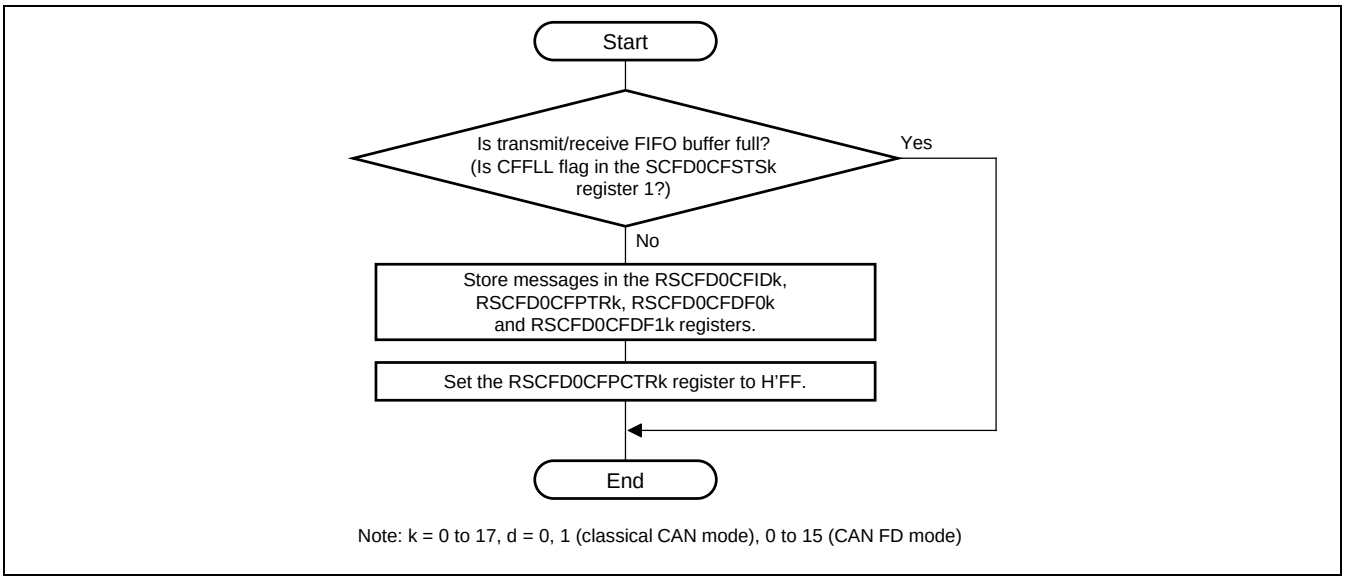


Figure 48.30 Procedure for Transmission from Transmit/Receive FIFO Buffers

When a message is stored, do not write the RSCFDnCFDCFDFd_k register corresponding to the area which exceeds the payload storage size set by the CFPLS[2:0] bits in the RSCFDnCFDCFCCk register.

Table 48.42 Payload Storage Area in the Transmit/Receive FIFO Buffer

Value Set by the CFPLS[2:0] Bits	Payload Storage Size	Corresponding Data Field Register
B'000	8 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF1_k
B'001	12 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF2_k
B'010	16 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF3_k
B'011	20 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF4_k
B'100	24 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF5_k
B'101	32 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF7_k
B'110	48 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF11_k
B'111	64 bytes	RSCFDnCFDCFDF0_k to RSCFDnCFDCFDF15_k

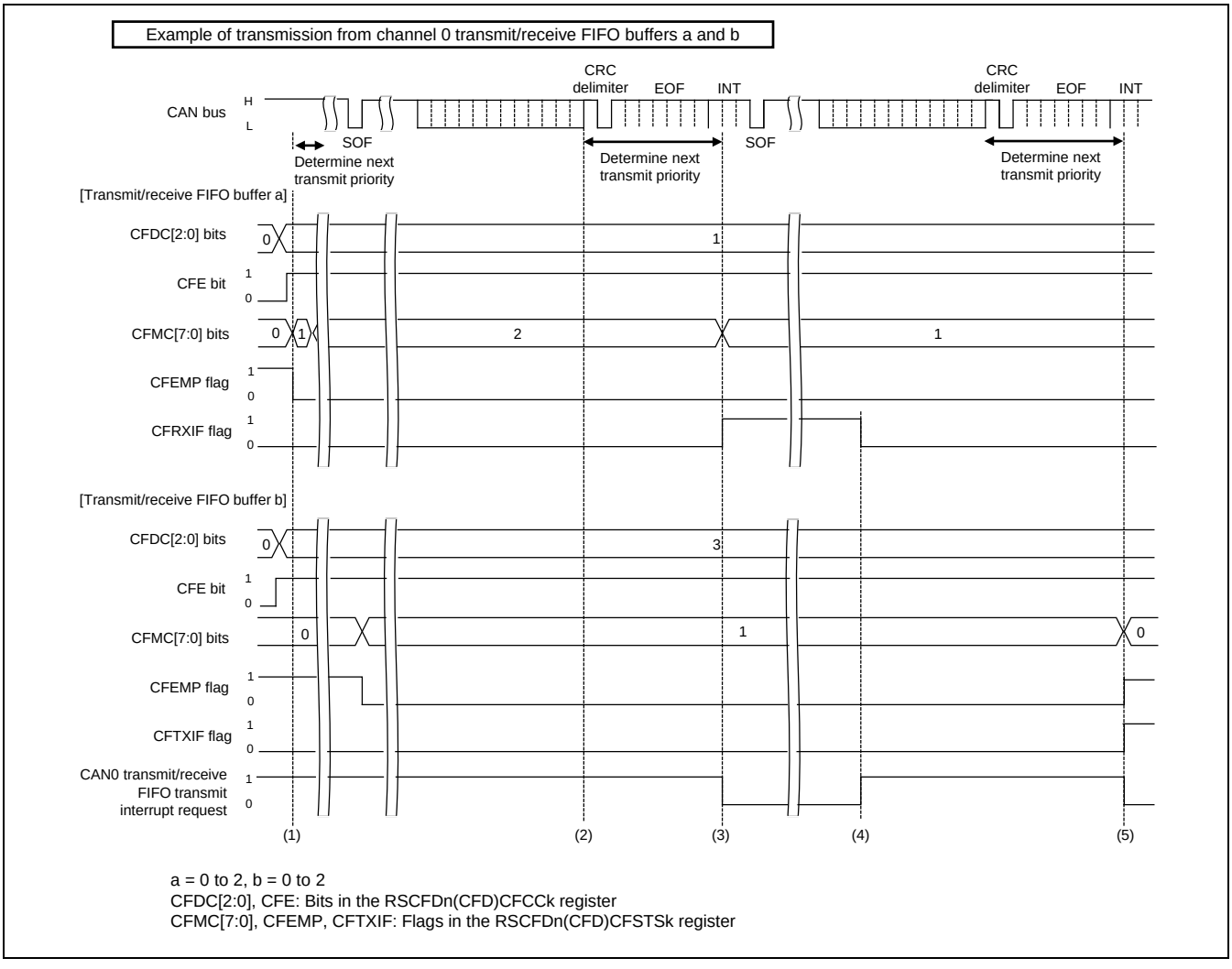


Figure 48.31 Transmit/Receive FIFO Buffer Transmission Timing Chart (Transmission Completed Successfully)

(1) While the CAN bus is idle, when the CFE bit in the RSCFDn(CFD)CFCCa register is 1 (transmit/receive FIFO buffers are used) and the CFDC[2:0] value in the RSCFDn(CFD)CFCCa register is B'001 (4 messages) or more and the CFMC[7:0] value in the RSCFDn(CFD)CFSTSa register is H'01 or more, the priority determination processing starts to determine the highest-priority transmit message. When the highest-priority transmit message has been determined, transmission of the message starts. In this figure, the message is transmitted from transmit/receive FIFO buffer a of channel 0.

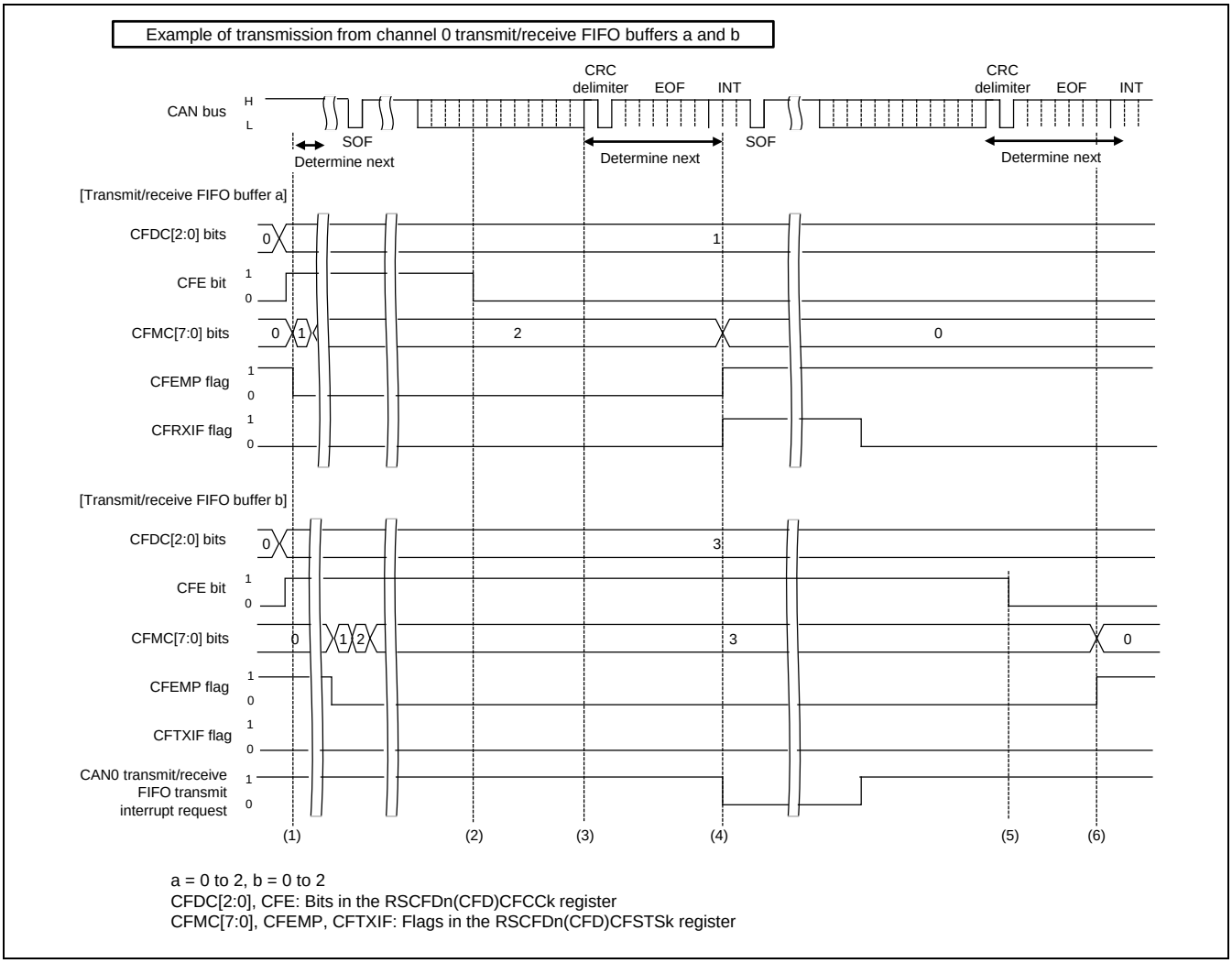
(2) When a transmit request from a buffer is present, the priority determination starts with the CRC delimiter for the next transmission. The determination time may delay if the transmit priority determination processing is performed on another channel. However, the delay does not occur during transmission because the determination processing is completed by the third bit of the intermission.

(3) When transmission completes successfully, the CFMC[7:0] value in the RSCFDn(CFD)CFSTSa register is decremented. Setting the CFIM bit in the RSCFDn(CFD)CFCCa register to 1 (a FIFO transmit interrupt request is generated each time a message has been transmitted) sets the CFTXIF flag in the RSCFDn(CFD)CFSTSk register to 1 (a transmit/receive FIFO transmit interrupt request is present).

(4) The program can clear the CFTXIF flag.

(5) Message transmission from transmit/receive FIFO buffer b of channel 0 has been completed and the CFMC[7:0] value in the RSCFDn(CFD)CFSTSb register is decremented. The CFMC[7:0] bits are cleared to H'00 and therefore the CFEMP flag in the RSCFDn(CFD)CFSTSk register is set to 1 (the transmit/receive FIFO buffer contains no message (buffer empty)).

Transmission is continued until the CFEMP flag is set to 1. It is possible to continuously store transmit messages in FIFO buffers until the CFFLL flag in the RSCFDn(CFD)CFSTSa and RSCFDn(CFD)CFSTSb register is set to 1 (the transmit/receive FIFO buffer is full).



a = 0 to 2, b = 0 to 2
CFDC[2:0], CFE: Bits in the RSCFDn(CFD)CFCCk register
CFMC[7:0], CFEMP, CFTXIF: Flags in the RSCFDn(CFD)CFSTSk register

Figure 48.32 Transmit/Receive FIFO Buffer Transmission Timing Chart (Transmission Abort Completed)

(1) While the CAN bus is idle, when the CFE bit in the RSCFDn(CFD)CFCCa register is 1 (transmit/receive FIFO buffers are used) and the CFDC[2:0] value in the RSCFDn(CFD)CFCCa register is B'001 (4 messages) or more and the CFMC[7:0] value in the RSCFDn(CFD)CFSTSa register is H'01 or more, the priority determination processing starts to determine the highest-priority transmit message. When the highest-priority transmit message has been determined, transmission of the message starts. In this figure, the message is transmitted from transmit/receive FIFO buffer a of channel 0.

(2) When transmission is in progress or it is determined that the transmit/receive FIFO buffer is used for the next transmission, message transmission is not aborted unless an error or arbitration loss occurs even if the CFE bit is set to 0 (no transmit/receive FIFO buffer is used).

(3) When a transmit request from a buffer is present, the priority determination starts with the CRC delimiter for the next transmission. In this figure, transmit/receive FIFO buffer b is not selected as a buffer for the next transmission. The determination time may delay if the transmit priority determination processing is performed on another channel. However, the delay does not occur during transmission because the determination processing is completed by the third bit of the intermission.

(4) When transmit completes successfully, the CFMC[7:0] value is cleared to H'00. Setting the CFIM bit to 1 (a FIFO transmit interrupt request is generated each time a message has been transmitted) sets the CFTXIF flag in the RSCFDn(CFD)CFSTSa register to 1 (a transmit/receive FIFO transmit interrupt request is present). The program can clear the CFTXIF flag.

(5) If another CAN node on the CAN bus is transmitting data (not from transmit/receive FIFO buffer b), transmit/receive FIFO buffers cannot be disabled immediately even if the CFE bit in the RSCFDn(CFD)CFCCb register is cleared to 0 (no transmit/receive FIFO buffer is used) during transmit priority determination. (The CFEMP flag in the RSCFDn(CFD)CFSTSb register is not set to 1 (the transmit/receive FIFO buffer contains no message (buffer empty)) immediately.)

(6) After the internal processing time has passed, transmit/receive FIFO buffers are disabled and the CFMC[7:0] bits in the RSCFDn(CFD)CFSTSb register are cleared to H'00 and the CFEMP flag is set to 1. When the transmit/receive FIFO buffer is not transmitting data and is not selected as the next transmit buffer and priority determination is not in progress, the transmit/receive FIFO buffer is immediately disabled. (The CFMC[7:0] bits are cleared to H'00 and the CFEMP flag is set to 1.)

48.16.3.3 Procedure for Transmission from the Transmit Queue

Figure 48.33 shows the procedure for transmission from the transmit queue.

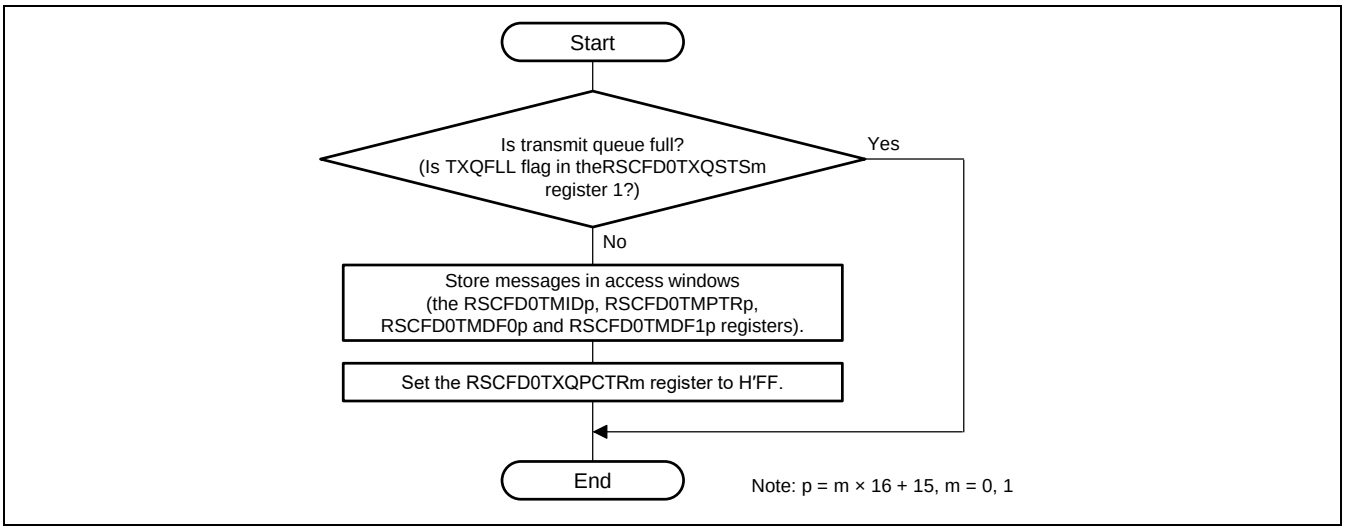


Figure 48.33 Procedure for Transmission from the Transmit Queue

48.16.3.4 Transmit History Buffer Reading Procedure

Transmit history data can be read from the RSCFDn(CFD)THLACCm register. The next data can be accessed by writing H'FF to the corresponding RSCFDn(CFD)THLPCTRm register (m = 0 or 1) after reading a set of data. Figure 48.34 shows the transmit history buffer reading procedure.

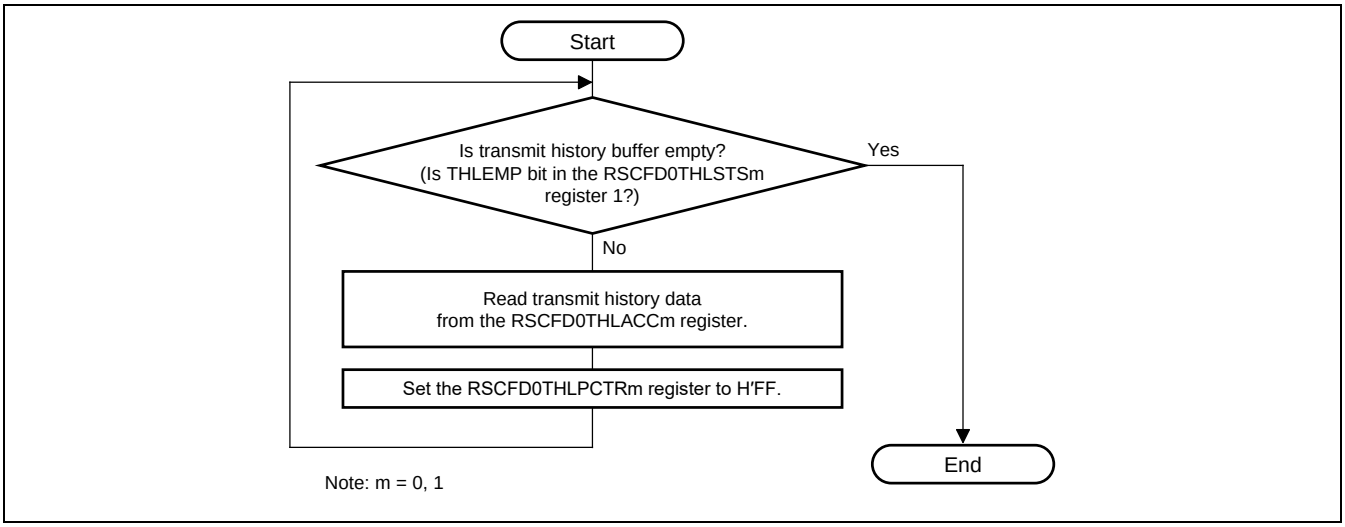


Figure 48.34 Transmit History Buffer Reading Procedure

48.16.4 Test Settings

48.16.4.1 Self-Test Mode Setting Procedure

Self-test mode allows communication test on a channel basis by enabling a CAN node to receive its own transmitted messages.

Figure 48.35 shows the self-test mode setting procedure.

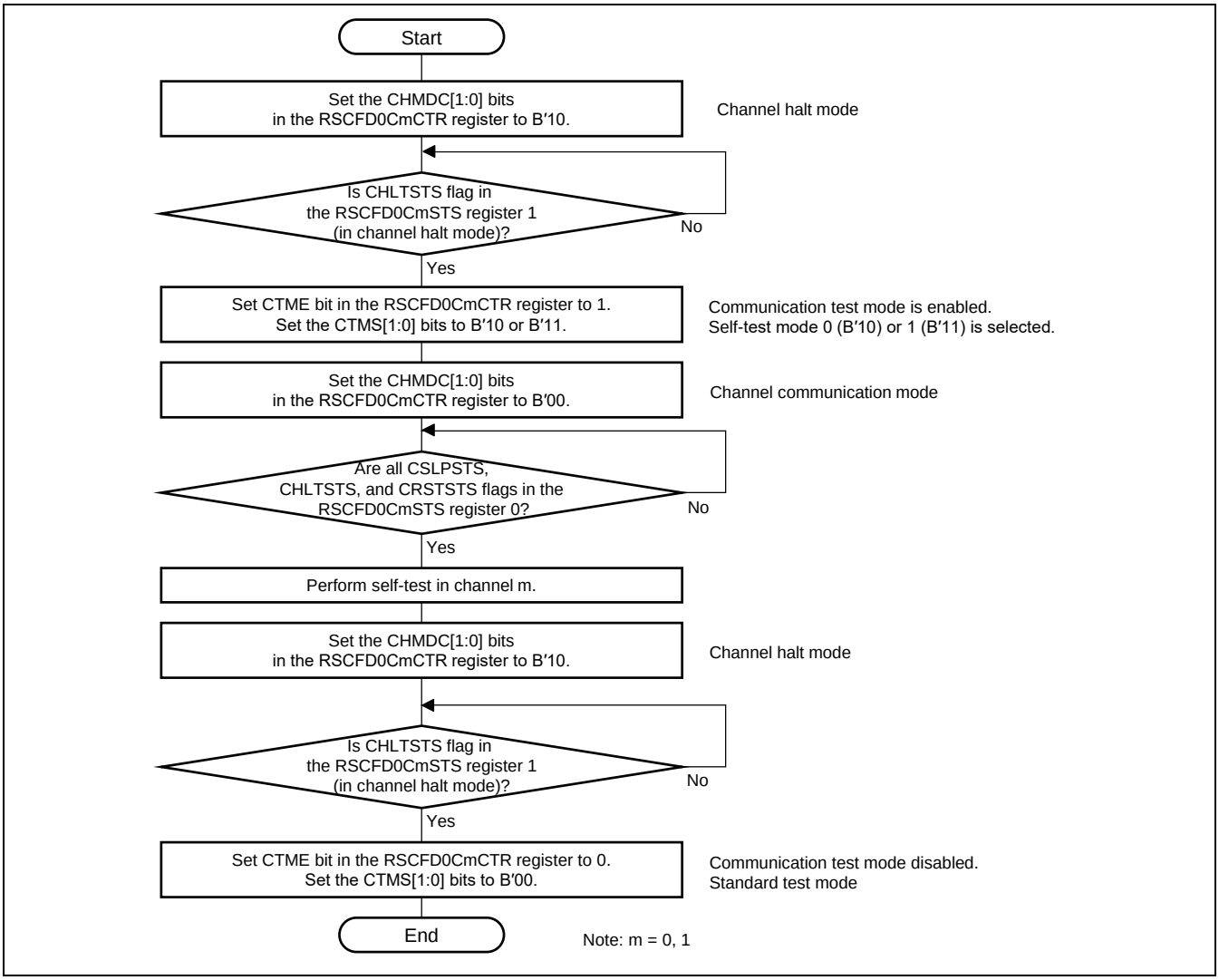


Figure 48.35 Self-Test Mode Setting Procedure

48.16.4.2 Procedure for Releasing the Protection

Since the global test function in Table 48.43 is protected, write the protection release data 1 and release data 2 in succession to the LOCK[15:0] bits in the RSCFDn(CFD)GLOCKK register, then set the target test bit to 1.

Table 48.43 Protection Release Data for Test Function

Test Function	Protection Release Data 1	Protection Release Data 2	Target Bit
RAM test	H'7575	H'8A8A	RTME bit in the RSCFDn(CFD)GTSTCTR register

If an incorrect value is written to the LOCK[15:0] bits, restart from writing the protection release data 1. Figure 48.36 shows the procedure for releasing the protection.

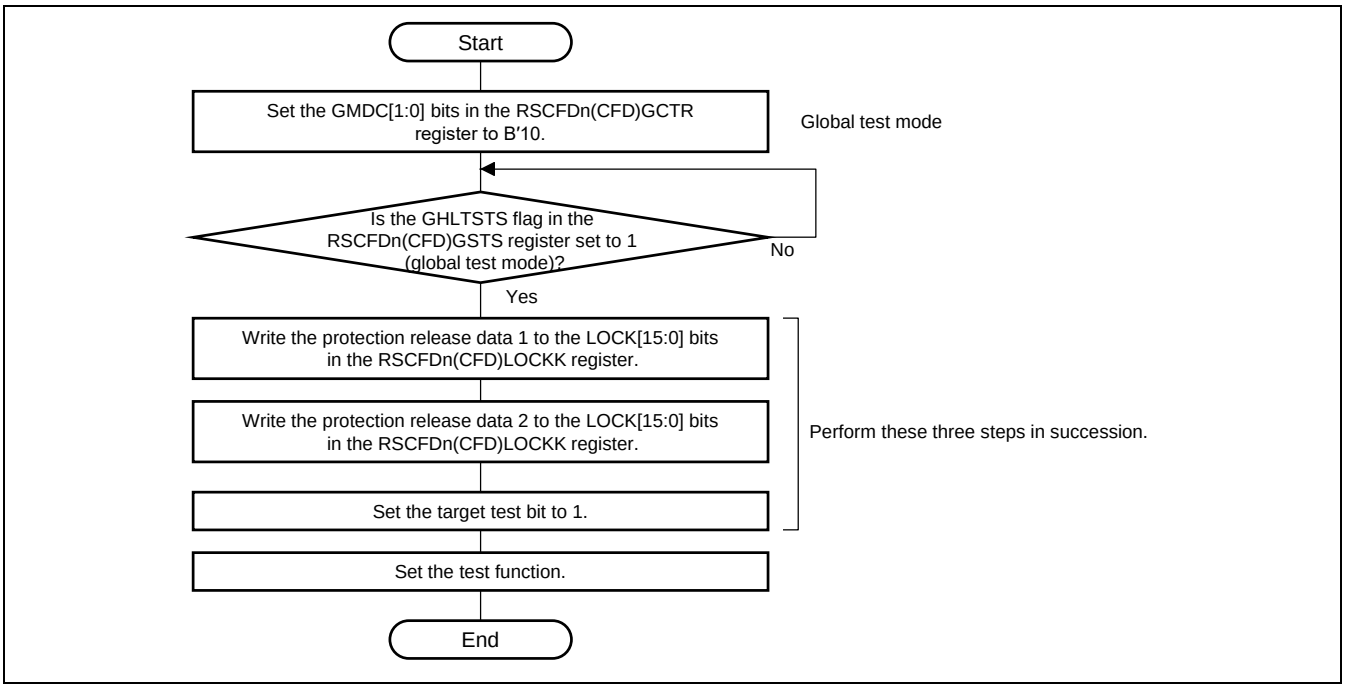


Figure 48.36 Protection Release Procedure

48.16.4.3 RAM Test Setting Procedure

RAM tests include CAN RAM read/write test. The read/write test verifies that data written to the RAM is read correctly. Before closing the RAM test, write H'0000_0000 to all pages of the CAN RAM.

Figure 48.37 shows the RAM test setting procedure.

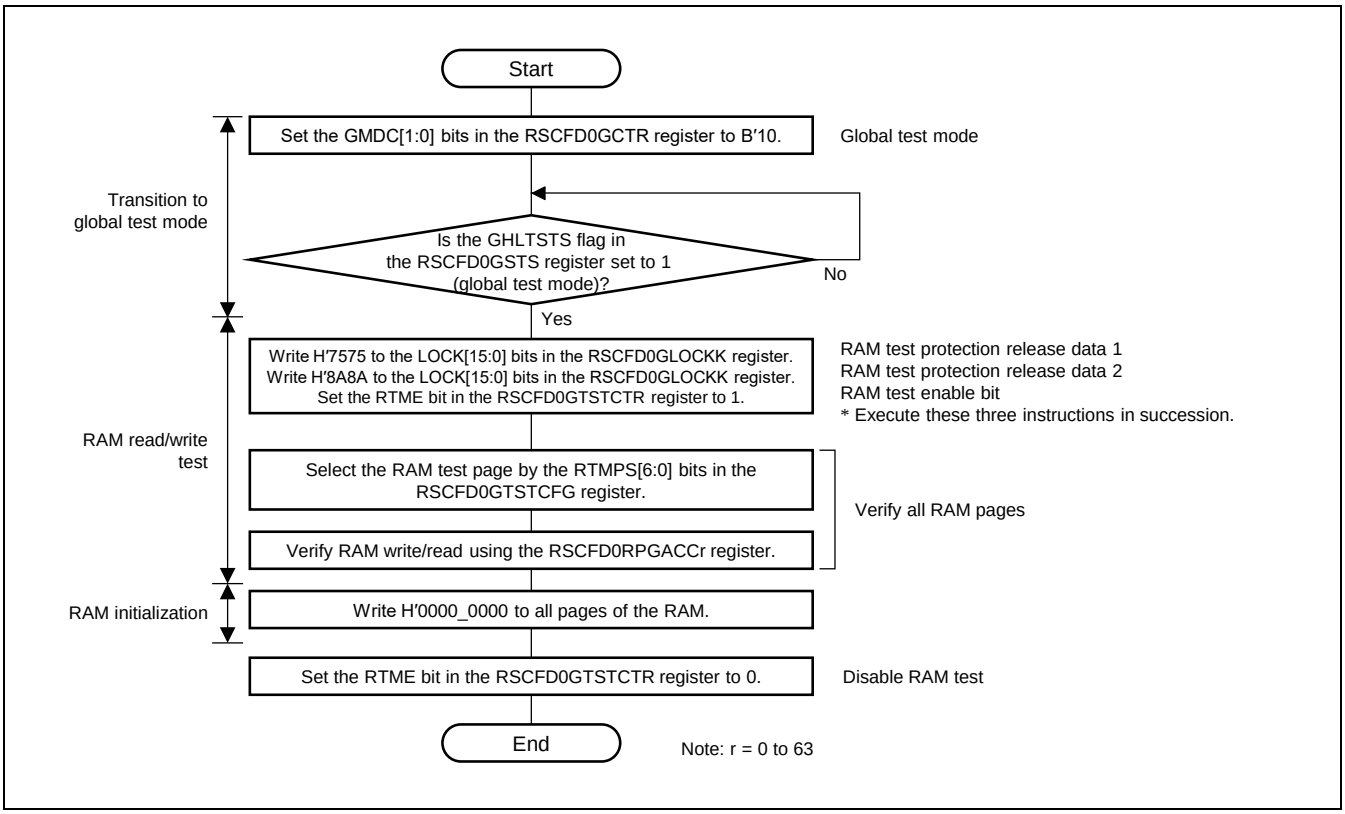


Figure 48.37 RAM Test Setting Procedure

48.16.4.4 Inter-Channel Communication Test Setting Procedure

Communication testing can be performed by transmitting and receiving data between different channels.

Figure 48.38 shows the inter-channel communication test setting procedure.

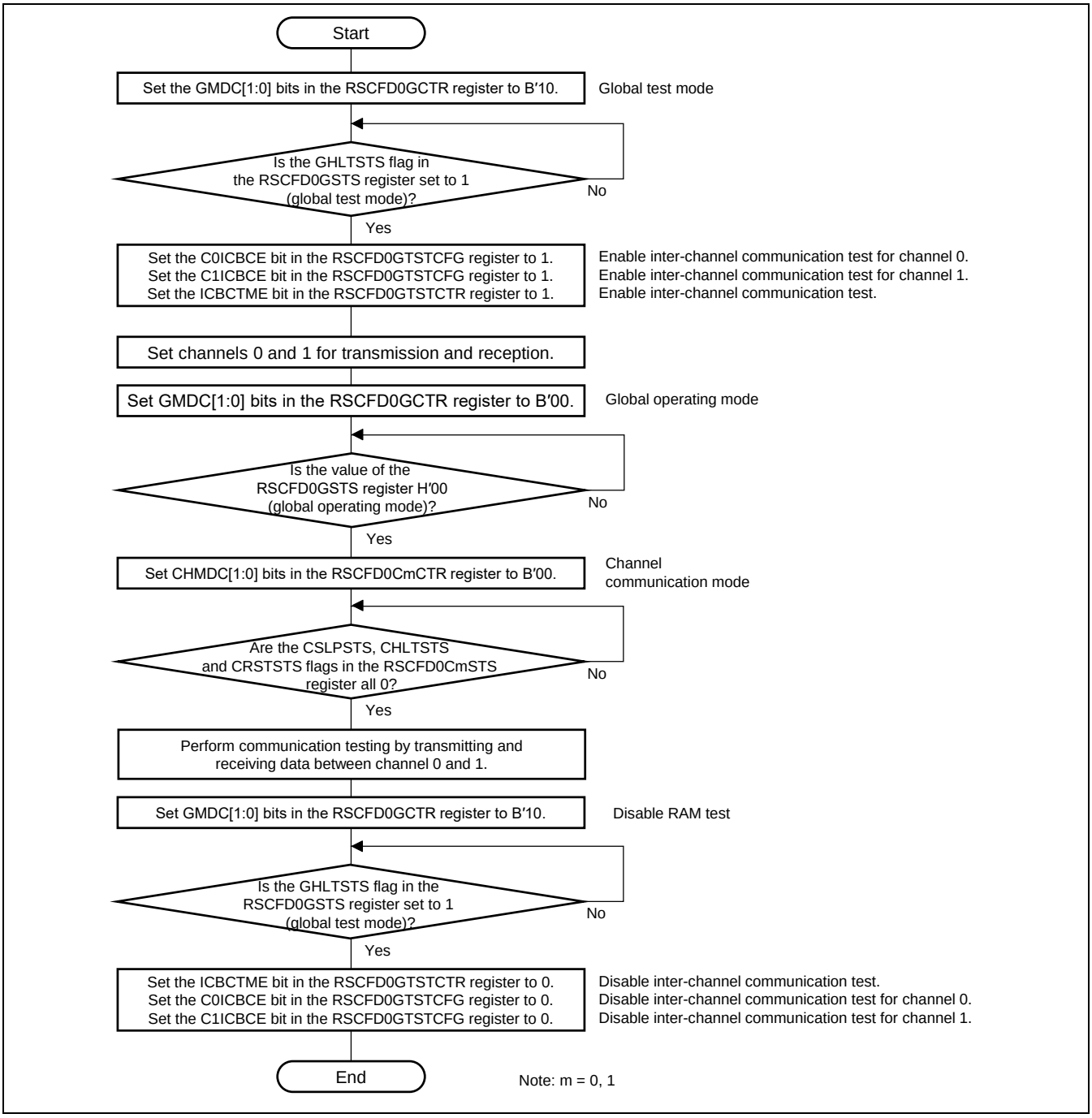


Figure 48.38 Inter-Channel Communication Test Setting Procedure (Example of Communication Test between Channel 0 and Channel 1)

48.17 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

- When the interface mode is changed without resetting RS-CANFD, write values after a reset to all registers and bits that are not assigned to the switched register map and rewrite the RSCFDnCFDGRMCFG register.
- When changing a global mode, check the GSLPSTS, GHLTSTS, and GRSTSTS flags in the RSCFDn(CFD)GSTS register for transitions. When changing a channel mode, check the CSLPSTS, CHLTSTS, and CRSTSTS flags in the RSCFDn(CFD)CmSTS register (m = 0 or 1) for transitions.
- If a classical CAN frame is only used in CAN FD mode, specify the same value to the RSCFDnCFDCmDCFG register as that specified for the RSCFDnCFDCmNCFG register.
- The acceptance filter processing checks receive rules sequentially in ascending order from the minimum rule number. If the same ID, IDE bit, or RTR bit value is set for multiple receive rules, the minimum number of receive rule is used for the acceptance filter processing. If the message does not pass through the subsequent DLC filter processing, the data processing is terminated without returning to the acceptance filter processing and the message is not stored in the buffer.
- When linking transmit buffers to transmit/receive FIFO buffers or allocating transmit buffers to transmit queues, set the control register (RSCFDn(CFD)TMCp) of the corresponding transmit buffer to H'00. The status register (RSCFDn(CFD)TMSTSp) of the corresponding transmit buffer should not be used. Flags in other status registers (registers RSCFDn(CFD)TMTRSTS0 to RSCFDn(CFD)TMTRSTS2, RSCFDn(CFD)TMTARSTS0 to RSCFDn(CFD)TMTARSTS2, RSCFDn(CFD)TMTCSTS0 to RSCFDn(CFD)TMTCSTS2, and RSCFDn(CFD)TMTASTS0 to RSCFDn(CFD)TMTASTS2), which correspond to transmit buffers linked to transmit/receive FIFO buffers or allocated to transmit queues remain unchanged. Set the enable bit in the corresponding interrupt enable register (registers RSCFDn(CFD)TMIEC0 to RSCFDn(CFD)TMIEC2) to 0 (transmit buffer interrupt is disabled).
- When the transmit buffer merge mode (for CAN FD mode) is used, set H'00 to the control register (the RSCFDn(CFD)TMCp register) of the transmit buffer corresponding to the transmit buffer that has been assigned to the payload storage area. The enable bit of the corresponding interrupt enable registers (RSCFDn(CFD)TMIEC0 to RSCFDn(CFD)TMIEC2 registers) must be cleared to 0 (interrupts are disabled).
- Transmit buffers that are linked to transmit/receive FIFO buffers must not be assigned to transmit queues. Additionally, transmit buffers that are assigned to the payload storage area in buffer merge mode (CAN FD mode) must not be assigned to transmit queues.
- Only a single transmit/receive FIFO buffer can be linked to a transmit buffer. Do not link two or more transmit/receive FIFO buffers to transmit buffers of the same number.
- When the CANm bit time clock is selected as a timestamp counter clock source in classical CAN mode, the timestamp counter stops when the corresponding channel has transitioned to channel reset mode or channel halt mode.
- In case of an attempt to store a new received message when the receive FIFO buffer and the transmit/receive FIFO buffer are full, the new message is discarded. If you wish to store a new transmit message in the transmit/receive FIFO buffer or the transmit queue, check that the transmit/receive FIFO buffer or the transmit queue is not full.
- When registers access RAM, values after a reset described in chapter 48.3, Registers (classical CAN mode), and chapter 48.4, Registers (CAN FD mode), indicate values that have been cleared by initialization of RAM for CAN. Values that have not been cleared are undefined. The registers are shown below.
  - Receive rule (RSCFDn(CFD)GAFLIDj, RSCFDn(CFD)GAFLMj, RSCFDn(CFD)GAFLP0_j, and RSCFDn(CFD)GAFLP1_j registers)
  - Receive buffer (RSCFDn(CFD)RMIDq, RSCFDn(CFD)RMPTRq, RSCFDnCFDRMFDSTSq, and RSCFDn(CFD)RMDFb_q registers)
  - Receive FIFO buffer access (RSCFDn(CFD)RFIDx, RSCFDn(CFD)RFPTRx, RSCFDnCFDRFFDSTSx, and RSCFDn(CFD)RFDFd_x registers)

  - Transmit/receive FIFO buffer access (RSCFDn(CFD)CFIDk, RSCFDn(CFD)CFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDn(CFD)CFDFd_k registers)
  - Transmit buffer (RSCFDn(CFD)TMIDp, RSCFDn(CFD)TMPTRp, RSCFDnCFDTMFDCTRp, and RSCFDn(CFD)TMDFb_p registers)
  - Transmit history access (RSCFDn(CFD)THLACCm register)
  - RAM test page access (RSCFDn(CFD)RPGACCr register)
- The values of unused receive buffers (RSCFDn(CFD)RMIDq, RSCFDn(CFD)RMPTRq, RSCFDnCFDRMFDSTSq, and RSCFDn(CFD)RMDFb_q registers), receive FIFO buffer access registers (RSCFDn(CFD)RFIDx, RSCFDn(CFD)RFPTRx, RSCFDnCFDRFFDSTSx, and RSCFDn(CFD)RFDFd_x registers), and transmit/receive FIFO buffer access registers (RSCFDn(CFD)CFIDk, RSCFDn(CFD)CFPTRk, RSCFDnCFDCFFDCSTSk, and RSCFDn(CFD)CFDFd_k registers) are undefined when the RS-CAN module transitions to global operation mode or global test mode after exiting from global reset mode.

49. PCIE Controller

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

49.1 Overview

This module performs PCIE controls, and transfers data between this LSI internal bus (AXI bus) and the PCI devices connected to the PCIE Controller. This module facilitates the design of systems using the PCI Express while at the same time permitting high-speed data transfers in a compact system.

This module functions as a bus bridge connecting the PCI Express to this LSI internal bus (AXI bus), and provides transfer channels between PCI Express devices and devices connected to the LSI internal bus (AXI bus).

This LSI incorporates a PCI Express physical module that supports one lane (×1).

This module has two modes: a Root Port and an Endpoint and can operate as a Root Port or Endpoint that is defined in the PCI Express specification.

49.1.1 Features

This module has the following features.

- The AXI bus clock and APB bus clock that are used in PCIEC are as below.
  - S3D1ϕ and S3D2ϕ (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N)
  - S3D1ϕ (RZ/G2E)
- Functions as a bridge that connects the PCI Express to the LSI internal bus (AXI bus)
  - Generates a PCIe packet from the AXI bus transaction to the PCI area
  - Generates a AXI bus transaction from a PCI Express packet
- Supports high-speed data transfer between PCI Express devices and internal bus (AXI bus) via the internal DMAC
- Supports the subset of PCI Express Base Specification Revision 2.0 (Dec. 20, 2006)
- Operates as a PCI Express Endpoint or a PCI Express Root Port
- Supports the requester and completer functions for the PCIe transaction
- Incorporates configuration registers and the following capability structures
  - Power management capability structure
  - MSI capability structure (supports masking function and pending bits.)
  - PCI Express capability structure
  - Virtual channel capability structure
- Supports interrupts by INTx and MSI
- Supports one lane (×1)
- Supports multiple speeds (2.5 GT/s and 5.0 GT/s).
- Automatically performs link training and link configurations
- Supports the D+/D-line automatic swap function (lane polarity inversion)
- Achieves QoS through transaction ordering.
- Automatically performs flow control by managing six types of credits
- Automatic handling function by hardware
- Buffer for holding error packet headers and error indication status provided
- Supports the link power control function (L0, L0s, and L1 states)
- Supports device power control function (D0, D3 hot, and D3 cold states).

- Supports 128-byte max payload size.
- Supports completion timeout disable.

Note: This module does not support the following PCI Express functions.

- Expansion ROM for system boot
- Card bus
- Phantom function
- Power-management event (PME) handling by hardware
- Slot function (including Hot Plug)
- AER function
- BIST function
- Surprise Down error function
- ARI forwarding function
- Port arbitration function
- Peer-to-peer transfer
- Separate Refclk Architecture

49.1.2 Block Diagram

Figure 49.1 shows a block diagram of the PCIE Controller.

The PCIE Controller comprises a bridge, PCIE Controller, and PCIE Controller physical unit.

The bridge provides the bridge function of connecting the internal bus (AXI bus) to the PCI Express controller.

The PCIE Controller is a block that controls the PCI Express packet transmission and reception, and it implements the functions of transaction and data link layers that are defined by the PCI Express standards. The configuration registers defined by the PCI Express standards are installed in this block.

The PCIE Controller physical unit is a block that controls PCI Express transmission paths, and implements the physical layer function that is defined by the PCI Express standards.

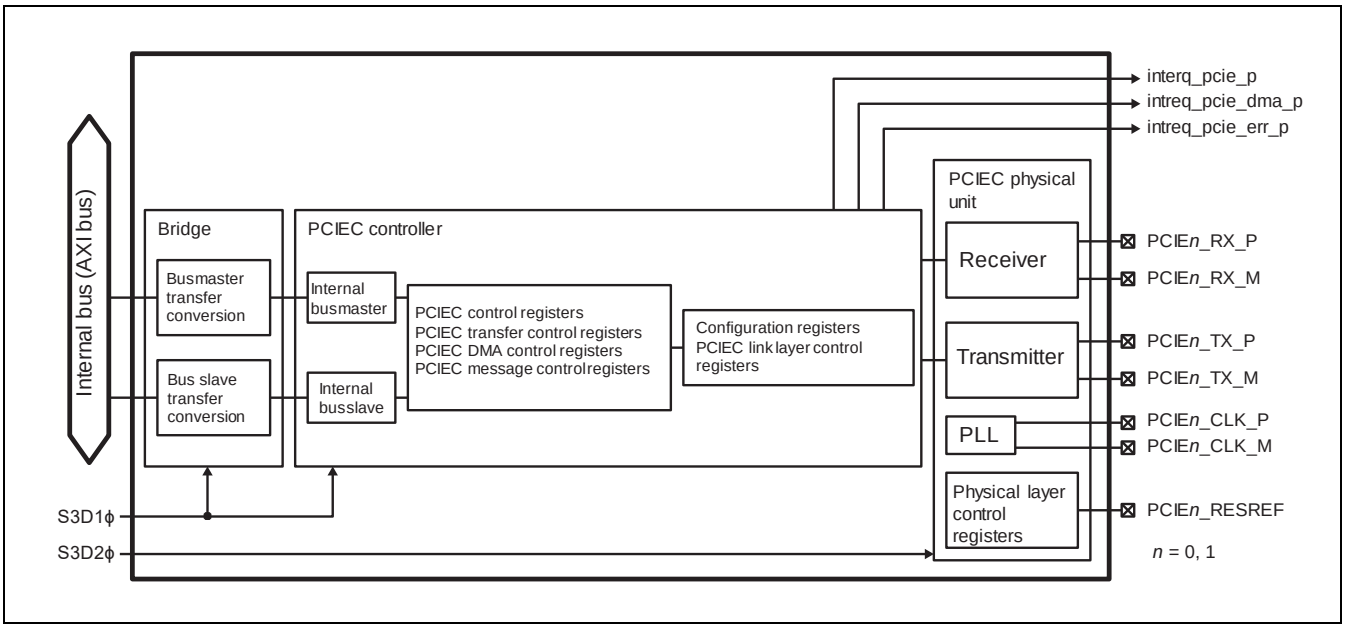


Figure 49.1 Block Diagram

49.1.3 External Pins

Table 49.1 shows the pin configuration.

Table 49.1 Pin Configuration

Signal Name	Signal Conforming to PCI Standard	I/O	Description	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCIE*n*_CLK_P* PCIE*n*_CLK_M* (*n* = 0, 1)	REFCLK+ REFCLK-	Input	Reference clock inputs to the PLL incorporated in the PCIE Controller module (differential inputs). 100-MHz clock should be applied.	√	√	√	√
PCIE*n*_TX_P* PCIE*n*_TX_M* (*n* = 0, 1)	PETp0 PETn0	Output	Transmit data pins used by a physical module, where 2.5- or 5.0-GHz signals are propagated. (Differential output)	√	√	√	√
PCIE*n*_RX_P* PCIE*n*_RX_M* (*n* = 0, 1)	PERp0 PERn0	Input	Receive data pins used by a physical module, where 2.5- or 5.0-GHz signals are propagated. (Differential input)	√	√	√	√
PCIE*n*_RESREF* (*n* = 0, 1)	—	InOut	Reference Resistor Connection Attach a 200-Ω ±1% ±100 ppm/°C precision resistor-to-ground on the board.	√	√	√	—

Note: RZ/G2E supports only one channel (n = 0).

49.1.4 Register Configuration

Table 49.4 shows the PCIE Controller registers and Table 49.5 shows the PCIE Controller phy registers. In these table, the Address Offset columns show an offset for each register from the PCIE Controller base address or the PCIE Controller phy base address. The actual access address is obtained by adding each offset to the PCIE Controller base address or the PCIE Controller phy base address. Table 49.2 shows the PCIE Controller base address and Table 49.3 shows the PCIE Controller phy base address. These registers should be accessed through the AXI bus. Only the little endian mode can be used for this module.

Table 49.2 PCIE Controller Base Address

	PCI Express
PCIE0 Base Address	H'FE00_0000
PCIE1 BaseAddress	H’EE80_0000

Table 49.3 PCIE Controller Phy Base Address

	PCI Express
PCIE0 Phy Base Address	H'E65D_0000
PCIE1 Phy Base Address	H’E65D_8000

Table 49.4 PCIE Controller Register Configuration

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCIEC control registers										
Configuration transmission address register	PCIECAR	R/W	—	H'0_0010	H'0000_0000	32	√	√	√	√
Configuration transmission control register	PCIECCTLR	R/W	—	H'0_0018	H'0000_0000	32	√	√	√	√
Configuration transmission data register	PCIECDR	R/W	—	H'0_0020	—	32	√	√	√	√
Mode setting register	PCIEMSR	R/W	—	H'0_0028	H'0000_0001	32	√	√	√	√
Unlock transmission control register	PCIEUNLOCKCR	R/W	—	H'0_0048	H'0000_0000	32	√	√	√	√
INTx register	PCIEINTXR	R/W	—	H'0_0400	H'0000_0000	32	√	√	√	√
Message reception status register	PCIERMSGR	R/W	—	H'0_0410	H'0000_0000	32	√	√	√	√
Message reception interrupt enable register	PCIERMSGIER	R/W	—	H'0_0440	H'0000_0000	32	√	√	√	√
Power management message transmission control register	PCIEPMMSGCR	R/W	—	H'0_0500	H'0000_0000	32	√	√	√	√
Physical layer status register	PCIEPHYSR	R/W	—	H'0_07F0	H'0000_0000	32	√	√	√	√
MSI transmission register	PCIEMSITXR	R/W	—	H'0_0840	H'0000_0000	32	√	√	√	√
PCIEC transfer control registers										
Transfer control register	PCIETCTLR	R/W	—	H'0_2000	H'0000_0008	32	√	√	√	√
Transfer status register	PCIETSTR	R/W	—	H'0_2004	H'0000_0000	32	√	√	√	√
Interrupt register	PCIEINTR	R/W	—	H'0_2008	H'2000_0000	32	√	√	√	√
Interrupt enable register	PCIEINTER	R/W	—	H'0_200C	H'0000_0000	32	√	√	√	√
Error factor register	PCIEERRFR	R/W	—	H'0_2020	H'0000_0000	32	√	√	√	√
Error interrupt enable register	PCIEERRFER	R/W	—	H'0_2024	H'0000_0000	32	√	√	√	√
Error factor register 2	PCIEERRFR2	R/W	—	H'0_2028	H'0000_0000	32	√	√	√	√
Transfer interrupt enable register	PCIETIER	R/W	—	H'0_2030	H'0000_0000	32	√	√	√	√
Power management state status register	PCIEPMSR	R/W	—	H'0_2034	H'0000_0000	32	√	√	√	√
Power management state interrupt enable register	PCIEPMSCIER	R/W	—	H'0_2038	H'0000_0000	32	√	√	√	√
MSIF register	PCIEMSIFR	R/W	—	H'0_2044	H'0000_0000	32	√	√	√	√
MSI address lower register	PCIEMSIALR	R/W	—	H'0_2048	H'0000_0000	32	√	√	√	√
MSI address upper register	PCIEMSIAUR	R/W	—	H'0_204C	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
MSI interrupt enable register	PCIEMSIIER	R/W	—	H'0_2050	H'0000_0000	32	√	√	√	√
PCIEC Root Port address register 0	PCIEPRAR0	R/W	—	H'0_2080	H'0000_0000	32	√	√	√	√
PCIEC Root Port address register 1	PCIEPRAR1	R/W	—	H'0_2084	H'0000_0000	32	√	√	√	√
PCIEC Root Port address register 2	PCIEPRAR2	R/W	—	H'0_2088	H'0000_0000	32	√	√	√	√
PCIEC Root Port address register 3	PCIEPRAR3	R/W	—	H'0_208C	H'0000_0000	32	√	√	√	√
PCIEC Root Port address register 4	PCIEPRAR4	R/W	—	H'0_2090	H'0000_0000	32	√	√	√	√
PCIEC Root Port address register 5	PCIEPRAR5	R/W	—	H'0_2094	H'0000_0000	32	√	√	√	√
Local address register 0	PCIELAR0	R/W	—	H'0_2200	H'0000_0000	32	√	√	√	√
Local address mask register 0	PCIELAMR0	R/W	—	H'0_2208	H'0000_0000	32	√	√	√	√
Local address register 1	PCIELAR1	R/W	—	H'0_2220	H'0000_0000	32	√	√	√	√
Local address mask register 1	PCIELAMR1	R/W	—	H'0_2228	H'0000_0000	32	√	√	√	√
Local address register 2	PCIELAR2	R/W	—	H'0_2240	H'0000_0000	32	√	√	√	√
Local address mask register 2	PCIELAMR2	R/W	—	H'0_2248	H'0000_0000	32	√	√	√	√
Local address register 3	PCIELAR3	R/W	—	H'0_2260	H'0000_0000	32	√	√	√	√
Local address mask register 3	PCIELAMR3	R/W	—	H'0_2268	H'0000_0000	32	√	√	√	√
Local address register 4	PCIELAR4	R/W	—	H'0_2280	H'0000_0000	32	√	√	√	√
Local address mask register 4	PCIELAMR4	R/W	—	H'0_2288	H'0000_0000	32	√	√	√	√
Local address register 5	PCIELAR5	R/W	—	H'0_22A0	H'0000_0000	32	√	√	√	√
Local address mask register 5	PCIELAMR5	R/W	—	H'0_22A8	H'0000_0000	32	√	√	√	√
PCIEC address lower register 0	PCIEPALR0	R/W	—	H'0_3400	H'0000_0000	32	√	√	√	√
PCIEC address upper register 0	PCIEPAUR0	R/W	—	H'0_3404	H'0000_0000	32	√	√	√	√
PCIEC address mask register 0	PCIEPAMR0	R/W	—	H'0_3408	H'0000_0000	32	√	√	√	√
PCIEC conversion control register 0	PCIEPTCTLR0	R/W	—	H'0_340C	H'0000_0000	32	√	√	√	√
PCIEC address lower register 1	PCIEPALR1	R/W	—	H'0_3420	H'0000_0000	32	√	√	√	√
PCIEC address upper register 1	PCIEPAUR1	R/W	—	H'0_3424	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCIEC address mask register 1	PCIEPAMR1	R/W	—	H'0_3428	H'0000_0000	32	√	√	√	√
PCIEC conversion control register 1	PCIEPTCTLR1	R/W	—	H'0_342C	H'0000_0000	32	√	√	√	√
PCIEC address lower register 2	PCIEPALR2	R/W	—	H'0_3440	H'0000_0000	32	√	√	√	√
PCIEC address upper register 2	PCIEPAUR2	R/W	—	H'0_3444	H'0000_0000	32	√	√	√	√
PCIEC address mask register 2	PCIEPAMR2	R/W	—	H'0_3448	H'0000_0000	32	√	√	√	√
PCIEC conversion control register 2	PCIEPTCTLR2	R/W	—	H'0_344C	H'0000_0000	32	√	√	√	√
PCIEC address lower register 3	PCIEPALR3	R/W	—	H'0_3460	H'0000_0000	32	√	√	√	√
PCIEC address upper register 3	PCIEPAUR3	R/W	—	H'0_3464	H'0000_0000	32	√	√	√	√
PCIEC address mask register 3	PCIEPAMR3	R/W	—	H'0_3468	H'0000_0000	32	√	√	√	√
PCIEC conversion control register 3	PCIEPTCTLR3	R/W	—	H'0_346C	H'0000_0000	32	√	√	√	√
PCIEC DMA control registers										
PCIEC DMAC DMA operation register	PCIEDMAOR	R/W	—	H'0_4000	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address lower register 0	PCIEDMPALR0	R/W	—	H'0_4100	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address upper register 0	PCIEDMPAUR0	R/W	—	H'0_4104	H'0000_0000	32	√	√	√	√
PCIEC DMAC internal bus address register 0	PCIEDMIAR0	R/W	—	H'0_4108	H'0000_0000	32	√	√	√	√
PCIEC DMAC byte count register 0	PCIEDMBCNTR0	R/W	—	H'0_4110	H'0000_0000	32	√	√	√	√
PCIEC DMAC command chain address register 0	PCIEDMCCAR0	R/W	—	H'0_4120	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control register 0	PCIEDMCHCR0	R/W	—	H'0_4128	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel status register 0	PCIEDMCHSR0	R/W	—	H'0_412C	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control 2 register 0	PCIEDMCHC2R0	R/W	—	H'0_4130	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address lower register 1	PCIEDMPALR1	R/W	—	H'0_4140	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address upper register 1	PCIEDMPAUR1	R/W	—	H'0_4144	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCIEC DMAC internal bus address register 1	PCIEDMIAR1	R/W	—	H'0_4148	H'0000_0000	32	√	√	√	√
PCIEC DMAC byte count register 1	PCIEDMBCNTR1	R/W	—	H'0_4150	H'0000_0000	32	√	√	√	√
PCIEC DMAC command chain address register 1	PCIEDMCCAR1	R/W	—	H'0_4160	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control register 1	PCIEDMCHCR1	R/W	—	H'0_4168	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel status register 1	PCIEDMCHSR1	R/W	—	H'0_416C	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control 2 register 1	PCIEDMCHC2R1	R/W	—	H'0_4170	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address lower register 2	PCIEDMPALR2	R/W	—	H'0_4180	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address upper register 2	PCIEDMPAUR2	R/W	—	H'0_4184	H'0000_0000	32	√	√	√	√
PCIEC DMAC internal bus address register 2	PCIEDMIAR2	R/W	—	H'0_4188	H'0000_0000	32	√	√	√	√
PCIEC DMAC byte count register 2	PCIEDMBCNTR2	R/W	—	H'0_4190	H'0000_0000	32	√	√	√	√
PCIEC DMAC command chain address register 2	PCIEDMCCAR2	R/W	—	H'0_41A0	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control register 2	PCIEDMCHCR2	R/W	—	H'0_41A8	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel status register 2	PCIEDMCHSR2	R/W	—	H'0_41AC	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control 2 register 2	PCIEDMCHC2R2	R/W	—	H'0_41B0	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address lower register 3	PCIEDMPALR3	R/W	—	H'0_41C0	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address upper register 3	PCIEDMPAUR3	R/W	—	H'0_41C4	H'0000_0000	32	√	√	√	√
PCIEC DMAC internal bus address register 3	PCIEDMIAR3	R/W	—	H'0_41C8	H'0000_0000	32	√	√	√	√
PCIEC DMAC byte count register 3	PCIEDMBCNTR3	R/W	—	H'0_41D0	H'0000_0000	32	√	√	√	√
PCIEC DMAC command chain address register 3	PCIEDMCCAR3	R/W	—	H'0_41E0	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control register 3	PCIEDMCHCR3	R/W	—	H'0_41E8	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel status register 3	PCIEDMCHSR3	R/W	—	H'0_41EC	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCIEC DMAC channel control 2 register 3	PCIEDMCHC2R3	R/W	—	H'0_41F0	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address lower register 4	PCIEDMPALR4	R/W	—	H'0_4200	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address upper register 4	PCIEDMPAUR4	R/W	—	H'0_4204	H'0000_0000	32	√	√	√	√
PCIEC DMAC internal bus address register 4	PCIEDMIAR4	R/W	—	H'0_4208	H'0000_0000	32	√	√	√	√
PCIEC DMAC byte count register 4	PCIEDMBCNTR4	R/W	—	H'0_4210	H'0000_0000	32	√	√	√	√
PCIEC DMAC command chain address register 4	PCIEDMCCAR4	R/W	—	H'0_4220	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control register 4	PCIEDMCHCR4	R/W	—	H'0_4228	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel status register 4	PCIEDMCHSR4	R/W	—	H'0_422C	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control 2 register 4	PCIEDMCHC2R4	R/W	—	H'0_4230	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address lower register 5	PCIEDMPALR5	R/W	—	H'0_4240	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address upper register 5	PCIEDMPAUR5	R/W	—	H'0_4244	H'0000_0000	32	√	√	√	√
PCIEC DMAC internal bus address register 5	PCIEDMIAR5	R/W	—	H'0_4248	H'0000_0000	32	√	√	√	√
PCIEC DMAC byte count register 5	PCIEDMBCNTR5	R/W	—	H'0_4250	H'0000_0000	32	√	√	√	√
PCIEC DMAC command chain address register 5	PCIEDMCCAR5	R/W	—	H'0_4260	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control register 5	PCIEDMCHCR5	R/W	—	H'0_4268	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel status register 5	PCIEDMCHSR5	R/W	—	H'0_426C	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control 2 register 5	PCIEDMCHC2R5	R/W	—	H'0_4270	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address lower register 6	PCIEDMPALR6	R/W	—	H'0_4280	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address upper register 6	PCIEDMPAUR6	R/W	—	H'0_4284	H'0000_0000	32	√	√	√	√
PCIEC DMAC internal bus address register 6	PCIEDMIAR6	R/W	—	H'0_4288	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCIEC DMAC byte count register 6	PCIEDMBCNTR6	R/W	—	H'0_4290	H'0000_0000	32	√	√	√	√
PCIEC DMAC command chain address register 6	PCIEDMCCAR6	R/W	—	H'0_42A0	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control register 6	PCIEDMCHCR6	R/W	—	H'0_42A8	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel status register 6	PCIEDMCHSR6	R/W	—	H'0_42AC	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control 2 register 6	PCIEDMCHC2R6	R/W	—	H'0_42B0	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address lower register 7	PCIEDMPALR7	R/W	—	H'0_42C0	H'0000_0000	32	√	√	√	√
PCIEC DMAC PCI Express address upper register 7	PCIEDMPAUR7	R/W	—	H'0_42C4	H'0000_0000	32	√	√	√	√
PCIEC DMAC internal bus address register 7	PCIEDMIAR7	R/W	—	H'0_42C8	H'0000_0000	32	√	√	√	√
PCIEC DMAC byte count register 7	PCIEDMBCNTR7	R/W	—	H'0_42D0	H'0000_0000	32	√	√	√	√
PCIEC DMAC command chain address register 7	PCIEDMCCAR7	R/W	—	H'0_42E0	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control register 7	PCIEDMCHCR7	R/W	—	H'0_42E8	H0'000_0000	32	√	√	√	√
PCIEC DMAC channel status register 7	PCIEDMCHSR7	R/W	—	H'0_42EC	H'0000_0000	32	√	√	√	√
PCIEC DMAC channel control 2 register 7	PCIEDMCHC2R7	R/W	—	H'0_42F0	H'0000_0000	32	√	√	√	√
Configuration registers										
PCI configuration register 0	PCICONF0	R	R	H'1_0000	H'0025_1912	32	√	√	√	√
PCI configuration register 1	PCICONF1	R/W	R/W	H'1_0004	H'0010_0000	32	√	√	√	√
PCI configuration register 2	PCICONF2	R	R	H'1_0008	H'FF00_0000	32	√	√	√	√
PCI configuration register 3	PCICONF3	R/W	R/W	H'1_000C	H'0001_0000	32	√	√	√	√
PCI configuration register 4	PCICONF4	*2	*3	H'1_0010	*2	32	√	√	√	√
PCI configuration register 5	PCICONF5	*4	*3	H'1_0014	*4	32	√	√	√	√
PCI configuration register 6	PCICONF6	Header TYPE00:*5 Header TYPE01: R/W	Header TYPE00: *3 Header TYPE01: —	H'1_0018	Header TYPE00:*5 Header TYPE01: H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCI configuration register 7	PCICONF7	Header TYPE00: *6 Header TYPE01: R/W	Header TYPE00: *3 Header TYPE01: —	H'1_001C	Header TYPE00: *6 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI configuration register 8	PCICONF8	Header TYPE00: *7 Header TYPE01: R/W	Header TYPE00: *3 Header TYPE01: —	H'1_0020	Header TYPE00: *7 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI configuration register 9	PCICONF9	Header TYPE00: *8 Header TYPE01: R/W	Header TYPE00: *3 Header TYPE01: —	H'1_0024	Header TYPE00: *8 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI configuration register 10	PCICONF10	Header TYPE00: R Header TYPE01: R/W	Header TYPE00: R Header TYPE01: —	H'1_0028	Header TYPE00: H'0000_0000 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI configuration register 11	PCICONF11	Header TYPE00: R Header TYPE01: R/W	Header TYPE00: R Header TYPE01: —	H'1_002C	Header TYPE00: H'0000_0000 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI configuration register 12	PCICONF12	Header TYPE00: R Header TYPE01: R/W	Header TYPE00: R Header TYPE01: —	H'1_0030	Header TYPE00: H'0000_0000 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI configuration register 13	PCICONF13	R/W	R	H'1_0034	H'0000_0040	32	√	√	√	√
PCI configuration register 14	PCICONF14	Header TYPE00: R Header TYPE01: R	Header TYPE00: R Header TYPE01: —	H'1_0038	Header TYPE00: H'0000_0000 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI configuration register 15	PCICONF15	Header TYPE00: R/W Header TYPE01: R/W	Header TYPE00: R/W Header TYPE01: —	H'1_003C	Header TYPE00: H'0000_00FF Header TYPE01: H'0000_00FF	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCI power management capability register 0	PMCAP0	R/W	R	H'1_0040	H'C803_5001	32	√	√	√	√
PCI power management capability register 1	PMCAP1	R/W	R/W	H'1_0044	H'0000_0000	32	√	√	√	√
MSI capability register 0	MSICAP0	R/W	R/W	H'1_0050	H'0180_7005	32	√	√	√	√
MSI capability register 1	MSICAP1	R/W	R/W	H'1_0054	H'0000_0000	32	√	√	√	√
MSI capability register 2	MSICAP2	R/W	R/W	H'1_0058	H'0000_0000	32	√	√	√	√
MSI capability register 3	MSICAP3	R/W	R/W	H'1_005C	H'0000_0000	32	√	√	√	√
MSI capability register 4	MSICAP4	R/W	R/W	H'1_0060	H'0000_0000	32	√	√	√	√
MSI capability register 5	MSICAP5	R	R	H'1_0064	H'0000_0000	32	√	√	√	√
PCI Express capability register 0 PCI Express capability list register PCI Express capabilities register	EXPCAP0	R/W	R	H'1_0070	H'0042_0010	32	√	√	√	√
PCI Express capability register 1 Device capabilities register	EXPCAP1	R/W	R	H'1_0074	H'0000_8020	32	√	√	√	√
CI Express capability register 2 Device control register Device status register	EXPCAP2	R/W	R/W	H'1_0078	H'0000_2810	32	√	√	√	√
PCI Express capability register 3 Link capabilities register	EXPCAP3	R/W	R	H'1_007C	H'0003_F412	32	√	√	√	√
PCI Express capability register 4 Link control register Link status register	EXPCAP4	R/W	R/W	H'1_0080	H'0041_0000	32	√	√	√	√
PCI Express capability register 5 Slot capabilities register	EXPCAP5	Header TYPE00 : R Header TYPE01 : R	Header TYPE00 : R Header TYPE01 : —	H'1_0084	Header TYPE00: H'0000_0000 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI Express capability register 6 Slot control register Slot status register	EXPCAP6	Header TYPE00 : R Header TYPE01 : R	Header TYPE00 : R Header TYPE01 : —	H'1_0088	Header TYPE00: H'0000_0000 Header TYPE01: H'0040_0000	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCI Express capability register 7 Root control register Root capabilities register	EXPCAP7	Header TYPE00 : R Header TYPE01 : R/W	Header TYPE00 : R Header TYPE01 : —	H'1_008C	Header TYPE00: H'0000_0000 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI Express capability register 8 Root status register	EXPCAP8	Header TYPE00 : R Header TYPE01 : R/W	Header TYPE00 : R Header TYPE01 : —	H'1_0090	Header TYPE00: H'0000_0000 Header TYPE01: H'0000_0000	32	√	√	√	√
PCI Express capability register 9 Device capabilities 2 register	EXPCAP9	R/W	R	H'1_0094	H'0000_0010	32	√	√	√	√
PCI Express capability register 10 Device control 2 register Device status 2 register	EXPCAP10	R/W	R/W	H'1_0098	H'0000_0000	32	√	√	√	√
PCI Express capability register 11 Link capabilities 2 register	EXPCAP11	R	R	H'1_009C	H'0000_0000	32	√	√	√	√
PCI Express capability register 12 Link control 2 register Link status 2 register	EXPCAP12	R/W	R/W	H'1_00A0	H'0001_0002	32	√	√	√	√
PCI Express capability register 13 Slot capabilities 2 register	EXPCAP13	R	R	H'1_00A4	H'0000_0000	32	√	√	√	√
PCI Express capability register 14 Slot control 2 register Slot status 2 register	EXPCAP14	R	R	H'1_00A8	H'0000_0000	32	√	√	√	√
VC capability register 0 Virtual channel enhanced capability header	VCCAP0	R/W	R	H'1_0100	H'1B01_0002	32	√	√	√	√
VC capability register 1 Port VC capability register 1	VCCAP1	R/W	R	H'1_0104	H'0000_0000	32	√	√	√	√
VC capability register 2 Port VC capability register 2	VCCAP2	R	R	H'1_0108	H'0000_0000	32	√	√	√	√
VC capability register 3 Port VC status register Port VC control register	VCCAP3	R	R	H'1_010C	H'0000_0000	32	√	√	√	√

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
VC capability register 4 VC0 resource capability register	VCCAP4	R/W	R	H'1_0110	H'0000_0000	32	√	√	√	√
VC capability register 5 VC0 resource control register	VCCAP5	R/W	R/W	H'1_0114	H'8000_00FF	32	√	√	√	√
VC capability register 6 VC0 resource status register	VCCAP6	R	R	H'1_0118	H'0002_0000	32	√	√	√	√
Device serial number capability register 0	SERNUMCAP0	R/W	R	H'1_01B0	H'0001_0003	32	√	√	√	√
Device serial number capability register 1	SERNUMCAP1	R	R	H'1_01B4	H'0000_0000	32	√	√	√	√
Device serial number capability register 2	SERNUMCAP2	R	R	H'1_01B8	H'0000_0000	32	√	√	√	√
PCIEC link layer control registers										
ID setting register 0	IDSETR0	R/W	—	H'1_1000	H'0025_1912	32	√	√	√	√
ID setting register 1	IDSETR1	R/W	—	H'1_1004	H'FF00_0000	32	√	√	√	√
SUBID setting register	SUBIDSETR	R/W	—	H'1_1024	H'0000_0000	32	√	√	√	√
Device serial number setting register 0	DSERSETR0	R/W	—	H'1_102C	H'0000_0000	32	√	√	√	√
Device serial number setting register 1	DSERSETR1	R/W	—	H'1_1030	H'0000_0000	32	√	√	√	√
TL control register	TLCTLR	R/W	—	H'1_1048	H'0000_0000	32	√	√	√	√
MAC status register	MACSR	R/W	—	H'1_1054	H'0041_0000	32	√	√	√	√
MAC control register	MACCTLR	R/W	—	H'1_1058	H'80FF_0001	32	√	√	√	√
PM status register	PMSR	R/W	—	H'1_105C	H'0000_0000	32	√	√	√	√
PM control register	PMCTLR	R/W	—	H'1_1060	H'0000_0000	32	√	√	√	√
MAC interrupt enable register	MACINTENR	R/W	—	H'1_106C	H'0000_0000	32	√	√	√	√
PM interrupt enable register	PMINTENR	R/W	—	H'1_1070	H'0000_0000	32	√	√	√	√
MAC status register 2	MACS2R	R	—	H'1_1078	H'0041_0001	32	√	√	√	√
MAC control register 2	MACCTL2R	R/W	—	H'1_107C	H'0000_0002	32	√	√	√	√
MAC speed change setting register	MACCGSPSETR	R/W	—	H'1_1084	H'0002_0000	32	√	√	√	√
AXI cache control register	AXI_CACHE_REG	R/W	—	H'1_1200	H'8000_0000	32	√	√	—	√

Notes: 1. AX: AXI bus (internal bus)
PCI: PCI local bus
'—' in R/W column: Access prohibited.
For details of R/W attribute for each bit, see section 49.2, Register Description.
2. Depends on the setting of the local address mask register 0.
3. R/W changes by the state. RootPort:R/W.EndPoint:R.

4. Depends on the setting of the local address mask register 1.
5. Depends on the setting of the local address mask register 2.
6. Depends on the setting of the local address mask register 3.
7. Depends on the setting of the local address mask register 4.
8. Depends on the setting of the local address mask register 5.

Do not write to any addresses other than listed above. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed above are undefined.

Table 49.5 PCIE Controller Phy Register Configuration

Register Name	Abbreviation	AX*1 R/W	PCI*1 R/W	Address Offset	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PCIEC Phy registers										
PHY clock register	PHY_CLK	R/W	—	H' 4004	H'0000_0119	32	√	√	√	—

49.1.5 Connected Module

Table 49.6 Connected modules

Module name	Connected module name	Function of connected module
PCIEC	AP-System Core	Access the Registers
	CPG	Output clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-AP	Control to interrupt

49.2 Register Description

[Legend for the Register Description]

A bit assignment figure is shown for each register. The initial value and R/W attribute are indicated for each bit.

Bit:	Bit number or bit range
Bit Name:	Bit name or field name
Initial value:	Register value after a reset
—:	Undefined value
R/W:	Readable/writable. The written value can be read.
RW1C:	Readable/writable. The bit is initialized when 1 is written. Writing 0 is ignored.
R:	Read-only. The write value should always be 0. (If there is a direction on a read or write value in the Description column, set the bit as directed.)
RWS*:	Sticky-read write bit. Readable/writable. The bit is not initialized by a hot reset.
RW1CS*:	Sticky-read-only status bit. The bit is initialized when 1 is written. Writing 0 is ignored. The bit is not initialized by a hot reset.

Note: * RWS and RW1CS are only used for the configuration registers. For details, see section 49.4.1, Write/Read Attributes of Configuration Registers.

49.2.1 Configuration Transmission Address Register (PCIECAR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BN								DN					FN		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	EREGNO				REGNO						—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	BN	H'00	R/W	Bus Number Specifies the number of the bus to be accessed when a configuration request is issued.
23 to 19	DN	B'0_0000	R/W	Device Number Specifies the number of the device to be accessed when a configuration request is issued. Note: A type 0 configuration request can be issued only to device #0; do not send a type 0 configuration request to the device with the other number.
18 to 16	FN	B'000	R/W	Function Number Specifies the number of the function to be accessed when a configuration request is issued.
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	EREGNO	H'0	R/W	Extended Register No. Specifies the number of the extended register to be accessed when a configuration request is issued.
7 to 2	REGNO	H'00	R/W	Register No. Specifies the number of the register to be accessed when a configuration request is issued.
1, 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.2 Configuration Transmission Control Register (PCIECCTLR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CCIE	—	—	—	—	—	—	—	—	—	WUR	WCRS	—	—	RUR	RCRS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	RW1C	RW1C	R	R	RW1C	RW1C

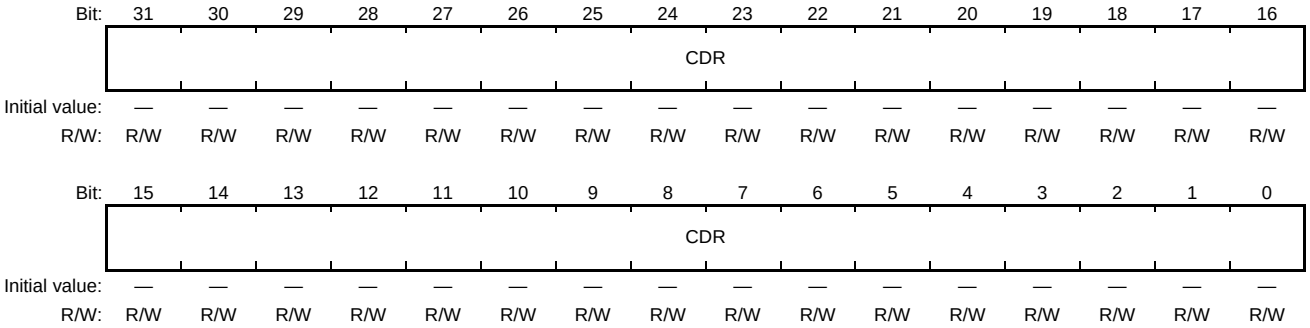
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	TYPE	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	CCIE	B’0	R/W	Configuration Send Enable Enables issuance of a configuration request. Set to 1 when the configuration transmission address register and configuration transmission data register are used to issue the configuration cycle.
30 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21	WUR	B’0	RW1C	Write Unsupported Request Indicates that an unsupported request has been received. This bit is set to 1 when a completion with the unsupported request status is received in response to the configuration write request transmitted.
20	WCRS	B’0	RW1C	Write CRS Indicates that CRS (configuration retry status) has been received. This bit is set to 1 when a completion with the CRS status is received in response to the configuration write request transmitted.
19, 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17	RUR	B’0	RW1C	Read Unsupported Request Indicates that an unsupported request has been received. This bit is set to 1 when a completion with the unsupported request status is received in response to the configuration read request transmitted.
16	RCRS	B’0	RW1C	Read CRS Indicates that CRS (configuration retry status) has been received. This bit is set to 1 when a Completion with the CRS status is received in response to the configuration read request transmitted.
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
8	TYPE	B'0	R/W	TYPE Specifies the type of a configuration request issued by accessing the PCIECDR register. 0: Type 0 configuration request 1: Type 1 configuration request Note: A type 0 configuration request can be issued only to device #0; do not send a type 0 configuration request to the device with the other number.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.3 Configuration Transmission Data Register (PCIECDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CDR	Undefind	R/W	Configuration Data Register Allows a configuration request to be issued. A write access to this field allows issuance of a configuration write request containing the information written to this field as data. A read access to this field allows issuance of a configuration read request and reading of the data contained in the response. When the peer device returns an unsupported request response, the read value is H'FFFF_FFFF. When EXPCAP7[4].CRSVISE = 0: When the peer device returns a CRS response, the read value is H'FFFF_FFFF (error response). When EXPCAP7[4].CRSVISE = 1: Until the peer device returns a response other than a CRS response, the first access to the peer device should be a read access to register address 0. When the peer device returns a CRS response, the read value is H'FFFF_0001. In Endpoint mode, this field must not be accessed. Except when PCIECCTLR.CCIE = 1 and PCIETCTLR.CFINIT = 1, the read value is H'FFFF_FFFF.

49.2.4 Mode Setting Register (PCIEMSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PEM
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	PEM	B'1	R/W	PCI Express Mode Sets operating mode of the PCI Express. 0: Operates as a PCI Express Endpoint. 1: Operates as a PCI Express Root Port.

49.2.5 Unlock Transmission Control Register (PCIEUNLOCKCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ASTUNLOCK
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	ASTUNLOCK	B’0	R/W	Assert Unlock Specifies issuance of an unlock message. Writing 1 to this bit allows issuance of an unlock message (message code = B'0000_0000; routing = B'011). Transmission of an unlock message through a write access to this bit can be used only in Root Port mode. Transmission of an unlock message from an Endpoint is prohibited by the standard. While a link is not established, do not write 1 to this bit. This bit is always read as 0.

49.2.6 INTx Register (PCIEINTXR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ASTINTX
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	INTDE	INTCE	INTBE	INTAE	—	—	—	—	INTD	INTC	INTB	INTA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	ASTINTX	B'0	R/W	Assert INTx Specifies generation of an INTx interrupt. Writing 1 to this bit asserts the INTx interrupt specified by the PCICONF15[15:8].Interrupt Pin bits and writing 0 deasserts the INTx interrupt. When generating an INTx interrupt using this bit, the PCICONF1[10].INTDIS bit must be 0. This bit is cleared if the PCICONF1[10].Interrupt Disable bit is set to 1 while this bit is 1. When MSI is used, an INTx interrupt cannot be used. Therefore, when the MSICAP0[16].MSI Enable bit is 1, 1 cannot be written to this bit. This bit is cleared if the MSICAP0[16].MSI Enable bit is set to 1 while this bit is 1. This bit is valid only in Endpoint mode. When a link goes down, this bit is cleared. A write access is ignored while a link is down.
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11	INTDE	B'0	R/W	INTD Enable Enables generation of an interrupt by INTD assertion. This bit is valid only in Root Port mode.
10	INTCE	B'0	R/W	INTC Enable Enables generation of an interrupt by INTC assertion. This bit is valid only in Root Port mode.
9	INTBE	B'0	R/W	INTB Enable Enables generation of an interrupt by INTB assertion. This bit is valid only in Root Port mode.
8	INTAE	B'0	R/W	INTA Enable Enables generation of an interrupt by INTA assertion. This bit is valid only in Root Port mode.
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3	INTD	B'0	R	Indicates that INTD has been asserted by a PCI Express interrupt. This bit is asserted upon reception of an Assert_INTD message and deasserted upon reception of a Deassert_INTD message. When this bit is asserted while PCICONF15[7:0].Interrupt Line is not H'FF and PCIEINTXR[11].INTDE is 1, the interrupt is generated. This bit is valid only in Root Port mode.
2	INTC	B'0	R	Indicates that INTC has been asserted by a PCI Express interrupt. This bit is asserted upon reception of an Assert_INTC message and deasserted upon reception of a Deassert_INTC message. When this bit is asserted while PCICONF15[7:0].Interrupt Line is not H'FF and PCIEINTXR[10].INTCE is 1, the interrupt is generated. This bit is valid only in Root Port mode.
1	INTB	B'0	R	Indicates that INTB has been asserted by a PCI Express interrupt. This bit is asserted upon reception of an Assert_INTB message and deasserted upon reception of a Deassert_INTB message. When this bit is asserted while PCICONF15[7:0].Interrupt Line is not H'FF and PCIEINTXR[9].INTBE is 1, the interrupt is generated. This bit is valid only in Root Port mode.
0	INTA	B'0	R	Indicates that INTA has been asserted by a PCI Express interrupt. This bit is asserted upon reception of an Assert_INTA message and deasserted upon reception of a Deassert_INTA message. When this bit is asserted while PCICONF15[7:0].Interrupt Line is not H'FF and PCIEINTXR[8].INTAE is 1, the interrupt is generated. This bit is valid only in Root Port mode.

49.2.7 Message Reception Status Register (PCIERMSGR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SLOT_POWER	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	RW1C	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	SLOT_POWER	B'0	RW1C	SLOT_POWER Indicates that the Set_Slot_Power_Limit message has been received. This bit is valid only in Endpoint mode.
11 to 0	—	All 0	R	Reserved Ignore the value in this field. The read value is undefined. The write value should always be 0.

49.2.8 Message Reception Interrupt Enable Register (PCIERMSGIER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SLOT_POWERE	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	SLOT_POWERE	B'0	R/W	SLOT_POWERE Enables generation of an interrupt upon reception of a Set_Slot_Power_Limit message.
11 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.9 Power Management Message Transmission Control Register (PCIEPMMSGCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PM_PME	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	PM_PME	B’0	R/W	Specifies issuance of a PM_PME message. Writing 1 to this bit allows issuance of a PM_PME Message (message code = B'0001 1000; routing = B'000). This bit is always read as 0. Transmission of a PM_PME message through a write access to this bit can be used only in Endpoint mode. Transmission of a PM_PME message from a Root Port is prohibited by the standard. While a link is not established, do not write 1 to this bit.
8 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.10 Physical Layer Status Register (PCIEPHYSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	PHYRDYCE	—	—	—	—	—	—	—	PHYRDYC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	RW1C

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PHYRDY
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	PHYRDYCE	B'0	R/W	PHYRDY Change Enable Enables generation of an INT_PCISC interrupt upon change of PHYRDY.
23 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	PHYRDYC	B'0	RW1C	PHYRDY Change Indicates that PHYRDY has changed.
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	PHYRDY	B'0	R	0: Indicates that the clock supplied by the physical layer has not been stabilized and that it is not ready to be used. 1: Indicates that the clock supplied by the physical layer has been stabilized and that it is ready to be used.

49.2.11 MSI Transmission Register (PCIEMSITXR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MSIE	—	—	—	—	—	—	—	—	—	—	MMENUM				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSIPCLR	—	—	—	—	—	—	—	—	—	—	MSIAST				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	MSIE	B’0	R	MSI Enable Indicates the MSICAP0[16]. MSIE value.
30 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20 to 16	MMENUM	B’0_0000	R	Multiple Message Enable Number Indicates the number of sources specified with MSICAP0[22:20].MMESE. B’0_0000: 1 source (only source number 0 is available) B’0_0001: 2 sources (source numbers 0 and 1 are available) B’0_0011: 4 sources (source numbers 0 to 3 are available) B’0_0111: 8 sources (source numbers 0 to 7 are available) B’0_1111: 16 sources (source numbers 0 to 15 are available) B’1_1111: 32 sources (source numbers 0 to 31 are available)
15	MSIPCLR	B’0	R/W	MSI Pending Clear Forcibly clears the MSI interrupt sources to be transmitted. If the MSI source is canceled because of the user side reason (internal source), set the information of the MSI interrupt to be cleared to the MSI Assert field, and simultaneously write 1 to this bit. In the other cases, hold this bit to 0. This bit is always read as 0.
14 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4 to 0	MSIAST	B'0_0000	R/W	MSI Assert Specifies generation of an MSI interrupt. This field is valid only when the MSI is enabled in Endpoint mode. A write access to this field allows setting of the relevant bits to 1 in MSICAP5.Message Pending. After that, among the MSI interrupts whose corresponding bits are 0 in MSICAP4.Message Mask, the MSI interrupts are allowed to be generated one by one in ascending order of the assigned number. The maximum source number that may be written to this field is indicated by the Multiple Message Enable Number field. These bits are always read as 0. While communication with the connection destination device is not established, do not write to this field.

49.2.12 Transfer Control Register (PCIETCTLR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	DL_DOWN	—	—	CFINIT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3	DL_DOWN	B'1	R	DL_DOWN Indicates whether connection in the data link layer is lost. This bit is set to 1 after cancellation of a reset. This bit is cleared to 0 when a connection with the target device is established, and set to 1 when a connection in the data link layer is lost due to communication failure.
2, 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	CFINIT	B'0	R/W	Configuration Initialization Specifies initialization of registers to establish a PCI Express link. Set this bit to 1 after setting the appropriate values in the following registers. PCIELAR0 to PCIELAR 5 PCIELAMR0 to PCIELAMR5 The above registers must not be written to while this bit is 1. Setting this bit starts PCI Express link establishment process. Only writing 1 to this bit is valid; writing 0 is invalid. Write 1 at initialization only once and do not write any value to this bit after that. 0: Initialization has not yet been done. 1: Initialization has been completed. In Endpoint mode: Triggered by this bit, hardware sets the BARn registers based on PCIELAMRn.

49.2.13 Transfer Status Register (PCIETSTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	MSIEC	—	—	—	—	—	—	—	—	—	—	—	DLLACTC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	RW1C	R	R	R	R	R	R	R	R	R	R	R	RW1C

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	INTXDC	—	—	—	—	—	—	—	—	—	—	—	DLLACT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	RW1C	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	MSIEC	B'0	RW1C	MSI Enable Change Indicates that MSICAP0[16].MSIE has changed.
27 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	DLLACTC	B'0	RW1C	DLLACT Change Indicates that DLLACT has changed.
15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	INTXDC	B'0	RW1C	INTx Disable Change Indicates that PCICONF1[10].INTDIS has changed.
11 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	DLLACT	B'0	R	Data Link Layer Active Indicates that the data link layer is active.

49.2.14 Interrupt Register (PCIEINTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	INT_PCITE	INT_PM_PME_RCV	INT_TXALLEMP	INT_PCIBW	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	RW1C	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	INT_MAC	INT_PM	—	—	—	—	—	—	INT_PCIMES	INT_PCIPOWER	INT_PCICERR	INT_PCINFERR	INT_PCIFERR	INT_PCISERR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	RW1C	*	*	*	R

Note: * R/W changes by the state. Root Port: R, EndPoint: RW1C

Bit	Bit Name	Initial Value	R/W	Description
31	INT_PCITE	B'0	RW1C	Interrupt PCI Express Transfer Error Indicates that the interrupt by a PCI Express transfer error has been generated. The error can be either of the following. • When PCIECCTLR[31].CCIE = 0, PCIECDR is accessed. • When PCIEPCTLRn[31].PARE = 0, the corresponding PIO space is accessed. • Transfer is executed with TC being set that is not mapped to VC0. • When PCICONF1[2].BME = 0 in Endpoint mode, PIO transfer is executed (MRd, MWr). • Transfer is executed with the attribute being set that is not enabled with the configuration register. • Transfer other than PME message (PM_PME) transfer is executed in the non-D0 state. • When PMCAP1[8].PMEE = 0 in Endpoint mode, PM_PME message transfer is executed.
30	INT_PM_PME_RCV	B'0	R	Interrupt PM_PME Receive Generates an interrupt when PM_PME is received. This bit is valid only in Root Port mode. To clear the interrupt, write 1 to EXPCAP8[16].PMEST.
29	INT_TXALLEMP	B'1	R	Interrupt TX All Empty Generates an interrupt when all the transmission buffers are empty for PCI Express.
28	INT_PCIBW	B'0	R	Interrupt PCI Express Bandwidth Indicates that the interrupt by change of the link bandwidth (link width × link speed) has been generated. This bit is valid only in Root Port mode. To clear the interrupt, write 1 to EXPCAP4[31].LKAUTOBWSTS or EXPCAP4[30].LKBWMNGSTS.
27 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
13	INT_MAC	B'0	R	Interrupt MAC Indicates that the MAC interrupt has been generated. To clear the interrupt, write 1 to the corresponding field in MACSR.
12	INT_PM	B'0	R	Interrupt PM Indicates that the PM interrupt has been generated. To clear the interrupt, write 1 to the corresponding field in PMSR.
11 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5	INT_PCIMES	B'0	R	Interrupt PCI Message Indicates that the interrupt has been generated upon reception of a PCI Express message. However, if the interrupt corresponding to individual message is not enabled, this interrupt is not generated; process the message through software when a message is received.
4	INT_PCIPOWER	B'0	RW1C	Interrupt PCI Express Power Indicates that a configuration write request has been received in Endpoint mode thus generating a request for a power down sequence to the L1 state.
3	INT_PCICERR	B'0	R	Interrupt PCI Correctable Error Root Port: Indicates that the interrupt has been generated by detection of the correctable error or reception of the ERR_COR message. This bit is a read-only bit; to clear this bit, use the configuration register.
			RW1C	Interrupt PCI Correctable Error Endpoint: Indicates that an error classified as ERR_COR has been generated. This bit is a read-write-1-to-clear bit; writing 1 clears this bit only.
2	INT_PCINFERR	B'0	R	Interrupt PCI Non-Fatal Error Root Port: Indicates that the interrupt has been generated by detection of the non-fatal error or reception of the ERR_NONFATAL message. This bit is a read-only bit; to clear this bit, use the configuration register.
			RW1C	Interrupt PCI Non-Fatal Error Endpoint: Indicates that an error classified as ERR_NONFATAL has been generated. This bit is a read-write-1-to-clear bit; writing 1 clears this bit only.

Bit	Bit Name	Initial Value	R/W	Description
1	INT_PCIFERR	B'0	R	Interrupt PCI Fatal Error Root Port: Indicates that the interrupt has been generated by detection of the fatal error or reception of the ERR_FATAL message. This bit is a read-only bit; to clear this bit, use the configuration register.
			RW1C	Interrupt PCI Fatal Error Endpoint: Indicates that an error classified as ERR_FATAL has been generated. This bit is a read-write-1-to-clear bit; writing 1 clears this bit only.
0	INT_PCISERR	B'0	R	Interrupt PCI System Error Indicates that a system error has occurred. When a system error occurs, check the related registers through software and execute error recovery processing. A system error is: A PCIEERRFR error has occurred (when enabled).

49.2.15 Interrupt Enable Register (PCIEINTER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	INT_PCITEE	INT_PM_PME_RCVE	INT_TXALLEMPE	INT_PCIBWE	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	INT_MACE	INT_PME	—	—	—	—	—	—	INT_PCIMESE	INT_PCIPOWERE	INT_PCICERRE	INT_PCINFERRE	INT_PCIFERRE	INT_PCISERRE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	INT_PCITEE	B'0	R/W	Interrupt PCI Express Transfer Error Enable Enables generation of an interrupt by a PCI Express transfer error.
30	INT_PM_PME_RCVE	B'0	R/W	Interrupt PM_PME Receive Enable Enables generation of an interrupt by INT_PM_PME_RCV.
29	INT_TXALLEMPE	B'0	R/W	Interrupt TX All Empty Enable Enables generation of an interrupt when all the transmission buffers are empty for PCI Express.
28	INT_PCIBWE	B'0	R/W	Interrupt PCI Express Bandwidth Enable Enables generation of an interrupt by change of the link bandwidth.
27 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	INT_MACE	B'0	R/W	Interrupt MAC Enable Enables generation of the MAC interrupt.
12	INT_PME	B'0	R/W	Interrupt PM Enable Enables generation of the PM interrupt.
11 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5	INT_PCIMESE	B'0	R/W	Interrupt Message Enable Enables generation of the PCI Express message reception interrupt.
4	INT_PCIPOWERE	B'0	R/W	Interrupt PCI Express Power Enable Enables generation of an interrupt by a request for a power down sequence to the L1 state.
3	INT_PCICERRE	B'0	R/W	Interrupt Correctable Error Enable Enables generation of an interrupt by a correctable error.
2	INT_PCINFERRE	B'0	R/W	Interrupt Non-Fatal Error Enable Enables generation of an interrupt by a non-fatal error.
1	INT_PCIFERRE	B'0	R/W	Interrupt Fatal Error Enable Enables generation of an interrupt by a fatal error.

Bit	Bit Name	Initial Value	R/W	Description
0	INT_PCISERRE	B'0	R/W	Interrupt System Error Enable Enables generation of an interrupt by a system error.

49.2.16 Error Factor Register (PCIEERRFR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	IBERR	MTLP	UR	PTLP	—	—	—	POVF	NPOVF	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	RW1C	RW1C	RW1C	RW1C	R	R	R	RW1C	RW1C	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	RCVCPLLK	UNEXPCPL	—	—	RCVSZECPL	CPLTOUT	—	RCVCRSCPL	RCVCACPL	RCVURCPL	—	—	SENDCACPL	SENDURCPL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	RW1C	RW1C	R	R	RW1C	RW1C	R	RW1C	RW1C	RW1C	R	R	RW1C	RW1C

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	IBERR	B'0	RW1C	IBERR Indicates that a transfer error has occurred on the internal bus.
27	MTLP	B'0	RW1C	MTLP Indicates that a malformed TLP has been received.
26	UR	B'0	RW1C	UR Indicates that an unsupported request has been received.
25	PTLP	B'0	RW1C	PTLP Indicates that a poisoned TLP has been received.
24 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21	POVF	B'0	RW1C	POVF Indicates that the posted request packet reception buffer has overflowed.
20	NPOVF	B'0	RW1C	NPOVF Indicates that the non-posted request packet reception buffer has overflowed.
19 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	RCVCPLLK	B'0	RW1C	Receive Completion Lock Indicates that a completion lock (without data) has been received. This completion is returned when memory locking of the device supporting memory lock has failed.
12	UNEXPCPL	B'0	RW1C	Unexpected Completion Indicates that an unexpected completion has been received.
11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
9	RCVSZECPL	B'0	RW1C	Receive Size Error Completion Indicates that the size of the completion received is different from the requested size.
8	CPLTOUT	B'0	RW1C	CPL Timeout Indicates that a completion timeout has occurred.
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	RCVCRSCPL	B'0	RW1C	Receive Configuration Retry Status Completion Indicates that a completion with the configuration retry status has been received.
5	RCVCACPL	B'0	RW1C	Receive Completion Abort Status Completion Indicates that a completion with the completion abort status has been received.
4	RCVURCPL	B'0	RW1C	Receive Unsupported Request Status Completion Indicates that a completion with the unsupported request status has been received.
3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	SENDCACPL	B'0	RW1C	Send Completion Abort Status Completion Indicates that a completion with the completion abort status has been transmitted.
0	SENDURCPL	B'0	RW1C	Send Unsupported Request Status Completion Indicates that a completion with the unsupported request status has been transmitted.

49.2.17 Error Interrupt Enable Register (PCIEERRFER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register determines whether to reflect the occurrence of errors to PCIEINTR.INT_PCISERR.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	IBERRE	—	—	—	—	—	—	POVFE	NPOVFE	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	RCVCPLLKE	UNEXPCPLE	—	—	RCVSZECPLE	CPLTOUTE	—	RCVCRSCPLE	RCVCACPLE	RCVURCPLE	—	—	SENDCACPLE	SENDURCPLE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R/W	R/W	R	R/W	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	IBERRE	B'0	R/W	IBERRE Enables generation of the INT_PCISERR interrupt upon occurrence of a transfer error on the internal bus.
27 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21	POVFE	B'0	R/W	POVFE Enables generation of the INT_PCISERR interrupt upon overflow of a posted request packet reception buffer.
20	NPOVFE	B'0	R/W	NPOVFE Enables generation of the INT_PCISERR interrupt upon overflow of a non-posted request packet reception buffer.
19 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	RCVCPLLKE	B'0	R/W	Receive Completion Lock Enables generation of the INT_PCISERR interrupt upon reception of the completion lock (without data).
12	UNEXPCPLE	B'0	R/W	Unexpected Completion Enabled Enables generation of the INT_PCISERR interrupt upon reception of the unexpected completion.
11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	RCVSZECPLE	B'0	R/W	Receive Size Error Completion Enabled Enables generation of the INT_PCISERR interrupt upon reception of the completion whose size is different from the requested size.

Bit	Bit Name	Initial Value	R/W	Description
8	CPLTOUTE	B'0	R/W	Completion Timeout Interrupt Enable Enables generation of the INT_PCISERR interrupt upon detection of a completion timeout.
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	RCVCRSCPLE	B'0	R/W	Configuration Retry Status Completion Receive Interrupt Enable Enables generation of the INT_PCISERR interrupt upon reception of a completion with the configuration retry status.
5	RCVCACPLE	B'0	R/W	Completion Abort Status Completion Receive Interrupt Enable Enables generation of the INT_PCISERR interrupt upon reception of a completion with the completion abort status.
4	RCVURCPLE	B'0	R/W	Unsupported Request Status Completion Receive Interrupt Enable Enables generation of the INT_PCISERR interrupt upon reception of a completion with the unsupported request status.
3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	SENDCACPLE	B'0	R/W	Send Completion Abort Status Completion Interrupt Enable Enables generation of the INT_PCISERR interrupt upon transmission of a completion with the completion abort status.
0	SENDURCPLE	B'0	R/W	Send Unsupported Request Status Completion Interrupt Enable Enables generation of the INT_PCISERR interrupt upon transmission of a completion with the unsupported request status.

49.2.18 Error Factor Register 2 (PCIEERRFR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	DLLPE	RTO	RNR	BADTLP	BADDLLP	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	RW1C	RW1C	RW1C	RW1C	RW1C	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RE	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	RW1C	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	DLLPE	B’0	RW1C	Data Link Layer Protocol Error Indicates that a data link layer protocol error has occurred.
28	RTO	B’0	RW1C	Replay Timeout Indicates that a replay timeout has occurred.
27	RNR	B’0	RW1C	Replay Number Rollover Indicates that a replay number rollover has occurred.
26	BADTLP	B’0	RW1C	Bad TLP Indicates that a Bad TLP has been detected.
25	BADDLLP	B’0	RW1C	Bad DLLP Indicates that a Bad DLLP has been detected.
24 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	RE	B’0	RW1C	Receiver Error Indicates that a receiver error has been detected.
14 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.19 Transfer Interrupt Enable Register (PCIETIER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	MSIECE	—	—	—	—	—	—	—	—	—	—	—	DLLACTCE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	INTXDCE	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	MSIECE	B’0	R/W	MSI Enable Change Enable Enables generation of the INT_PCISC interrupt upon change of MSICAP0[16].MSIE.
27 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	DLLACTCE	B’0	R/W	DLLACT Change Enable Enables generation of the INT_PCISC interrupt upon change of DLLACT.
15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	INTXDCE	B’0	R/W	INTx Disable Change Enable Enables generation of the INT_PCISC interrupt upon change of PCICONF1[10].INTDIS.
11 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.20 Power Management State Status Register (PCIEPMSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	PSTC	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	RW1C	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PST	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	PSTC	B'0	RW1C	Power State Change Indicates that PST has changed. This bit is valid only in Endpoint mode.
23 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	PST	B'0	R	Power State Indicates the power state. 0: D0 1: Non-D0 Do not issue a request in the non-D0 state. This bit is valid only in Endpoint mode.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.21 Power Management State Interrupt Enable Register (PCIEPMSCIER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

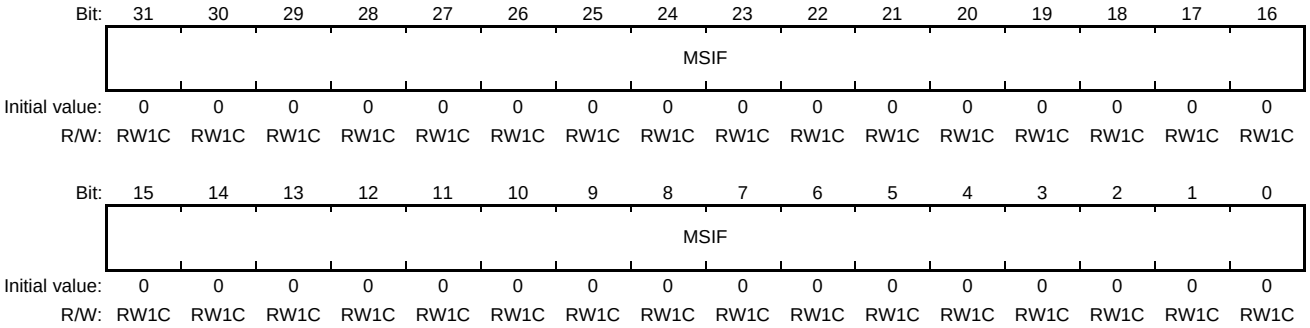
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	PSTCE	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	PSTCE	B'0	R/W	Power State Change Enable Enables generation of the INT_PCISC interrupt upon change of PST. This bit is valid only in Endpoint mode.
23 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.22 MSIF Register (PCIEMSIFR)

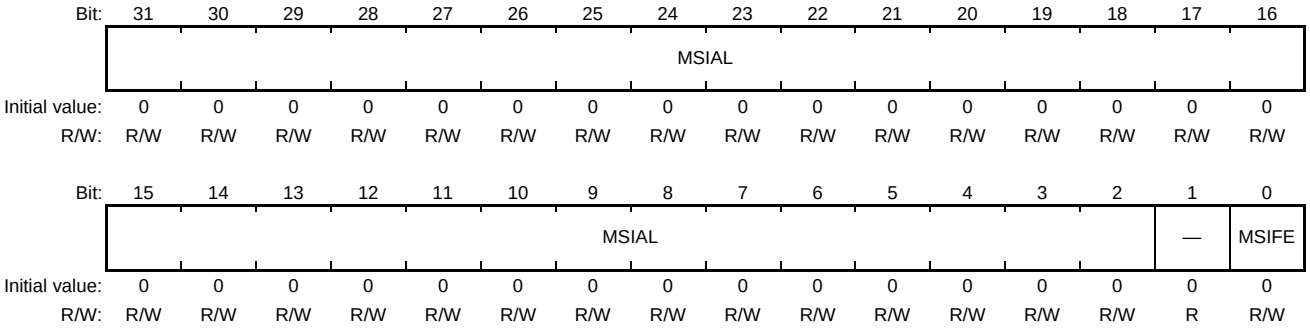
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MSIF	All 0	RW1C	MSIF Indicates that an MSI interrupt has occurred. This field is valid only when PCIEMSIALR.MSIFE = 1 in Root Port mode. A write from the internal bus is interpreted as interrupt cancellation thus clearing the bit to 0 to which 1 has been written. A read from the internal bus is processed as a normal read. A 1DW write to the address specified with PCIEMSIAUR and PCIEMSIALR from the PCI Express side is interpreted as an MSI interrupt. This IP sets 1 to the bit determined by the sum of the values in bits [4:0] and [12:8] in the write data in order to convert the MSI message data into a flag. Set the function appropriately so that the interrupt should not be reflected to the same bit. A read from the address specified with PCIEMSIAUR and PCIEMSIALR from the PCI Express side is processed as a normal read.

49.2.23 MSI Address Lower Register (PCIEMSIALR)

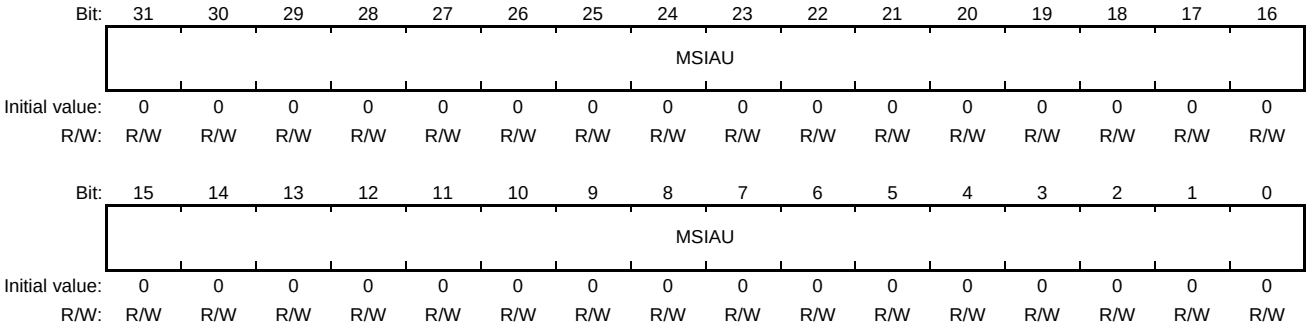
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 2	MSIAL	All 0	R/W	MSI Address Lower Specifies the lower address bits [31:2] of the memory write by MSI in the PCI space in Root Port mode. (Refer to section 49.3.3 (6), MSI Reception.) This field is invalid when PCIEMSIALR.MSIFE = 0.
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
0	MSIFE	B’0	R/W	MSIF Enable Enables address decoding of the MSI interrupt. Be sure to set this bit to 0 in Endpoint mode.

49.2.24 MSI Address Upper Register (PCIEMSIAUR)

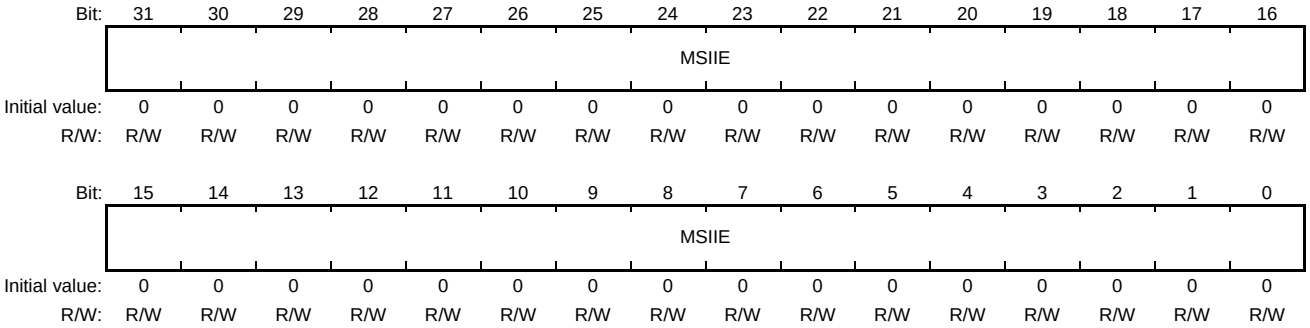
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MSIAU	All 0	R/W	MSI Address Upper Specifies the upper address bits [63:32] of the memory write by MSI in the PCI space in Root Port mode. (Refer to section 49.3.3 (6), MSI Reception.) This field is invalid when PCIEMSIALR.MSIFE = 0.

49.2.25 MSI Interrupt Enable Register (PCIEMSIIER)

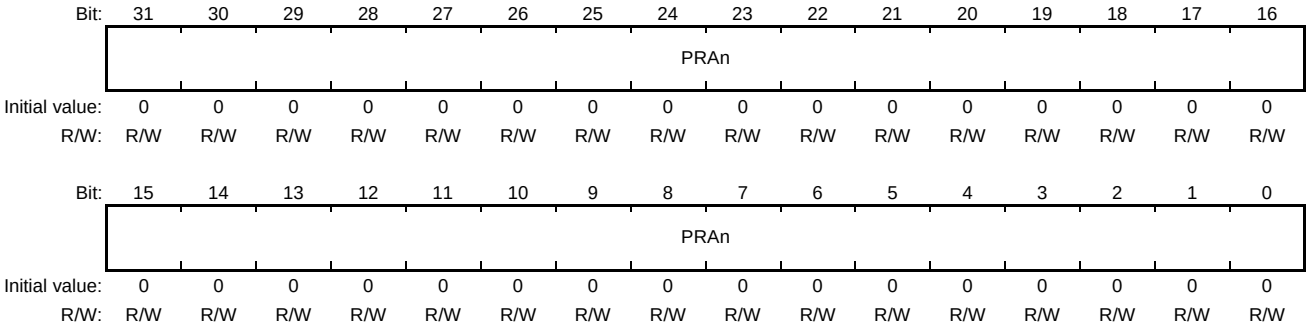
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	MSIIE	All 0	R/W	MSI Interrupt Enable Individually enables the interrupts by MSI in Root Port mode. This field is invalid when PCIEMSIALR.MSIFE = 0.

49.2.26 PCI Express Root Port Address Register 0 to 5 (PCIEPRAR0 to PCIEPRAR5)

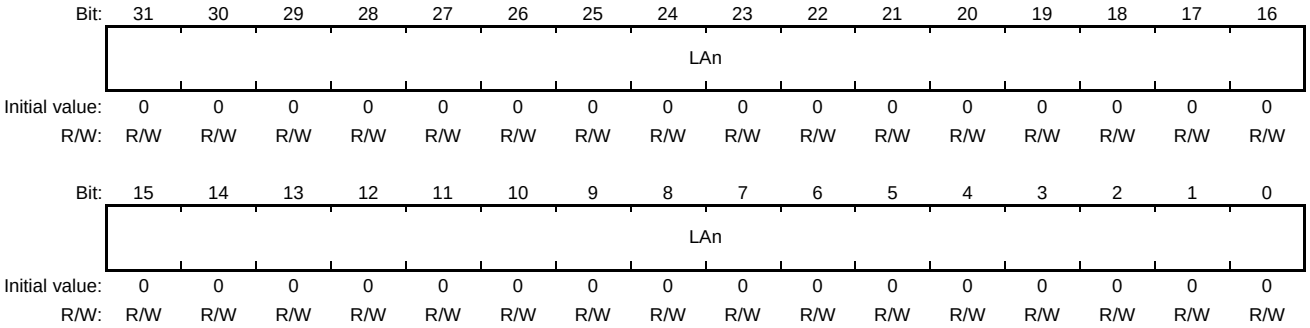
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PRAn	All 0	R/W	PCI Express Root Port Address n Specifies the PCI Express address for transferring a transaction from the PCI Express to the internal bus in Root Port mode. This field is invalid in Endpoint mode. Set the appropriate value corresponding to the local address registers and local address mask registers. Modify this field only when no access should occur to the corresponding PCI Express, for example, while a link is down and the master enable of the peer is off.

49.2.27 Local Address Register 0 to 5 (PCIELAR0 to PCIELAR5)

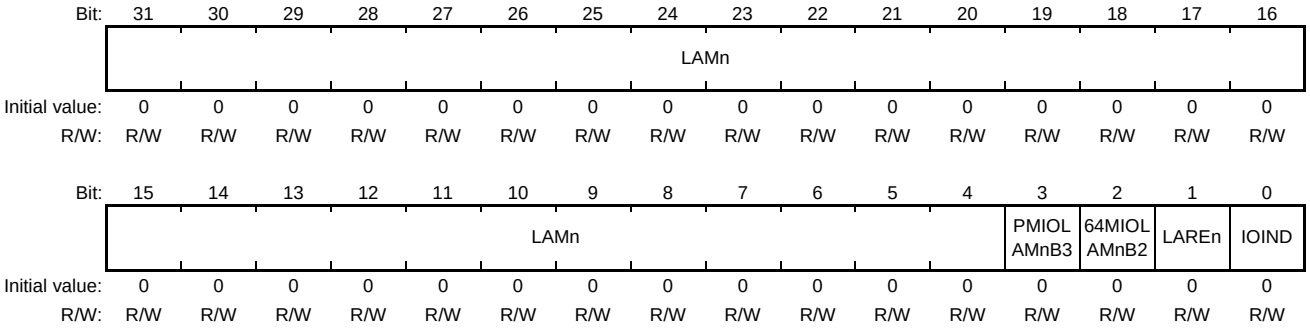
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	LAn	All 0	R/W	Local Address n Indicates the local (internal bus) address for transferring a transaction from the PCI Express to the internal bus. When the addresses in the space allocated by the BARn of the PCI Express are translated into the internal bus space addresses, this field is used as the upper address bits. The lower address bits of the PCI Express packets are used as the lower address bits. The boundary between upper and lower bits is determined by PCIELAMR0 to PCIELAMR5. Writing to this field is prohibited while PCIETCTLR.CFINIT is 1. When a 64-bit access is enabled with PCIELAMR0 to PCIELAMR5, write 0 to all the bits in PCIELARn + 1. The write value for bits 1 and 0 should always be 0.

49.2.28 Local Address Mask Register 0 to 5 (PCIELAMR0 to PCIELAMR5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 4	LAMn	All 0	R/W	Local Address Mask n Masks the local (internal bus) addresses when transactions are transferred from PCI Express to the internal bus. When the addresses in the space allocated by the BARn of the PCI Express are translated into the internal bus space addresses, the PCIELARn.LAn value is used as the upper bits while the address in the PCI Express packet header is used as the lower bits. This field determines the boundary between upper and lower bits. Therefore, this field also determines the size of the space to be allocated to the PCI Express space. B'0000_0000_0000_0000_0000_0000_0000: 4, 8, or 16 bytes B'0000_0000_0000_0000_0000_0000_0001: 32 bytes B'0000_0000_0000_0000_0000_0000_0011: 64 bytes B'0000_0000_0000_0000_0000_0000_0111: 128 bytes B'0000_0000_0000_0000_0000_0000_1111: 256 bytes (Omitted) B'0000_1111_1111_1111_1111_1111_1111: 256 Mbytes B'0001_1111_1111_1111_1111_1111_1111: 512 Mbytes B'0011_1111_1111_1111_1111_1111_1111: 1 Gbyte B'0111_1111_1111_1111_1111_1111_1111: 2 Gbytes B'1111_1111_1111_1111_1111_1111_1111: 4 Gbytes This field must not be set to any value other than those given above. Writing to this field is prohibited when PCIETCTLR.CFINIT is 1. When using the space as a memory space, set a size of 128 bytes or more with BAR. When setting a 4-Gbyte space, set 64M_IOLAMB2 to 1. When 64-bit addresses are used with PCIELAMRn, PCIELAMRn + 1 is used as the upper address of PCIELAMRn, and so PCIELAMRn cannot be used as an independent space. In this case, set this field as follows. B'0000_0000_0000_0000_0000_0000_0000_0000: 4 Gbytes or less

Bit	Bit Name	Initial Value	R/W	Description
3	PMIOLAMnB3	B'0	R/W	Prefetchable Memory or IO Local Address Mask n Bit 3 • When IO indicator is 0: Specifies memory space prefetch. 0: A non-prefetchable memory space is allocated. 1: A prefetchable memory space is allocated. • When IO indicator is 1: Masks bit 3 as an extension of local address mask n. 0: A space of 4 or 8 bytes is allocated. 1: A space of 16 bytes or more is allocated. Writing to this field is prohibited when PCIETCTLR.CFINIT is 1. When 64-bit addresses are used with PCIELAMRn, PCIELAMRn + 1 is used as the upper address of PCIELAMRn, and so PCIELAMRn cannot be used as an independent space. Set all the bits to 0.
2	64MIOLAMnB2	B'0	R/W	64-bit Access Space Memory or IO Local Address Mask n Bit 2 • When IO indicator is 0: Specifies the width of the addresses to define BAR in the memory space. 0: Indicates that 32-bit addresses are used with PCIELAMRn. 1: Indicates that 64-bit addresses are used with PCIELAMRn. • When IO indicator is 1: Masks bit 2 as an extension of local address mask n. 0: A space of 4 bytes is allocated. 1: A space of 8 bytes or more is allocated. Writing to this field is prohibited when PCIETCTLR.CFINIT is 1. When 64-bit addresses are used with PCIELAMRn, PCIELAMRn + 1 is used as the upper address of PCIELAMRn, and so PCIELAMRn cannot be used as an independent space. Set all the bits to 0.
1	LAREn	B'0	R/W	Local Address Enable Enables local address. Setting this field to 1 enables transaction transfer in the area specified by PCIELARn and PCIELAMRn. Set this field to 1 to enable address translation by LAn and LAMn. Writing to this field is prohibited when PCIETCTLR.CFINIT is 1. When 64-bit addresses are used with PCIELAMRn, PCIELAMRn + 1 is used as the upper address of PCIELAMRn, and so PCIELAMRn cannot be used as an independent space. Set all the bits to 0.
0	IOIND	B'0	R/W	IO Indicator Specifies the type of space on the PCI Express side allocated for transaction transfer from the PCI Express to the internal bus. 0: Memory space 1: IO space Writing to this field is prohibited when PCIETCTLR.CFINIT is 1. When 64-bit addresses are used with PCIELAMRn, PCIELAMRn + 1 is used as the upper address of PCIELAMRn, and so PCIELAMRn cannot be used as an independent space. Set all the bits to 0.

Note: Setting the memory space type of 1 Mbyte or less (defined in the PCI Express standard 2.2 and the earlier versions) is not supported.

49.2.29 PCIEC Address Lower Register 0 to 3 (PCIEPALR0 to PCIEPALR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PALn															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PALn									—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 7	PALn	All 0	R/W	PCI Express Address Lower Sets the PCI Express address (lower) for PIO transfer from the internal bus to the PCI Express.
6 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.30 PCIEC Address Upper Register 0 to 3 (PCIEPAUR0 to PCIEPAUR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

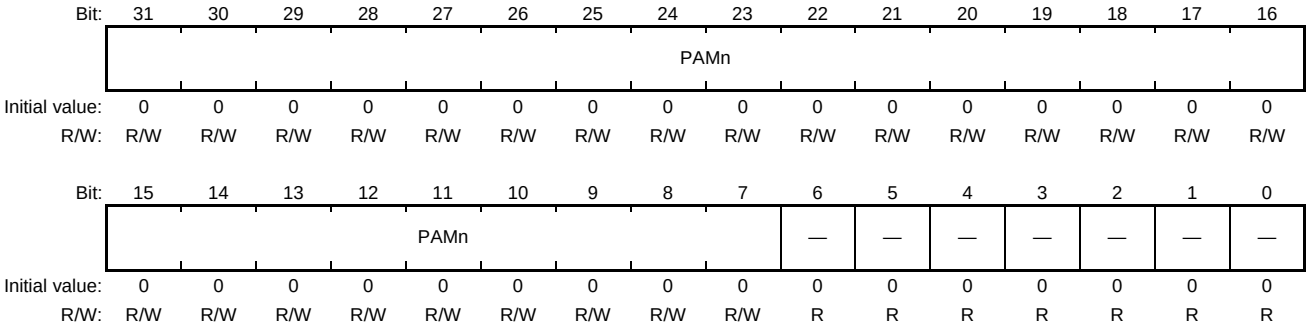
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PAUn															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PAUn															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PAUn	All 0	R/W	PCI Express Address Upper Sets the PCI Express address (upper) for PIO transfer from the internal bus to the PCI Express.

49.2.31 PCIEC Address Mask Register 0 to 3 (PCIEPAMR0 to PCIEPAMR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 7	PAMn	All 0	R/W	PCI Express Address Mask Masks the PCI Express addresses. When the packet accessing the internal bus space n is converted to the PCI Express packet, PAUn and PALn are used as the upper bits while the address on the internal bus packet is used as the lower bits. Here, PAMn determines the boundary between them. That is, the packet address addr[31:0] on the PCI Express is generated as follows. Addr[31:7] = PALn[31:7] when the corresponding bit in PAMn[31:7] is 0, and Addr[31:7] = internal bus - addr[31:7] when the corresponding bit in PAMn[31:7] is 1. Addr[6:0] = internal bus - addr[6:0] According to the setting of this field, the size of the space to which the PCI Express side transactions is transferred is determined as follows. B'0000_0000_0000_0000_0000_0000_0: 128 bytes B'0000_0000_0000_0000_0000_0000_1: 256 bytes B'0000_0000_0000_0000_0000_0001_1: 512 bytes B'0000_0000_0000_0000_0000_0011_1: 1 Kbyte B'0000_0000_0000_0000_0000_0111_1: 2 Kbytes (Omitted) B'0000_0111_1111_1111_1111_1111_1: 128 Mbytes B'0000_1111_1111_1111_1111_1111_1: 256 Mbytes B'0001_1111_1111_1111_1111_1111_1: 512 Mbytes B'0011_1111_1111_1111_1111_1111_1: 1 Gbyte B'0111_1111_1111_1111_1111_1111_1: 2 Gbytes The area size exceeding the size defined in the address map must not be set. Any value other than those given above must not be set.
6 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.32 PCIEC Conversion Control Register 0 to 3 (PCIEPTCTLR0 to PCIEPTCTLR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PARE	—	—	—	—	—	—	—	—	TCn			—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	LOCKn	—	—	—	SPCn	—	—	—	ZLR	—	—	ATTRn	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	PARE	B'0	R	PAR Enable Indicates that the PCI Express address upper and lower registers are enabled.
30 to 23	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22 to 20	TCn	All 0	R/W	Traffic Class Specifies the traffic class (TC) of the PCI Express packet to be transferred.
19 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	LOCKn	B'0	R/W	LOCK Sets the lock of PCI Express packets to be transmitted. When this bit is set, locked transactions are transmitted. In Endpoint mode, this bit must not be set. Before making access requiring exclusive processing, confirm that the locked transaction has not caused an error.
11 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	SPCn	B'0	R/W	SPC Specifies a transfer destination space. 0: Memory 1: IO (A request cannot be issued to the IO space in Endpoint mode.) When issuing a request to the IO space, be sure to separate the accesses at 1DW boundaries.
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4	ZLR	B'0	R/W	ZLR Sets the zero-length read. 0: A read access to this space is output as a read access as is. 1: A 1DW read access to this space is output after converted to a zero-length read. Do not make any read access other than 1DW read access when this bit is set. The read value depends on the dummy data used by PCI Express for zero-length read. According to the standard, the value is undefined. Setting this bit has no effect for write access.
3, 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	ATTRn	All 0	R/W	ATTR Specifies the attribute of the PCI Express packet to be transferred. ATTR[0]: No snoop ATTR[1]: Relaxed ordering Setting ATTR[0] (no snoop bit) to 1 disables snooping in the transfer destination. Setting ATTR[1] (relaxed ordering bit) to 1 relaxes ordering in the transfer destination.

49.2.33 PCIEC DMAC DMA Operation Register (PCIEDMAOR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

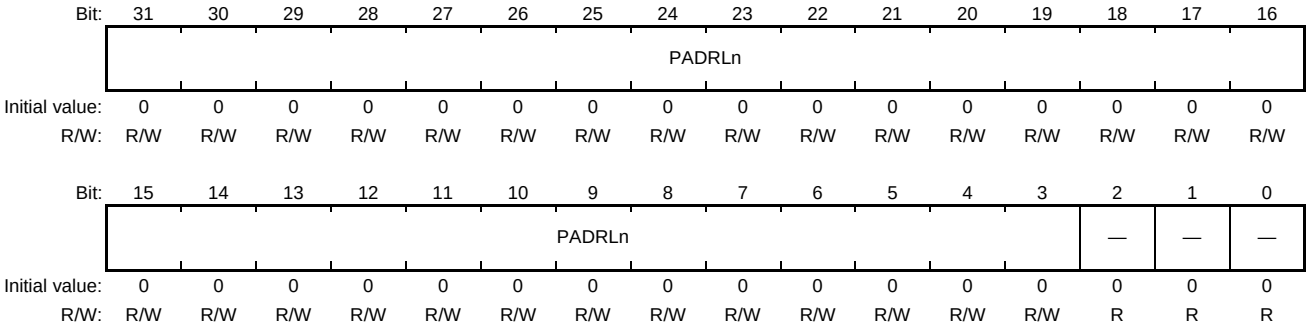
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DMAE	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DMAACT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ABT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	DMAE	B'0	R/W	DMA Enable Enables DMA function. Set this bit to 1 to use DMA function. This bit must not be cleared to 0 during DMA transfer (PCIEDMCHCR0-7.CHE = 1).
30 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	DMAACT	B'0	R	DMA Active Indicates whether there is a currently operating DMA channel. 0: No DMA channel is currently operating. 1: At least one DMA channel is currently operating.
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	ABT	B'0	R/W	Arbitration Specifies the method of arbitration among the channels. 0: CH0 > CH1 > CH2 > CH3 > CH4 > CH5 > CH6 > CH7 1: Round robin mode

49.2.34 PCIEC DMAC PCIEC Address Lower Register 0 to 7 (PCIEDMPALR0 to PCIEDMPALR 7)

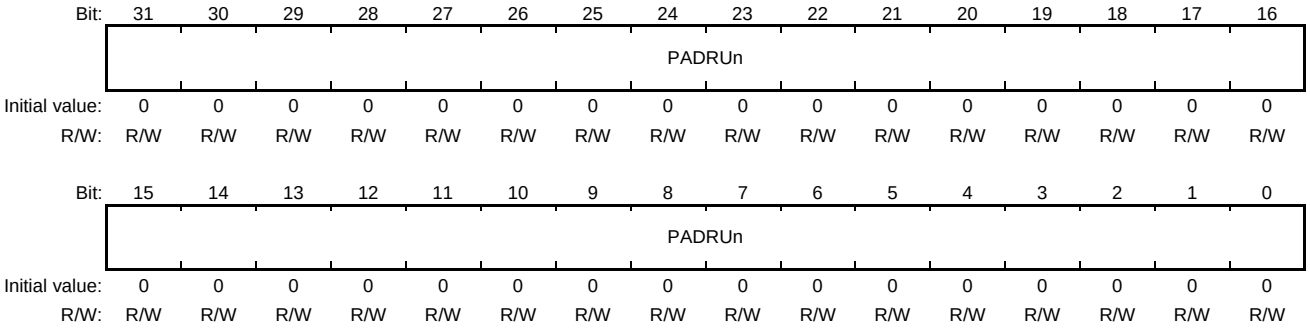
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 3	PADRLn	All 0	R/W	PCI Express Address Lower Sets the lower 32 bits of the PCI Express address for DMA transfer. Only an 8-byte boundary address can be set.
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.35 PCIEC DMAC PCIEC Address Upper Register 0 to 7 (PCIEDMPAUR0 to PCIEDMPAUR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PADRUn	All 0	R/W	PCI Express Address Upper Sets the upper 32 bits of the PCI Express address for DMA transfer.

49.2.36 PCIEC DMAC Internal Bus Address Register 0 to 7 (PCIEDMIAR0 to PCIEDMIAR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IADRn															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IADRn													—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	IADRn	All 0	R/W	Internal Address Lower Sets the internal bus address for DMA transfer. Only an 8-byte boundary address can be set. Internal bus addresses for registers or PIO transfer must not be set.
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.37 PCIEC DMAC Byte Count Register 0 to 7 (PCIEDMBCNTR0 to PCIEDMBCNTR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

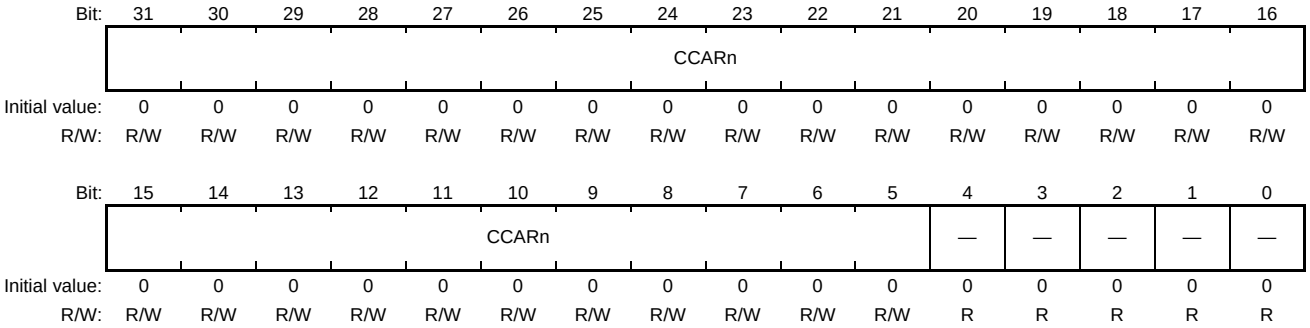
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	BCNT												
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BCNT													—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 3	BCNT	All 0	R/W	Byte Count Specifies the transfer byte count. Only a multiple of 8 can be specified. In this field, set one-eighth of the number to be specified (omit the lower three bits from the number). When 0 is set, 2^{29} bytes are transferred. Note: If the transfer direction is changed after a transfer, the byte count read value will be undefined until the next transfer byte count is set (written). Be sure to write the byte count after initialization or completion of the previous transfer and before the start of the next transfer. The value before modification cannot be referenced or used.
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.38 PCIEC DMAC Command Chain Address Register 0 to 7 (PCIEDMCCAR0 to PCIEDMCCAR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 5	CCARn	All 0	R/W	Command Chain Address Specifies a command chain address for DMA transfer. Only a 32-byte boundary address can be set.
4 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.39 PCIEC DMAC Channel Control Register 0 to 7 (PCIEDMCHCR0 to PCIEDMCHCR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CHEn	DIRn	CCEn	CHTn	—	—	—	—	—	—	ATTRn		—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—		TC		—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	CHEn	B'0	R/W	Channel Enable Enables a DMA channel. Setting this bit to 1 starts DMA transfer on the corresponding channel. Note that, DMA transfer is not performed while the bit that indicates a transfer end (PCIEDMCHSRn.TE), a transfer error (PCIEDMCHSRn.PEE/IBE), or completion of DMA transfer suspension processing (PCIEDMCHSRn.CHTC) is 1. This bit must not be cleared during DMA transfer. This bit is not cleared to 0 by a transfer end or suspension. 0: Disables data transfer. 1: Enables data transfer.
30	DIRn	B'0	R/W	Direction Specifies the data transfer direction. 0: PCI Express → internal bus 1: Internal bus → PCI Express
29	CCEn	B'0	R/W	Command Chain Enable Enables a command chain. If data transfer is requested with this bit set to 1, the data is transferred by reading a command from an address set in PCIEDMCCARn. 0: Disables a command chain. 1: Enables a command chain.
28	CHTn	B'0	R/W	Channel Terminate Forcibly suspends DMA transfer in normal transfer. Setting this bit to 1 during DMA transfer suspends DMA transfer forcibly. Completion of DMA transfer suspension processing can be checked with PCIEDMCHSRn.CHTC. After transfer suspension, initialize the registers for the channel suspended. When setting this bit to 1, set other bits to the same value. This bit can be set to 1 only when a command chain is disabled (PCIEDMCHCRn.CCE = 0). When PCIEDMCHCRn.CCE is 1, this bit must be cleared to 0. This bit is always read as 0.

Bit	Bit Name	Initial Value	R/W	Description
27 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21, 20	ATTRn	All 0	R/W	ATTR Specifies the attribute of the PCI Express packet to be transferred. ATTR[0]: No snoop ATTR[1]: Relaxed ordering
19 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 9	TC	All 0	R/W	TC Specifies the traffic class (TC) of the PCI Express packet to be transferred.
8 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.40 PCIEC DMAC Channel Status Register 0 to 7 (PCIEDMCHSR0 to PCIEDMCHSR7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	CHTCEn	PEEEn	—	IBEEn	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R	R/W	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CHTCn	PEEn	—	IBEn	—	—	—	—	—	IEn	—	—	TEn
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	RW1C	RW1C	R	RW1C	R	R	R	R	R	R/W	R	R	RW1C

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	CHTCEn	B'0	R/W	Channel Terminate Complete Interrupt Enable Enables an interrupt caused by completion of forced suspension. 0: Disables generation of an interrupt. 1: Enables generation of an interrupt.
27	PEEEn	B'0	R/W	PCIE Error Interrupt Enable Enables an interrupt caused by a transfer error on the PCI Express side. 0: Disables generation of an interrupt. 1: Enables generation of an interrupt.
26	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
25	IBEEn	B'0	R/W	Internal Bus Error Interrupt Enable Enables an interrupt caused by a transfer error on the internal bus side. 0: Disables generation of an interrupt. 1: Enables generation of an interrupt.
24 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	CHTCn	B'0	RW1C	Channel Terminate Complete Indicates that the forced suspension processing started by setting PCIEDMCHCRn.CHT or PCIEDMCHC2Rn.CHT has been completed. With this bit set, DMA transfer is not performed by setting PCIEDMCHCRn.CHE to 1.

Bit	Bit Name	Initial Value	R/W	Description
11	PEEn	B'0	RW1C	PCIE Error Indicates that a transfer error has occurred on the PCI Express side. This error is caused in the following cases: • PCIEDMCHCRn.CHE is set to 1 while PCIEDMAOR.DMAE is 0. • DMA transfer is started while a link is not established, or DL_Down is caused during DMA transfer. • DMA transfer is started in the Non-D0 state. • DMA transfer is started with TC being set that is not mapped to VC0. • DMA transfer is started with PCICONF1[2].BME = 0 in Endpoint mode, or the bit is deasserted during DMA transfer. • DMA transfer is started with an attribute being set that is not enabled in the configuration registers. • A completion other than SC is received when PCI Express → internal bus. • A completion timeout occurs when PCI Express → internal bus. • A malformed completion is received when PCI Express → internal bus. • A poisoned completion is received when PCI Express → internal bus. • With this bit set, DMA transfer is not performed by setting PCIEDMCHCRn.CHE to 1.
10	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
9	IBEn	B'0	RW1C	Internal Bus Error Indicates that a transfer error has occurred on the internal bus side. With this bit set, DMA transfer is not performed by setting PCIEDMCHCRn.CHE to 1.
8 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3	IEn	B'0	R/W	Interrupt Enable Enables an interrupt request. When this bit is 1, setting TE bit requests an interrupt. 0: Disables an interrupt request. 1: Enables an interrupt request.
2, 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
0	TEn	B'0	RW1C	Transfer End Indicates a transfer end. This bit is set to 1 when data transfer ends with the value in PCIEDMBCNTR0- PCIEDMBCNTR7 cleared to 0. This bit is not set to 1 when a transfer end is caused by a transfer error or data transfer is forcibly terminated by setting the PCIEDMCHCRn.CHT bit. With this bit set, DMA transfer is not performed by setting PCIEDMCHCRn.CHE to 1. 0: Indicates that data transfer is being performed or has been suspended. 1: Indicates that data transfer has ended (with PCIEDMBCNTRn cleared to 0).

49.2.41 PCIEC DMAC Channel Control 2 Register 0 to 7 (PCIEDMCHC2R0 to PCIEDMCHC2R7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	CHTn	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28	CHTn	B'0	R/W	Command Chain Channel Terminate Forcibly suspends DMA transfer when command chain is used. Setting this bit to 1 during DMA transfer suspends DMA transfer forcibly. Completion of DMA transfer suspension processing can be checked with PCIEDMCHSRn.CHTC. After transfer suspension, initialize the registers for the channel suspended. This bit can be set to 1 only when a command chain is enabled (PCIEDMCHCRn.CCE = 1). When PCIEDMCHCRn.CCE is 0, this bit must be cleared to 0. This bit is always read as 0.
27 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.42 PCI Configuration Register 0 (PCICONF0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

[RZ/G2H]

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device ID															
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	0	1	0	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Vendor ID															
Initial value:	0	0	0	1	1	0	0	1	0	0	0	1	0	0	1	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 16	Device ID	H'0025	R	R	Device ID Indicates the device ID. Reflects a value set in the IDSETR0.Device ID set. Indicates the device ID assigned to the PCI device vendor.
15 to 0	Vendor ID	H'1912	R	R	Vendor ID Indicates the vendor ID. Reflects a value set in the IDSETR0.Vendor ID set. Indicates the PCI device vendor ID.

[RZ/G2M V1.3, RZ/G2M V3.0]

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device ID															
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	1	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Vendor ID															
Initial value:	0	0	0	1	1	0	0	1	0	0	0	1	0	0	1	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 16	Device ID	H'0028	R	R	Device ID Indicates the device ID. Reflects a value set in the IDSETR0.Device ID set. Indicates the device ID assigned to the PCI device vendor.
15 to 0	Vendor ID	H'1912	R	R	Vendor ID Indicates the vendor ID. Reflects a value set in the IDSETR0.Vendor ID set. Indicates the PCI device vendor ID.

[RZ/G2N]

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device ID															
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	**1**	**0**	**1**	**1**
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Vendor ID															
Initial value:	0	0	0	1	1	0	0	1	0	0	0	1	0	0	1	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 16	Device ID	H'002B	R	R	Device ID Indicates the device ID. Reflects a value set in the IDSETR0.Device ID set. Indicates the device ID assigned to the PCI device vendor.
15 to 0	Vendor ID	H'1912	R	R	Vendor ID Indicates the vendor ID. Reflects a value set in the IDSETR0.Vendor ID set. Indicates the PCI device vendor ID.

[RZ/G2E]

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device ID															
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	1	1	0	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Vendor ID															
Initial value:	0	0	0	1	1	0	0	1	0	0	0	1	0	0	1	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 16	Device ID	H'002D	R	R	Device ID Indicates the device ID. Reflects a value set in the IDSETR0.Device ID set. Indicates the device ID assigned to the PCI device vendor.
15 to 0	Vendor ID	H'1912	R	R	Vendor ID Indicates the vendor ID. Reflects a value set in the IDSETR0.Vendor ID set. Indicates the PCI device vendor ID.

49.2.43 PCI Configuration Register 1 (PCICONF1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DPE	SSE	RMA	RTA	STA	DEVSEL Timing		MDPE	FBBTCAP	—	66MCAP	CAPL	INTST	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
PCI R/W	RW1C	RW1C	RW1C	RW1C	RW1C	R	R	RW1C	R	R	R	R	R	R	R	R
Internal bus R/W/	RW1C	RW1C	RW1C	RW1C	RW1C	R	R	RW1C	R	R	R	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	INTDIS	FBBTE	SERRE	IDSS/WCC	PERS	VGAPS	MWIE	SC	BME	MSE	IOSE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R/W	R	R/W	R	R/W	R	R	R	R/W	R/W	R/W
Internal bus R/W/	R	R	R	R	R	R/W	R	R/W	R	R/W	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31	DPE	B'0	RW1C	RW1C	Detected Parity Error Indicates that a parity error has been detected on the primary bus side. • Root Port: This bit is set to 1 when a poisoned TLP is transmitted. • Endpoint: This bit is set to 1 when a poisoned TLP is received.
30	SSE	B'0	RW1C	RW1C	Signaled System Error Indicates that a system error has been detected. • Root Port: This bit is set to 1 if a fatal/non-fatal error is detected while PCICONF1[8].SERRE = 1 or if a ERR_FATAL/ERR_NONFATAL message is received while PCICONF1[8].SERRE = 1 and PCICONF15[17].SERRE = 1. • Endpoint: This bit is set to 1 if a ERR_FATAL/ERR_NONFATAL message is transmitted while PCICONF1[8].SERRE = 1.
29	RMA	B'0	RW1C	RW1C	Received Master Abort Indicates that a master abort has been detected on the primary bus side. • Root Port: This bit is set to 1 when a completion with the unsupported request completion status is transmitted. • Endpoint: This bit is set to 1 when a completion with the unsupported request completion status is received.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
28	RTA	B'0	RW1C	RW1C	Received Target Abort Indicates that a target abort has been detected on the primary bus side. • Root Port: This bit is set to 1 when a completion with the completer abort completion status is transmitted. • Endpoint: This bit is set to 1 when a completion with the completer abort completion status is received.
27	STA	B'0	RW1C	RW1C	Signaled Target Abort Indicates that a target abort has been transmitted to the primary bus side. • Root Port: This bit is set to 1 when a completion with the completer abort completion status is received. • Endpoint: This bit is set to 1 when a completion with the completer abort completion status is transmitted.
26, 25	DEVSEL Timing	All 0	R	R	DEVSEL Timing Fixed to 0. These bits are not used for PCI Express.
24	MDPE	B'0	RW1C	RW1C	Master Data Parity Error Indicates that a master data parity error has occurred on the primary bus side. This bit is set to 1 when any of the following conditions are satisfied while PCICONF1[6].PERS is 1. • Root Port: 1. A poisoned completion is transmitted. 2. A poisoned request is received. • Endpoint: 1. A poisoned completion is received. 2. A poisoned request is transmitted.
23	FBBTCAP	B'0	R	R	Fast Back to Back Transaction Capable Fixed to 0. This bit is not used for PCI Express.
22	—	B'0	R	R	Reserved This bit is always read as 0. The write value should always be 0.
21	66MCAP	B'0	R	R	66 MHz Capable This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
20	CAPL	B'1	R	R/W	Capabilities List Indicates that the extended capabilities list exists in the PCI compatible configuration space. This IP supports the extended capabilities list. This bit must not be set to a value other than 1.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
19	INTST	B'0	R	R	Interrupt Status This bit is set to 1 when an interrupt is generated by INTx message transmission. It is cleared to 0 when a requested interrupt processing ends. When MSI is used by the device, this field is not set to 1. Fixed to 0 in Root Port mode.
18 to 16	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 11	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
10	INTDIS	B'0	R/W	R/W	Interrupt Disable Disables an INTx message transmission. Setting this bit to 1 disables an INTx message transmission.
9	FBBTE	B'0	R	R	Fast Back to Back Transaction Enable This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
8	SERRE	B'0	R/W	R/W	System Error Enable Enables an error message transmission when a non-fatal/fatal error is detected. Setting this bit to 1 enables an error message transmission.
7	IDSS/WCC	B'0	R	R	IDSel Stepping/Wait Cycle Control This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
6	PERS	B'0	R/W	R/W	Parity Error Response Enables setting the PCICONF1[24].MDPE bit.
5	VGAPS	B'0	R	R	VGA Plate Snoop This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
4	MWIE	B'0	R	R	Memory Write and Invalidate Enable This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
3	SC	B'0	R	R	Special Cycle This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
2	BME	B'0	R/W	R/W	Bus Master Enable • Root Port: Enables software to transfer the memory/IO request received from the endpoint device to the upper layer. When this bit is 0, the memory/IO request received is handled as an unsupported request. • Endpoint: When this bit is cleared to 0, transmission of a memory/IO request is disabled.
1	MSE	B'0	R/W	R/W	Memory Space Enable Enables an access to memory space. When this bit is 0, the memory request to this device is handled as an unsupported request.
0	IOSE	B'0	R/W	R/W	IO Space Enable Enables an access to I/O space. When this bit is 0, the IO request to this device is handled as an unsupported request.

49.2.44 PCI Configuration Register 2 (PCICONF2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Class Code								Sub Class Code							
Initial value:	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Prog IF								Revision ID							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 24	Class Code	H'FF	R	R	Class Code Indicates the class code. The value set in the IDSETR1.Class code set field is reflected on these bits.
23 to 16	Sub Class Code	All 0	R	R	Sub Class Code Indicates the sub-class code. The value set in the IDSETR1.Sub Class Code Set field is reflected on these bits.
15 to 8	Prog IF	All 0	R	R	Prog IF Indicates the prog IF. The value set in the IDSETR1.PROG IF Set field is reflected on these bits.
7 to 0	Revision ID	All 0	R	R	Revision ID Indicates the revision ID. The value set in the IDSETR1.Rev ID Set field is reflected on these bits.

49.2.45 PCI Configuration Register 3 (PCICONF3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BSTCAP	STBST	—	—	BSTCODE				SFMF	Header Type						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Master Latency Timer								Cache Line Size							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Internal bus R/W/	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

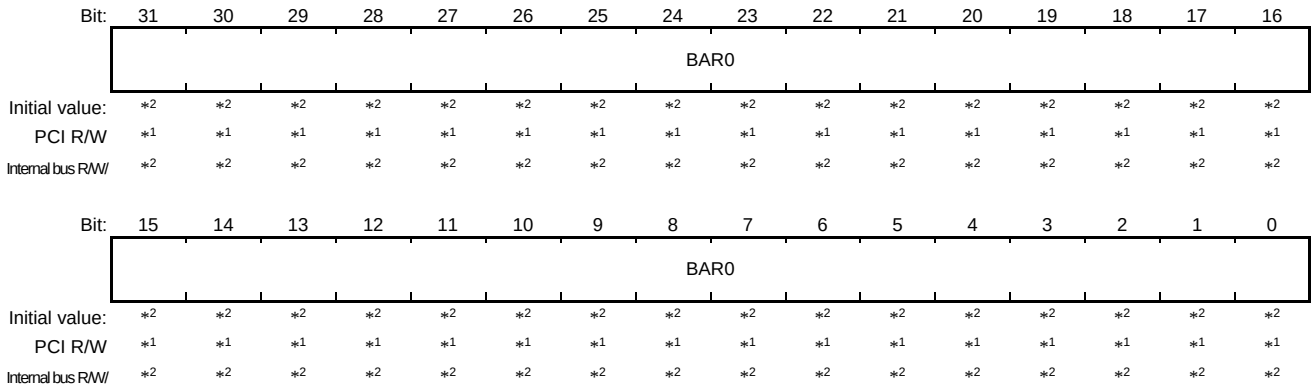
Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31	BSTCAP	B'0	R	R	BIST Capable Indicates the BIST function support status. 0: BIST function is not supported. 1: BIST function is supported. This IP does not support the BIST function.
30	STBST	B'0	R	R	Start BIST Indicates the BIST function execution status. 0: BIST function has ended. 1: BIST function execution is in progress. This IP does not support the BIST function.
29, 28	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
27 to 24	BSTCODE	H'0	R	R	BIST Completion Code Indicates the BIST completion status code. H'0: Passed BIST. H'1 to H'F: Failure has been detected. This IP does not support the BIST function.
23	SFMF	B'0	R	R/W	Single Function/ Multi-function Indicates whether single function device or multi-function device is used. 0: Single function device 1: Multi -function device (setting prohibited) This IP supports only single function. This bit must not be set to a value other than 0.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
22 to 16	Header Type	H'01	R	R/W	Header Type Specifies a layout of the configuration registers. H'00: Type00 layout H'01: Type01 layout H'02: Type02 layout (setting prohibited) • Root Port: Set Type01. • Endpoint: Set Type00. This IP supports Type00 and Type01, and does not support Type02.
15 to 8	Master Latency Timer	All 0	R	R	Master Latency Timer Fixed to 0. These bits are not used for PCI Express.
7 to 0	Cache Line Size	All 0	R/W	R/W	Cache Line Size These bits are not used for PCI Express functions. Updates the value on receiving a configuration write request for this field.

49.2.46 PCI Configuration Register 4 (PCICONF4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01



Notes: 1. R/W changes by the state. RootPort:R/W.EndPoint:R
2. Depends on the value of local address mask register 0.

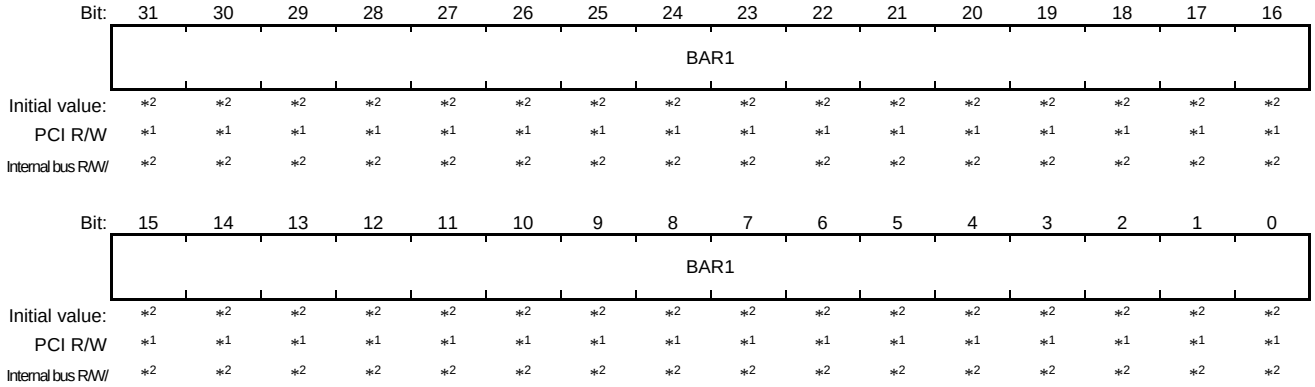
Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	BAR0	*3	R/W	*3	BAR0 Indicates the value of base address register 0. • Root Port: This field has no effect in Root Port mode.
			R	*3	BAR0 Indicates the value of base address register 0. • Endpoint: This field is set by local address mask register 0 in Endpoint mode.

Notes: 3. It is the same as *2.

49.2.47 PCI Configuration Register 5 (PCICONF5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01



Notes: 1. R/W changes by the state. RootPort:R/W.EndPoint:R
2. Depends on the value of local address mask register 1.

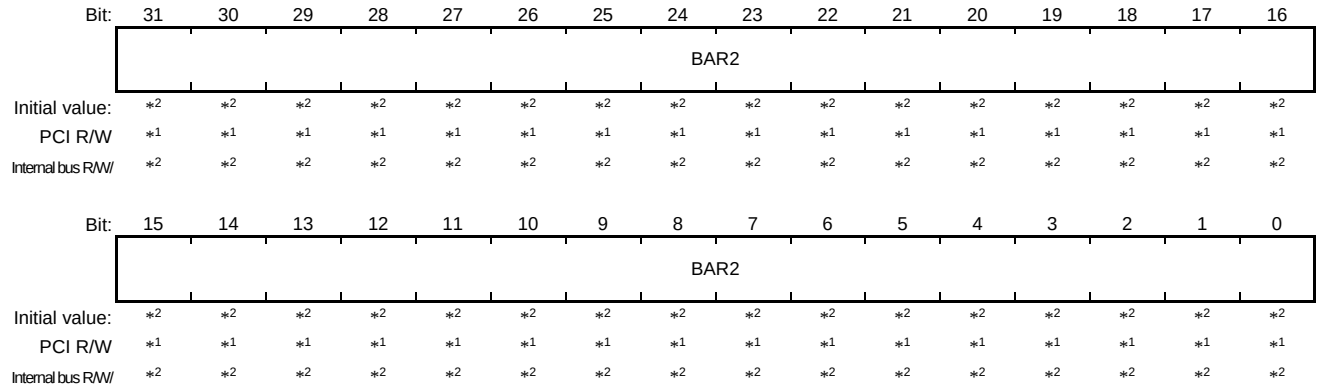
Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	BAR1	*3	R/W	*3	BAR1 Indicates the value of base address register 1. • Root Port: This field has no effect in Root Port mode.
			R	*3	BAR1 Indicates the value of base address register 1. • Endpoint: This field is set by local address mask register 1 in Endpoint mode.

Notes: 3. It is the same as *2.

49.2.48 PCI Configuration Register 6 (PCICONF6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

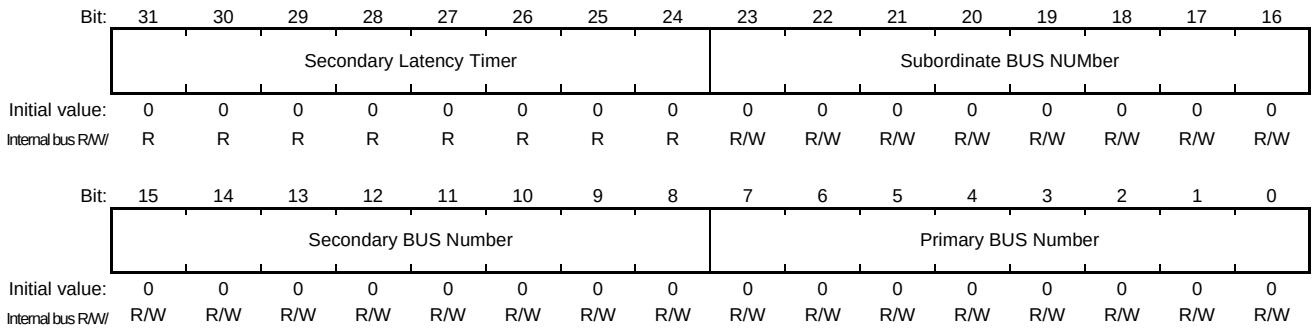


Notes: 1. R/W changes by the state. RootPort:R/W.EndPoint:R
2. Depends on the value of local address mask register 2.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	BAR2	*3	R/W	*3	BAR2 Indicates the value of base address register 2. • Root Port: This field has no effect in Root Port mode.
			R	*3	BAR2 Indicates the value of base address register 2. • Endpoint: This field is set by local address mask register 2 in Endpoint mode.

Notes: 3 It is the same as *2.

Header TYPE01

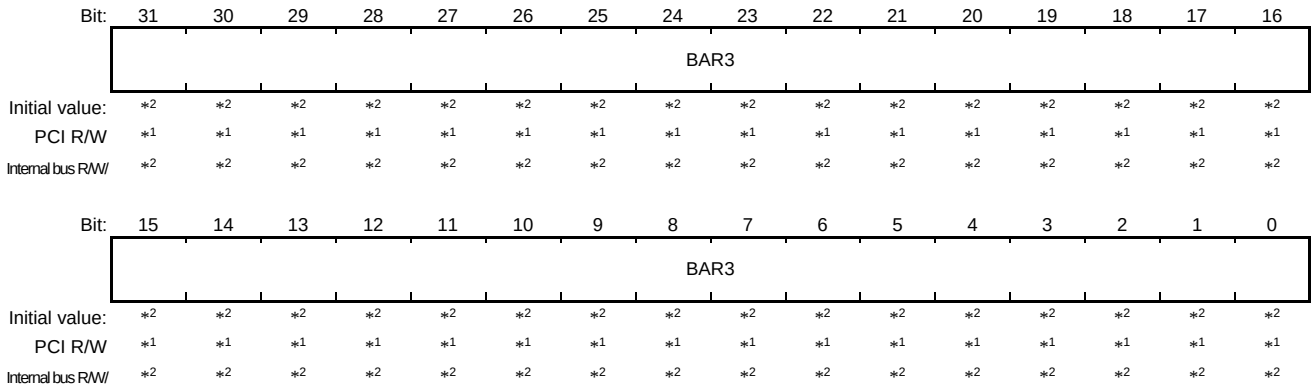


Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 24	Secondary Latency Timer	All 0	R	Secondary Latency Timer Fixed to 0. These bits are not used for PCI Express.
23 to 16	Subordinate BUS NUMber	All 0	R/W	Subordinate Bus Number According to the PCI standard, indicates the maximum bus number of the devices connected to the downstream link. In this IP, this field has no effect on the hardware.
15 to 8	Secondary BUS Number	All 0	R/W	Secondary Bus Number According to the PCI standard, indicates the number of the bus directly connected to the secondary IF. In this IP, this field has no effect on the hardware.
7 to 0	Primary BUS Number	All 0	R/W	Primary Bus Number According to the PCI standard, indicates the number of the bus directly connected to the primary IF. In this IP, this field has no effect on the hardware.

49.2.49 PCI Configuration Register 7 (PCICONF7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00



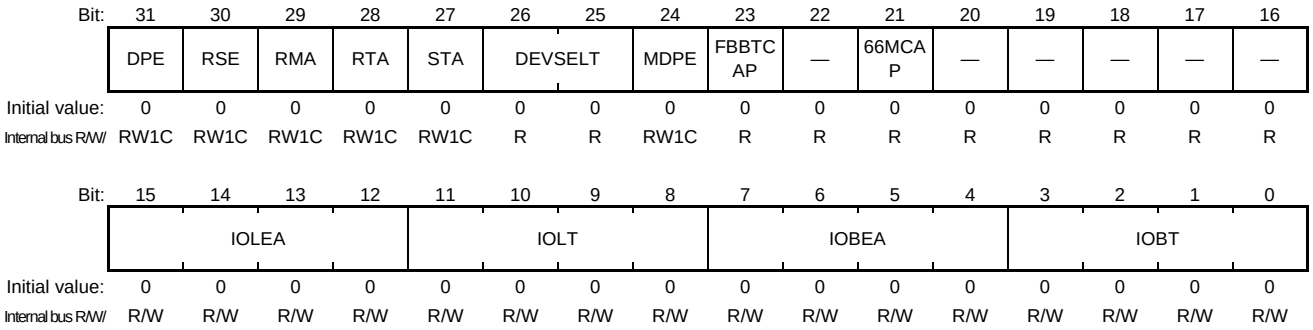
Notes: 1. R/W changes by the state. RootPort:R/W.EndPoint:R
2. Depends on the value of local address mask register 3.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	BAR3	*3	R/W	*3	BAR3 Indicates the value of base address register 3. • Root Port: This field has no effect in Root Port mode.
			R	*3	BAR3 Indicates the value of base address register 3. • Endpoint: This field is set by local address mask register 3 in Endpoint mode.

Notes: 3 It is the same as *2.

Header TYPE01

- Secondary status register



Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31	DPE	B'0	RW1C	Detected Parity Error Indicates that a parity error has been detected on the secondary bus side. This bit is set to 1 upon reception of a poisoned TLP.
30	RSE	B'0	RW1C	Received System Error Indicates that a system error has been detected. This bit is set to 1 upon reception of an ERR_FATAL/NON_FATAL message.
29	RMA	B'0	RW1C	Received Master Abort Indicates that a master abort has been detected on the secondary bus side. This bit is set to 1 upon reception of a completion with the unsupported request completion status.
28	RTA	B'0	RW1C	Received Target Abort Indicates that a target abort has been detected on the secondary bus side. This bit is set to 1 upon reception of a completion with the completer abort completion status.
27	STA	B'0	RW1C	Signaled Target Abort Indicates that a target abort has been transmitted to the secondary bus side. This bit is set to 1 upon transmission of a completion with the completer abort completion status.
26, 25	DEVSELT	All 0	R	DEVSEL Timing Fixed to 0. These bits are not used for PCI Express.
24	MDPE	B'0	RW1C	MDPE Indicates that a master data parity error has occurred on the secondary bus side. This bit is set when either of the following conditions is satisfied while PCICONF15[16].PERS is 1. 1. A poisoned completion has been received. 2. A poisoned request has been transmitted.
23	FBBTCA	B'0	R	Fast Back to Back Transaction Capable Fixed to 0. This bit is not used for PCI Express.
22	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
21	66MCAP	B'0	R	66 MHz Capable This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
20 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 12	IOLEA	All 0	R/W	IO Limit End Address According to the PCI standard, sets the address[15:12] of the upper limit address of the IO transaction to be transferred to the primary bus. In this IP, this field has no effect on the hardware.
11 to 8	IOLT	All 0	R/W	IO Limit Type According to the PCI standard, indicates the upper limit address decoding format of the IO transactions to be transferred to the primary bus. H'0: 16-bit I/O address H'1: 32-bit I/O address In this IP, this field has no effect on the hardware.
7 to 4	IOBEA	All 0	R/W	IO Base End Address According to the PCI standard, sets the address[15:12] of the base address of the IO transaction to be transferred to the primary bus. In this IP, this field has no effect on the hardware.
3 to 0	IOBT	All 0	R/W	IO Base Type According to the PCI standard, indicates the base address decoding format of the IO transactions to be transferred to the primary bus. H'0: 16-bit I/O address H'1: 32-bit I/O address In this IP, this field has no effect on the hardware.

49.2.50 PCI Configuration Register 8 (PCICONF8)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BAR4															
Initial value:	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2
PCI R/W	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1
Internal bus R/W/	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2

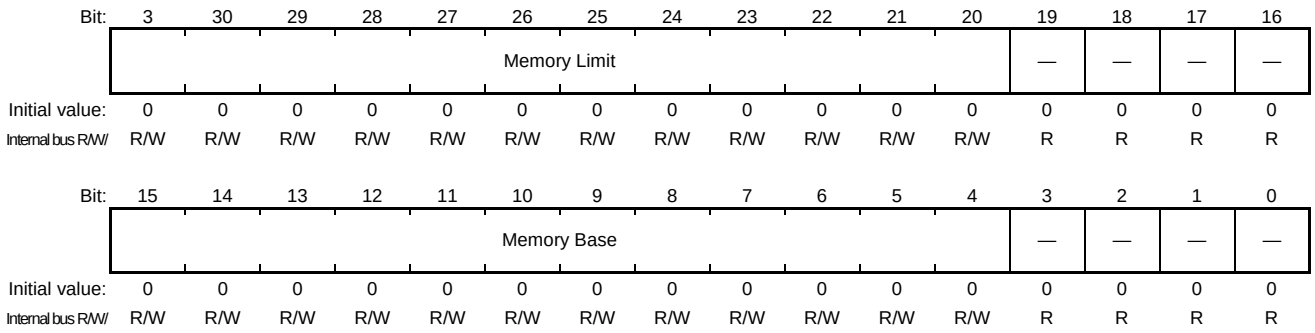
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BAR4															
Initial value:	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2
PCI R/W	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1
Internal bus R/W/	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2

Notes: 1. R/W changes by the state. RootPort:R/W.EndPoint:R
2. Depends on the value of local address mask register 4.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	BAR4	*3	R/W	*3	BAR4 Indicates the value of base address register 4. • Root Port: This field has no effect in Root Port mode.
			R	*3	BAR4 Indicates the value of base address register 4. • Endpoint: This field is set by local address mask register 4 in Endpoint mode.

Notes: 3. It is the same as *2.

Header TYPE01



Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 20	Memory Limit	All 0	R/W	Memory Limit According to the PCI standard, sets the upper limit address of the memory mapped IO performing transfer between the primary IF and the secondary IF. This field corresponds to address[31:20]. In this IP, this field has no effect on the hardware.
19 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 4	Memory Base	All 0	R/W	Memory Base According to the PCI standard, sets the base address of the memory mapped IO performing transfer between the primary IF and the secondary IF. This field corresponds to address[31:20]. In this IP, this field has no effect on the hardware.
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.51 PCI Configuration Register 9 (PCICONF9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BAR5															
Initial value:	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2
PCI R/W	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1
Internal bus R/W/	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2

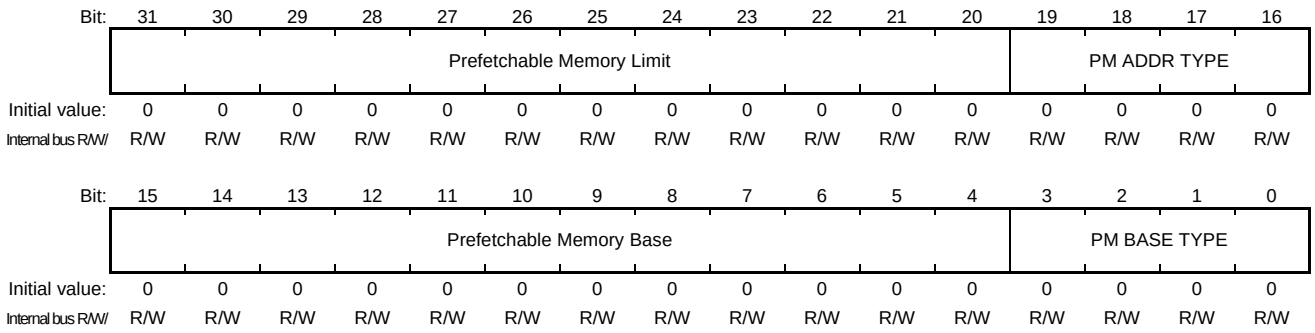
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BAR5															
Initial value:	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2
PCI R/W	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1
Internal bus R/W/	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2	*2

Notes: 1. R/W changes by the state. RootPort:R/W.EndPoint:R
2. Depends on the value of local address mask register 5.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	BAR5	*3	R/W	*3	BAR5 Indicates the value of base address register 5. • Root Port: This field has no effect in Root Port mode.
			R	*3	BAR5 Indicates the value of base address register 5. • Endpoint: This field is set by local address mask register 5 in Endpoint mode.

Notes: 3. It is the same as *2.

Header TYPE01



Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 20	Prefetchable Memory Limit	H'000	R/W	Prefetchable Memory Limit According to the PCI standard, sets the upper limit address of the prefetchable memory performing transfer between the primary IF and the secondary IF. This field corresponds to address[31:20]. In this IP, this field has no effect on the hardware.
19 to 16	PM ADDR TYPE	H'0	R/W	Prefetchable Memory Address Decode TYPE According to the PCI standard, indicates the upper limit address decoding format of the prefetchable memory performing transfer between the primary IF and the secondary IF. H'0: 32-bit address H'1: 64-bit address In this IP, this field has no effect on the hardware.
15 to 4	Prefetchable Memory Base	H'000	R/W	Prefetchable Memory Base According to the PCI standard, sets the base address of the prefetchable memory performing transfer between the primary IF and the secondary IF. This field corresponds to address[31:20]. In this IP, this field has no effect on the hardware.
3 to 0	PM BASE TYPE	H'0	R/W	Prefetchable Memory Base Type According to the PCI standard, indicates the base address decoding format of the prefetchable memory performing transfer between the primary IF and the secondary IF. H'0: 32-bit address H'1: 64-bit address In this IP, this field has no effect on the hardware.

49.2.52 PCI Configuration Register 10 (PCICONF10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Card Bus CIS Pointer															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Card Bus CIS Pointer															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	Card Bus CIS Pointer	All 0	R	R	Card Bus CIS Pointer According to the PCI standard, indicates the value of the card bus CIS pointer. This IP does not support the card bus CIS pointer. Fixed to 0.

Header TYPE01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Prefetchable Memory Base Upper32															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

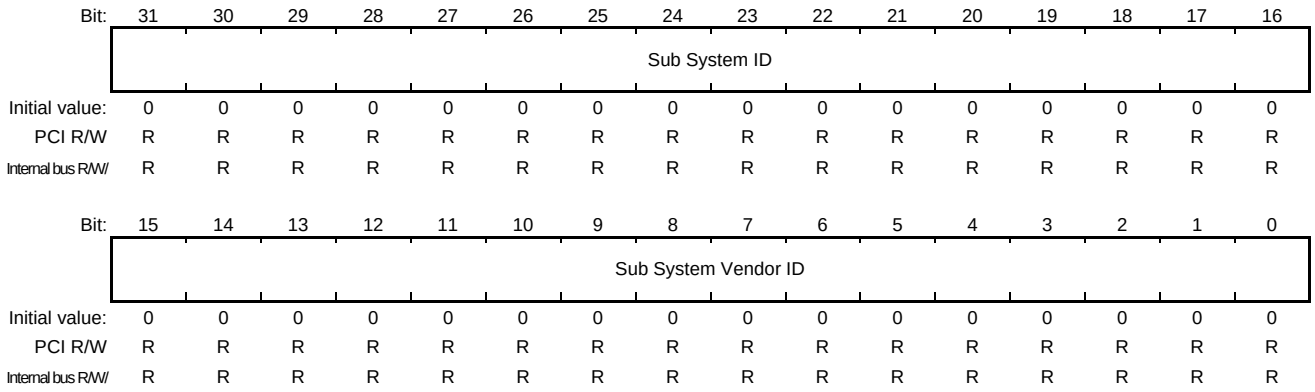
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Prefetchable Memory Base Upper32															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 0	Prefetchable Memory Base Upper32	All 0	R/W	Prefetchable Memory Base Upper 32 According to the PCI standard, sets the upper limit address of the prefetchable memory performing transfer between the primary IF and the secondary IF. This field corresponds to address[63:32]. This field is valid when PCICONF9[3:0].PM BASE TYPE = H'1 (64-bit address decode format). In this IP, this field has no effect on the hardware.

49.2.53 PCI Configuration Register 11 (PCICONF11)

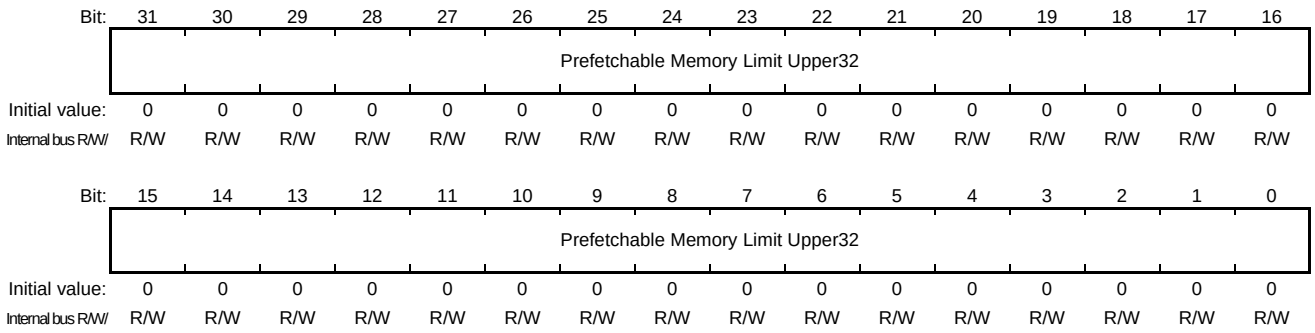
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00



Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 16	Sub System ID	All 0	R	R	Sub System ID I Indicates the sub-system ID. The value of SUBIDSETR.Sub System ID Set field is reflected on this field.
15 to 0	Sub System Vendor ID	All 0	R	R	Sub System Vendor ID Indicates the sub-system vendor ID. The value of SUBIDSETR.Sub System Vendor ID Set field is reflected on this field.

Header TYPE01



Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 0	Prefetchable Memory Limit Upper32	All 0	R/W	Prefetchable Memory Limit Upper 32 According to the PCI standard, sets the base address of the prefetchable memory performing transfer between the primary IF and the secondary IF. This field corresponds to address[63:32]. This field is valid when PCICONF9[19:16].PM ADDR TYPE = H'1 (64-bit address decode format). In this IP, this field has no effect on the hardware.

49.2.54 PCI Configuration Register 12 (PCICONF12)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

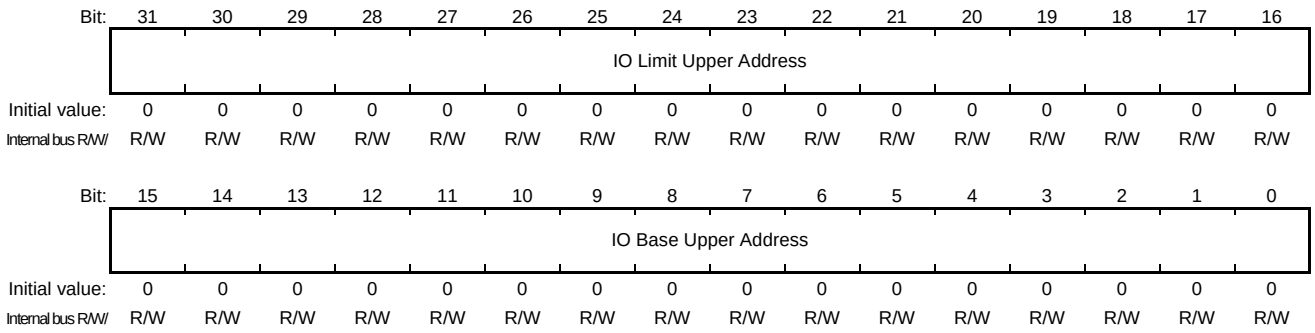
Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Expansion ROM BAR															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Expansion ROM BAR					—	—	—	—	—	—	—	—	—	—	EROME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 11	Expansion ROM BAR	All 0	R	R	Expansion ROM BAR According to the PCI standard, indicates the value of expansion ROM base address register. This IP does not support expansion ROM.
10 to 1	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
0	EROME	B’0	R	R	Expansion ROM Enable According to the PCI standard, indicates that access to expansion ROM is enabled. This IP does not support expansion ROM.

Header TYPE01



Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 16	IO Limit Upper Address	All 0	R/W	IO Limit Upper Address According to the PCI standard, sets the address[31:16] of the upper limit address of the IO transaction to be transferred to the primary bus. This field is valid when PCICONF7[11:8].IO Limit Type = 1 (32-bit address decode format). In this IP, this field has no effect on the hardware.
15 to 0	IO Base Upper Address	All 0	R/W	IO Base Upper Address According to the PCI standard, sets the address[31:16] of the base address of the IO transaction to be transferred to the primary bus. This field is valid when PCICONF7[3:0].IO Base Type = 1 (32-bit address decode format). In this IP, this field has no effect on the hardware.

49.2.55 PCI Configuration Register 13 (PCICONF13)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Capabilities Pointer							
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 8	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	Capabilities Pointer	H'40	R	R/W	Capabilities Pointer Pointer to the extended capability list. This IP has the extended capability list and this field points to PCI PM capability pointer H'40.

49.2.56 PCI Configuration Register 14 (PCICONF14)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

Header TYPE01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Expansion ROM BAR															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Expansion ROM BAR					—	—	—	—	—	—	—	—	—	—	EROME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 11	Expansion ROM BAR	All 0	R	Expansion ROM BAR According to the PCI standard, indicates the value of expansion ROM base address register. This IP does not support Expansion ROM.
10 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	EROME	B'0	R	Expansion ROM Enable According to the PCI standard, indicates that access to expansion ROM is enabled. This IP does not support expansion ROM.

49.2.57 PCI Configuration Register 15 (PCICONF15)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MAXLAT								MINGNT							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Interrupt Pin								Interrupt Line							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
PCI R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 24	MAXLAT	All 0	R	R	MAXLAT Fixed to 0. These bits are not used for PCI Express.
23 to 16	MINGNT	All 0	R	R	MINGNT Fixed to 0. These bits are not used for PCI Express.
15 to 8	Interrupt Pin	All 0	R	R/W	Interrupt Pin Specifies the legacy interrupt message used by the device at initialization. When no legacy interrupts are used, set 0. H'0: Legacy interrupt is not used. H'1: INTA is used. H'2: INTB is used. (Setting prohibited) H'3: INTC is used. (Setting prohibited) H'4: INTD is used. (Setting prohibited) This field must not be set to a value other than 0 and 1.
7 to 0	Interrupt Line	H'FF	R/W	R/W	Interrupt Line Indicates information on legacy interrupt routing.

Header TYPE01

- Bridge control register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	DTSEE	DTSTS	SECDT	PRDT	FBBTCAP	SECBRST	MABMD	VGA16DEC	VGAE	ISAE	SERRE	PERS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Interrupt Pin								Interrupt Line							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 28	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27	DTSEE	B'0	R	Discard Timer SERR Enable This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
26	DTSTS	B'0	R	Discard Timer Status This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
25	SECDT	B'0	R	Secondary Discard Timer This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
24	PRDT	B'0	R	Primary Discard Timer This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
23	FBBTCAP	B'0	R	Fast Back to Back Transaction Capable This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
22	SECBRST	B'0	R/W	Secondary Bus Reset Resets the secondary IF. Setting this bit to 1 causes the LTSSM to make a transition to the hot reset state. Clearing this bit cancels the hot reset state of LTSSM.
21	MABMD	B'0	R	Master Abort Mode This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.
20	VGA16DEC	B'0	R/W	VGA 16-bit Decode According to the PCI standard, enables VGA IO decoding. In this IP, this field has no effect on the hardware.

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
19	VGAE	B'0	R/W	VGA Enable According to the PCI standard, enables VGA address translation. In this IP, this field has no effect on the hardware.
18	ISAE	B'0	R/W	ISA Enable According to the PCI standard, enables ISA IO address translation. In this IP, this field has no effect on the hardware.
17	SERRE	B'0	R/W	SERR Enable Enables ERR_FATAL/ERR_NONFATAL/ERR_COR message transfer (notification) from the secondary IF to the primary IF. 1: Enables error message transfer (notification). 0: Disables error message transfer (notification).
16	PERS	B'0	R/W	Parity Error Response Enables setting of the PCICONF7[24].MDPE bit.
15 to 8	Interrupt Pin	All 0	R/W	Interrupt Pin Specifies a legacy interrupt message to be used by the device. When no legacy interrupts are used, set 0.
7 to 0	Interrupt Line	H'FF	R/W	Interrupt Line According to the PCI standard, indicates information on legacy interrupt routing. According to this IP, the set values are defined as follows. H'00 - H'FE: INTx interrupt is reported to INTC. H'FF: INTx interrupt is not reported to INTC.

49.2.58 PCI Power Management Capability Register 0 (PMCAP0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PMESP D3COLD	PMESP D3HOT	PMESP D2	PMESP D1	PMESP D0	D2SP	D1SP	AUX Current			DSI	—	PMECL K	PCI PM Version		
Initial value:	1	1	0	0	1	0	0	0	0	0	0	0	0	0	1	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Next Capability Pointer								Capability ID							
Initial value:	0	1	0	1	0	0	0	0	0	0	0	0	0	0	0	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31	PMESPD3COLD	B'1	R	R/W	PME Support D3COLD Indicates whether PME generation is supported or not in the D3Cold state. 0: Does not support PME generation in the D3Cold state. 1: Supports PME generation in the D3Cold state. • Root Port: Set this bit to 1 at initialization. • Endpoint: Set the device function at initialization.
30	PMESPD3HOT	B'1	R	R/W	PME Support D3HOT Indicates whether PME generation is supported or not in the D3Hot state. 0: Does not support PME generation in the D3Hot state. 1: Supports PME generation in the D3Hot state. • Root Port: Set this bit to 1 at initialization. • Endpoint: Set the device function at initialization.
29	PMESPD2	B'0	R	R/W	PME Support D2 Indicates whether PME generation is supported or not in the D2 state. 0: Does not support PME generation in the D2 state. 1: Supports PME generation in the D2 state. Set the device function at initialization.
28	PMESPD1	B'0	R	R/W	PME Support D1 Indicates whether PME generation is supported or not in the D1 state. 0: Does not support PME generation in the D1 state. 1: Supports PME generation in the D1 state. Set the device function at initialization.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
27	PMESPD0	B'1	R	R/W	PME Support D0 Indicates whether PME generation is supported or not in the D0 state. 0: Does not support PME generation in the D0 state. 1: Supports PME generation in the D0 state. • Root Port: Set this bit to 1 at initialization. • Endpoint: Set the device function at initialization.
26	D2SP	B'0	R	R/W	D2 Support Indicates whether the D2 power management state is supported or not. 0: Does not support the D2 state. 1: Supports the D2 state. Set the device function at initialization.
25	D1SP	B'0	R	R/W	D1 Support Indicates whether the D1 power management state is supported or not. 0: Does not support the D1 state. 1: Supports the D1 state. Set the device function at initialization.
24 to 22	AUX Current	H'0	R	R/W	AUX Current Indicates the current of 3.3V auxiliary power supply. Set this field at initialization. H'0: 0 mA (without auxiliary power supply) H'1: 55 mA H'2: 100 mA H'3: 160 mA H'4: 220 mA H'5: 270 mA H'6: 320 mA H'7: 375 mA When PMCAP0[31].PMESPD3COLD = 0, use the device with this field set to the initial value (= 0).
21	DSI	B'0	R	R/W	Device Specific Initialization Indicates that the device-specific initialization sequence is required after D0 initialization. 0: The device-specific initialization sequence is not necessary. 1: The device-specific initialization sequence is required. Set this field at initialization.
20	—	B'0	R	R	Reserved This bit is always read as 0. The write value should always be 0.
19	PMECLK	B'0	R	R	PME Clock This bit is always read as 0. The write value should always be 0. This bit is not used for PCI Express.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
18 to 16	PCI PM Version	H'3	R	R/W	PCI PM Version Indicate the corresponding PCI PM Interface Specification version. This device corresponds to the PCI PM Interface Specification version 1.2.
15 to 8	Next Capability Pointer	H'50	R	R/W	Next Capability Pointer Pointer to the extended capability list This field points to MSI capability pointer H'50.
7 to 0	Capability ID	H'01	R	R/W	Capability ID Capability List ID Indicates the power management capability (H'01).

49.2.59 PCI Power Management Capability Register 1 (PMCAP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DATA								BPCCE	B2B3SP	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PMEST	Data Scale		Data Select				PMEE	—	—	—	—	NOS RST	—	Power State	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	RW1C or RW1CS	R	R	R	R	R	R	RW or RWS	R	R	R	R	R	R	R/W	R/W
Internal bus R/W/	RW1C	R	R	R	R	R	R	R/W	R	R	R	R	R/W	R	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 24	DATA	All 0	R	R	DATA According to the PCI standard, indicates the value selected with PMCAP1[12:0].Data Select. This IP does not support this field.
23	BPCCE	B'0	R	R/W	Bus Power Clock Control Enable Enables the PCI bus power/clock control function. 0: Disables the PCI bus power/clock control function. 1: Enables the PCI bus power/clock control function. Set this field to 0 at initialization.
22	B2B3SP	B'0	R	R/W	B2 B3 Support Indicates the bus state in the D3Hot state. This field is valid when PMCAP1[23].BPCCE = 1. 0: Clock supply to the secondary IF does not stop in the D3Hot state. (B3) 1: Clock supply to the secondary IF stops in the D3Hot state. (B2) Set this field to 0 at initialization.
21 to 16	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
15	PMEST	B'0	RW1C or RW1CS	RW1C	PME Status This field is valid when the PME is supported. Indicates the PME generation status. 0: A PME message is not being transmitted. 1: A PME message is being transmitted. This bit is set to 1 when a PME message is transmitted. Note: When PME generation is enabled in the D3Cold state, this field is RW1CS.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
14, 13	Data Scale	All 0	R	R	Data Scale According to the PCI standard, indicates the scale used to indicate the value selected with PMCAP1[12:9].Data Select in PMCAP1[31:24].DATA. This IP does not support this field.
12 to 9	Data Select	All 0	R	R	Data Select According to the PCI standard, sets the value and unit to be indicated in PMCAP1[31:24].DATA and PMCAP1[14:13].Data Scale. This IP does not support this field.
8	PMEE	B'0	R/W or RWS	R/W	PME Enable Enables PME message transmission. 0: Disables PME message transmission. 1: Enables PME message transmission. When the device does not support the PME message transmission function, this bit should always be 0. Note: When PME generation is enabled in the D3Cold state, this field is RWS.
7 to 4	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
3	NOSRST	B'0	R	R/W	No Soft Reset Indicates whether internal reset is performed or not when the device makes a transition from the D3Hot state to the D0 state. 0: Internal reset is performed when the device makes a transition from D3Hot state to D0 state. 1: Internal reset is not performed when the device makes a transition from D3Hot state to D0 state. Set the device function at initialization.
2	—	B'0	R	R	Reserved This bit is always read as 0. The write value should always be 0.
1, 0	Power State	B'00	R/W	R/W	Power State Specifies the power state. B'00: D0 B'01: D1 B'10: D2 B'11: D3Hot Note: The setting is ignored when 1 is set with D1 unsupported or 2 is set with D2 unsupported.

49.2.60 MSI Capability Register 0 (MSICAP0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00 only

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	PVMSK	64ADCAP	MMESE			MMESCAP			MSIE
Initial value:	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R/W
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Next Capability Pointer								Capability ID							
Initial value:	0	1	1	1	0	0	0	0	0	0	0	0	0	1	0	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

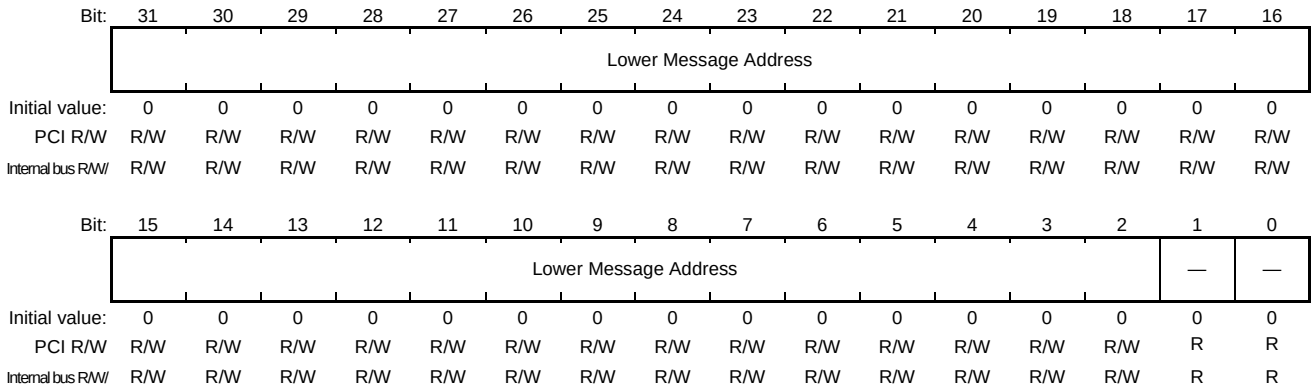
Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 25	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
24	PVMSK	B’1	R	R	Per Vector Masking Indicates whether the per vector masking function is supported or not. 0: The per vector masking function is not supported. 1: The per vector masking function is supported. This device supports the per vector masking function.
23	64ADCAP	B’1	R	R	64-bit Address Capable Indicates whether transmission of a 64-bit address message is supported or not. 0: A 64-bit address message cannot be transmitted. 1: A 64-bit address message can be transmitted. This device supports transmission of a 64-bit address message.
22 to 20	MMESE	B’000	R/W	R/W	Multiple Message Enable Sets the number of interrupt vectors that can be transmitted. B’000: 1 vector B’001: 2 vectors B’010: 4 vectors B’011: 8 vectors B’100: 16 vectors B’101: 32 vectors B’110: Reserved B’111: Reserved

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
19 to 17	MMESCAP	B’000	R	R/W	Multiple Message Capable Sets the number of interrupt vectors that a device can transmit. B’000: 1 vector B’001: 2 vectors B’010: 4 vectors B’011: 8 vectors B’100: 16 vectors B’101: 32 vectors B’110: Reserved B’111: Reserved Set the device function at initialization.
16	MSIE	B’0	R/W	R/W	MSI Enable Enables the MSI function. 0: Disables the MSI function. 1: Enables the MSI function.
15 to 8	Next Capability Pointer	H'70	R	R/W	Next Capability Pointer Pointer to the extended capability list. Points to the PCI Express capability pointer H'70.
7 to 0	Capability ID	H'05	R	R/W	Capability ID Capability list ID Indicates the MSI capability ID (H'05).

49.2.61 MSI Capability Register 1 (MSICAP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00 only



Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 2	Lower Message Address	All 0	R/W	R/W	Lower Message Address Specifies the address[31:2] of an MSI message during an MSI transmission. The value of this field is used for transmission of an MSI message.
1, 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.62 MSI Capability Register 2 (MSICAP2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00 only

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Upper Message Address															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Upper Message Address															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	Upper Message Address	All 0	R/W	R/W	Upper Message Address Specifies the address[63:32] of an MSI message during an MSI transmission. The value of this field is used for transmission of an MSI message.

49.2.63 MSI Capability Register 3 (MSICAP3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00 only

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Message Data															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 16	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	Message Data	All 0	R/W	R/W	Message Data Specifies the MSI message data during an MSI transmission. The value of this field is used for transmission of an MSI message. When more than one interrupt vector is assigned to this device through MSICAP0[22:20].MMESE, a quantity of transmit data equal to the assigned number of vectors can be changed.

49.2.64 MSI Capability Register 4 (MSICAP4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00 only

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Message Mask															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Message Mask															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	Message Mask	All 0	R/W	R/W	Message Mask Masks MSI transmission. Masks the MSI transmission of the interrupt vector assigned by MSICAP0[22:20].MMESE. Message Mask[N] = 1: Masks the MSI transmission of interrupt vector [N]. Message Mask[N] = 0: Does not mask the MSI transmission of interrupt vector [N].

49.2.65 MSI Capability Register 5 (MSICAP5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00 only

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Message Pending															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Message Pending															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	Message Pending	All 0	R	R	Message Pending Indicates that MSI transmission is pending. If a transmission request of the interrupt vector corresponding to bit [N] is generated while it is masked by MSICAP4.Message Mask[N] = 1, MSICAP5.Message Pending[N] is set to 1 to indicate that transmission is pending. When MSICAP4.Message Mask[N] is updated to 0 upon reception of a configuration write request, MSICAP5.Message Pending[N] is updated to 0 to transmit the MSI message. This field is set to 1 when an interrupt transmission request is detected while MSICAP4.Message Mask[N] = 1. When MSICAP4.Message Mask[N] is cleared to 0 while MSICAP5.Message Pending[N] = 1, MSICAP5.Message Pending[N] is cleared to 0, and at the same time an MSI message is transmitted.

49.2.66 PCI Express Capability Register 0 (EXPCAP0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	Interrupt Message Number					SLTIMP	Device Port Type				Capability Version			
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Next Capability Pointer								Capability ID							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31, 30	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
29 to 25	Interrupt Message Number	All 0	R	R/W	Interrupt Message Number According to the PCI standard, indicates the offset of the interrupt vectors used for HotPlug MSI or PME MSI. This IP does not support this field. The write value should always be 0.
24	SLTIMP	B'0	R	R	Slot Implemented Indicates whether the device link is connected to the PCI Express slot. 0: Not connected to the slot. 1: Connected to the slot. • Root Port: This IP does not support the slot function. In this IP, this field has no effect on the hardware. • Endpoint: Use the initial value.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
23 to 20	Device Port Type	H'4	R	R/W	Device Port Type Indicates the device type. H'0: PCI Express Endpoint H'1: (Legacy PCI Express Endpoint) Setting prohibited H'4: Root Port of PCI Express Root Complex (initial value) H'5: (Upstream Port of PCI Express Switch) Setting prohibited H'6: (Downstream Port of PCI Express Switch) Setting prohibited H'7: (PCI Express to PCI/PCI-X Bridge) Setting prohibited H'8: (PCI/PCI-X to PCI Express Bridge) Setting prohibited H'9: (Root Complex Integrated Endpoint Device) Setting prohibited H'A: (Root Complex Event Collector) Setting prohibited • Root Port: Set H'4 at initialization. • Endpoint: Set H'0 at initialization.
19 to 16	Capability Version	H'2	R	R	Capability Version Indicates the version of this capability.
15 to 8	NEXT Capability Pointer	H'00	R	R/W	NEXT Capability Pointer Pointer to the extension capability list Indicates H'00, which is End Of List.
7 to 0	Capability ID	H'10	R	R/W	Capability ID Capability List ID Indicates the PCI Express capability ID (H'10).

49.2.67 PCI Express Capability Register 1 (EXPCAP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Device capability register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	FLRCAP	CAPSLPLSC		Captured Slot Power Limit Value								—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RBER	—	—	—	EL1ACLAT			EL0ACLAT			ETAGS	PFS		MPSS		
Initial value:	1	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 29	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
28	FLRCAP	B’0	R	R/W	Function Level Reset Capability Indicates that the function level reset function is supported. • Root Port: Not need to be set. • Endpoint: This IP does not support the function level reset function. This bit should be fixed to 0.
27, 26	CAPSLPLSC	B’00	R	R	Captured Slot Power Limit Scale Indicates the slot power limit value scale. B’00: 1.0x B’01: 0.1x B’10: 0.01x B’11: 0.001x • Root Port: Not need to be set. • Endpoint: This field is updated on reception of the Set_Slot_Power_Limit message.
25 to 18	Captured Slot Power Limit Value	H'00	R	R	Captured Slot Power Limit Value Indicates the limit of power supplied from the slot (in Watts) in combination with EXPCAP1[27:26].CAPSLPLSC. • Root Port: Not need to be set. • Endpoint: This field is updated on reception of the Set_Slot_Power_Limit message.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
17, 16	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
15	RBER	B’1	R	R	Role-Based Error Reporting The value is fixed to 1 according to the PCI Express version 1.1 or later.
14 to 12	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 9	EL1ACLAT	B’000	R	R/W	Endpoint L1 Acceptable Latency Indicates the maximum L1 to L0 transition latency that the device can accept. B’000: L0 recovery must be completed within 1 µs. B’001: L0 recovery must be completed within 2 µs. B’010: L0 recovery must be completed within 4 µs. B’011: L0 recovery must be completed within 8 µs. B’100: L0 recovery must be completed within 16 µs. B’101: L0 recovery must be completed within 32 µs. B’110: L0 recovery must be completed within 64 µs. B’111: No time limit Set the device support status at initialization.
8 to 6	EL0ACLAT	B’000	R	R/W	Endpoint L0s Acceptable Latency Indicates the maximum L0s to L0 transition latency that the device can accept. B’000: L0 recovery must be completed within 64 ns. B’001: L0 recovery must be completed within 128 ns. B’010: L0 recovery must be completed within 256 ns. B’011: L0 recovery must be completed within 512 ns. B’100: L0 recovery must be completed within 1 µs. B’101: L0 recovery must be completed within 2 µs. B’110: L0 recovery must be completed within 4 µs. B’111: No time limit Set the device support status at initialization.
5	ETAGS	B’1	R	R	Extended Tag Field Supported Indicates the tag ID size supported as the requester ID. 0: 5-bit tag 1: 8-bit extension tag This IP supports the extension 8-bit tag ID function.
4, 3	PFS	B’00	R	R	Phantom Function Supported Indicates the phantom function support status for transaction ID extension. B’00: The phantom function is not supported. B’01: The MSB of requester ID function number can be used for the phantom function. B’10: The upper two bits of requester ID function number can be used for the phantom function. B’11: All the three bits of requester ID function number can be used for the phantom function. This IP does not support the phantom function. Fixed to 0.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
2 to 0	MPSS	B’000	R	R/W	Max Payload Size Supported Indicates the maximum payload size supported by the device. B’000: 128 bytes B’001: Reserved (setting prohibited) B’010: Reserved (setting prohibited) B’011: Reserved (setting prohibited) B’100: Reserved (setting prohibited) B’101: Reserved (setting prohibited) B’110: Reserved (setting prohibited) B’111: Reserved (setting prohibited)

49.2.68 PCI Express Capability Register 2 (EXPCAP2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Device status register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	TRPD	AUXPDTCD	URDTCD	FEDTCD	NFEDTCD	CEDTCD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	RW1C	RW1C	RW1C	RW1C
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	RW1C	RW1C	RW1C	RW1C

- Device control register

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	Max Read Request Size			ENSNP	AUXPPME	PFE	ETAGE	Max Payload Size			ERLOD	URRPE	FERPE	NFERPE	CERPE
Initial value:	0	0	1	0	1	0	0	0	0	0	0	1	0	0	0	0
PCI R/W	R	R/W	R/W	R/W	R/W	RWS	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Internal bus R/W/	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 22	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
21	TRPD	B'0	R	R	Transaction Pending Indicates that there is a non-posted request not yet completed. 0: Non-posted request processing is not pending. 1: Non-posted request processing is pending. Non-posted requests issued are managed and the applicable value is reflected here.
20	AUXPDTCD	B'0	R	R	AUX Power Detected This field is fixed to 0 with this IP.
19	URDTCD	B'0	RW1C	RW1C	Unsupported Request Detected Indicates the unsupported request detection status. 0: An unsupported request has not been detected. 1: An unsupported request has been detected. This field is set to 1 when an unsupported request is detected.
18	FEDTCD	B'0	RW1C	RW1C	Fatal Error Detected Indicates the fatal error detection status. 0: A fatal error has not been detected. 1: A fatal error has been detected. This field is set to 1 when a fatal error is detected.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
17	NFEDTCD	B'0	RW1C	RW1C	Non-fatal Error Detected Indicates the non-fatal error detection status. 0: A non-fatal error has not been detected. 1: A non-fatal error has been detected. This field is set to 1 when a non-fatal error is detected.
16	CEDTCD	B'0	RW1C	RW1C	Correctable Error Detected Indicates the correctable error detection status. 0: A correctable error has not been detected. 1: A correctable error has been detected. This field is set to 1 when a correctable error is detected.
15	Reserved	B'0	R	R	This bit is always read as 0. The write value should always be 0.
14 to 12	Max Read Request Size	B'010	R/W	R/W	Max Read Request Size Indicates the maximum size of the read request that can be issued as the requester. B'000: 128 bytes max. B'001: 256 bytes max. B'010: 512 bytes max. B'011: 1024 bytes max. B'100: 2048 bytes max. B'101: 4096 bytes max. B'110: Reserved B'111: Reserved
11	ENSNP	B'1	R/W	R/W	Enable No Snoop Enables the device to issue the no-snoop transaction. 0: The no-snoop transaction cannot be issued. 1: The no-snoop transaction can be issued.
10	AUXPPME	B'0	RWS	R/W	AUX Power PM Enable Enables AUX power power management. 0: AUX power power management is disabled. 1: AUX power power management is enabled. Note: When the AUX power function is not implemented (when PMCAP0[24:22].AUX Current = 0), this bit is fixed to 0.
9	PFE	B'0	R	R	Phantom Function Enable Enables the phantom function. 0: The phantom function is disabled. 1: The phantom function is enabled. This IP does not support the phantom function. Fixed to 0.
8	ETAGE	B'0	R/W	R/W	Extended Tag Enable Enables the extension 8-bit tag ID function. 0: The extension 8-bit tag ID function is disabled. 1: The extension 8-bit tag ID function is enabled. This ID supports the extension 8-bit tag ID function.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
7 to 5	Max Payload Size	B'000	R/W	R/W	Max Payload Size Indicates the maximum payload size for the device. B'000: 128 bytes max. B'001: 256 bytes max. B'010: 512 bytes max. B'011: 1024 bytes max. B'100: 2048 bytes max. B'101: 4096 bytes max. B'110: Reserved B'111: Reserved
4	ERLOD	B'1	R/W	R/W	Enabled Relax Ordering Enables the device to issue the relaxed ordering transaction. 0: The relaxed ordering transaction cannot be issued. 1: The relaxed ordering transaction can be issued.
3	URRPE	B'0	R/W	R/W	Unsupported Request Reporting Enable Enables the error message report on detection of an unsupported request. 0: The FATAL_ERR or NONFATAL_ERR message is not transmitted on detection of an unsupported request. 1: The FATAL_ERR or NONFATAL_ERR message is transmitted on detection of an unsupported request.
2	FERPE	B'0	R/W	R/W	Fatal Error Reporting Enable Enables the error message report on detection of a FATAL_ERR. 0: The ERR_FATAL message is not transmitted on detection of a FATAL_ERR. 1: The ERR_FATAL message is transmitted on detection of a FATAL_ERR.
1	NFERPE	B'0	R/W	R/W	Non-fatal Error Reporting Enable Enables the error message report on detection of a NON_FATAL_ERR. 0: The ERR_NONFATAL message is not transmitted on detection of a NON FATAL_ERR. 1: The ERR_NONFATAL message is transmitted on detection of a NON FATAL_ERR.
0	CERPE	B'0	R/W	R/W	Correctable Error Reporting Enable Enables the error message report on detection of a correctable error. 0: The ERR_COR message is not transmitted on detection of a correctable error. 1: The ERR_COR message is transmitted on detection of a correctable error.

49.2.69 PCI Express Capability Register 3 (EXPCAP3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Link capability register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Port Number								—	—	LKBWNOTFCAP	DLLACTRPCAP	SDNERPCAP	CLKPM	L1ELAT	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	L1ELAT	L0s Exit Latency			ASPM Supported		Maximum Link Width						Supported Link Speeds			
Initial value:	1	1	1	1	0	1	0	0	0	0	0	1	0	0	1	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 24	Port Number	All 0	R	R/W	Port Number Indicates the port number of this PCI Express port. Specify the port number at initialization.
23, 22	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
21	LKBWNOTFCAP	B'0	R	R/W	Link Bandwidth Notification Capability Indicates whether or not the link bandwidth change report function is supported by EXPCAP4[30].LKBWMNGSTS or EXPCAP4[31].LKAUTOBWSTS. 0: The link bandwidth change report function is not supported. 1: The link bandwidth change report function is supported. • Root Port: To support this function, set 1 at initialization. • Endpoint: Use the initial value. Not need to be changed.
20	DLLACTRPCAP	B'0	R	R/W	Data Link Layer Active Reporting Capable Indicates whether or not the Data Link Layer Active State can be indicated by EXPCAP4[29].DLLACT. 0: The Data Link Layer Active State cannot be indicated. 1: The Data Link Layer Active State can be indicated. • Root Port: To support this function, set 1 at initialization. • Endpoint: Use the initial value. Not need to be changed.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
19	SDNERPCAP	B'0	R	R	Surprise Down Error Reporting Capable Indicates that the Surprise Down error detection function is supported. 0: The Surprise Down error detection function is not supported. 1: The Surprise Down error detection function is supported. This device does not support the Surprise Down error detection function. Fixed to 0.
18	CLKPM	B'0	R	R/W	Clock Power Management Indicates that the clock can be stopped when the link is in the L1, L2Ready, or L3Ready state. 0: Clock cannot be stopped. 1: Clock can be stopped. Set the device function at initialization. Note: This field can be set with the device that conforms to the form factor supporting Clock Request Capability.
17 to 15	L1ELAT	B'111	R	R/W	L1 Exit Latency Indicates the L1 to L0 transition latency of the device. B'000: L0 recovery is completed in less than 1 µs. B'001: L0 recovery is completed in 1 µs or more, but less than 2 µs. B'010: L0 recovery is completed in 2 µs or more, but less than 4 µs. B'011: L0 recovery is completed in 4 µs or more, but less than 8 µs. B'100: L0 recovery is completed in 8 µs or more, but less than 16 µs. B'101: L0 recovery is completed in 16 µs or more, but less than 32 µs. B'110: L0 recovery is completed in 32 µs or more, but 64 µs or less. B'111: L0 recovery is completed in more than 64 µs. Set the device condition at initialization.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
14 to 12	L0s Exit Latency	B'111	R	R/W	L0s Exit Latency Indicates the L0s to L0 transition latency of the device. B'000: L0 recovery is completed in less than 64 ns. B'001: L0 recovery is completed in 64 ns or more, but less than 128 ns. B'010: L0 recovery is completed in 128 ns or more, but less than 256 ns. B'011: L0 recovery is completed in 256 ns or more, but less than 512 ns. B'100: L0 recovery is completed in 512 ns or more, but less than 1 µs. B'101: L0 recovery is completed in 1 µs or more, but less than 2 µs. B'110: L0 recovery is completed in 2 µs or more, but 4 µs or less. B'111: L0 recovery is completed in more than 4 µs. Set the device condition at initialization.
11, 10	ASPM Supported	B'01	R	R	ASPM Supported Indicates the ASPM support status. B'00: Reserved B'01: Supports L0s transition. B'10: Reserved B'11: Supports L0s and L1 transition (not supported with this IP). This IP only supports L0s transition.
9 to 4	Maximum Link Width	H'01	R	R/W	Maximum Link Width Indicates the maximum link width. H'00: Reserved H'01: x1 link H'02: x2 link (not supported) H'04: x4 link (not supported) H'08: x8 link (not supported) H'0C: x12 link (not supported) H'10: x16 link (not supported) H'20: x32 link (not supported)
3 to 0	Supported Link Speeds	H'2	R	R/W	Supported Link Speeds Indicates the maximum link speed. H'1: 2.5 GT/s H'2: 5.0 GT/s and 2.5 GT/s link speeds supported Other than above: Reserved

49.2.70 PCI Express Capability Register 4 (EXPCAP4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Link status register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LKAUTOBWSTS	LKBWMNGSTS	DLLACT	SLCLKCFG	LKTR	—	Negotiated Link Width						Current Link Speed			
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1
PCI R/W	*1	*1	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	*2	*2	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R

- Link control register

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	LKAUTOBWINTE	LKBWMNGINTE	HWAUTOWDIS	ECLKPM	EXTSYNC	CCLKCFG	RTRNLK	LKDIS	RCB	—	ASPM Control	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	*1	*1	R	R/W	R/W	R/W	R	R	R/W	R	R/W	R/W
Internal bus R/W/	R	R	R	R	*3	*3	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W

Notes: 1. R/W changes by the state. Root Port:—, Endpoint:R
2. R/W changes by the state. Root Port:RW1C, Endpoint:R
3. R/W changes by the state. Root Port:R/W, Endpoint:R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31	LKAUTOBWSTS	B'0	—	RW1C	Link Autonomous Bandwidth Status • Root Port: When a change of link bandwidth due to intentional factor is detected, 1 is set. This bit is cleared to 0 when 1 is written. Note: This field is only valid when EXCAP3[21].LKBWNOTFCAP is set to 1. If set to 0, this bit is fixed to 0.
			R	R	Link Autonomous Bandwidth Status • Endpoint: Use the initial value. Not need to be changed.
30	LKBWMNGSTS	B'0	—	RW1C	Link Bandwidth Management Status • Root Port: When a change of link bandwidth due to reliability-related factor is detected, 1 is set. This bit is cleared to 0 when 1 is written. Note: This field is only valid when EXCAP3[21].LKBWNOTFCAP is set to 1. If set to 0, this bit is fixed to 0.
			R	R	Link Bandwidth Management Status • Endpoint: Use the initial value. Not need to be changed.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
29	DLLACT	B’0	R	R	Data Link Layer Active Indicates that DLCMSM is in the DL_ACTIVE state. 0: Not in the DL_ACTIVE state 1: In the DL_ACTIVE state Note: This bit is only valid when EXCAP3[20].DLLACTRPCAP is set to 1. If set to 0, this bit is fixed to 0.
28	SLCLKCFG	B’0	R	R/W	Slot Clock Configuration Indicates that the same reference clock as that supplied to the connector by the platform is used. 0: The same reference clock is not used. 1: The same reference clock is used.
27	LKTR	B’0	R	R	Link Training Indicates that link training by MAC LTSSM is in progress. • Root Port: Set to 1 when link training is in progress. • Endpoint: Fixed to 0.
26	—	B’0	R	R	Reserved This bit is always read as 0. The write value should always be 0.
25 to 20	Negotiated Link Width	H'04	R	R	Negotiated Link Width Indicates the link width determined by negotiation between links. H'01: x1 link width H'02: x2 link width H'04: x4 link width H'08: x8 link width H'0C: x12 link width H'10: x16 link width H'20: x32 link width This field value is undefined while a link is not established.
19 to 16	Current Link Speed	H'1	R	R	Current Link Speed Indicates the link speed determined by negotiation between links. H'1: 2.5 GT/s H'2: 5.0 GT/s
15 to 12	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
11	LKAUTOBWINTE	B'0	Root Port: —	Root Port: R/W	Link Autonomous Bandwidth Interrupt Enable Enables generation of the interrupt by EXPCAP4[31].LKAUTOBWSTS. • Root Port: An interrupt is generated when LKAUTOBWSTS is 1. Note: This bit is only valid when EXCAP3[21].LKBMNOTFCAP is set to 1. If set to 0, this bit is fixed to 0.
			Endpoint: R	Endpoint: R	• Endpoint: Use the initial value. Not need to be changed.
10	LKBWMNGINTE	B'0	Root Port: —	Root Port: R/W	Link Bandwidth Management Interrupt Enable Enables generation of the interrupt by EXPCAP4[30].LKBWMNGSTS. • Root Port: Writing 1 to this bit sets it to 1, and enables generation of the interrupt when LKBWMNGSTS is 1. Note: This bit is only valid when EXCAP3[21].LKBMNOTFCAP is set to 1. If set to 0, this bit is fixed to 0.
			Endpoint: R	Endpoint: R	• Endpoint: Use the initial value. Not need to be changed.
9	HWAUTOWDIS	B'0	R	R	Hardware Autonomous Width Disable Disables autonomous change of link width by hardware except for the cases of poor link reliability. 0: Autonomous change of link width by hardware is enabled. 1: Autonomous change of link width by hardware is disabled. According to the standard, fixing this bit to 0 is allowed if hardware does not provide the autonomous link width changing mechanism. Since this IP does not provide the autonomous link width changing mechanism, this bit is fixed to 0.
8	ECLKPM	B'0	R/W	R/W	Enable Clock Power Management Enables the clock power management function. Note: This bit is only valid when EXCAP3[18].CLKPM is set to 1. If set to 0, this bit is fixed to 0.
7	EXTSYNC	B'0	R/W	R/W	Extended SYNC Transmits the ordered set when the MAC LTSSM makes a transition from L0s or in the recovery state.
6	CCLKCFG	B'0	R/W	R/W	Common Clock Configuration Indicates that the same clock is used by both ends of the link.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
5	RTRNLK	B'0	R	R/W	Retrain Link Directs link retraining. Note: The read value is always 0. • Root Port: Write 1 to allow link retraining. • Endpoint: This bit is reserved. The write value should always be 0.
4	LKDIS	B'0	R	R/W	Link Disable Disables the link. • Root Port: Write 1 to disable the link. • Endpoint: This bit is reserved. The write value should always be 0.
3	RCB	B'0	R/W	Root Port: R/W Endpoint: R/W	Read Completion Boundary Indicates the read completion boundary. 0: 64-byte boundary 1: 128-byte boundary This field does not effect on the hardware. This IP divides a read completion only at 128-byte boundaries.
2	Reserved	B'0	R	R	This bit is always read as 0. The write value should always be 0.
1, 0	ASPM Control	B'00	R/W	R/W	ASPM Control Sets the ASPM support level. B'00: Disabled B'01: L0s transition enabled B'10: L1 transition enabled (setting prohibited) B'11: L0s/L1 transition enabled (setting prohibited)

49.2.71 PCI Express Capability Register 5 (EXPCAP5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

Header TYPE01

- Slot capabilities register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Physical Slot Number													NOCCSP	EMLKPRS	SLPLSC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SLPLSC	Slot Power Limit Value								HOTPLGCAP	HOTPLGSPR	PWINDPRS	ATINDPRS	MRLSENPRS	PWCONPRS	ATBTNPRS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 19	Physical Slot Number	All 0	R	Physical Slot Number According to the PCI standard, indicates the physical slot number connected to the device. This field is invalid with this IP.

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
18	NOCCSP	B'0	R	No Command Complete Support According to the PCI standard, indicates that completion of a Hot Plug command is not to be reported. 0: Upon completion of a Hot Plug command, it is reported. 1: Upon completion of a Hot Plug command, it is not reported. This field is invalid with this IP.
17	EMLKPRS	B'0	R	Electro Mechanical Interlock Present According to the PCI standard, indicates that Electromechanical Interlock is provided for the slot. This field is invalid with this IP.
16, 15	SLPLSC	B'00	R	Slot Power Limit Scale According to the PCI standard, indicates the scale for slot power limit value. B'00: 1.0x B'01: 0.1x B'10: 0.01x B'11: 0.001x This field is invalid with this IP.
14 to 7	Slot Power Limit Value	All 0	R	Slot Power Limit Value According to the PCI standard, indicates the upper limit of slot power supplied by the slot power supply in Watts. This field is invalid with this IP.
6	HOTPLGCAP	B'0	R	Hot Plug Capable According to the PCI standard, indicates the Hot Plug support status in this slot. This field is invalid with this IP.
5	HOTPLGSPR	B'0	R	Hot Plug Surprise According to the PCI standard, indicates that the adapter inserted to this slot can be unplugged without advance notice. This field is invalid with this IP.
4	PWINDPRS	B'0	R	Power Indicator Present According to the PCI standard, indicates that the power indicator is provided. This field is invalid with this IP.
3	ATINDPRS	B'0	R	Attention Indicator Present According to the PCI standard, indicates that the attention indicator is provided. This field is invalid with this IP.
2	MRLSENPRS	B'0	R	MRL Sensor Present According to the PCI standard, indicates that the MRL sensor is provided. This field is invalid with this IP.

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
1	PWCONPRS	B'0	R	Power Controller Present According to the PCI standard, indicates that the power controller is provided. This field is invalid with this IP.
0	ATBTNPRS	B'0	R	Attention Button Present According to the PCI standard, indicates that the attention button is provided. This field is invalid with this IP.

49.2.72 PCI Express Capability Register 6 (EXPCAP6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

Header TYPE01

- Slot status register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	DLLSTCHG	EMLKSTS	PRDETST	MRLSENST	COMCPL	PRDETCHG	MRLSENCHG	PWFALDET	ATBTNPRES
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

- Slot control register

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	DLLSTCHGE	EMLKCON	PWCONCON	PWINDCON		ATINDCON		HOTPLGINTE	COMCPLINTE	PRDETCHGE	MRLSENCHGE	PWFALDETE	ATBTNPRESE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	DLLSTCHG	B'0	R	Data Link Layer ST Changed According to the PCI standard, indicates that the EXPCAP4[29].DLLACT has changed. This field is invalid with this IP.

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
23	EMLKSTS	B'0	R	Electro Mechanical Interlock Status According to the PCI standard, indicates the Electromechanical Interlock state. 0: Not locked by Electromechanical Interlock. 1: Locked by Electromechanical Interlock This field is invalid with this IP.
22	PRDETST	B'1	R	Presence Detect State According to the PCI standard, indicates that the adapter is inserted in the slot. 0: The slot is empty. 1: The adapter is inserted in the slot. This field is invalid with this IP.
21	MRLSENST	B'0	R	MRL Sensor State According to the PCI standard, indicates the MRL sensor state. 0: MRL is open. 1: MRL is closed. This field is invalid with this IP.
20	COMCPL	B'0	R	Command Completed According to the PCI standard, indicates that the Hot Plug command has been completed when EXPCAP5[18].NOCCSP = 0. 0: The Hot Plug command is being executed. 1: The Hot Plug command execution has been completed. This field is invalid with this IP.
19	PRDETCHG	B'0	R	Presence Detect Changed According to the PCI standard, indicates that the EXPCAP6[22].PRDETST has changed. This field is invalid with this IP.
18	MRLSENCHG	B'0	R	MRL Sensor Changed According to the PCI standard, indicates that the EXPCAP6[21].MRLSENST has changed. This field is invalid with this IP.
17	PWFALDET	B'0	R	Power Fault Detect According to the PCI standard, indicates that the power fault has been detected. This field is invalid with this IP.
16	ATBTNPRES	B'0	R	Attention Button Pressed According to the PCI standard, indicates that the attention button has been pressed. This field is invalid with this IP.
15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	DLLSTCHGE	B'0	R	Data Link Layer State Change Enable According to the PCI standard, enables the setting of PCIEXP6[24].DLLSTCHG. This field is invalid with this IP.

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
11	EMLKCON	B'0	R	Electro Mechanical Interlock Control According to the PCI standard, toggles the state of Electromechanical Interlock. This field is invalid with this IP.
10	PWCONCON	B'0	R	Power Controller Control According to the PCI standard, controls the power controller. 0: Power Off 1: Power On This field is invalid with this IP.
9, 8	PWINDCON	B'00	R	Power Indicator Control According to the PCI standard, controls the power indicator. B'00: Reserved B'01: On B'10: Blink B'11: Off This field is invalid with this IP.
7, 6	ATINDCON	B'00	R	Attention Indicator Control According to the PCI standard, controls the attention indicator. B'00: Reserved B'01: On B'10: Blink B'11: Off This field is invalid with this IP.
5	HOTPLGINTE	B'0	R	Hot Plug Interrupt Enable According to the PCI standard, enables MSI generation upon Hot Plug.
4	COMCPLINTE	B'0	R	Command Completed Interrupt Enable According to the PCI standard, enables MSI generation upon Command Complete. This field is invalid with this IP.
3	PRDETCHGE	B'0	R	Presence Detect Changed Enable According to the PCI standard, enables MSI generation by PRDETCHG. This field is invalid with this IP.
2	MRLSENCHGE	B'0	R	MRL Sensor Changed Enable According to the PCI standard, enables MSI generation by MRLSENCHG. This field is invalid with this IP.
1	PWFALDETE	B'0	R	Power Fault Detect Enable According to the PCI standard, enables MSI generation by PWFALDET. This field is invalid with this IP.
0	ATBTNPRESE	B'0	R	Attention Button Pressed Enable According to the PCI standard, enables MSI generation by ATBTNPRES. This field is invalid with this IP.

49.2.73 PCI Express Capability Register 7 (EXPCAP7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

Header TYPE01

- Root capabilities register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CRSVIS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

- Root control register

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	CRSVISE	PMEINTE	SERRFEE	SERRNFEE	SERRCEE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
16	CRSVIS	B'0	R/W	CRS Software Visibility Indicates whether Root Port has the function of returning Configuration Retry Status to the upper software. Set the device function at initialization.
15 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	CRSVISE	B'0	R/W	CRS Software Visibility Enable Enables Root Port to return Configuration Retry Status to the upper software. Before setting this bit to 1, the CRSVIS bit should be set. If these bits are set at the same time, CRSVISE is not set to 1. Setting this bit to 1 changes Configuration access behavior. For details, see section 49.3.2, Configuration Cycle.
3	PMEINTE	B'0	R/W	PME Interrupt Enable Enables Root Port to generate the interrupt to the upper software upon reception of a PME message. 0: If a PM_PME has been received when another PM_PME is received, EXPCAP8[15:0].PME_RequesterID is overwritten. 1: If a PM_PME has been received when another PM_PME is received, EXPCAP8[15:0].PM_RequesterID is not overwritten. PM_RequesterID of the PM_PME received later is placed in the pending state. At this time, all the receive operations are stopped. Thus, always clear EXPCAP8[16].PMEST.
2	SERRFEE	B'0	R/W	System Error on Fatal Error Enable Enables Root Port to generate the interrupt to the upper software upon reception of an ERR_FATAL message or occurrence of an error reported by Root Port itself.
1	SERRNFEE	B'0	R/W	System Error on Non-fatal Error Enable Enables Root Port to generate the interrupt to the upper software upon reception of an ERR_NONFATAL message or occurrence of an error reported by Root Port itself.
0	SERRCEE	B'0	R/W	System Error on Correctable Error Enable Enables Root Port to generate the interrupt to the upper software upon reception of an ERR_COR message or occurrence of an error reported by Root Port itself.

49.2.74 PCI Express Capability Register 8 (EXPCAP8)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Header TYPE00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

Header TYPE01

- Root status register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PMEPD	PMEST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	RW1C

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PME Requester ID															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	Internal Bus R/W	Description
31 to 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17	PMEPD	B'0	R	PME Pending Indicates that another PME is pending when this bit is 1. If the PME status is cleared by the upper software with PMEPD = 1 and PMEST = 1, PMEST is set to 1 again and the pending requester ID is set in the PME Requester ID bits.

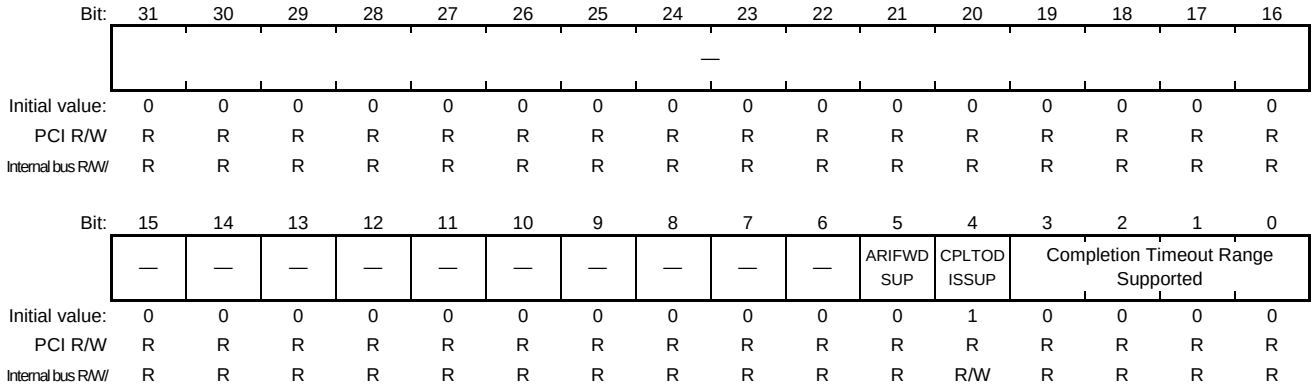
Bit	Bit Name	Initial Value	Internal Bus R/W	Description
16	PMEST	B'0	RW1C	PME Status Indicates that PME has been received from the requester indicated by the PME Requester ID bits. This bit is set to 1 when the PME is received and cleared to 0 when the upper software writes 1 to this bit.
15 to 0	PME Requester ID	All 0	R	PME Requester ID Indicates the requester ID having issued the PME. This field sets the requester ID on reception of PME.

49.2.75 PCI Express Capability Register 9 (EXPCAP9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Device capabilities 2 register



Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 6	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
5	ARIFWDSUP	B'0	R	R	ARI Forwarding Support Indicates the ARI Forwarding support status. • Root Port: This IP does not support the ARI Forwarding. Fixed to 0. • Endpoint: Fixed to 0.
4	CPLTODISSUP	B'1	R	R/W	Completion Timeout Disable Supported Indicates the Completion Timeout Disable function support status. 0: The Completion Timeout Disable function is not supported. 1: The Completion Timeout Disable function is supported. This IP supports the Completion Timeout Disable function.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
3 to 0	Completion Timeout Range Supported	H'0	R	R	Completion Timeout Range Supported Indicates the Completion Timeout Range support status. Timeout range specified by the standard: Range A: 50 µs to 10 ms Range B: 10 ms to 250 ms Range C: 250 ms to 4 s Range D: 4 s to 64 s Supported ranges: H'0: Setting the timeout value is prohibited (fixed). H'1: Range A H'2: Range B H'3: Range A and B H'6: Range B and C H'7: Range A, B and C H'E: Range B, C and D H'F: Range A, B, C and D Other than above: Reserved This IP does not support the timeout value setting.

49.2.76 PCI Express Capability Register 10 (EXPCAP10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Device status 2 register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

- Device control 2 register

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	ARIFWDE	CPLTODIS	Completion Timeout Value			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 6	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
5	ARIFWDE	B'0	R	R	ARI Forwarding Enable Enables the ARI Forwarding. • Root Port: This IP does not support the ARI Forwarding. Fixed to 0. • Endpoint: Fixed to 0.
4	CPLTODIS	B'0	R/W	R/W	Completion Timeout Disable Sets the Completion Timeout Disable function. 0: The Completion Timeout Disable function is disabled. 1: The Completion Timeout Disable function is enabled. This bit is fixed to 0 when EXPCAP9[4].Completion Timeout Disable Supported is 0.

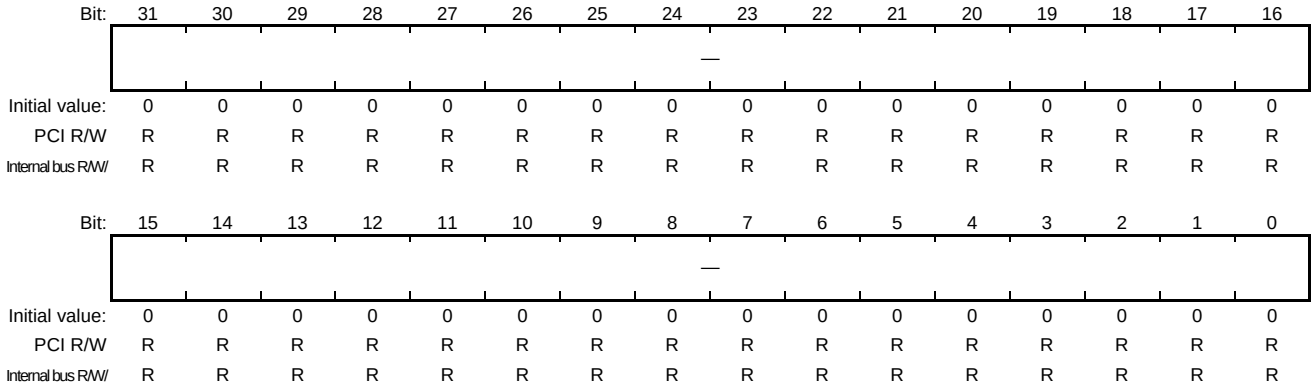
Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
3 to 0	Completion Timeout Value	H'0	R	R	Completion Timeout Value Sets the Completion Timeout value. H'0: Default Range 50 µs to 50 ms (fixed) Value of TLCTLR.Default Completion Timeout Time H'1: 50 µs to 100 µs (not supported) H'2: 1 ms to 10 ms (not supported) H'5: 16 ms to 55 ms (not supported) H'6: 65 ms to 210 ms (not supported) H'9: 260 ms to 900 ms (not supported) H'A: 1 s to 3.5 s (not supported) H'C: 4 s to 13 s (not supported) H'D: 17 s to 64 s (not supported) Other than above: Reserved This IP does not support the timeout value setting.

49.2.77 PCI Express Capability Register 11 (EXPCAP11)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Link capabilities 2 register



Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.78 PCI Express Capability Register 12 (EXPCAP12)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Link status 2 register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CURDEEMLEV
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

- Link control 2 register

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	CMPDEEM	CMPSOS	ETMDFCMP	Transmit Margin			SELDEEM	HWATSPDIS	ENTCMP	Target Link Speed			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
PCI R/W	R	R	R	RWS	RWS	RWS	RWS	RWS	RWS	R	R	RWS	RWS	RWS	RWS	RWS
Internal bus R/W/	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 17	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
16	CURDEEMLEV	B'1	R	R	Current De-emphasis Level Indicates the current de-emphasis level during 5-GT/s link operation. 0: -6 dB 1: -3.5 dB The value is undefined during 2.5-GT/s operation.
15 to 13	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
12	CMPDEEM	B'0	RWS	R/W	Compliance De-emphasis Specifies the de-emphasis level when setting EXPCAP12[4].ENTCMP bit to 1 causes LTSSM to be placed in Polling.Compliance mode. 0: -6 dB 1: -3.5 dB The value is undefined during 2.5-GT/s operation.
11	CMPSOS	B'0	RWS	R/W	Compliance SOS When this bit is 1, LTSSM periodically inserts the SKP ordered set between compliance patterns. 0: The SKP ordered set is not periodically inserted. 1: The SKP ordered set is periodically inserted.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
10	ETMDFCMP	B'0	RWS	R/W	Enter Modified Compliance When this bit is 1, LTSSM transmits modified compliance patterns on transition to the Polling.Compliance state. 0: Normal compliance patterns are used. 1: Modified compliance patterns are used.
9 to 7	Transmit Margin	B'000	RWS	R/W	Transmit Margin Sets the signal level without de-emphasis. B'000: Normal signal level B'001: 800 to 1200 mV for full swing, 400 to 700 mV for half swing B'010-(n-1): n is specified by PHY (3 ≤ n ≤ 7). n-111: Reserved Determine n according to the PHY specification. Do not set the value exceeding the PHY specification.
6	SELDEEM	B'0	R	R/W	Selectable De-emphasis Indicates the de-emphasis level during 5-GT/s upstream component operation. • Root Port: Set a value appropriate for the PHY at initialization. 0: -6 dB 1: -3.5 dB • Endpoint: Fixed to 0.
5	HWATSPDIS	B'0	R	R	Hardware Autonomous Speed Disable Disables autonomous change of link width by hardware except for the cases of poor reliability. 0: Autonomous change of link width by hardware is enabled. 1: Autonomous change of link width by hardware is disabled. According to the standard, fixing this bit to 0 is allowed if hardware does not provide the autonomous link width changing mechanism. Since this IP does not provide the autonomous link width changing mechanism, this bit is fixed to 0. The write value should always be 0.
4	ENTCMP	B'0	RWS	R/W	Enter Compliance Setting this bit of both ends of the link forcibly places a link into compliance mode at the specified speed. Used to set compliance mode.

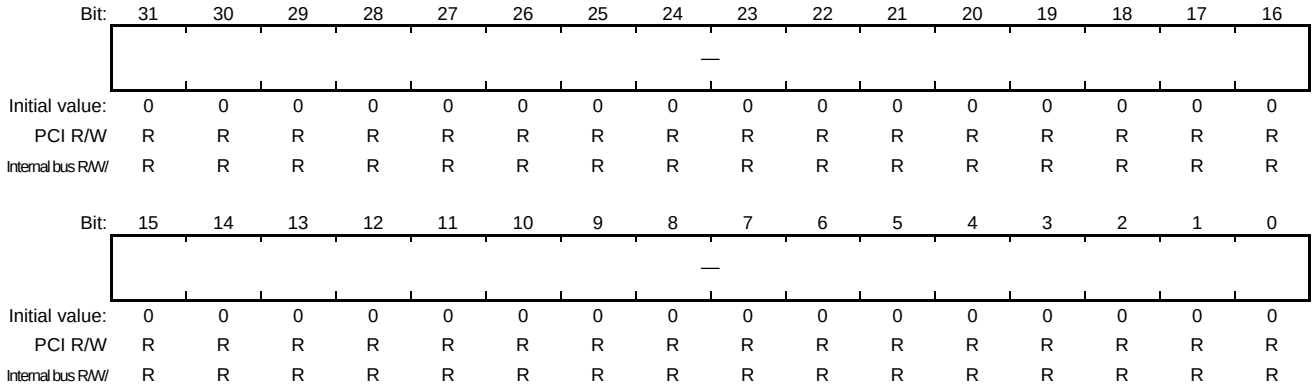
Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
3 to 0	Target Link Speed	B'0010	RWS	R/W	Target Link Speed • Root Port: Specifies the upper limit speed that is conveyed to the communication peer during link training. Also, specifies the speed in compliance mode. B'0001: 2.5 GT/s B'0010: 5.0 GT/s • Endpoint: Specifies the speed in compliance mode. B'0001: 2.5 GT/s B'0010: 5.0 GT/s

49.2.79 PCI Express Capability Register 13 (EXPCAP13)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Slot capabilities 2 register



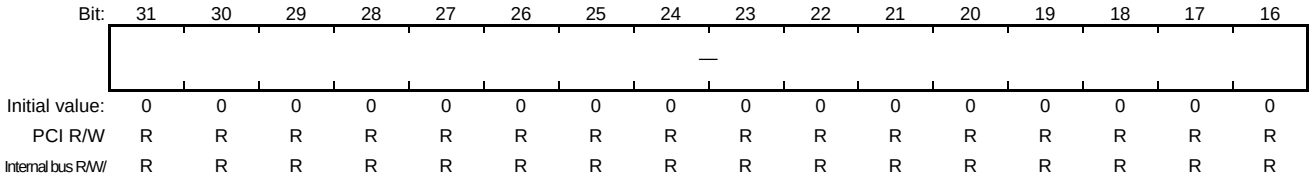
Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.80 PCI Express Capability Register 14 (EXPCAP14)

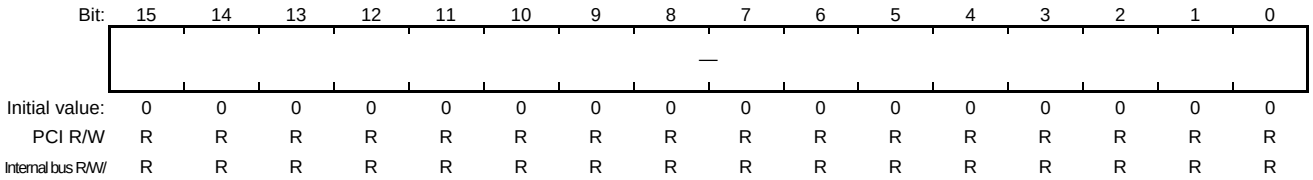
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Common to Header TYPE00/01

- Slot status 2 register



- Slot control 2 register



Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 16	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.81 VC Capability Register 0 (VCCAP0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

- Virtual channel enhanced capability header

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Next Capability Offset												Capability Version			
Initial value:	0	0	0	1	1	0	1	1	0	0	0	0	0	0	0	1
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PCI Express Extended Capability ID															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 20	Next Capability Offset	H'1B0	R	R/W	Next Capability Offset Pointer to the capability list Points to the pointer to Device Serial Number Capability, H'1B0.
19 to 16	Capability Version	H'1	R	R	Capability Version Indicates the version of this capability.
15 to 0	PCI Express Extended Capability ID	H'0002	R	R	PCI Express Extended Capability ID Indicates the ID of this capability.

49.2.82 VC Capability Register 1 (VCCAP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

- Port VC capability register 1

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PT ARBTBL SIZE		REFCLK		—	LPEXTVC			—	EXT VC		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 12	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
11, 10	PT ARBTBL SIZE	B'00	R	R	Port Arbitration Table entry Size Indicates the size of port arbitration table entry. This IP does not support port arbitration.
9, 8	REFCLK	B'00	R	R	Reference Clock Indicates the reference clock for Time Base WRR port arbitration. This IP does not support port arbitration.
7	—	B'0	R	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 4	LPEXTVC	B'000	R	R	Low Priority Extended VC Count Indicates the low priority VC count except the default VC0. With this IP, only VC0 is a low priority VC.
3	—	B'0	R	R	Reserved This bit is always read as 0. The write value should always be 0.
2 to 0	EXT VC	B'000	R	R/W	Extended VC Count Indicates the VC count except the default VC0. The write value should always be 0.

49.2.83 VC Capability Register 2 (VCCAP2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

- Port VC capability register 2

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VC Arbitration Table Offset								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	VCARB WRR128	VCARB WRR64	VCARB WRR32	VCARB FIX
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 24	VC Arbitration Table Offset	All 0	R	R	VC Arbitration Table Offset Indicates the position of VC arbitration. This IP does not provide VC arbitration based on the table.
23 to 4	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
3	VCARBWRR128	B’0	R	R	VC Arbitration WRR 128 Phase Indicates that Weighted Round Robin 128 Phase is applied to VC arbitration of Low Priority Group VC. This IP does not support this function.
2	VCARB WRR64	B’0	R	R	VC Arbitration WRR 64 Phase Indicates that Weighted Round Robin 64 Phase is applied to VC arbitration of Low Priority Group VC. This IP does not support this function.
1	VCARB WRR32	B’0	R	R	VC Arbitration WRR 32 Phase Indicates that Weighted Round Robin 32 Phase is applied to VC arbitration of Low Priority Group VC. This IP does not support this function.
0	VCARB FIX	B’0	R	R	VC Arbitration Hardware Fixed Indicates that HardWareFix scheme is applied to VC arbitration of Low Priority Group VC. This IP does not support this function.

49.2.84 VC Capability Register 3 (VCCAP3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

- Port VC status register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VCARBTBLST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

- Port VC control register

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	VC Arbitration Select			LDVCARBTBL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 17	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
16	VCARBTBLST	B'0	R	R	VC Arbitration Table Status Indicates the VC arbitration table status. This IP does not provide VC arbitration based on the table.
15 to 4	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 1	VC Arbitration Select	B'000	R	R	VC Arbitration Select Selects the VC arbitration method for Low Priority Group VC. This IP does not provide VC arbitration.
0	LDVCARBTBL	B'0	R	R	Load VC Arbitration Table Loads the VC arbitration table. This IP does not provide VC arbitration.

49.2.85 VC Capability Register 4 (VCCAP4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register is used to make settings for the VC0.

- VC0 resource capability register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Port Arbitration Table Offset								—	Maximum Time Slot						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RJCTS NPTR	—	—	—	—	—	—	—	—	—	PTARB WRR256	PTARBTB WRR128	PTARB WRR128	PTARB WRR64	PTARB WRR32	PTARB FIX
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 24	Port Arbitration Table Offset	All 0	R	R	Port Arbitration Table Offset Indicates that the offset address to the port arbitration table. VC0 does not have the port arbitration table.
23	—	B'0	R	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 16	Maximum Time Slot	All 0	R	R	Maximum Time Slot Indicates the maximum time slot in port arbitration according to Time Based WRR. VC0 does not provide the WRR port arbitration.
15	RJCTSNPTR	B'0	R	R/W	Reject Snoop Transactions Indicates that snoop transactions are rejected. • Root Port: Set the VC condition at initialization. • Endpoint: The write value should always be 0.
14 to 6	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
5	PTARBWRR256	B'0	R	R	Port Arbitration WRR256 Indicates that Weighted Round Robin 256 Phase is applied to port arbitration. This IP does not support port arbitration.
4	PTARBTBWRR128	B'0	R	R	Port Arbitration Time Base WRR128 Indicates that Time Base Weighted Round Robin 128 Phase is applied to port arbitration. This IP does not support port arbitration.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
3	PTARBWRR128	B'0	R	R	Port Arbitration WRR128 Indicates that Weighted Round Robin 128 Phase is applied to port arbitration. This IP does not support port arbitration.
2	PTARBWRR64	B'0	R	R	Port Arbitration WRR64 Indicates that Weighted Round Robin 64 Phase is applied to port arbitration. This IP does not support port arbitration.
1	PTARBWRR32	B'0	R	R	Port Arbitration WRR32 Indicates that Weighted Round Robin 32 Phase is applied to port arbitration. This IP does not support port arbitration.
0	PTARBFIX	B'0	R	R	Port Arbitration Hardware Fixed Indicates that HardWareFix scheme is applied to port arbitration. This IP does not support port arbitration.

49.2.86 VC Capability Register 5 (VCCAP5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register is used to make settings for the VC0.

- VC0 resource control register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VC Enable	—	—	—	—	VCID			—	—	—	—	Port Arbitration Select			LDPTA RBTBL
Initial value:	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TC7	TC6	TC5	TC4	TC3	TC2	TC1	TC0
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
PCI R/W	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31	VC Enable	B'1	R	R	VC Enable Indicates that VC is enabled. 0: VC0 is disabled. 1: VC0 is enabled. VC0 is always enabled.
30 to 27	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
26 to 24	VCID	All 0	R	R	VCID Indicates the VC ID. VC0 is always 0.
23 to 20	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 17	Port Arbitration Select	All 0	R	R	Port Arbitration Select Selects the port arbitration method. This IP does not support port arbitration.
16	LDPTARBTBL	B'0	R	R	Load Port Arbitration Table Loads the port arbitration table. This IP does not support port arbitration.
15 to 8	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
7	TC7	B'1	R/W	R/W	TC7 Maps TC7 into VC0. All the TCs are mapped into VC0 by default.

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
6	TC6	B'1	R/W	R/W	TC6 Maps TC6 into VC0. All the TCs are mapped into VC0 by default.
5	TC5	B'1	R/W	R/W	TC5 Maps TC5 into VC0. All the TCs are mapped into VC0 by default.
4	TC4	B'1	R/W	R/W	TC4 Maps TC4 into VC0. All the TCs are mapped into VC0 by default.
3	TC3	B'1	R/W	R/W	TC3 Maps TC3 into VC0. All the TCs are mapped into VC0 by default.
2	TC2	B'1	R/W	R/W	TC2 Maps TC2 into VC0. All the TCs are mapped into VC0 by default.
1	TC1	B'1	R/W	R/W	TC1 Maps TC1 into VC0. All the TCs are mapped into VC0 by default.
0	TC0	B'1	R	R	TC0 Maps TC0 into VC0. TC0 is always mapped into VC0.

49.2.87 VC Capability Register 6 (VCCAP6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register is used to make settings for the VC0.

- VC0 resource status register

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	VCNGPD	PTARBTBLST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

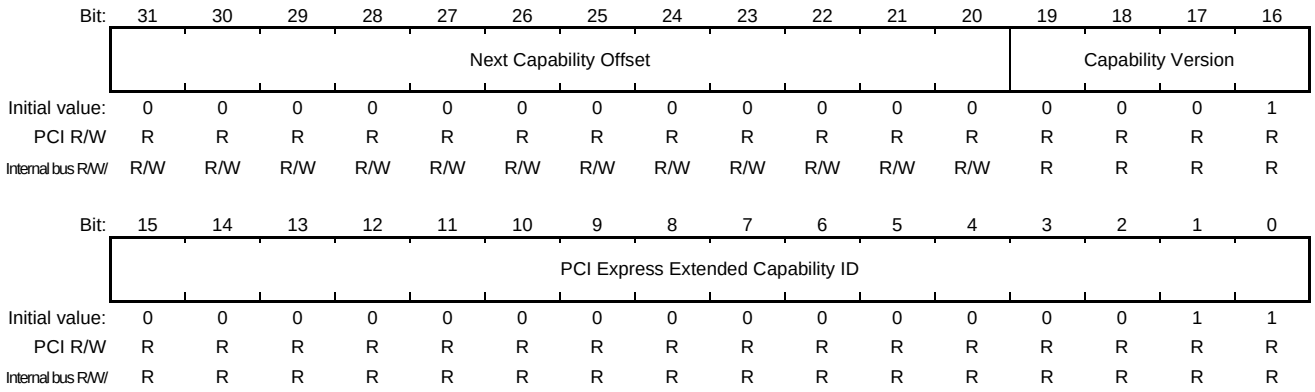
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 18	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.
17	VCNGPD	B’1	R	R	VC Negotiation Pending Indicates that VC0 is in the negotiation processing. 0: The VC0 negotiation processing is not in progress. 1: The VC0 negotiation processing is in progress.
16	PTARBTBLST	B’0	R	R	Port Arbitration Table Indicates the port arbitration table status. This IP does not provide port arbitration based on the table.
15 to 0	—	All 0	R	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.88 Device Serial Number Capability Register 0 (SERNUMCAP0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

- Device serial number enhanced capability header



Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 20	Next Capability Offset	H'000	R	R/W	Next Capability Offset Pointer to the capability list. Indicates H'000, which is End Of List.
19 to 16	Capability Version	H'1	R	R	Capability Version Indicates the version of this capability.
15 to 0	PCI Express Extended Capability ID	H'0003	R	R	PCI Express Extended Capability ID Indicates the ID of this capability.

49.2.89 Device Serial Number Capability Register 1 (SERNUMCAP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device Serial Number 1st															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Device Serial Number 1st															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	Device Serial Number 1st	All 0	R	R	Device Serial Number 1st Indicates the serial number of the device. This field reflects the value of the DSERSETR0 field.

49.2.90 Device Serial Number Capability Register 2 (SERNUMCAP2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

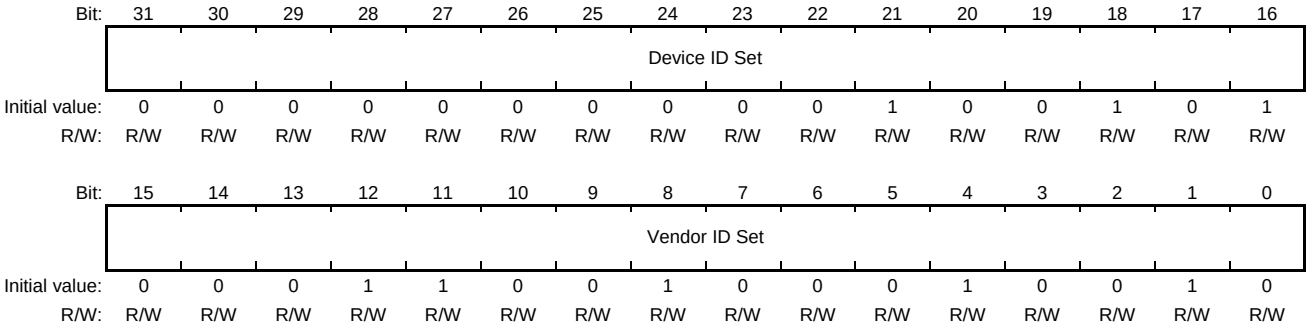
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device Serial Number 2nd															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Device Serial Number 2nd															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
PCI R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R
Internal bus R/W/	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	PCI R/W	Internal Bus R/W	Description
31 to 0	Device Serial Number 2nd	All 0	R	R	Device Serial Number 2nd Indicates the serial number of the device. This field reflects the value of the DSERSETR1 field.

49.2.91 ID Setting Register 0 (IDSETR0)

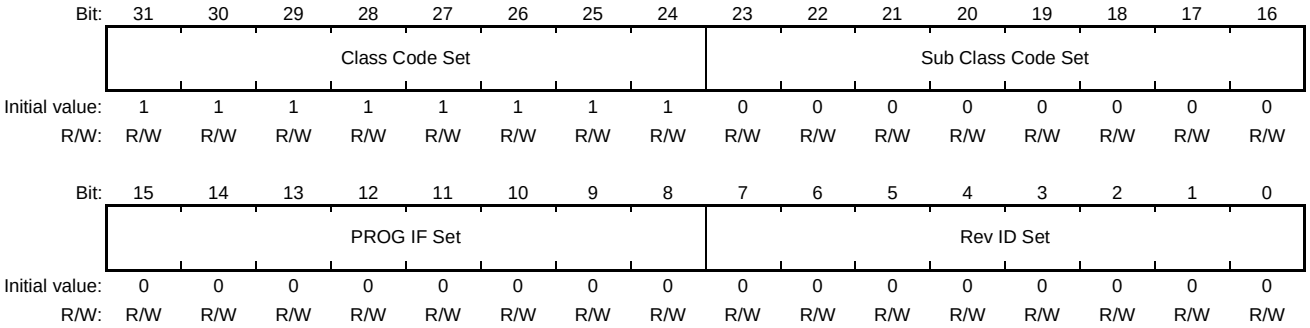
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Device ID Set	H'0025	R/W	Device ID Set Indicates the device ID. The value of this field is reflected to PCICONF0[31:16].Device ID.
15 to 0	Vendor ID Set	H'1912	R/W	Vendor ID Set Indicates the PCI device vendor ID. The value of this field is reflected to PCICONF0[15:0].Vendor ID.

49.2.92 ID Setting Register 1 (IDSETR1)

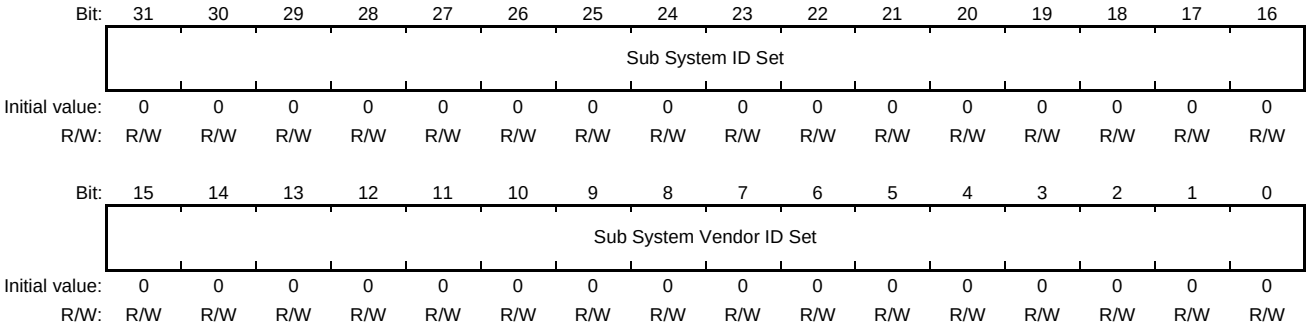
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Class Code Set	H'FF	R/W	Class Code Set Set the class code at initialization. The value of this field is reflected to PCICONF2[31:24].Class Code.
23 to 16	Sub Class Code Set	H'00	R/W	Sub Class Code Set Set the sub-class code at initialization. The value of this field is reflected to PCICONF2[23:16].Sub Class Code.
15 to 8	PROG IF Set	H'00	R/W	PROG IF Set Set the programming IF code at initialization. The value of this field is reflected to PCICONF2[15:8].PROG IF.
7 to 0	Rev ID Set	H'00	R/W	Rev ID Set Set the revision ID at initialization. The value of this field is reflected to PCICONF2[7:0].Revision ID.

49.2.93 SUBID Setting Register (SUBIDSETR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Sub System ID Set	H'0000	R/W	Sub System ID Set Sets the sub-system ID. Set the sub-system device ID allocated to the PCI device vendor at initialization. The value of this field is reflected to PCICONF11[31:16].Sub System ID.
15 to 0	Sub System Vendor ID Set	H'0000	R/W	Sub System Vendor ID Set Sets the sub-system vendor ID. Set the sub-system vendor ID allocated to the PCI device vendor at initialization. The value of this field is reflected to PCICONF11[15:0].Sub System Vendor ID.

49.2.94 Device Serial Number Setting Register 0 (DSERSETR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DSERSET0															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DSERSET0															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DSERSET0	All 0	R/W	DSERSET0 Set 4 bytes of 1stDW of the device serial number at initialization. The value of this field is reflected to SERNUMCAP1.Device Serial Number 1st.

49.2.95 Device Serial Number Setting Register 1 (DSERSETR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DSERSET1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DSERSET1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DSERSET1	All 0	R/W	DSERSET1 Set 4 bytes of 2ndDW of the device serial number at initialization. The value of this field is reflected to SERNUMCAP2.Device Serial Number 2nd.

49.2.96 TL Control Register (TLCTLR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Bus Number								Device Number					—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	Default Completion Timeout Time						—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Bus Number	H'00	R/W	Bus Number The value of this field is used as the bus number at issuance of a request. The value of this field is used for checking the transaction ID bus number part within this IP on reception of Completion. Root Port: Set the device bus number. Endpoint: This field is always updated on reception of a Type0 Configuration Write request.
23 to 19	Device Number	H'00	R/W	Device Number The value of this field is used as the device number at issuance of a request. The value of this field is used for checking the transaction ID device number part within this IP on reception of Completion. Root Port: Set the device number. Endpoint: This field is always updated on reception of a Type0 Configuration Write request.
18 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13 to 8	Default Completion Timeout Time	H'00	R/W	Default Completion Timeout Time Sets the Completion Timer timeout time for default setting (unit: ms). If a Completion cannot be received within the time set by this field, it is handled as a Completion timeout. Set a value from 10 to 50 ms.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.97 MAC Status Register (MACSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	LKTR	LPBAK 1ST	LPBAK 2ST	DISST	HOTRS TST	Link Width						Link Speed			
Initial value:	—	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SPCHG SUC	SPCHG FAIL	SPCHG	SPCHG FIN	L0ENT	—	—	—
Initial value:	—	—	—	0	—	—	0	0	0	0	0	0	0	0	0	—
R/W:	R	R	R	R	R	R	R	R	RW1C	RW1C	RW1C	RW1C	RW1C	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	—	R	Reserved The read value is undefined. The write value should always be 0.
30	LKTR	B'0	R	Link Training Indicates that MAC LTSSM is in the recovery or configuration state and that link training is in progress. 0: Link training is not in progress. 1: Link training is in progress. The value of this field is reflected to EXPCAP4[27].LKTR.
29	LPBAK1ST	B'0	R	Loop Back1 State Indicates that the MAC LTSSM is in Per Lane Loop BAK mode. Loopback test can be executed as a loopback master. Note: LTSSM has made a transition to the loopback state without executing Configuration. 0: Not in the Loop Back1 state 1: In the Loop Back1 state
28	LPBAK2ST	B'0	R	Loop Back2 State Indicates that the MAC LTSSM is in Configured Link Loop BAK mode. Loopback test can be executed as a loopback master. Note: LTSSM has made a transition to the loopback state after executing Configuration. 0: Not in the Loop Back2 state 1: In the Loop Back2 state
27	DISST	B'0	R	Disabled State Indicates that the MAC LTSSM is in the disabled state. Note: This bit is set only when this IP itself makes a request for link disable (sets 1 to EXPCAP4[4].LKDIS). Therefore, in Endpoint mode, 0 is always read. 0: Not in the disabled state 1: In the disabled state

Bit	Bit Name	Initial Value	R/W	Description
26	HOTRSTST	B'0	R	Hot Reset State Indicates that the MAC LTSSM is in the Hot Reset state. 0: Not in the Hot Reset state 1: In the Hot Reset state
25 to 20	Link Width	B'00_0100	R	Link Width Indicates the width of the link established by MAC configuration. This field is valid when PCIETSTR.DLLACT = 1. B'00_0001: x1 link width B'00_0010: x2 link width B'00_0100: x4 link width Indicates the same value as the value of EXPCAP4.Negotiated Link Width.
19 to 16	Link Speed	H'1	R	Link Speed Indicates the speed of the link established by the MAC configuration. This field is valid when PCIETSTR.DLLACT = 1. This IP supports the following link speeds: H'1: 2.5 GT/s H'2: 5.0 GT/s Indicates the same value as EXPCAP4.Current Link Speed. When read by firmware, the same value is read from the both fields.
15, 14	—	—	R	Reserved The read value is undefined. The write value should always be 0.
13	—	—	R	Reserved Ignore the value of this bit. The read value is undefined. The write value should always be 0.
12	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
11, 10	—	—	R	Reserved The read value is undefined. The write value should always be 0.
9, 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	SPCHGSUC	B'0	RW1C	Speed Change Success Indicates that speed negotiation started by this module has succeeded. Clear this bit by writing 1. Writing 0 is invalid.
6	SPCHGFAIL	B'0	RW1C	Speed Change Fail Indicates that speed negotiation started by this module has failed. Clear this bit by writing 1. Writing 0 is invalid.
5	SPCHG	B'0	RW1C	Speed Change Indicates that speed has been changed. When this bit is set to 1, write 1 to clear the bit. Writing 0 is invalid.

Bit	Bit Name	Initial Value	R/W	Description
4	SPCHGFIN	B'0	RW1C	Speed Change Finish Indicates that speed change processing requested by this IP has been completed. This bit is set to 1 at the same time that MACCTLR.SPCHG is cleared to 0. This bit is not updated if speed change processing is caused by the communication peer. For the usage, see section 49.3.9 (1), Changing Speed. When this bit is set to 1, write 1 to clear the bit. Writing 0 is invalid.
3	L0ENT	B'0	RW1C	L0 Enter This bit is set to 1 when a transition to L0 is made. This bit is cleared by hardware when the MACSR.SPCHGFIN interrupt is generated. For the usage, see section 49.3.9 (1), Changing Speed. When this bit is set to 1, write 1 to clear the bit. However, the bit cannot be cleared in the L0 state. Writing 0 is invalid.
2, 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	—	—	R	Reserved The read value is undefined. The write value should always be 0.

49.2.98 MAC Control Register (MACCTLR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LTSMDIS	—	LPBAK	—	SCRDIS	FRCCMP	—	SPCHG	—	—	—	—	—	—	—	—
Initial value:	1	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R/W	R	R/W	R	R/W	R/W	R	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	LTSMDIS	B'1	R/W	LTSSM Disable Disables MAC LTSSM operation. LTSSM does not operate while this bit is 1. 0: MAC LTSSM is not disabled and operation is performed. 1: MAC LTSSM is disabled. This bit is automatically cleared when PCIETCTLR[0].CFINIT is set.
30	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
29	LPBAK	B'0	R/W	Loop Back Requests MAC LTSSM to perform loopback transfer. When this bit is set, MAC LTSSM will be a loopback master after the Configuration or Recovery state, and makes a transition to the loopback state. Read MACSR.LPBAK1ST or LPBAK2ST to confirm that loopback state transition has been completed. 0: MAC LTSSM will not be a loopback master. 1: MAC LTSSM will be a loopback master.
28	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
27	SCRDIS	B'0	R/W	Scramble Disable Disables the MAC data scramble function. Note: Set this bit when MACCTLR.LTSMDIS is 1. If this bit is changed with MACCTLR.LTSMDIS being 0, operation is undefined. 0: The data scramble function is enabled. 1: The data scramble function is disabled.
26	FRCCMP	B'0	R/W	Force Compliance Directs a forcible transition to compliance mode. If set to 1 before a transition to the Polling.Active state is made, Polling.Compliance state transition is made after a timeout occurs in the Polling.Active state. If cleared to 0 during or after a transition, a transition to the Detect state is made.

Bit	Bit Name	Initial Value	R/W	Description
25	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
24	SPCHG	B'0	R/W	Speed Change Directs speed change. If set to 1 when LTSSM is in the L0, L0s, or L1 state, LTSSM makes a transition to the recovery state thus allowing speed negotiation. Only writing 1 is valid and writing 0 is invalid. This bit is read as 1 during a transition.
23 to 16	—	H'FF	R	Reserved Modifying these bits is prohibited. The write value should be H'FF.
15 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	—	B'1	R	Reserved The write value should always be 0. Note: Write 0 at initialization.

49.2.99 PM Status Register (PMSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	L1FAEG	—	—	—	—	—	—	—	PMEL1RX	—	—	—	—	PMSTATE		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	RW1C	R	R	R	R	R	R	R	RW1C	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	L1FAEG	B’0	RW1C	L1 Fall Edge This bit is set to 1 when L1 activation sequence started by writing 1 to PMCTLR.L1IATN is stopped or completed. Writing 1 clears this bit. Writing 0 is invalid. 0: L1 activation sequence has not been completed or stopped. 1: L1 activation sequence has been completed or stopped.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23	PMEL1RX	B’0	RW1C	PM Enter L1RX This bit is set to 1 when PM_ENTER_L1 DLLP is received. Writing 1 clears this bit. Writing 0 is invalid. 0: PM_ENTER_L1 DLLP has not been received. 1: PM_ENTER_L1 DLLP has been received.
22 to 19	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
18 to 16	PMSTATE	B’000	R	PMSTATE Indicates the state of the power management state machine. These bits cannot be written to. B’000: LDn state B’001: L0 state B’011: L1 state B’100: L0s state Other than above: Reserved
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.100 PM Control Register (PMCTLR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	L1IATN	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	L1IATN	B'0	R/W	L1 Initiation Writing 1 starts a transition to L1. Writing 0 is invalid. This bit is read as 1 during a transition to L1. This bit is 0 when the PM state makes a transition from L0 to another state. 0: L1 transition sequence has not been started. 1: Transition processing to the L1 state is in progress.
30 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.101 MAC Interrupt Enable Register (MACINTENR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	LKTRE	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SPCHGSUCE	SPCHGFAILE	SPCHGE	SPCHGFINE	L0ENTE	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
30	LKTRE	B'0	R/W	Link Training Enable Enables generation of the interrupt by link training. When this bit is set to 1, the interrupt is generated. 0: The interrupt by link training is disabled. 1: The interrupt by link training is enabled.
29 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	SPCHGSUCE	B'0	R/W	Speed Change Success Enable Enables generation of the interrupt by Speed Change Success. When this bit is set to 1, the interrupt is generated. 0: The interrupt by Speed Change Success is disabled. 1: The interrupt by Speed Change Success interrupt is enabled.
6	SPCHGFAILE	B'0	R/W	Speed Change Fail Enable Enables generation of the interrupt by Speed Change Fail. When this bit is set to 1, the interrupt is generated. 0: The interrupt by Speed Change Fail is disabled. 1: The interrupt by Speed Change Fail is enabled.
5	SPCHGE	B'0	R/W	Speed Change Enable Enables generation of the interrupt by speed change. When this bit is set to 1, the interrupt is generated. 0: The interrupt by speed change is disabled. 1: The interrupt by speed change is enabled.
4	SPCHGFINE	B'0	R/W	Speed Change Finish Enable Enables generation of the interrupt by completion of speed change processing caused by this IP. When this bit is set to 1, the interrupt is generated. 0: The interrupt by completion of speed change processing caused by this IP is disabled. 1: The interrupt by completion of speed change processing caused by this IP is enabled.

Bit	Bit Name	Initial Value	R/W	Description
3	L0ENTE	B'0	R/W	L0 Enter Enable Enables generation of the interrupt by L0 transition. When this bit is set to 1, the interrupt is generated. 0: The interrupt by L0 transition is disabled. 1: The interrupt by L0 transition is enabled.
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.102 PM Interrupt Enable Register (PMINTENR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	L1FAEGE	—	—	—	—	—	—	—	PMEL1RXE	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	L1FAEGE	B'0	R/W	L1 Fall Edge Enable Enables generation of the interrupt by L1FAEG. When this bit is set to 1, the interrupt is generated. 0: The interrupt by L1FAllEdGe is disabled. 1: The interrupt by L1FAllEdGe is enabled.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23	PMEL1RXE	B'0	R/W	PM_Enter_L1_RX Enable Enables generation of the interrupt by PMEnterL1RX. When this bit is set to 1, the interrupt is generated. 0: The interrupt by PMEnterL1RX is disabled. 1: The interrupt by PMEnterL1RX is enabled.
22 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.103 MAC Status Register 2 (MACS2R)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	Compliance Status		—	—	Initial Link Width						Current Support Link Speed			
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	Max Support Link Speed			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29, 28	Compliance Status	B’00	R	Compliance Status Indicates the compliance pattern transmission state. B’00: Compliance patterns are not being transmitted. B’01: Normal compliance patterns are being transmitted. B’10: Modified compliance patterns are being transmitted.
27, 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25 to 20	Initial Link Width	B'00_0100	R	Initial Link Width Indicates the width of the initially established link. These bits are only valid when PCIETSTR.DLLACT = 1. B'00_0001: x1 link width B'00_0010: x2 link width B'00_0100: x4 link width
19 to 16	Current Support Link Speed	H'1	R	Current Support Link Speed Indicates the maximum link speed currently supported by the peer. These bits are only valid when PCIETSTR.DLLACT = 1. H'1: 2.5 GT/s H'2: 5.0 GT/s
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	Max Support Link Speed	H'1	R	Max Support Link Speed Indicates the maximum link speed supported by the peer after the link establishment. These bits are only valid when PCIETSTR.DLLACT = 1. H'1: 2.5 GT/s H'2: 5.0 GT/s

49.2.104 MAC Control Register 2 (MACCTL2R)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	EXITLP BAK	FRCLP BAK	—	—	EXIT CMP	—	—	—	Force Link Speed			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W:	R	R	R	R	R/W	R/W	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11	EXITLPBAK	B’0	R/W	EXIT Loop Back If set to 1 during loopback slave operation in the Loopback.Active state, a transition to the Detect state is made. Only writing 1 is valid and writing 0 is invalid. This bit is read as 1 during a transition.
10	FRCLPBAK	B’0	R/W	Force Loop Back Sets the mode when MACCTL1R.LPBAK is set to 1. When this bit is 1, a transition to the Loopback.Active state is made after a specified time elapsed even if TSOS has not been received from the peer in the Loopback.Entry state.
9, 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	EXIT CMP	B’0	R/W	EXIT Compliance When reception of TS1 (Compliance) causes transition to Polling.Compliance state, setting this bit to1 causes transition to the Detect state. Only writing 1 is valid and writing 0 is invalid. This bit is read as 1 during a transition.
6 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	Force Link Speed	H'2	R/W	Force Link Speed Specifies the upper limit of supported rate and loopback compliance rate to be conveyed to the peer when executing a loopback master operation or forcible compliance. H'1: 2.5 GT/s H'2: 5.0 GT/s

49.2.105 MAC Speed Change Setting Register (MACCGSPSETR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SPCNGRSN	—	—	—	—	—	—	—	—	—	—	—	Target Link Speed			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	SPCNGRSN	B'0	R/W	Speed Change Reason Indicates the factor of link speed change. 0: An intentional factor 1: A link reliability problem
30 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 16	Target Link Speed	H'2	R/W	Target Link Speed Specifies the speed of the link to be established using the link speed change in Endpoint mode. (In Root Port mode, EXPCAP12[3:0].Target Link Speed is used.) H'1: 2.5 GT/s H'2: 5.0 GT/s
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

49.2.106 AXI Cache Control Register (AXI_CACHE_REG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	—	√

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MARCACHE				—	—	—	—	MAWCACHE			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	—	B'1	R	Reserved This bit is always read as 1. The write value should always be 1.
30 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	MARCACHE	H'0	R/W	B'0000 Device Non-bufferable B'0001 Device Bufferable B'0010 Normal Non-cacheable Non-bufferable B'0011 Normal Non-cacheable Bufferable B'0110 Write-through No-allocate B'1110 (0110) Write-through Read-allocate B'1010 Write-through Write-allocate B'1110 Write-through Read and Write-allocate B'1111 (0111) Write-back No-allocate B'1111 Write-back Write-allocate B'1111 Write-back Read and Write-allocate
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	MAWCACHE	H'0	R/W	B'0000 Device Non-bufferable B'0001 Device Bufferable B'0010 Normal Non-cacheable Non-bufferable B'0011 Normal Non-cacheable Bufferable B'0110 Write-through No-allocate B'1110 (0110) Write-through Read-allocate B'1010 Write-through Write-allocate B'1110 Write-through Read and Write-allocate B'1111 (0111) Write-back No-allocate B'1111 Write-back Write-allocate B'1111 Write-back Read and Write-allocate

[RZ/G2E]

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	RATE	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	MARCACHE				—	—	—	—	MAWCACHE			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	RATE	B'1	R/W	Aurora-mode 0: 2.5GT/s 1: 5.0GT/s
30 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	MARCACHE	H'0	R/W	B'0000 Device Non-bufferable B'0001 Device Bufferable B'0010 Normal Non-cacheable Non-bufferable B'0011 Normal Non-cacheable Bufferable B'0110 Write-through No-allocate B'1110 (0110) Write-through Read-allocate B'1010 Write-through Write-allocate B'1110 Write-through Read and Write-allocate B'1111 (0111) Write-back No-allocate B'1111 Write-back Write-allocate B'1111 Write-back Read and Write-allocate
7 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	MAWCACHE	H'0	R/W	B'0000 Device Non-bufferable B'0001 Device Bufferable B'0010 Normal Non-cacheable Non-bufferable B'0011 Normal Non-cacheable Bufferable B'0110 Write-through No-allocate B'1110 (0110) Write-through Read-allocate B'1010 Write-through Write-allocate B'1110 Write-through Read and Write-allocate B'1111 (0111) Write-back No-allocate B'1111 Write-back Write-allocate B'1111 Write-back Read and Write-allocate

49.2.107 PHY clock Register (PHY_CLK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PHY_REF_USE_PAD	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	1	0	0	0	1	1	0	0	1
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	PHY_REF_USE_PAD	B'1	R/W	Select reference clock source 0: Internal reference clock 1: External reference clock
7 to 0	—	H'19	R	Reserved These bits are always read as H'19. The write value should always be H'19.

For more detail, refer to section 49.3.14.

49.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The following describes the operation of this module.

Note: The following operation flowcharts are each divided in two parts and described. One part covers the H/W, hardware operation of this module and the other covers the S/W, software operation to control this module. The arrows originating from the outside of the figure frame indicate that the event arises from the user program.

In the explanation of the operation flows, interrupt sources are described in the H/W part. The S/W should first verify a given interrupt flag and then clear it.

If generation of interrupt sources is expected, enable each of the interrupt sources referring to Figure 49.31 and 49.32.

49.3.1 Initialization

(1) Standby State Cancellation

- After canceling a reset, cancel the module standby state. For the module standby state, refer to section “12. Module Standby and Software Reset”. This module is in the module standby state after a power-on reset is canceled.

(2) Initial Setting of PCI Express

- Figure 49.2 shows the PCIEC operation in initial setting.
- After start-up processing for the physical layer is completed, the initial setting is executed to start operation as a PCI Express. Until the initial setting is completed, this module cannot work correctly as a PCI Express device. Therefore, a link is not established immediately after a reset is canceled. When the initial setting is completed, enable the PCIETCTLR.CFINIT to start operation.
- Set the bits in the configuration registers as directed in the related register description, if there is a direction on initialization.
- Set H'000 in the Next Capability Offset [31:20] bits in VCCAP0.
- Be sure to write the initial value (= H'80FF 0000) to MACCTLR before enabling PCIETCTLR.CFINIT.
- When a register is used with the default setting, setting the register is not required.

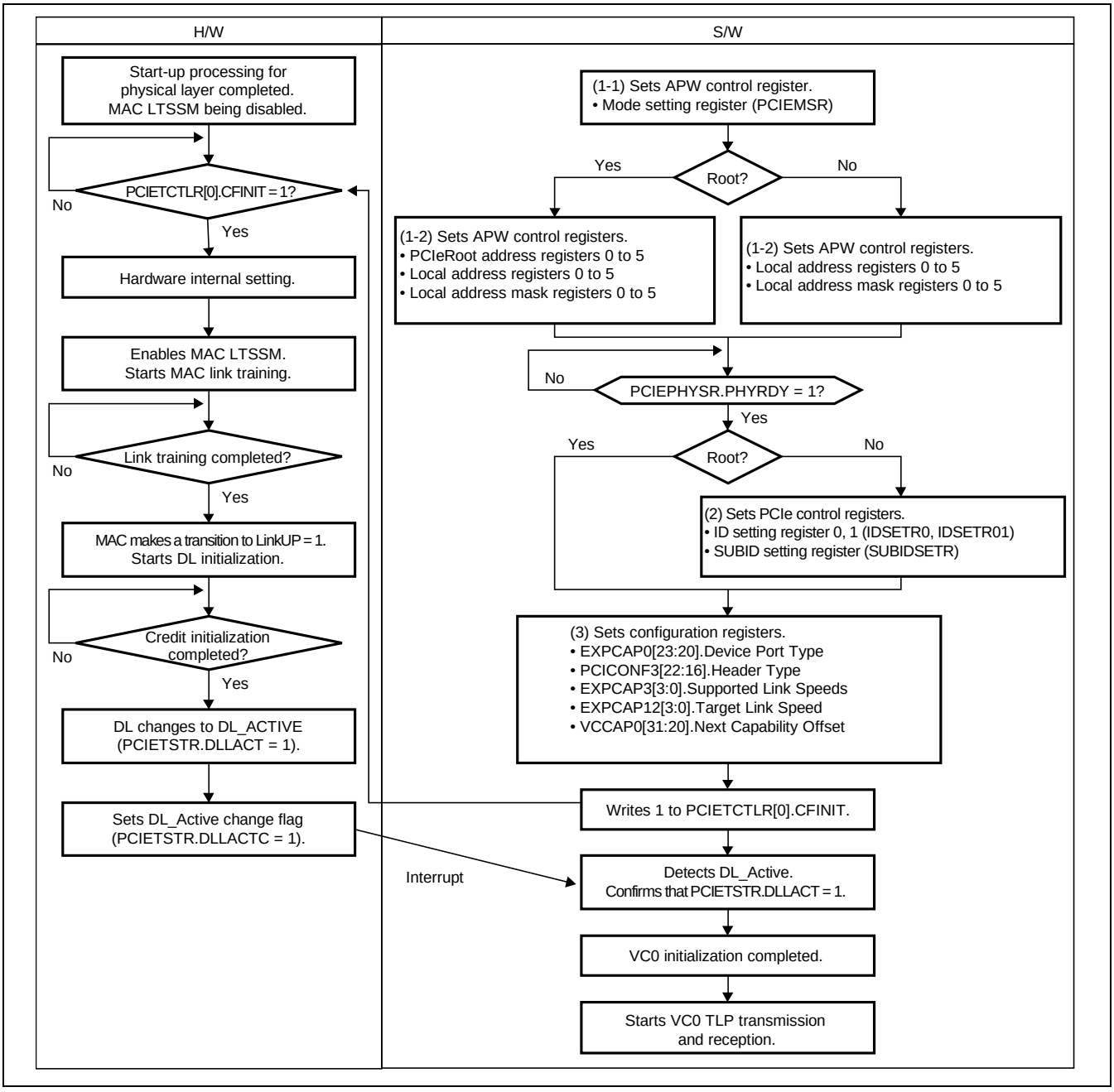


Figure 49.2 Initial Setting of PCIEC

(3) DL_Down Operation

Figure 49.3 shows the operation when a link goes down (LinkUP = 0) in the state where a link is established, thus causing DL_Down. When DL_Down is caused, PCIETCTLR.DLDOWN is set to 1. Since the current data is invalidated, all the resources of the data transmitter/receiver of this module are initialized.

- Upon DL_Down, a write to the transmission buffer is disabled thus stopping transmission.
- Upon DL_Down, the receive buffer is forcibly cleared.
- If a link goes down, transmission and reception are suspended; therefore, data before and after DL_Down becomes illegal. Since the specific process here differs depending on the application, the operation is simply indicated as “Processes errors.” in the flowchart shown in Figure 49.3.

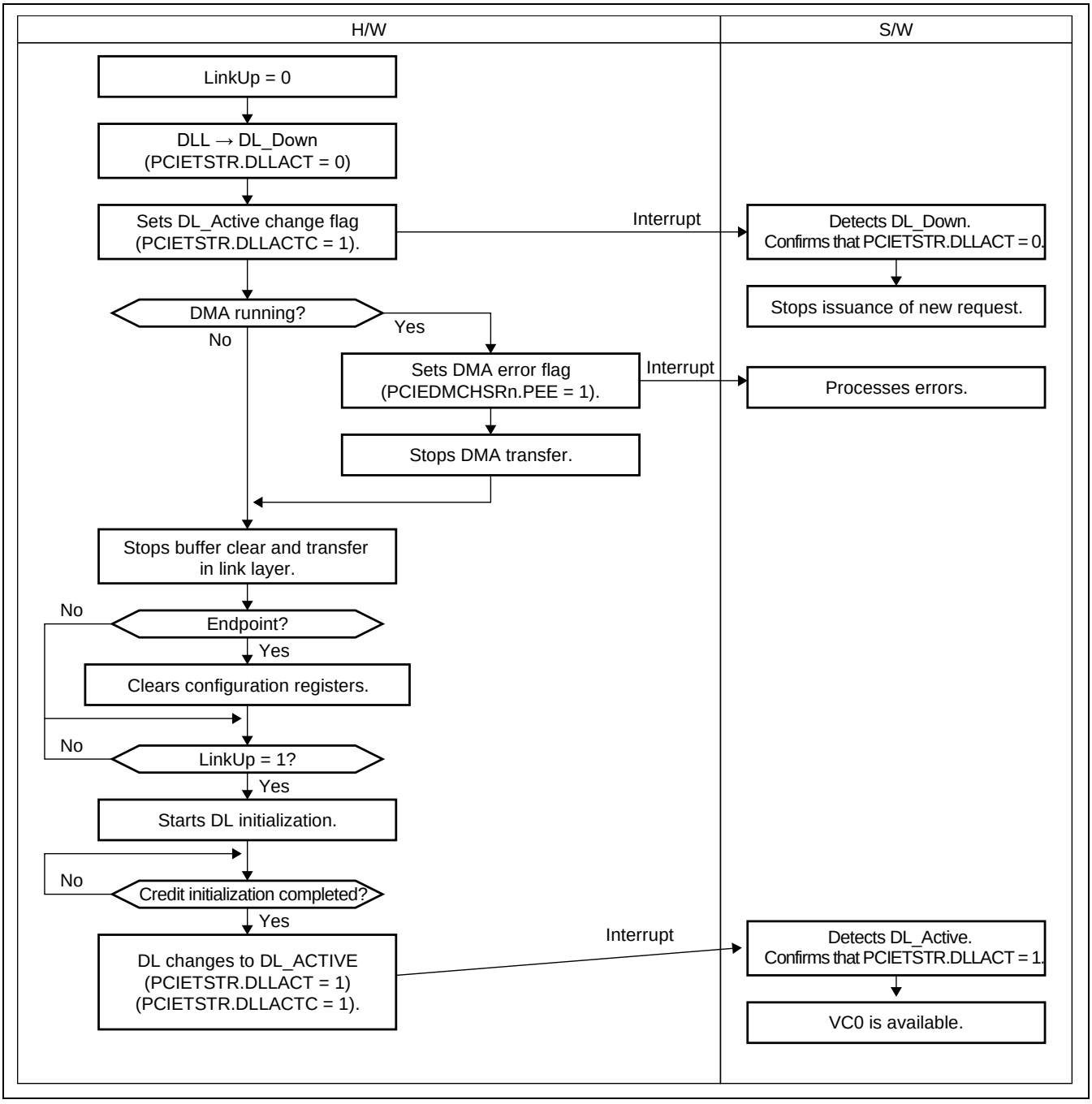


Figure 49.3 DL_Down Operation

(4) Hot Reset Operation

(a) Hot Reset Transmission

In Root Port mode, to send a hot reset to a downstream port, write 1 to the secondary bus reset bit in the configuration register. Before issuing a hot reset, confirm that this module has completed transfer.

(b) Hot Reset Reception

In Endpoint mode, when a hot reset is received from an upstream port, the LTSSM on the link layer makes a transition to the hot reset state. This causes LinkUp = 0 and then DL_Down = 1. After this, the same operation is performed as the operation upon the DL_Down.

49.3.2 Configuration Cycle

When using this module as a Root Port, a configuration cycle must be generated to configure the connection-target device. A configuration cycle refers to the process of checking the status of the configuration register of the connection-target Endpoint, switch, or bridge through the use of configuration access, and assigning values to the configuration registers of the Root Port itself and the Endpoint according to the result of the checking. When the Root Port accesses its own configuration register, such access is normally made through the internal bus.

This section describes the transmission (write) and reception (read) operations of the configuration access, and the items to be specified during a configuration cycle.

When this module is used as an Endpoint, it receives a configuration access from a Root Port, and accepts the initialization processing.

(1) Configuration Read Operation

Figure 49.4 shows a flow of configuration read operation.

With EXPCAP7[4].CRSVISE = 0, an error response is returned when the CRS status is received.

With EXPCAP7[4].CRSVISE = 1, response data is H'FFFF_0001 when the CRS status is received. Therefore, the first access to the peer device from which the CRS status may possibly be returned must be configuration read from register 0. Here, judgment is possible only by the VID that has read that no device is existent (including an unsupported request response) or that a CRS response is received, thus simplifying the procedure for setting the bus number of the PCI bus topology.

Automatic hardware response according to the CRS status is not supported.

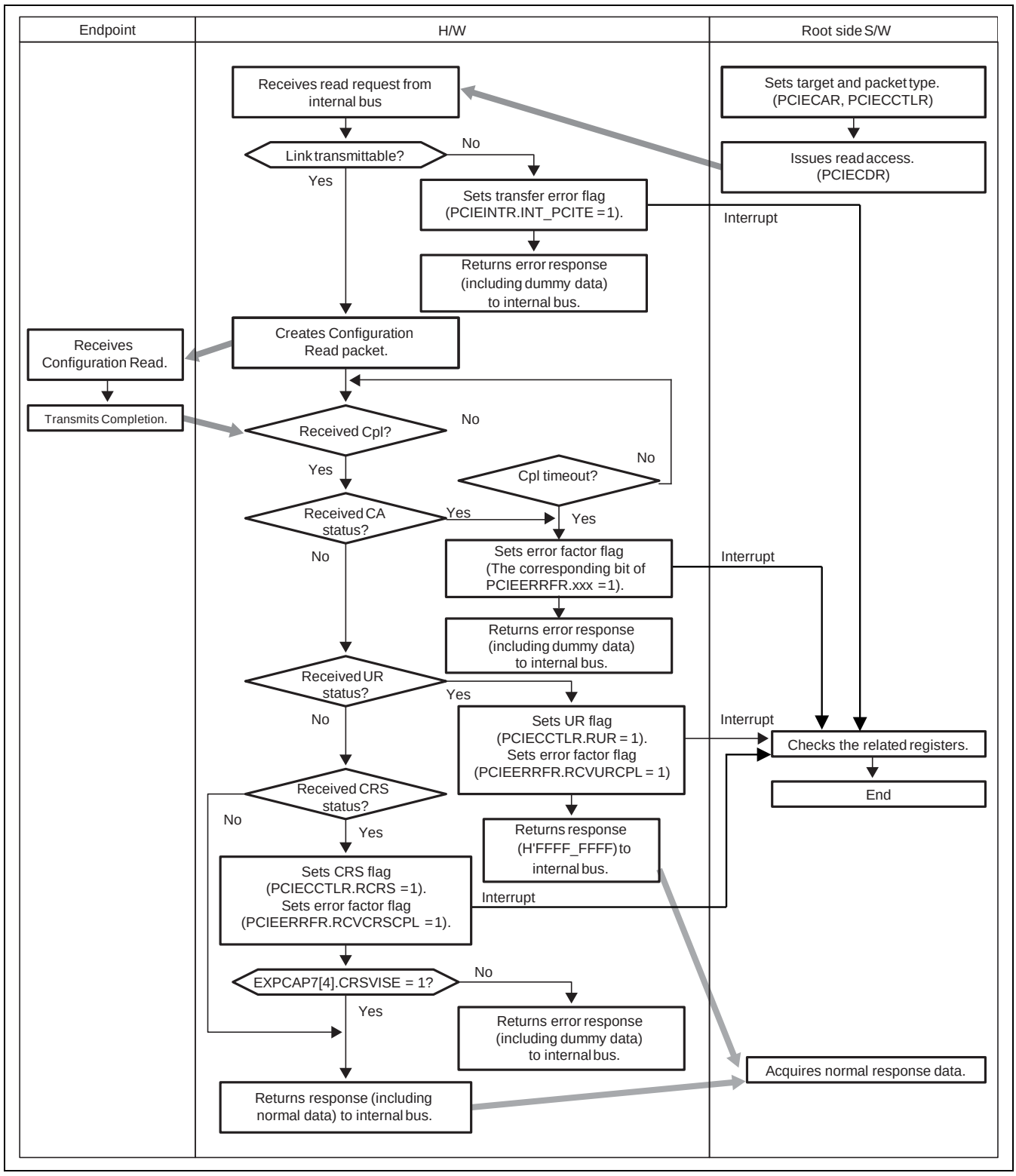


Figure 49.4 Configuration Read Operation

(2) Configuration Write Operation

Figure 49.5 shows a flow of configuration write operation.

The peer device should be the function for which configuration read has been succeeded (= the function from which CRS may never be returned).

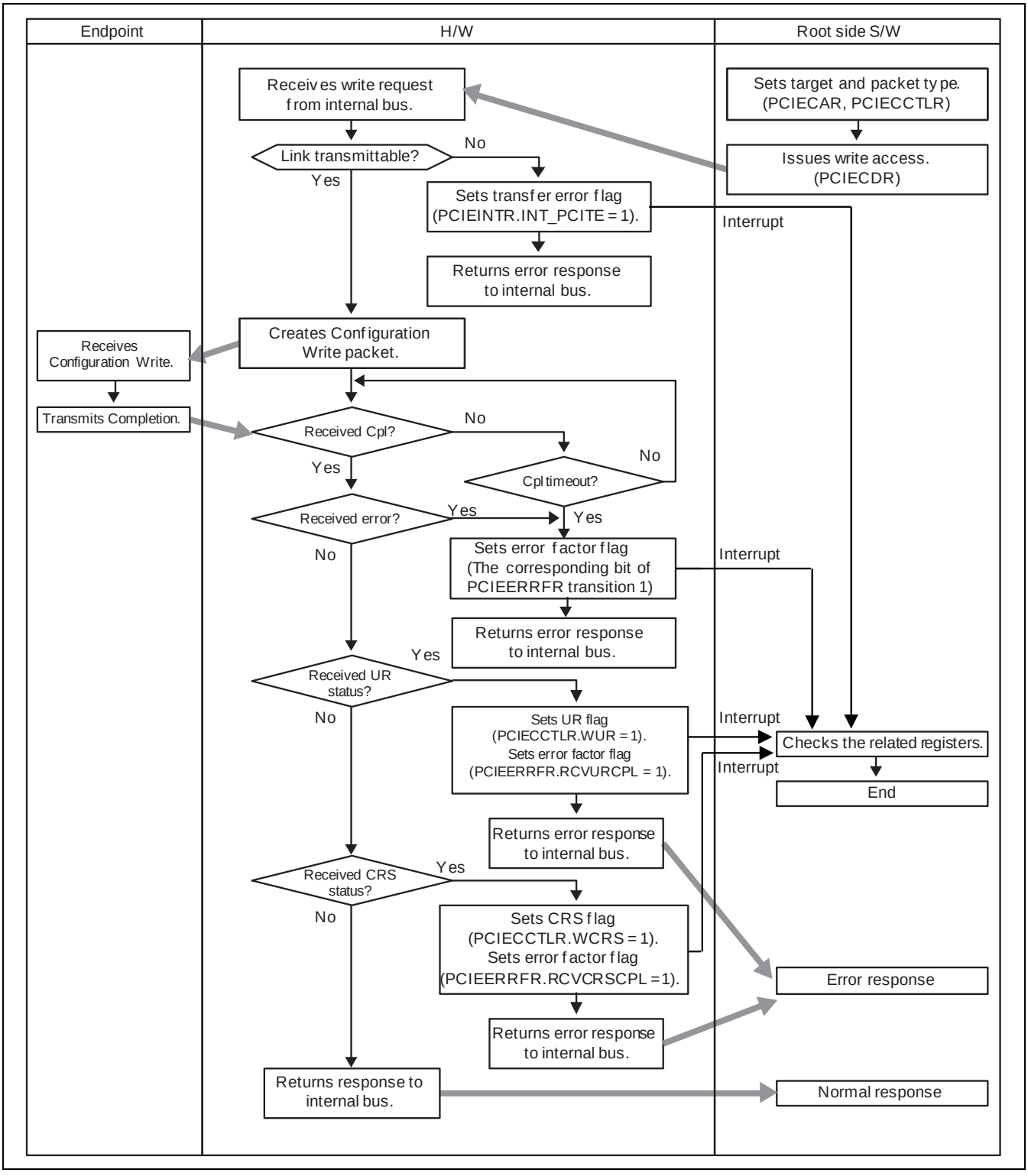


Figure 49.5 Configuration Write Operation

(3) Initialization of PCIEC in Root Port Mode

In Root Port mode, set all the Endpoints (indicated as system in the flow chart) connected to the PCIEC after link establishment. Figure 49.6 shows a sample setting flowchart.

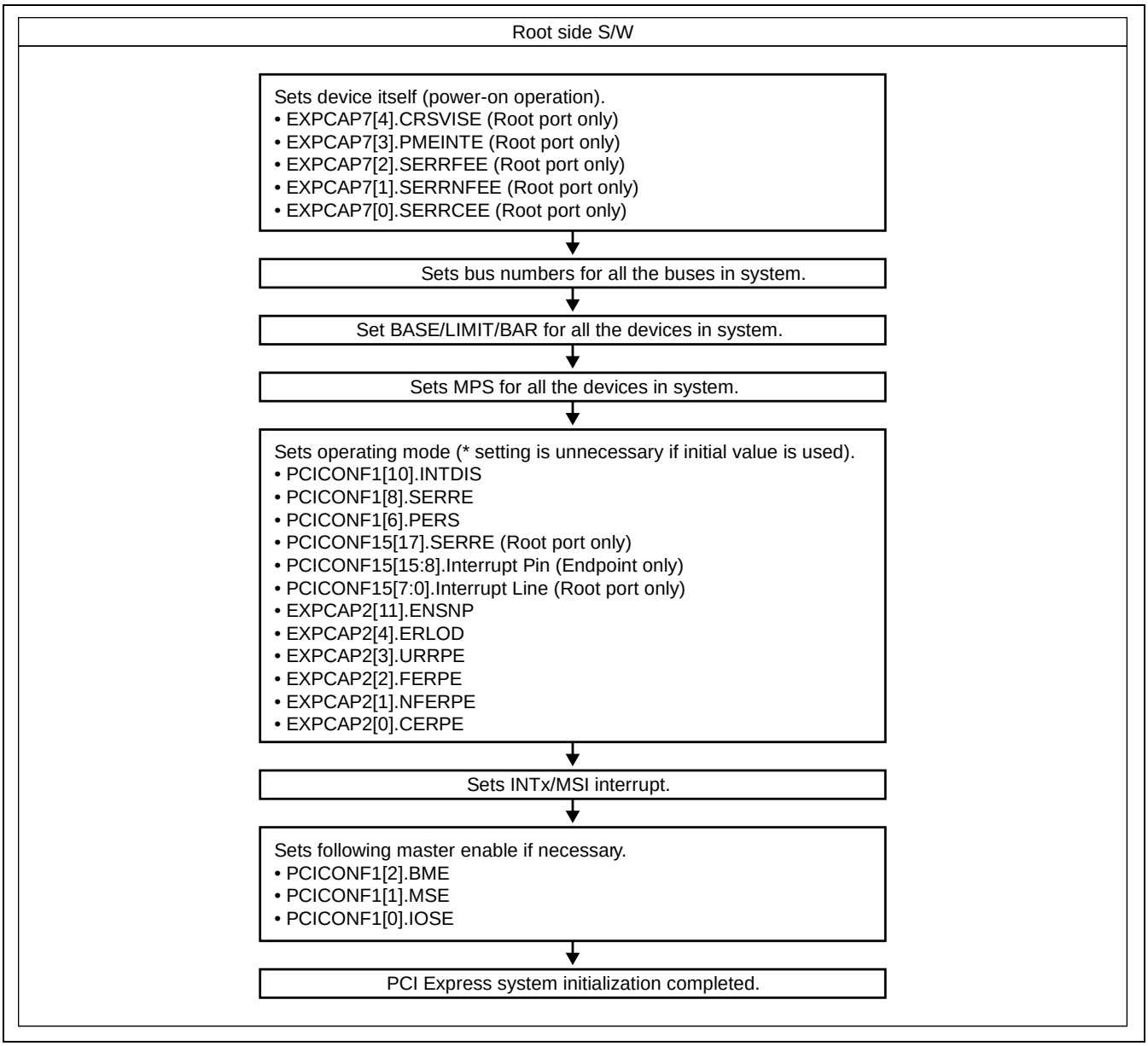


Figure 49.6 PCIEC Initialization in Root Port Mode

49.3.3 Messages and MSI

This module supports transmission and reception of the messages and MSI (Message Signaled Interrupt) defined in the PCI Express standard. The messages allow interrupt signaling, power management, error information notification, and unlocking. The MSI is used instead of INTx to signal interrupts. The following sections describe transmission and reception of the messages and MSI.

(1) Overview of Messages

This module automatically transmits and receives messages that indicate the error state of a link through hardware (Figure 49.7 (a) and 49.8 (a)). The other types of messages can be transmitted and received only by writing and reading the registers of this module (Figure 49.7 (b) and 49.8 (b)). The PM-related messages and INTx messages have separate 1-bit fields corresponding to the messages and simply writing to the pertinent bit allows this module to create and transmit a message. In message reception, reading the status of the pertinent bit completes reception.

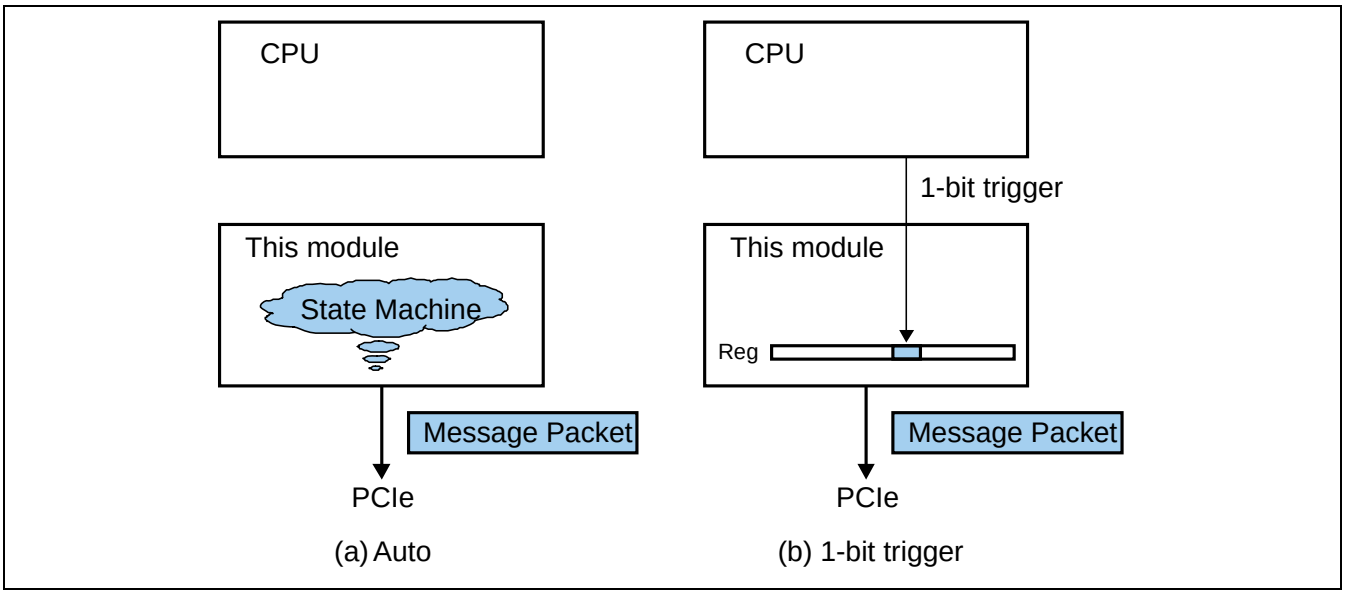


Figure 49.7 Message Transmission Methods

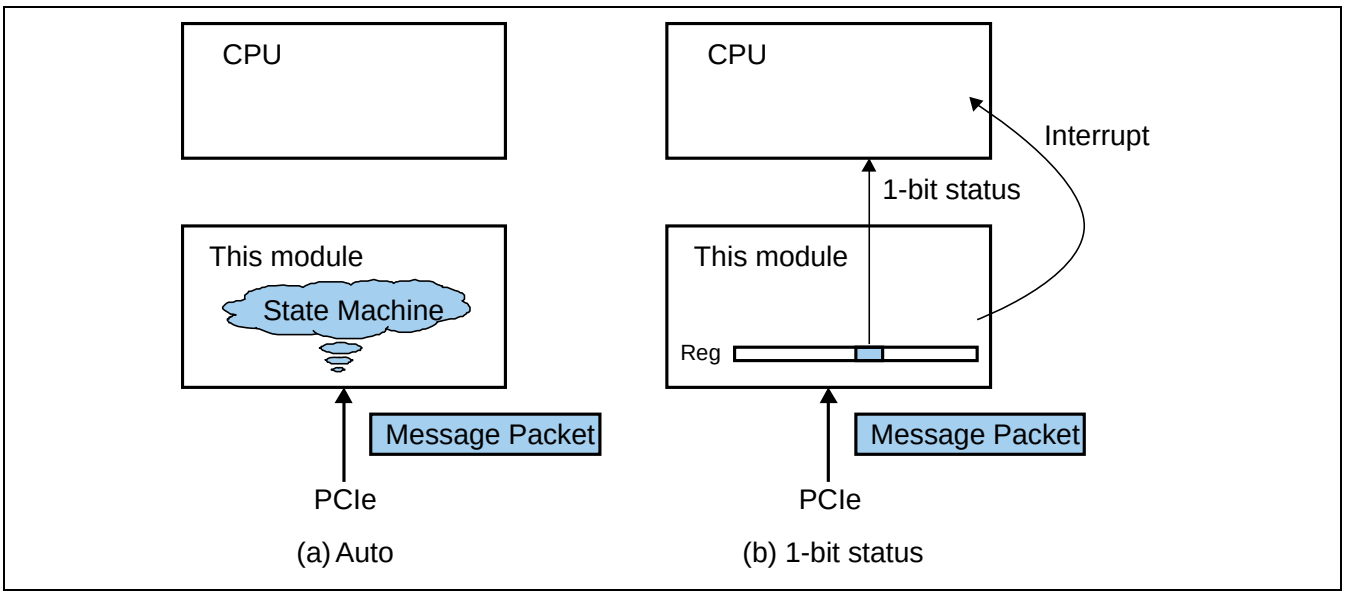


Figure 49.8 Message Reception Methods

(2) Message Transmission

Messages can be transmitted by either of the following two methods.

(a) Automatic Message Transmission by Hardware

This module automatically sends a necessary message when an error occurs. The following messages are automatically sent.

- ERR_COR: When transmission of the correctable error message is enabled, this message is automatically sent if a correctable error occurs.
- ERR_NONFATAL: When transmission of the non-fatal error message is enabled, this message is automatically sent if a non-fatal error occurs.
- ERR_FATAL: When transmission of the fatal error message is enabled, this message is automatically sent if a fatal error occurs.

(b) Initiation of Message Transmission by 1-bit Writing through Software

This module sends unlock or INTx interrupt messages under control by software. To send these messages, access the following registers.

- Unlocking (unlock message transmission): Writing 1 to PCIEUNLOCKCR[0].ASTUNLOCK allows transmission of the unlock message and unlocking. The unlock messages can be transmitted only by the Root Port.
- Power management message transmission (PME_* message transmission): Writing 1 to the bits corresponding to the messages in the power management message transmission control register allows transmission of the messages given below: PME_TO_ACK, PME_TOFF, and PM_PME.
- INTx interrupt generation and cancellation (Assert_INTx/Deassert_INTx message transmission: x = A, B, C, or D): Writing 1 to PCIEINTXR[16].ASTINTX allows transmission of the Assert_INTx message corresponding to the INTx specified with PCICONF15[15:8].Interrupt Pin thus allowing generation of the INTx interrupt. Writing 0 to PCIEINTXR[16].ASTINTX allows transmission of the Deassert_INTx message corresponding to the INTx specified with PCICONF15[15:8].Interrupt Pin thus allowing cancellation of the INTx interrupt. The INTx interrupts can be generated and canceled only by the Endpoint.

(3) Message Reception

In this module, reception of some messages is automatically handled by hardware. For the message reception processes not performed through hardware, refer to the status and process reception through software. Note that the messages except Vendor_Defined_Message are required by the PCI Express standard to be transmitted and received with TC0. If such a message is received with the other TC, the PCIEC considers it as a malformed TLP (fatal error) thus performing error processing automatically.

(a) Automatic Message Reception by Hardware

- Assert_INTx (x is A to D): When this message is received in Root Port mode, PCIEINTXR[0, 1, 2, 3].INTx are set. The INTx interrupt is generated here when PCICONF15[7:0].Interrupt Line is not H'FF. When received in Endpoint mode, this message is considered as a malformed TLP and error processing is performed.
- Deassert_INTx (x is A to D): When this message is received in Root Port mode, PCIEINTXR[0, 1, 2, 3].INTx are cleared. The INTx interrupt is canceled here (only in the Root Port) when PCICONF15[7:0].Interrupt Line is not H'FF. When received in Endpoint mode, this message is considered as a malformed TLP and error processing is performed.
- ERR_COR: When this message is received, the appropriate value is set to the configuration register to indicate reception of a correctable error and the INT_PCICERR interrupt is generated.
- ERR_NONFATAL: When this message is received, the appropriate value is set to the configuration register to indicate reception of a non-fatal error and the INT_PCINFERR interrupt is generated.
- ERR_FATAL: When this message is received, the appropriate value is set to the configuration register to indicate reception of a fatal error and the INT_PCIFERR interrupt is generated.

- Unlock: The unlock message is discarded since neither the PCI Express Endpoint nor Root Port accepts a lock request.
- Set_Slot_Power_Limit: (When this message is received, the power information specified with the message is automatically reflected to the configuration register (EXPCAP1[27:18]) through hardware.)

(b) Reception of Messages Requiring Software Processing

The module hardware detects reception of the following messages but does not automatically process them. Reception of these messages must be checked and processed by software as described below.

- PM_PME

A message reception can be checked via the following registers:

- PCIERMSGR
- PCIERMSGIER
- EXPCAP8

In the PCIERMSGR, bits are defined for each specified message, and 1 is set to a bit corresponding to the received message when a message is received. In this situation, if the corresponding bit in the PCIERMSGIER is set to 1 and if the PCIEINTER[5].INT_PCIMESE is set to 1, a PCIMES interrupt is generated.

Table 49.7 shows the messages, reception of which is detected by hardware and which are processed by software.

Table 49.7 Messages Whose Reception can be Detected by the PCIEC

Register	Bit No.	Register	Bit No.	Receive Message
PCIEINTR	5	PCIERMSGR	12	Set_Slot_Power_Limit
	30	EXPCAP8	17	PM_PME

(4) Overview of MSI

This section describes the MSI interrupts.

This module supports MSI interrupts. Whether the PCI Express system should use INTx or MSI interrupts is determined by the Root Port during a configuration cycle. When this module is to be used as a Root Port, whether INTx or MSI interrupt is used should be determined during a configuration cycle, and the results of the determination must be set in the configuration register.

When this module is used as a Root Port, a maximum of 32 interrupt vectors can be used as MSI interrupts. In addition, this module supports both Per Vector Masking and the transmission of 64-bit address messages.

(5) MSI Transmission

MSI can be transmitted only in Endpoint mode. Figure 49.9 shows an MSI transmission flow.

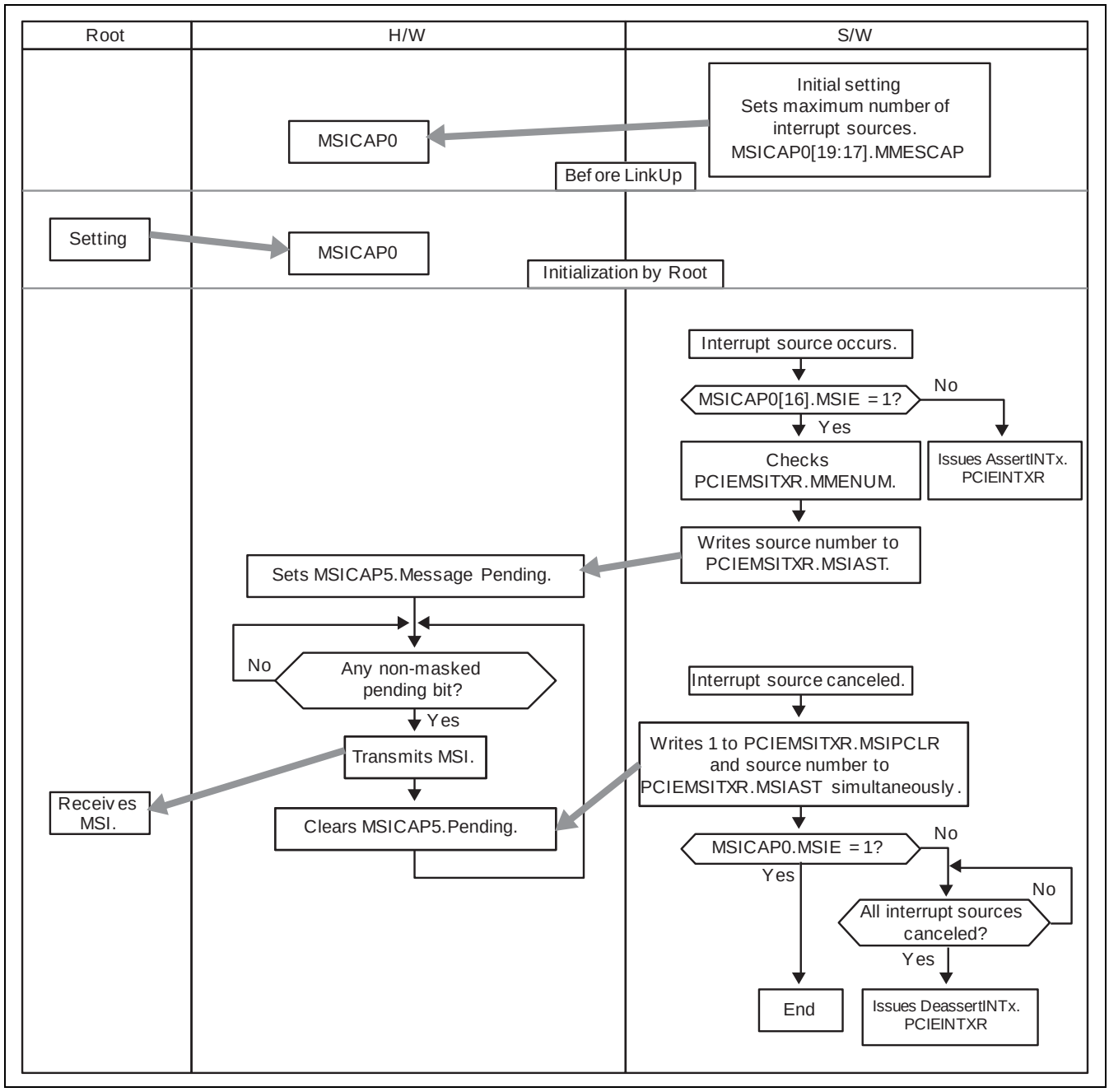


Figure 49.9 MSI Transmission

(6) MSI Reception

MSI can be received only in Root Port mode. The following describes a MSI reception flow.

(a) MSI Interrupt Setting (Root Port)

When this module is used as a Root Port, whether INTx or MSI interrupts are used should be determined during a configuration cycle. If MSI interrupts are selected, the following settings should be performed.

(1) Assigning Interrupt Vectors to Endpoints

Reference the MSICAP0[19:17].MMESCAP of the Endpoint device, and check the number of MSI interrupt vectors required by devices. Based on the result of the checking, the number of vectors to be assigned to the Endpoints is determined so that the number of vectors to be assigned to all devices is 32 or less, the number of vectors assigned to each Endpoint is 1 or greater and less than or equal to the requested number of assignments.

The number of vectors assigned to each Endpoint should be set in the MSICAP0[22:20].MMESE.

(2) Setting Receive Message Address

Specify the address to which the MSI is received to PCIEMSIAUR and PCIEMSIALR and also enable MSI address decoding.

Notes: 1. When there is a switch or bridge between the Endpoint and this module, set the address so that the memory write request to the address specified by the switch or bridge should be routed to the Root Port, or change the address specified by the switch or bridge and set the address so that the memory write request to the address specified by this module should be routed to the Root Port instead.

2. When the specified address falls within the target area, 1DW memory write request to the specified address is not handled as a target transfer, but as an MSI message.

(3) Setting Endpoint Message Address

Set the transmission destination address of the MSI message to MSICAP1[31:2].Lower Message Address and MSICAP2[31:0].Upper Message Address of the Endpoint device.

The transmission destination address of MSI message should be the address set to PCIEMSIAUR and PCIEMSIALR.

(4) Setting Message Data

Set the message data for transmission to the MSICAP3[15:0].Message Data of the Endpoint device.

In the 32-bit MSI vectors supported by this module, bits [12:8] in write data must specify the starting vector number of the MSI vectors assigned to the Endpoint, and all other bits must be cleared to 0. Figure 49.10 shows an example of an MSI message data to be set in an Endpoint.

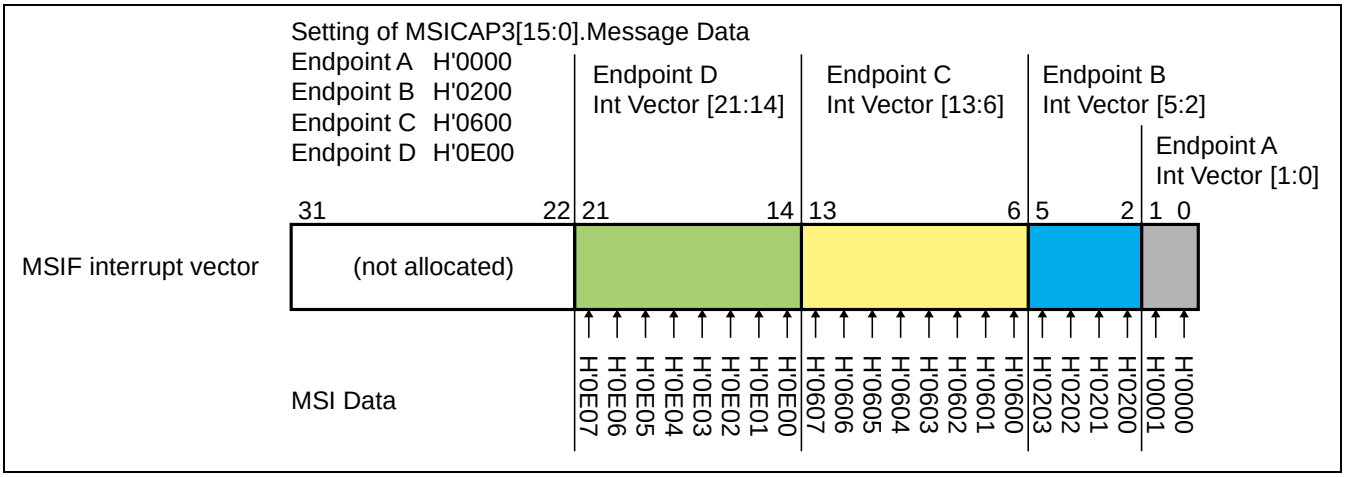


Figure 49.10 MSI Message Data to be Set in Endpoint (an example of setting where Vectors 2, 4, 8 and 8 are allocated to Endpoints A, B, C and D, respectively)

(5) Enabling MSI Interrupts of the Peer Device
Set MSICAP0[16].MSIE of all the devices to 1.

(6) Enabling MSI Interrupts
Set the MSIIE bits.

49.3.4 Overview of Transmission and Reception

PCI Express transfers are classified into two types of requests and one type of completion.

The following three methods are provided for PCI Express transactions. For details on each transfer, refer to the following sections.

1. PIO transfer: A request is issued from the internal bus side to a device on the PCI Express.
2. Target transfer: A request is received by the internal bus side from the PCI Express.
3. DMA transfer: A great quantity of data is automatically written and read between the PCI Express and the internal bus without intervention of the CPU.

Table 49.8 shows the relationship between two types of requests and PCI Express transactions and also shows the transaction issuance methods with this module.

Table 49.8 Relationship between Posted/Non-Posted Requests and PCI Express Transactions

Transaction Type	Transfer Type	Completion	Device Type that can Issue Transaction	Transaction Issuance Method with This Module	Operation
Memory Write	Posted	Not provided	Root Port &Endpoint	PIO, DMA, (MSI Endpoint only)	Data is written to the memory of the communication peer. 1 byte to 4 Kbytes of data not exceeding MPS*1 can be written.
Memory Read	Non-Posted	Provided	Root Port &Endpoint	PIO, DMA	A quantity of data not exceeding MRRS*2 is read from the memory of the communication peer. The read data is returned with a completion separately from this request; no data is included in this request.
I/O Write	Non-Posted	Provided	Root Port only	PIO	Data is written to I/O. Data size is 1 DW. A completion is necessary that indicates whether this request has succeeded.
I/O Read	Non-Posted	Provided	Root Port only	PIO	Data is read from I/O. No data is included. The read data and a completion that indicates whether this request has succeeded are necessary.
Configuration Write	Non-Posted	Provided	Root Port only	PCI Express transfer control register	Configuration write is performed. Data size is 1 DW. A completion is necessary that indicates whether this request has succeeded.
Configuration Read	Non-Posted	Provided	Root Port only	PCI Express transfer control register	Configuration read is performed. No data is included. The read data and a completion that indicates whether this request has succeeded are necessary.
Message	Posted	Not provided	Root Port & Endpoint	Issued by this IP, message transmit register, message transmit module	A message request is transmitted. This is used for power management and interrupt control.

Notes: 1. MPS: Max Payload Size
2. MRRS: Max Read Request Size

In Table 49.8, the transactions for which “Provided” is indicated in the “Completion” column, make a response with a completion. The data returned with a completion differs depending on the transaction. Table 49.9 shows the particulars of the completion contents returned. Specifically, the table shows whether completion data for each type of transactions is included or not, the devices that can issue the transaction, and some other related information.

Table 49.9 Relationship between Completion and PCI Express Transactions

Transaction Type	Completion Data	Device Type that can Issue Transaction	Transaction Issuance Method with This Module	Operation
Memory Read	Included	Root Port & Endpoint	Automatically issued by this module.	Data requested by memory read request and status are returned.
I/O Write	Not included	Root Port only	Automatically issued by this module.	No data is included. Status in response to I/O write is returned.
I/O Read	Included	Root Port only	Automatically issued by this module.	Data size is 1 DW. The read data and a completion that indicates whether this request has succeeded are returned.
Configuration Write	Not included	Root Port only	Automatically issued by this module.	No data is included. Status in response to configuration write is returned.
Configuration Read	Included	Root Port only	Automatically issued by this module.	Data size is 1 DW. The read data and a completion that indicates whether this request has succeeded are returned.

49.3.5 PIO Transfer (Data Transfer from Internal Bus → PCIEC → External Device)

This section describes PIO transfer. PIO transfer here refers to the transfer method to create a PCI Express packet by accessing the memory space assigned to the PCI Express via the internal bus.

(1) Overview of PIO Transfer

PIO transfer is the transfer method with which the device on the internal bus transmits a packet to the PCI Express by writing to (or reading from) the space assigned to the PCI Express. When a write access is made, the written data is stored in the data payload of the PCI Express packet. The maximum data size that can be transmitted equals to the maximum data size of an internal bus packet. The type of the PCI Express packet to be transmitted can be specified using the appropriate setting register and either memory read/write or IO read/write can be selected.

Before starting transfer, it is necessary to set the internal bus space that is transferred to the PCIEC and to set the particulars of the packet to be transmitted. Section (2) describes these settings and section (3) describes specific transfer operations.

(2) Initial Setting of PIO Transfer

The internal bus address cannot unequivocally define one transfer destination since the address space of the PCI Express, which is the transfer destination, is represented with 64 bits. Therefore, the upper address of the PCI Express space is specified using the PCIEC address upper register n ($0 \leq n \leq 3$) and PCIEC address lower register n ($0 \leq n \leq 3$). Set the PCI conversion control register n (PCIEPTCTLRn; $0 \leq n \leq 3$) [31].PARE to indicate that such area setting is valid. Set the PCIEC address upper and lower registers at initial setting.

Table 49.10 shows the PIO transfer control registers. The PCIEC memory areas 0 to 3 are mapped to the PCI memory space or I/O space according to the setting of these registers.

Table 49.10 PIO Transfer Control Registers

PCIEC address upper registers 0 to 3 (PCIEPAUR0 to PCIEPAUR3)	Address (upper 32 bits) of the PCI address space to which the PCIE memory areas 0 to 3 are to be mapped
PCIEC address lower registers 0 to 3 (PCIEPALR0 to PCIEPALR3)	Address (lower 32 bits) of the PCI address space to which the PCIE memory areas 0 to 3 are to be mapped
PCIEC address mask registers 0 to 3 (PCIEPAMR0 to PCIEPAMR3)	Specify the size in the PCIE memory areas 0 to 3 to be mapped to the PCI address space.
PCIEC conversion control registers 0 to 3 (PCIEPTCTLR0 to PCIEPTCTLR3)	Specify whether the PCI space is valid or invalid. Specify the transfer destination space (PCI memory space or PCI IO space). Specify attributes (TC, LOCK, ZLR, and ATTR) for conversion.

Table 49.11 shows the PCI Express memory area addresses on the AXI bus space.

Table 49.11 AXI Bus Space Address Map

Memory Area	Address	Physical Address Size
PCIE0 memory 0	H'00_FE10_0000 to H'00_FE1F_FFFF	1 Mbyte
PCIE0 memory 1	H'00_FE20_0000 to H'00_FE3F_FFFF	2 Mbytes
PCIE0 memory 2	H'00_3000_0000 to H'00_37FF_FFFF	128 Mbytes
PCIE0 memory 3	H'00_3800_0000 to H'00_3FFF_FFFF	128 Mbytes
PCIE1 memory 0	H’00_EE90_0000 to H’00_EE9F_FFFF	1Mbyte
PCIE1 memory 1	H’00_EEA0_0000 to H’00_EEBF_FFFF	2Mbytes
PCIE1 memory 2	H'00_C000_0000 to H'00_C7FF_FFFF	128 Mbytes
PCIE1 memory 3	H'00_C800_0000 to H'00_CFFF_FFFF	128 Mbytes

The following shows the example of mapping the internal bus space to the PCIEC address space.

Example of mapping the internal bus space to the PCIEC address space:

PCIEC address lower register 0[31:0] = H'0000_0000
PCIEC address lower register 1[31:0] = H'5640_0000
PCIEC address lower register 2[31:0] = H'2000_0000
PCIEC address lower register 3[31:0] = H'8000_0000
PCIEC address upper register 0[31:0] = H'0000_0000
PCIEC address upper register 1[31:0] = H'0000_0008
PCIEC address upper register 2[31:0] = H'0000_0000
PCIEC address upper register 3[31:0] = H'F000_0000
PCIEC address mask register 0[31:0] = H'0000_FF80
PCIEC address mask register 1[31:0] = H'001F_FF80
PCIEC address mask register 2[31:0] = H'1FFF_FF80
PCIEC address mask register 3[31:0] = H'1FFF_FF80
PCIEC conversion control register 0[31:0] = H'8000_0100
PCIEC conversion control register 1[31:0] = H'8000_0000
PCIEC conversion control register 2[31:0] = H'8000_0000
PCIEC conversion control register 3[31:0] = H'8000_0000

Figure 49.11 shows an example of mapping the internal bus space to the PCI Express space with the above setting.

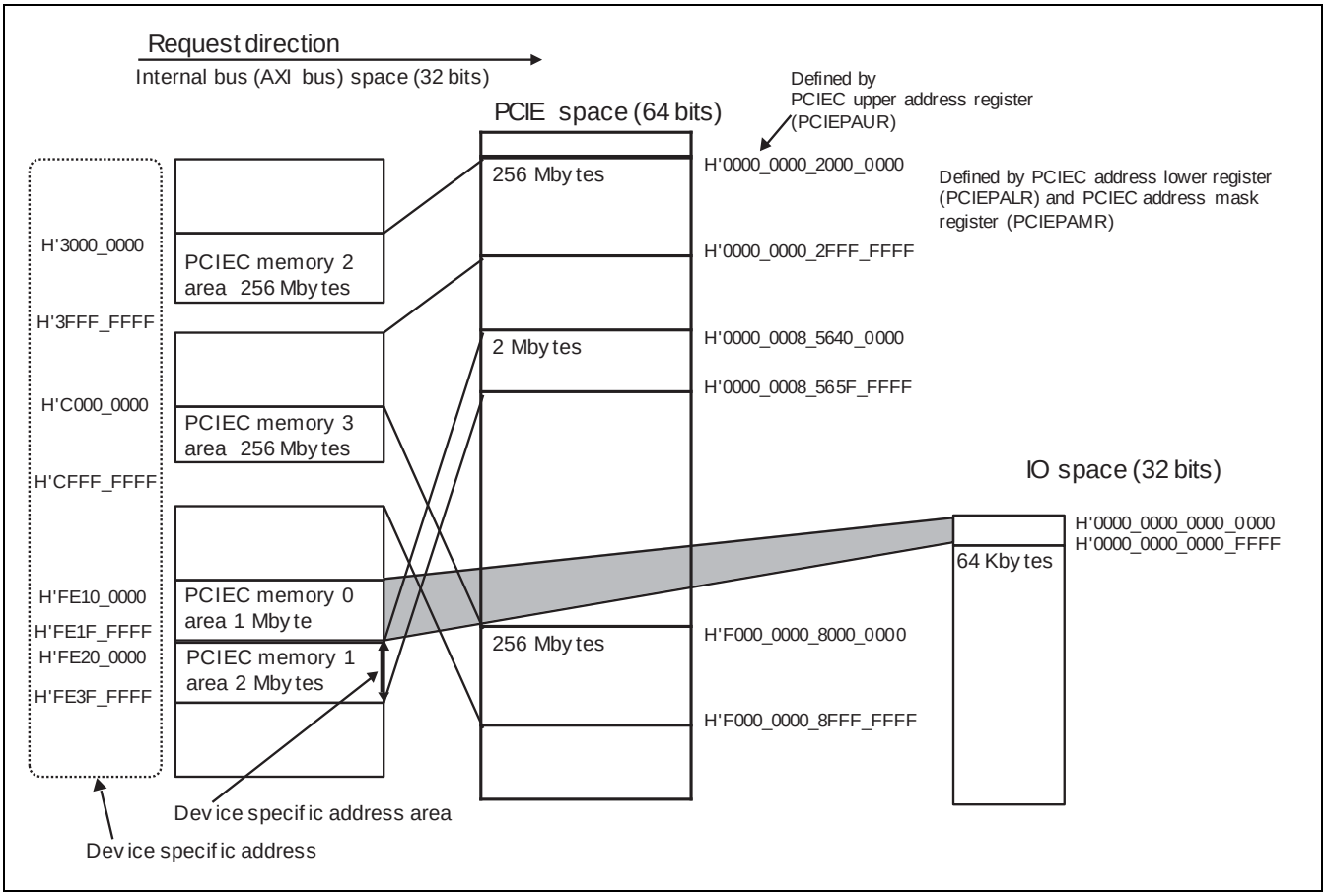


Figure 49.11 Example of Address Mapping for PIO Transfer

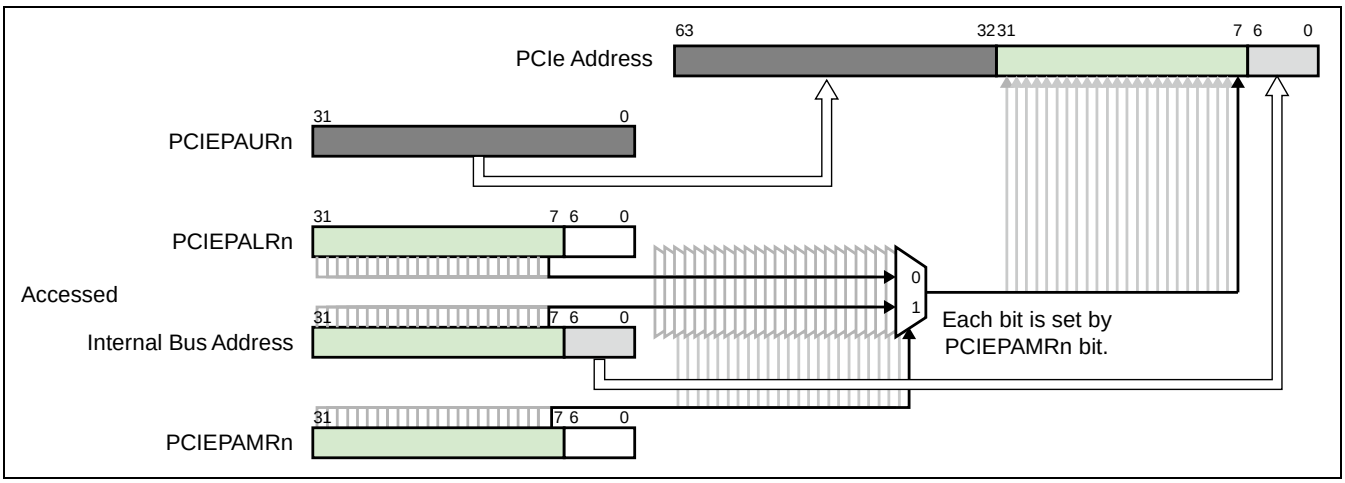


Figure 49.12 Address Translation for PIO Transfer

(3) PIO Transfer Operation

PIO transfer performs memory write/read to the corresponding memory/IO space on the PCI Express from the internal bus side. In reading, a read request is issued to the PCI Express, a completion from the device to be read is converted to data (response), and it is written to the area in the internal bus. Figures 49.13 and 49.14 show write and read operations of PIO transfer, respectively. In the figures, the processes for which “Check the related registers.” is indicated are software-dependent; perform appropriate processing for the application.

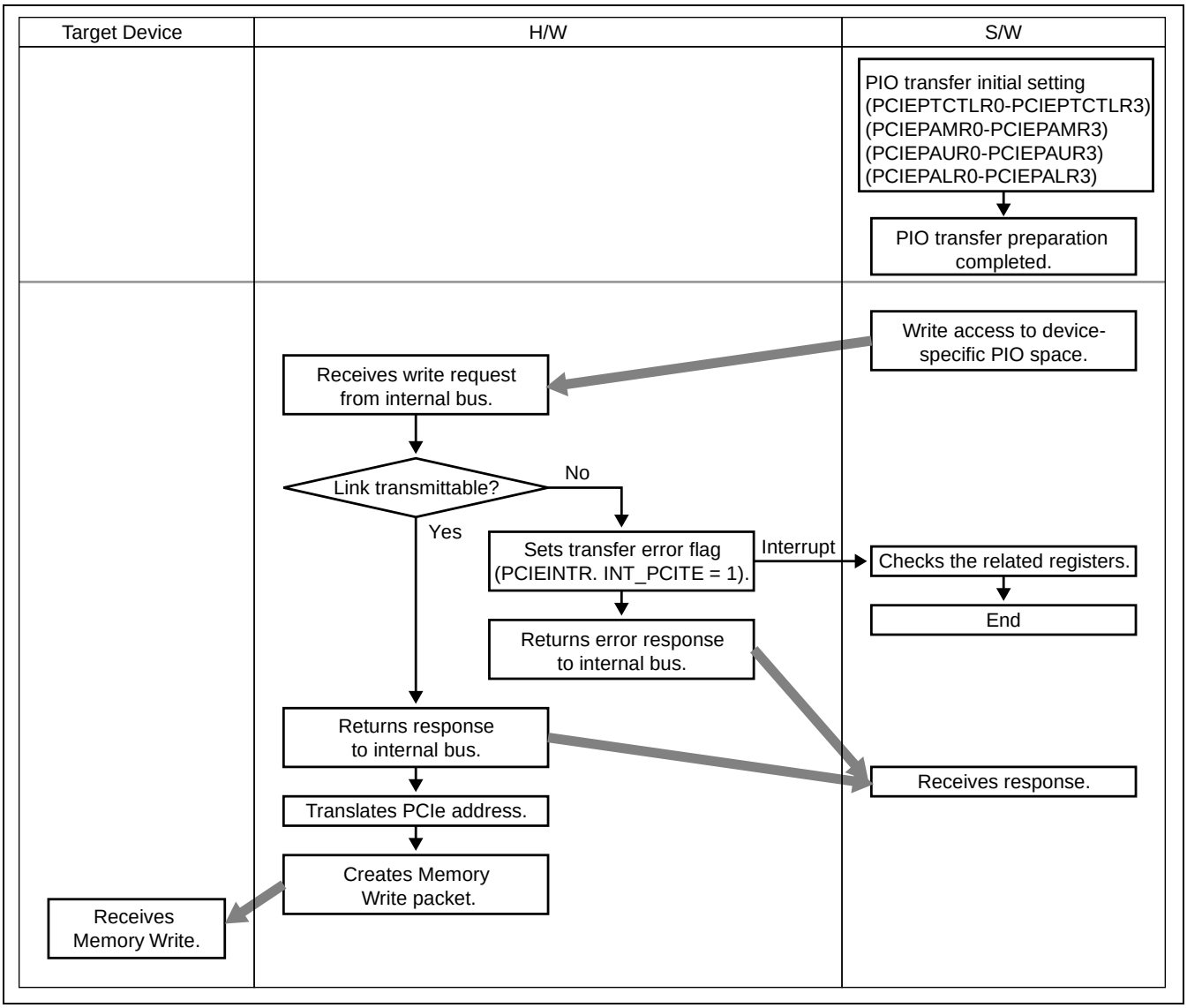


Figure 49.13 PIO Transfer Operation (memory write request)

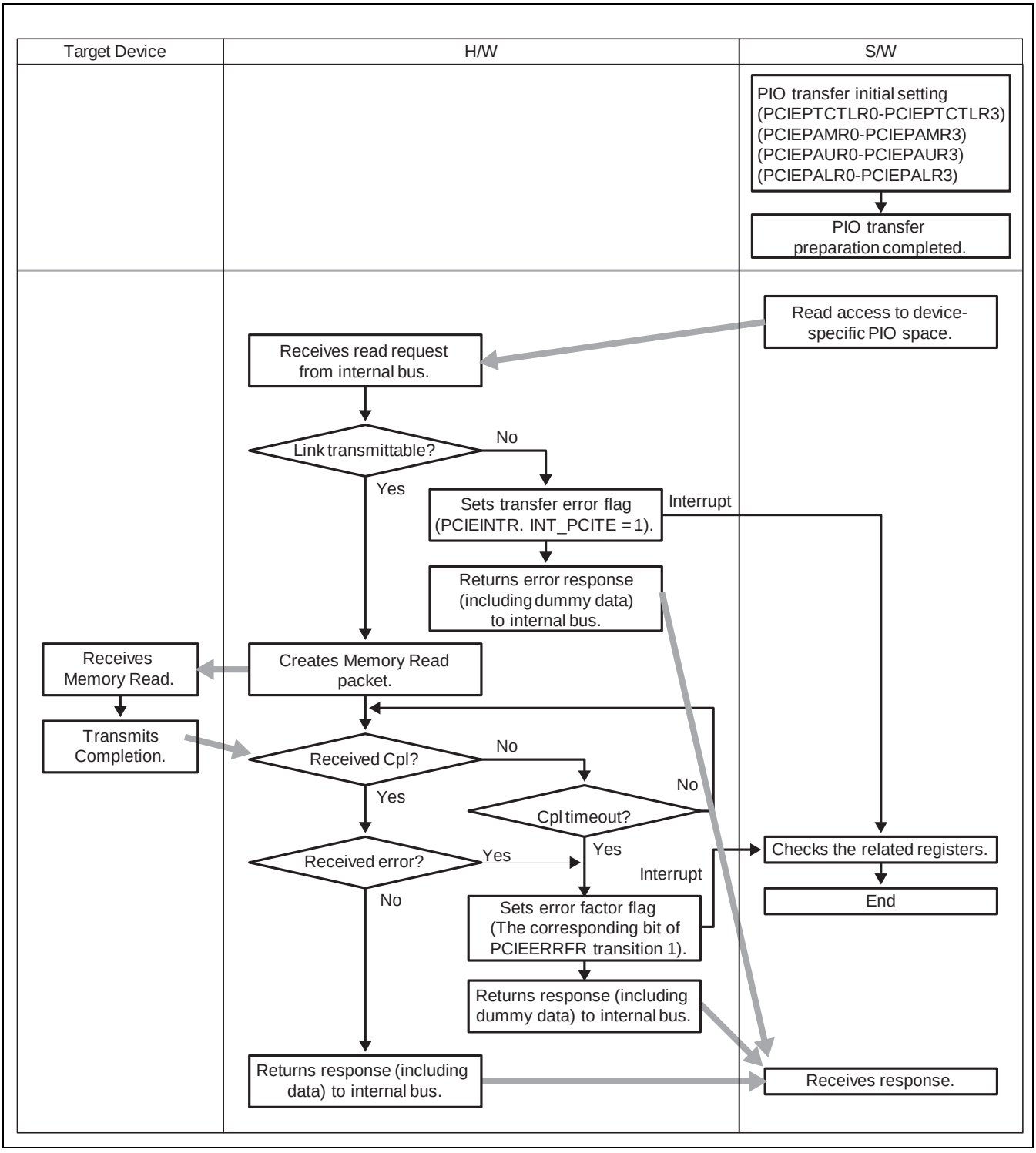


Figure 49.14 PIO Transfer Operation (memory read request)

49.3.6 Target Transfer (Data Transfer from External Device → PCIEC → Internal Bus)

With target transfer, the device on the PCI Express accesses the device on the internal bus of this module through a PCI Express request packet.

(1) Overview of Target Transfer

Using target transfer, the device on the PCI Express can send packets for memory read/write and I/O read/write to read from and write to the area in the internal bus.

In a target transfer, this module can receive packets of any data length less than or equal to the size specified in the MPS (Max Payload Size).

(2) Initial Setting of Target Transfer

The assignment of addresses in the PCI Express space is dynamically determined by the Root Port during a configuration cycle, based on the register settings at initialization. At initialization, the registers are set to specify the parameters such as the sizes of various areas and types of the areas (memory space, I/O space, or the other). When CFINIT is set to 1 and initialization is completed, the initial setting is reflected to BARn (Base Address Register n) of the configuration registers. In Root Port mode, PCIEPRARn is set through software. Here, BAR indicates the area to be released in response to the request from the downstream. In Endpoint mode, the BARn bits of configuration registers are set in the subsequent configuration cycle.

As an area in which memory space is to be allocated, this module supports either 64-bit PCI address space or 32-bit PCI address space (the first 4G area of the 64-bit space). When allocating an area in 32-bit address space, one BARn is used; when allocating an area in 64-bit address space, two contiguous BARn registers (BARn+1/BARn) are used. For this reason, a maximum of three 64-bit address space areas can be allocated.

In I/O space, areas are allocated using one PCIEPRAR or BAR register.

In Root Port mode, set the internal bus side space to be correlated to each of the PCIEPRAR registers in the PCI Express space to the local (internal bus) address registers 0 to 5 (PCIELAR0 to PCIELAR5). Also set the size to be allocated and the space type to the local (internal bus) address mask registers 0 to 5 (PCIELAMR0 to PCIELAMR5). Set these registers before a link is established (before setting CFINIT to 1). Although PCIEPRAR can be modified after a link is established, turn off the Master Enable of the communication peer or take other appropriate measures to prevent issuance of a request to the corresponding area during PCIEPRAR modification.

In Endpoint mode, set the internal bus side space to be correlated to each of the BAR registers in the PCI Express space to the local (internal bus) address registers 0 to 5 (PCIELAR0 to PCIELAR5). Also set the size to be allocated and the space type to the local (internal bus) address mask registers 0 to 5 (PCIELAMR0 to PCIELAMR5). Set these registers before a link is established (before setting CFINIT to 1).

The target transfer area must not be allocated to the internal bus space for the registers of this module or to the internal bus space for PIO transfer.

The following shows the example of mapping the PCI Express address space to the internal bus space.

Example of mapping the PCI Express address space to the internal bus space (Root Port):

Figure 49.15 shows an example of mapping the PCI Express space to the internal bus space (Root Port).

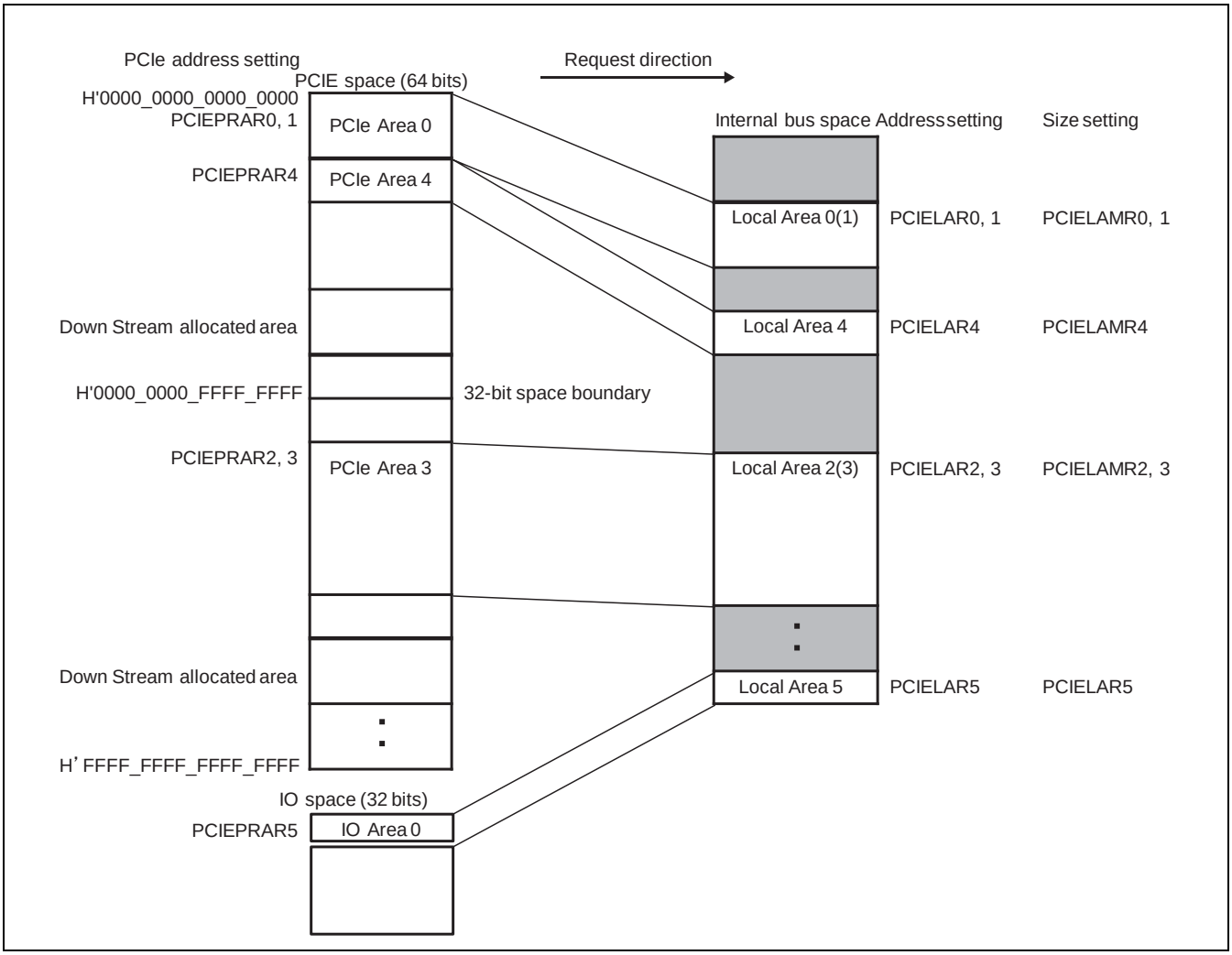


Figure 49.15 Example of Mapping PCI Express Address Space to Internal Bus Space (Root Port)

Example of mapping the PCI Express address space to the internal bus space (Endpoint):

Figure 49.16 shows an example of mapping the PCI Express space to the internal bus space (Endpoint)

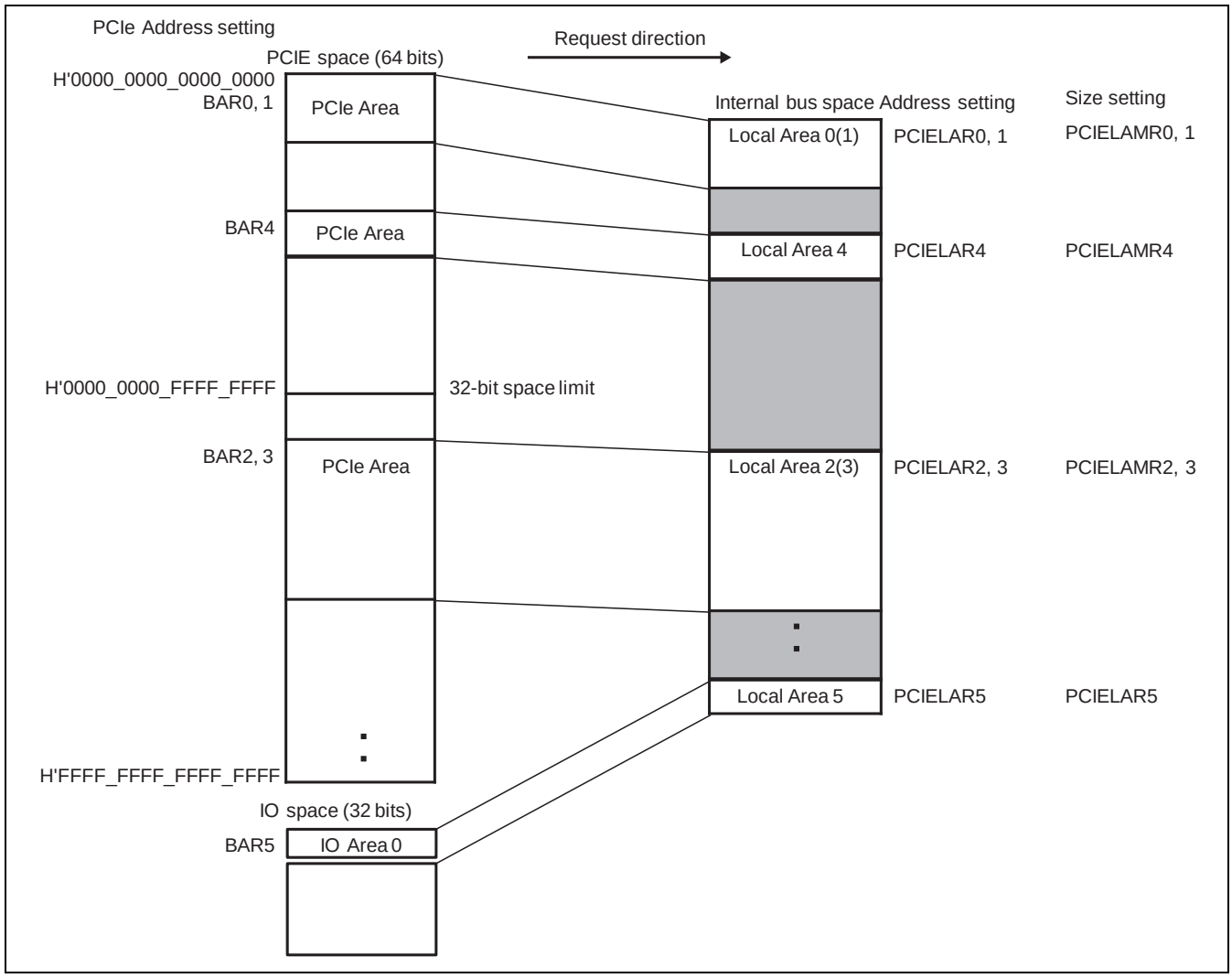


Figure 49.16 Example of Mapping PCI Express Address Space to Internal Bus Space (Endpoint)

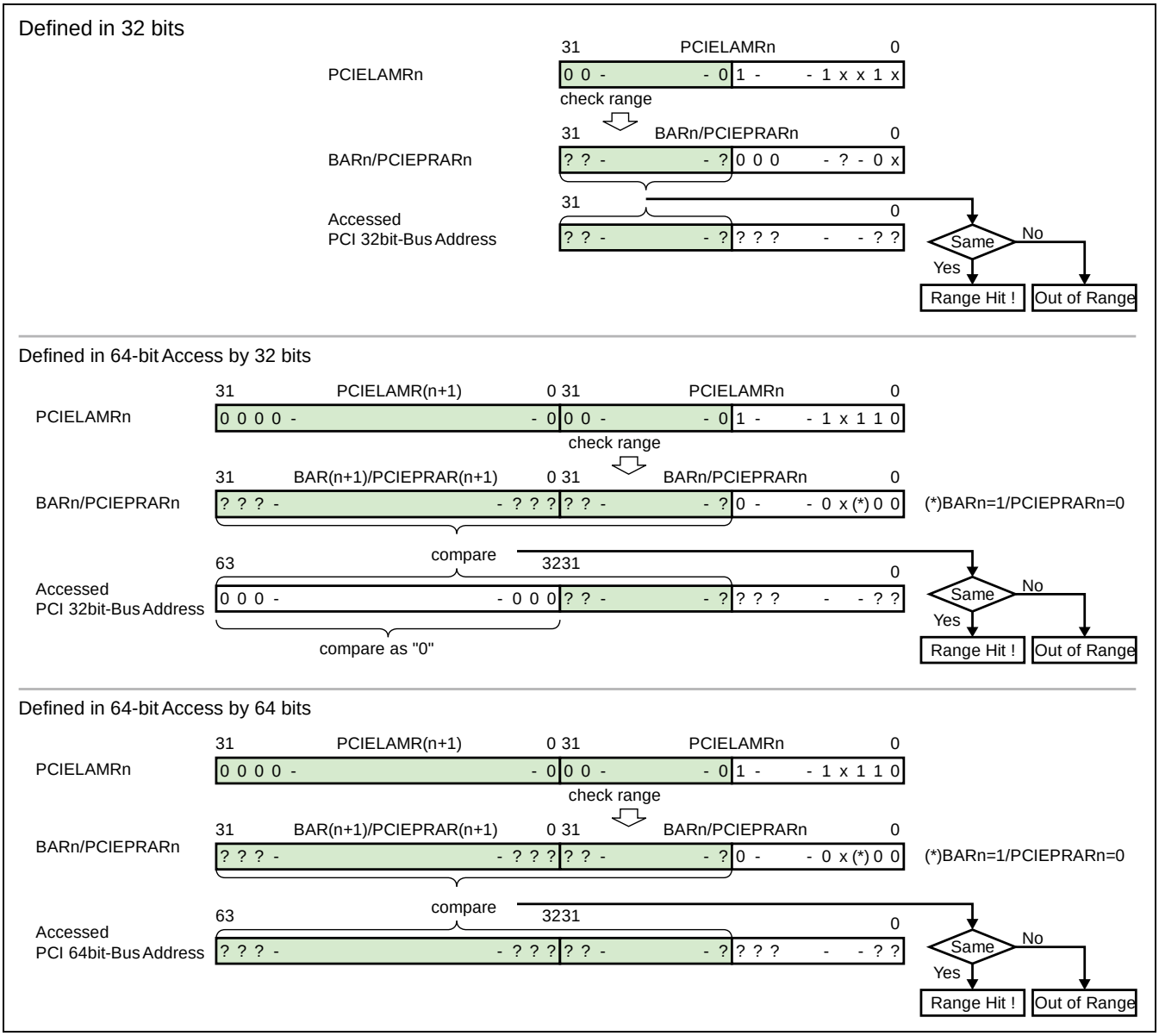


Figure 49.17 Address Comparison for Target Transfer

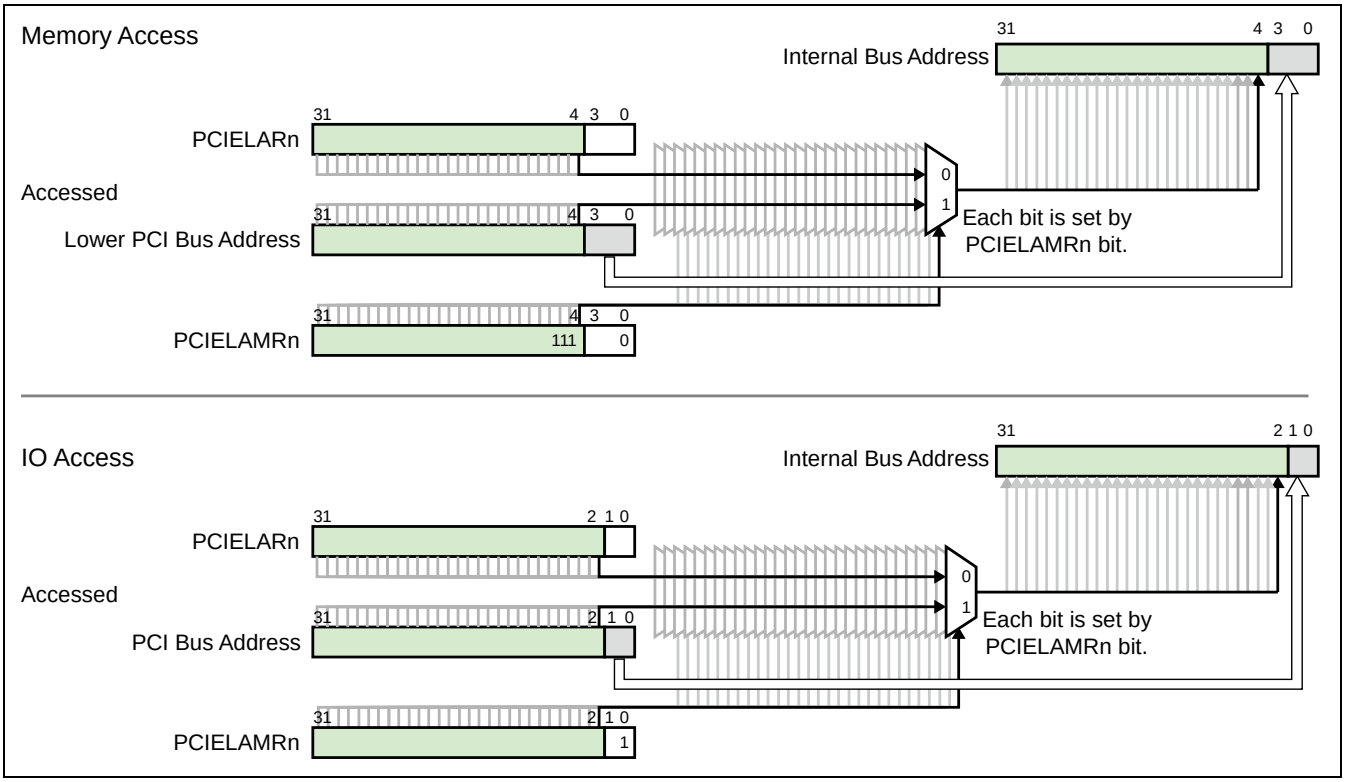


Figure 49.18 Address Translation for Target Transfer

(3) Target Transfer Operation

Figures 49.19 and 49.20 show the target transfer operations to receive a memory write request and the other request, respectively. In receiving a memory write request, the received data is written to the corresponding internal bus address. In receiving the other request, the internal bus is accessed, a completion packet is created and returned (note that when the internal bus is read, all the byte lanes are accessed irrespective of the PCIe space setting (prefetchable or non-prefetchable type) since the internal bus does not have a read strobe).

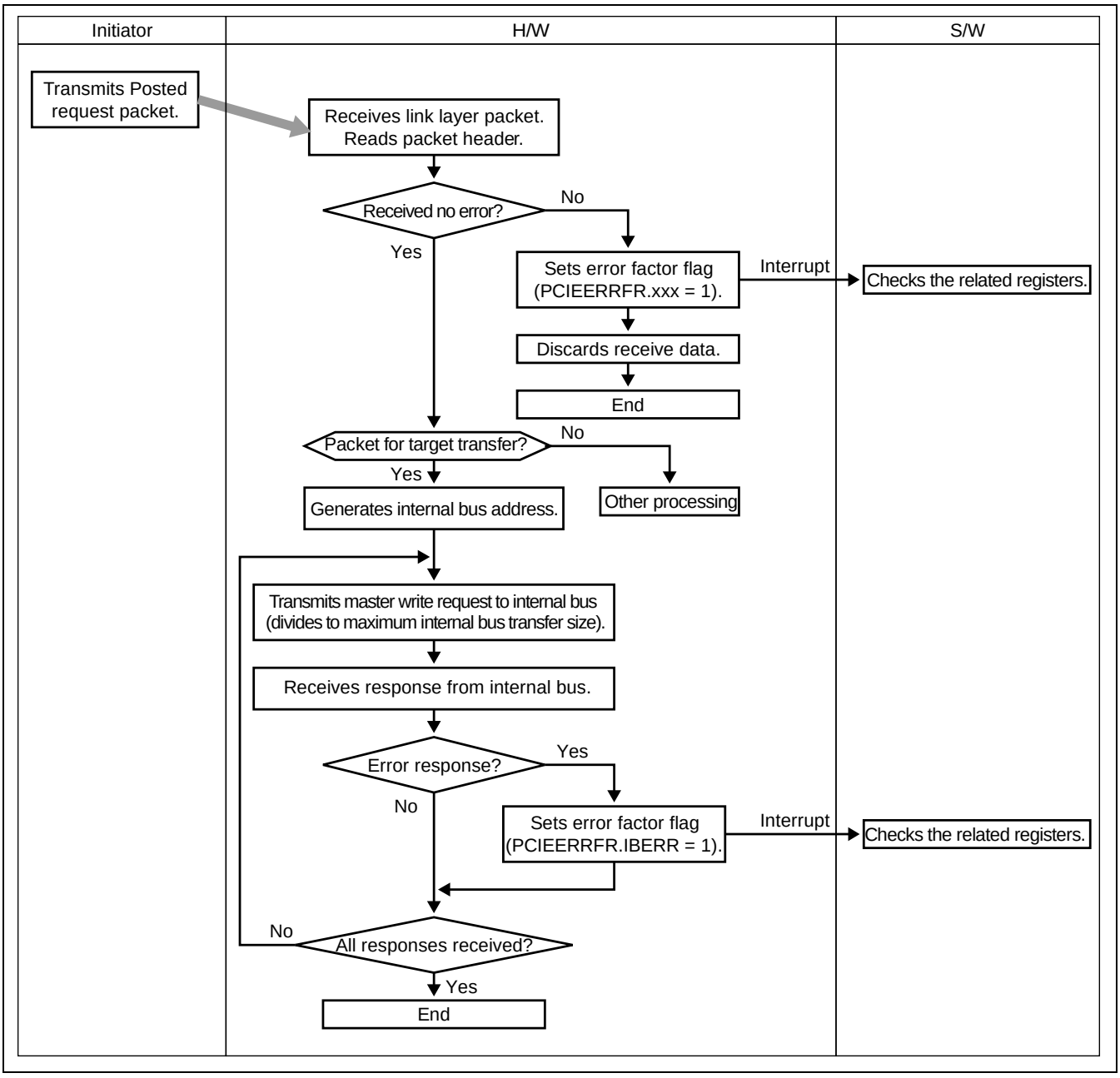


Figure 49.19 Target Transfer (Reception of a Memory Write Request)

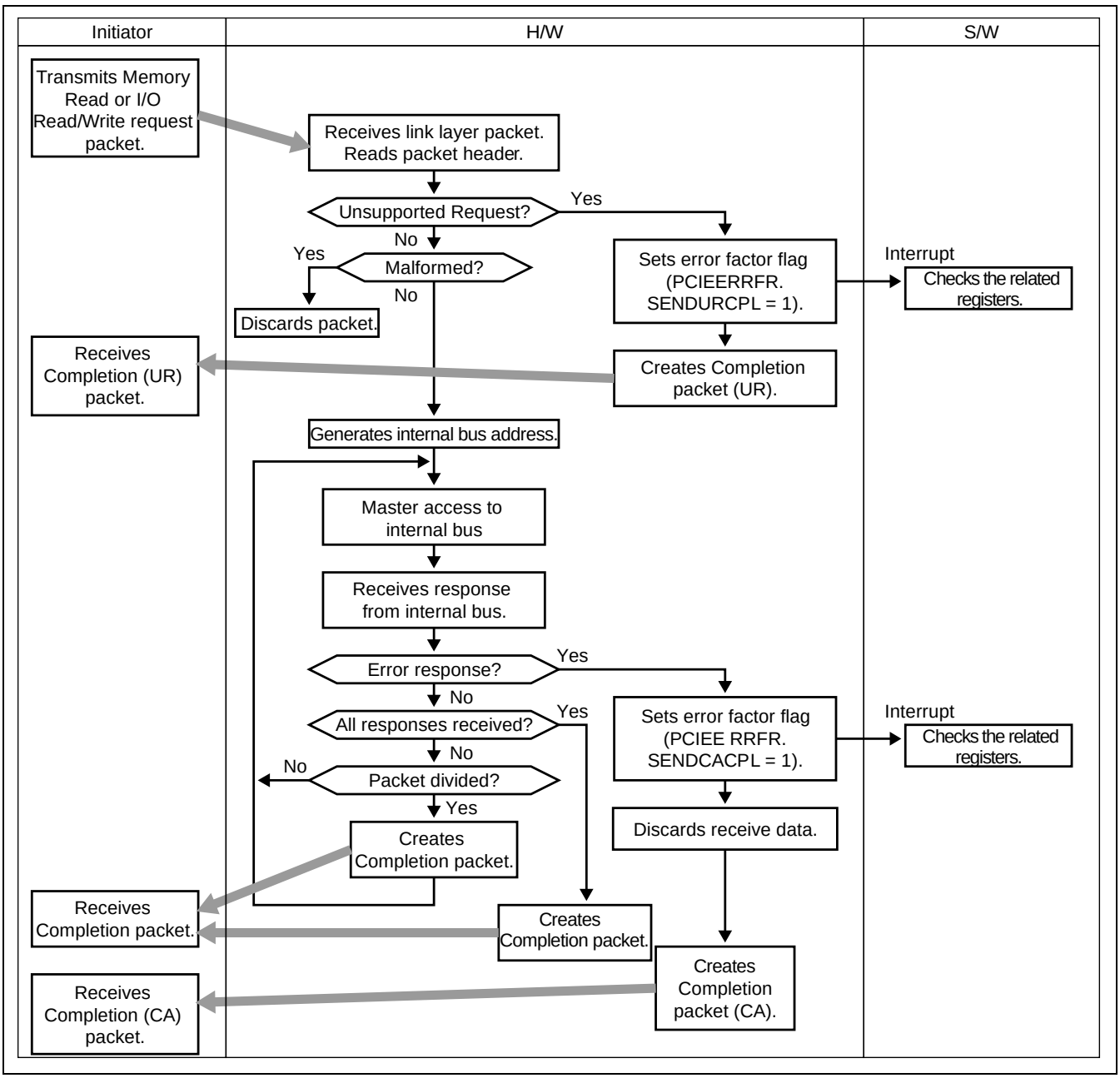


Figure 49.20 Target Transfer (Reception of a Request Other than a Memory Write Request)

49.3.7 DMA Transfer

This section describes the DMA transfer using the DMAC (PCIEC-DMAC) incorporated in this module.

(1) Overview of DMA Transfer

The PCIEC-DMAC enables effective data transfer between the PCI Express and the internal bus area. The PCIEC-DMAC can perform a maximum of 2^{29} count of transfer without intervention of the CPU.

The PCIEC-DMAC supports the command chain function, which allows consecutive execution of multiple transfer commands. With the command chain function, the DMAC-related setting information, such as the addresses of the transfer destination and source and transfer size, is considered as a command; by reading and executing these commands from the memory one by one, consecutive execution of multiple transfer units is provided without intervention of the CPU.

The PCIEC-DMAC has the following features.

- Number of channels: 8 channels
- Address space: PCI Express = 32/64 bits, internal bus = 32 bits
- Transfer data length: PCI Express = 8 to 128 bytes, internal bus = 8 to 128 bytes
- Maximum transfer count: 536,870,912 (2^{29})
- Address mode: Dual address mode
- Transfer request: Started by register control
- Data transfer: Normal mode (continuous transfer), command chain
- Priority: Either channel priority fixed mode or round-robin mode selectable
- Interrupt request: Interrupts can be requested to the INTC when a data transfer has completed or an error has occurred.

(2) Initial Setting of DMA Transfer

Set the PCI Express and internal bus addresses, byte count, transfer end interrupt. When the command chain is not used, set the PCIEDMCHCRn.CCE to 0. In the DMA transfer (internal bus side), access to the internal bus space for the registers and access to the internal bus space for PIO transfer are prohibited.

(3) DMA Transfer Operation

DMA transfer can be initiated by simultaneously setting the transfer direction and enabling the channels with PCIEDMCHCRn. Transfer end is detected by confirming PCIEDMCHSRn[0].TE = 1 or detecting a transfer end interrupt. After transfer is ended, transfer is completed by setting PCIEDMCHCRn[31].CHE to 0. Simultaneously, PCIEDMCHSRn[0].TE is set to 1 to clear this bit.

Figure 49.21 and 49.22 show DMA transfer from the internal bus to the PCI Express space and from the PCI Express space to the internal bus, respectively.

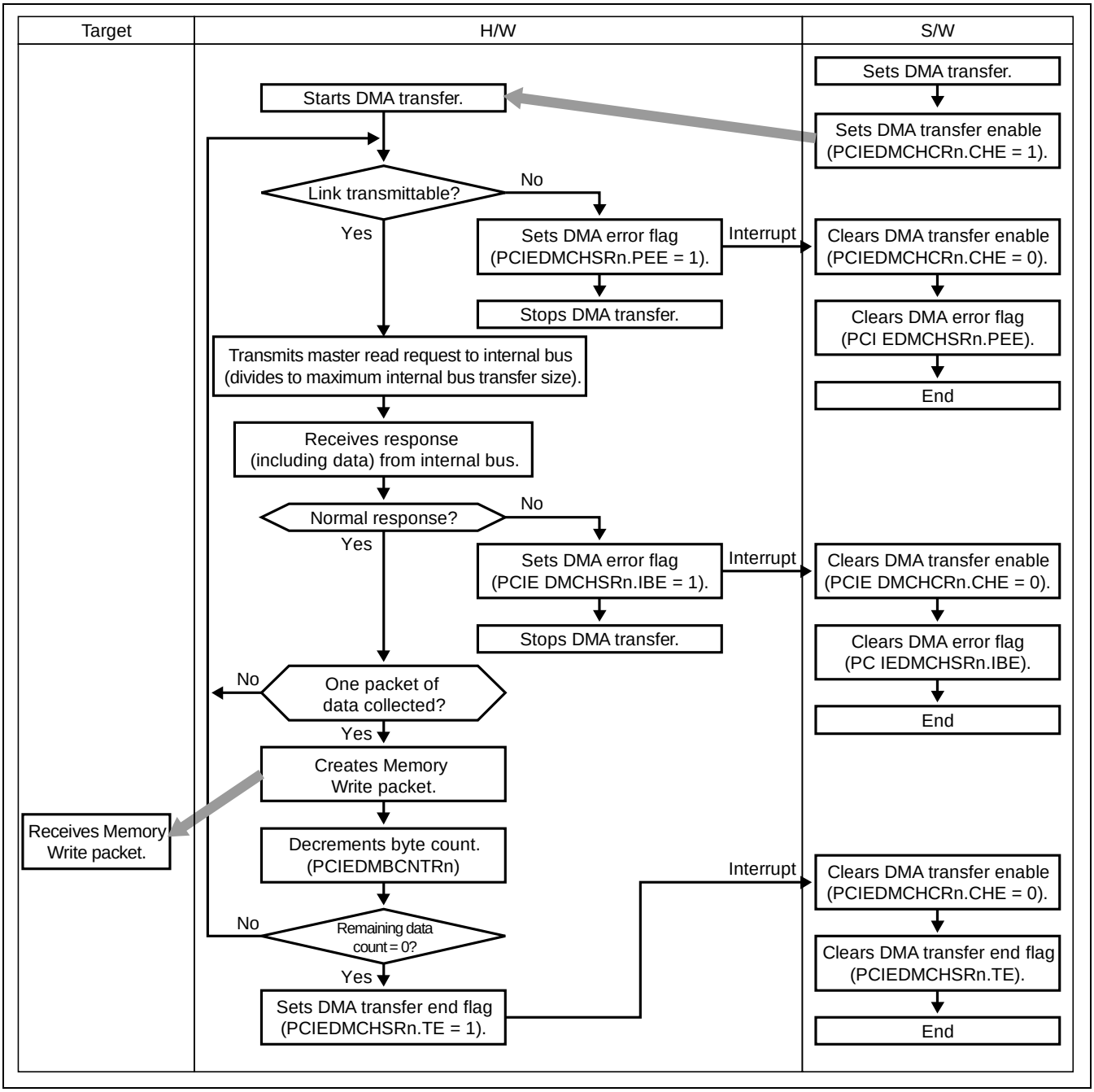


Figure 49.21 DMA Transfer (Internal Bus → PCI Express)

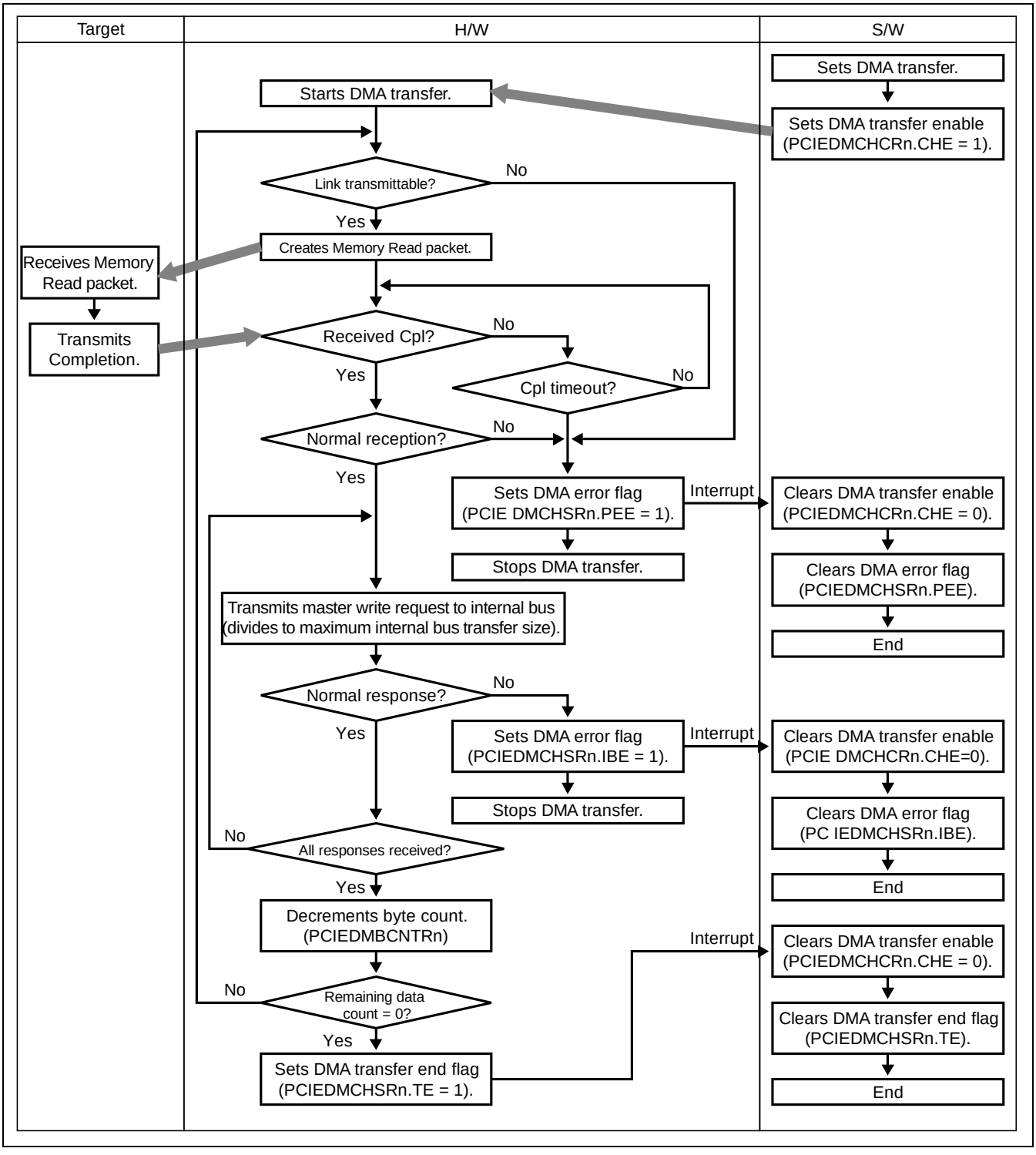


Figure 49.22 DMA Transfer (PCI Express → Internal Bus)

(4) DMA Channel Priority

When more than one DMA channel is used simultaneously, they are actually used according to the priority described in this section. The priority can be set with the PCIEDMAOR register. Set the relevant bit at the same time as setting PCIEDMAOR.DMAE to 1.

The channel priority is initialized to CH0 > CH1 > CH2 > CH3 > CH4 > CH5 > CH6 > CH7 while PCIEDMAOR.DMAE = 0.

(a) Arbitration Timing between DMA Channels

Arbitration is performed every transfer unit (128 bytes max.) of the DMA channel currently transferring data.

(b) Fixed Mode

When PCIEDMAOR.ABT is 0, the priority is fixed to the default setting.

(c) Round Robin Mode

When PCIEDMAOR.ABT is 1, round robin scheduling is applied to all the channels to determine the priority. When a certain channel completes transfer, the channel is given a bottom priority and the channels that have been given a lower priority than that channel are given a higher priority as shown in Figure 49.23.

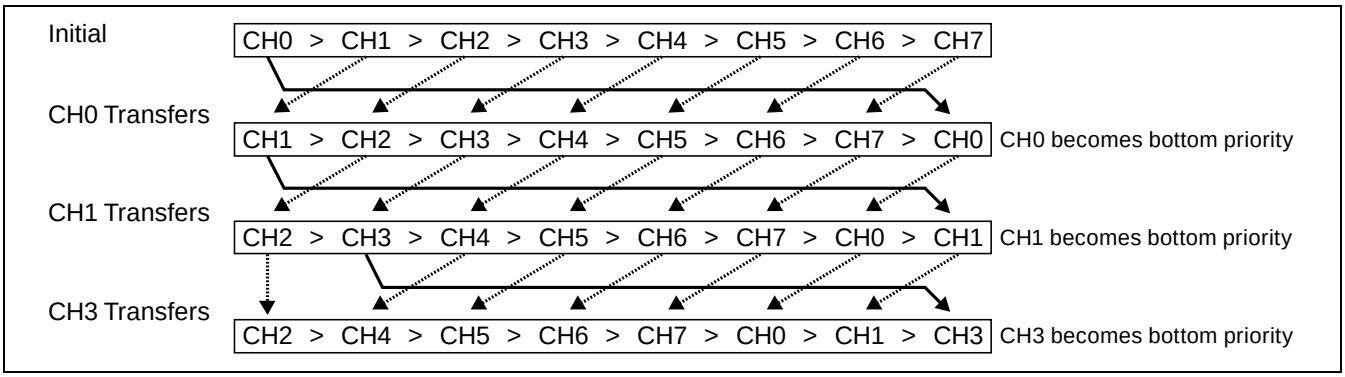


Figure 49.23 Round Robin Scheduling among All the Channels

(5) Dividing Packet at Address Boundary

If the PCI Express side address or internal bus address of a packet crosses the 4-Kbyte boundary, the packet is divided.

(6) Command Chain

(a) Overview of Command Chain Operation

A command chain allows this module to continuously execute multiple DMAC commands. A DMAC command refers to a set of information related to the PCIEC-DMAC transfer; that is, the information specified by PCIEDMPALRn, PCIEDMPAURn, PCIEDMIARn, PCIEDMBCNTRn, PCIEDMCCARn, and PCIEDMCHCRn. As well as in the PCIEC-DMA control register, the information can also be set in the memory in the format shown in Figure 49.24. With the command chain, each time a DMAC command execution is completed, the next DMAC command is read from memory and the content of the DMAC command is written to the relevant PCIEC-DMA control register, which allows execution of the DMAC command.

By specifying the next DMAC command in the DMAC command to be read, a command chain is created and thus data can be transferred consecutively.

During command chain operation, a DMAC command is read from the memory address indicated by PCIEDMCCARn and the content of the read command is written to the register of the relevant channel to execute the command. If the CCE bit in the read DMAC command is 1, the next command is read from memory again and executed upon completion of the current command. If the CCE bit in the read DMAC command is 0, completion of the command completes the command chain operation.

(b) Initial Setting of Command Chain

To start a command chain on a channel, enable the channel while PCIEDMCHCRn.CCE is set to 1. Before starting a command chain, store a chain of DMAC commands in a memory location accessible from the internal bus, and set the address of the first DMAC command in PCIEDMCCARn.

Note: As the setting (information) of the first transfer of the command chain, the information in the memory specified with PCIEDMCCARn is used; the setting in the PCI Express-DMA control registers is not used (here, any setting other than PCIEDMCCARn is ignored).

(c) DMAC Command Format

Figure 49.24 shows the format of DMAC commands to be stored in memory. Set each field of the commands as described below and store such commands.

- CHE field: Always set 1.
- CCE field: Set 0 for the command to be executed last; set 1 for the other commands.
- CCA field: Set 0 in all the bits for the command to be executed last; set the address of the next command for the other commands.
- Reserved field: Always set 0.

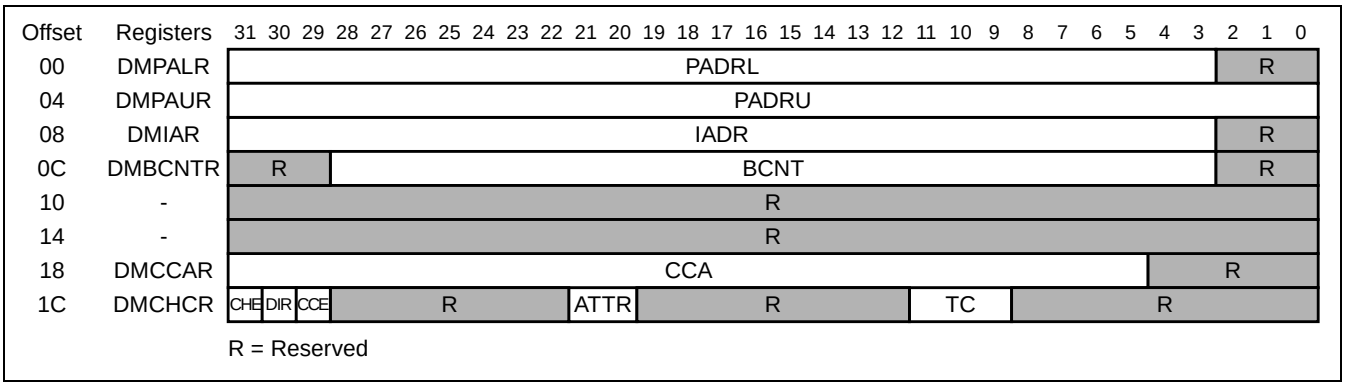


Figure 49.24 Formats of DMAC Commands

(d) Channel Priority for Command Read

While the command chain operation is in progress on multiple DMA channels, DMAC command read requests are issued from the multiple DMA channels; here, round robin scheduling is applied to all the channels to determine the priority (refer to section 49.3.7 (4)(c), Round Robin Mode).

Note: The channel priority here is different from the priority of the DMA transfer operation specified with PCIEDMAOR.

The channel priority is initialized to CH0 > CH1 > CH2 > CH3 > CH4 > CH5 > CH6 > CH7 while PCIEDMAOR.DMAE = 0.

(7) Notes on DMA Transfer

(a) Handling upon DL_Down / DL_Active

If a DL_Down occurs during DMA transfer, it is handled as a transfer error on the PCI Express side and thus transfer is ended after PCIEDMCHSRn.PEE is set. However, if a request is being made to the internal bus when a DL_Down occurs, a response to the request is first received and then flag is set and transfer is ended. Therefore, not all the operations are stopped immediately after a DL_Down.

When returned from a DL_Down to DL_Active, first read PCIEDMAOR.DMAACT = 0 to confirm that all the channels that have been operating before DL_Down have stopped operating, and then re-set DMA and perform transfer again.

49.3.8 Transfer Priority

This section describes the transfer priority.

(1) Arbitration (Transmission to PCI Express)

Accesses to transmit packets to the PCI Express include: DMA transfer, response processing to target transfer, PIO transfer, and Message transfer. The DMAC and the modules controlling PIO transfer output posted and non-posted requests, respectively.

Arbitration between these accesses is performed according to the priority shown below.

(High priority)
- Completion of target transfer (configuration)
- Completion of target transfer (memory, IO)
- PIO transfer (configuration, memory read, IO)
- PIO transfer (memory write)
- Various messages
- DMA transfer (memory read)
- DMA transfer (memory write)

(Low priority)

(2) Arbitration (Reception from PCI Express)

The completion receiver and request receiver receive packets from the PCI Express and make reception access requests.

Arbitration between these accesses is performed according to the priority shown below.

(High priority)
- PCIEC completion receiver
- PCIEC request receiver

(Low priority)

The PCIEC link of this module, which processes the PCIe protocol, processes packets received from the PCI Express one by one in order of reception. After that, the processed packets are sequentially distributed to the target receiver, DMA receiver, message receiver, and PIO receiver according to the type of the received packet and then processed one by one there. If the receiver corresponding to the processing target is waiting for a certain process to be completed (for example, waiting for a request to the internal bus or a response), the PCIe link starts the next reception process after completion of the process. Until completion, the next packet is suspended from being processed.

(3) PCI Express Transmit/Receive Ordering

The following describes the transaction ordering rules of this module.

Table 49.12 shows the transmit transaction ordering rules of this module.

Table 49.12 Transmit Transaction Ordering Rules of This Module

Row Pass Column	1st Posted	1st Non-Posted	1st Completion
2nd posted	No	Yes	Yes
2nd non-posted		No	Yes
2nd completion		Yes	No

Note: Yes: The second transaction can pass the first transaction.
No: The second transaction cannot pass the first transaction.

Table 49.13 shows the receive transaction ordering rules of this module.

Table 49.13 Receive Transaction Ordering Rules of This Module

			1st Transaction					
			Request					
			Posted	Non-Posted			Completion	
Row Pass Column			Memory Write/Message	Memory/ IO Read	IO Write	Configuration Write/Read	Read/Write	Memory Read (DMA)
2nd trans-action	Posted	Memory write/message	No*	Yes	Yes	Yes	Yes	Yes
	Non-posted	Memory/IO read	No	Yes	No	Yes	Yes	Yes
		IO write request	No*	Yes	No	Yes	Yes	Yes
		Configuration write/read	No	Yes	Yes	No	Yes	Yes
	Comple-tion	Read/write	Yes	Yes	Yes	Yes	No	Yes
		Memory read (DMA)	Yes	Yes	Yes	Yes	Yes	No

Notes: Yes: The second transaction can pass the first transaction.
No: The second transaction cannot pass the first transaction.
* For Memory/IO Write, the second request cannot pass the first request if they are issued to the same BAR space; the second request may pass the first request if issued to the different BAR spaces. For a combination of Memory Write and Message, the second request may pass the first request.

This module applies the ordering rules conforming to the standard to the transmission and reception sides. According to the rules, some packets cannot be passed by (to prevent an undesired influence on the order of sequential processing and such). Therefore, depending on the packet transfer order or combination, processing of a packet may be delayed until the previous packet processing is completed.

(4) Arbitration (Bus Master Request)

Accesses to output a master write request to the internal bus include: DMA transfer, target transfer, and message transfer.

Arbitration between these accesses is performed according to the priority shown below.

(High priority)
- Target transfer (reception of memory write and IO write)
- DMA transfer (reception of completion for memory read)

(Low priority)

Accesses to output a master read request to the internal bus include: DMA transfer, target transfer, and message transfer.

Arbitration between these accesses is performed according to the priority shown below.

(High priority)
- Target transfer (reception of memory read and IO read)
- DMA (command read)
- DMA (transmission of memory write)

(Low priority)

49.3.9 Link Function

(1) Changing Speed

The PCI Express 2.0 standard allows changing of the transfer speed intentionally or to handle the problem related to the link reliability. Figure 49.25 shows a flow of changing the transfer speed to 5.0 GT/s.

- Allow the factor of speed change to be generated while speed change is enabled. (According to the PCI Express 2.0 standard, if speed change is attempted by itself and ends in failure, starting of speed change by itself is prohibited for 200 ms.)
- If speed change is attempted while another speed change is in progress, it is impossible to know which speed change factor is used for judging the end of speed change. For reliable judgment of the end of speed change, do not make any attempt to change a speed during another speed change. (MACCTLR.SPCHG == 0 and MACSR.SPCHGFIN == 0 indicate that speed change has not been set or speed change processing is not in progress.)

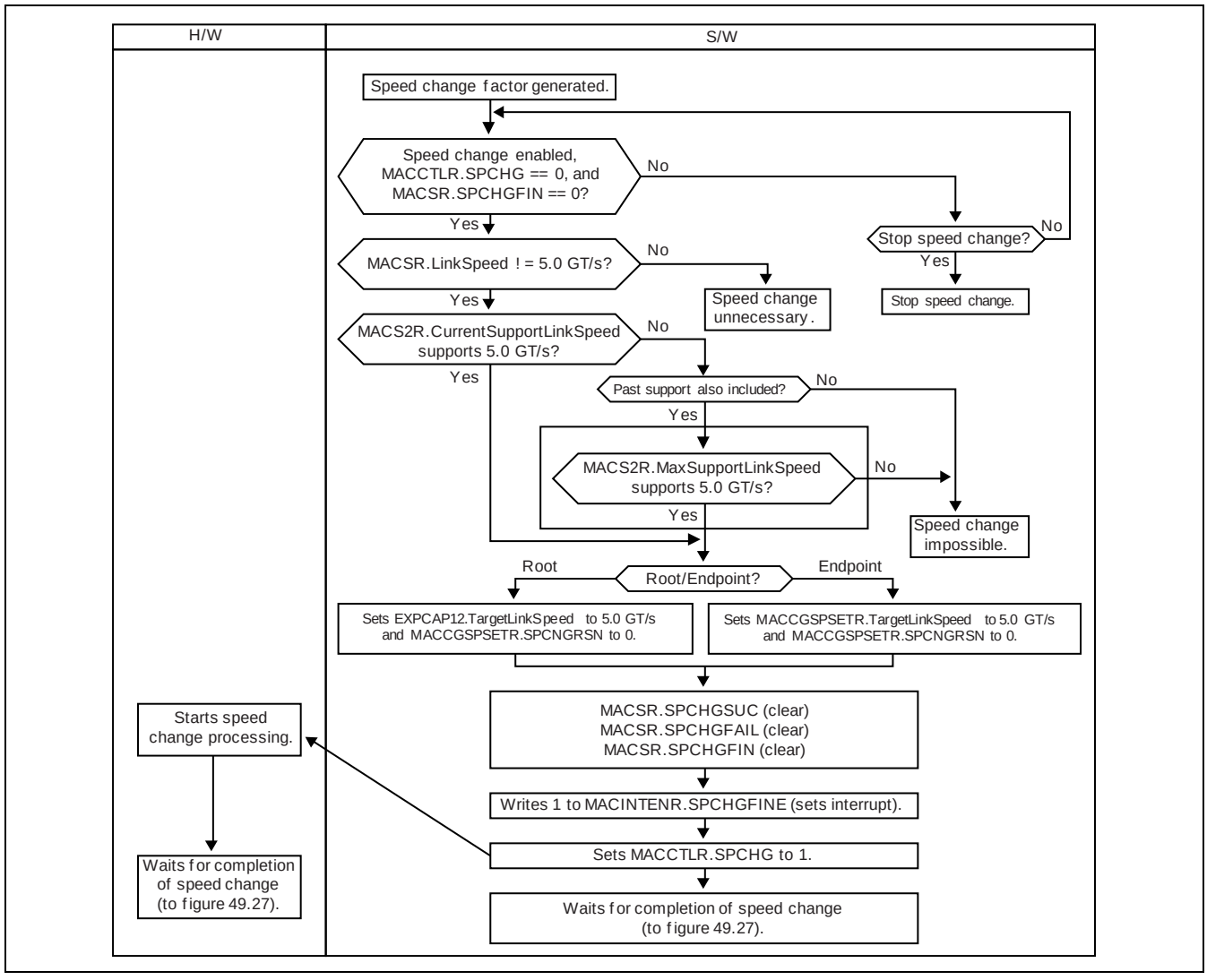


Figure 49.25 Changing Speed to 5.0 GT/s

Figure 49.26 shows a flow of changing the transfer speed to 2.5 GT/s.

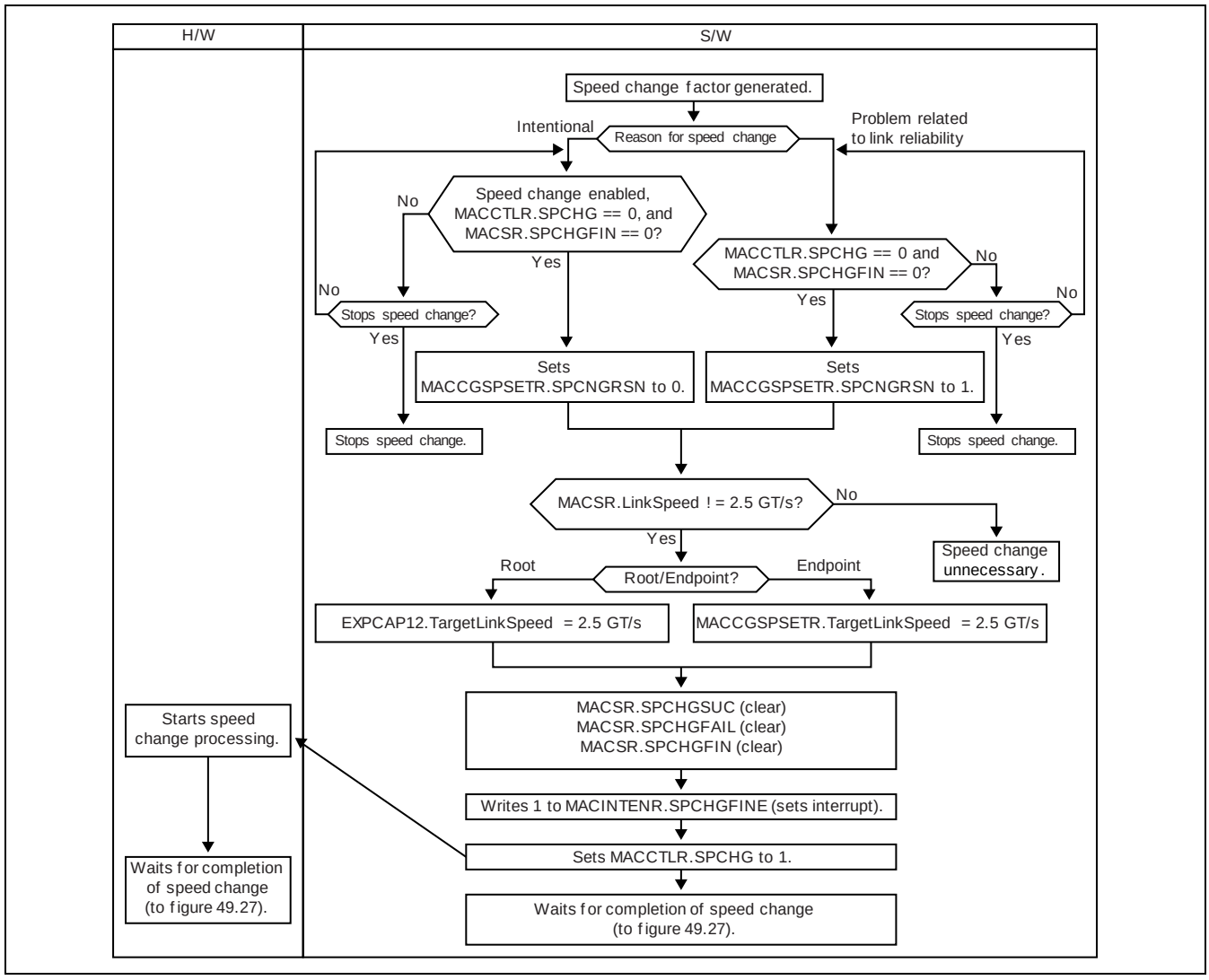


Figure 49.26 Changing Speed to 2.5 GT/s

Figure 49.27 shows a flow of the ending process for the transfer speed change.

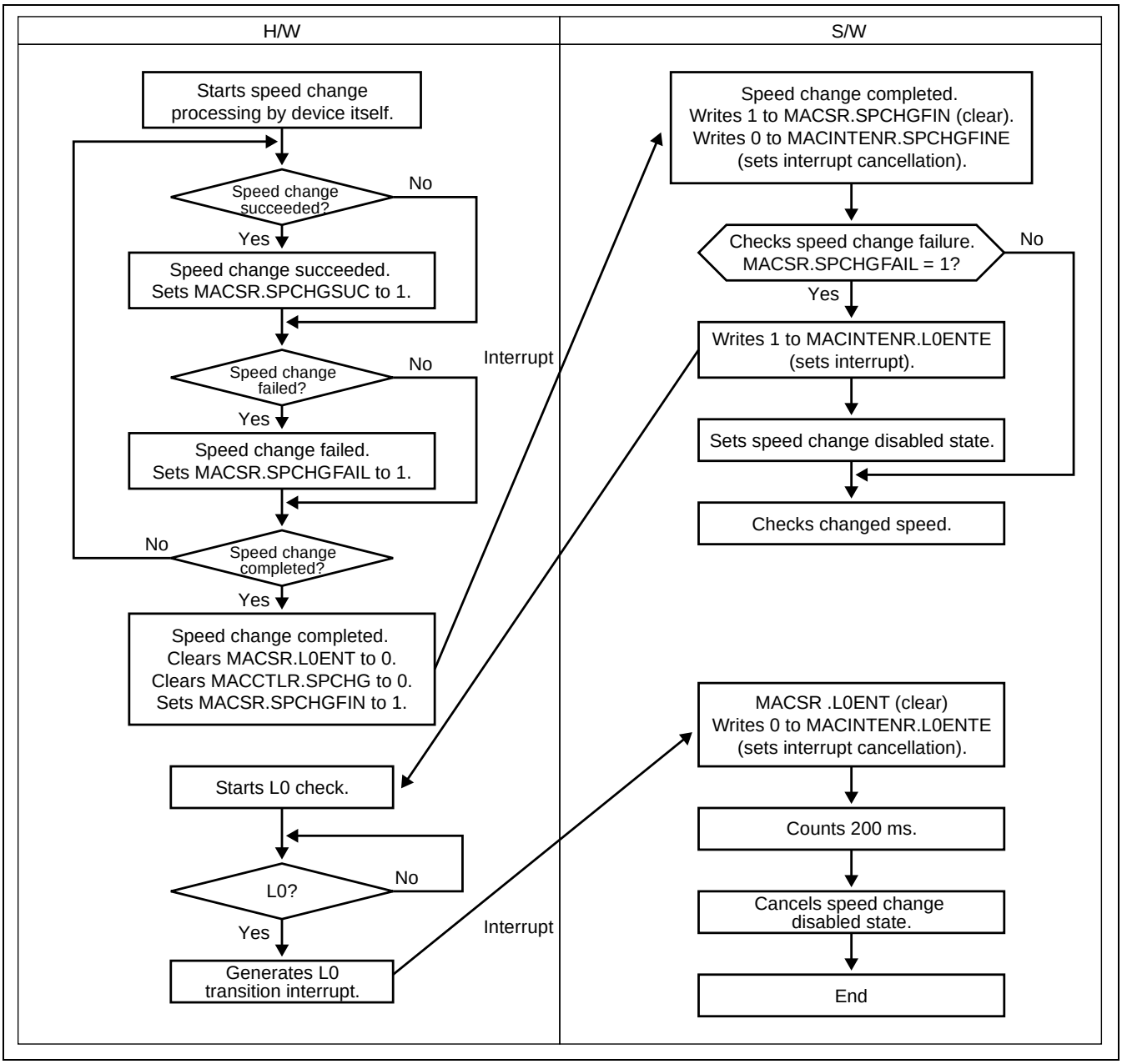


Figure 49.27 Ending Process of Speed Change

49.3.10 Power Management

This section describes power management of this module. This module has two power management modes below.

- PCI-PM
- ASPM (L0s)

PCI-PM is PCI-compatible and ASPM is specific to PCI Express. ASPM mode supports L0s only.

(1) PCI-PM

This section describes PCI-compatible power management mode. Table 49.14 shows power management operations in PCI-PM mode.

Table 49.14 PCI-PM Operations

No.	Transition	Target Device
1	L0 → L1 → L0	Endpoint
2		Root port

(a) L0 → L1 → L0 (Endpoint)

After modification of the Power State field, initiate the L1 transition sequence through software according to the flowchart shown in Figure 49.28.

After initiated through software, the L1 transition sequence is performed through hardware according to the following procedure.

1. Prepares for L1 transition.
2. Processes the handshake with the peer device for L1 transition.
3. Causes the LTSSM of this module to make an L1 transition.

- Triggered by a write of PMCTLR.L1IATN = 1, hardware initiates the L1 transition sequence. As preparation for causing L1 transition, this module first allows hardware to automatically perform the following. (1) Waits for the minimum amount of credits to be accumulated necessary to transmit the largest TLP for which all the types of credits are configured. (2) Waits for the retry buffer to be empty. (3) Waits for all the TLP to be transmitted.
- After completion of the above preparation, this module transmits PM_Enter_L1 DLLP and receives PM_Request_Ack DLLP to process the handshake with the peer device for L1 transition.
- After completion of the handshake for L1 transition, this module disables TLP/DLLP transmission and directs the LTSSM to make a transition to L1. If directions are given to make a transition to the detect or recovery state before the LTSSM completes L1 transition, this module gives priority to a transition to the detect or recovery state.
- Hardware clears the PMCTLR.L1IATN bit to 0 when the LTSSM makes a transition to the state other than L0, recovery, and configuration, that is, when the LTSSM makes a transition to L1 (PMSR.PMSTATE = L1) properly or LDn (PMSR.PMSTATE = LDn). Simultaneously, the PMSR.L1FAEG bit is set. Software can confirm that TLP write is again enabled and the transition destination by reading PMSR.L1FAEG = 1 and PMSR.PMSTATE. After confirming PMSR.L1FAEG = 1, write 1 to PMSR.L1FAEG to clear the bit.
- After initiation of the L1 transition sequence, if transitions are made as L0 → recovery → L0 or L0 → recovery → configuration → L0 before a transition to the L1 state is caused, hardware automatically initiates the L1 transition sequence again. Therefore, software has nothing to process. PMSR.L1FAEG is not set.

The sequence for a recovery from L1 is performed under the following conditions.

1. Cases in which recovery is initiated by this module itself (caused by software)

   Software gives directions to transmit the PM_PME message to prepare for communication again; or an error message is transmitted through software processing.

The message of the error caused by the PM_PME message is scheduled for transmission by software when the PM_PME message transmission is supported. Be sure to confirm that a transition to L1 has been properly made (PMSR.L1FAEG = 1 and PMSR.PMSTATE = L1) before scheduling.

2. Cases in which recovery is initiated by the peer

   The receive lane becomes no longer electrically idle.

   Typical example: The peer issues D0 configuration write for recovery and makes a transition to recovery itself.

3. Cases in which recovery is initiated by this module itself (caused by hardware)

   An error message is transmitted through hardware processing.

   Depending on the timing, an error message is transmitted after L1 transition and a recovery may be made.

   A completion of the TLP received before L1 transition is transmitted.

After a recovery to L0, if the device is in the non-D0 state and there is no TLP to be transmitted, software should confirm that hardware is in the L0 state (PMSR.PMSTATE = L0) and initiate the L1 transition sequence again (write 1 to PMCTLR.L1IATN). In this case, the sequence is: L0 → L1 → L0 recovery → L1 again.

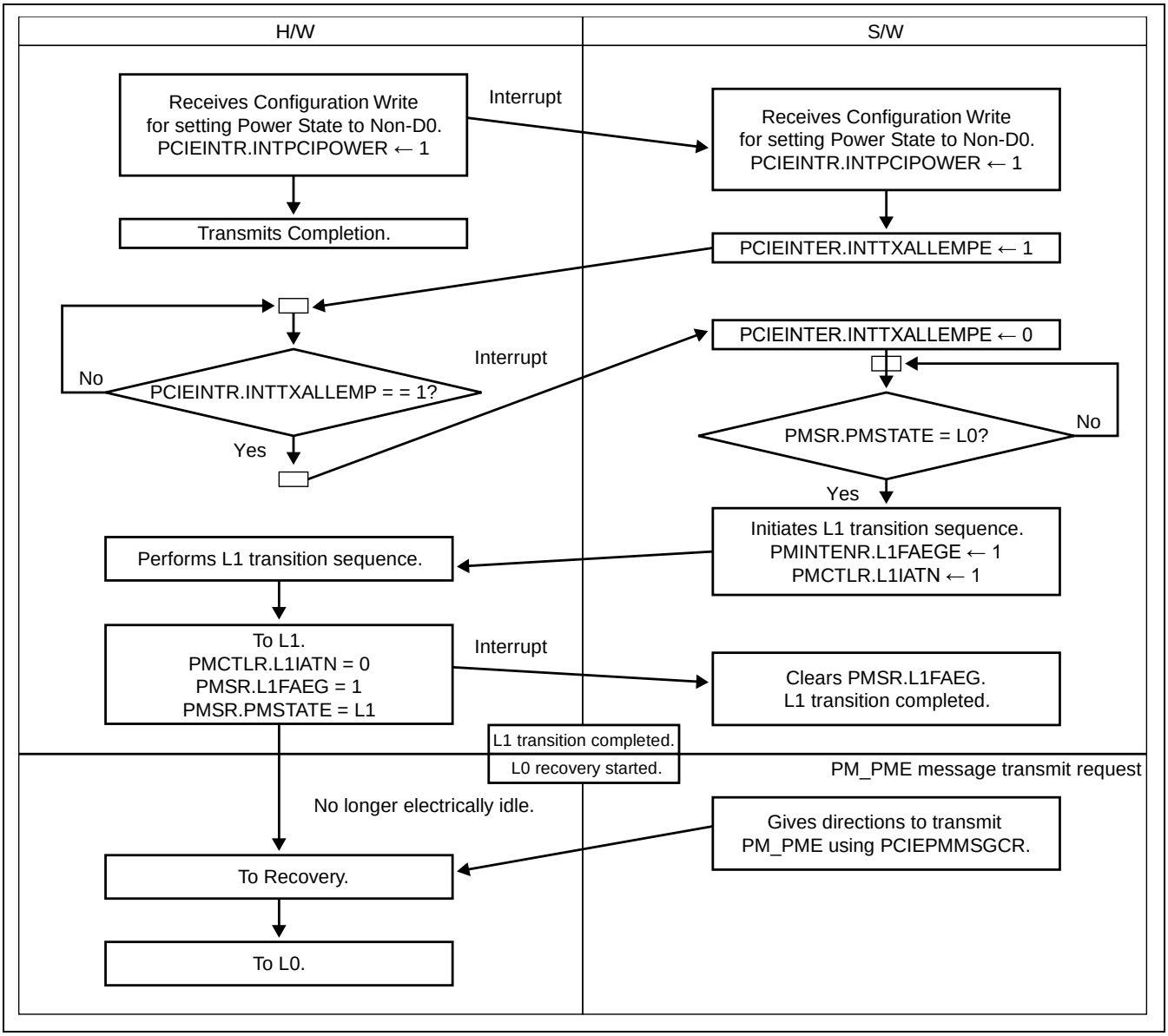


Figure 49.28 Transition from L0 to L1 to L0 (Endpoint)

(b) L0 → L1 → L0 (Root Port)

Initiate the L1 transition sequence through software according to the flowchart shown in Figure 49.29.

After initiated through software, the L1 transition sequence is performed through hardware according to the following procedure.

1. Prepares for L1 transition.
2. Processes the handshake with the peer device for L1 transition.
3. Causes the LTSSM of this module to make an L1 transition.

- Triggered by a write of PMCTLR.L1IATN = 1, hardware initiates the L1 transition sequence. As preparation for causing L1 transition, this module first allows hardware to automatically perform the following. (1) Waits for the retry buffer to be empty. (2) Waits for all the TLP to be transmitted.
- After completion of the above preparation, this module transmits PM_Request_Ack DLLP and receives the electrical idle ordered set to process the handshake for L1 transition.
- When having received the electrical idle ordered set on any lane, this module disables TLP/DLLP transmission. If directions are given to make a transition to the Detect or Recovery state before disabling TLP/DLLP transmission, this module gives priority to a transition to the Detect or Recovery state.
- After completion of the handshake for L1 transition, this module directs the LTSSM to make a transition to L1 and transmits the electrical idle ordered set.
- Hardware clears the PMCTLR.L1IATN bit to 0 when the LTSSM makes a transition to the state other than L0, Recovery, and Configuration, that is, when the LTSSM makes a transition to L1 (PMSR.PMSTATE = L1) properly or LDn (PMSR.PMSTATE = LDn). Simultaneously, the PMSR.L1FAEG bit is set. Software can confirm that TLP write is again enabled and the transition destination by reading PMSR.L1FAEG = 1 and PMSR.PMSTATE. After confirming PMSR.L1FAEG = 1, write 1 to PMSR.L1FAEG to clear the bit.
- After initiation of the L1 transition sequence, if transitions are made as L0 → Recovery → L0 or L0 → Recovery → Configuration → L0 before a transition to the L1 state is caused, hardware automatically initiates the L1 transition sequence again. Therefore, software has nothing to process. PMSR.L1FAEG is not set.

The sequence for a recovery from L1 is performed under the following conditions.

1. Cases in which recovery is initiated by this module itself

   Software performs configuration write to transmit TLP again.

   The request for configuration write is scheduled for transmission by software. Be sure to confirm that a transition to L1 has been properly made (PMSR.L1FAEG = 1 and PMSR.PMSTATE = L1) before scheduling.
2. Cases in which recovery is initiated by the peer

   The receive lane becomes no longer electrically idle.

   Typical example: The Endpoint issues a PME message for requesting a recovery itself and the peer makes a transition to Recovery.

After a recovery to L0, if the device is in the Non-D0 state and PM_Enter_L1 DLLP is transmitted from the downstream device, software should confirm that hardware is in the L0 state (PMSR.PMSTATE = L0) and initiate the L1 transition sequence again (write 1 to PMCTLR.L1IATN). In this case, the sequence is: L0 → L1 → L0 recovery → L1 again.

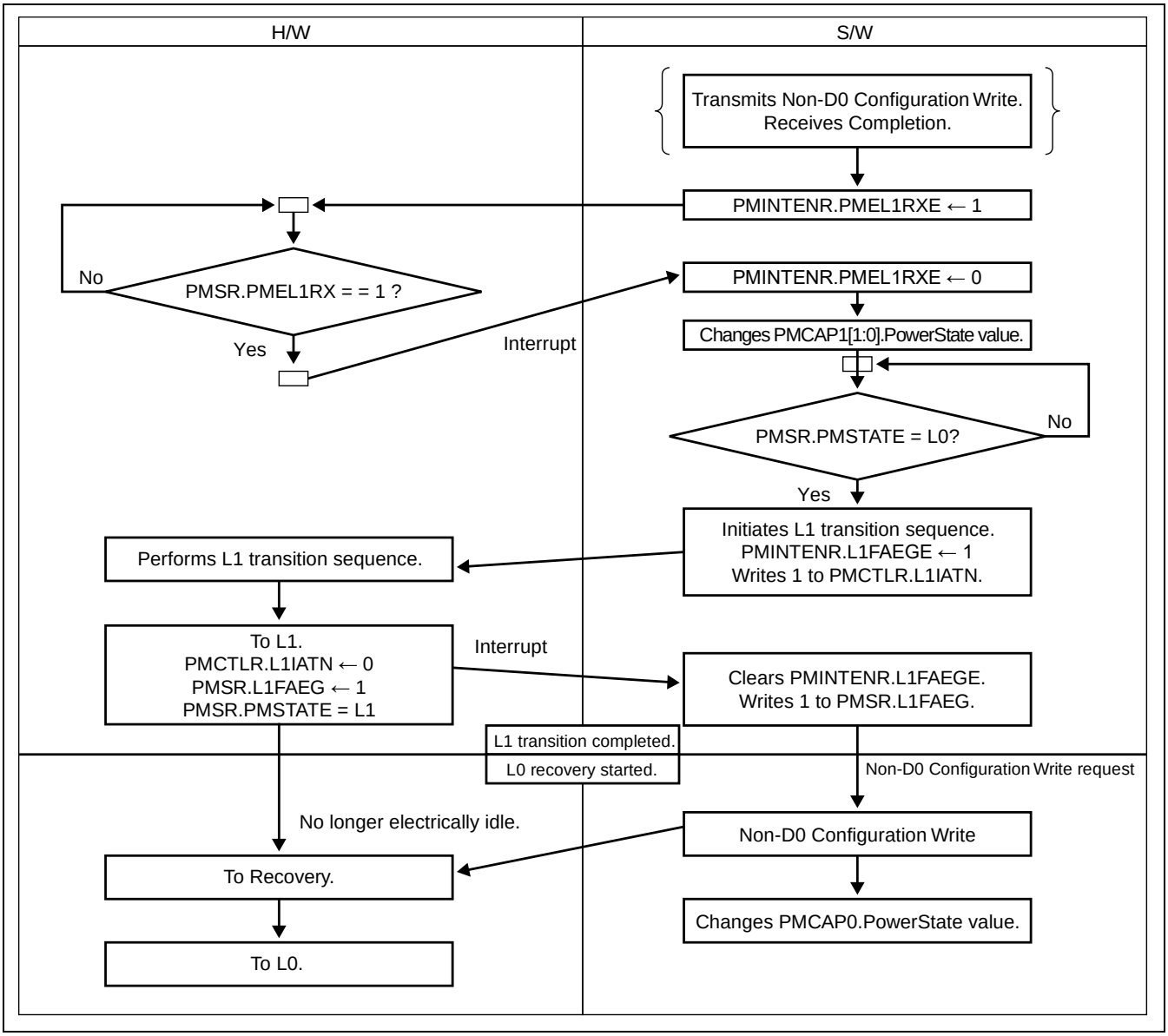


Figure 49.29 Transition from L0 to L1 to L0 (Root Port)

(2) Active State Power Management (ASPM)

This section describes PCI Express-specific power management mode. Table 49.15 shows power management operations in Active State Power Management (hereinafter referred to as ASPM) mode. ASPM is automatically controlled by hardware; software should take nothing particular into account.

Table 49.15 ASPM Operation

No.	Transition	Target Device
1	L0 → L0s → L0	Common to Endpoint and Root Port

(a) L0 → L0s → L0

When a link is in the idle state for 4 μs, hardware automatically initiates the L0s transition sequence. This module determines a link to be in the idle state in any of the following cases.

- Cases in which No TLP is transmitted
  1. No TLP to be transmitted is scheduled in the VC buffer.
  2. TLP is scheduled but there are not enough credits to transmit the TLP in the VC buffer.
  3. TLP is scheduled and there are enough credits but Non-posted cannot be issued according to the limitations on the number of Outstanding by this module.
- Cases in which no DLLP is scheduled for transmission

Figure 49.30 shows an overall overview of L0 → L0s → L0 transition.

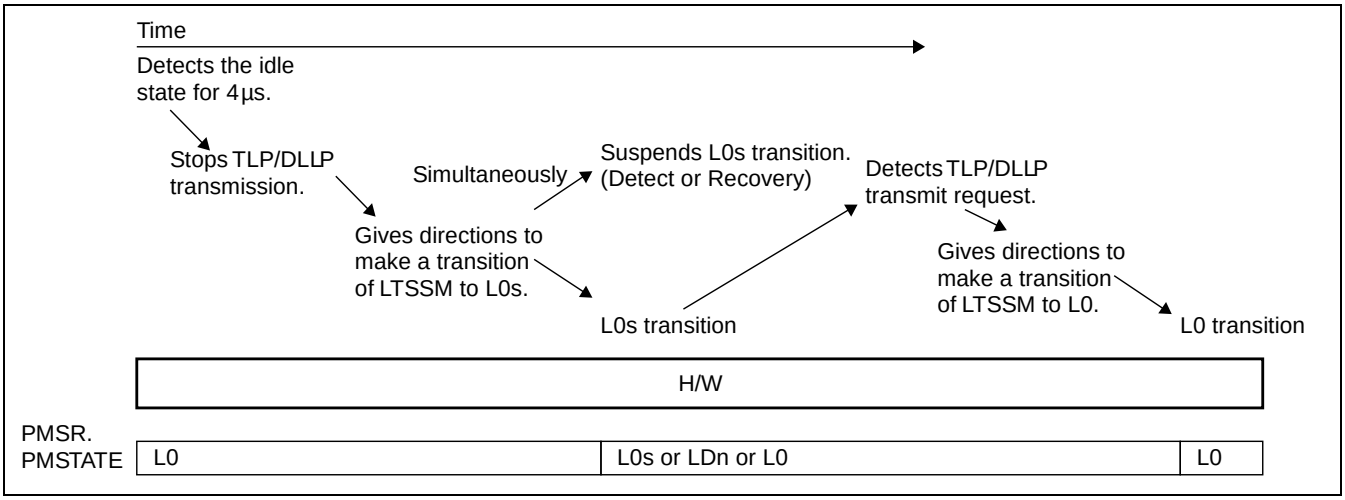


Figure 49.30 Overall Overview of L0 → L0s → L0 (Common to Endpoint/Root Port)

The L0s transition sequence is as follows.

1. Detects the idle state for 4 μs.
2. Stops TLP/DLLP transmission.
3. Gives directions to make a transition to L0s.

Note that if the directions to make a transition to L0s and the directions to make a transition to Detect or Recovery are given simultaneously in this module, the directions to make a transition to Detect or Recovery are given priority. If the directions are given to make a transition to L0s and then the directions are given to make a transition to the other state (such as Detect and Recovery), a transition to L0s is first made and then a transition to the designated state is made.

The sequence for a recovery from L0s is: when there is TLP/DLLP to be transmitted, recovery from L0s to L0 is automatically made. After recovery, TLP/DLLP is transmitted.

49.3.11 Error Handling

This section describes handling of the errors detected by this module.

(1) Error Types

This module classifies detected errors into four types: three types defined in the PCI Express standard (correctable errors, non-fatal errors, and fatal errors) and other errors (system errors). It reports each type of error through the corresponding interrupt.

(a) Correctable Error

Correctable errors are defined as the type of errors from which recovery is possible through the PCI Express protocol. Recovery from the errors is performed by hardware.

When the conditions described later are satisfied, occurrence of a correctable error is signaled by the INT_PCICERR interrupt.

(b) Non-Fatal Error

Non-fatal errors are defined as the type of errors from which recovery is impossible through the PCI Express protocol but which is not fatal. After this error, a single packet is discarded but the subsequent data communication can be continued. In most cases, error processing such as retransmission of the discarded packet is needed.

When the conditions described later are satisfied, occurrence of a non-fatal error is signaled by the INT_PCINFERR interrupt.

(c) Fatal Error

Fatal errors are defined as the type of errors from which recovery is impossible through the PCI Express protocol and which is fatal. Specifically, the errors that require resetting the communication path or other appropriate processing fall into this type. In most cases, this module must be initialized.

When the conditions described later are satisfied, occurrence of a fatal error is signaled by the INT_PCIFERR interrupt.

(d) Other Errors Detected by This Module (System Error)

The errors that do not fall into the above types are classified as system errors. The necessary processing depends on the cause of each error.

Occurrence of a system error is signaled by the INT_PCISERR interrupt.

(2) Priority of Errors

Upon detecting multiple errors during reception of a single packet, this module reports only one error that it determines as the most important according to the following priority among errors.

Receiver Overflow

Malformed TLP

Unsupported request (UR), or unexpected completion

Poisoned TLP received

(3) Correctable Error

Correctable errors are defined as the type of errors from which recovery is possible without loss of transfer data through hardware processing such as automatic retransmission request.

If a correctable error occurs, the EXPCAP2[16].CEDTCD bit is set to 1. If a correctable error occurs when the EXPCAP2[0].CERPE bit is 1 in Endpoint mode, the ERR_COR message is transmitted to the Root Port to notify occurrence of an error. In Root Port mode, the INT_PCICERR interrupt is generated if EXPCAP7[0].SERRCEE is 1.

In Root Port mode, if the ERR_COR message is received from an Endpoint when all of the PCICONF15[17].SERRE, EXPCAP2[0].CERPE, and EXPCAP7[0].SERRCEE bits are 1, the INT_PCICERR interrupt is generated.

The following errors are classified as correctable errors.

(a) Receiver error

8b/10b decode error

Disparity error

Elastic buffer overflow

Elastic buffer underflow

(b) BAD TLP

LCRC error

Sequence number error

(c) BAD DLLP

16-bit CRC error

(d) Replay timeout

Ack/Nak timeout

(e) Replay Num rollover

Replay Num rollover

(4) Non-Fatal Error

A non-fatal error cannot be corrected through hardware control and one packet of data will be lost. Therefore, recovery processing by software, such as retransmission processing, is needed.

If a non-fatal error occurs, the EXPCAP2[17].NFEDTCD bit is set to 1. If a non-fatal error occurs when PCICONF1[8].SERRE is 1, the PCICONF1[30].SSE bit is set to 1. If a non-fatal error occurs when the EXPCAP2[1].NFERPE bit or PCICONF1[8].SERRE bit is 1 in Endpoint mode, the ERR_NONFATAL message is transmitted to the Root Port to notify occurrence of an error. In Root Port mode, the INT_PCINFERR interrupt is generated if EXPCAP7[1].SERRNFEE is 1. However, if the error source is an unsupported request (described later), this module does not send the message or generate an interrupt when the conditions described later are satisfied.

In Root Port mode, if the ERR_NONFATAL message is received, PCICONF7[30].RSE is set to 1. If the ERR_NONFATAL message is received when the PCICONF15[17].SERRE and PCICONF1[8].SERRE bits are 1, the PCICONF1[30].SSE bit is set to 1. If the ERR_NONFATAL message is received from an Endpoint when the PCICONF15[17].SERRE bit is 1, the EXPCAP2[1].NFERPE or PCICONF1[8].SERRE bit is 1, and the EXPCAP7[1].SERRNFEE bit is 1, the INT_PCINFERR interrupt is generated. However, if the error source is an unsupported request (described later), this module does not generate an interrupt when the conditions described later are satisfied. In addition, if the non-fatal error comes under the advisory non-fatal error cases described later, separately defined processing is performed.

The following errors are classified as non-fatal errors.

(a) Poisoned TLP Reception

If a packet with the Poisoned attribute is written, it is handled as a non-fatal error.

This module does not transfer a write request of a packet from the PCI Express side to the internal bus side if the packet has the Poisoned attribute. If a request with the Poisoned attribute is received, the packet is discarded.

If the completion responding to the request issued by this module has the Poisoned attribute, the data in the completion is not transferred to the internal bus side.

If ConfigrationWrite Type0, I/O Write, Set_Slot_Power_Limit, or MSI has the Poisoned attribute, it is handled also as an unsupported request.

(b) Unsupported Request (UR) Reception

The following requests are handled as unsupported requests.

- Access to the area other than the PCI address area specified with BAR
- Reception of memory/IO request in Root Port mode when PCICONF1[2].BME = 0
- Access to memory space when PCICONF1[1].MSE = 0
- Access to IO space when PCICONF1[0].IOSE = 0
- Reception of a message with an undefined message code
- Reception of MsgD with message code Msg
- Reception of a message to be received only by an Endpoint in Root Port mode
- Reception of a message to be received only by a Root/Switch in Endpoint mode
- Reception of a Type0 Vendor Defined Message
- Reception of TLP other than configuration access and message in the Non-D0 state
- Access to a configuration register not implemented
- Reception of a Type1 Configuration Request
- Reception of a Configuration Request in Root Port mode
- Reception of a packet without the No Snoop attribute when acceptance of a snoop transaction is rejected by VCCAP4[15].RJCTSNPTR

- Reception of a MRdLk request

If an unsupported request is received, the EXPCAP2[19].URDTCD bit is set to 1.

If an unsupported request is received when both the EXPCAP2[3].URRPE and PCICONF1[8].SERRE bits are 0, neither transmission of a message nor generation of an interrupt is performed.

If an unsupported request is received, the packet is discarded.

(c) Completer Abort (CA)

If an error occurs on the internal bus when the packet is transferred from the PCI Express to the internal bus, this module considers it as a Completer Abort and performs error handling. When the packet received from the PCI Express is a Non-Posted request, this module returns a completion with the Completer Abort (CA)– Completion Status thus setting the PCICONF1[27].STA bit to 1.

If the packet received by this module from the PCI Express side violates the PCI Express standard or is considered to be damaged, it is handled as an unsupported request or malformed TLP, not as a Completer Abort.

(d) Unexpected Completion Reception

If the completion not corresponding to the request issued by this module is received, it is considered as an unexpected completion and error handling is performed.

Reception of an unexpected completion falls into the advisory non-fatal error cases described later.

(5) Fatal Error

Fatal errors are defined as the type of errors from which recovery is impossible through hardware and which usually require system-level error recovery processing such as initialization of the PCI Express.

If a fatal error occurs, the EXPCAP2[18].FEDTCD bit is set to 1. If a fatal error occurs when the PCICONF1[8].SERRE bit is 1, the PCICONF1[30].SSE bit is set to 1. If a fatal error occurs when the EXPCAP2[2].FERPE or PCICONF1[8].SERRE bit is 1, in Endpoint mode the ERR_FATAL message is transmitted to the Root Port to notify occurrence of an error. In Root Port mode, the INT_PCINFERR interrupt is generated if EXPCAP7[2].SERRFEE is 1.

In Root Port mode, if the ERR_FATAL message is received, PCICONF7[30].RSE is set to 1. If the ERR_FATAL message is received when both of the PCICONF15[17].SERRE and PCICONF1[8].SERRE bits are 1, the PCICONF1[30].SSE bit is set to 1. If the ERR_FATAL message is received from an Endpoint when the PCICONF15[17].SERRE bit is 1, the EXPCAP2[1].FERPE or PCICONF1[8].SERRE bit is 1, and the EXPCAP7[2].SERRFEE bit is 1, the INT_PCIFERR interrupt is generated.

The following errors are classified as fatal errors.

(a) Data Link Layer Protocol Error
(b) Reception of malformed TLP

The following packets are considered as malformed TLPs, which cause a fatal error when received. These packets are discarded when received.

- Reception of a packet with data size exceeding the Max Payload Size
- Reception of a packet with data of different length from the length specified in the size field
- Reception of a TLP with TD field in header = 0 and with the digest field
- Reception of a TLP with TD field in header = 1 and without the digest field
- Reception of an Assert_INTx/Deassert_INTx message of non TC0
- Reception of a power management message of non TC0
- Reception of an error signal message of non TC0

- Reception of an unlock message of non TC0
- Reception of a Set_Slot_Power_Limit message of non TC0
- Reception of a Set_Slot_Power_Limit message without data
- Reception of a completion with data of different size from the size specified in the Length field
- Reception of a completion with data size exceeding the Max Payload Size
- Reception of a TLP of undefined type or fmt
- Reception of a TLP of the unassigned TC
- Reception of an IO request of TC! = 0, Attr[1:0]! = 0, Length[9:0]! = 1, or Last DWBE[3:0]! = 0
- Reception of a configuration request of TC! = 0, Attr[1:0]! = 0, Length[9:0]! = 1, or Last DWBE[3:0]! = 0
- Reception of an Assert_INTx/Deassert_INTx message in Endpoint mode
- Reception of a memory request with illegal DWBE
- Reception of a memory request crossing a 4-Kbyte boundary

(6) System Error

System errors are defined as the errors that are not classified as any of the correctable, non-fatal, and fatal errors.

This module can signal the following events as the system errors by so setting PCIEERRFER.

- Internal bus error (reception of error response or disagreement of read data size)
- Posted/Non-Posted Buffer overflow
- CplLk reception
- Reception of an Unexpected Completion
- Disagreement of read data size requested and Completion data size
- Completion timeout
- Reception of a Completion with the CRS/CA/UR status
- Transmission of a Completion with the CA/UR status

If any system error occurs, the INT_PCISERR interrupt is generated.

(7) Advisory Non-Fatal Error Case

The PCI Express standard prescribes that some of non-fatal errors should not be processed when the applicable packet is received because the errors should be judged in terms of cause and significance by the packet transmission source, software, or system. These non-fatal errors are called advisory non-fatal error cases, which include the cases described in the following sections. If such a case is detected, general non-fatal error processing is not performed but processing prescribed individually is performed instead.

(a) Return of Completion with Unsupported Request/Completer Abort Status

If a completion with unsupported request/Completer Abort status is returned, this module does not perform non-fatal error processing defined in the PCI Express standard. This module records occurrence of an error in PCIEERRFR[0].SENDURCPL or PCIEERRFR[1].SENDCACPL, and generates an INT_PCISERR interrupt if the corresponding bit in PCIEERRFER is set to 1.

(b) Completion Timeout

If a completion timeout occurs, this module does not perform non-fatal error processing defined in the PCI Express standard. This module records occurrence of an error in PCIEERRFR[8].CPLTIMEOUT, and generates an INT_PCISERR interrupt if the corresponding bit in PCIEERRFER is set to 1. When software determines that further retransmission is impossible, allow the software to perform error processing such as transmission of ERR_COR.

(c) Reception of Unexpected Completion

If this module receives an unexpected completion, it does not perform non-fatal error processing defined in the PCI Express standard. This module records occurrence of an error in PCIEERRFR[12].UNEXPECTED COMPLETION, and generates an INT_PCISERR interrupt if the corresponding bit in PCIEERRFER is set to 1.

(d) Reception of Unsupported Request/Completer Abort Completion

If this module receives a completion of unsupported request/Completer Abort, it does not perform non-fatal error processing defined in the PCI Express standard. This module records occurrence of an error in PCIEERRFR[4].RECEIVEURCPL or PCIEERRFR[5].RECEIVECACPL, and generates an INT_PCISERR interrupt if the corresponding bit in PCIEERRFER is set to 1.

(e) Reception of Poisoned TLP

According to the PCI Express standard, the case in which a Poisoned TLP is received and reception is continued is also defined as an advisory non-fatal error case; however, an advisory non-fatal error of such a case does not occur with this module since this module prohibits continuation of Poisoned data processing. Although the cases related to the intermediate receiver are also defined by the standard, the corresponding processing is not performed since this module does not operate as an intermediate receiver.

49.3.12 Interrupts

Table 49.16 shows the interrupt signal lines of this module, definition, and the conditions under which interrupts are generated. The interrupt signals are synchronized with the internal bus clock.

Table 49.16 List of Interrupt Signal Lines

Name	Definition	Conditions of Generation	Related Registers
pci_int_serr	System error interrupt	• Occurrence of a system error • Completion with the UR status is transmitted. • Completion with the CA status is transmitted. • Completion with the UR status is received. • Completion with the CA status is received. • Completion with the CRS status is received. • Completion timeout occurs. • Size error occurs. • Unexpected Completion is received. • CplLk is received. • Posted buffer overflows. • Non-Posted buffer overflows. • Transfer error occurs on the internal bus.	• PCIEINTR[0].INT_PCISERR • PCIEERRFR[0].SENDURCPL • PCIEERRFR[1].SENDCACPL • PCIEERRFR[4].RCVURCPL • PCIEERRFR[5].RCVCACPL • PCIEERRFR[6].RCVCRSCPL • PCIEERRFR[8].CPLTOUT • PCIEERRFR[9].RCVSZECPL • PCIEERRFR[12].UNEXPCPL • PCIEERRFR[13].RCVCPLLK • PCIEERRFR[20].NPOVF • PCIEERRFR[21].POVF • PCIEERRFR[28].IBERR
pci_int_ferr	PCI Express Fatal error interrupt	Occurrence of a fatal error • Malformed TLP • Data Link Layer Protocol Error	PCIEINTR[1].INT_PCIFERR • EXPCAP2[18].FEDTCD
pci_int_nferr	PCI Express Non Fatal Error interrupt	Occurrence of a non-fatal error • Unsupported request • Poisoned TLP	PCIEINTR[2].INT_PCINFERR • EXPCAP2[17].NFEDTCD
pci_int_cerr	PCI Express Correctable Error interrupt	Occurrence of a correctable error • Receiver Error • Bad DLLP • Bad TLP • Replay Number Rollover • Replay Timeout	PCIEINTR[3].INT_PCICERR • EXPCAP2[16].CEDTCD
pci_int_power	Power-down interrupt	PMCAP1[1:0] is set to the Non-D0 state by Configuration Write.	PCIEINTR[4].INT_PCIPOWER
pci_int_mes	PCI Express message reception or error interrupt	Reception of a message or occurrence of an error • PM_PME is received. • Set_Slot_Power_Limit is received.	PCIEINTR[30].INT_PM_PME_RCV • EXPCAP8[16].PMEST • PCIEINTR[5].INT_PCIMES • PCIERMSGR[12].SLOTPOWER

Name	Definition	Conditions of Generation	Related Registers
pci_int_bw	PCI Express link bandwidth change interrupt	Change of link bandwidth • Change of bandwidth is caused by intentional factor. • Change of bandwidth is caused by reliability.	PCIEINTR[28].INT_PCIBW • EXPCAP4[31].LKAUTOBWSTS • EXPCAP4[30].LKBWMNGSTS
pci_int_txallemp	PCI Express all transmission buffer empty interrupt	All the PCI Express transmit buffers are empty.	PCIEINTR[29].INT_TXALLEMP
pci_int_te	PCI Express transfer error interrupt	Occurrence of a PCI Express transfer error • PCIECDR is accessed with PCIECCTLR[31].CCIE = 0. • The pertinent PIO space is accessed with PCIEPTCTLRn[31].PARE = 0. • Transfer is executed with TC being set that is not mapped to VC0. • PIO transfer is executed in Endpoint mode with PCICONF1[2].BME = 0. • Transfer is executed with the attribute being set that is not enabled with the configuration register. • Transfer other than PME message transfer is executed in the Non D0 state. • PM_PME message transfer is executed in Endpoint mode with PMCAP1[8].PMEE = 0.	PCIEINTR[31].INT_PCITE
pci_int_sc	PCI Express status change interrupt	Change of the following status • PHYRDY • INTx Disable (PCICONF1[10].INTDIS) • DL_Active· MSI Enable (MSICAP0[16].MSIE) • PM Status (PMCAP1[1:0].Power State)	PCIEPHYSR[16].PHYRDYC PCIETSTR[12].INTXDC PCIETSTR[16].DLLACTC PCIETSTR[28].MSIEC PCIEPMSR[24].PSTC
pci_int_pm	PCI Express-IP power management interrupt	Detection of PM status • PM_Enter_L1 DLLP is received. • L1 initiation sequence is completed/suspended.	PCIEINTR[12].INT_PM • PMSR[23].PMEL1RX • PMSR[31].L1FAEG
pci_int_mac	PCI Express IP MAC interrupt	Detection of MAC status • Transition of LTSSM to L0 is made. • Link speed change is completed. • Link speed change occurs. • Link speed change fails. • Link speed change succeeds. • Link training is in progress.	PCIEINTR[13].INT_MAC • MACSR[3].L0ENT • MACSR[4].SPCHGFIN • MACSR[5].SPCHG • MACSR[6].SPCHGFAIL • MACSR[7].SPCHGSUC • MACSR[30].LKTR

Name	Definition	Conditions of Generation	Related Registers
pci_int_dmace	PCI Express DMAC error interrupt	Occurrence of a PCI Express error • DMA transfer is initiated with DMAPCIEDMAOR.DMAE = 0. • DMA transfer is initiated while a link is not established. • DMA transfer is initiated in Non D0. • DMA transfer is initiated with TC being set that is not mapped to VC0. • DMA transfer is initiated in Endpoint mode with PCICONF1[2].BME = 0. • DMA transfer is initiated with the attribute being set that is not enabled with the configuration register. • A completion other than SC is received when PCI -> internal bus. • A completion timeout occurs when PCI -> internal bus. • A malformed completion is received when PCI -> internal bus. • A Poisoned Completion is received when PCI -> internal bus. Occurrence of an internal bus error • An error response is received. • A response with data size different from the requested size is received. Forced termination • Forced termination of DMA is completed.	PCIEDMCHSR0-7[11].PEE PCIEDMCHSR0-7[9].IBE PCIEDMCHSR0-7[12].CHTC
pci_int_dmac0	PCI Express DMAC0 interrupt	Completion of data transfer	PCIEDMCHSR0[0].TE
pci_int_dmac1	PCI Express DMAC1 interrupt	Completion of data transfer	PCIEDMCHSR1[0].TE
pci_int_dmac2	PCI Express DMAC2 interrupt	Completion of data transfer	PCIEDMCHSR2[0].TE
pci_int_dmac3	PCI Express DMAC3 interrupt	Completion of data transfer	PCIEDMCHSR3[0].TE
pci_int_dmac4	PCI Express DMAC4 interrupt	Completion of data transfer	PCIEDMCHSR4[0].TE
pci_int_dmac5	PCI Express DMAC5 interrupt	Completion of data transfer	PCIEDMCHSR5[0].TE
pci_int_dmac6	PCI Express DMAC6 interrupt	Completion of data transfer	PCIEDMCHSR6[0].TE
pci_int_dmac7	PCI Express DMAC7 interrupt	Completion of data transfer	PCIEDMCHSR7[0].TE
pci_int_msi[31:0]	MSI interrupt	MSI reception	PCIEMSIFR[31:0]
pci_int_intx[3:0]	INTx interrupt	Assert_INTx message reception	PCIEINTXR[3:0]

Figure 49.31 and 49.32 show the interrupts whose corresponding interrupt status and enable bits are located in the multiple registers.

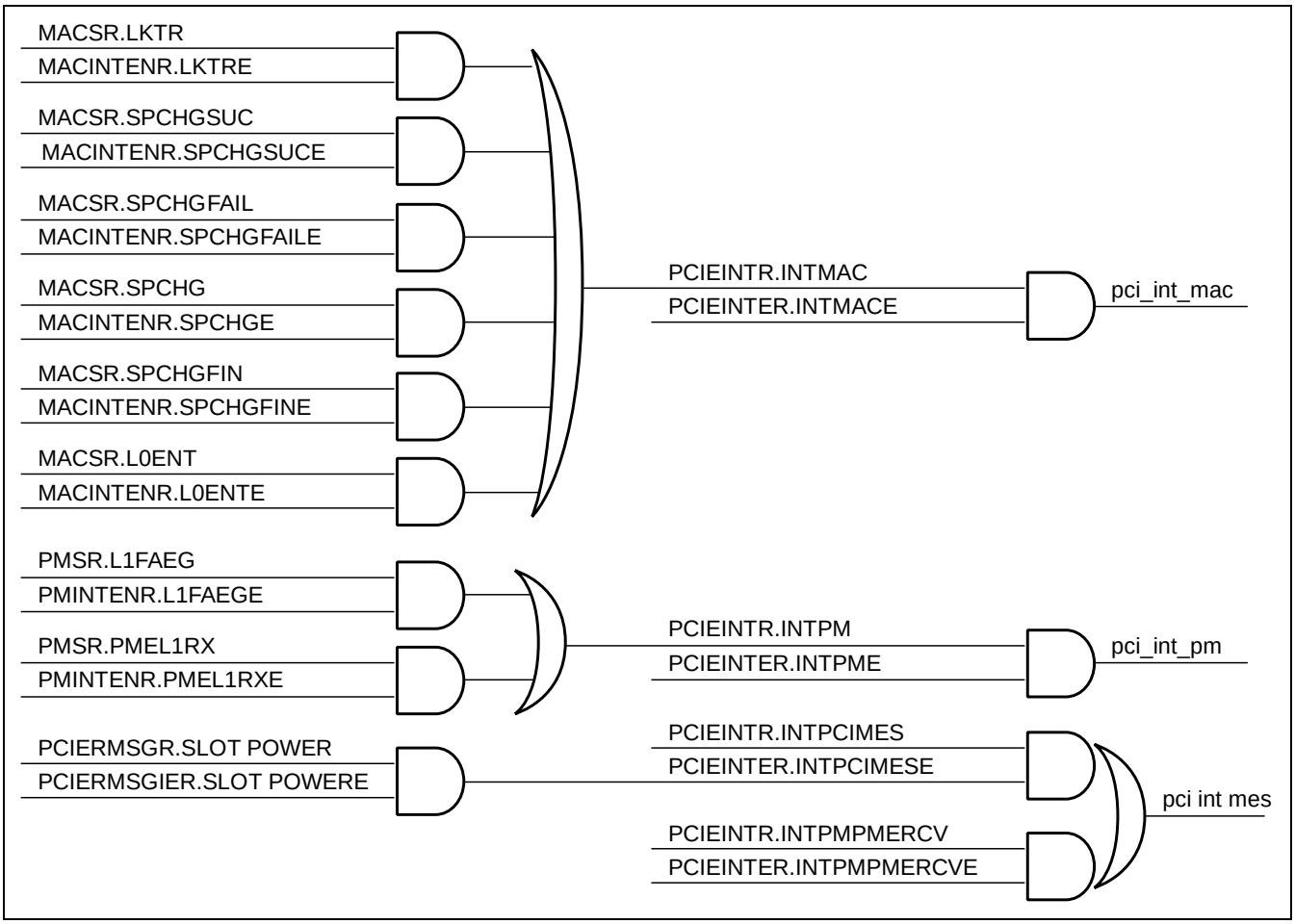


Figure 49.31 Interrupts Involving Multiple Registers (1)

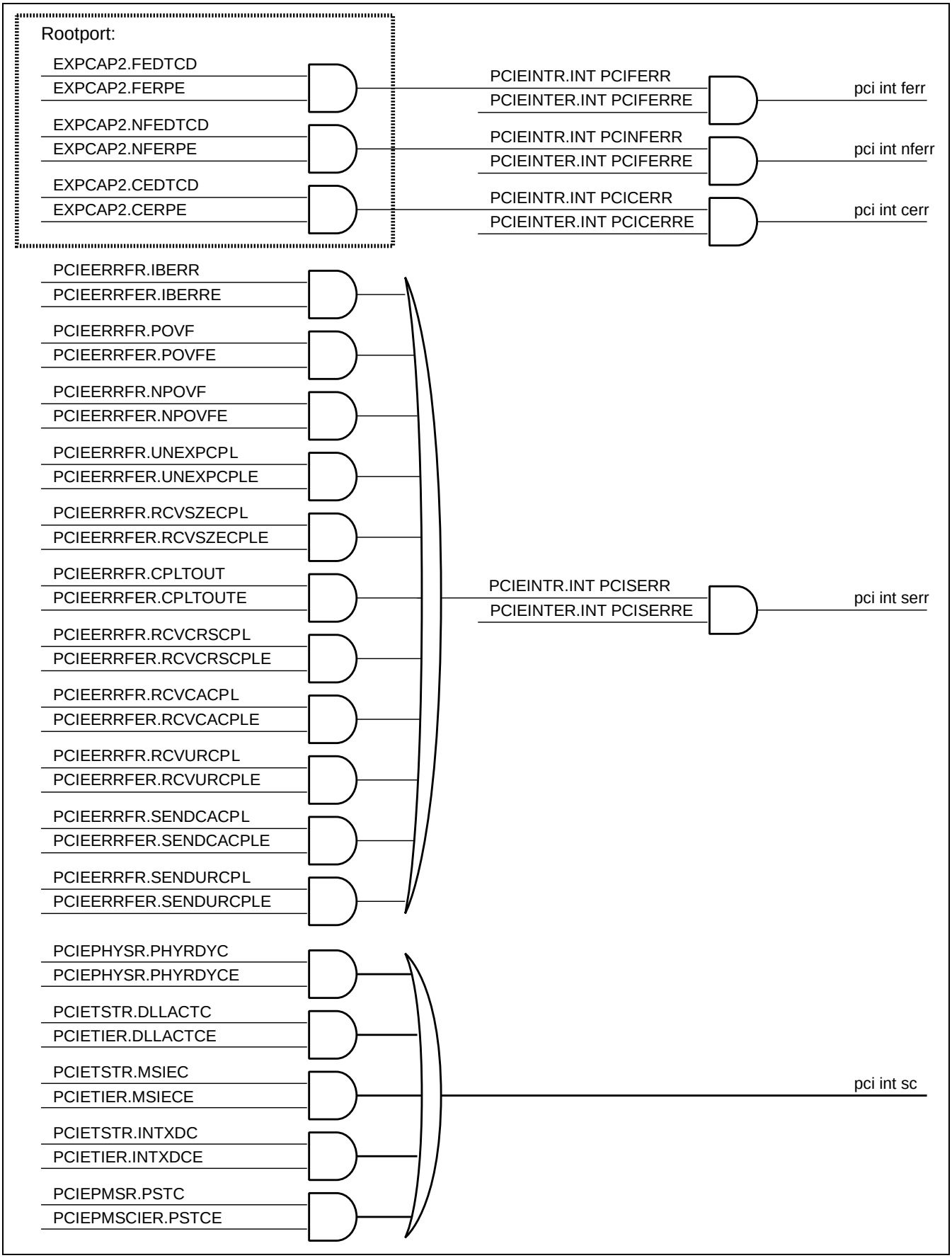


Figure 49.32 Interrupts Involving Multiple Registers (2)

49.3.13 Compliance Test

Test compliance according to the PCI Express standard.

49.3.14 Internal Reference Clock Supply

This section describes the internal reference clock supply. This specification applies from PCIE1 to PCIE0 and supports with RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2N.

Reference clock supply sequence is as follows.

1. Cancel a reset and module standby for PCIE0. No need to cancel PCIE1.
2. Write 0 to PHY_REF_USE_PAD bit in PHY_CLK_RST register for PCIE0.

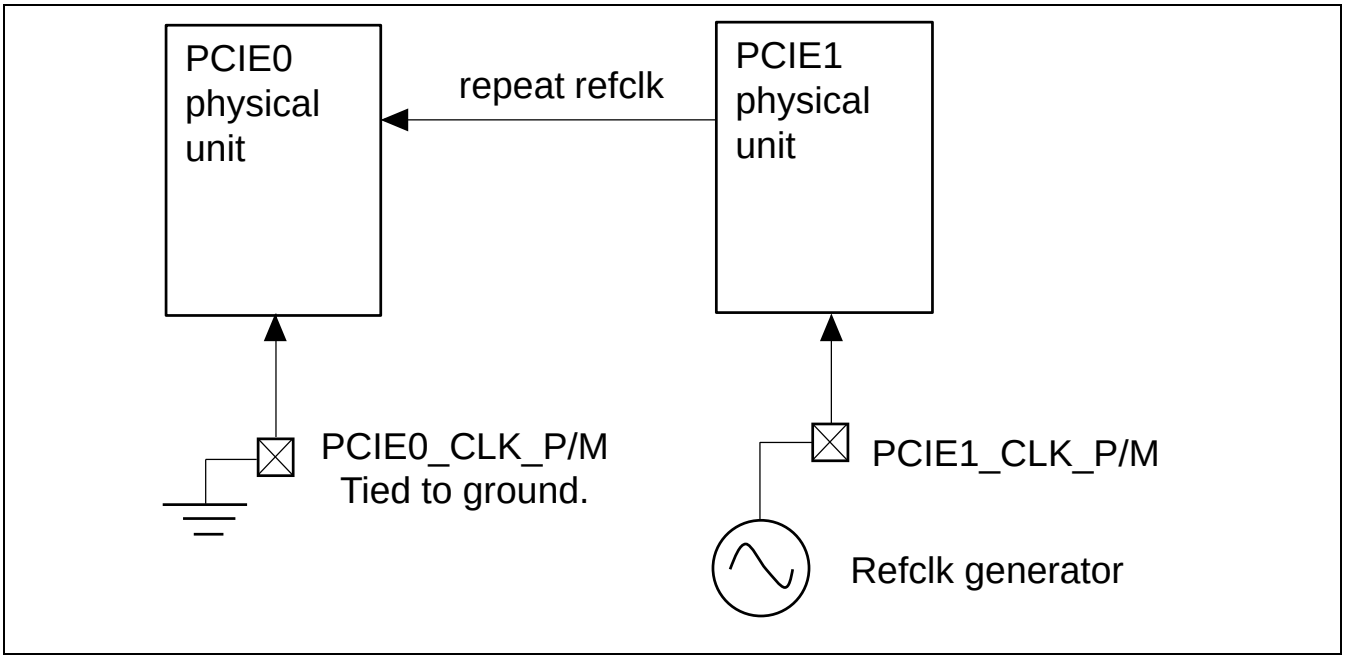


Figure 49.33 Internal Reference Clock Supply PCIE1 to PCIE0

49.4 Usage Notes

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

49.4.1 Write/Read Attributes of Configuration Registers

Although the registers in the configuration space have the register attributes defined by the PCI Express standard, these registers have different attributes when accessed by the internal bus. This section shows the attributes required for control. Software refers to the software running on the device (i.e., CPU) on the internal bus.

Table 49.17 Write/Read Attributes

Attributes of PCI Express Registers	Description	Attributes of IP Registers	Example
HWInit	Hardware initialized bit. Initialized by hardware or software.	R for fields initialized by hardware.	EXPCAP0[24].SLTI_MP
		RW for fields initialized by software.	EXPCAP3[31:24].Port Number
RO	Read-only bit. Cannot be modified by software.	R for fields initialized by hardware.	PCICONF0[31:16].Device ID
		RW for fields initialized by software.	EXPCAP0[23:20].Device Port Type
RW	Read/Write bit. Can be modified by software.	RW	PCICONF1[2].BME
RW1C	Read-only status bit. Writing 1 clears the bit. Writing 0 has no effect.	RW1C	PCICONF1[24].MDPE
ROS	Sticky-read-only bit. Cannot be modified by software. Not initialized by hot reset.	Applies to no IP registers.	—
RWS	Sticky-read write bit. Can be modified by software. Not initialized by hot reset.	RW	EXPCAP2[10].AUXPPME
RW1CS	Sticky-read-only status bit. Writing 1 clears the bit. Writing 0 has no effect. Not initialized by hot reset.	RW1C	PMCAP1[15].PMEST
RsvdP	Reserved bit. Read-only. May be used as a RW bit in the future. Reading the bit returns 0.	R	EXPCAP4[15:12]
RsvdZ	Reserved bit. Read-only. May be used as a RW1C bit in the future. Reading the bit returns 0.	R	EXPCAP2[31:22]

The following shows which PCI Configuration Capability is supported by this IP.

		Offset		Capability	Spec Requirements	Root Port Type01	Endpoint Type00
PCI Configuration Space	PCI3.0 Compatible Configuration Space	H'000		PCI Compatible Configuration Registers	Required	√	√
		H'03F					
		H'040		PCI Power Management Capability Structure	Required	√	√
				MSI or MSI-X Capability Structure	Required if an interrupt resource is required	—	√
				PCI Express Capability Structure	Required	√	√
		H'0FF					
	PCI Express Extended Configuration Space	H'0100		Virtual Channel Capability	Optional	√	√
				Device Serial Number Capability	Optional	x	x
				Advanced Error Reporting Capability	Optional	x	x
				PCI Express Root Complex Link Declaration Capability	Optional	x	x
				PCI Express Root Complex Internal Link Control Capability	Optional	x	x
				Power Budgeting Capability	Optional	x	x
				PCI Express Root Complex Event Collector Endpoint Association Capability	Optional	x	x
				Multi-Function Virtual Channel Capability	Optional	x	x
				Vendor-Specific Capability	Optional	x	x
				RCRB Header Capability	Optional	x	x
		H'0FFF					

49.4.2 Notes on Accessing Configuration Registers

- In Endpoint mode, writing to the configuration registers of this IP is prohibited except at initialization.
- “PCI RW” in the column header of the table in the description section of each register indicates the attribute of configuration access from the PCI Express bus in Endpoint mode; it is invalid in Root Port mode. For the registers with the same attribute shared in Endpoint mode and Root Port, “—” is indicated.

49.4.3 Registers Which Affect Hardware Internal Operation in Root Port Mode

Since the Endpoint configuration space may be accessed by the peer Root Port, it should be set appropriately. The registers implemented according to the Root Port configuration space are not accessed by Endpoint. Therefore, in Root Port mode, the user should appropriately set the registers that have influence on hardware operation shown in Table 49.18 at initialization. For details on register setting, refer to description of each register.

Table 49.18 Root Port Configuration Registers Which Affect Hardware Internal Operation

Register Name	Bit Name
PCICONF1	System Error Enable
	Parity Error Response
	Bus Master Enable
	Memory Space Enable
	IO Space Enable
PCICONF3	Header Type
PCICONF15	Secondary Bus Reset
	SERR Enable
	Parity Error Response
	Interrupt Line
PMCAP1	Power State
EXPCAP0	Device Port Type
EXPCAP1	Max Payload Size Supported
EXPCAP2	Max Read Request Size
	Enable No Snoop
	Extended Tag Enable
	Max Payload Size
	Enabled Relax Ordering
	Unsupported Request Reporting Enable
	Fatal Error Reporting Enable
	Non Fatal Error Reporting Enable
	Correctable Error Reporting Enable
EXPCAP3	Link Bandwidth Notification Capability
	Data Link Layer Active Reporting Capability
	Maximum Link Width
	Supported Link Speeds
EXPCAP4	Link Autonomous Bandwidth Interrupt Enable
	Link Bandwidth Management Interrupt Enable
	Extended Sync
	Retrain Link
	Link Disable
	ASPM Control
EXPCAP7	CRS Software Visibility
	CRS Software Visibility Enable
	PME Interrupt Enable
	System Error on Fatal Error Enable
	System Error on Non Fatal Error Enable
	System Error on Correctable Error Enable
EXPCAP10	Completion Timeout Disable

Register Name	Bit Name
EXPCAP12	Compliance De-emphasis
	Compliance SOS
	Enter Modified Compliance
	Transmit Margin
	Selectable De-emphasis
	Enter Compliance
	Target Link Speed
VCCAP1	Extended VC Count
VCCAP4	VC(0) Reject Snoop Transaction
VCCAP5	TC/VC(0) MAP

Table 49.19 shows the registers which reflect the hardware status.

Table 49.19 Root Port Configuration Registers Which Reflect Hardware Status

Register Name	Bit Name
PCICONF1	Detected Parity Error
	Signaled System Error
	Received Master Abort
	Received Target Abort
	Signaled Target Abort
	Master Data Parity Error
PCICONF7	Detected Parity Error
	Received System Error
	Received Master Abort
	Received Target Abort
	Signaled Target Abort
	Master Data Parity Error
EXPCAP2	Transaction Pending
	Unsupported Request Detected
	Fatal Error Detected
	Non Fatal Error Detected
	Correctable Error Detected
EXPCAP4	Link Autonomous Bandwidth Status
	Link Bandwidth Management Status
	Data Link Layer Active
	Link Training
	Negotiated Link Width
	Current Link Speed
EXPCAP8	PME Pending
	PME Status
	PME Requester ID
EXPCAP12	Current De-emphasis
VCCAP6	VC(0) Negotiation Pending

49.4.4 Power Management States

Do not stop inputting the reference clock signal in the power management states (L0s/L). Transition to the power management states (L0s/L1) is made from L0.

49.4.5 State Transition

Transition to the L2 state is prohibited since L2 is not supported.

50. Serial Communication Interface with FIFO (SCIF)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

50.1 Overview

This LSI has serial communication interfaces with FIFO buffers (SCIF) that handles asynchronous communication and clock synchronous serial communication. The SCIF has two 16-stage FIFO buffers separately for transmission and reception, which enables fast, efficient, and uninterrupted communication. The following table lists the functions of each interface.

The presence of the SCKn, RTSm#, and CTSm# pins depends on the product or channel. The synchronous mode and mode control functions are supported in the interface channel which has the pins related to these functions.

n = 0 to 5
m = 0, 1, 3, 4

Internal clock (PCK):

- RZ/G2H: S3D4ϕ
- RZ/G2M V1.3: S3D4ϕ
- RZ/G2M V3.0: S3D4ϕ
- RZ/G2N: S3D4ϕ.
- RZ/G2E: S3D4Cϕ.

Internal clock (SCKi):

- RZ/G2H: S3D1ϕ
- RZ/G2M V1.3: S3D1ϕ
- RZ/G2M V3.0: S3D1ϕ
- RZ/G2N: S3D1ϕ.
- RZ/G2E: S3D1Cϕ.

Table 50.1 Channel Information

						Second Generation RZ/G series products			
	Name	Function	Pin	Base Address	Remarks	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	SCIF-0	Asynchronous mode (modem control is enabled) Clock synchronous mode	RX0, TX0, SCK0, RTS0#, and CTS0#	H'E6E6_0000	Transmission/reception clock can be supplied externally from SCK0 pin.	√	√	√	√
		Asynchronous mode Clock synchronous mode	RX0, TX0 and SCK0			√	√	√	√
1	SCIF-1	Asynchronous mode (modem control is enabled) Clock synchronous mode	RX1, TX1, SCK1, RTS1#, and CTS1#	H'E6E6_8000	Transmission/reception clock can be supplied externally from SCK1 pin.	√	√	√	√
		Asynchronous mode Clock synchronous mode	RX1, TX1 and SCK1			√	√	√	√
2	SCIF-2	Asynchronous mode Clock synchronous mode	RX2, TX2 and SCK2	H'E6E8_8000	Transmission/reception clock can be supplied externally from SCK2 pin.	√	√	√	√
3	SCIF-3	Asynchronous mode (modem control is enabled) Clock synchronous mode	RX3, TX3, SCK3, RTS3#, and CTS3#	H'E6C5_0000	Transmission/reception clock can be supplied externally from SCK3 pin.	√	√	√	√
		Asynchronous mode Clock synchronous mode	RX3, TX3 and SCK3			√	√	√	√
4	SCIF-4	Asynchronous mode (modem control is enabled) Clock synchronous mode	RX4, TX4, SCK4, RTS4#, and CTS4#	H'E6C4_0000	Transmission/reception clock can be supplied externally from SCK4 pin.	√	√	√	√
		Asynchronous mode Clock synchronous mode	RX4, TX4 and SCK4			√	√	√	√
5	SCIF-5	Asynchronous mode Clock synchronous mode	RX5, TX5 and SCK5	H'E6F3_0000	Transmission/reception clock can be supplied externally from SCK5 pin.	√	√	√	√

50.1.1 Features

The SCIF has the following features.

- Asynchronous serial communication mode

  The SCIF performs serial data communication based on a character-by-character asynchronous system. This feature enables serial data communication with standard asynchronous communication chips that support Universal Asynchronous Receiver/Transmitter (UART) or Asynchronous Communication Interface Adapter (ACIA). There is a choice of eight serial data transfer formats.

  — Data length: 7 or 8 bits
  — Stop bit length: 1 or 2 bits
  — Parity: Even/odd/none
  — Receive error detection: Parity, framing, and overrun errors
  — Break detection:

    A break is detected when a framing error lasts for more than 1 frame length at Space 0 (low level).

    When a framing error occurs, a break can also be detected by reading the RX pin level directly from the serial port register (SCSPTR).
- Clock synchronous serial communication mode

  The SCIF performs serial data communication synchronized with a clock. This feature enables serial data communication with other LSIs that support synchronous communication. There is a single serial data communication format for clock synchronous serial communication.

  — Data length: 8 bits
  — Receive error detection: Overrun errors
- Full-duplex communication capability

  The SCIF has an independent transmitter and receiver that enable simultaneous transmission and reception. The transmitter and receiver both have a 16-stage FIFO buffer structure, enabling continuous serial data transmission and reception.
- On-chip baud rate generator, enabling any bit rate to be selected

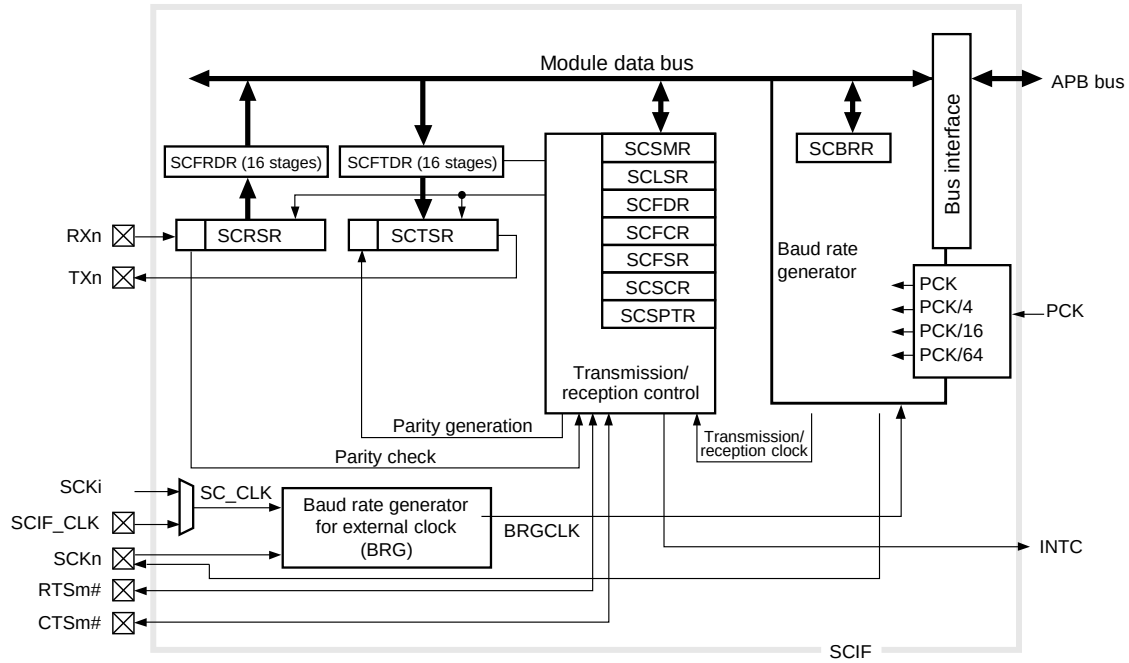
  The SCIF enables choice of a clock source for transmission/reception: a clock from the on-chip baud rate generator based on the internal clock or an external clock.
- Eight interrupt sources

  The SCIF has eight types of interrupt sources – receive-data-ready, receive-FIFO-data-full, break, transmit-FIFO-data-empty, transmit-end, receive-error, overrun-error and time-out and enables any of them to be requested independently.
- DMA data transfer

  When the transmit FIFO register is empty or the receive FIFO register has received data, issuing a DMA transfer request activates the DMA controller (DMAC) to execute a data transfer.
- The amount of data in the transmit/receive FIFO registers and the number of receive errors in receive data in the receive FIFO register are available.
- In asynchronous mode, a receive data ready (DR) or a timeout error (TO) can be detected during reception.

50.1.2 Block Diagram

Figure 50.1 shows the SCIF block diagram.



[Legend]

SCRSR: Receive shift register
SCFRDR: Receive FIFO data register
SCTSR: Transmit shift register
SCFTDR: Transmit FIFO data register
SCSMR: Serial mode register
SCSCR: Serial control register
SCFSR: Serial status register
SCBRR: Bit rate register
SCSPTR: Serial port register
SCFCR: FIFO control register
SCFDR: FIFO data count register
SCLSR: Line status register

n = 0 to 5
m = 0, 1, 3, 4

Figure 50.1 SCIF Block Diagram

50.1.3 External Pins

Table 50.2 shows the SCIF pin configuration. Pin functions can differ with the interface number. Other functions are also multiplexed on the same pins, so the multiplexed pin settings may restrict usage of the pins.

Table 50.2 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Abbreviation**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Serial clock pin	SCK	I/O	Synchronous clock I/O	√	√	√	√
Receive data pin	RX	Input	Receive data input	√	√	√	√
Transmit data pin	TX	Output	Transmit data output	√	√	√	√
Modem control pin	CTS#	I/O	Transmission enabled	√	√	√	√
Modem control pin	RTS#	I/O	Transmission request	√	√	√	√
Baud rate generation clock pin	SCIF_CLK	Input	Clock for input to the baud rate generator for the external clock	√	√	√	√

These pins are made to function as serial pins by setting up SCIF operation using bit C/A# in SCSMR, bits TE, RE, CKE[1:0] in SCSCR, and bit MCE in SCFCR. SCSPTR of the SCIF can be used to handle the transmission and detection of break states.

50.1.4 Register Configuration

Table 50.3 shows the registers in the SCIF.

Table 50.3 Register Configuration

						Second Generation RZ/G Series Products			
	Abbreviation	R/W	Offset from Base Address	Initial Value	Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Serial mode register	SCSMR	R/W	H'00	H'0000	16	√	√	√	√
Bit rate register	SCBRR	R/W	H'04	H'FF	8	√	√	√	√
Serial control register	SCSCR	R/W	H'08	H'0000	16	√	√	√	√
Transmit FIFO data register	SCFTDR	—/WB	H'0C	Undefined	8	√	√	√	√
Serial status register	SCFSR	R/WC0 *1	H'10	H'0060	16	√	√	√	√
Receive FIFO data register	SCFRDR	R	H'14	Undefined	8	√	√	√	√
FIFO control register	SCFCR	R/W	H'18	H'0000	16	√	√	√	√
FIFO data count register	SCFDR	R	H'1C	H'0000	16	√	√	√	√
Serial port register	SCSPTR	R/W	H'20	H'00XX*3	16	√	√	√	√
Line status register	SCLSR	R/WC0 *2	H'24	H'0000	16	√	√	√	√
Frequency division register	DL	R/W	H'30	H'0000	16	√	√	√	√
Clock Select register	CKS	R/W	H'34	H'0000	16	√	√	√	√

Notes: 1. Only 0 can be written to bits 7 to 4, 1, and 0 to clear the flags. Bits 15 to 8, 3, and 2 are read-only bits and cannot be modified.
2. Only 0 can be written to bits 2 and 0 to clear the flags. Bits 15 to 3, and 1 are read-only bits and cannot be modified.
3. The initial values of SCSPTR bits 6, 4, 2, and 0 are undefined.

The table below lists the registers used in asynchronous mode, asynchronous mode with modem control, and clock synchronous mode. When setting up the registers, set the bits related to unsupported modes in each interface to their initial values. Otherwise, the SCIF may malfunction. Do not write to any registers other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from registers other than listed below are undefined.

Table 50.4 Register Settings in Each Mode

Bit	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
SCFRDR	—	—	—	—	—	—	—	—	*	*	*	*	*	*	*	*
SCFTDR	—	—	—	—	—	—	—	—	*	*	*	*	*	*	*	*
SCSMR	0	0	0	0	0	0	0	0	C	A	A	A	A	0	*	*
SCSCR	0	0	0	0	*	0	0	0	*	*	*	*	*	A	*	*
SCFSR	A	A	A	A	A	A	A	A	A	*	*	A	A	A	*	A
SCBRR	—	—	—	—	—	—	—	—	*	*	*	*	*	*	*	*
SCFCR	0	0	0	0	0	M	M	M	*	*	*	*	M	*	*	M
SCFDR	0	0	0	*	*	*	*	*	0	0	0	*	*	*	*	*
SCSPTR	0	0	0	0	0	0	0	0	M	M	M	M	C	C	*	*
SCLSR	0	0	0	0	0	0	0	0	0	0	0	0	0	A	0	*
DL	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
CKS	*	*	0	0	0	0	0	0	0	0	0	0	0	0	0	0

[Legend]

* : Used in any mode.

A : Used in asynchronous mode.

M : Used in asynchronous mode (modem control is enabled) (in addition to A).

C : Used in clock synchronous mode.

0 : Reserved (the write value should always be 0.)

— : Undefined

50.1.5 Connected Module

Table 50.5 shows the connected modules to the SCIF.

Table 50.5 Connected modules

Module name	Connected module name	Function of connected module
SCIF	AP-System Core	Access the Register
	CPG	Output Clocks
	PFC	Select External pins
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC	Control to interrupt
	SYS-DMAC	Control Direct Memory Access

50.2 Register Description

Explanation of abbreviation of register

Initial value: Value of the register after power-on reset

—: Undefined value

R/W: The bit or field is readable and writable.

R/WC0: The bit or field is readable and writable. Writing 0 to the bit initializes the bit. Writing 1 to the bit is ignored.

R: The bit or field is readable only. When writing to the register, write 0 to it.

—/WB: The bit or field is writable. Note that values read from write-only bits are not guaranteed.

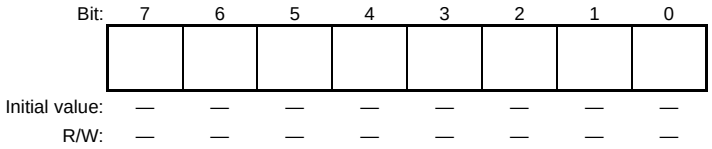
50.2.1 Receive Shift Register (SCRSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCRSR is a register that receives serial data.

The SCIF sets serial data input to the SCRSR from the RX pin in the order received, starting with the LSB (bit 0), and converts it to parallel data. When one byte of data has been received, it is transferred to the receive FIFO data register SCFRDR, automatically.

SCRSR cannot be read from and written to by the CPU.



50.2.2 Receive FIFO Data Register (SCFRDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCFRDR is a 16-stage FIFO register that stores received serial data.

When the SCIF has received one byte of serial data, it transfers the received data from the receive shift register (SCRSR) to SCFRDR for storage, and reception is thus completed. SCRSR is then ready for reception, and is capable of receiving up to 16 consecutive bytes of data before SCFRDR is full.

SCFRDR is a read-only register and cannot be modified by the CPU. Note that the read value will be undefined while there is no receive data in SCFRDR. When SCFRDR is full of receive data, subsequent serial data is lost.

SCFRDR is read as an undefined value after a power-on reset.

Bit:	7	6	5	4	3	2	1	0
Initial value:	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R

50.2.3 Transmit Shift Register (SCTSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCTSR is a register that transmits serial data.

To perform serial data transmission, the SCIF first transfers transmit data from the transmit FIFO data register (SCFTDR) to SCTSR, then sends the data to the TX pin starting with the LSB (bit 0). When transmission of one byte is completed, the SCIF transfers the next transmit data from SCFTDR to SCTSR automatically, then starts transmission.

SCTSR cannot be read from and written to directly by the CPU.

Bit:	7	6	5	4	3	2	1	0
Initial value:	—	—	—	—	—	—	—	—
R/W:	—	—	—	—	—	—	—	—

50.2.4 Transmit FIFO Data Register (SCFTDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCFTDR is an 8-bit FIFO register of 16 stages that stores data for serial transmission.

If SCTSR is empty after transmit data has been written to SCFTDR, the SCIF transfers the data from SCFTDR to SCTSR and starts serial transmission.

SCFTDR is a write-only register and cannot be read from by the CPU. Writing further data to SCFTDR is no longer possible when it is full (contains 16 bytes of transmit data). Attempts at writing data to the register in this situation are ignored.

SCFTDR is read as an undefined value on a power-on reset.

Bit:	7	6	5	4	3	2	1	0
Initial value:	—	—	—	—	—	—	—	—
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

50.2.5 Serial Mode Register (SCSMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	C/A#	CHR	PE	O/E#	STOP	—	CKS[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W

SCSMR is a 16-bit register that sets the SCIF's serial transfer format and selects the baud rate generator clock source.

SCSMR can always be read from and written to by the CPU.

SCSMR is initialized to H'0000 by a power-on reset.

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	C/A#	B’0	R/W	Communication Mode Selects asynchronous mode or clock synchronous mode for the SCIF operation. 0: Asynchronous mode 1: Clock synchronous mode Note: Whether clock synchronous mode can be selected or not depends on the interface.
6	CHR	B’0	R/W	Character Length Selects 7 or 8 bits for asynchronous mode data length. In clock synchronous mode, the data length is fixed at 8 bits regardless of the CHR bit setting. 0: 8 bits 1: 7 bits* Note: * When the 7-bit data is selected, the MSB (bit 7) in the transmit FIFO data register (SCFTDR) is not transmitted.
5	PE	B’0	R/W	Parity Enable Determines whether parity bit is added in transmission or not, and parity bit is checked in reception in asynchronous mode or not. In clock synchronous mode, the parity bit is not added and checked regardless of the PE bit setting. When bit PE is set to 1, the parity (even or odd) specified by bit O/E# is added to transmit data. In reception, the parity bit is checked for the parity (even or odd) specified by bit O/E#. 0: Disables parity bit addition and check. 1: Enables parity bit addition and check.

Bit	Bit Name	Initial Value	R/W	Description
4	O/E#	B’0	R/W	Parity Mode Selects either even or odd parity to use in parity addition and check. In asynchronous mode, the O/E# bit setting is valid only when bit PE is set to 1, enabling parity bit addition and check. In clock synchronous mode or when parity addition or check is disabled in asynchronous mode, the O/E# bit setting is invalid. 0: Even parity*1 1: Odd parity*2 Notes: 1. When even parity is set, the parity bit is added in transmission so that the total number of 1-bits in the transmit character plus the parity bit is even. In reception, a check is performed to see if the total number of 1-bits in the receive character plus the parity bit is even. 2. When odd parity is set, the parity bit is added in transmission so that the total number of 1-bits in the transmit character plus the parity bit is odd. In reception, a check is performed to see if the total number of 1-bits in the receive character plus the parity bit is odd.
3	STOP	B’0	R/W	Stop Bit Length Selects 1 bit or 2 bits as the stop bit length in asynchronous mode. The stop bit setting is valid only in asynchronous mode. Since the stop bit is not added in clock synchronous mode, the STOP bit setting is invalid in this mode. In reception, only the first stop bit is checked, regardless of the STOP bit setting. If the second stop bit is 1, it is treated as a stop bit. If it is 0, it is treated as the start bit of the next transmit character. 0: 1 stop bit*1 1: 2 stop bits*2 Notes: 1. In transmission, high level of 1 bit (stop bit) is added to the end of a transmit character before it is sent. 2. In transmission, high level of 2 bits (stop bits) are added to the end of a transmit character before it is sent.
2	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
1, 0	CKS[1:0]	B’00	R/W	Clock Select 1 and 0 These bits select the clock source for the on-chip baud rate generator. The clock source can be selected from PCK, PCK /4, PCK /16, and PCK /64, according to the setting of bits CKS1 and CKS0. B’00: PCK B’01: PCK /4 B’10: PCK /16 B’11: PCK /64

50.2.6 Serial Control Register (SCSCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCSCR is a register that enables or disables transmission/reception by the SCIF, enables or disables interrupt requests, and selects transmission/reception clock source for the SCIF.

SCSCR can always be read from and written to by the CPU.

SCSCR is initialized to H'0000 by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	TEIE	—	—	—	TIE	RIE	TE	RE	REIE	TOIE	CKE[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11	TEIE	B’0	R/W	Transmit End Interrupt Enable When a transmit-end request is enabled by the TIE bit, the TEIE bit selects the source of the transmit end interrupt request from the following: • Setting the TDFE flag in SCFSR • Setting the TEND flag in SCFSR 0: The transmit FIFO data empty (TDFE) interrupt request is used. 1: The transmit end (TEND) interrupt request is used.
10 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
7	TIE	B'0	R/W	Transmit Interrupt Enable Enables or disables a transmit-FIFO-data-empty interrupt (TDFE) request when the TEIE bit in SCSCR is pulled 0, if all of the following conditions are satisfied: • Serial transmit data has been transferred from SCFTDR to SCTSR. • The number of data bytes in SCFTDR is equal to or less than the transmit trigger count. • The TDFE flag in SCFSR is set to 1. Enables or disables a transmit-end interrupt (TEND) request when the TEIE bit of SCSCR is set to 1, if both of the following conditions are satisfied: • Transmission was ended because there is no valid data in SCFTDR when the last bit of the transmit character in SCTSR was transmitted. • The TEND flag of SCFSR is set to 1. 0: When the TEIE bit is 0, disables transmit-FIFO-data-empty interrupt (TDFE) request. When the TEIE bit is 1, disables transmit-end interrupt (TEND) request. 1: When the TEIE bit is 0, enables transmit-FIFO-data-empty interrupt (TDFE) request. When the TEIE bit is 1, enables transmit-end interrupt (TEND) request.
6	RIE	B'0	R/W	Receive Interrupt Enable Enables or disables a receive-FIFO-data-full interrupt request when the RDF flag in SCFSR is set to 1, a receive-data-ready interrupt request when the DR flag in SCFSR is set to 1, a receive-error interrupt request when the ER flag in SCFSR is set to 1, a break interrupt request when the BRK flag in SCFSR is set to 1, and an overrun error interrupt request when the ORER flag in SCLSR is set to 1. 0: Disables receive-FIFO-data-full interrupt (RDF) requests, receive-data-ready interrupt (DR) requests, receive-error interrupt (ER) requests, break interrupt (BRK) requests, and overrun error interrupt (ORER) requests. 1: Enables receive-FIFO-data-full interrupt (RDF) requests, receive-data-ready interrupt (DR) requests, receive-error interrupt (ER) requests, break interrupt (BRK) requests, and overrun error interrupt (ORER) requests.
5	TE	B'0	R/W	Transmit Enable Enables or disables the start of SCIF serial transmission. The SCIF starts serial transmission when transmit data is written to the SCFTDR while TE is 1. Before setting TE to 1, set SCSMR and SCFCR to specify the transmission format and reset the transmit FIFO. 0: Disables transmission. 1: Enables transmission.

Bit	Bit Name	Initial Value	R/W	Description
4	RE	B'0	R/W	Receive Enable Enables or disables the start of SCIF serial reception. When RE is 1, the SCIF starts serial reception by detecting a start bit in asynchronous mode or by detecting a synchronization clock input in clock synchronous mode. Before setting RE to 1, set SCSMR and SCFCR to specify the reception format and reset the receive FIFO. 0: Disables reception.* 1: Enables reception. Note: Even if RE is cleared to 0, the DR, ER, BRK, RDF, FER, PER, TO and ORER flags are not affected, and retain their states.
3	REIE	B'0	R/W	Receive Error Interrupt Enable Enables or Disables generation of receive-error interrupt (ER) requests, break interrupt (BRK) requests and overrun-error interrupt (ORER) requests. 0: Disables receive-error interrupt (ER) requests, break interrupt (BRK) requests and overrun-error interrupt (ORER) requests.* 1: Enables receive-error interrupt (ER) requests, break interrupt (BRK) requests and overrun-error interrupt (ORER) requests. Note: * When REIE is 1, ER, BRK or ORER interrupt requests will occur even if RIE is cleared to 0. This setting is used to notify the interrupt controller of ER, BRK, and ORER interrupt requests during DMAC transfer.
2	TOIE	B'0	R/W	Timeout Interrupt Enable Enables or disables generation of timeout interrupt (TO) requests when the TO flag in SCLSR is set to 1. 0: Disables timeout interrupts (TO). 1: Enables timeout interrupts (TO).
1, 0	CKE[1:0]	B'00	R/W	Clock Enable 1 and 0 These bits select the SCIF clock source and enables or disables the clock output from the SCK pin. Whether the SCK pin functions as a serial clock output pin or a serial clock input pin is determined by combination of the CKE [1:0] bits settings. To specify synchronization clock output in clock synchronous mode, set C/A# to 1 in SCSMR then set CKE [1:0]. See table 50.5 for the bit settings.

Table 50.6 Clock Selection

CKE[1:0]	Mode	Clock Source	SCK Pin
B’00	Asynchronous mode	Internal clock (PCK, PCK /4, PCK/16, PCK/64)	The SCK pin is not used. The SCK pin functions as an input pin (Input signals are ignored). (Initial value)
	Clock synchronous mode		The SCK pin outputs the synchronization clock. (Initial value)
B’01	Asynchronous mode		The SCK pin outputs the clock (with a frequency 16 times the bit rate).
	Clock synchronous mode		The SCK pin outputs the synchronization clock.
B’10	Asynchronous mode	Baud rate generator output for external clock or SCK	When SC_CLK is selected: The SCK pin is an input pin (Input signals are ignored). Set the SC_CLK frequency so that the frequency of BRGCLK is 16 times the bit rate.
			When SCK is selected: The SCK pin inputs the clock (with a frequency 16 times the bit rate).
	Clock synchronous mode	SCK*	The SCK pin inputs the synchronization clock.
B’11	Prohibited	—	—

Note: * It is not allowed to set synchronous communication using SC_CLK for input.

50.2.7 Serial Status Register (SCFSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PER[3:0]				FER[3:0]				ER	TEND	TDFE	BRK	FER	PER	RDF	DR
Initial value:	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/WC0	R/WC0	R/WC0	R/WC0	R	R	R/WC0	R/WC0

SCFSR is a 16-bit register. The lower 8 bits are a status flag that indicates the operating status of the SCIF, and the upper 8 bits indicate the number of reception errors of data in the receive FIFO register.

SCFSR can always be read from and written to by the CPU. However, the flags ER, TEND, TDFE, BRK, RDF, and DR cannot be written by 1. The FER and PER flags are read-only flags and cannot be modified.

SCFSR is initialized to H'0060 by a power-on reset.

Bit	Bit Name	Initial Value	R/W	Description
15 to 12	PER[3:0]	All 0	R	Parity Error Count These bits indicate the number of parity errors of receive data stored in the receive FIFO data register (SCFRDR). After the ER is set in SCFSR, the value represented by bits 15 to 12 indicates the number of parity errors. If a parity error occurs in all 16-byte receive data in SCFRDR, PER3 to PER0 are cleared to 0.
11 to 8	FER[3:0]	All 0	R	Framing Error Count These bits indicate the number of framing errors of receive data stored in the receive FIFO data register (SCFRDR). After the ER bit is set in SCFSR, the value represented by bits 11 to 8 indicates the number of framing errors. If a framing error occurs in all 16-byte receive data in SCFRDR, FER3 to FER0 are cleared to 0.

Bit	Bit Name	Initial Value	R/W	Description
7	ER	B'0	R/WC0	Receive Error Indicates that a framing error or a parity error has occurred in reception.*1 The ER flag is not affected by an error and retains its previous state when the RE bit is 0 in SCSCR. If a receive error occurs, receive data will be transferred to SCFRDR and reception operation will be continued. Whether there is a receive error in data read from SCFRDR can be determined by the FER and PER bits in SCFSR. 0: Indicates that no framing or parity error has occurred in reception. [Clearing conditions] • A power-on reset is executed. • 0 is written to ER. 1: Indicates that a framing error or a parity error has occurred in reception. [Setting conditions] • The SCIF checks whether the stop bit at the end of receive data is 1, but the stop bit is 0.*2 • The number of 1-bits in receive data plus the parity bit does not match the parity setting (even or odd) specified by the O/E# bit in SCSMR during reception. Note: In the 2-stop-bit mode, only the first stop bit is checked that the value is 1; the second stop bit is not checked.
6	TEND	B'1	R/WC0	Indicates that transmission has been ended * because there was no valid data in SCFTDR when the last bit of the transmit character was transmitted. 0: Indicates that transmission is in progress. [Clearing conditions] • Transmit data is written to SCFTDR, and 0 is written to TEND. • Data is written to SCFTDR by the DMAC. 1: Indicates that transmission has been ended. [Setting conditions] • A power-on reset is executed. • The TE bit in SCSCR is 0. • There is no transmit data in SCFTDR when the last bit of a 1-byte serial transmission character is transmitted. Note: When transmit data is written to SCFTDR by the DMAC in clock synchronous mode, the TEND flag may not be cleared. Therefore, if the DMAC is used for transmission in clock synchronous mode, the TEND flag should be read using the following procedure. 1. Check that data transfer is completed in the DMAC. 2. Read the TEND flag. 3. If TEND = 1, clear the TEND flag to 0. 4. Read the TEND flag again. 5. Use the second read TEND flag.

Bit	Bit Name	Initial Value	R/W	Description
5	TDFE	B’1	R/WC0	Transmit FIFO Data Empty Indicates that the SCIF has transferred data from SCFTDR to SCTSR, the number of data bytes in SCFTDR becomes equal to or less than the transmit trigger count specified by the TTRG1 and TTRG0 bits in SCFCR, and SCFTDR is ready to be written by new transmit data. SCFTDR is a 16-byte FIFO register. The maximum number of bytes that can be written to when TDFE = 1 is “16 – [the transmit trigger count]”. If data exceeding this value is attempted to be written, the data will be ignored. The number of data bytes in SCFTDR is indicated by the upper bits of SCFDR. If the number of data written in SCFTDR is equal to or less than the transmit trigger count, this bit will be set to 1 even if it is cleared to 0 after it is read as 1. 0: Indicates that the number of transmit data written to SCFTDR exceeds the transmit trigger count. [Clearing conditions] • Transmit data exceeding the specified transmit trigger count have been written to SCFTDR, and 0 is written to TDFE. • Transmit data exceeding the specified transmit trigger count have been written to SCFTDR by the DMAC. 1: Indicates that the number of transmit data in SCFTDR is equal to or less than the transmit trigger count. [Setting conditions] • A power-on reset is executed. • The number of transmit data in SCFTDR is equal to or less than the transmit trigger count after transmission.
4	BRK	B’0	R/WC0	Break Detect Indicates that a receive data break signal has been detected. If a break signal is detected, receive data (H'00) transfer to SCFRDR is stopped. After the break is canceled and the receive signal returns to 1, the receive data transfer resumes. 0: Indicates that no break signal has been received. [Clearing conditions] • A power-on reset is executed. • 0 is written to BRK. 1: Indicates that a break signal has been received. [Setting condition] • Data with a framing error is received, followed by the space "0" (low level) for at least one frame length.
3	FER	B’0	R	Framing Error Indicates that a framing error has been found in the data that is to be read next from SCFRDR in asynchronous mode. 0: Indicates that there is no framing error in the receive data that is to be read from SCFRDR. [Clearing conditions] • A power-on reset is executed. • There is no framing error in the data that is to be read next from SCFRDR. 1: Indicates that there is a framing error in the receive data that is to be read from SCFRDR. [Setting condition] • There is a framing error in the data that is to be read next from SCFRDR.

Bit	Bit Name	Initial Value	R/W	Description
2	PER	B'0	R	Parity Error This bit indicates that a parity error has been found in the data that is to be read next from SCFRDR in asynchronous mode. 0: Indicates that there is no parity error in the receive data that is to be read from SCFRDR. [Clearing conditions] • A power-on reset is executed. • There is no parity error in the data that is to be read next from SCFRDR. 1: Indicates that there is a parity error in the receive data that is to be read from SCFRDR. [Setting condition] • There is a parity error in the data that is to be read next from SCFRDR.
1	RDF	B'0	R/WC0	Receive FIFO Data Full Indicates that the received data has been transferred from SCRSR to SCFRDR, and the number of receive data bytes in SCFRDR becomes equal to or more than the receive trigger count specified by the RTRG1 and RTRG0 bits in SCFCR. SCFRDR is a 16-byte FIFO register. When RDF = 1, data equal to or more than the number of receive trigger data bytes can be read. When SCFRDR is empty, SCFRDR is read as an undefined value. The number of receive data bytes in SCFRDR is indicated by the lower bits of SCFDR. If the number of data in SCFRDR is equal to or more than the trigger count, this bit will be set to 1 even if it is cleared to 0. At this time, read receive data until the number of data in SCFRDR is less than the trigger count, read RDF as 1, and then clear RDF. 0: Indicates that the number of receive data bytes in SCFRDR is less than the specified receive trigger count. [Clearing conditions] • A power-on reset is executed. • SCFRDR is read until the number of receive data bytes in SCFRDR is less than the receive trigger count, and 0 is written to RDF. • SCFRDR is read by the DMAC until the number of receive data bytes in SCFRDR is less than the receive trigger count. 1: Indicates that the number of receive data bytes in SCFRDR is equal to or more than the specified receive trigger count. [Setting condition] • Receive data more than the receive trigger count have been stored in SDFRDR.

Bit	Bit Name	Initial Value	R/W	Description
0	DR	B'0	R/WC0	Receive Data Ready Indicates that the number of data bytes in SCFRDR is less than the receive trigger count and that no further data has been received for at least 15 etu after the stop bit of the data received last in asynchronous mode. This bit is not set in clock synchronous mode. 0: Indicates that data is being received or has been successfully received, and there is no receive data in SCFRDR. [Clearing conditions] • A power-on reset is executed. • All the receive data in SCFRDR has been read, and 0 is written to DR. • All the receive data in SCFRDR has been read by the DMAC. 1: Indicates that no further receive data has been received. [Setting condition] • The receive FIFO data register (SCFRDR) has the number of data byte that is below the receive trigger number of data bytes and no further data has arrived for at least 15 etu after the stop bit of the data received last. Note: etu: Elementary Time Unit (time for transfer of 1 bit) Equivalent to 1.5 frames with an 8-bit, 1-stop-bit format.

50.2.8 Bit Rate Register (SCBRR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	7	6	5	4	3	2	1	0
Initial value:	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

SCBRR is an 8-bit register that sets the serial transmission/reception bit rate in accordance with the baud rate generator operating clock selected by the CKS1 and CKS0 bits in SCSMR. This baud rate generator is intended for PCK, PCK/4, PCK/16, and PCK/64. For details on the baud rate generator for external clock, see section 50.3.3, Baud Rate Generator for External Clock (BRG).

SCBRR can always be read from and written to by the CPU except for during transfer.

SCBRR is initialized to H'FF by a power-on reset.

The SCBRR setting is determined by the following equation:

[Asynchronous mode]

$$N = \frac{PCK}{64 \times 2^{2n-1} \times B} \times 10^6 - 1$$

[Clock synchronous mode]

$$N = \frac{PCK}{8 \times 2^{2n-1} \times B} \times 10^6 - 1$$

B: Bit rate (bit/s)

N: SCBRR setting for the baud rate generator ($0 \leq N \leq 255$) (which satisfies the electrical characteristics)

PCK: Peripheral module operating frequency (MHz)

n: Baud rate generator input clock (n = 0, 1, 2, 3)
(See the table 50.6 for the relation between n and the clock.)

Table 50.7 SCSMR Settings

n	Clock	SCSMR.CKS[1:0] Setting
0	PCK	B'00
1	PCK/4	B'01
2	PCK/16	B'10
3	PCK/64	B'11

The bit rate error in asynchronous mode is determined by the following equation:

$$\text{error (\%)} = \left\{ \frac{PCK \times 10^6}{(N+1) \times B \times 64 \times 2^{2n-1}} - 1 \right\} \times 100$$

50.2.9 FIFO Control Register (SCFCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCFCR is a register that resets data counts and sets the number of trigger data bytes for the transmit and receive FIFO registers. It also has a loopback test enable bit.

SCFCR can always be read from and written to by the CPU except for during transfer.

SCFCR is initialized to H'0000 by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	RSTRG[2:0]			RTRG[1:0]		TTRG[1:0]		MCE	TFRST	RF RST	LOOP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 8	RSTRG[2:0]	B’000	R/W	RTS Output Active Trigger The RTS# signal is high when the number of receive data bytes stored in SCFRDR is equal to or more than the specified trigger number shown below: B’000: 15 B’001: 1 B’010: 4 B’011: 6 B’100: 8 B’101: 10 B’110: 12 B’111: 14
7, 6	RTRG[1:0]	B’00	R/W	Receive FIFO Data Count Trigger These bits specify the number of receive data bytes that makes the RDF (receive data full) flag to be set in SCFSR. The RDF flag is set when the number of receive data bytes in SCFRDR is equal to or more than the specified trigger number shown below:

RTRG[1:0]	Asynchronous Mode	Clock Synchronous Mode
B’00	1	1
B’01	4	2
B’10	8	8
B’11	14	14

Bit	Bit Name	Initial Value	R/W	Description
5, 4	TTRG[1:0]	B'00	R/W	Transmit FIFO Data Count Trigger These bits specify the number of remaining transmit data bytes that makes the transmit FIFO data register empty (TDFE) flag to be set in SCFSR. The TDFE flag is set when the number of transmit data bytes in SCFTDR is equal to or less than the specified trigger count shown below, after transmission: B'00: 8 (8) B'01: 4 (12) B'10: 2 (14) B'11: 0 (16) Note: Values in parentheses indicate the empty space in SCFTDR in bytes.
3	MCE	B'0	R/W	Modem Control Enable Enables or disables modem control signals CTS# and RTS#. This bit should always be set to 0 in clock synchronous mode. Whether modem control can be selected or not depends on the interface. 0: Disables modem signals.* 1: Enables modem signals. Note: CTS# and RTS# control ports.
2	TFRST	B'0	R/W	Transmit FIFO Data Register Reset Enables or disables a transmit FIFO data register reset that empties the register. 0: Disables the reset.* 1: Enables the reset. Note: The register is reset by a power-on reset.
1	RFRST	B'0	R/W	Receive FIFO Data Register Reset Enables or disables a receive FIFO data register reset that empties the register. 0: Disables the reset.* 1: Enables the reset. Note: The register is reset by a power-on reset.
0	LOOP	B'0	R/W	Loopback Test Enables or disables the loopback test by internally connecting the transmit output pin (TX) and receive input pin (RX), and the RTS# pin and CTS# pin. If the loopback test is specified, the signal on the RTS# pin is internally conveyed to CTS# pin, and data transmission is automatically suspended when RTS# is asserted. 0: Disables the loopback test. 1: Enables the loopback test. Even if loopback test is specified by this bit, SCSPTR.RTSDT and SCSPTR.CTSDT bits does not reflect signal on loopback path, because those registers shows signals on RTS#/CTS# pins.

50.2.10 FIFO Data Count Register (SCFDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCFDR is a 16-bit register that indicates the number of data bytes stored in SCFTDR and that in SCFRDR.

The upper 8 bits indicate the number of transmit data bytes in SCFTDR, and the lower 8 bits indicates the number of receive data bytes in SCFRDR.

SCFDR can always be read by the CPU.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	T[4:0]					—	—	—	R[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12 to 8	T[4:0]	H'00	R	These bits show the number of data bytes untransmitted and still stored in SCFTDR. H'00 indicates that there is no transmit data in SCFTDR. H'10 indicates that SCFTDR is full of transmit data.
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	R[4:0]	H'00	R	These bits show the number of receive data stored in SCFRDR in bytes. H'00 indicates that there is no receive data in SCFRDR. H'10 indicates that SCFRDR is full of receive data.

50.2.11 Serial Port Register (SCSPTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SCSPTR controls multiplexed input/output and data on the serial communication interface (SCIF) ports. Bits 1 and 0 control breaks in serial transmission/reception by reading input data from the RX pin and writing output data to the TX pin. Bits 3 and 2 read input data from and write output data to the SCK pin. Bits 5 and 4 read input data from and write output data to the CTS# pin. Bits 7 and 6 read input data from and write output data to the RTS# pin.

SCSPTR is a 16-bit register that can always be read from and written to by the CPU.

All SCSPTR bits except bits 6, 4, 2, and 0 are initialized to 0 by a power-on reset. The values of bits 6, 4, 2, and 0 are undefined.

Note: Whether modem control can be selected or not depends on the interface.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RTSIO	RTSDT	CTSIO	CTSDT	SCKIO	SCKDT	SPB2IO	SPB2DT
Initial value:	0	0	0	0	0	0	0	0	0	—	0	—	0	—	0	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	RTSIO	B'0	R/W	Serial Port RTS# Pin Input/output Specifies input or output for the serial port RTS# pin. To actually set the RTS# pin as a port output pin to output the value set by the RTSDT bit, the MCE bit in SCFCR should be cleared to 0. 0: Indicates that this bit does not output the value of the RTSDT bit to the RTS# pin. 1: Indicates that this bit outputs the value of the RTSDT bit to the RTS# pin.
6	RTSDT	—	R/W	Serial Port RTS# Pin Data Specifies the input/output data level of the serial port RTS# pin. Whether the pin is set for input or output is determined by the RTSIO bit. When the pin is set for output, the value of the RTSDT bit is output to the RTS# pin. Regardless of the value of the RTSIO bit, the value of the RTS# pin is read from the RTSDT bit. The initial value of this bit is undefined after a power-on reset. 0: Indicates that the input/output data is low level. 1: Indicates that the input/output data is high level.
5	CTSIO	B'0	R/W	Serial Port CTS# Pin Input/output Specifies input or output for the serial port CTS# pin. To actually set the CTS# pin as a port output pin to output the value set by the CTSDT bit, the MCE bit in SCFCR should be cleared to 0. 0: Indicates that the CTSDT bit value is not output to the CTS# pin. 1: Indicates that the CTSDT bit value is output to the CTS# pin.

Bit	Bit Name	Initial Value	R/W	Description
4	CTSDT	—	R/W	Serial Port CTS# Pin Data Specifies the input/output data level of the serial port CTS# pin. Whether the pin is set for input or output is determined by the CTSIO bit. When the pin is set for output, the value of the CTSDT bit is output to the CTS# pin. Regardless of the value of the CTSIO bit, the value of the CTS# pin is read from the CTSDT bit. The initial value of this bit is undefined after a power-on. 0: Indicates that the input/output data is low level. 1: Indicates that the input/output data is high level.
3	SCKIO	B'0	R/W	Serial Port Clock Pin Input/output Specifies input or output for the serial port SCK pin. To actually set the SCK pin as a port output pin to output the value set by the SCKDT bit, the CKE [1:0] bits in SCSCR should be cleared to 0. 0: Indicates that the SCKDT bit value is not output to the SCK pin. 1: Indicates that the SCKDT bit value is output to the SCK pin.
2	SCKDT	—	R/W	Serial Port Clock Pin Data Specifies the input/output data level of the serial port SCK pin. Whether the pin is set for input or output is determined by the SCKIO bit. When the pin is set for output, the value of the SCKDT bit is output to the SCK pin. Regardless of the value of the SCKIO bit, the value of the SCK pin is read from the SCKDT bit. The initial value of this bit is undefined after a power-on reset. 0: Indicates that the input/output data is low level. 1: Indicates that the input/output data is high level.
1	SPB2IO	B'0	R/W	Serial Port Break Input/Output Specifies the output condition of the serial port TX pin. To actually set the TX pin as a port output pin to output the value set by the SPB2DT bit, the TE bit in SCSCR should be cleared to 0. 0: Indicates that the SPB2DT bit value is not output to the TX pin. 1: Indicates that the SPB2DT bit value is output to the TX pin.
0	SPB2DT	—	R/W	Serial Port Break Data Specifies the input level of the serial port RX pin and the output level of the TX pin. The TX pin output conditions are determined by the SPB2IO bit. When the TX pin is set for output, the value of the SPB2DT bit is output to the TX pin. Regardless of the value of the SPB2IO bit, the value of the RX pin is read from the SPB2DT bit. The initial value of this bit is undefined after a power-on reset. 0: Indicates that the input/output data is low level. 1: Indicates that the input/output data is high level.

Figures 50.2 to 50.6 show the block diagrams of the SCIF I/O ports.

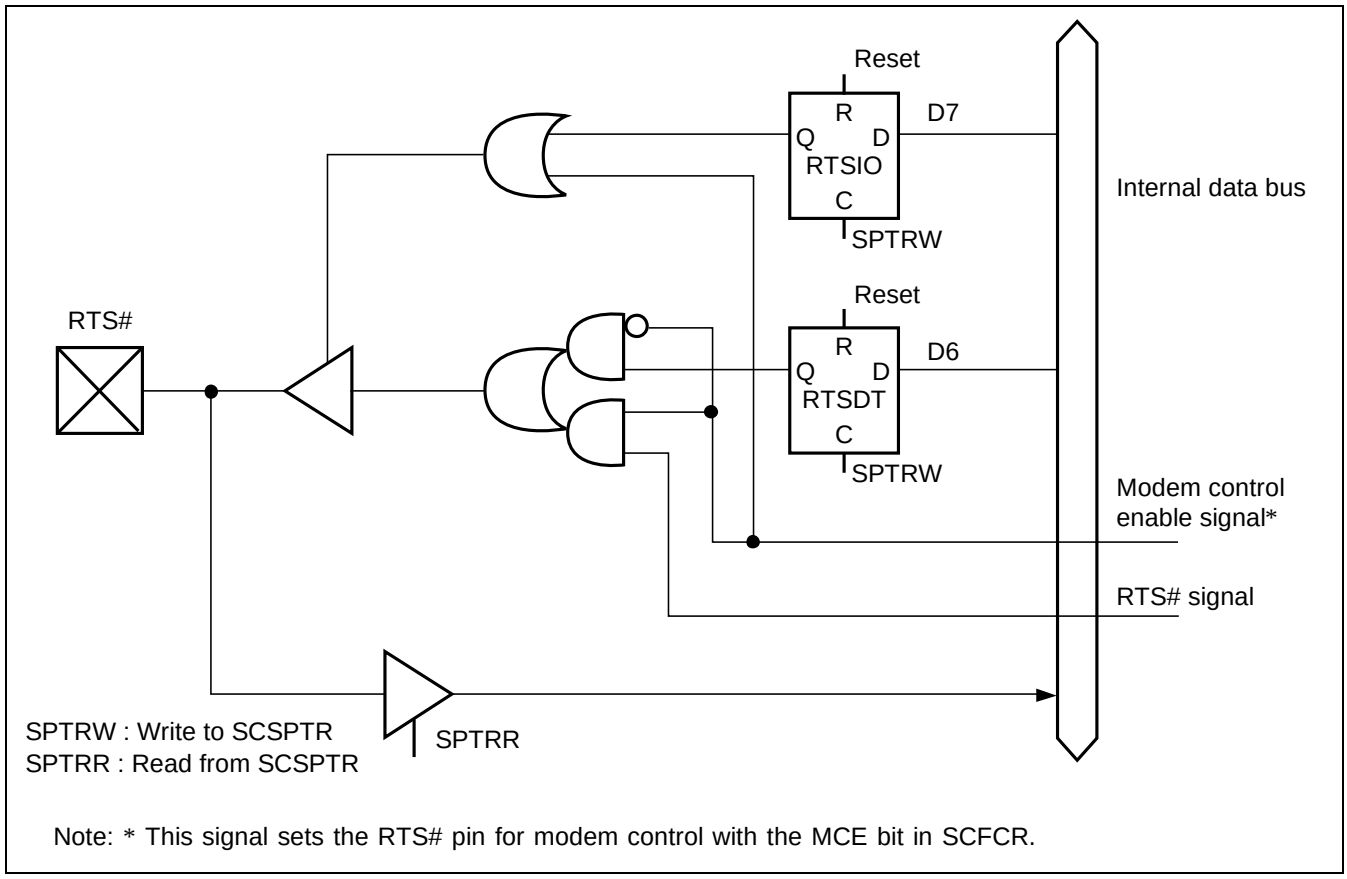
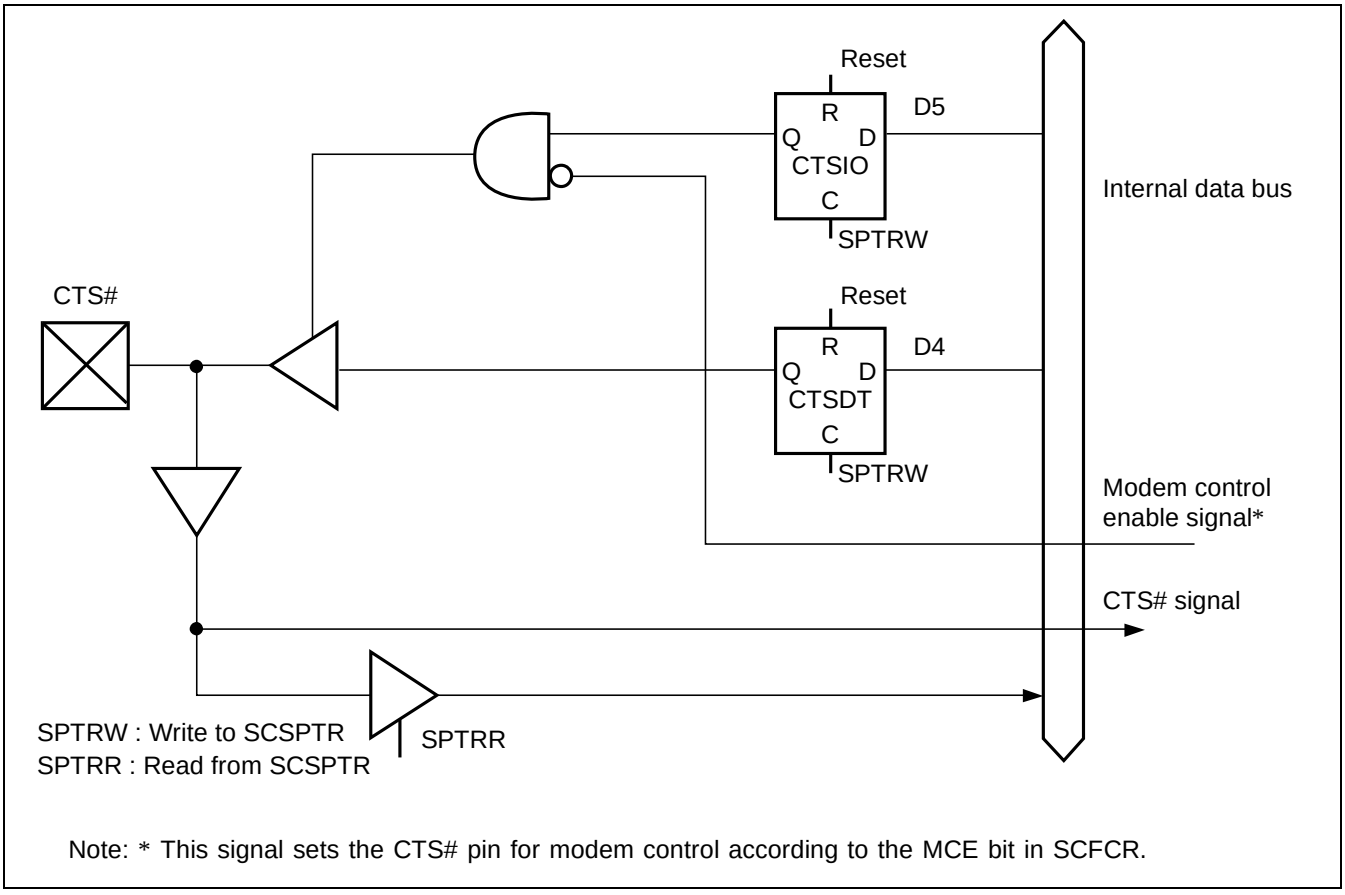
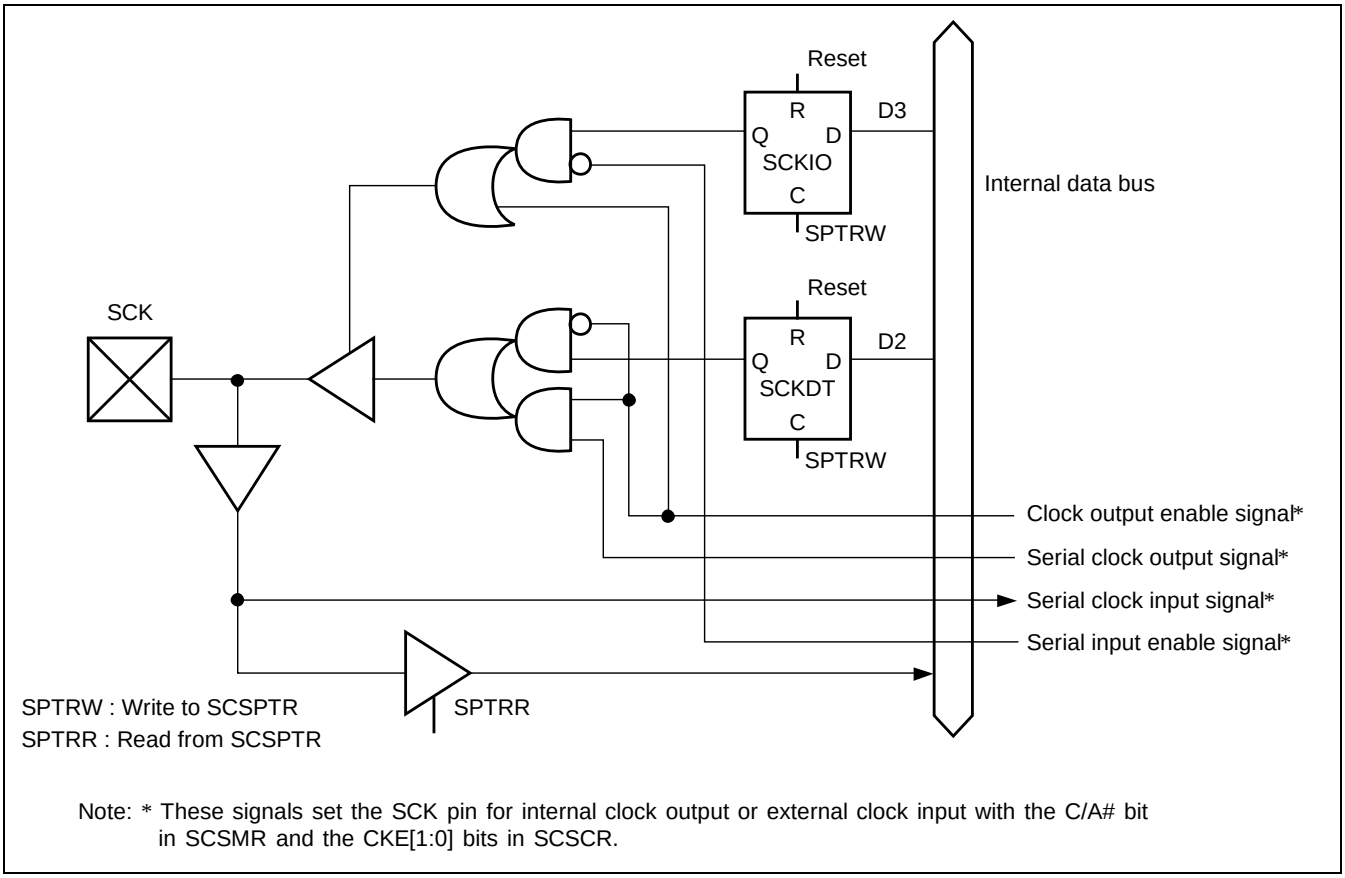


Figure 50.2 RTS# Pin



Note: * This signal sets the CTS# pin for modem control according to the MCE bit in SCFCR.

Figure 50.3 CTS# Pin



Note: * These signals set the SCK pin for internal clock output or external clock input with the C/A# bit in SCSMR and the CKE[1:0] bits in SCSCR.

Figure 50.4 SCK Pin

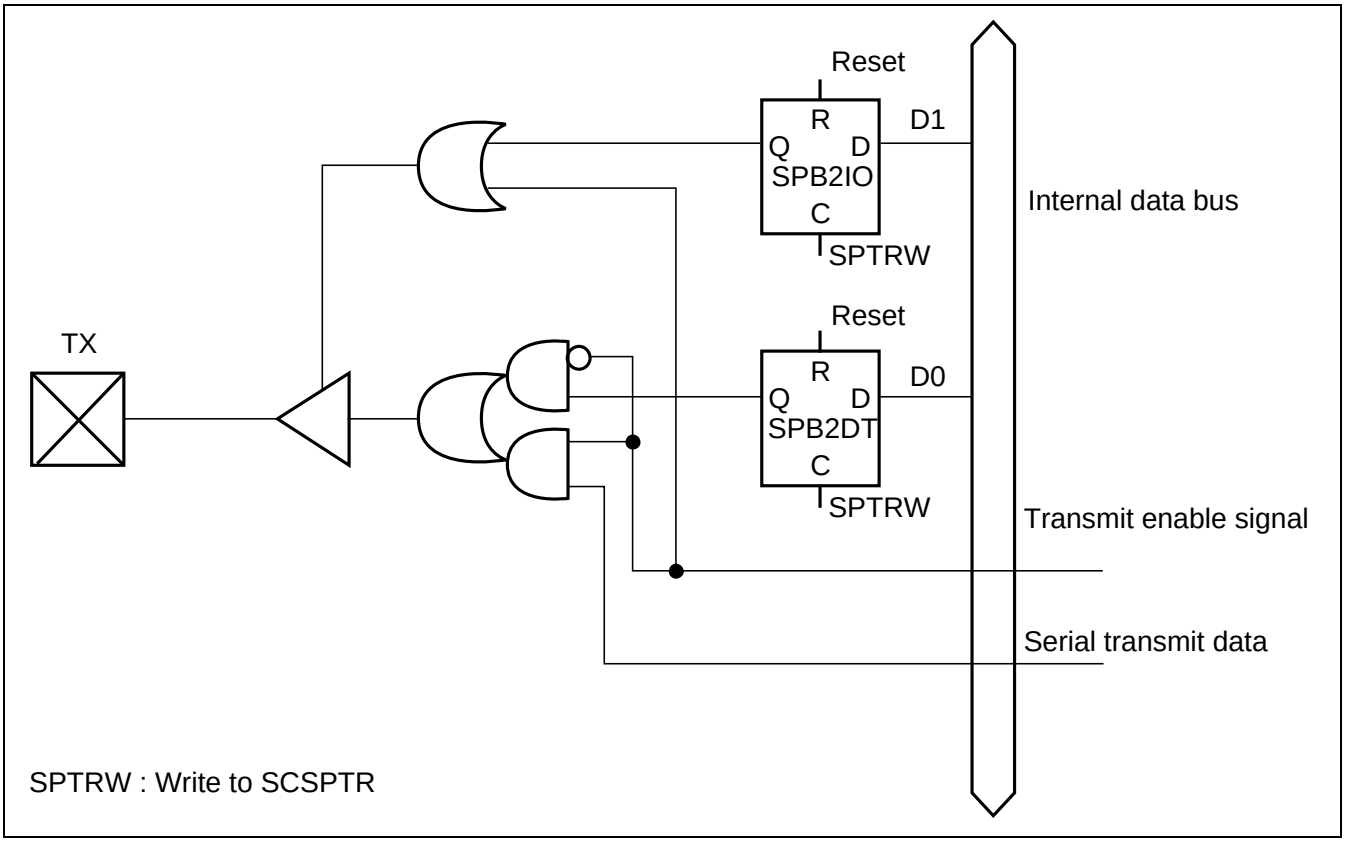


Figure 50.5 TX Pin

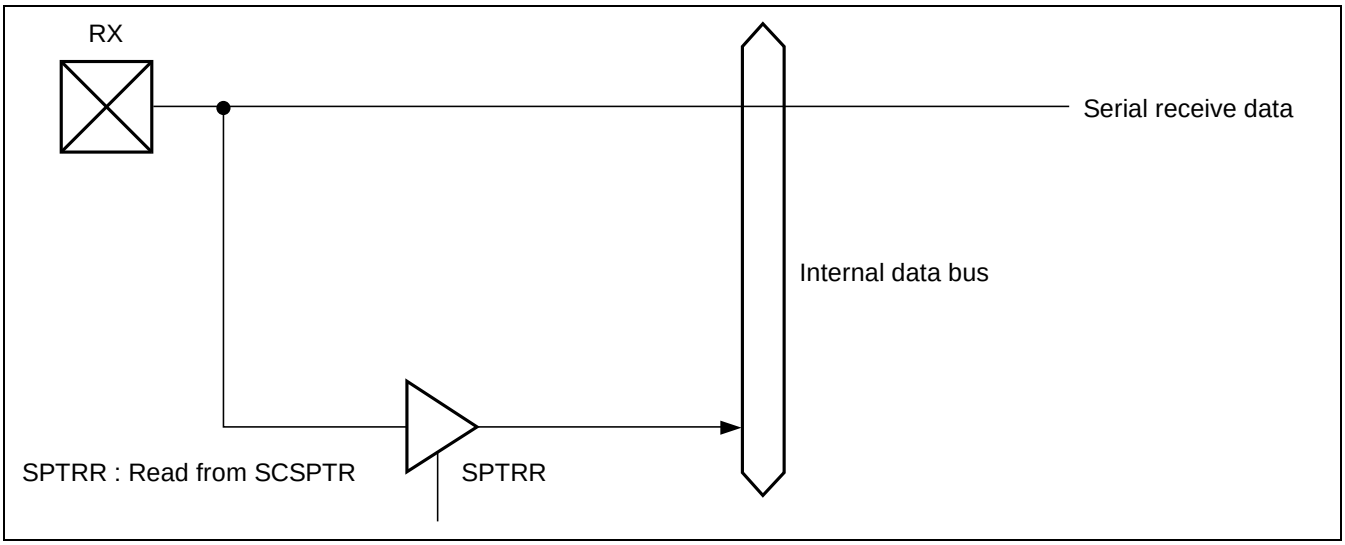


Figure 50.6 RX Pin

50.2.12 Line Status Register (SCLSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	TO	—	ORER
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/WC0	R	R/WC0

Bit	Bit Name	Initial Value	R/W	Description
15 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	TO	B’0	R/WC0	Timeout Indicates that the number of data bytes in SCFRDR is less than the receive trigger count, and that no further data has been received for at least 15 etu after the stop bit of the last receive data in asynchronous mode. This bit is not set in clock synchronous mode. 0: Indicates that data is being received or has been successfully received and that there is no receive data in SCFRDR. [Clearing conditions] • A power-on reset is executed. • All the receive data in the SCFRDR has been read, and 0 is written to TO. 1: Indicates that no further receive data has been received (receive timeout). [Setting condition] • The number of data bytes in SCFRDR is less than the receive trigger count and no further data has been received for at least 15 etu after the stop bit of the last receive data.* Note: etu: Elementary Time Unit (time for transfer of 1 bit) Equivalent to 1.5 frames with an 8-bit, 1-stop-bit format.
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
0	ORER	B'0	R/WC0	Overrun Error Indicates that an overrun error has occurred in reception and abnormal termination is caused. If an overrun error occurs, the receive data prior to the overrun error is retained in SCFRDR and the data received subsequently is discarded. Any subsequent serial reception is disabled while the ORER flag is 1. To resume data reception after clearing the ORER flag, be sure to first read (or clear) data in the receive FIFO and handle the error, then clear the ORER flag. 0: Indicates that data is being received or has been successfully received. [Clearing conditions] • A power-on reset is executed. • 0 is written to ORER. 1: Indicates that an overrun error has occurred in reception. [Setting condition] • The next serial reception has been completed while SCFRDR is full of 16-byte data. Note: When bit RE in SCSCR is cleared to 0, the ORER flag is not affected and its previous state is retained.

50.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

50.3.1 Operation in Asynchronous Mode

In asynchronous mode, the SCIF performs serial communication, in which data is transmitted/received in character units using the attached start bit indicating the start of communication and stop bit indicating the end of communication.

Figure 50.7 shows the general format for asynchronous serial communication.

In asynchronous serial communication, the transmission line is usually kept marked (high level). The SCIF monitors the transmission line, and when it finds a space (low level), it regards the space as a start bit and starts serial communication.

One character in serial communication consists of a start bit (low level), followed by transmit/receive data (LSB-first; from the lowest bit), a parity bit (high or low level), and a stop bit (high level).

During reception in asynchronous mode, the SCIF performs synchronization at the falling edge of the start bit. Communication data is acquired at the center of each bit because the SCIF samples data at the eighth pulse of the clock which has a frequency of 16 times the bit rate.

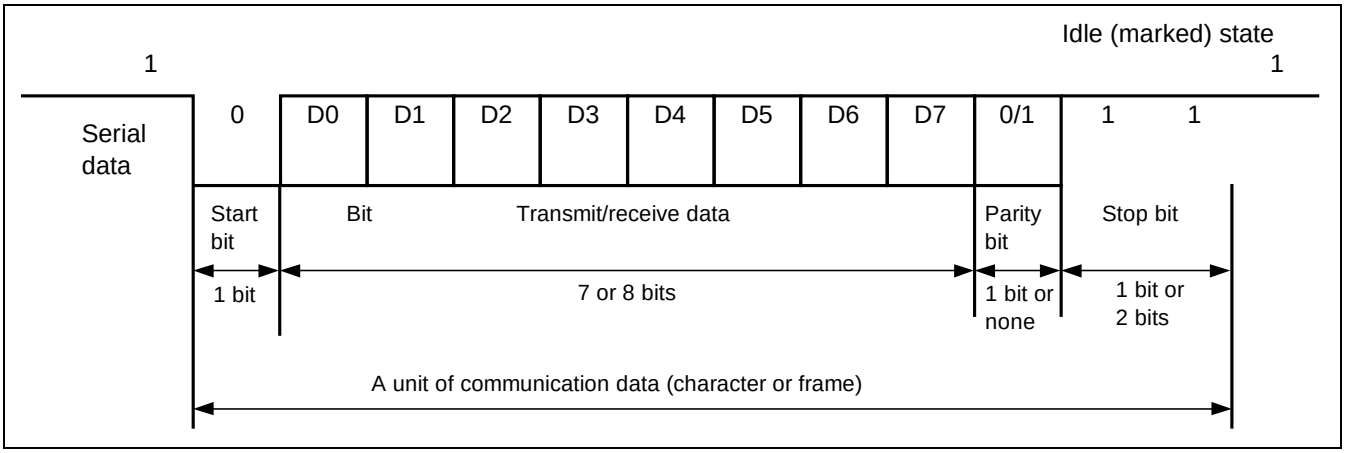


Figure 50.7 Data Format in Asynchronous Mode (Example of 8-Bit Data with Parity and Two Stop Bits)

(1) Transmission/Reception Format

Table 50.8 shows available data transfer formats. The SCIF supports 8 transfer formats, which can be specified by SCSMR.

Table 50.8 Serial Transmission/Reception Formats (Asynchronous Mode)

SCSMR Settings			Serial Transmission/Reception Format and Frame Length											
CHR	PE	STOP	1	2	3	4	5	6	7	8	9	10	11	12
0	0	0	S	8-bit data								STOP		
		1	S	8-bit data								STOP	STOP	
	1	0	S	8-bit data								P	STOP	
		1	S	8-bit data								P	STOP	STOP
1	0	0	S	7-bit data							STOP			
		1	S	7-bit data							STOP	STOP		
	1	0	S	7-bit data							P	STOP		
		1	S	7-bit data							P	STOP	STOP	

[Legend]
S: Start bit
STOP: Stop bit
P: Parity bit

(2) Clock

The transfer clock can be selected from the following two clocks using the CKE [1:0] bits in SCSCR:

- Internal clock generated by the on-chip baud rate generator
- External clock generated by an external clock baud rate generator

(3) Data Transmission/Reception

(a) Initialization of SCIF (Asynchronous Mode)

Before transmitting/receiving data or changing the operating mode or communication format, the SCIF should be initialized using the sample flowchart for SCIF initialization shown in Figure 50.8.

[Notes]

Clearing the TE bit to 0 initializes SCTSR. However, SCFSR, SCFTDR, and SCFRDR contents are retained even if the TE and RE bits are cleared to 0.

The TE bit should be cleared to 0 after all transmit data has been sent and the TEND flag has been set in SCFSR. The TE bit can be cleared to 0 during transmission, but the data being transmitted will enter the marked state after clearing. In addition, before setting the TE bit to 1 to restart the transmission, set the TFRST bit to 1 in SCFCR to reset SCFTDR.

When an external clock is used, do not stop the clock during operation or initialization. If stopped, the operation will be unreliable. Furthermore, when the baud rate generator for external clock is also to be used, be sure to make settings for it before starting initialization of the SCIF.

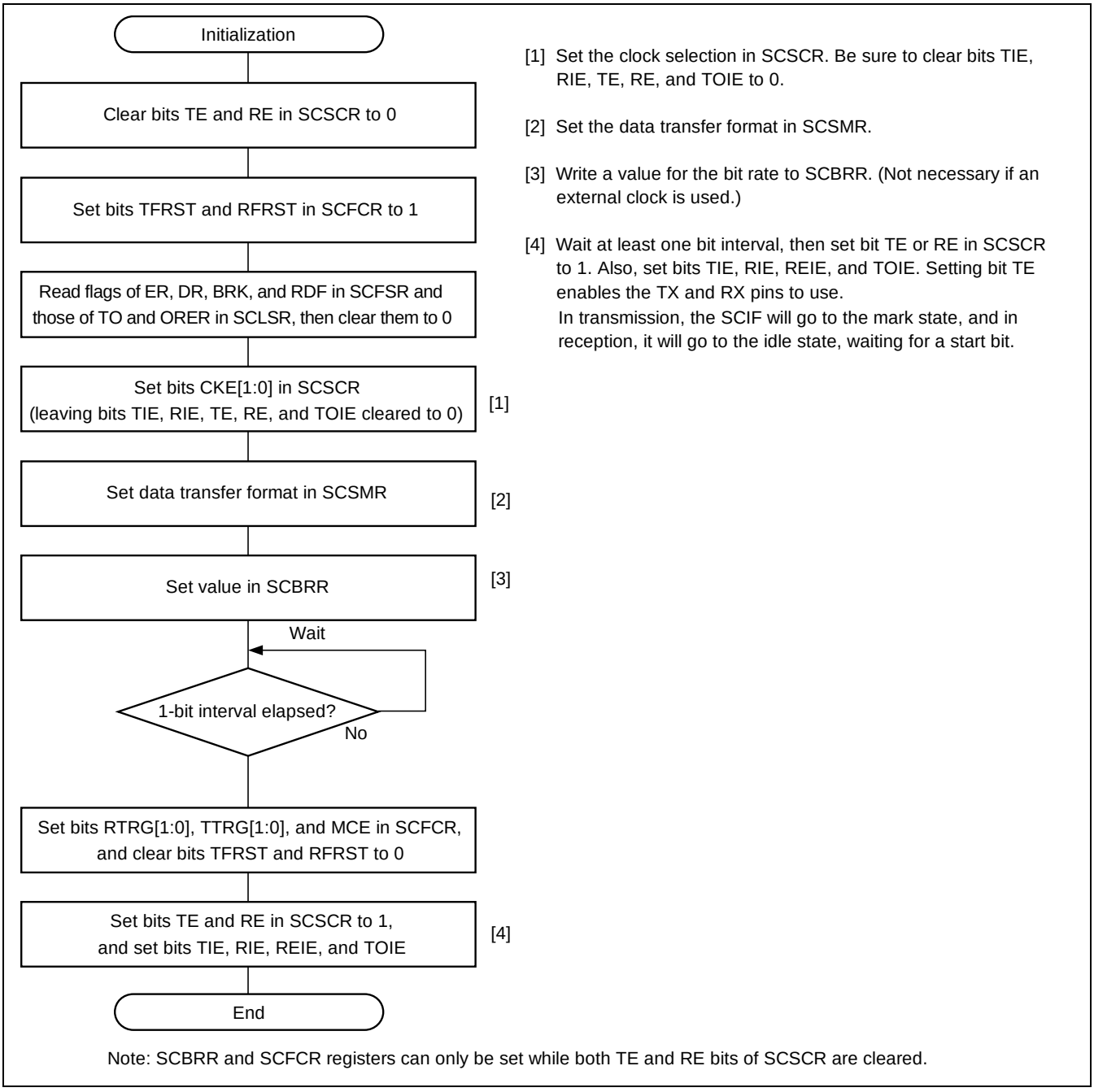


Figure 50.8 Sample Flowchart for Initializing the SCIF

(b) Serial Data Transmission (Asynchronous Mode)

Figure 50.9 shows a sample flowchart for serial transmission.

After the SCIF transmission operation is enabled, serial data transmission can be performed using the following procedure:

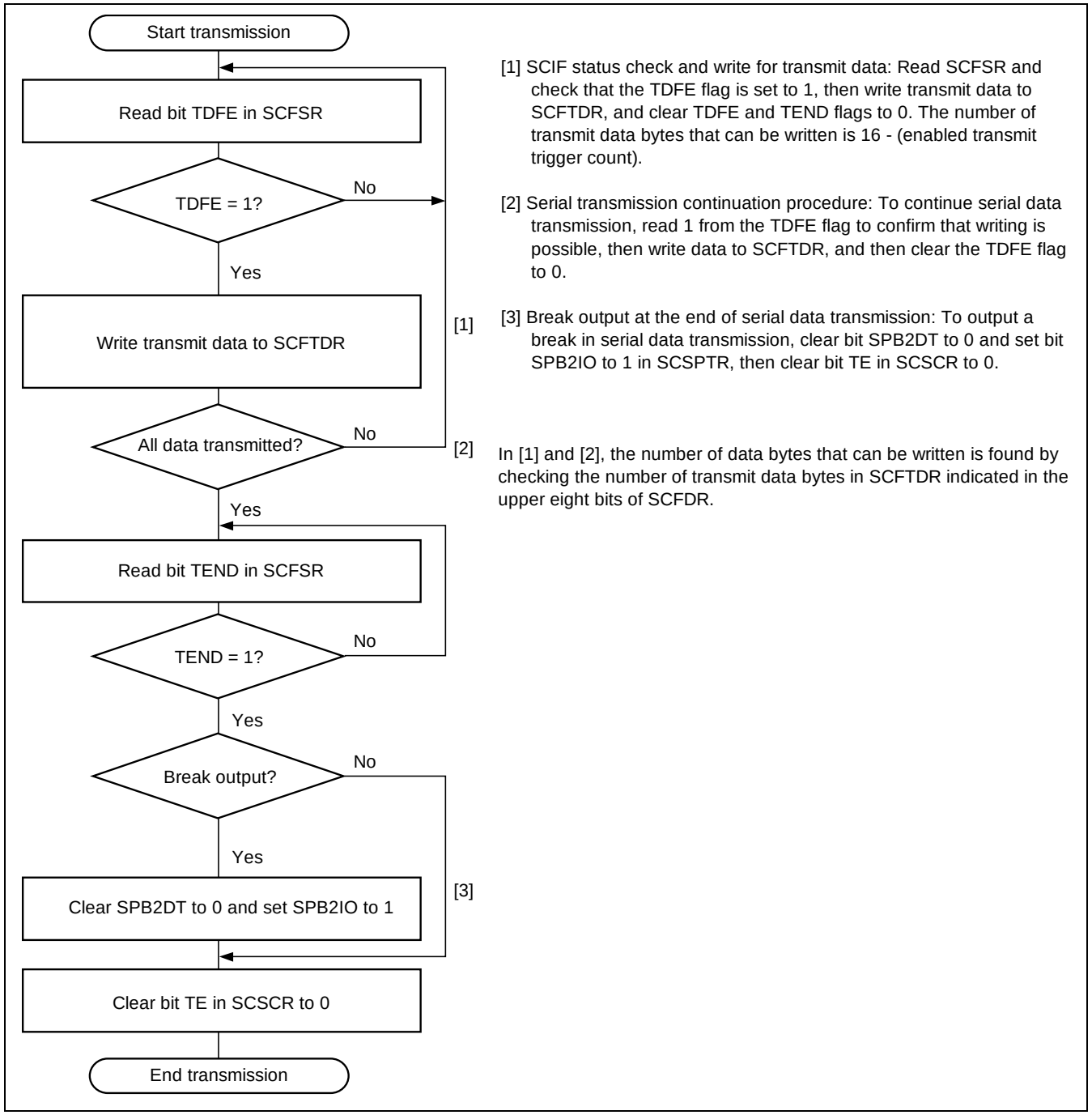


Figure 50.9 Sample Flowchart for Serial Transmission

In serial transmission, the SCIF operates as follows:

1. When data is written to SCFTDR, the SCIF transfers the data from SCFTDR to SCTSR and starts transmitting. Confirm that the TDFE flag in SCFSR is set to 1 before writing transmit data to SCFTDR. The number of data bytes that can be written is at least (16- (transmit trigger count)).
2. When data is transferred from SCFTDR to SCTSR and the SCIF starts transmission, consecutive transmission is performed until there is no transmit data left in SCFTDR. When the number of transmit data bytes in SCFTDR is equal to or less than the transmit trigger count specified in SCFCR, the TDFE flag is set. If the TIE and TEIE bits in SCSCR are set to 1 and 0, respectively at this time, a transmit-FIFO-data-empty interrupt (TDFE) request occurs. The serial transmit data is sent from the TX pin in the following order:
   A. Start bit: One 0-bit is output.
   B. Transmit data: 8-bit or 7-bit data is output in LSB-first order.
   C. Parity bit: One parity bit (even or odd parity) is output.
      A format that does not output a parity bit can also be selected.
   D. Stop bit(s): One or two stop bits are output.
   E. Marked state: 1 is output continuously until the start bit that starts the next transmission is sent.
3. The SCIF checks transmit data in SCFTDR when sending the stop bit. If there is data in it, the SCIF transfers the data from SCFTDR to SCTSR, sends the stop bit, and then starts serial transmission of the next frame. If there is no transmit data, the SCIF sets the TEND flag to 1 in SCFSR and sends out the stop bit, and then the marked state is entered to output 1 continuously. At this time, if the TIE and TEIE bits in SCSCR are set to 1, a transmit-end interrupt (TEND) request occurs.

Figure 50.10 shows an example of transmission in asynchronous mode.

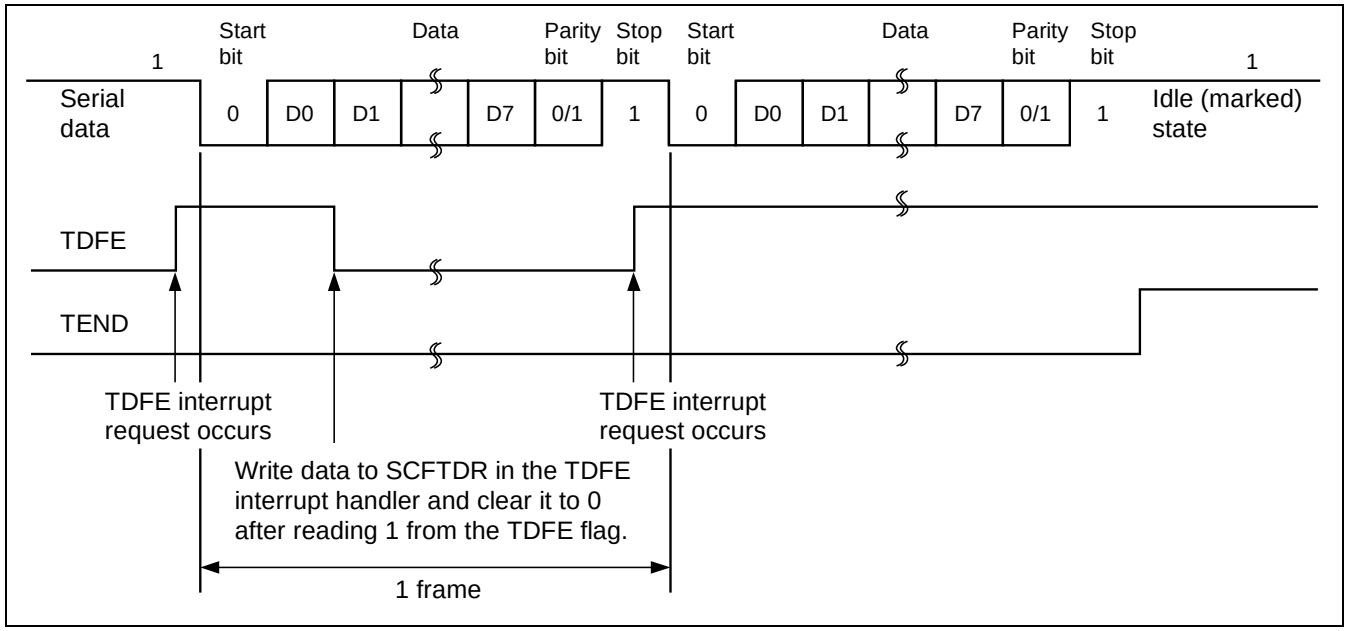


Figure 50.10 Sample SCIF Transmission Operation (Example of 8-Bit Data with Parity and One Stop Bit)

4. When modem control is enabled, transmission can be stopped or resumed in accordance with the CTS# input value. When CTS# is set to 1 during transmission, the marked state is entered after one frame of data transmission is ended. Setting CTS# to 0 restarts outputting the next transmit data from the start bit. Figure 50.11 shows an example of the operation with modem control enabled.

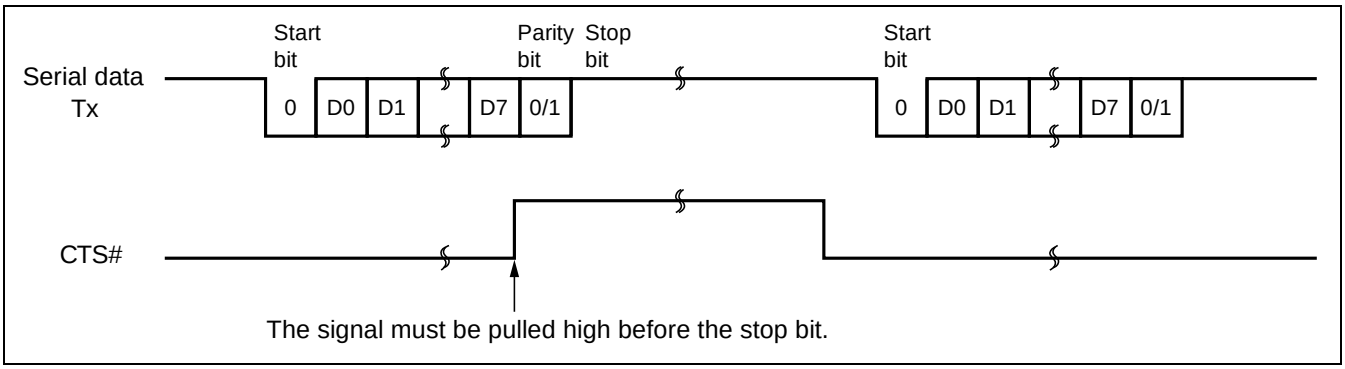


Figure 50.11 Sample Operation with Modem Control Enabled (CTS#)

(c) Serial Data Reception (Asynchronous Mode)

Figures 50.12 and 50.13 show sample flowcharts for serial reception.

After the SCIF reception operation is enabled, serial data reception can be performed using the following procedure:

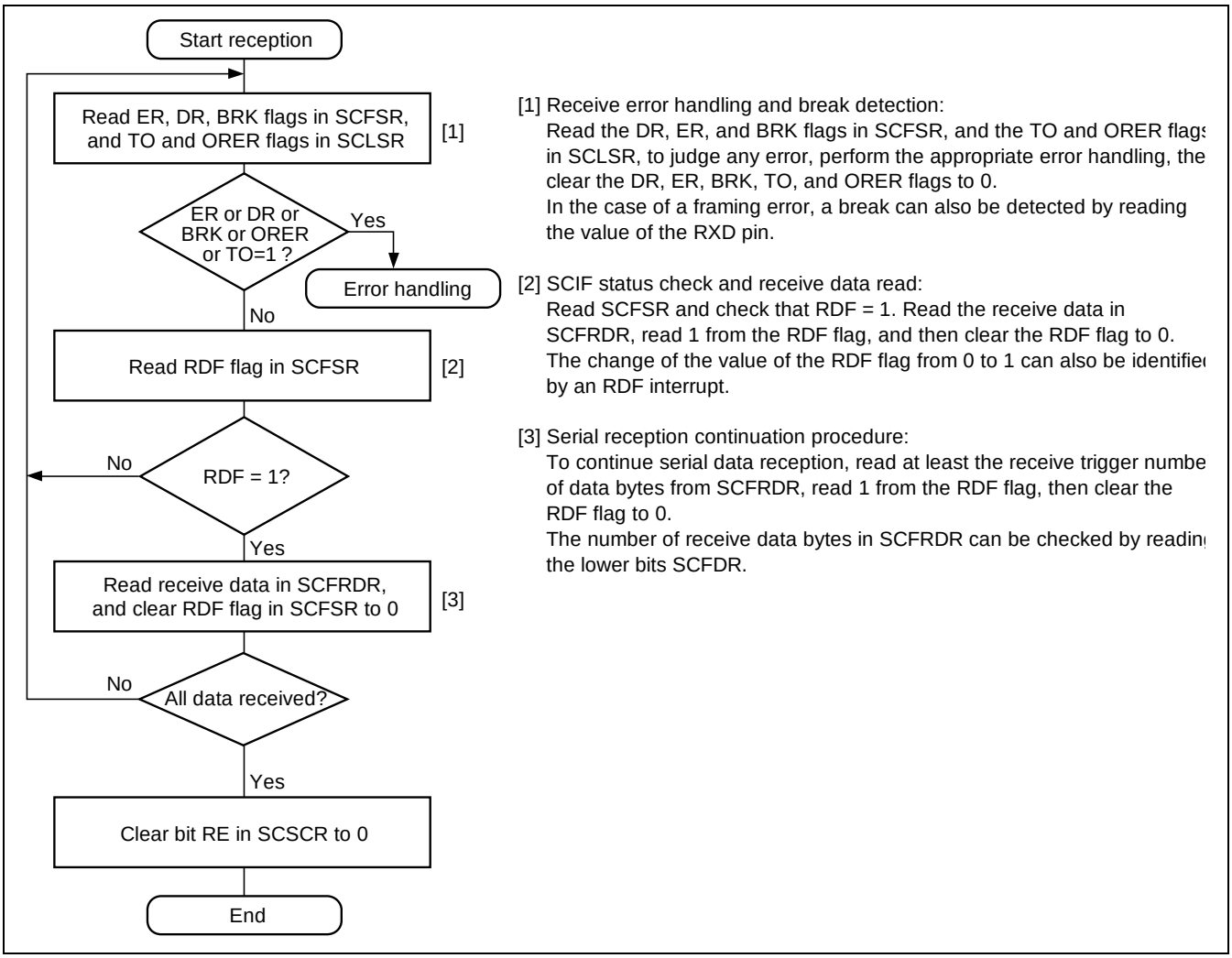
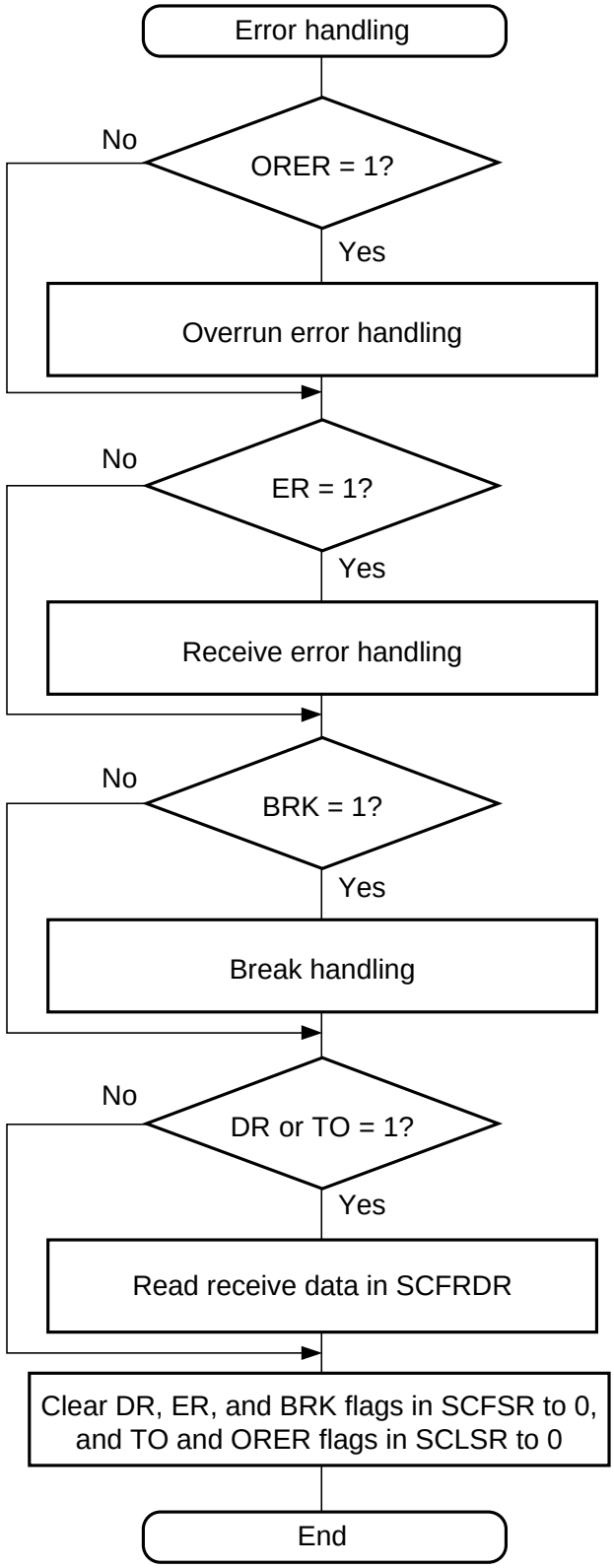


Figure 50.12 Sample Flowchart for Serial Reception (1)



Whether a framing error or parity error has occurred in the receive data that is to be read from SCFRDR can be determined by checking bits FER and PER in SCFSR.

Figure 50.13 Sample Flowchart for Serial Reception (2)

In serial reception, the SCIF operates as follows:

1. The SCIF monitors the transmission line, and when detecting the start bit 0, it performs internal synchronization and starts reception.
2. The SCIF stores the received data in SCRSR in LSB-to-MSB order.
3. The SCIF receives the parity bit and stop bit.
   After receiving these bits, the SCIF performs the following checks:
   A. Stop bit: The SCIF checks whether the stop bit is 1.
      If there are two stop bits, it checks only the first stop bit.
   B. Receive data: The SCIF checks that receive data can be transferred from the receive shift register (SCRSR) to SCFRDR.
   C. Overrun error: The SCIF checks that the ORER flag is 0, indicating that no overrun error has occurred.
   D. Break state: The SCIF checks that the BRK flag is 0, indicating that the break state is not set.
   If the SCIF can confirm the conditions of (b), (c), and (d), it stores the receive data in SCFRDR.

   Note: The SCIF continues to receive data even when a parity error or a framing error occurs.

4. If the RDF flag changes to 1 while the RIE bit in SCSCR is 1, a receive-FIFO-data-full interrupt (RDF) request occurs.
   If the DR flag changes to 1 while the RIE bit in SCSCR is 1, a receive-data-ready interrupt (DR) request occurs.
   If the TO flag changes to 1 while the TOIE bit in SCSCR is 1, a timeout interrupt (TO) request occurs.
   If the ER flag changes to 1 while the RIE or REIE bit in SCSCR is 1, a receive-error interrupt (ER) request occurs.
   If the BRK flag changes to 1 while the RIE or REIE bit in SCSCR is 1, a break interrupt (BRK) request occurs.
   If the ORER flag changes to 1 while the RIE or REIE bit in SCSCR is 1, an overrun-error interrupt (ORER) request occurs.

Figure 50.14 shows an example of reception in asynchronous mode.

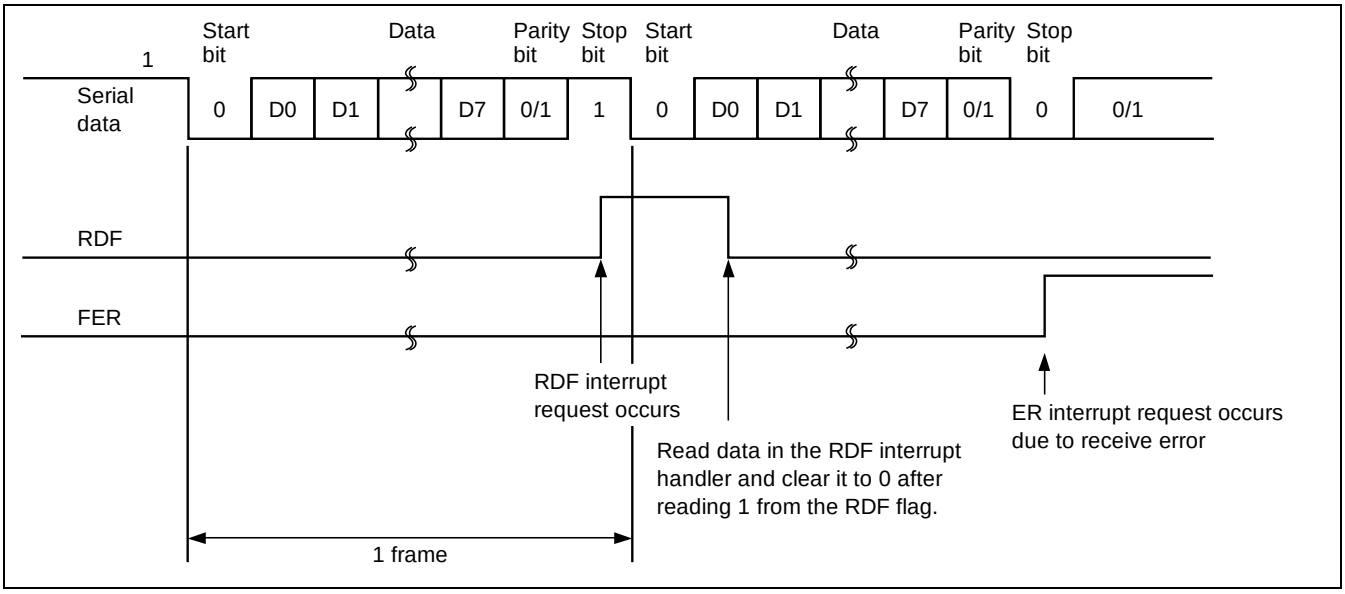


Figure 50.14 Sample SCIF Receive Operation (Example of 8-Bit Data with Parity and One Stop Bit)

5. When modem control is enabled, the RTS# signal is output when SCFRDR is empty. When RTS# is 0, data can be received. When RTS# is set to 1, the number of data bytes in SCFRDR is equal to or more than the RTS# output active trigger count.

Figure 50.15 shows an example of the operation with modem control enabled.

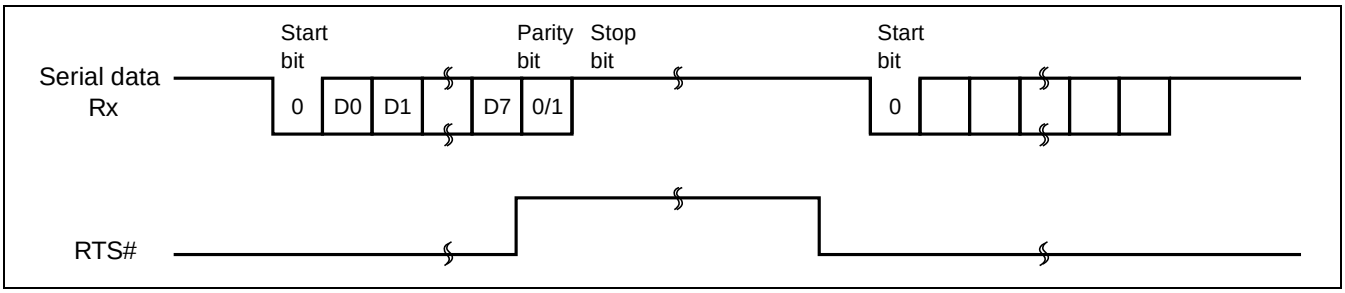


Figure 50.15 Example of the Operation with Modem Control Enabled (RTS#)

50.3.2 Operation in Clock Synchronous Mode

Clock synchronous mode, in which data is transmitted and received in synchronization with clock pulses, is suitable for fast serial communication.

Figure 50.16 shows the general format for clock synchronous serial communication. In the clock synchronous serial communication, data on the communication line is output between one falling edge of the synchronization clock and the next falling edge. The data decision is done at the rising edge of the clock.

In serial communication, each character is output starting with the LSB and ending with the MSB. After the MSB is output, the communication line retains the state of the last data.

In clock synchronous mode, the SCIF receives data in synchronization with a rising edge of the synchronization clock.

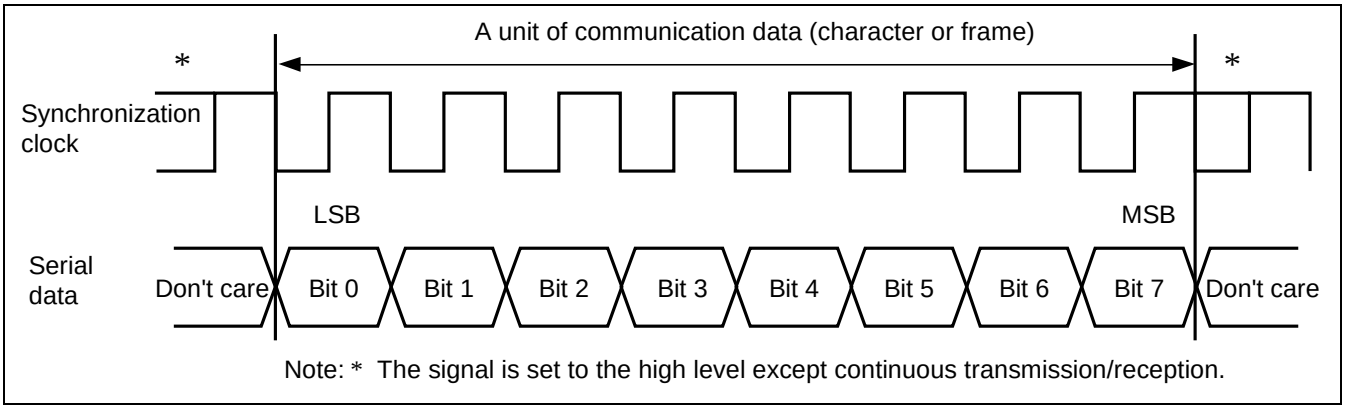


Figure 50.16 Data Format for Clock Synchronous Communication

(1) Data Transfer Format

The data transfer format is fixed to 8 bits. No parity bit can be added.

(2) Clock

The clock can be selected from the following two clocks using the C/A# bit in SCSMR and the CKE [1:0] bits in SCSCR:

- Internal clock generated by the on-chip baud rate generator
- External synchronization clock input at the SCK pin

When the SCIF is operated on an internal clock, the synchronization clock is output from the SCK pin. Eight synchronization clock pulses are output in one-character transfer, and when no transfer is performed the clock is fixed high. When only reception operation is performed, selecting an internal clock outputs clock pulses until the number of data bytes in the receive FIFO reaches the specified receive trigger count, while the RE bit in SCSCR is 1.

(3) Data Transmission/Reception

(a) Initialization of SCIF (Synchronous Mode)

Before transmitting/receiving data or changing the operating mode or communication format, the TE and RE bits in SCSCR to 0 and then the SCIF should be initialized using the sample flowchart for SCIF initialization shown in Figure 50.17.

[Note]

Clearing the TE bit to 0 initializes SCTSR. However, clearing the RE bit to 0 does not affect the RDF, PER, FER, and ORER flags and SCFRDR contents.

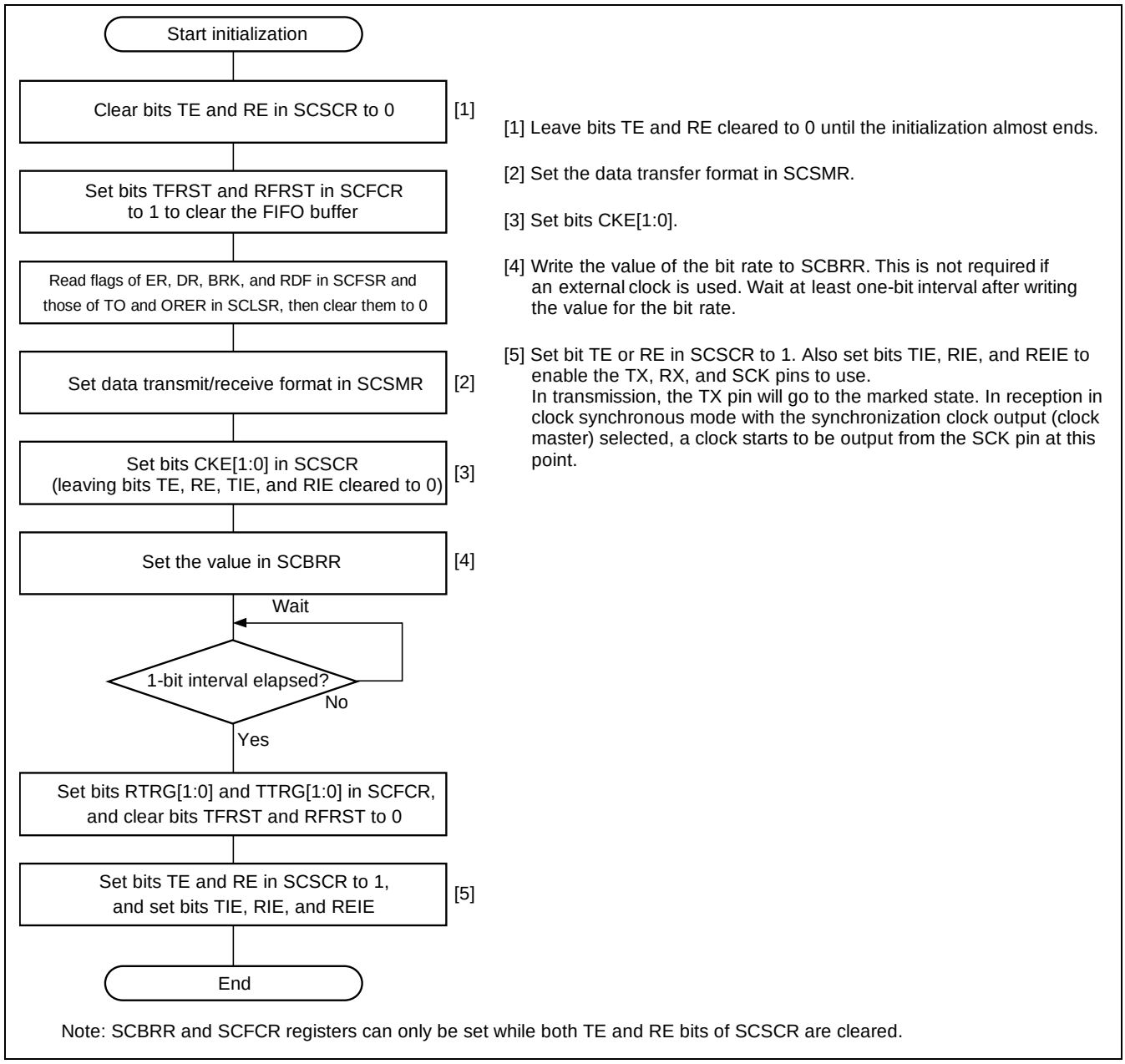


Figure 50.17 Sample Flowchart for SCIF Initialization

(b) Serial Data Transmission (Clock Synchronous mode)

Figure 50.18 shows a sample flowchart for serial transmission.

After the SCIF transmission operation is enabled, serial data transmission can be performed using the following procedure:

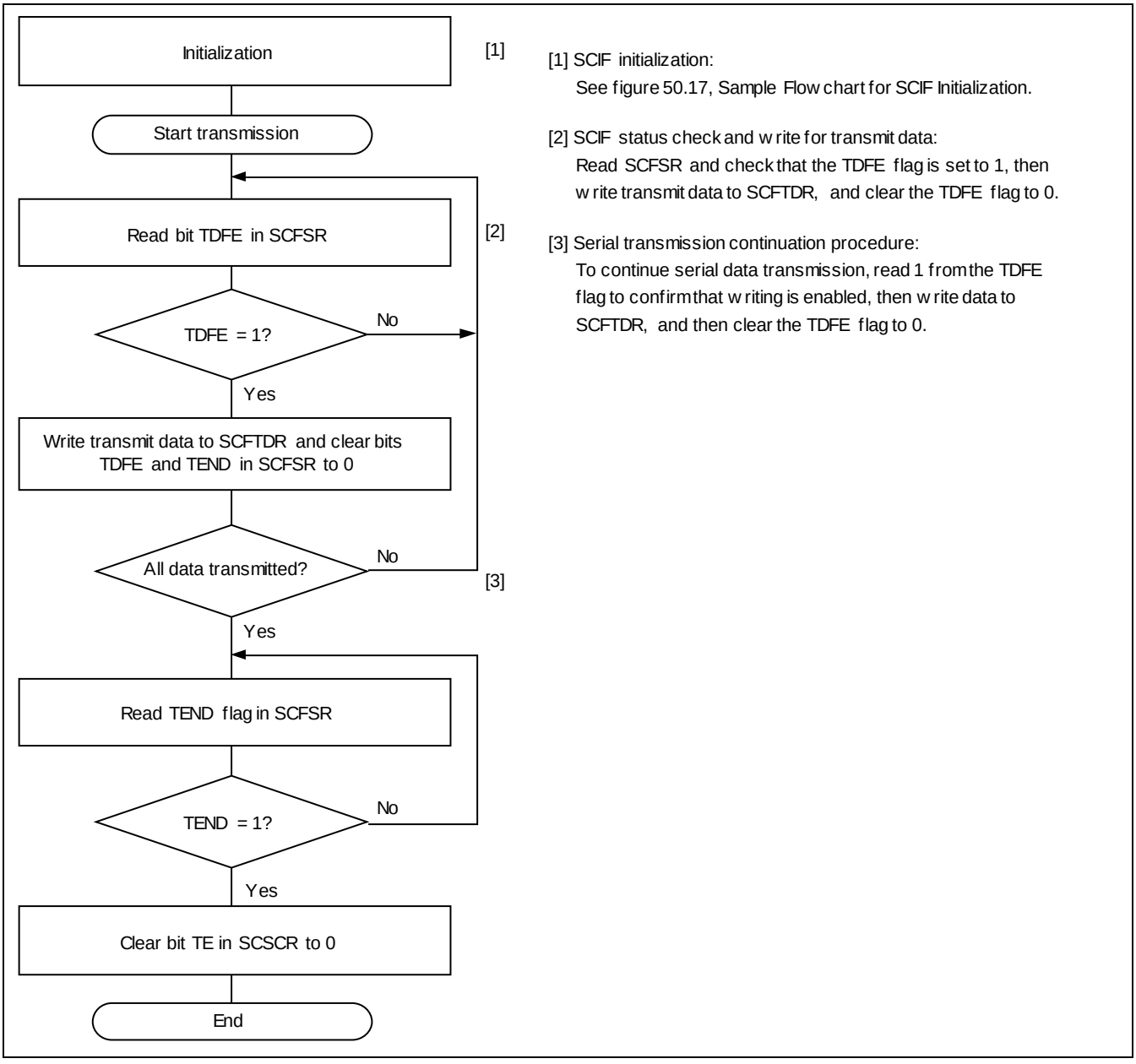


Figure 50.18 Sample Flowchart for Serial Transmission

In serial data transmission, the SCIF operates as described below:

1. When data is written to SCFTDR, the SCIF transfers the data from SCFTDR to SCTSR to start transmission. Confirm that the TDFE flag in SCFSR is set to 1 before writing transmit data to SCFTDR. The number of data bytes that can be written is at least (16- (the transmit trigger count)).
2. After the SCIF transfers data from SCFTDR to SCTSR and starts data serial transmission, the SCIF consecutively transmits it until there is no transmit data left in SCFTDR. When the number of transmit data bytes in SCFTDR is equal to or less than the transmit trigger count set in SCFCR, the TDFE flag is set. If the TIE and TEIE bits in SCSCR are set to 1 and 0, respectively at this time, a transmit-FIFO-data-empty interrupt (TDFE) request occurs. When the external clock is selected, data is output in synchronization with the input clock. The serial transmit data is output at the TX pin in the LSB-first order.
3. The SCIF checks transmit data in SCFTDR when sending the last bit. If there is transmit data, the SCIF transfers the data to SCTSR, and starts serial transmission of the next frame. If there is no transmit data left, the TEND flag in SCFSR is set to 1, and the transmit data pin (TX pin) retains its state after the last bit is sent. At this time, if the TIE and TEIE bits in SCSCR are set to 1, a transmit-end interrupt (TEND) request occurs.
4. After serial transmission ends, the SCK pin is fixed high.

Note: In clock synchronous mode, when transmit data is written to SCFTDR by the DMAC, the TEND flag may not be cleared. Therefore, if the DMAC is used for transmission in clock synchronous mode, read the TEND flag in the following method.
   1. Confirm that data transfer is completed in the DMAC.
   2. Read the TEND flag.
   3. Clear the TEND flag to 0 if TEND = 1.
   4. Read the TEND flag again.
   5. Use the second-read TEND flag.

Figure 50.19 shows an example of SCIF serial transmission in clock synchronous mode.

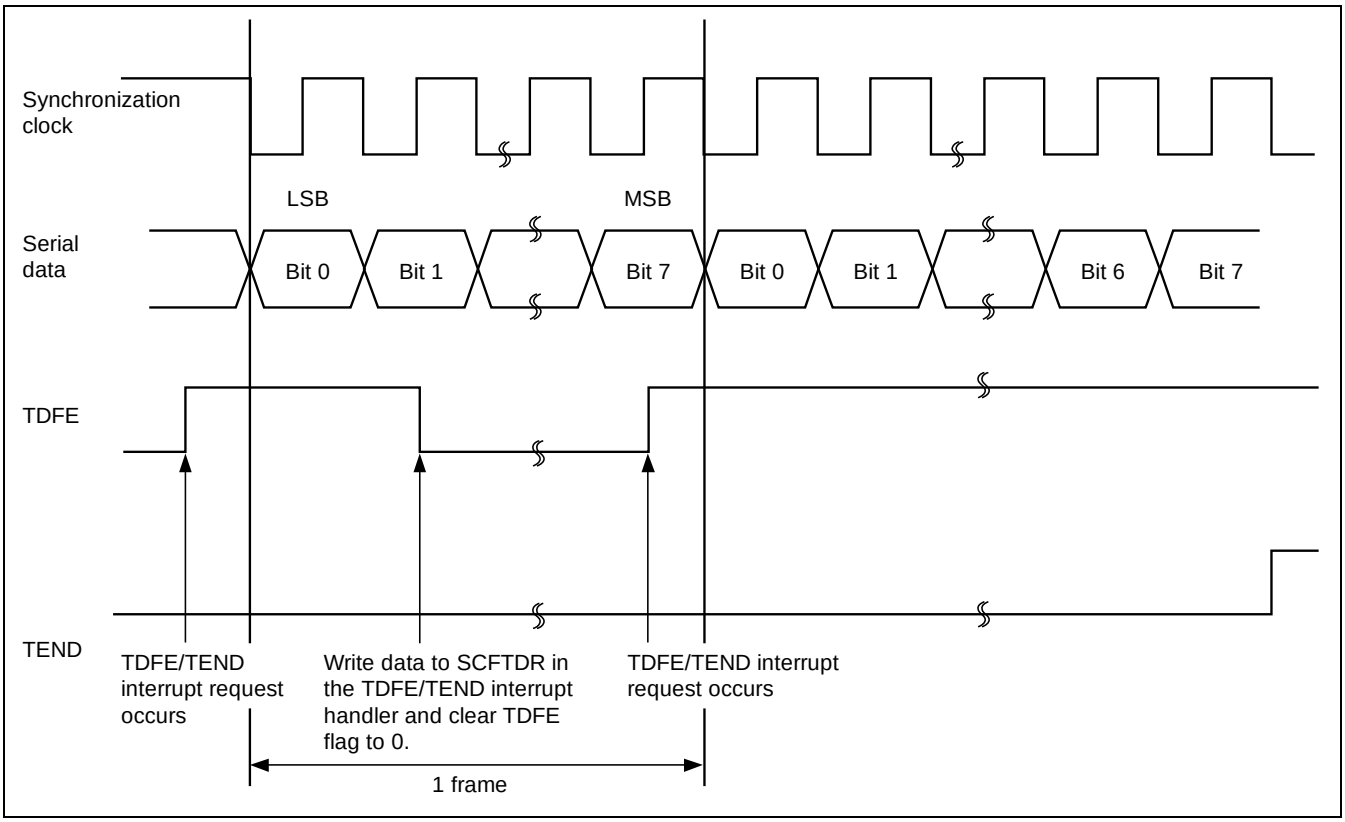


Figure 50.19 Example of SCIF Serial Transmission in Clock Synchronous Mode

(c) Serial Data Reception (Clock Synchronous Mode)

Figures 50.20 and 50.21 show sample flowcharts for serial reception.

The SCIF reception should be enabled before taking the following steps for serial data reception.

When switching operating mode from asynchronous mode to clock synchronous mode without initializing the SCIF, check that the ORER, PER3 to PER0, and FER3 to FER0 flags are cleared to 0.

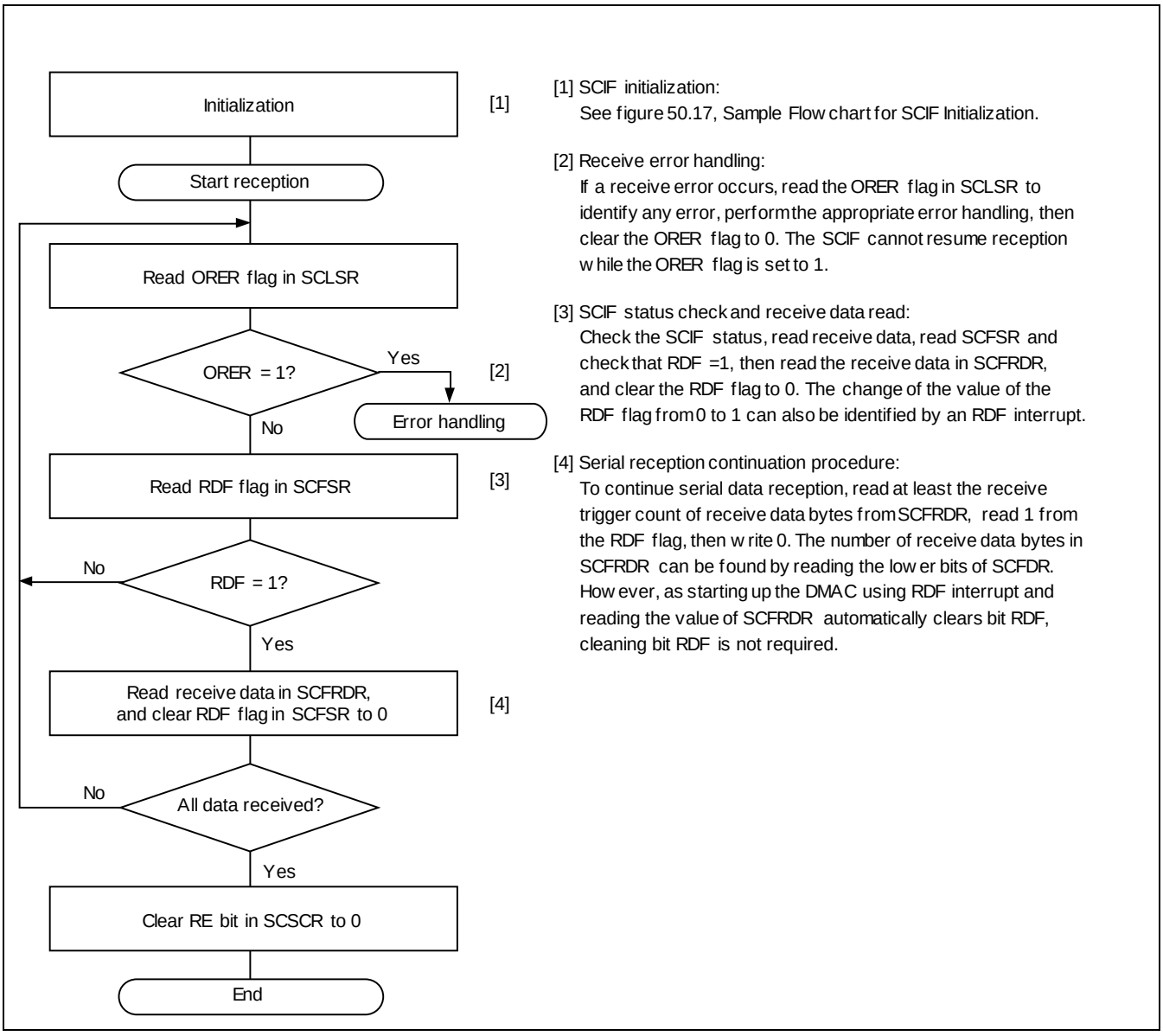


Figure 50.20 Sample Flowchart for Serial Data Reception

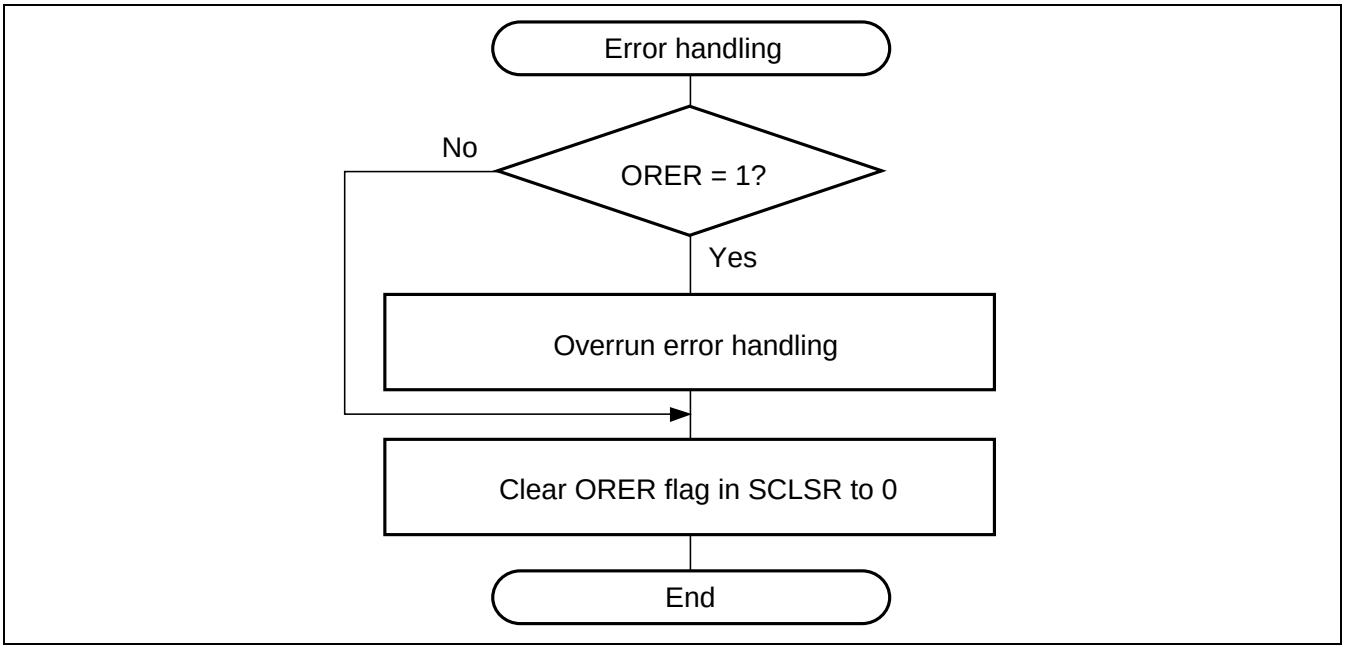


Figure 50.21 Sample Flowchart for Serial Data Reception

In serial data reception, the SCIF operates as described below:

1. The SCIF starts receiving data in synchronization with synchronization clock input or output.
2. The SCIF stores receive data in SCRSR in LSB-to-MSB order.
   After receiving the data, the SCIF first checks if the receive data can be transferred from SCRSR to SCFRDR, then starts storing the receive data in SCFRDR.
   If the SCIF detects an overrun error, the SCIF cannot receive subsequent data.
3. If the RDF flag changes to 1 while the RIE bit in SCSCR is 1, a receive-FIFO-data-full interrupt (RDF) request occurs. If the ORER flag changes to 1 while the RIE or REIE bit in SCSCR is 1, a break interrupt (BRI) request occurs.

Figure 50.22 shows an example of SCIF reception in clock synchronous mode.

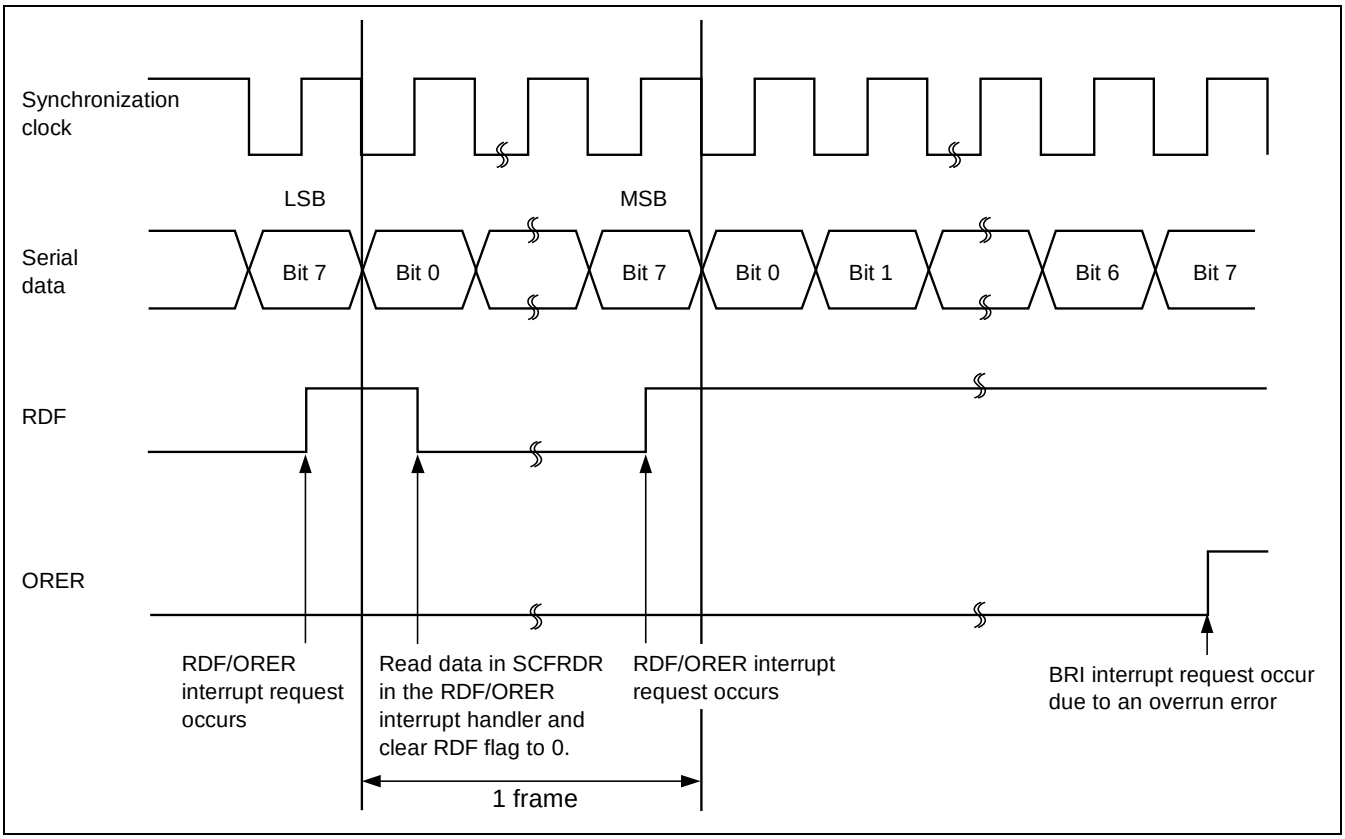


Figure 50.22 Example of SCIF Reception in Clock Synchronous Mode

(d) Simultaneous Serial Data Transmission/Reception (Clock Synchronous Mode)

Figure 50.23 shows a sample flowchart for simultaneous serial data transmission/reception.

The SCIF transmission and reception should be enabled before taking the following steps for simultaneous serial data transmission/reception.

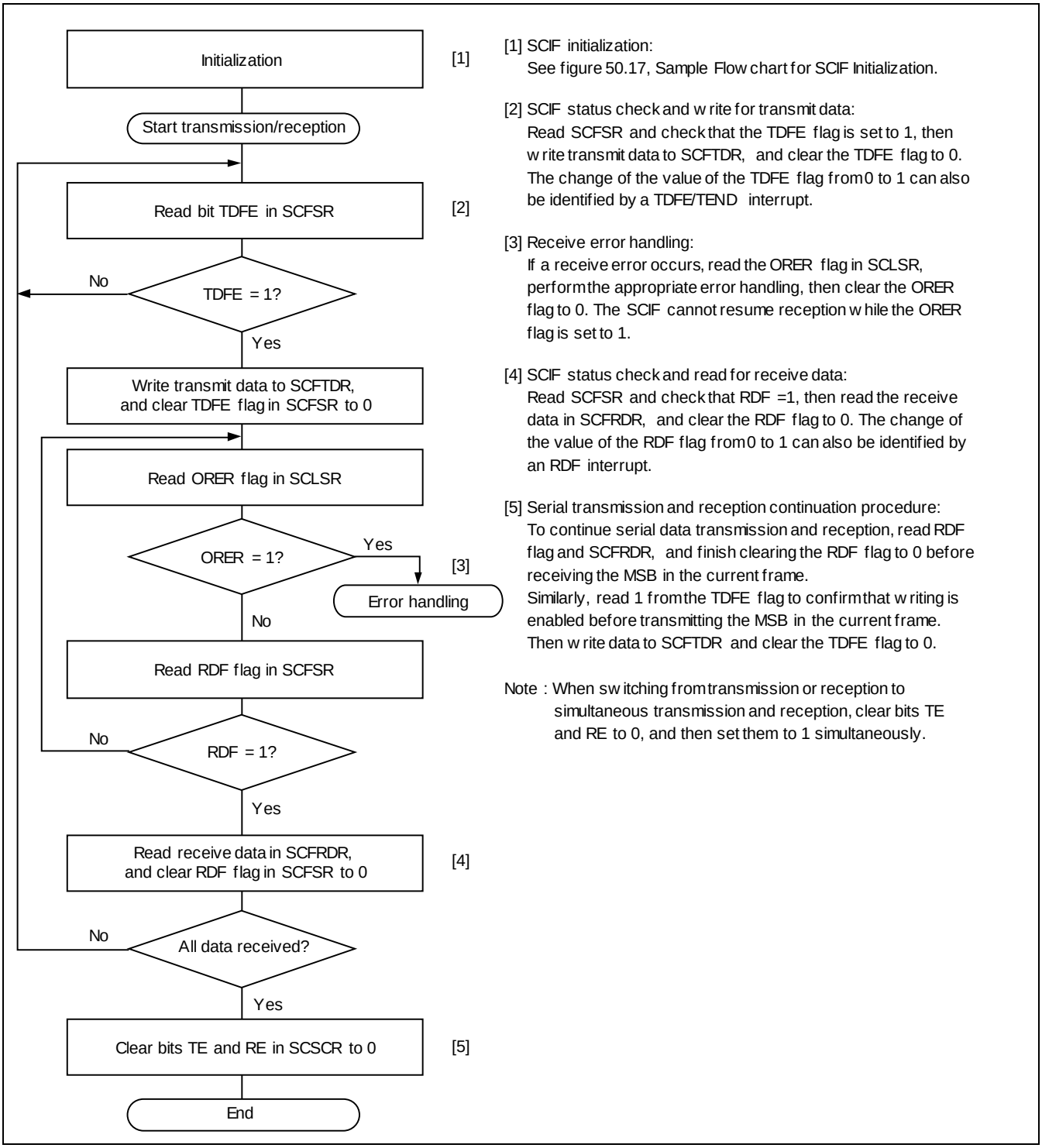


Figure 50.23 Sample Flowchart for Simultaneous Serial Data Transmission/Reception

50.3.3 Baud Rate Generator for External Clock (BRG)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

(1) Overview

The SCIF incorporates a baud rate generator for external clock (abbreviated as BRG, hereafter). The BRG supplies a sampling clock (BRGCLK) to the SCIF core by dividing the external clock SC_CLK (selectable between SCIF_CLK and SCKi) by 1 to $2^{16} - 1$. In addition, the BRG switches the output between the external clock SCK and divided clock.

Figure 50.24 shows a block diagram of the BRG.

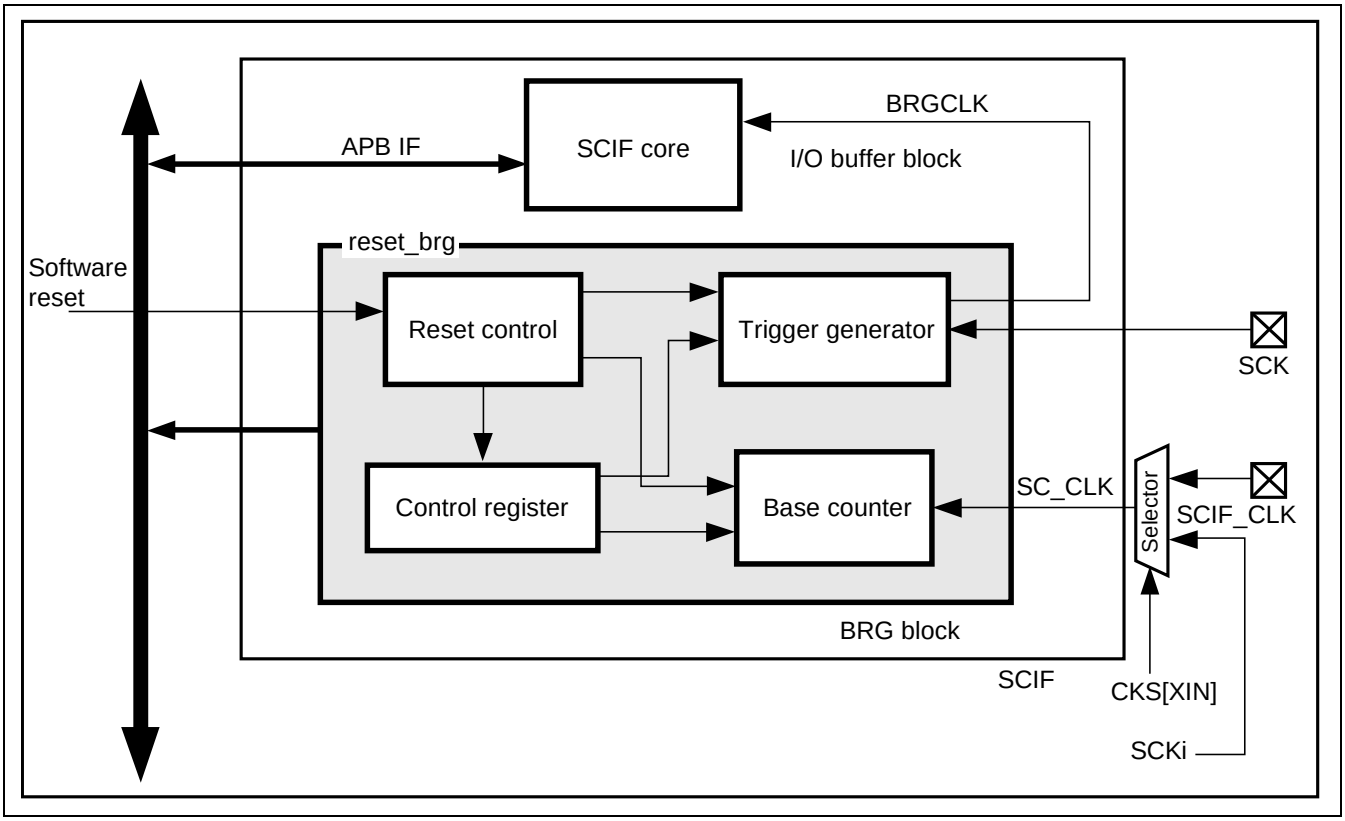


Figure 50.24 BRG Block Diagram

(a) Reset Controller:

The reset controller handles resetting the control register, base counter, and trigger generator.

(b) Control Register:

The control register has the frequency division register and clock select register.

(c) Base Counter:

The base counter is a 16-bit CLK synchronization counter that is used to determine the timing for generating a frequency divided clock.

(d) Trigger Generator:

The trigger generator generates rising-edge/falling-edge triggers for a frequency divided clock with the timing according to values of the frequency division register and base counter. The triggers are used to generate the frequency divided clock. In addition, the trigger generator switches the output between the SCK (external clock input) and frequency divided clock.

(2) Register Configuration

Table 50.9 shows the registers in the BRG block.

Table 50.9 List of Registers

Name	Abbreviation	R/W	Initial Value	Relative Address	Access Size
Frequency division register	DL	R/W	H'0000	H'30	16
Clock select register	CKS	R/W	H'0000	H'34	16

(3) Frequency Division Register (DL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register specifies the value of frequency division for the frequency divided clock generated by the BRG.

This register supports a 16-bit binary format that allows specifying a value in the rage of 1 to 65535.

Setting all 0s in this register makes the BRG output the frequency divided clock at the low level.

The value of frequency division is given by the following formula:

The value of frequency division = (clock input frequency)/ (required baud rate × 16)

Table 50.10 shows how to use the baud rate generator with a 3.6864-MHz crystal resonator.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DL[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 0	DL[15:0]	All 0	R/W	Specifies a division value of frequency clock generated in BRG. The value settings enabled in the range of 1 to 65535.

Table 50.10 Baud Rate (3.6864-MHz clock)

Baud Rate	Value of Frequency Division	Error Rate (*)
50	4608	—
75	3072	—
110	2095	–0.022
134.5	1713	0.001
150	1536	—
300	768	—
600	384	—
1200	192	—
1800	128	—
2000	115	0.174
2400	96	—
3600	64	—
4800	48	—
7200	32	—
9600	24	—
14400	16	—
19200	12	—
38400	6	—
76800	3	—
115200	2	—

Note: —: Indicates that the error rate is 0.

(4) Clock Select Register (CKS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register switches the output between the frequency divided clock and specifies a source clock for the external baud rate.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CKS	XIN	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15	CKS	B’0	R/W	This bit switches the output between the frequency divided clock (SC_CLK) and external clock (SCK). 0: Selects the frequency divided clock. 1: Selects the external clock.
14	XIN	B’0	R/W	Selects the baud rate generator clock source for the external clock between SCIF_CLK and SCKi. 0: Selects the external clock (SCIF_CLK). 1: Selects the internal clock (SCKi).
13 to 0	—	All 0	R	Reserved These bits are always read as 0. Only 0 should be written to these bits.

(5) Restrictions in BRG

Notes on Setting Frequency Division Register

1. For the initial setting of the register after a reset, at least one bit of waiting period is required to secure the clock stabilization time.
   (Example) One bit period when DL = 2

   $3.68\ (\text{MHz}) \times 1/2 \times 1/16 = 0.115\ (\text{MHz}) \rightarrow 8695\ (\text{ns})$

2. For modifying the register value after the setting stated in <1> above, at least one bit of waiting period at the maximum bit rate (DL = '65535') is required.
   The SCIF registers and BRG registers should be set as the following table:

- Asynchronous mode (SC_CLK external input)

SCIF		BRG	
Register Name	**Setting Value**	**Register Name**	**Setting Value**
SCSMR.C/A#	B’0	CKS	H’0000
SCSCR.CKE[1:0]	B’10	DL	H’0001 to H’FFFF

- Asynchronous mode (SCK external input)

SCIF		BRG	
Register Name	**Setting Value**	**Register Name**	**Setting Value**
SCSMR.C/A#	B’0	CKS	H’8000
SCSCR.CKE[1:0]	B’10	DL	Don’t care

- Clock synchronous mode (external input)

SCIF		BRG	
Register Name	**Setting Value**	**Register Name**	**Setting Value**
SCSMR.C/A#	B’1	CKS	H’8000
SCSCR.CKE[1:0]	B’10	DL	Don’t care

- Asynchronous mode (SC_CLK internal input)

SCIF		BRG	
Register Name	**Setting Value**	**Register Name**	**Setting Value**
SCSMR.C/A#	B’0	CKS	H’4000
SCSCR.CKE[1:0]	B’10	DL	H’0001 to H’FFFF

3. The register settings for the baud rate generator for external clock should be made before starting initialization of the SCIF.

50.3.4 SCIF Interrupt Sources and the DMAC

If the DMAC is used for transmission/reception, set and enable the DMAC before setting the SCIF.

Transmission Interrupts and DMA Transfer:

If the TDFE/TEND flag in SCFSR is set to 1 when the TDFE/TEND interrupt is enabled by the TIE bit, a TDFE/TEND interrupt request and a transmit-FIFO-data-empty DMA transfer request will occur. If the TDFE/TEND flag is set to 1 when TDFE/TEND interrupt is disabled by the TIE bit, only the transmit-FIFO-data-empty DMA transfer request will occur. (A transmit-FIFO-data-empty DMA transfer request is generated when the TDFE flag is set while TEIE is 0, or when the TEND flag is set while TEIE is 1. DMA transfer requests are not affected by the TEIE bit.)

When TDFE/TEND interrupt requests are enabled, the interrupt requests are cleared by the DMAC regardless of the interrupt handling program.

Reception Interrupts and DMA Transfer:

If the RDF/DR flag in SCFSR is set to 1 when RDF/DR interrupt is enabled by the RIE bit, an RDF/DR interrupt request occurs. If the RDF/DR flag is set to 1, a receive-FIFO-data-full DMA transfer request occurs. If the RDF/DR flag is set to 1 when RDF/DR interrupt is disabled by the RIE bit, and only a receive-FIFO-data-full DMA transfer request occurs and DMAC can be activated to perform data transfer.

Setting the RIE bit in SCSCR to 0 and the REIE it to 1 generates the ER/BRK/ORER interrupt requests without generating RDF/DR interrupt requests. When the BRK flag in SCFSR or the ORER flag in SCLSR is set to 1, BRK/ORER interrupt requests occur.

If the TO flag is set to 1 in SCLSR when TO interrupts are enabled by the TOIE bit, TO interrupt requests occur.

DR/TO interrupt requests generated by setting the DR or TO flag to 1 or receive-FIFO-data-full DMA transfer requests occur only in asynchronous mode.

When DR/TO interrupt requests are enabled to be issued, interrupt requests generated by the DR flag are cleared by the DMAC regardless of the interrupt handling program, however, those generated by the TO flag are not cleared by the DMAC. Therefore, the TO flag interrupt requests need to be cleared with the interrupt handling program. (The DR and TO flags are set at the same time, but cleared separately.)

Table 50.11 SCIF Interrupt Sources

Interrupt Source	DMAC Activation	Priority on Reset Release
Interrupts generated by receive error flag (ER)	Disabled	High
Interrupts generated by receive-FIFO-data-full (RDF), receive-data-ready (DR) or timeout (TO) *	Enabled	↕
Interrupts generated by break (BRK) or overrun error (ORER)	Disabled	↕
Interrupts generated by transmit FIFO data empty (TDFE)	Enabled	Low

Note: * RXI interrupts by means of the DR or TO flag are available only in asynchronous mode.

50.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Note the following on use of the SCIF.

50.4.1 Break Detection and Operation

Break signals can also be detected by reading the RX pin value directly when a framing error (FER) is detected. In the break state, the input values from the RX pin are all 0s. So, the parity error flag (PER) may be set after the FER flag is set to 1.

Although the SCIF stops receive data transfer to SCFRDR after detecting a break, it continues data reception.

50.4.2 Sending a Break Signal

The input/output condition and level of the TX pin are determined by the SPB2IO and SPB2DT bits in SCSPTR. This enables to send a break signal.

The pin does not function as the TX pin from the initialization of the serial transmitter to setting of the TE bit (enabling transmission). In this period, the marked state is substituted by the value of the SPB2DT bit. Therefore, the SPB2IO and SPB2DT bits should be set to 1 (designating output and high level) beforehand.

To send a break signal during serial transmission, clear the SPB2DT bit to 0 (low level), and then clear the TE bit to 0 (halting transmission). When the TE bit is cleared, the transmitter is initialized regardless of the current transmission state, and the TX pin outputs 0.

50.4.3 Data Sampling Timing and Reception Margin in Asynchronous Mode

In asynchronous mode, the SCIF operates on the base clock with a frequency 16 times the bit rate.

In reception, the SCIF performs the internal synchronization by sampling the fall edge of the start bit using the base clock. In addition, the SCIF takes receive data at the rising edge of the eighth pulse on the base clock.

Figure 50.25 shows the timing of this operation.

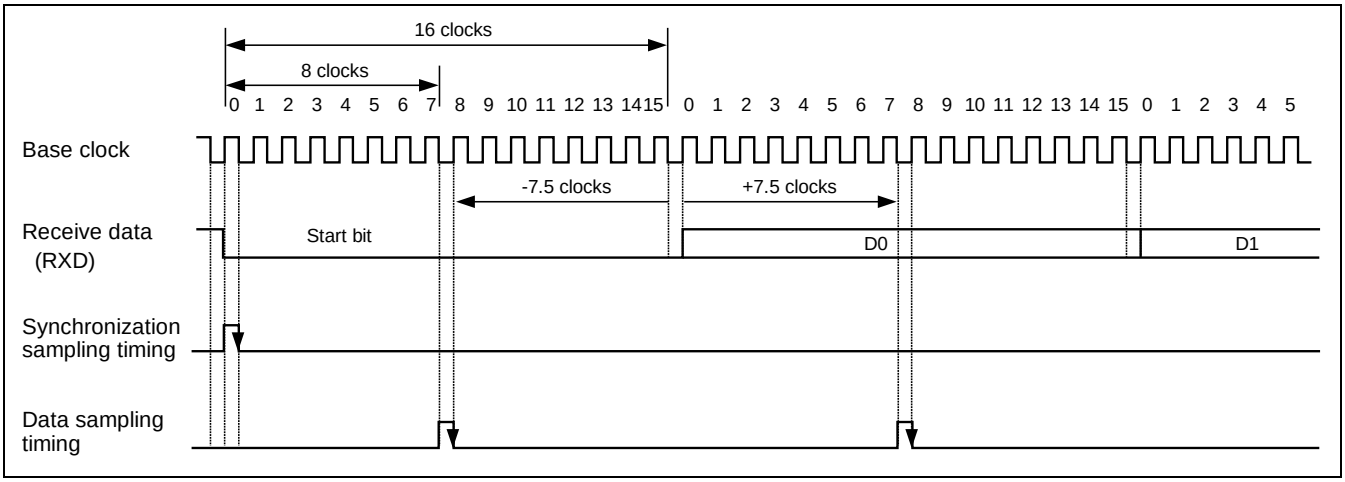


Figure 50.25 Timing Chart of Receive Data Sampling

The reception margin in asynchronous mode is given by formula (1).

$$M = \left| (0.5 - \frac{1}{2N}) - (L - 0.5)F - \frac{|D - 0.5|}{N}(1 + F) \right| \times 100\% \quad \text{Expression (1)}$$

M: Receive margin (%)

N: Ratio of bit rate to clock (N = 16)

D: Clock duty (D = 0 to 1.0)

L: Frame length (L = 9 to 12)

F: Absolute value of clock frequency deviation

Assuming F = 0 and D = 0.5 for expression (1), the reception margin obtained with expression (2) is 46.875% as shown below:

Assuming D = 0.5 and F = 0

$M = (0.5 - 1/(2 \times 16)) \times 100\%$

$= 46.875\%$ ……expression (2)

This is a theoretical value. A reasonable margin allowed in system designs is 20% to 30%.

50.4.4 Reception Margin and Baud Rate Error

The value of 46.875% obtained by the above expression (2) indicates the reception margin when the baud rate error is 0 (F = 0). If there is no error in the reception and transmission baud rates, reception is possible even with misalignment of approx. 1/2 bit. If there is an error in the reception and transmission baud rates, the errors are accumulated up to the stop bit reception, which reduces the reception margin. The allowable baud rate error can be obtained by modifying the F in expression (1). When D= 0.5:

$F = \{(15/32 - M)/(L - 0.5)\} \times 100\ (\%)$……expression (3)

By using expression (3), the relationship between the allowable error and reception margin with the frame length = 12 can be summarized as follows:

Allowed Error (%)	Reception Margin (%)
4.07	0
3.64	5
3.20	10
2.33	20
1.46	30

51. High Speed Serial Communication Interface with FIFO (HSCIF)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

51.1 Overview

The Second generation RZ/G series products have a high speed serial communication interface with built-in FIFO buffers (high-speed serial communication interface with FIFO: HSCIF) that handles asynchronous communication. The HSCIF has two 128-stage FIFO buffers separately for transmission and reception, which enables fast, efficient, and uninterrupted communication. RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E have 5 channels of HSCIF. All functions of each channel are same.

Internal clock:

— RZ/G2H: S3D1ϕ
— RZ/G2M V1.3: S3D1ϕ
— RZ/G2M V3.0: S3D1ϕ
— RZ/G2N: S3D1ϕ.
— RZ/G2E: S3D1Cϕ.

51.1.1 Features

The HSCIF has the following features.

- Asynchronous serial communication mode
  The HSCIF performs serial data communication based on a character-by-character asynchronous system. This feature enables serial data communication with standard asynchronous communication chips that support universal asynchronous receiver/transmitter (UART) or asynchronous communication interface adapter (ACIA). There is a choice of eight serial data transfer formats.
  — Data length: 7 or 8 bits
  — Stop bit length: 1 or 2 bits
  — Parity: Even/odd/none
  — Receive error detection: Parity, framing, and overrun errors
  — Break detection:
    A break is detected when a framing error lasts for more than 1 frame length at space 0 (low level).
    When a framing error occurs, a break can also be detected by reading the HRX pin level directly from the serial port register (HSSPTR).
  — Sampling rate: Variable (integer number from 8 to 32)
- Capable of full-duplex communication
  The HSCIF has an independent transmitter and receiver that enable simultaneous transmission and reception. The transmitter and receiver both have a 128-stage FIFO buffer structure, enabling continuous serial data transmission and reception.
- On-chip baud rate generator, enabling any bit rate to be selected
  The HSCIF enables choice of a clock source for transmission/reception: a clock from the on-chip baud rate generator based on the internal clock or an external clock.
- Eight interrupt sources
  The HSCIF has eight types of interrupt sources: receive-data-ready, receive-FIFO-data-full, break detection, transmit-FIFO-data-empty, transmit-end, receive-error, overrun-error and time-out, and enables any of them to be requested independently.

- DMA data transfer

  When the transmit FIFO register is empty or the receive FIFO register has received data, issuing a DMA transfer request activates the DMA controller (DMAC) to execute a data transfer.
- Modem control functions (HRTS# and HCTS#) are stored.
- The amount of data in the transmit/receive FIFO registers and the number of receive errors in receive data in the receive FIFO register are available.
- A receive data ready (DR) or a timeout error (TO) can be detected during reception.

51.1.2 Block Diagram

Figure 51.1 shows the HSCIF block diagram.

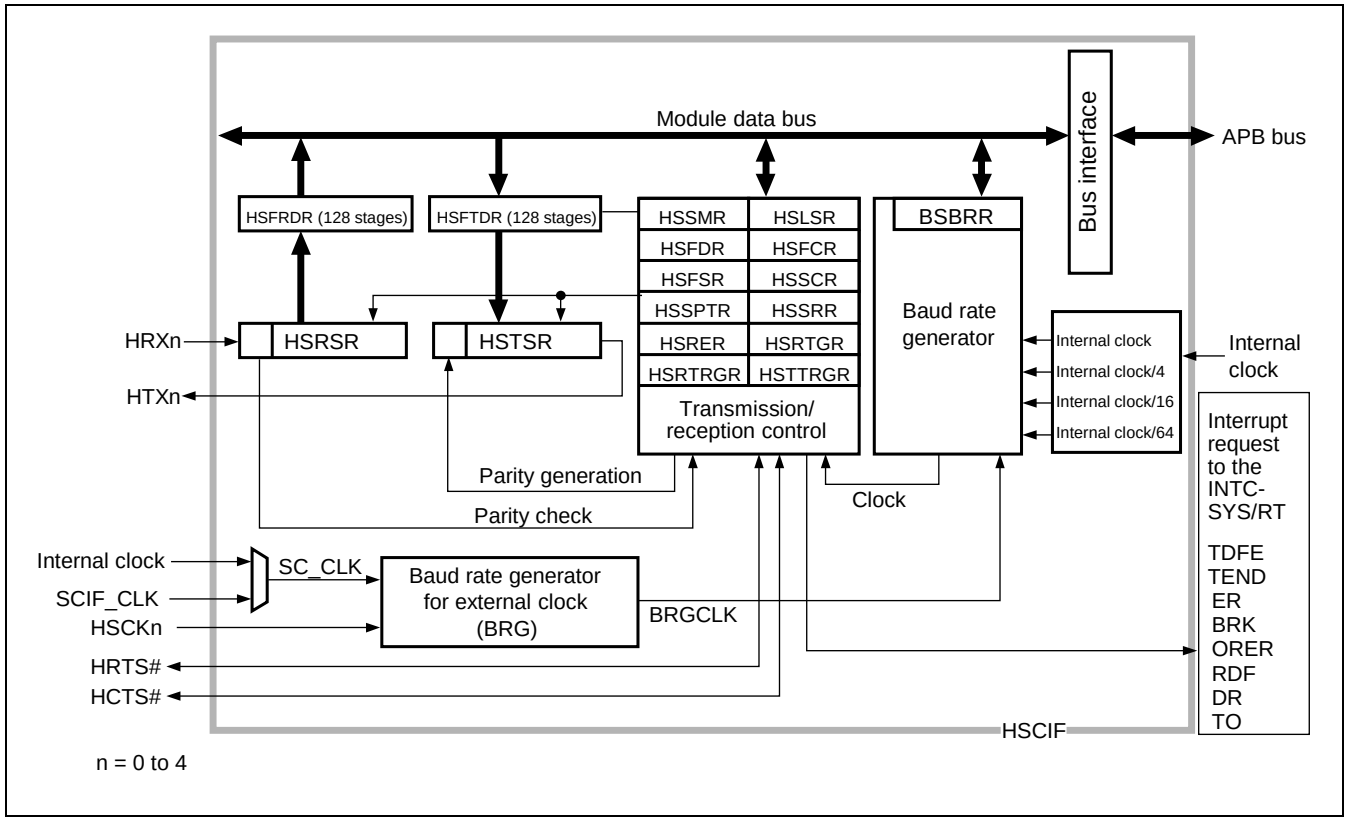


Figure 51.1 HSCIF Block Diagram

[Legend]

HSRSR: Receive shift register
HSFRDR: Receive FIFO data register
HSTSR: Transmit shift register
HSFTDR: Transmit FIFO data register
HSSMR: Serial mode register
HSSCR: Serial control register
HSFSR: Serial status register
HSBRR: Bit rate register
HSSPTR: Serial port register
HSFCR: FIFO control register
HSFDR: FIFO data count register
HSLSR: Line status register
HSSRR: Sampling rate register
HSRER: Serial error register
HSRTGR: RTS output active trigger register
HSRTRGR: Receive FIFO data count trigger register
HSTTRGR: Transmit FIFO data count trigger register

51.1.3 External Pins

Table 51.1 shows the HSCIF pin configuration. These pins are multiplexed in other functions, so that the usage of the pins are may be restricted depending on the multiplexed pin settings.

Table 51.1 Pin Configuration

					Second Generation RZ/G Series Products			
Name	**Abbreviation**	**Function**	**I/O**	**Descriptions**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
HSCK0	HSCK	Serial clock pin	Input	Clock Input	√	√	√	√
HSCK1		Serial clock pin	Input	Clock Input	√	√	√	√
HSCK2		Serial clock pin	Input	Clock Input	√	√	√	√
HSCK3		Serial clock pin	Input	Clock Input	√	√	√	√
HSCK4		Serial clock pin	Input	Clock Input	√	√	√	√
HRX0	HRX	Receive data pin	Input	Receive data input	√	√	√	√
HRX1		Receive data pin	Input	Receive data input	√	√	√	√
HRX2		Receive data pin	Input	Receive data input	√	√	√	√
HRX3		Receive data pin	Input	Receive data input	√	√	√	√
HRX4		Receive data pin	Input	Receive data input	√	√	√	√
HTX0	HTX	Transmit data pin	Output	Transmit data output	√	√	√	√
HTX1		Transmit data pin	Output	Transmit data output	√	√	√	√
HTX2		Transmit data pin	Output	Transmit data output	√	√	√	√
HTX3		Transmit data pin	Output	Transmit data output	√	√	√	√
HTX4		Transmit data pin	Output	Transmit data output	√	√	√	√
HCTS0#	HCTS#	Modem control pin	I/O	Transmission enabled	√	√	√	√
HCTS1#		Modem control pin	I/O	Transmission enabled	√	√	√	√
HCTS2#		Modem control pin	I/O	Transmission enabled	√	√	√	√
HCTS3#		Modem control pin	I/O	Transmission enabled	√	√	√	√
HCTS4#		Modem control pin	I/O	Transmission enabled	√	√	√	√
HRTS0#	HRTS#	Modem control pin	I/O	Transmission request	√	√	√	√
HRTS1#		Modem control pin	I/O	Transmission request	√	√	√	√
HRTS2#		Modem control pin	I/O	Transmission request	√	√	√	√
HRTS3#		Modem control pin	I/O	Transmission request	√	√	√	√
HRTS4#		Modem control pin	I/O	Transmission request	√	√	√	√
SCIF_CLK	SCIF_CLK	Baud rate generation clock pin	Input	Clock for input to the baud rate generator for the external clock	√	√	√	√

Note: These pins are made to function as serial pins by setting up HSCIF operation using bits TE, RE, CKE[1:0] in HSSCR, and bit MCE in HSFCR. HSSPTR of the HSCIF can be used to handle the transmission and detection of break states.

51.1.4 Register Configuration

Table 51.2 shows the registers in the HSCIF. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined.

Table 51.2 Register Configuration

Register Name	Abbreviation	R/W	Value after Reset	Offset From Base Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Serial mode register	HSSMR	R/W	H'0000	H'00	16	√	√	√	√
Bit rate register	HSBRR	R/W	H'FF	H'04	8	√	√	√	√
Serial control register	HSSCR	R/W	H'0000	H'08	16	√	√	√	√
Transmit FIFO data register	HSFTDR	—/WB	Undefined	H'0C	8	√	√	√	√
Serial status register	HSFSR	R/WC0*1	H'0060	H'10	16	√	√	√	√
Receive FIFO data register	HSFRDR	R	Undefined	H'14	8	√	√	√	√
FIFO control register	HSFCR	R/W	H'0000	H'18	16	√	√	√	√
FIFO data count register	HSFDR	R	H'0000	H'1C	16	√	√	√	√
Serial port register	HSSPTR	R/W	H'00XX*3	H'20	16	√	√	√	√
Line status register	HSLSR	R/WC0*2	H'0000	H'24	16	√	√	√	√
Sampling rate register	HSSRR	R/W	H'000F	H'40	16	√	√	√	√
Serial error register	HSRER	R	H'0000	H'44	16	√	√	√	√
RTS output active trigger register	HSRTGR	R/W	H'000F	H'50	16	√	√	√	√
Receive FIFO data count trigger register	HSRTRGR	R/W	H'0001	H'54	16	√	√	√	√
Transmit FIFO data count trigger register	HSTTRGR	R/W	H'0008	H'58	16	√	√	√	√

Notes: 1. Only 0 can be written to clear the flags. Bits 15 to 8, 3, and 2 are read-only bits and cannot be modified.
2. Only 0 can be written to clear the flags. Bits 15 to 3, and 1 are read-only bits and cannot be modified.
3. The initial values of HSSPTR bits 6, 4, 2, and 0 are undefined.

Channel No.	Base Address	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	H'E654_0000	√	√	√	√
1	H'E655_0000	√	√	√	√
2	H'E656_0000	√	√	√	√
3	H'E66A_0000	√	√	√	√
4	H'E66B_0000	√	√	√	√

51.2 Register Description

Registers in the HSCIF are allocated to and arranged in the address space of the internal bus.

[Legend for Register Description]

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.

R: Read-only. When the bit is reserved, the write value should always be 0. Writing 1 to these bits can cause a malfunction of HSCIF.

—/WB: Write-only. The read value is undefined.

51.2.1 Receive Shift Register (HSRSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSRSR is a register that receives serial data.

The HSCIF sets serial data input to the HSRSR from the HRX pin in the order received, starting with the LSB (bit 0), and converts it to parallel data. When one byte of data has been received, it is transferred to the receive FIFO register HSFRDR, automatically.

HSRSR cannot be read from and written to by the CPU.

Bit:	7	6	5	4	3	2	1	0
Initial value:	—	—	—	—	—	—	—	—
R/W:	—	—	—	—	—	—	—	—

51.2.2 Receive FIFO Data Register (HSFRDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSFRDR is a 128-stage FIFO register that stores received serial data.

When HSCIF has received one byte of serial data, it transfers the received data from the receive shift register (HSRSR) to HSFRDR for storage, and reception is thus completed. HSRSR is then ready for reception, and is capable of receiving up to 128 consecutive bytes of data before HSFRDR is full.

HSFRDR is a read-only register and cannot be modified by the CPU. Note that the read value will be undefined while there is no receive data in HSFRDR. When HSFRDR is full of receive data, subsequent serial data is lost.

HSFRDR is read as an undefined value after a power-on reset.

Bit:	7	6	5	4	3	2	1	0
Initial value:	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R

51.2.3 Transmit Shift Register (HSTSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSTSR is a register that transmits serial data.

To perform serial data transmission, the HSCIF first transfers transmit data from the transmit fifo data register (HSFTDR) to HSTSR, and then sends the data to the HTX pin starting with the LSB (bit 0). When transmission of one byte is completed, the HSCIF transfers the next transmit data from HSFTDR to HSTSR automatically, then starts transmission.

HSTSR cannot be read from and written to directly by the CPU.

Bit:	7	6	5	4	3	2	1	0
Initial value:	—	—	—	—	—	—	—	—
R/W:	—	—	—	—	—	—	—	—

51.2.4 Transmit FIFO Data Register (HSFTDR)

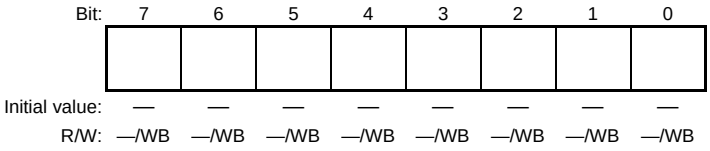
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSFTDR is an 8-bit FIFO register of 128 stages that stores data for serial transmission.

If HSTSR is empty after transmit data has been written to HSFTDR, the HSCIF transfers the data from HSFTDR to HSTSR and starts serial transmission.

HSFTDR is a write-only register and cannot be read from by the CPU. Writing further data to HSFTDR is no longer possible when it is full. Attempts at writing data to the register in this situation are ignored.

HSFTDR is read as an undefined value on a power-on reset.



51.2.5 Serial Mode Register (HSSMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	CHR	PE	O/E#	STOP	—	CKS[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R/W	R/W

HSSMR is a 16-bit register that sets the HSCIF's serial transfer format and selects the baud rate generator clock source.

HSSMR can always be read from and written to by the CPU.

HSSMR is initialized to H'0000 by a power-on reset.

Bit	Bit Name	Initial Value	R/W	Description
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6	CHR	B’0	R/W	Character Length Selects 7 or 8 bits for data length. When the 7-bit data is selected, the MSB (bit 7) in the transmit FIFO data register (HSFTDR) is not transmitted. 0: 8 bits 1: 7 bits
5	PE	B’0	R/W	Parity Enable Determines whether parity bit is added in transmission or not, and parity bit is checked in reception or not. When bit PE is set to 1, the parity (even or odd) specified by bit O/E# is added to transmit data. In reception, the parity bit is checked for the parity (even or odd) specified by bit O/E#. 0: Disables parity bit addition and check. 1: Enables parity bit addition and check.
4	O/E#	B’0	R/W	Parity Mode Selects either even or odd parity to use in parity addition and check. The O/E# bit setting is valid only when bit PE is set to 1, enabling parity bit addition and check. 0: Even parity 1: Odd parity When even parity is set, the parity bit is added in transmission so that the total number of 1-bit in the transmit character plus the parity bit is even. In reception, a check is performed to see if the total number of 1-bit in the receive character plus the parity bit is even. When odd parity is set, the parity bit is added in transmission so that the total number of 1-bit in the transmit character plus the parity bit is odd. In reception, a check is performed to see if the total number of 1-bit in the receive character plus the parity bit is odd.

Bit	Bit Name	Initial Value	R/W	Description
3	STOP	B'0	R/W	Stop Bit Length Selects 1 bit or 2 bits as the stop bit length. In reception, only the first stop bit is checked, regardless of the STOP bit setting. If the second stop bit is 1, it is treated as a stop bit. If it is 0, it is treated as the start bit of the next transmits character. 0: 1 stop bit*1 1: 2 stop bits*2 Notes: 1. In transmission, high level of 1 bit (stop bit) is added to the end of a transmit character before it is sent. 2. In transmission, high level of 2 bits (stop bits) are added to the end of a transmit character before it is sent.
2	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
1, 0	CKS[1:0]	B'00	R/W	Clock Select 1 and 0 These bits select the clock source for the on-chip baud rate generator. The clock source can be selected from Internal clock, Internal clock/4, Internal clock/16, and Internal clock/64, according to the setting of bits CKS [1:0]. B'00: Internal clock B'01: Internal clock/4 B'10: Internal clock/16 B'11: Internal clock/64

51.2.6 Serial Control Register (HSSCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSSCR is a register that enables or disables transmission/reception by the HSCIF, enables or disables interrupt requests, and selects transmission/reception clock source for the HSCIF.

HSSCR can always be read from and written to by the CPU.

HSSCR is initialized to H'0000 by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TOT[1:0]		—	—	TEIE	—	—	—	TIE	RIE	TE	RE	REIE	TOIE	CKE[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15, 14	TOT[1:0]	B'00	R/W	Set the time for a data ready (DR) or a timeout (TO) to be set in asynchronous mode. B'00: 15 etu* B'01: 31 etu B'10: 47 etu B'11: 63 etu Note: * ETU: Elementary Time Unit (time for transfer of one bit) Equivalent to 1.5 frames with an 8-bit, 1-stop-bit format.
13, 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11	TEIE	B'0	R/W	Transmit End Interrupt Enable When a transmit-end request is enabled by the TIE bit, the TEIE bit selects the source of the transmit end interrupt request from the following: • Setting the TDFE flag in HSFSR • Setting the TEND flag in HSFSR 0: The transmit FIFO data empty (TDFE) interrupt request is used. 1: The transmit end (TEND) interrupt request is used.
10 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
7	TIE	B'0	R/W	Transmit Interrupt Enable Enables or disables a transmit-FIFO-data-empty interrupt (TDFE) request when the TEIE bit in HSSCR is pulled 0, if all of the following conditions are satisfied: • Serial transmit data has been transferred from HSFTDR to HSTSR. • The number of data bytes in HSFTDR is equal to or less than the transmit trigger count. • The TDFE flag in HSFSR is set to 1. Enables or disables a transmit-end interrupt (TEND) request when the TEIE bit of HSSCR is set to 1, if both of the following conditions are satisfied: • Transmission was ended because there is no valid data in HSFTDR when the last bit of the transmit character in HSTSR was transmitted. • The TEND flag of HSFSR is set to 1. 0: When the TEIE bit is 0, disables transmit-FIFO-data-empty interrupt (TDFE) request. When the TEIE bit is 1, disables transmit-end interrupt (TEND) request. 1: When the TEIE bit is 0, enables transmit-FIFO-data-empty interrupt (TDFE) request. When the TEIE bit is 1, enables transmit-end interrupt (TEND) request.
6	RIE	B'0	R/W	Receive Interrupt Enable Enables or disables a receive-FIFO-data-full interrupt request when the RDF flag in HSFSR is set to 1, a receive-data-ready interrupt request when the DR flag in HSFSR is set to 1, a receive-error interrupt request when the ER flag in HSFSR is set to 1, a break interrupt request when the BRK flag in HSFSR is set to 1, and an overrun error interrupt request when the ORER flag in HSLSR is set to 1. 0: Disables receive-FIFO-data-full interrupts (RDF) requests, receive-data-ready interrupt (DR) requests, receive-error interrupt (ER) requests, break interrupt (BRK) requests, and overrun error interrupt (ORER) requests. 1: Enables receive-FIFO-data-full interrupt (RDF) requests, receive-data-ready interrupt (DR) requests, receive-error interrupt (ER) requests, break interrupt (BRK) requests, and overrun error interrupt (ORER) requests.
5	TE	B'0	R/W	Transmit Enable Enables or disables the start of HSCIF serial transmission. The HSCIF starts serial transmission when transmit data is written to the HSFTDR while TE is 1. Before setting TE to 1, set HSSMR and HSFCR to specify the transmission format and reset the transmit FIFO. 0: Disables transmission. 1: Enables transmission.

Bit	Bit Name	Initial Value	R/W	Description
4	RE	B'0	R/W	Receive Enable Enables or disables the start of HSCIF serial reception. When RE is 1, the HSCIF starts serial reception by detecting a start bit. Before setting RE to 1, set HSSMR and HSFCR to specify the reception format and reset the receive FIFO. 0: Disables reception.* 1: Enables reception. Note: * Even if RE is cleared to 0, the DR, ER, BRK, RDF, FER, PER, TO and ORER flags are not affected, and retain their states.
3	REIE	B'0	R/W	Receive Error Interrupt Enable Enables or Disables generation of receive-error interrupt (ER) requests, break interrupt (BRK) requests and overrun-error interrupt (ORER) requests. 0: Disables receive-error interrupt (ER) requests, break interrupt (BRK) requests and overrun-error interrupt (ORER) requests.* 1: Enables receive-error interrupt (ER) requests, break interrupt (BRK) requests and overrun-error interrupt (ORER) requests. Note: * When REIE is 1, ER, BRK or ORER interrupt requests will occur even if RIE is cleared to 0. This setting is used to notify the interrupt controller of ER, BRK, and ORER interrupt requests during DMAC transfer.
2	TOIE	B'0	R/W	Timeout Interrupt Enable Enables or disables generation of timeout interrupt (TO) requests when the TO flag in HSLSR is set to 1. 0: Disables timeout interrupts (TO). 1: Enables timeout interrupts (TO).
1, 0	CKE[1:0]	B'00	R/W	Clock Enable 1 and 0 See Table 51.3 for the bit settings.

Table 51.3 Clock Selection

CKE[1]	CKE[0]	Clock Source	HSCK Pin
B'0	B'0	Internal clock (Internal clock, Internal clock/4, Internal clock/16, and Internal clock/64)	The HSCK pin is not used. The HSCK pin functions as an input pin (input signals are ignored). (Initial value)
B'0	B'1	Prohibited	—
B'1	B'0	Baud rate generator output for external clock or HSCK	When SC_CLK is selected: The HSCK pin is an input pin (input signals are ignored). Set the SC_CLK frequency so that the frequency of BRGCLK is multiplied by the sampling rate.
			When HSCK is selected: The HSCK pin inputs the clock (with the bit rate multiplied by the sampling rate).
	B'1	Prohibited	

Note: It is not allowed to set synchronous communication using SC_CLK for input.

51.2.7 Serial Status Register (HSFSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSFSR is a 16-bit register. The lower 8 bits are status flags that indicate the operating status of the HSCIF, and the upper 8 bits are all reserved.

HSFSR can always be read from and written to by the CPU. However, the flags ER, TEND, TDFE, BRK, RDF, and DR cannot be written by 1. The FER and PER flags are read-only flags and cannot be modified.

HSFSR is initialized to H'0060 by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ER	TEND	TDFE	BRK	FER	PER	RDF	DR
Initial value:	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/WC0	R/WC0	R/WC0	R/WC0	R	R	R/WC0	R/WC0

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	ER	B’0	R/WC0	Receive Error Indicates that a framing error or a parity error has occurred in reception. The ER flag is not affected by an error and retains its previous state when the RE bit is 0 in HSSCR. If a receive error occurs, receive data will be transferred to HSFRDR and reception operation will be continued. Whether there is a receive error in data read from HSFRDR can be determined by the FER and PER bits in HSFSR. 0: Indicates that no framing or parity error has occurred in reception. [Clearing conditions] • A power-on reset is executed. • 0 is written to ER. 1: Indicates that a framing error or a parity error has occurred in reception. [Setting conditions] • The HSCIF checks whether the stop bit at the end of receive data is 1, but the stop bit is 0.* • The number of 1-bit in receive data plus the parity bit does not match the parity setting (even or odd) specified by the O/E# bit in HSSMR during reception. Note: * In the 2-stop-bit mode, only the first stop bit is checked that the value is 1; the second stop bit is not checked.

Bit	Bit Name	Initial Value	R/W	Description
6	TEND	B'1	R/WC0	Transmit End Indicates that transmission has been ended because there was no valid data in HSFTDR when the last bit of the transmit character was transmitted. 0: Indicates that transmission is in progress. [Clearing conditions] • Transmit data is written to HSFTDR, and 0 is written to TEND. • Data is written to HSFTDR by the DMAC. 1: Indicates that transmission has been ended. [Setting conditions] • A power-on reset is executed. • The TE bit in HSSCR is 0. • There is no transmission data in HSFTDR when the last bit of a 1-byte serial transmission character is transmitted.
5	TDFE	B'1	R/WC0	Transmit FIFO Data Empty Indicates that the HSCIF has transferred data from HSFTDR to HSTSR, the number of data bytes in HSFTDR becomes equal to or less than the transmit trigger count specified by the HSTTRGR, and HSFTDR is ready to be written by new transmit data. HSFTDR is a 128-byte FIFO register. The maximum number of bytes that can be written to when TDFE = 1 is "128 − [the transmit trigger count]". If data exceeding this value is attempted to be written, the data will be ignored. The number of data bytes in HSFTDR is indicated by the upper bits of HSFDR. If the number of data written in HSFTDR is equal to or less than the transmit trigger count, this bit will be set to 1 even if it is cleared to 0 after it is read as 1. 0: Indicates that the number of transmit data written to HSFTDR exceeds the transmit trigger count. [Clearing conditions] • Transmit data exceeding the specified transmit trigger count have been written to HSFTDR, and 0 is written to TDFE. • Transmit data exceeding the specified transmit trigger count have been written to HSFTDR by the DMAC. 1: Indicates that the number of transmit data in HSFTDR is equal to or less than the transmit trigger count. [Setting conditions] • A power-on reset is executed. • The number of transmit data in HSFTDR is equal to or less than the transmit trigger count after transmission.

Bit	Bit Name	Initial Value	R/W	Description
4	BRK	B’0	R/WC0	Break Detect Indicates that a receive data break signal has been detected. If a break signal is detected, receive data (H'00) transfer to HSFRDR is stopped. After the break is canceled and the receive signal returns to 1, the receive data transfer resumes. 0: Indicates that no break signal has been received. [Clearing conditions] • A power-on reset is executed. • 0 is written to BRK. 1: Indicates that a break signal has been received. [Setting condition] • Data with a framing error is received, followed by the space "0" (low level) for at least one frame length.
3	FER	B’0	R	Framing Error Indicates that a framing error has been found in the data that is to be read next from HSFRDR. 0: Indicates that there is no framing error in the receive data that is to be read from HSFRDR. [Clearing conditions] • A power-on reset is executed. • There is no framing error in the data that is to be read next from HSFRDR. 1: Indicates that there is a framing error in the receive data that is to be read from HSFRDR. [Setting condition] • There is a framing error in the data that is to be read next from HSFRDR.
2	PER	B’0	R	Parity Error This bit indicates that a parity error has been found in the data that is to be read next from HSFRDR. 0: Indicates that there is no parity error in the receive data that is to be read from HSFRDR. [Clearing conditions] • A power-on reset is executed. • There is no parity error in the data that is to be read next from HSFRDR. 1: Indicates that there is a parity error in the receive data that is to be read from HSFRDR. [Setting condition] • There is a parity error in the data that is to be read next from HSFRDR.

Bit	Bit Name	Initial Value	R/W	Description
1	RDF	B'0	R/WC0	Receive FIFO Data Full Indicates that the received data has been transferred from HSRSR to HSFRDR, and the number of receive data bytes in HSFRDR becomes equal to or more than the receive trigger count specified by the HSRTRGR. HSFRDR is a 128-byte FIFO register. When RDF = 1, data equal to or more than the number of receive trigger data bytes can be read. When HSFRDR is empty, HSFRDR is read as an undefined value. The number of receive data bytes in HSFRDR is indicated by the lower bits of HSFDR. If the number of data in HSFRDR is equal to or more than the trigger count, this bit will be set to 1 even if it is cleared to 0. At this time, read receive data until the number of data in HSFRDR is less than the trigger count, read RDF as 1, and then clear RDF. 0: Indicates that the number of receive data bytes in HSFRDR is less than the specified receive trigger count. [Clearing conditions] • A power-on reset is executed. • HSFRDR is read until the number of receive data bytes in HSFRDR is less than the receive trigger count, and 0 is written to RDF. • HSFRDR is read by the DMAC until the number of receive data bytes in HSFRDR is less than the receive trigger count. 1: Indicates that the number of receive data bytes in HSFRDR is equal to or more than the specified receive trigger count. [Setting condition] • Receive data more than the receive trigger count have been stored in HSFRDR.

Bit	Bit Name	Initial Value	R/W	Description
0	DR	B'0	R/WC0	Receive Data Ready Indicates that the receive FIFO data register (HSFRDR) contains fewer bytes than the trigger number for reception and no further data have arrived over at least the time corresponding to the setting of HSSCR[15:14]* since the stop bit for the byte to have been received. 0: Indicates that data is being received or has been successfully received, and there is no receive data in HSFRDR. [Clearing conditions] • A power-on reset is executed. • All the receive data in HSFRDR has been read, and 0 is written to DR. • All the receive data in HSFRDR has been read by the DMAC. 1: Indicates that no further receive data has been received. [Setting condition] The receive FIFO data register (HSFRDR) contains fewer bytes than the trigger number for reception and no further data have arrived over at least the time corresponding to the setting of HSSCR[15:14]* since the stop bit for the byte to have been received. Note: * When the setting is 00, the time is 15 etu. This is equivalent to 1.5 frames in an 8-bit, 1-stop-bit format. etu: Elementary Time Unit (time for transfer of one bit)

51.2.8 Bit Rate Register (HSBRR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSBRR is an 8-bit register that sets the serial transmission/reception bit rate in accordance with the baud rate generator operating clock selected by the CKS [1:0] bits in HSSMR. This baud rate generator is intended for Internal clock, Internal clock/4, Internal clock/16, and Internal clock/64. For details on the baud rate generator for external clock, see section 51.5, Baud Rate Generator for External Clock (BRG).

HSBRR can always be read from and written to by the CPU except for during transfer.

HSBRR is initialized to H'FF by a power-on reset.

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—
Initial value:	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

The HSBRR setting is determined by the following equation:

[Asynchronous mode]

$$N = \frac{\text{Internal clock}}{Sr \times 2^{2n+1} \times B} \times 10^6 - 1$$

B: Bit rate (bit/s)

N: HSBRR setting for the baud rate generator ($0 \le N \le 255$) (which satisfies the electrical characteristics)

Internal clock: AXI bus clock operating frequency (MHz)

n: Baud rate generator input clock (n = 0, 1, 2, 3)
(See the Table 51.4 for the relation between n and the clock.)

Sr: Sampling rate (8 to 32)

Table 51.4 HSSMR Settings

n	Baud Rate Generator Input Clock	HSSMR Setting CKS[1]	CKS[0]
0	Internal clock	B'0	B'0
1	Internal clock/4	B'0	B'1
2	Internal clock/16	B'1	B'0
3	Internal clock/64	B'1	B'1

The bit rate error in asynchronous mode is determined by the following equation:

$$\text{error (\%)} = \left\{ \frac{\text{Internal clock} \times 10^6}{(N+1) \times B \times Sr \times 2^{2n+1}} - 1 \right\} \times 100$$

51.2.9 FIFO Control Register (HSFCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSFCR is a register that resets data counts for transmit and receive FIFO registers. It also has a modem control and a loopback test enable bit.

HSFCR can always be read from and written to by the CPU except for during transfer.

HSFCR is initialized to H'0000 by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	MCE	TFRST	RFRST	LOOP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3	MCE	B'0	R/W	Modem Control Enable Enables or disables modem control signals HCTS# and HRTS#. 0: Disables modem signals.* 1: Enables modem signals. Note: * HCTS# and HRTS# control ports.
2	TFRST	B'0	R/W	Transmit FIFO Data Register Reset Enables or disables a transmit FIFO data register reset that empties the register. 0: Disables the reset.* 1: Enables the reset. Note: * The register is reset by a power-on reset.
1	RFRST	B'0	R/W	Receive FIFO Data Register Reset Enables or disables a receive FIFO data register (HSFRDR) reset that empties the register. 0: Disables the reset.* 1: Enables the reset. Note: * The register is reset by a power-on reset.
0	LOOP	B'0	R/W	Loopback Test Enables or disables the loopback test by internally connecting the transmit output pin (HTX) and receive input pin (HRX), and the HRTS# pin and HCTS# pin. 0: Disables the loopback test. 1: Enables the loopback test.

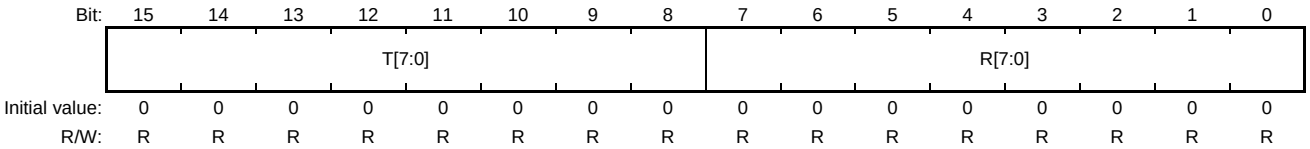
51.2.10 FIFO Data Count Register (HSFDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSFDR is a 16-bit register that indicates the number of data bytes stored in HSFTDR and that in HSFRDR.

The upper 8 bits indicate the number of transmit data bytes in HSFTDR, and the lower 8 bits indicates the number of receive data bytes in HSFRDR.

HSFDR can always be read by the CPU.



Bit	Bit Name	Initial Value	R/W	Description
15 to 8	T[7:0]	H'00	R	These bits indicate the number of data bytes un-transmitted and still stored in HSFTDR. H'00 indicates that there is no transmit data in HSFTDR, and H'80 indicates that HSFTDR is full of transmit data.
7 to 0	R[7:0]	H'00	R	These bits indicate the number of receive data stored in HSFRDR. H'00 indicates that there is no receive data in HSFRDR, and H'80 indicates that HSFRDR is full of receive data.

51.2.11 Serial Port Register (HSSPTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

HSSPTR controls multiplexed input/output and data on the high speed serial communication interface (HSCIF) ports. Bits 1 and 0 control breaks in serial transmission/reception by reading input data from the HRX pin and writing output data to the HTX pin. Bits 3 and 2 read input data from and write output data to the HSCK pin. Bits 5 and 4 read input data from and write output data to the HCTS# pin. Bits 7 and 6 read input data from and write output data to the HRTS# pin.

HSSPTR is a 16-bit register that can always be read from and written to by the CPU.

All HSSPTR bits except bits 6, 4, 2, and 0 are initialized to 0 by a power-on reset. The values of bits 6, 4, 2, and 0 are undefined.

Note: Whether modem control can be selected or not depends on the channel.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RTSIO	RTSDT	CTSIO	CTSDT	SCKIO	SCKDT	SPB 2IO	SPB 2DT
Initial value:	0	0	0	0	0	0	0	0	0	—	0	—	0	—	0	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	RTSIO	B'0	R/W	Serial Port – RTS Port Input/output Specifies input or output for the serial port HRTS# pin. To actually set the HRTS# pin as a port output pin to output the value set by the RTSDT bit, the MCE bit in HSFCR should be cleared to 0. 0: Indicates that this bit does not output the value of the RTSDT bit to the HRTS# pin. 1: Indicates that this bit outputs the value of the RTSDT bit to the HRTS# pin.
6	RTSDT	—	R/W*	Serial Port – RTS Port Data Specifies the input/output data level of the serial port HRTS# pin. Whether the pin is set for input or output is determined by the RTSIO bit. When the pin is set for output, the value of the RTSDT bit is output to the HRTS# pin. Regardless of the value of the RTSIO bit, the value of the HRTS# pin is read from the RTSDT bit. The initial value of this bit is undefined after a power-on reset. 0: Indicates that the input/output data is low level. 1: Indicates that the input/output data is high level.
5	CTSIO	B'0	R/W	Serial Port – CTS Port Input/output Specifies input or output for the serial port HCTS# pin. To actually set the HCTS# pin as a port output pin to output the value set by the CTSDT bit, the MCE bit in HSFCR should be cleared to 0. 0: Indicates that the CTSDT bit value is not output to the HCTS# pin. 1: Indicates that the CTSDT bit value is output to the HCTS# pin.

Bit	Bit Name	Initial Value	R/W	Description
4	CTSDT	—	R/W*	Serial Port – CTS Port Data Specifies the input/output data level of the serial port HCTS# pin. Whether the pin is set for input or output is determined by the CTSIO bit. When the pin is set for output, the value of the CTSDT bit is output to the HCTS# pin. Regardless of the value of the CTSIO bit, the value of the HCTS# pin is read from the CTSDT bit. The initial value of this bit is undefined after a power-on reset. 0: Indicates that the input/output data is low level. 1: Indicates that the input/output data is high level.
3	SCKIO	B'0	R	Serial Port – Clock Port Input
2	SCKDT	—	R	Serial Port – Clock Port Data The initial value of this bit is undefined after a power-on reset.
1	SPB2IO	B'0	R/W	Serial Port – Break Input/output Specifies the output condition of the serial port HTX pin. To actually set the HTX pin as a port output pin to output the value set by the SPB2DT bit, the TE bit in HSSCR should be cleared to 0. 0: Indicates that the SPB2DT bit value is not output to the HTX pin. 1: Indicates that the SPB2DT bit value is output to the HTX pin.
0	SPB2DT	—	R/W*	Serial Port – Break Data Specifies the input level of the serial port HRX pin and the output level of the HTX pin. The HTX pin output conditions are determined by the SPB2IO bit. When the HTX pin is set for output, the value of the SPB2DT bit is output to the HTX pin. Regardless of the value of the SPB2IO bit, the value of the HRX pin is read from the SPB2DT bit. The initial value of this bit is undefined after a power-on reset. 0: Indicates that the input/output data is low level. 1: Indicates that the input/output data is high level.

Note: * The value written to these bits can't be read because the value of the pin is read.

51.2.12 Line Status Register (HSLSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	TO	—	ORER
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/WC0	R	R/WC0

Bit	Bit Name	Initial Value	R/W	Description
15 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	TO	B'0	R/WC0	Timeout Indicates that the receive FIFO data register (HSFRDR) contains fewer bytes than the trigger number for reception and no further data have arrived over at least the time corresponding to the setting of HSSCR[15:14]* since the stop bit for the byte to have been received. 0: Indicates that data is being received or has been successfully received and that there is no receive data in HSFRDR. [Clearing conditions] • A power-on reset is executed. • All the receive data in the HSFRDR has been read, and 0 is written to TO. 1: Indicates that no further receive data has been received (receive timeout). [Setting condition] • The receive FIFO data register (HSFRDR) contains fewer bytes than the trigger number for reception and no further data have arrived over at least the time corresponding to the setting of HSSCR[15:14]* since the stop bit for the byte to have been received.* Note: * When the setting is 00, the time is 15 etu. This is equivalent to 1.5 frames in an 8-bit, 1-stop-bit format. etu: Elementary Time Unit (time for transfer of one bit)
1	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
0	ORER	B'0	R/WC0	Overrun Error Indicates that an overrun error has occurred in reception and abnormal termination is caused. If an overrun error occurs, the receive data prior to the overrun error is retained in HSFRDR and the data received subsequently is discarded. Any subsequent serial reception is disabled while the ORER flag is 1. To resume data reception after clearing the ORER flag, be sure to first read (or clear) data in the receive FIFO and handle the error, then clear the ORER flag. 0: Indicates that data is being received or has been successfully received. [Clearing conditions] • A power-on reset is executed. • 0 is written to ORER. 1: Indicates that an overrun error has occurred in reception. [Setting condition] • The next serial reception has been completed while HSFRDR is full of 128-byte data. Note: When bit RE in HSSCR is cleared to 0, the ORER flag is not affected and its previous state is retained.

51.2.13 Sampling Rate Register (HSSRR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SRE	SRDE	—	—	SRHP[3:0]				—	—	—	SRCYC[4:0]				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W:	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	SRE	B’0	R/W	Sampling Rate Register Enable (SRE) 0: Set the SRCYC [4: 0] bits to 15 (initial value). 1: Validates the setting of the SRCYC [4:0] bits.
14	SRDE	B’0	R/W	Sampling Point Register Enable (SRDE) 0: Invalidates the setting of the SRHP [3:0] bits and the sampling point will be (S+1)/2 for an odd sampling rate (S) and S/2 for an even sampling rate. 1: Validates the setting of the SRHP [3: 0] bits.
13, 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11 to 8	SRHP[3:0]	B’0000	R/W	Sampling Point Register (SRHP) The sampling point can be moved by setting the SDRE bit to 1 and setting a value in these bits. Normally, the sampling point is the point of S/2 or (S+1)/2 for a sampling rate of S. By setting a signed 4-bit integer in these bits, the sampling point can be shifted by the amount of the specified sampling clock cycles. This will improve the receive margin. When setting a value in these bits, take notice that the sampling point does not become a negative value or it does not exceed the sampling rate. The shifted sampling point must satisfy the setup margin and hold margin.
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	SRCYC[4:0]	B’0_1111	R/W	Bits 4 to 0: Sampling Rate Register (SRCYC) Data transfer at a desired sampling rate can be enabled by setting the SRE bit to 1 and setting a value in these bits. Set a value of "S - 1" in these bits for a sampling rate of S. Note that the sampling rate must be from 8 to 32 (a value from 7 to 31 can be set in these bits). Set these bits to 15 (initial value) when the SRE bit is set to 0.

51.2.14 Serial Error Register (HSRER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	PER[6:0]							—	FER[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
14 to 8	PER[6:0]	H'00	R	Parity Error Count These bits indicate the number of data items in which a parity error occurred in the receive data stored in the receive FIFO data register (HSFRDR). After the ER bit in HSFSR is set, the value in bits 14 to 8 will be the number of data items in which a parity error occurred. If all 128 bytes of receive data in HSFRDR have parity errors, bits PER [6:0] will have the value 0.
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6 to 0	FER[6:0]	H'00	R	Framing Error Count These bits indicate the number of data items in which a framing error occurred in the receive data stored in the receive FIFO data register (HSFRDR). After the ER bit in HSFSR is set, the value in bits 6 to 0 will be the number of data items in which a framing error occurred. If all 128 bytes of receive data in HSFRDR have framing errors, bits FER [6:0] will have the value 0.

51.2.15 RTS Output Active Trigger Register (HSRTGR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	RSTRG[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6 to 0	RSTRG[6:0]	H'0F	R/W	RTS Output Active Trigger Count The HRTS# signal goes high when the number of receive data items stored in the receive FIFO data register (HSFRDR) exceeds the value set in these bits. The initial value is 15.

51.2.16 Receive FIFO Data Count Trigger Register (HSRTRGR)

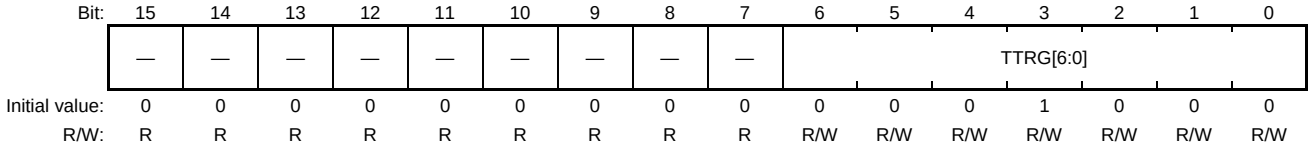
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	RTRG[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6 to 0	RTRG[6:0]	H'01	R/W	Receive FIFO Data Count Trigger These bits set the receive data item count at which the receive data full (RDF) flag in the serial status register (HSFSR) is set. The RDF flag is set when the number of receive data items stored in the receive FIFO data register (HSFRDR) equals or exceeds the value set in these bits. The initial value is 1.

51.2.17 Transmit FIFO Data Count Trigger Register (HSTTRGR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6 to 0	TTRG[6:0]	H'08	R/W	Transmit FIFO Data Count Trigger These bits set the un-transmitted data item count at which the transmit FIFO data register empty (TDFE) flag in the serial status register (HSFSR) is set. The TDFE flag is set when the number of transmit data items in the transmit FIFO data register (HSFTDR) falls under the value set in these bits due to transmit operations. The initial value is 8.

51.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

51.3.1 Operation in Asynchronous Serial Communication Mode

In asynchronous serial communication mode, the HSCIF performs serial communication, in which data is transmitted or received in character units using the attached start bit indicating the start of communication and stop bit indicating the end of communication.

Figure 51.2 shows the general format for asynchronous serial communication.

In asynchronous serial communication, the transmission line is usually kept marked (high level). The HSCIF monitors the transmission line, and when it finds a space (low level), it regards the space as a start bit and starts serial communication.

One character in serial communication consists of a start bit (low level), followed by transmit/receive data (LSB-first; from the lowest bit), a parity bit (high or low level), and a stop bit (high level).

During reception in asynchronous mode, the HSCIF performs synchronization at the falling edge of the start bit. Transferred data is acquired at the center of each bit because the HSCIF samples on *S/2*th cycles of the clock which has a frequency of S times the bit rate, when the sampling rate as set in the sampling rate register (HSSRR) is S (if the sampling-rate setting is an odd number, the data is sampled on every *(S+1)/2*th pulse).

In addition, when the setting of the SRDE bit makes the setting of the sampling point bits effective, the point where the bits are latched can be intentionally moved from the centers of each bit.

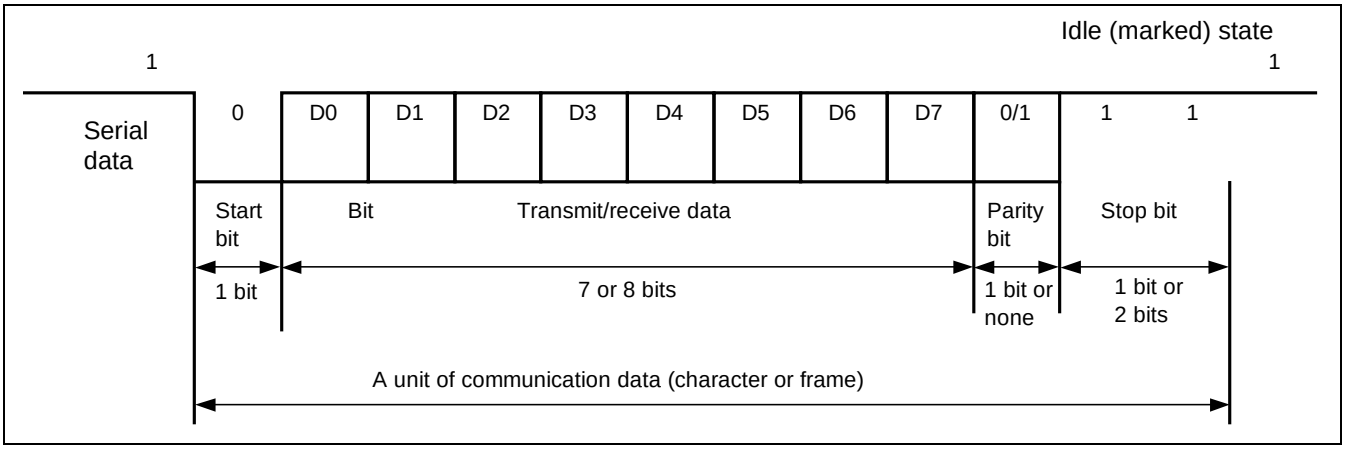


Figure 51.2 Data Format in Asynchronous Mode
(Example of 8-Bit Data with Parity and Two Stop Bits)

(1) Transmission/reception format

Table 51.5 shows available data transfer formats. The HSCIF supports 8 transfer formats, which can be specified by HSSMR.

Table 51.5 Serial Transmission/Reception Formats (Asynchronous Mode)

SCSMR settings			Serial transmission/reception format and frame length											
CHR	PE	STOP	1	2	3	4	5	6	7	8	9	10	11	12
0	0	0	S	8-bit data								STOP		
0	0	1	S	8-bit data								STOP	STOP	
0	1	0	S	8-bit data								P	STOP	
0	1	1	S	8-bit data								P	STOP	STOP
1	0	0	S	7-bit data							STOP			
1	0	1	S	7-bit data							STOP	STOP		
1	1	0	S	7-bit data							P	STOP		
1	1	1	S	7-bit data							P	STOP	STOP	

[Legend]
S : Start bit
STOP : Stop bit
P : Parity bit

(2) Clock

The transfer clock can be selected from the following two clocks using the CKE[1:0] bits in HSSCR:

- Internal clock generated by the on-chip baud rate generator
- External clock generated by an external clock baud rate generator

(3) Data transmission/reception

(a) Initialization of HSCIF (asynchronous mode)

Before transmitting/receiving data or changing the operating mode or communication format, the HSCIF should be initialized using the sample flowchart for HSCIF initialization shown in Figure 51.3.

[Notes]

Clearing the TE bit to 0 initializes HSTSR. However, HSFSR, HSFTDR, and HSFRDR contents are retained even if the TE and RE bits are cleared to 0.

The TE bit should be cleared to 0 after all transmit data has been sent and the TEND flag has been set in HSFSR. The TE bit can be cleared to 0 during transmission, but the data being transmitted will enter the marked state after clearing. In addition, before setting the TE bit to 1 to restart the transmission, set the TFRST bit to 1 in HSFCR to reset HSFTDR.

When an external clock is used, do not stop the clock during operation or initialization. If stopped, the operation will be unreliable. Furthermore, when the baud rate generator for external clock is also to be used, be sure to make settings for it before starting initialization of the HSCIF.

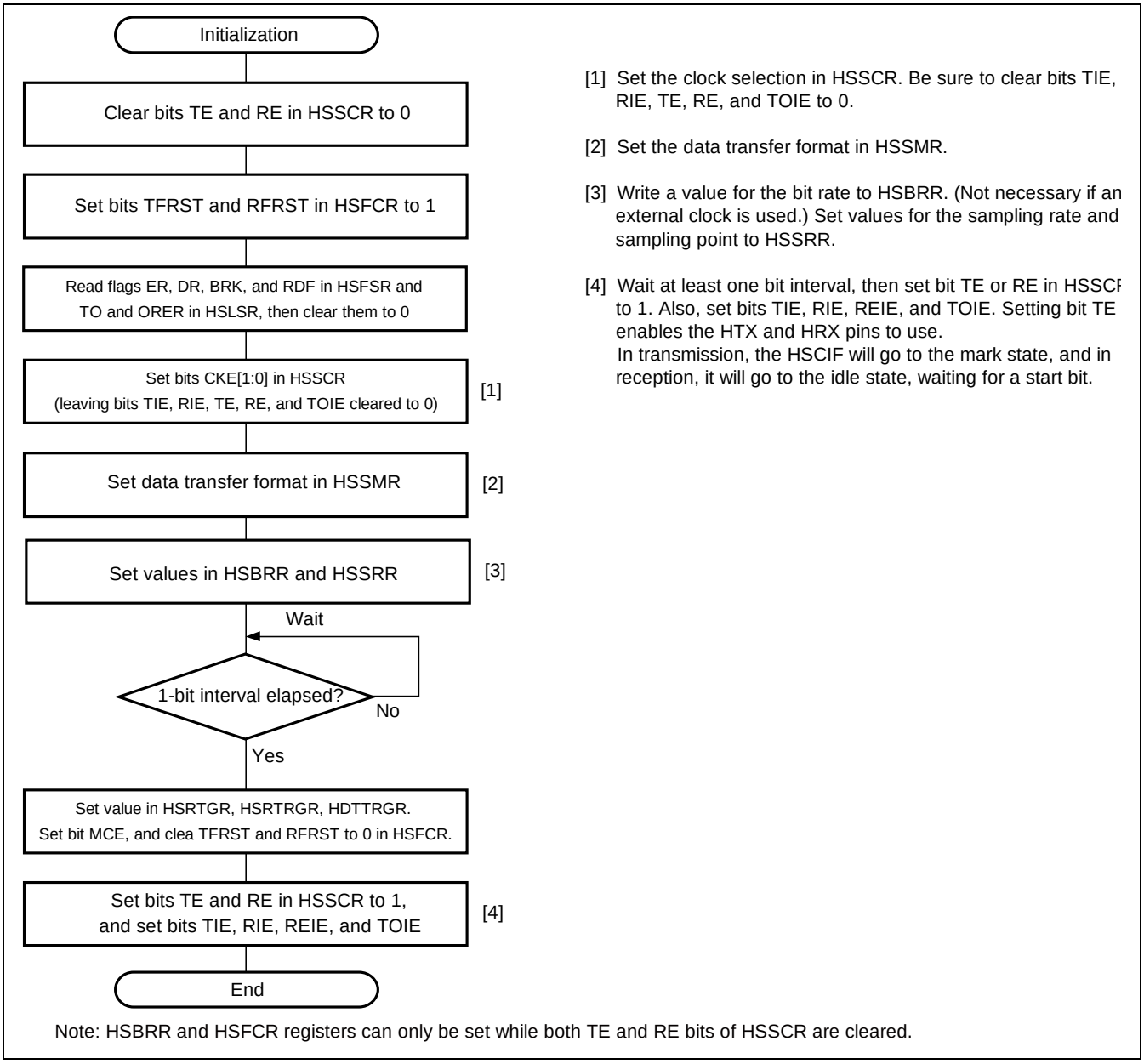


Figure 51.3 Sample Flowcharts for Initializing the HSCIF

(b) Serial data transmission (asynchronous mode)

Figure 51.4 shows a sample flowchart for serial transmission.

After the HSCIF transmission operation is enabled, serial data transmission can be performed using the following procedure:

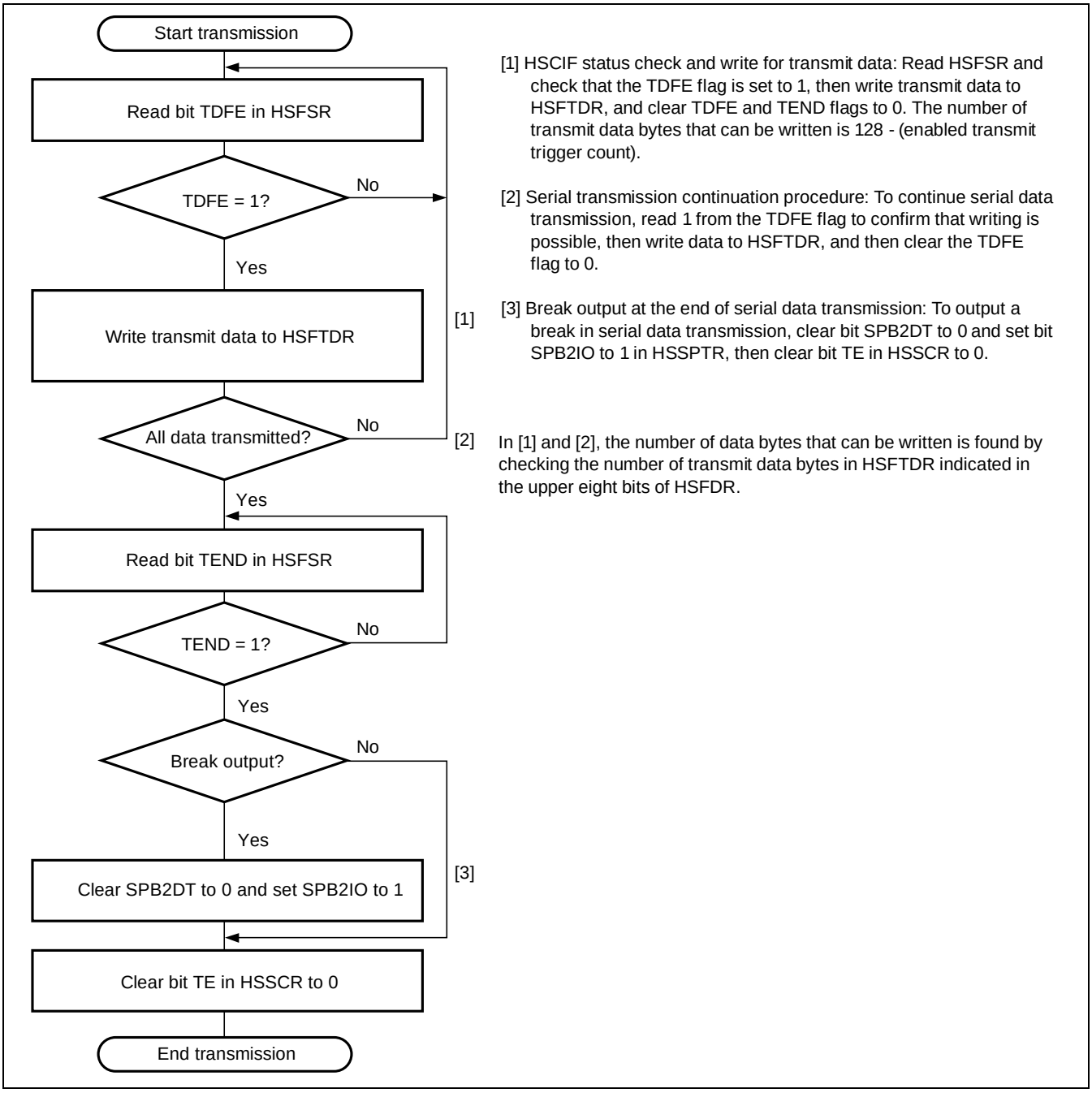


Figure 51.4 Sample Flowcharts for Serial Transmission

In serial transmission, the HSCIF operates as follows:

1. When data is written to HSFTDR, the HSCIF transfers the data from HSFTDR to HSTSR and starts transmitting. Confirm that the TDFE flag in HSFSR is set to 1 before writing transmit data to HSFTDR. The number of data bytes that can be written is at least 128 - (transmit trigger count).

2. When data is transferred from HSFTDR to HSTSR and the HSCIF starts transmission, consecutive transmission is performed until there is no transmit data left in HSFTDR. When the number of transmit data bytes in HSFTDR is equal to or less than the transmit trigger count specified in HSTTRGR, the TDFE flag is set. If the TIE and TEIE bits in HSSCR are set to 1 and 0, respectively at this time, a transmit-FIFO-data-empty interrupt (TDFE) request occurs. The serial transmit data is sent from the HTX pin in the following order:
   A. Start bit: One 0-bit is output.
   B. Transmit data: 8-bit or 7-bit data is output in LSB-first order.
   C. Parity bit: One parity bit (even or odd parity) is output.
      A format that does not output a parity bit can also be selected.
   D. Stop bit(s): One or two stop bits are output.
   E. Marked state: 1 is output continuously until the start bit that starts the next transmission is sent.
3. The HSCIF checks transmit data in HSFTDR when sending the stop bit. If there is data in it, the HSCIF transfers the data from HSFTDR to HSTSR, sends the stop bit, and then starts serial transmission of the next frame. If there is no transmit data, the HSCIF sets the TEND flag to 1 in HSFSR and sends out the stop bit, and then the marked state is entered to output 1 continuously. At this time, if the TIE and TEIE bits in HSSCR are set to 1, a transmit-end interrupt (TEND) request occurs.

Figure 51.5 shows an example of transmission in asynchronous mode.

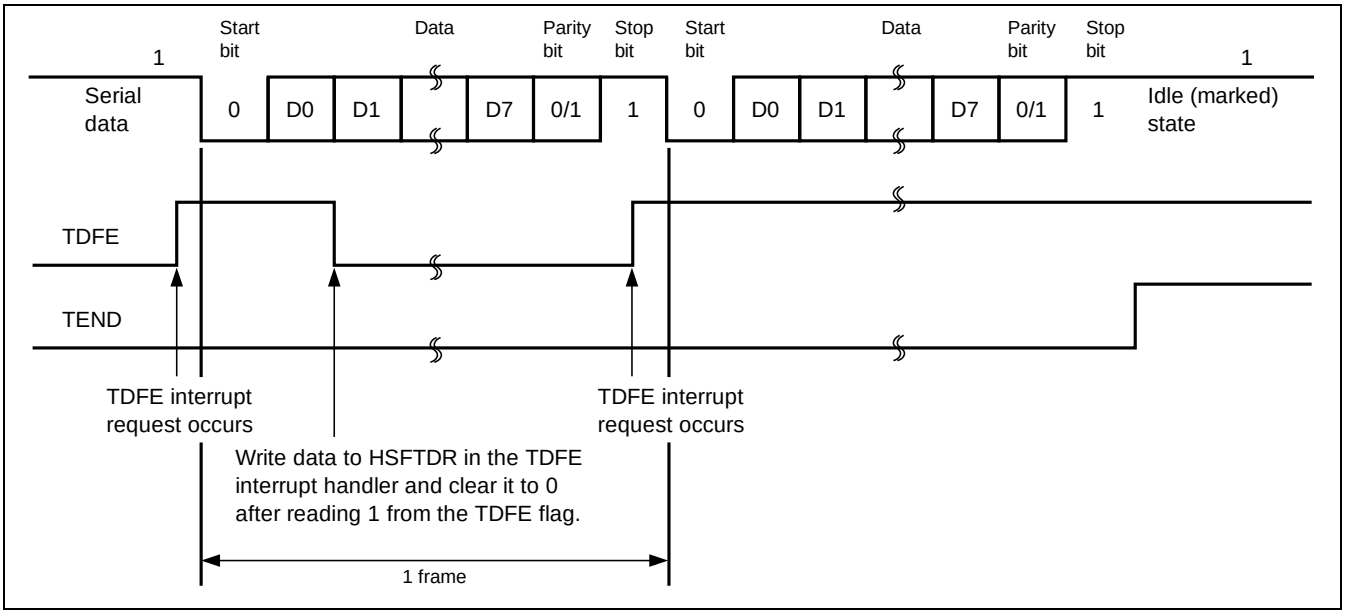


Figure 51.5 Sample HSCIF Transmission Operation (Example of 8-Bit Data with Parity and One Stop Bit)

4. When modem control is enabled, transmission can be stopped or resumed in accordance with the HCTS# input value. When HCTS# is set to 1 during transmission, the marked state is entered after one frame of data transmission is ended. Setting HCTS# to 0 restarts outputting the next transmit data from the start bit. Figure 51.6 shows an example of the operation with modem control enabled.

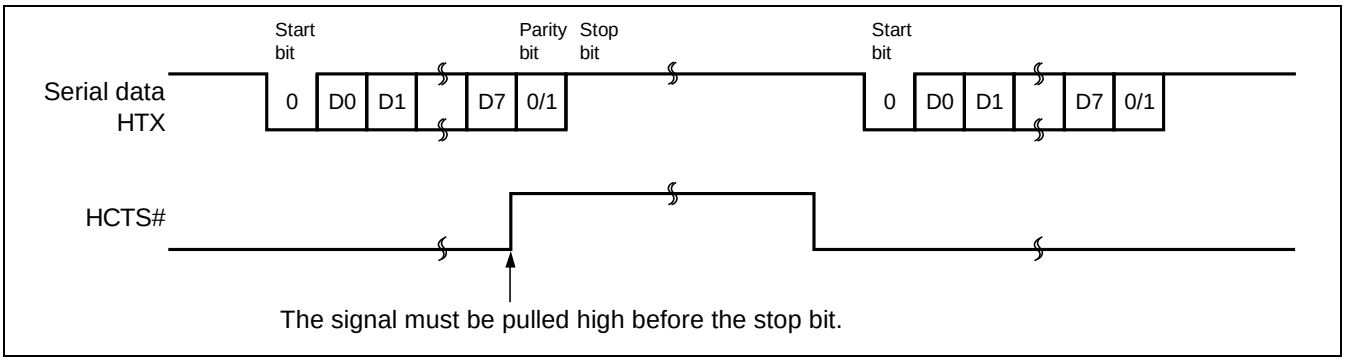


Figure 51.6 Sample Operation with Modem Control Enabled (HCTS#)

(c) Serial data reception (asynchronous mode)

Figures 51.7 and 51.8 show sample flowcharts for serial reception.

After the HSCIF reception operation is enabled, serial data reception can be performed using the following procedure:

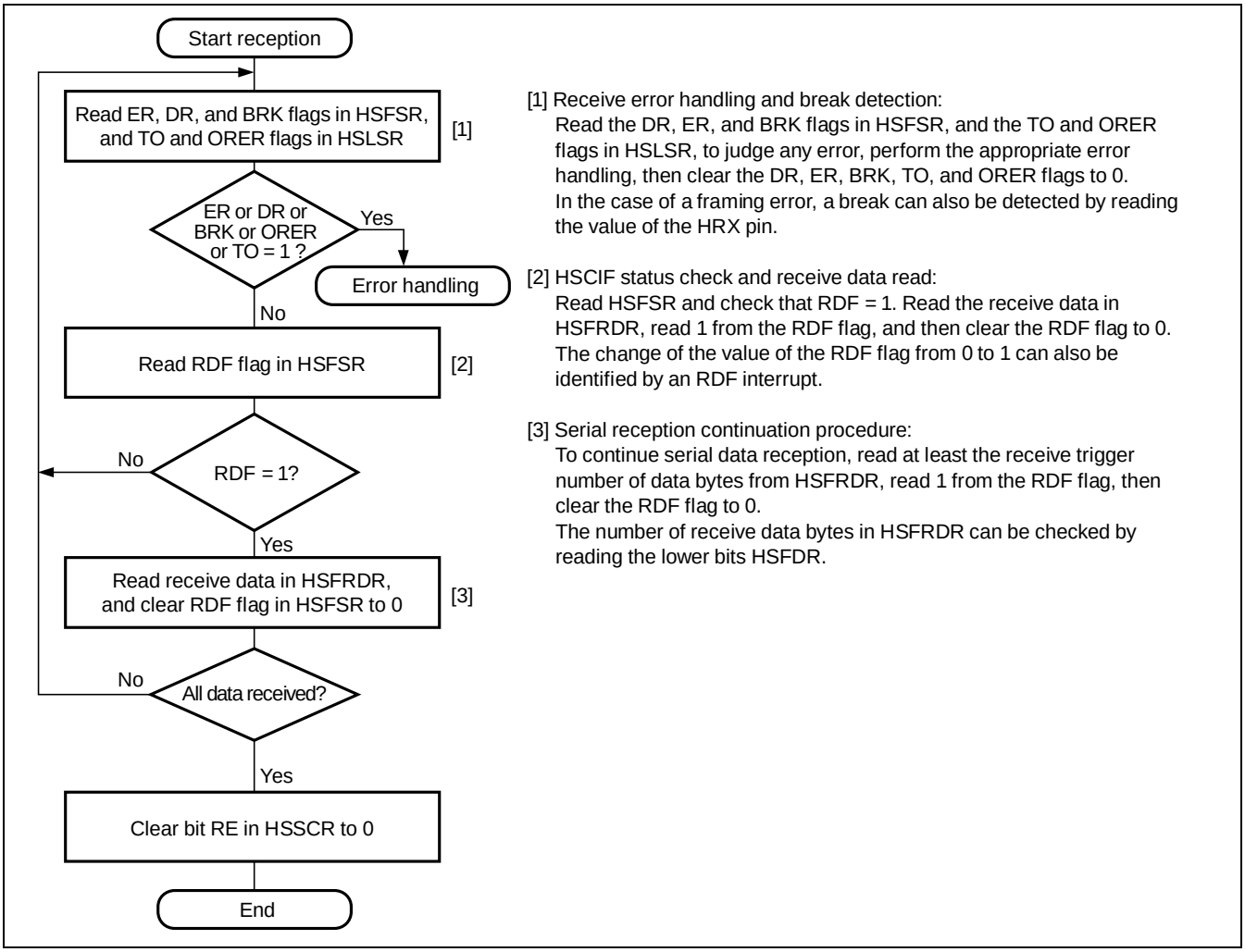
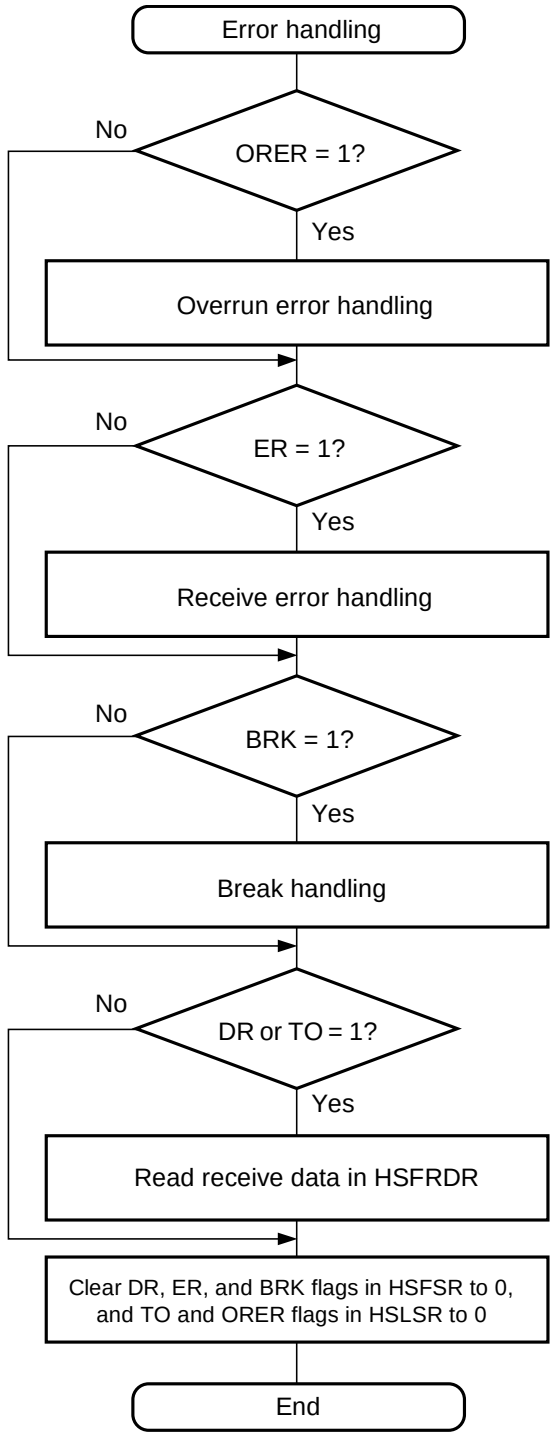


Figure 51.7 Sample Flowcharts for Serial Reception (1)



Whether a framing error or parity error has occurred in the receive data that is to be read from HSFRDR can be determined by checking bits FER and PER in HSRER.

Figure 51.8 Sample Flowcharts for Serial Reception (2)

In serial reception, the HSCIF operates as follows:

1. The HSCIF monitors the transmission line, and when detecting the start bit 0, it performs internal synchronization and starts reception.
2. The HSCIF stores the received data in HSRSR in LSB-to-MSB order.
3. The HSCIF receives the parity bit and stop bit.
   After receiving these bits, the HSCIF performs the following checks:

A. Stop bit: The HSCIF checks whether the stop bit is 1.
   If there are two stop bits, it checks only the first stop bit.
B. Receive data: The HSCIF checks that receive data can be transferred from the receive shift register (HSRSR) to HSFRDR.
C. Overrun error: The HSCIF checks that the ORER flag is 0, indicating that no overrun error has occurred.
D. Break state: The HSCIF checks that the BRK flag is 0, indicating that the break state is not set.

If the HSCIF can confirm the conditions of (b), (c), and (d), it stores the receive data in HSFRDR.

Note: The HSCIF continues to receive data even when a parity error or a framing error occurs.

4. If the RDF flag changes to 1 while the RIE bit in HSSCR is 1, a receive-FIFO-data-full interrupt (RDF) request occurs.
   If the DR flag changes to 1 while the RIE bit in HSSCR is 1, a receive-data-ready interrupt (DR) request occurs.
   If the TO flag changes to 1 while the TOIE bit in HSSCR is 1, a timeout interrupt (TO) request occurs.
   If the ER flag changes to 1 while the RIE or REIE bit in HSSCR is 1, a receive-error interrupt (ER) request occurs.
   If the BRK flag changes to 1 while the RIE or REIE bit in HSSCR is 1, a break interrupt (BRK) request occurs.
   If the ORER flag changes to 1 while the RIE or REIE bit in HSSCR is 1, an overrun-error interrupt (ORER) request occurs.

Figure 51.9 shows an example of reception in asynchronous mode.

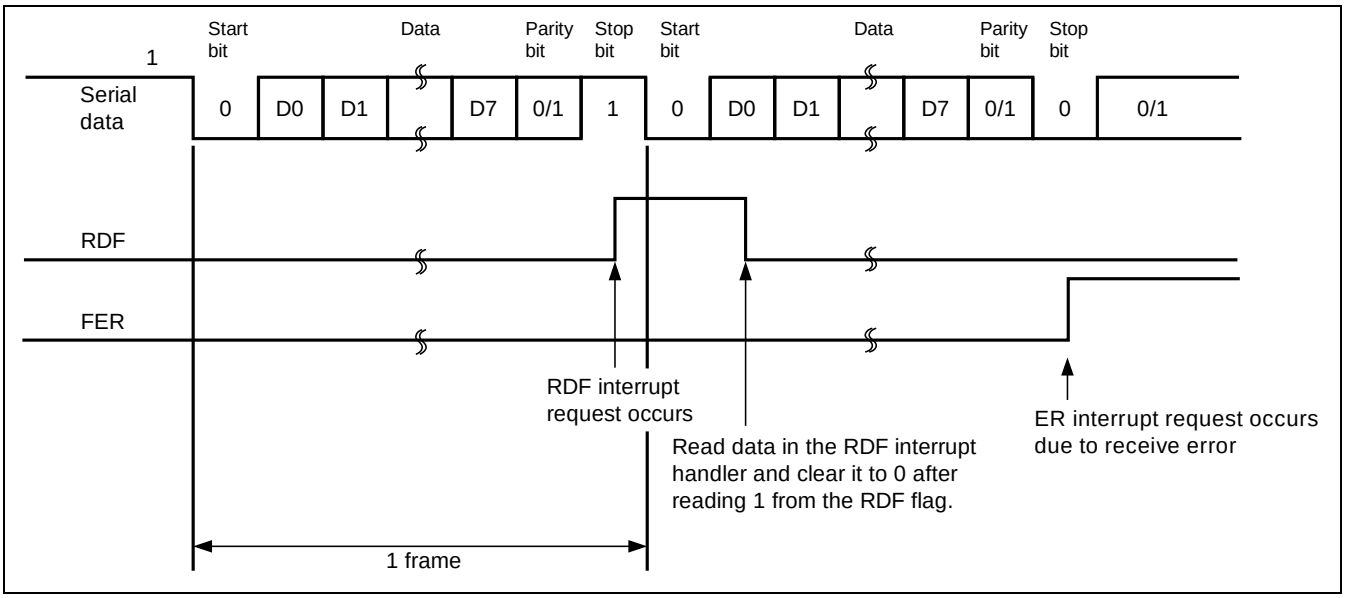


Figure 51.9 Sample HSCIF Receive Operation
(Example of 8-Bit Data with Parity and One Stop Bit)

5. When modem control is enabled, the HRTS# signal is output when HSFRDR is empty. When HRTS# is 0, data can be received. When HRTS# is set to 1, the number of data bytes in HSFRDR is equal to or more than the RTS output active trigger count (HSRTGR.RSTRG).

Figure 51.10 shows an example of the operation with modem control enabled.

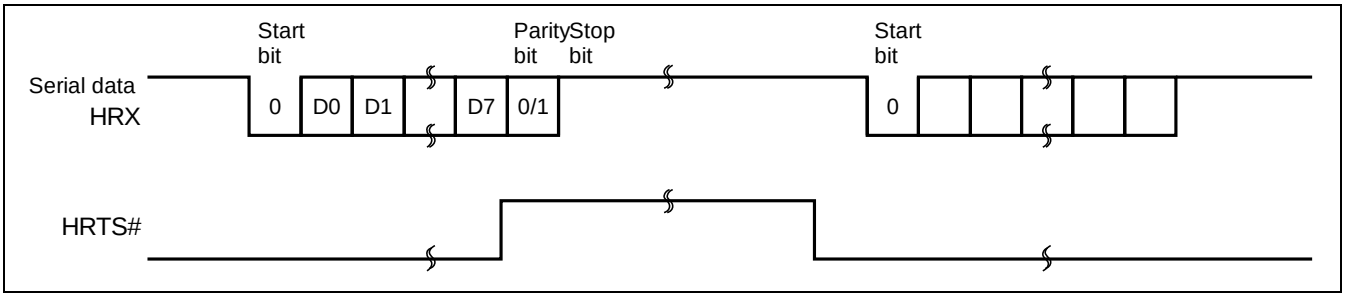


Figure 51.10 Example of the Operation with Modem Control Enabled (HRTS#)

51.3.2 HSCIF Interrupt Sources and the DMAC

If the DMAC is used for transmission/reception, set and enable the DMAC before setting the HSCIF.

Transmission interrupts and DMA transfer:

If the TDFE/TEND flag in HSFSR is set to 1 when the TDFE/TEND interrupt is enabled by the TIE bit, a TDFE/TEND interrupt request and a transmit-FIFO-data-empty DMA transfer request will occur. If the TDFE/TEND flag is set to 1 when TDFE/TEND interrupt is disabled by the TIE bit, only the transmit-FIFO-data-empty DMA transfer request will occur. (A transmit-FIFO-data-empty DMA transfer request is generated when the TDFE flag is set while TEIE is 0, or when the TEND flag is set while TEIE is 1. DMA transfer requests are not affected by the TEIE bit.)

When TDFE/TEND interrupt requests are enabled, the interrupt requests are cleared by the DMAC regardless of the interrupt handling program.

Reception interrupts and DMA transfer:

If the RDF/DR flag in HSFSR is set to 1 when RDF/DR interrupt is enabled by the RIE bit, an RDF/DR interrupt request occurs. If the RDF/DR flag is set to 1, a receive-FIFO-data-full DMA transfer request occurs. If the RDF/DR flag is set to 1 when RDF/DR interrupt is disabled by the RIE bit, and only a receive-FIFO-data-full DMA transfer request occurs and DMAC can be activated to perform data transfer.

Setting the RIE bit in HSSCR to 0 and the REIE bit to 1 generates the ER/BRK/ORER interrupt requests without generating RDF/DR interrupt requests. When the BRK flag in HSFSR or the ORER flag in HSLSR is set to 1, BRK/ORER interrupt requests occur.

If the TO flag is set to 1 in HSLSR when TO interrupts are enabled by the TOIE bit, TO interrupt requests occur.

When DR/TO interrupt requests are enabled to be issued, interrupt requests generated by the DR flag are cleared by the DMAC regardless of the interrupt handling program, however, those generated by the TO flag are not cleared by the DMAC. Therefore, the TO flag interrupt requests need to be cleared with the interrupt handling program. (The DR and TO flags are set at the same time, but cleared separately.)

Table 51.6 HSCIF Interrupt Sources

Interrupt Source	DMAC Activation
Interrupts generated by receive error flag (ER)	Disabled
Interrupts generated by receive-FIFO-data-full (RDF), receive-data-ready (DR) or timeout (TO)	Enabled
Interrupts generated by break (BRK) or overrun error (ORER)	Disabled
Interrupts generated by transmit FIFO data empty (TDFE)	Enabled

51.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Note the following on use of the HSCIF.

(1) Break detection and operation

Break signals can also be detected by reading the HRX pin value directly when a framing error (FER) is detected. In the break state, the input values from the HRX pin are all 0s. So, the parity error flag (PER) may be set after the FER flag is set to 1.

Although the HSCIF stops receive data transfer to HSFRDR after detecting a break, it continues data reception.

(2) Sending a break signal

The input/output condition and level of the HTX pin are determined by the SPB2IO and SPB2DT bits in HSSPTR. This enables to send a break signal.

The pin does not function as the HTX pin from the initialization of the serial transmitter to setting of the TE bit (enabling transmission). In this period, the marked state is substituted by the value of the SPB2DT bit. Therefore, the SPB2IO and SPB2DT bits should be set to 1 (designating output and high level) beforehand.

To send a break signal during serial transmission, clear the SPB2DT bit to 0 (low level), and then clear the TE bit to 0 (halting transmission). When the TE bit is cleared, the transmitter is initialized regardless of the current transmission state, and the HTX pin outputs 0.

(3) Data sampling timing and reception margin in asynchronous mode

The HSCIF operates on the base clock with a frequency multiplied by the number which is set as a sampling rate for the bit rate.

In reception, the HSCIF performs the internal synchronization by sampling the falling edge of the start bit using the base clock. In addition, the HSCIF takes receive data at the rising edge of the S/2 pulse (when S is an even number) or (S+1)/2 pulse (when S is an odd number) on the base clock when sampling rate is S.

Figure 51.11 shows the timing of this operation when S = 16.

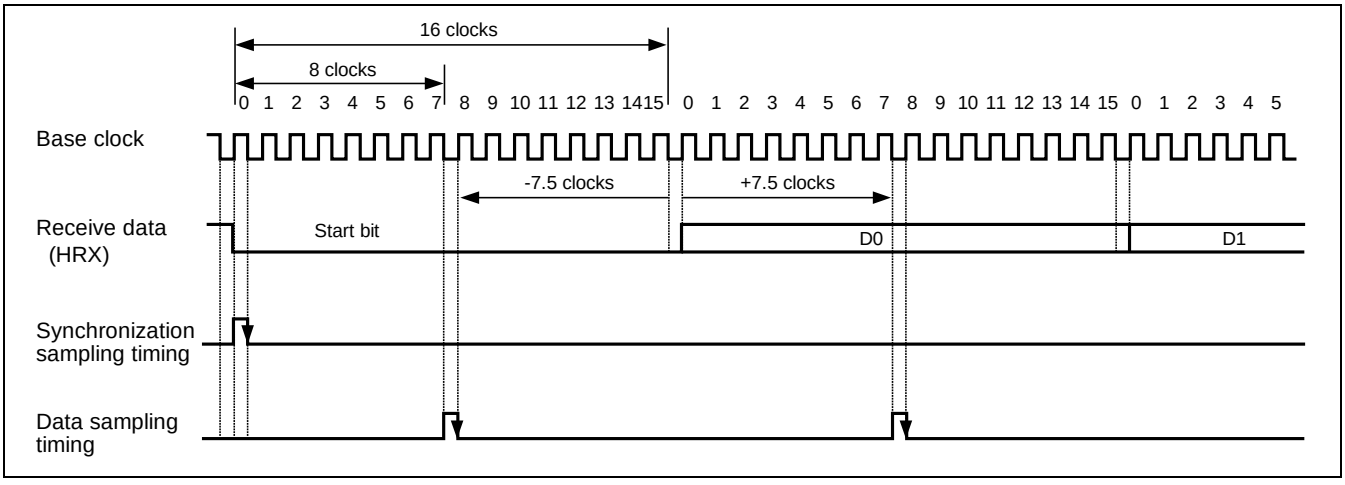


Figure 51.11 Timing Chart of Receive Data Sampling

The reception margin in asynchronous mode is given by formula (1).

$$M = \left| (0.5 - \frac{1}{2N}) - (L - 0.5) F - \frac{|D - 0.5|}{N} (1 + F) \right| \times 100\% \quad \text{Expression (1)}$$

M: Receive margin (%)

N: Ratio of bit rate to clock (N = sampling rate)

D: Clock duty (D = 0 to 1.0)

L: Frame length (L = 9 to 12)

F: Absolute value of clock frequency deviation

Assuming F = 0, D = 0.5 and sampling rate = 16 for expression (1), the reception margin obtained with expression (2) is 46.875% as shown below:

Assuming D = 0.5 and F = 0

$$M = (0.5 - 1/(2 \times 16)) \times 100\%$$

$$= 46.875\% \ldots\ldots \text{expression (2)}$$

This is a theoretical value. A reasonable margin allowed in system designs is 20% to 30%.

(4) Reception margin and baud rate error

The value of 46.875% obtained by the above expression (2) indicates the reception margin when the baud rate error is 0 (F = 0). If there is no error in the reception and transmission baud rates, reception is possible even with misalignment of approx. 1/2 bit. If there is an error in the reception and transmission baud rates, the errors are accumulated up to the stop bit reception, which reduces the reception margin. The allowable baud rate error can be obtained by modifying the F in expression (1). When D = 0.5:

$$F = \{(15/32 - M)/(L - 0.5)\} \times 100\ (\%) \ldots\ldots \text{expression (3)}$$

By using expression (3), the relationship between the allowable error and reception margin with the frame length = 12 can be summarized as follows:

Allowed Error (%)	Reception Margin (%)
4.07	0
3.64	5
3.20	10
2.33	20
1.46	30

(5) Usage method of SRHP bits

The method for using the SRHP bits in the sampling rate register is described below.

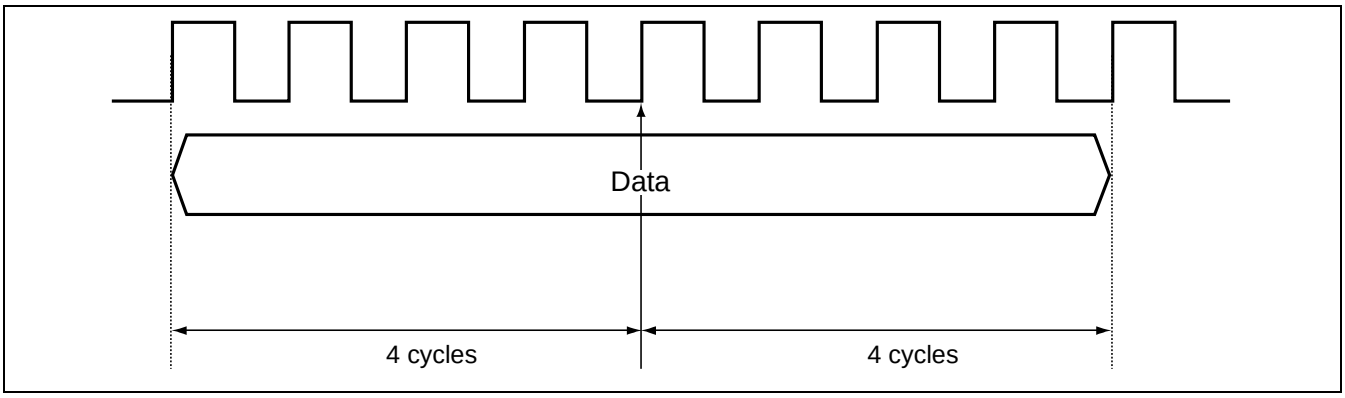


Figure 51.12 Sampling with Invalid SRHP Bits

Figure 51.12 shows a sampling example in which the SRHP bits are invalid (sampling rate = 8). In this case, the HSCIF samples data at half of the sampling rate, which is at the rising edge of the fourth pulse of the clock. This allows a setup margin and hold margin of 50% each to be provided.

However, if the ratio between the baud rate and sampling clock is not 1:1, either the setup margin or hold margin is omitted in data reception of a single frame. If the setup margin is omitted, the hold margin increases. On the other hand, if the hold margin is omitted, the setup margin increases. Figure 51.13 and 51.14 show examples.

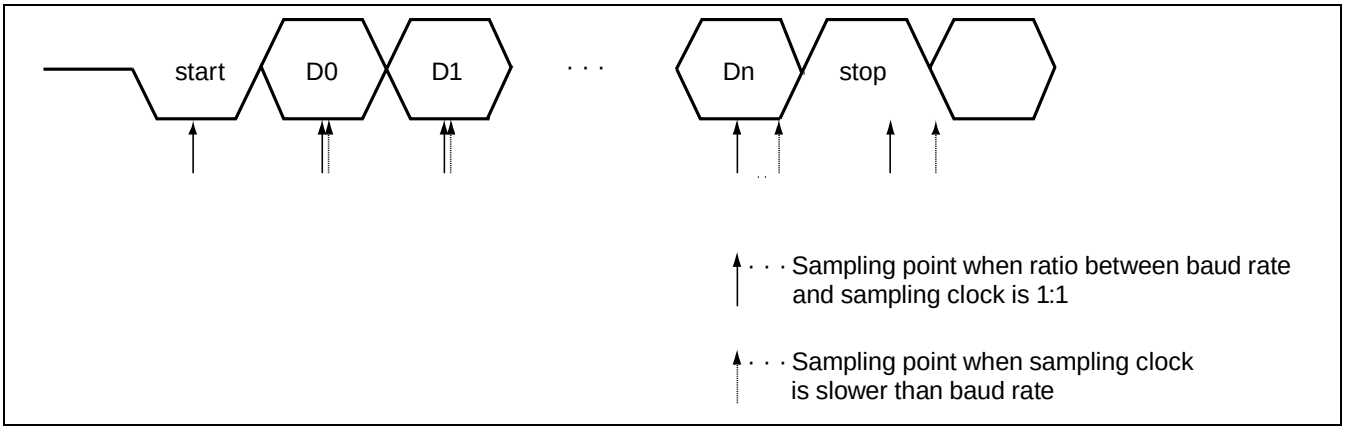


Figure 51.13 Sampling Point with Sampling Clock Slower Than Baud Rate

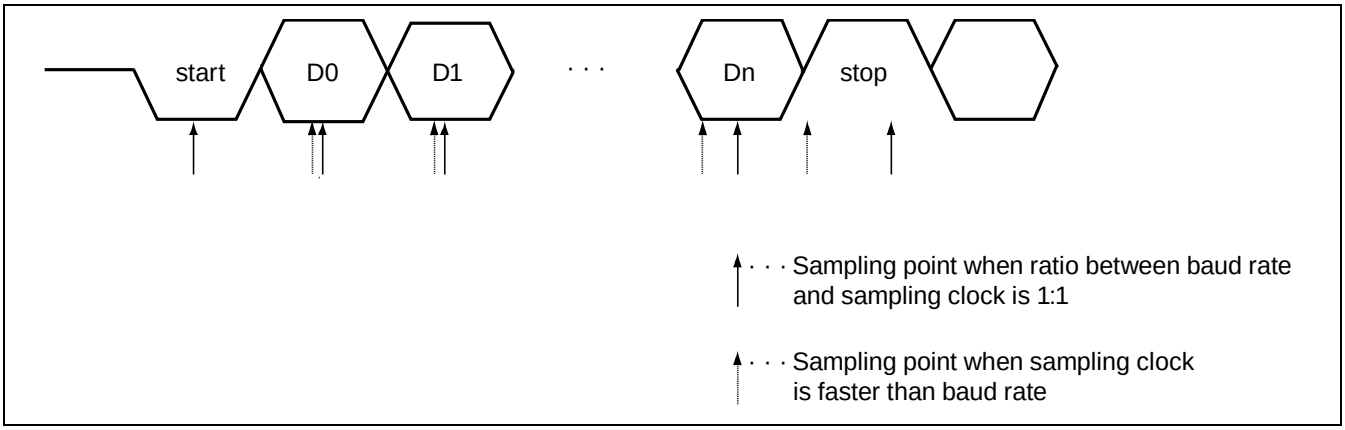


Figure 51.14 Sampling Point with Sampling Clock Faster Than Baud Rate

The ratio between the baud rate and sampling clock can be used to determine which margin among the setup margin and hold margin is to be omitted and which is to be increased. Based on this, the margin within a single frame can be increased by intentionally increasing the margin to be omitted in advance. The sampling point can be moved by setting a value in the SRHP bits. Figure 51.15 shows an example.

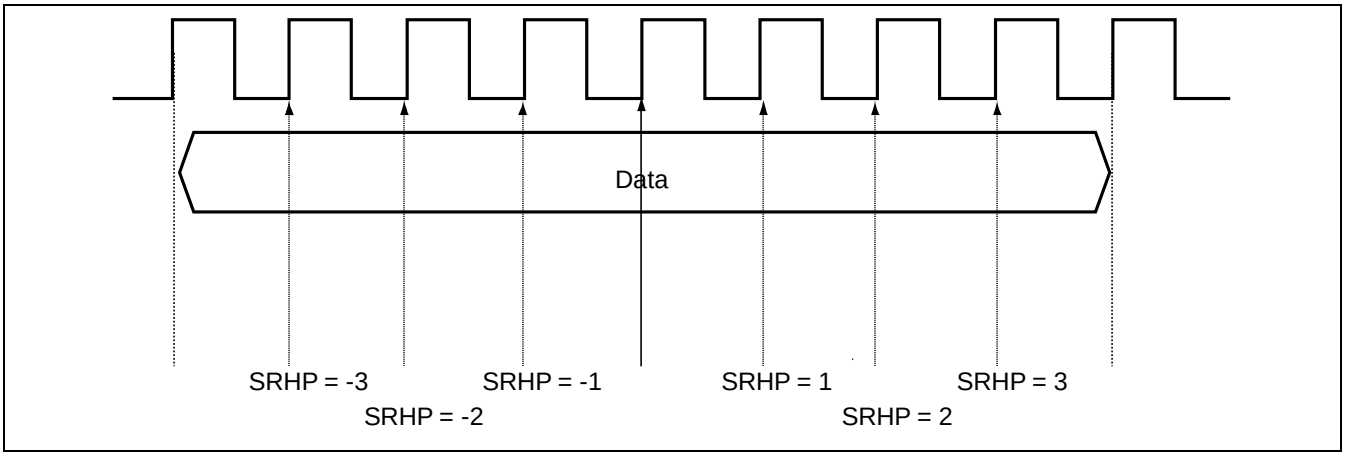


Figure 51.15 Sampling Point Moved by SRHP Bits

(6) Sampling rate and bit rate settings and respective margin

To set the baud rate in the HSCIF, in addition to setting the clock division ratio, the two registers, bit rate register (HSBRR) and sampling rate register (HSSRR), need to be set. These registers must be set so that the margin calculated by expression (1) in section 51.4 (3) will be a sufficient value.

The bit rate error is small when the value obtained by dividing the divided clock frequency used in the HSCIF with the sampling rate is near the desired baud rate. If there are many combinations of bit rate and sampling rate with the same bit rate error, choosing a combination with a large sampling rate provides a large margin. This is because when the bit rate error is constant in expression (1) in section 51.4 (3), that is, when the "absolute value of clock frequency deviation (F)" is constant, the margin (M) increases in accordance with the sampling rate (N).

If the sampling rate is made larger in a combination of bit rate and sampling rate with different bit rate errors, the bit rate error is increased. Accordingly, the "absolute value of clock frequency deviation (F)" on the right side in expression (1) in section 51.4 (3) gets larger and the margin (M) smaller.

Refer to the following procedure when selecting the sampling rate and bit rate settings.

1. Obtain the bit rate with the smallest bit rate error for sampling rates from 8 to 32.
2. Using expression (1) in section 51.4 (3), calculate the margin for each combination of sampling rate and bit rate which was obtained in step 1.
3. Select the combination with the largest margin among the combinations of sampling rate and bit rate.

51.5 Baud Rate Generator for External Clock (BRG)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

51.5.1 Overview

The HSCIF incorporates a baud rate generator for external clock (abbreviated as BRG, hereafter). The BRG supplies a sampling clock (BRGCLK) to the HSCIF core by dividing the external clock SC_CLK (selectable between SCIF_CLK and Internal clock) by 1 to $2^{16} - 1$. In addition, the BRG switches the output between the external clock HSCK and divided clock.

51.5.2 Block Diagram

Figure 51.16 shows a block diagram of the BRG.

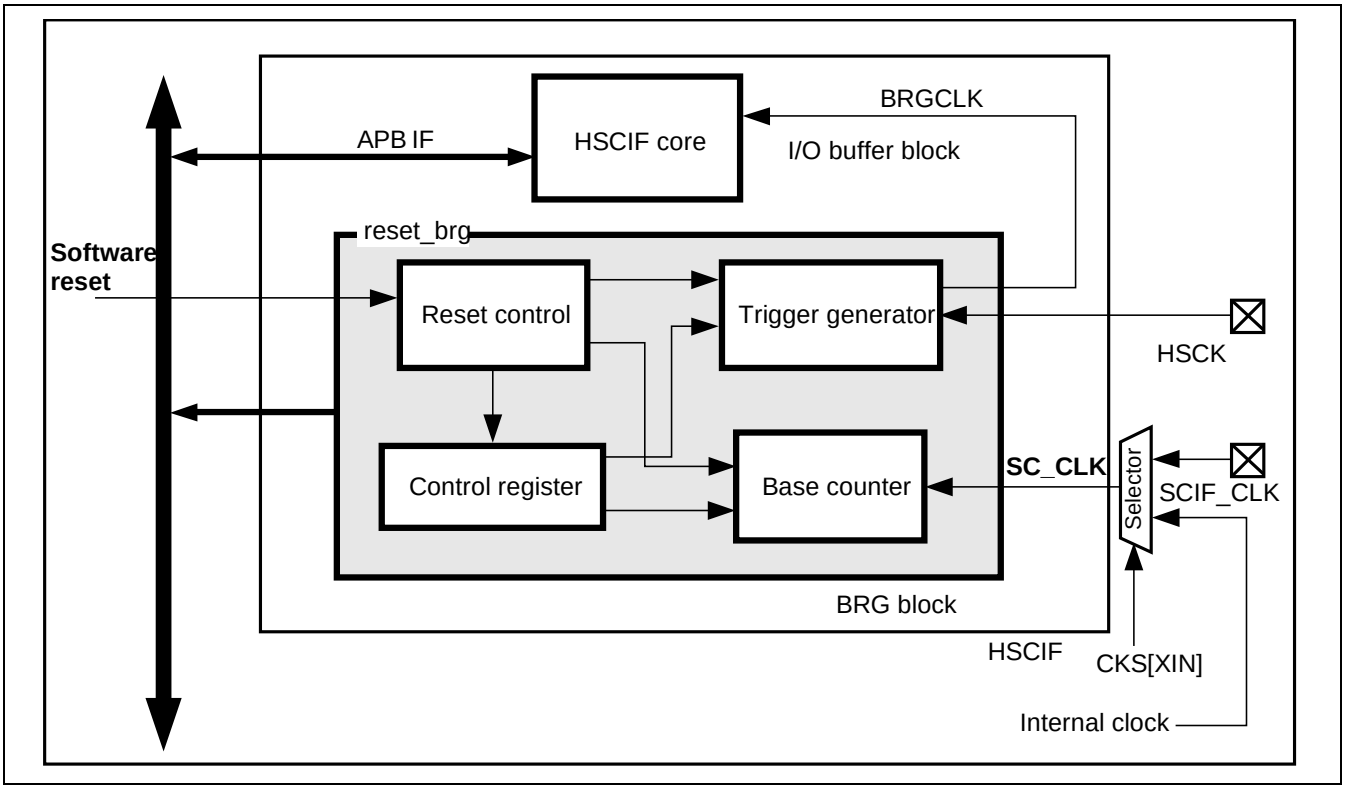


Figure 51.16 BRG Block Diagram

(1) Reset controller:

The reset controller handles resetting the control register, base counter, and trigger generator.

(2) Control register:

The control register has the frequency division register and clock select register.

(3) Base counter:

The base counter is a 16-bit CLK synchronization counter that is used to determine the timing for generating a frequency divided clock.

(4) Trigger generator:

The trigger generator generates rising-edge/falling-edge triggers for a frequency divided clock with the timing according to values of the frequency division register and base counter. The triggers are used to generate the frequency divided clock. In addition, the trigger generator switches the output between the HSCK (external clock input) and frequency divided clock.

51.5.3 BRG Register Configuration

Table 51.7 shows the registers in the BRG block.

Table 51.7 List of Registers

Name	Code	R/W	Initial Value	Offset From Base Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Frequency division register	DL	R/W	H'00	H'30	16	√	√	√	√
Clock select register	CKS	R/W	H'00	H'34	16	√	√	√	√

51.5.3.1 Frequency Division Register (DL)

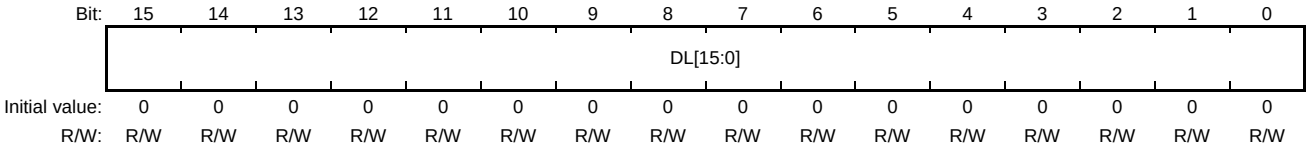
This register specifies the value of frequency division for the frequency divided clock generated by the BRG.

This register supports a 16-bit binary format that allows specifying a value in the range of 1 to 65535.

Setting all 0s in this register makes the BRG output the frequency divided clock at the low level.

The value of frequency division is given by the following formula:

The value of frequency division = (clock input frequency)/ (required baud rate × sampling rate)



Bit	Bit Name	Initial Value	R/W	Description
15 to 0	DL[15:0]	All 0	R/W	Specifies a division value of frequency clock generated in BRG. The setting value is enabled in the range of 1 to 65535.

Table 51.8 and Table 51.9 show how to use the baud rate generator with a 3.6864-MHz crystal resonator, and a 26-MHz crystal resonator.

Table 51.8 Baud Rate (3.6864-MHz clock)

Baud Rate	Value of Frequency Division	Sampling Rate	Error Rate*
50	4608	16	—
75	3072	16	—
110	4189	8	-0.002
134.5	1713	16	0.001
150	1536	16	—
300	768	16	—
600	384	16	—
1200	192	16	—

Baud Rate	Value of Frequency Division	Sampling Rate	Error Rate*
1800	128	16	—
2000	123	15	0.098
2400	96	16	—
3600	64	16	—
4800	48	16	—
7200	32	16	—
9600	24	16	—
14400	16	16	—
19200	12	16	—
38400	6	16	—
76800	3	16	—
115200	2	16	—

Note: * "—" Indicates that the error rate is 0.

Table 51.9 Baud Rate (26-MHz clock)

Baud Rate	Value of Frequency Division	Sampling Rate	Error Rate*
9600	129	21	0.025
19200	52	26	-0.160
38400	26	26	-0.160
57600	15	30	-0.309
115200	9	25	-0.309
230400	4	28	-0.756
460800	2	28	-0.756
921600	1	28	-0.756
1843200	1	14	-0.756
3250000	1	8	—

Note: * "—" Indicates that the error rate is 0.

51.5.3.2 Clock Select Register (CKS)

This register switches the output between the frequency divided clocks and specifies a source clock for the external baud rate.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CKS	XIN	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15	CKS	B’0	R/W	This bit switches the output between the frequency divided clock (SC_CLK) and external clock (HSCK). 0: Selects the frequency divided clock. 1: Selects the external clock.
14	XIN	B’0	R/W	Selects the baud rate generator clock source for the external clock between SCIF_CLK and Internal clock. 0: Selects the external clock (SCIF_CLK). 1: Selects the internal clock (Internal clock).
13 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

51.5.4 Restrictions in BRG

(1) Notes on setting frequency division register

1. For the initial setting of the register after a reset, at least one bit of waiting period is required to secure the clock stabilization time.

   (Example) One bit period when DL = 2

   3.68 (MHz) × 1/2 × 1/16 = 0.115 (MHz) → 8695 (ns)

2. For modifying the register value after the setting stated in <1> above, at least one bit of waiting period at the maximum bit rate (DL = '65535') is required.

   The HSCIF registers and BRG registers should be set as the following table:

- Asynchronous mode (SC_CLK external input)

HSCIF		BRG	
Register Name	**Setting Value**	**Register Name**	**Setting Value**
HSSCR.CKE[1:0]	B'10	CKS	H'0000
		DL	H'1 to H'FFFF

- Asynchronous mode (HSCK external input)

HSCIF		BRG	
Register Name	**Setting Value**	**Register Name**	**Setting Value**
HSSCR.CKE[1:0]	B'10	CKS	H'8000
		DL	Don't care

- Asynchronous mode (SC_CLK internal input)

HSCIF		BRG	
Register Name	**Setting Value**	**Register Name**	**Setting Value**
HSSCR.CKE[1:0]	B'10	CKS	H'4000
		DL	H'1 to H'FFFF

3. The register settings for the baud rate generator for external clock should be made before starting initialization of the HSCIF.

52. I2C Bus Interface (I2C)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

52.1 Overview

52.1.1 Features

Second generation RZ/G series products have up to seven I2C bus interfaces conformant with the Philips Semiconductors (now NXP Semiconductors) I2C bus (Inter-IC bus) specification. However, the configuration of registers that control the I2C bus differs partly from the NXP Semiconductors register configuration. The I2C bus interface has the following features. Note that "module clock (MOD_CLK)" refers to the peripheral module clock in this section.

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]: module clock is S3D2ϕ for channels I2C0/1/2 and S0D6ϕ for channels I2C3/4/5/6. S3D2ϕ and S0D6ϕ have the same frequency (133.33 MHz).

[RZ/G2E]: module clock is S3D2ϕ (133.33 MHz) for all channels.

- The I2C interfaces support the I2C bus specification from NXP Semiconductors
- Multi-master compatible
- Seven- or ten-bit address compatible master
- Seven-bit slave address
- Fast mode compatible
- Variable clock frequencies
- DMA transfer support for Master/Slave Transmission Master/Slave Reception.

Figure 52.1 shows a block diagram of the I2C bus interface.

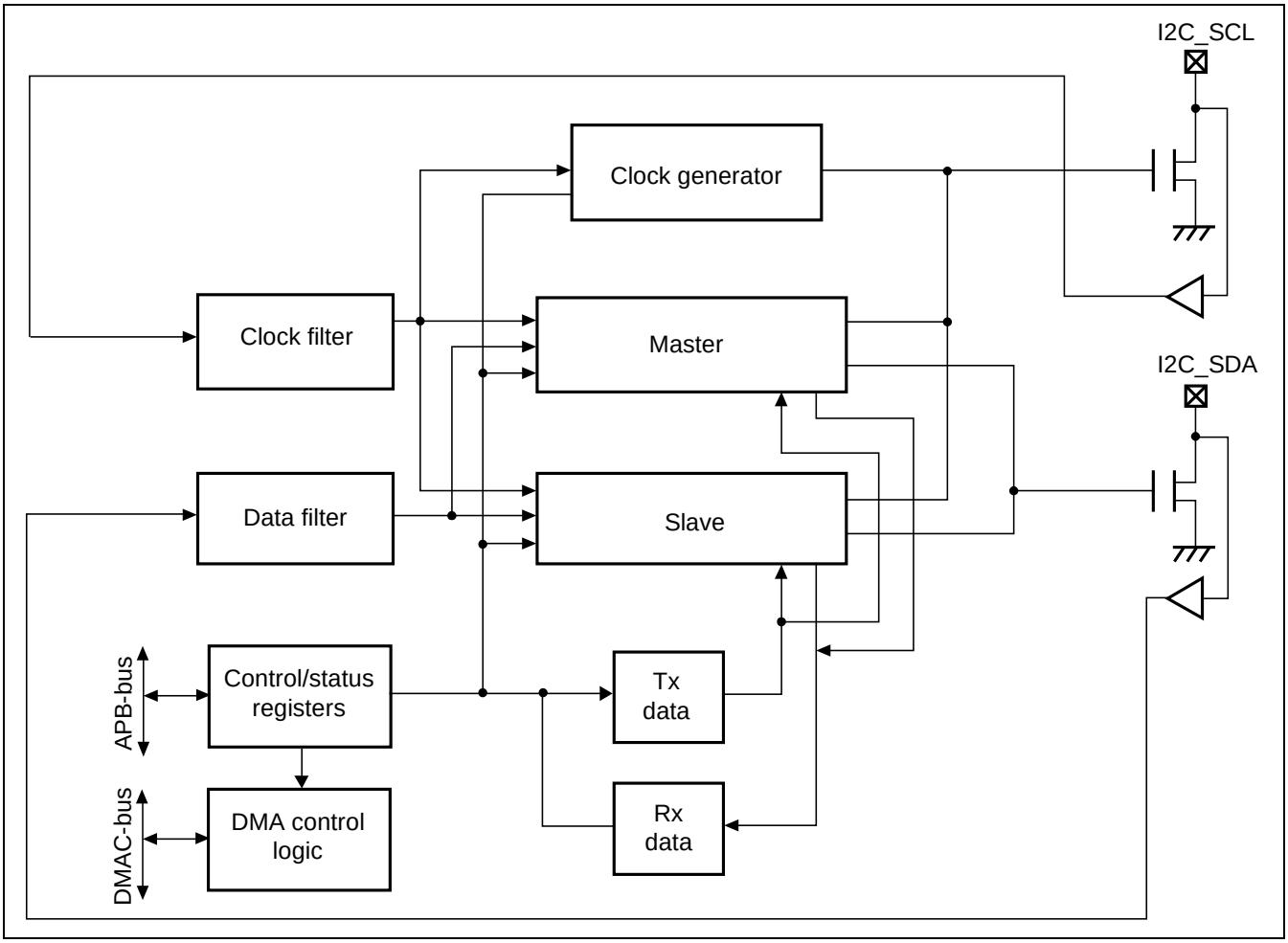


Figure 52.1 Block Diagram of I2C Bus Interface

52.1.2 External Pins

Table 52.1 lists the pins used in the I2C bus interface.

Table 52.1 I2C Bus Interface

				Second Generation RZ/G Series Products			
				RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Channel Number	Pin Name *1	I/O	Function	Output Buffer Type*2			
0	SCL	I/O	SCL: I2C serial clock input/output pin SDA: I2C serial data input/output pin	OD	OD	OD	OD
	SDA						
1	SCL			LVTTL	LVTTL	LVTTL	LVTTL
	SDA						
2	SCL			LVTTL	LVTTL	LVTTL	LVTTL
	SDA						
3	SCL			OD	OD	OD	OD
	SDA						
4	SCL			OD	OD	OD	LVTTL
	SDA						
5	SCL			OD	OD	OD	LVTTL
	SDA						
6	SCL			LVTTL	LVTTL	LVTTL	LVTTL
	SDA						
7	SCL			—	—	—	LVTTL
	SDA						

Notes: 1. The actual pin names are I2Cn_SCL and I2Cn_SDA (n = 0 to 6 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, n = 0 to 7 for RZ/G2E)). These are referred to as I2C_SCL and I2C_SDA in this section.

2. Output buffer type: "OD" is open drain buffer and "LVTTL" is low level drive only LVTTL buffer. OD assigned channel pins are 1.8 V I/O and input/output 3.3 V tolerant; LVTTL assigned channel pins are 3.3 V I/O.

The I2C buffer in this LSI is not compliant with the 5V-input. When turning off the I/O power source (3.3 V) of this LSI, turn off the power source of the pull-up resistors connected to the I2C pins.

Note: When using 1.8V I2C pins (OD assigned channel) as 3.3 V tolerant, all the external pull-up voltage power supply to the I2C of this LSI must keep the same power on/off sequence as the VCCQ (3.3 V) of this LSI.

52.1.3 Register Configuration

The base address for each channel of registers of the I2C bus interface is as follows:

- I2C0: H'E650_0000
- I2C1: H'E650_8000
- I2C2: H'E651_0000
- I2C3: H'E66D_0000
- I2C4: H'E66D_8000
- I2C5: H'E66E_0000
- I2C6: H'E66E_8000
- I2C7: H’E669_0000 (RZ/G2E)

Note: Number of I2C channels:
7 channels for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N (channels 0 to 6)
8 channels for RZ/G2E (channels 0 to 7)

Each channel of the I2C bus interface has the registers below.

Table 52.2 Register Configuration

Register Name	Abbreviation	R/W	Offset Address from Base Address	Initial Value	Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Slave control register	ICSCR	R/W	H'00	H'0000_0000	32	√	√	√	√
Master control register	ICMCR	R/W	H'04	H'0000_0000*3	32	√	√	√	√
Slave status register	ICSSR	R/(W)*1	H'08	H'0000_0000	32	√	√	√	√
Master status register	ICMSR	R/(W)*2	H'0C	H'0000_0000	32	√	√	√	√
Slave interrupt enable register	ICSIER	R/W	H'10	H'0000_0000	32	√	√	√	√
Master interrupt enable register	ICMIER	R/W	H'14	H'0000_0000	32	√	√	√	√
Clock control register	ICCCR	R/W	H'18	H'0000_0000	32	√	√	√	√
Slave address register	ICSAR	R/W	H'1C	H'0000_0000	32	√	√	√	√
Master address register	ICMAR	R/W	H'20	H'0000_0000	32	√	√	√	√
Receive data register	ICRXD	R	H'24	H'0000_0000	32	√	√	√	√
Transmit data register	ICTXD	W	H'24	H'0000_0000	32	√	√	√	√
Clock control register 2	ICCCR2	R/W	H'28	H'0000_0000	32	√	√	√	√
SCL mask control register	ICMPR	R/W	H'2C	H'0000_0000	32	√	√	√	√
SCL high control register	ICHPR	R/W	H'30	H'0000_0000	32	√	√	√	√
SCL low control register	ICLPR	R/W	H'34	H'0000_0000	32	√	√	√	√
DMA enable register	ICDMAER	R/W	H'3C	H'0000_0000	32	√	√	√	√
First bit setup cycle register	ICFBSCR	R/W	H'38	H'0000_0004	32	√	√	√	√

Notes: Do not write to any addresses other than listed above. Operations cannot be guaranteed if writing is attempted.
Values read from addresses other than those listed above are undefined.
Although the actual register name and its abbreviation have channel number as a suffix respectively, it is omitted in this section (the number "2" of ICCCR2 is not channel number).
Operation cannot be guaranteed if the register is not accessed as a longword(32bit)

1. Only 0 can be written to bits 4 to 0 to clear the flags.
2. Only 0 can be written to bits 6 to 0 to clear the flags.
3. Bits 30, 29, 22, 21, 14, 13, 6, and 5 are undefined.

52.2 Register Description

Registers in the I2C are allocated to and arranged in the address space of the internal bus.

Legend for Register Description

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.

R: Read-only. When the bit is reserved, the write value should always be 0. Writing 1 to these bits can cause a malfunction of I2C.

—/W: Write-only. The read value is undefined.

52.2.1 Slave Control Register (ICSCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	SDBS	SIE	GCAE	FNA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read,, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7 to 4	—	All 0	R	Reserved The write value should always be 0.
3	SDBS	B’0	R/W	Slave Data Buffer Select This bit is used to select the data buffer. Select the single-buffer mode supported in this module. When this bit is set to 1, the single-buffer mode is selected. SCL will be held low from the timing when the receive data register acquires the data packet until the SDR flag is cleared. 0: Setting prohibited 1: Single-buffer mode
2	SIE	B’0	R/W	Slave Interface Enable This bit must be set for the slave operation. If this bit is low, the slave interface is reset.
1	GCAE	B’0	R/W	General Call Acknowledgement Enable When slave devices are to issue an acknowledgement in response to a general call address sent from a master, this bit must be set to 1.
0	FNA	B’0	R/W	Forced Non Acknowledgement In the slave receive mode, the level of this bit is sent to the transmitting device as the acknowledge signal. This bit is set to 0 during the period that the data packet is being received, and set to 1 on completion of data reception. Forced non acknowledgement is returned to the master during slave reception. When the slave has received the last byte of data in a data packet, the slave communicates with the master by sending a NACK, meaning that the acknowledgement is not driven. The master issues a stop on the bus after receiving a NACK. The setting of this bit does not affect the acknowledgement of the slave address.

52.2.2 Slave Status Register (ICSSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bits 0 to 4 among the status bits in the slave status register are cleared by writing 0 to the respective status bit positions. The individual bits are held 1 until 0 is written to (other than the GCAR and STM bits).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	GCAR	STM	SSR	SDE	SDT	SDR	SAR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R/W*	R/W*	R/W*

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7	—	B'0	R	Reserved The write value should always be 0.
6	GCAR	B'0	R	General Call Address Received Indicates that the address received from the bus is a general call address (H'00). This status bit does not cause an interrupt. This bit is automatically cleared by hardware when the SIE bit (bit 2 in the slave control register) is set to 0 or when the SSR bit (bit 4 in this register) is set to 1.
5	STM	B'0	R	Slave Transmit Mode Indicates whether the current slave transmit mode is read or write. When this bit is set to 0, the mode is write (slave reception). When this bit is set to 1, the mode is read (slave transmission). This status bit does not cause an interrupt. This bit is automatically cleared by hardware when the SIE bit (bit 2 in the slave control register) is set to 0 or when the SSR bit (bit 4 in the slave status register) is set to 1.
4	SSR	B'0	R/W*	Slave Stop Received A stop condition has been output on the bus. This status bit becomes active after the rising edge of SDA during reception of a stop bit.

Bit	Bit Name	Initial Value	R/W	Description
3	SDE	B'0	R/W*	Slave Data Empty Indicates that data to be transmitted has been loaded into the shift register. At the start of byte data transmission, the contents of the ICTXD register are loaded into a shift register ready for outputting data on the bus. This status bit indicates that data has been loaded and the ICTXD register is again ready for further data. This status bit becomes active on the falling edge of SCL before reception of the first data bit. - When bit SDE = 1 & bit TSDMAE = 0, the interrupt SDE is issued to CPU, so the transmit data register is to accept further data. - When bit SDE = 1 & bit TSDMAE = 1, enable DMA transfer request to DMAC. During the single-buffer mode, this bit must be reset every time new data has been written to ICTXD. If not, the slave will hold SCL low after the current data transfer has finished to stop the bus. During DMA transmit mode, the SDE bit is also set after data is loaded into the shift register. In this case, this bit is cleared by DMA logic control. This mechanism to assure the continuous data transfer without software control. For the last byte data transmitted, this bit is cleared by software.
2	SDT	B'0	R/W*	Slave Data Transmitted A byte of data has been transmitted to the bus. This bit becomes active after the falling edge of SCL during reception of the last data bit.
1	SDR	B'0	R/W*	Slave Data Received A byte of data has been received from the bus and is ready for reading from the receive data register. This bit becomes active after the falling edge of SCL during reception of the last data bit. During the single-buffer mode, this bit must be reset after data has been read from the ICRXD register. - When bit SDR = 1 & bit RSDMAE = 0, the interrupt SDR is issued to CPU, so the transmit data register is to accept further data. - When bit SDR = 1 & bit RSDMAE = 1, enable DMA transfer request to DMAC. When SDBS is set to 1, SCL will be held low from the timing when the receive data register acquires the data packet until the SDR flag is cleared. During DMA receive mode, the SDR bit is also set after data is received into RXD register. In this case, this bit is cleared by DMA logic control. This mechanism to assure the continuous data transfer without software control.
0	SAR	B'0	R/W*	Slave Address Received Indicates that the slave has recognized its own address on the bus (defined by the contents of the slave address register). If the general call acknowledgement enable bit is enabled in the slave control register, then this status bit is also set to 1 even if the address on the bus is a general call address. In this case, the GCAR bit in this register is used to determine whether or not the address is a general call address. The STM bit indicates whether the access is read (high) or write (low). This status becomes active after the falling edge of SCL during reception of the last address bit. The slave holds the SCL signal low from the start of the ACK phase until the software resets this status bit.

Note: * This bit can be read from or written to. Writing 0 clears this bit to 0 and writing 1 is ignored.

52.2.3 Slave Interrupt Enable Register (ICSIER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	SSRE	SDEE	SDTE	SDRE	SARE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7 to 5	—	All 0	R	Reserved The write value should always be 0.
4	SSRE	B'0	R/W	Slave Stop Received Interrupt Enable 0: Disables the SSR interrupt. 1: Enables the SSR interrupt.
3	SDEE	B'0	R/W	Slave Data Empty Interrupt Enable 0: Disables the SDE interrupt. 1: Enables the SDE interrupt.
2	SDTE	B'0	R/W	Slave Data Transmitted Interrupt Enable 0: Disables the SDT interrupt. 1: Enables the SDT interrupt.
1	SDRE	B'0	R/W	Slave Data Received Interrupt Enable 0: Disables the SDR interrupt. 1: Enables the SDR interrupt.
0	SARE	B'0	R/W	Slave Address Received Interrupt Enable 0: Disables the SAR interrupt. 1: Enables the SAR interrupt.

52.2.4 Slave Address Register (ICSAR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	SADD0_6	SADD0_5	SADD0_4	SADD0_3	SADD0_2	SADD0_1	SADD0_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7	—	B'0	R	Reserved The write value should always be 0.
6 to 0	SADD0_6 to SADD0_0	All 0	R/W	Slave Address This is the unique 7-bit address allocated to the slave on the I2C bus. The slave interface compares this address with the first seven bits transmitted as the slave address, at the beginning of a data packet transmission.

52.2.5 Master Control Register (ICMCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	—	—	0	0	0	0	0	0	—	—	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	MDBS	FSCL	FSDA	OBPC	MIE	TSBE	FSB	ESG
Initial value:	0	—	—	0	0	0	0	0	0	—	—	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0, except bits 30, 29, 22, 21, 14, and 13, in which case, initial value is undefined.	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7	MDBS	B'0	R/W	Master Data Buffer Select This bit is used to select the data buffer mode. Select the single-buffer mode supported in this module. When this bit is set to 1, the single-buffer mode is selected. SCL will be held low from the timing when the receive data register acquires the data packet until the MDR flag is cleared. 0: Setting prohibited 1: Single-buffer mode
6	FSCL	—	R/W	Forced SCL This bit controls the status of the I2C_SCL pin (reading reflects the current status of the I2C_SCL pin). When the OBPC bit is set, this bit directly controls the SCL line on the bus. During a read cycle, the level on this bit (which includes the reset level) will change depending on the level on I2C_SCL since it directly reflects the level on the I2C_SCL.
5	FSDA	—	R/W	Forced SDA This bit controls the status of the I2C_SDA pin (reading reflects the busy status level on the I2C bus). When the OBPC bit is set, then this bit directly controls the SDA line on the bus. During a read cycle, the level on this bit (which includes the reset level) will show the busy status of the I2C bus (1 for busy; 0 for not busy).
4	OBPC	B'0	R/W	Override Bus Pin Control When this bit is set to 1, the FSDA and FSCL bits in this register control SDA and SCL directly.
3	MIE	B'0	R/W	Master Interface Enable When this bit is set to 1, the master interface is enabled. The master interface is disabled when this interface loses in arbitration of bus mastership even MIE bit indicates 1. If 0 is not subsequently written to the bit, the master interface is restored on detection of a STOP condition on the I2C bus. Regarding the state following a loss in arbitration of bus mastership, see the description of the MAL bit in ICMSR.

Bit	Bit Name	Initial Value	R/W	Description
2	TSBE	B'0	R/W	Start Byte Transmission Enable The write value for this bit should always be 0.
1	FSB	B'0	R/W	Forced Stop onto the Bus When this bit is set to 1, the master transmits a STOP condition on the bus at the end of the current transfer. If ESG is also set, the master immediately transmits a START condition and begins transmitting a new data packet. If ESG is not set, the master enters the idle state.
0	ESG	B'0	R/W	Enable Start Generation When this bit is set to 1, the master starts transmission of a data packet. If the bus is idle when ESG is set, the master transmits a START condition on the bus and then transmits the slave address. If the master is transferring data when ESG is set, at the end of that data byte transfer, the master transmits a repeated START condition before transmitting the slave address. When transmitting a data packet, the software must reset this bit when the slave address has been transmitted, otherwise a repeated START condition is transmitted after every transmission is completed.

52.2.6 Master Status Register (ICMSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The status bits (bits 0 to 6) in the master status register are cleared by writing 0 to the respective status bit positions. The individual status bits are held 1 until a reset by writing 0 to the appropriate bit position.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	MNR	MAL	MST	MDE	MDT	MDR	MAT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*	R/W*

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7	—	B'0	R	Reserved The write value should always be 0
6	MNR	B'0	R/W*	Master NACK Received When this bit is set to 1, this bit indicates that the master has received a NACK response (the SDA line is high during the acknowledge cycle on the bus) to either an address or data transmission. To restart the address transmission from idle state on Master, this bit must be cleared.
5	MAL	B'0	R/W*	Master Arbitration Lost In a multi-master system, when this bit is set to 1, it indicates that the master has lost arbitration to other masters on the bus. At this point, the master interface is disabled then Master enters the idle state again. To restart the address transmission from idle state on Master, this bit must be cleared. [except RZ/G2M V1.3, RZ/G2M V3.0]
4	MST	B'0	R/W*	Master Stop Transmitted When this bit is set to 1, it indicates that the master has sent a STOP condition on the bus. A STOP condition can be sent either as a result of the setting of the forced stop bit in the control register, or from a NACK being received from a slave during a slave receive data packet.

Bit	Bit Name	Initial Value	R/W	Description
3	MDE	B'0	R/W*	Master Data Empty At the start of a byte data transmission, the contents of the transmit data register are loaded into a shift register ready for transmitting on the bus. This status bit becomes active: - When bit MDE = 1, MAT = 0 & bit TMDMAE = 0, the interrupt MDE is issued to CPU, so the transmit data register is to accept further data. - When bit MDE = 1, MAT = 0 & bit TMDMAE = 1, enable DMA transfer request to DMAC. During master transmission, the MDE bit is also set at the same time as the MAT bit is set after transmission of the slave address. In this case, you need to clear the MDE and MAT bits after the ICMCR's ESG bit is cleared. The clearing will restart the data transmission. During DMA transmit mode, the MDE bit is also set after data is loaded into the shift register. In this case, this bit is cleared by DMA logic control. This mechanism to assure the continuous data transfer without software control. For the last byte data transmitted, this bit cleared by software.
2	MDT	B'0	R/W*	Master Data Transmitted Byte data has been sent to the slave on the bus. This status bit becomes active after the falling edge of SCL during reception of the last data bit.
1	MDR	B'0	R/W*	Master Data Received Byte data has been received from the bus and is in the receive data register. This status bit becomes active after the falling edge of SCL during reception of the last data bit. During single-buffer mode, this status bit must be reset after data has been read from the receive data register. - When bit MDR = 1, MAT = 0 & bit RMDMAE = 0, the interrupt MDR is issued to CPU, so the receive data register is to accept further data. - When bit MDR = 1, MAT = 0 & bit RMDMAE = 1, enable DMA transfer request to DMAC. When MDBS is set to 1, SCL will be held low from the timing when the receive data register acquires the data packet until the MDR flag is cleared. During master reception mode, the MDR bit is also set at the same time as the MAT bit is set after transmission of the slave address. In this case, you must clear the MDR and MAT bits after the ICMCR's ESG bit is cleared. Clearing will start the data reception. During DMA receive mode, the MDR bit is also set after data is received into RXD register. In this case, this bit is cleared by DMA logic control. This mechanism to assure the continuous data transfer without software control.
0	MAT	B'0	R/W*	Master Address Transmitted The master has been transmitted the slave address byte of a data packet. This bit becomes active after the falling edge of SCL during reception of the ACK bit following transmission of the address.

Note: * This bit can be read from or written to. Writing 0 clears this bit to 0 and writing 1 is ignored.

52.2.7 Master Interrupt Enable Register (ICMIER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	MNRE	MALE	MSTE	MDEE	MDTE	MDRE	MATE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7	—	B'0	R	Reserved The write value should always be 0.
6	MNRE	B'0	R/W	Master NACK Received Interrupt Enable 0: Disables the MNR interrupt. 1: Enables the MNR interrupt.
5	MALE	B'0	R/W	Master Arbitration Lost Interrupt Enable 0: Disables the MAL interrupt. 1: Enables the MAL interrupt.
4	MSTE	B'0	R/W	Master Stop Transmitted Interrupt Enable 0: Disables the MST interrupt. 1: Enables the MST interrupt.
3	MDEE	B'0	R/W	Master Data Empty Interrupt Enable 0: Disables the MDE interrupt. 1: Enables the MDE interrupt.
2	MDTE	B'0	R/W	Master Data Transmitted Interrupt Enable 0: Disables the MDT interrupt. 1: Enables the MDT interrupt.
1	MDRE	B'0	R/W	Master Data Received Interrupt Enable 0: Disables the MDR interrupt. 1: Enables the MDR interrupt.
0	MATE	B'0	R/W	Master Address Transmitted Interrupt Enable 0: Disables the MAT interrupt. 1: Enables the MAT interrupt.

52.2.8 Master Address Register (ICMAR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SADD1_6	SADD1_5	SADD1_4	SADD1_3	SADD1_2	SADD1_1	SADD1_0	STM1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7 to 1	SADD1_6 to SADD1_0	All 0	R/W	Slave Address These bits are the address of the slave which the master communicates with.
0	STM1	B'0	R/W	Slave Transfer Mode This bit specifies the mode in which the slave operates. Bit STM1 sets the operating mode (transmit or receive mode) of the slave, which is an external slave device whose address matches the slave address (SADD1) sent from the master. The slave device is automatically set to transmit/receive mode by hardware on reception of the STM1 signal. When this bit is set to 1, it indicates a read operation. When this bit is cleared to 0, it indicates a write operation.

52.2.9 Clock Control Register (ICCCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SCGD						CDF		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved The read value is always 0. The write value should always be 0.
8 to 3	SCGD	All 0	R/W	SCL Clock Generation Divider When operation is in master mode, the SCL clock is generated from the internal clock by using SCGD as the ratio. This is also the operating clock in slave-mode operation while SCL is being held low to stop the bus after an overflow has occurred. SCGD must be specified in both master and slave modes. The formula expressing the relationship is: Equation 2: SCL rate calculation SCLfreq = I2Cck/(20 + SCGD × 8 + F[(tICF + tr + IntDelay) × I2Cck]) I2Cck: I2C internal clock frequency tICF: I2C SCL falling time (depending on external load) tr: I2C SCL rising time (depending on external load) IntDelay: LSI internal delay corresponds to output buffer type. Open drain buffer: 50 ns (typ.), 110 ns (max.) LVTTL (low drive only) buffer: 5 ns (typ.), 6 ns (max.). F[n]: n rounded down to an integer Suggested settings for CDF and SCGD for CPU speeds and the two I2C bus speeds are given in Table 52.3.
2 to 0	CDF	All 0	R/W	Clock Division Factor The internal clock used in most blocks in the I2C module is a divided module clock. The internal I2C clock is generated from the module clock using the CDF as the division ratio: Equation 1: I2C internal clock frequency calculation I2Cck = MOD_CLK/(1 + CDF) MOD_CLK: module clock frequency Ensure that minimum values for setup and hold times of the SDA signal relative to the SCL signal on the bus are satisfied. The clock frequency is to ensure that the glitch filtering will operate with glitches of up to 50 ns as described in the fast mode I2C specification. Note: CDF must be set so that the clock frequency (I2Cck) is lower than 20 MHz.

Table 52.3 Recommended Settings for CDF and SCGD*1

- Recommended register values for open drain buffer

	100 kHz		400 kHz	
Module Clock Frequency	**CDF(*2)**	**SCGD(*3)**	**CDF(*2)**	**SCGD(*3)**
133.33 MHz	6	21	6	3
Error		-0.80%		-0.80%

- Recommended register values for LVTTL buffer (low drive only)

	100 kHz		400 kHz	
Module Clock Frequency	**CDF(*2)**	**SCGD(*3)**	**CDF(*2)**	**SCGD(*3)**
133.33 MHz	6	21	6	3
Error		-0.28%		+1.31%

Notes: 1. These recommended values are for the SCL rate with an external load that produces tICF = 3 ns and tr = 150 ns.
Recalculate to obtain the actual values after measuring tICF and tr under actual conditions of usage.
2. Recommended value for CDF bit of ICCCR.
3. Recommended value for SCGD bit of ICCCR.

52.2.10 Receive and Transmit Data Registers (ICRXD and ICTXD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Reading from or writing to these registers access different physical internal registers. When data is to be transmitted, the contents of the shift register are loaded via TXD. After data has been received into the shift register from the I2C bus, it is then loaded into RXD.

(1) Receive data register (ICRXD)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RXD							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7 to 0	RXD	All 0	R	Read Receive Data Data received by master or slave.

(2) Transmit data register (ICTXD)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TXD							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved The write value should always be 0.
7 to 0	TXD	All 0	W	Write Transmit Data Data to be transmitted by master or slave.

52.2.11 Clock Control Register 2 (ICCCR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	CDFD	HLSE	SME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, the value in bits 7 to 0 is set to bits 31 to 24, bits 23 to 16, and bits 15 to 8. The write value should always be 0.
7 to 3	—	All 0	R	Reserved The write value should always be 0.
2	CDFD	B'0	R/W	CDF Disable When this bit is set to 1, the module clock is used for internal clocks except the clock filter. For SCL rate computation, see equation 3 in Note 2. The clock filter always operates at a clock frequency divided by the CDF value.
1	HLSE	B'0	R/W	HIGH/LOW Separate Control Enable When this bit is set to 1, the SCGD setting is ignored and SCL is generated with the division ratio set by ICHPR during a high period and with the division ratio set by ICLPR during a low period. For SCL rate computation, see equation 3 in Note 2. The program should be prepared so that ICHPR and ICLPR should be written to before setting this bit.
0	SME	B'0	R/W	SCL Mask Enable When this bit is set to 1, a change of internal SCL is ignored after an SCL external input pin changes during the time equal to the number of internal clock cycles specified by ICMPR. For SCL rate computation, see equation 3 in Note 2. The program should be prepared so that ICMPR should be written to before setting this bit.

Notes: 1. The control bits should be set to "CDFD = 0, HLSE = 0, and SME = 0" or "CDFD = 1, HLSE = 1, and SME = 1". Otherwise, operation cannot be guaranteed. ICCCR2 should be written to prior to writing ICCCR.

2. Equation 3: SCL Rate Computation (CDFD = 1, HLSE = 1, and SME = 1)

SCL freq = MOD_CLK/(8 + 2 × SMD + SCLD + SCHD + F[(tICF + tr + IntDelay) × MOD_CLK])

MOD_CLK: Module Clock Frequency

SMD: SCL masked period (set by the SCL mask control register)

SCLD: I2C SCL low clock period (set by the SCL HIGH control register)

SCHD: I2C SCL high clock period (set by the SCL LOW control register)

tICF: I2C SCL falling time (depending on external load)

tr: I2C SCL rising time (depending on external load)

IntDelay: LSI internal delay corresponds to output buffer type.
Open drain buffer: 50 ns (typ.), 110 ns (max.)
LVTTL (low drive only) buffer: 5 ns (typ.), 6 ns (max.).

F[n]: n rounded down to an integer

Table 52.4 shows recommended register values for two types of I2C bus speeds.

Table 52.4 Recommended Register Values when CDFD = 1, HLSE = 1, and SME = 1

- Recommended Register Values for open drain buffer

	100 kHz					400 kHz				
Module Clock Frequency	**CDF (*1)**	**SCGD (*2)**	**SMD (*3)**	**SCHD (*4)**	**SCLD (*5)**	**CDF (*1)**	**SCGD (*2)**	**SMD (*3)**	**SCHD (*4)**	**SCLD (*5)**
133.33 MHz	6 (*6)	0	20	632	653	6 (*6)	0	21	133	150
Error			-1.53%					-5.84%		

- Recommended Register Values for LVTTL buffer (low drive only)

	100 kHz					400 kHz				
Module Clock Frequency	**CDF (*1)**	**SCGD (*2)**	**SMD (*3)**	**SCHD (*4)**	**SCLD (*5)**	**CDF (*1)**	**SCGD (*2)**	**SMD (*3)**	**SCHD (*4)**	**SCLD (*5)**
133.33 MHz	6 (*6)	0	14	639	658	6 (*6)	0	16	138	155
Error			-0.43%					-1.67%		

Note: tICF = 20ns, tr = 35ns, and IntDelay = 110ns(open drain buffer)/6ns(LVTTL) are used to calculate Error value.

Notes:
1. Recommended value for CDF bit of ICCCR.
2. Recommended value for SCGD bit of ICCCR.
3 Recommended value for SMD bit of ICMPR.
4. Recommended value for SCHD bit of ICHPR.
5. Recommended value for SCLD bit of ICLPR.
6. In case of connecting to device, whose $t_{HD;DAT}$ is smaller than 100ns, specifying 0 as CDF is recommended.

52.2.12 SCL Mask Control Register (ICMPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SMD							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, the value in bits 7 to 0 is set to bits 31 to 24, bits 23 to 16, and bits 15 to 8. The write value should always be 0.
7 to 0	SMD	All 0	R/W	SCL Mask Division When SME = 1, a change of internal SCL is ignored after the external SCL changes during the time equal to the number of internal clock cycles specified by SMD. The value set in SMD should be smaller than SCHD and SCLD.

52.2.13 SCL HIGH Control Register (ICHPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SCHD															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved The write value should always be 0.
15 to 0	SCHD	All 0	R/W	SCL HIGH Clock Division When HLSE is 1 and internal SCL is driven high, the clock generated using the SCHD internal clock division ratio is output. The period over the SCL signal is driven high can be calculated by the formula below. Period over SCL is driven high = 1/MOD_CLK × (4 + SMD + SCHD)

52.2.14 SCL LOW Control Register (ICLPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SCLD															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved The write value should always be 0.
15 to 0	SCLD	All 0	R/W	SCL LOW Clock Division When HLSE is 1 and internal SCL is driven low, the clock generated using the SCLD internal clock division ratio is output. The period over the SCL signal is driven low can be calculated by the formula below. Period over SCL is driven low = 1/MOD_CLK × (4 + SMD + SCLD)

52.2.15 DMA Enable Register (ICDMAER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MDMACTSZ[7:0] *								RMDMATSZ[7:0] *							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TMDMATSZ[7:0] *								TMDM ACE*	RMDM ACE*	—	—	RSD MAE	TSD MAE	RMD MAE	TMD MAE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W

Note: * RZ/G2E is assigned R/W, other products are read only.

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	MDMACTSZ	All 0	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
			[RZ/G2E] R/W	[RZ/G2E] DMA Master Continuous mode Transfer Size Specify the number of transfer counts. Transfer counts equals the number of DMAC descriptor number for this transfer. This register should be set same value of DMACHCRB.DCNT[7:0] for this DMA transfer. Minimum number is H'00. (Use 1 descriptor only) Maximum number is H'FF. (Use 256 descriptor)
23 to 16	RMDMATSZ	All 0	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
			[RZ/G2E] R/W	[RZ/G2E] DMA Master Continuous Received mode 1unit Transfer Size register. Specify byte number of 1 unit transfer size. For example, Start/End bit is send every 4byte, specify H'04. Minimum size setting is "H'01". (Transfer of 1 unit is Once) Maximum size setting is "H'00". (Transfer of 1 unit is 256 times)

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	TMDMATSZ	All 0	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
			[RZ/G2E] R/W	[RZ/G2E] DMA Master Continuous Transmitted mode 1unit Transfer Size register. Specify byte number of 1 unit transfer size. For example, Start/End bit is send every 4byte, specify H'04. Minimum size setting is "H'01". (Transfer of 1 unit is Once) Maximum size setting is "H'00". (Transfer of 1 unit is 256 times)
7	TMDMACE	B'0	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved The write value should always be 0.
			[RZ/G2E] R/W	[RZ/G2E] DMA Master Continuous Transmitted Enable 0: Disables DMA Continuous Transmitted mode 1: Enables DMA Continuous Transmitted mode
6	RMDMACE	B'0	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Reserved The write value should always be 0.
			[RZ/G2E] R/W	[RZ/G2E] DMA Master Continuous Received Enable 0: Disables DMA Continuous Received mode 1: Enables DMA Continuous Received mode
5 to 4	—	All 0	R	Reserved The write value should always be 0.
3	RSDMAE	B'0	R/W	DMA Slave Received Enable 0: Disables DMA Slave Received Mode. 1: Enables DMA Slave Received Mode.
2	TSDMAE	B'0	R/W	DMA Slave Transmitted Enable 0: Disables DMA Slave Transmitted Mode. 1: Enables DMA Slave Transmitted Mode.
1	RMDMAE	B'0	R/W	DMA Master Received Enable 0: Disables DMA Master Received Mode. 1: Enables DMA Master Received Mode.
0	TMDMAE	B'0	R/W	DMA Master Transmitted Enable 0: Disables DMA Master Transmitted Mode. 1: Enables DMA Master Transmitted Mode.

52.2.16 First Bit Setup Cycle Register (ICFBSCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	FBSC_4	FBSC_3	FBSC_2	FBSC_1	FBSC_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved When these bits are read, bits 31 to 24, 23 to 16, and 15 to 8 reflect the values of bits 7 to 0. The write value should always be 0.
7 to 5	—	All 0	R	Reserved The write value should always be 0.
4 to 0	FBSC_4 to FBSC_0	B'0_0100	R/W	Setting the delay time of the 1st data bit between SDA and SCL

Note: The delay time of the 1st data bit between SDA and SCL was calculated as below table:

Table 52.5 First Bit Setup Cycle Value

1st Bit setup Cycle	FBSC's value	1st Bit setup Cycle	FBSC's value
02 × Tcyc	B'0_0000	18 × Tcyc	B'1_0000
03 × Tcyc	B'0_0001	19 × Tcyc	B'1_0001
04 × Tcyc	B'0_0010	20 × Tcyc	B'1_0010
05 × Tcyc	B'0_0011	21 × Tcyc	B'1_0011
06 × Tcyc	B'0_0100	22 × Tcyc	B'1_0100
07 × Tcyc	B'0_0101	23 × Tcyc	B'1_0101
08 × Tcyc	B'0_0110	24 × Tcyc	B'1_0110
09 × Tcyc	B'0_0111	25 × Tcyc	B'1_0111
10 × Tcyc	B'0_1000	26 × Tcyc	B'1_1000
11 × Tcyc	B'0_1001	27 × Tcyc	B'1_1001
12 × Tcyc	B'0_1010	28 × Tcyc	B'1_1010
13 × Tcyc	B'0_1011	29 × Tcyc	B'1_1011
14 × Tcyc	B'0_1100	30 × Tcyc	B'1_1100
15 × Tcyc	B'0_1101	31 × Tcyc	B'1_1101
16 × Tcyc	B'0_1110	32 × Tcyc	B'1_1110
17 × Tcyc	B'0_1111	33 × Tcyc	B'1_1111

Note: In Normal mode, Tcyc is period of I2Cck.
In Duty variable mode, Tcyc is period of MOD_CLK.

52.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

52.3.1 Data and Clock Filters

These blocks filter out glitches on signals coming from the I2C bus. Glitches up to one internal clock period in width are rejected (for details on the internal clock frequency, see section 52.2.9, Clock Control Register (ICCCR)). This is for the faster I2C bus rate (400 kHz) but does not violate the slower I2C bus rate specification.

These blocks also resynchronize bus signals with the internal clock.

52.3.2 Clock Generator

The clock generator has two functions. Firstly, it generates the SCL (I2C bus clock) according to commands of the master or slave interface. Secondly, it controls the internal clock rate, used by filtering blocks and the master and slave interfaces. This clock functions as a clock enable signal of the registers in these blocks.

52.3.3 Master/Slave Interfaces

These two interfaces run independently and in parallel. The master interface controls the transmission of address and data on the I2C bus. The slave interface monitors the I2C bus and takes part in transmissions if its programmed address is seen on the bus. The interfaces communicate with the control/status registers independently. There is only one interrupt line output from the I2C module. The interrupt source is either the master or the slave.

52.3.4 Software Status Interlocking

To make the software interface with the I2C module as robust and thus simple as possible, various interlocking status mechanisms have been included in the operation of the master and slave interfaces. The status bits involved are:

(1) MDR and SDR

MDR or SDR is set to 1 when data is received. Clear the status after reading the receive data register. If data is received while MDR or SDR is set, the hardware recognizes that unread data remains in the receive data register and automatically holds SCL at the low level to suspend data transmission. In this case, transmission can be resumed by clearing the status after reading the receive data.

Consequently, when receiving data continuously, be sure to clear the status bit (MDR or SDR) after reading the receive data register.

(2) MDE and SDE

If the MDE or SDE status bit is still set when data in the transmit data register is to be transmitted on the I2C bus by the slave or master, the SCL line must be held low until the MDE or SDE status bit is reset. The MDE or SDE status bit being set indicates that the data currently held in the transmit data register has already been transmitted on the I2C bus.

The software must clear this status bit when it writes to the transmit data register after transmission of the next data byte has become possible. This is not required for the first byte of data to be transmitted on the bus.

(3) MAL

When the master loses arbitration, the MAL bit (of the master status register) is set and the master interface is disabled. At this point, master mode is invalid and the I2C bus interface enters the slave mode. When master interface is restored, MAL bit must be cleared before the address re-transmission. [except RZ/G2M V1.3, RZ/G2M V3.0].

(4) SAR

The SAR status bit is set when the slave identifies its address on the I2C bus. At this point the slave interface forces the SCL line low until the SAR status bit is reset.

This is particularly important when a slave transmit is about to take place on the bus, and the slave will transmit the data from the transmit data register. The software responds to the SAR status by writing the required data into the transmit data register and then resetting the SAR status bit. This allows the slave interface to continue the access.

Unless the SAR bit is in use, when the slave is about to receive data, the software might still be reading out data that was loaded in previous access from the receive data register. In this case the valid data still held in the receive data register is overwritten. However, this is avoided using the SAR status bit. After the software has read data in the receive data register, reset the SAR bit (if it is set). Then overwriting the receive data register is avoided.

52.3.5 I2C Bus Data Format

Figure 52.2 shows a timing chart for the I2C bus interface. Table 52.6 describes the meaning of each symbol in Figure 52.2.

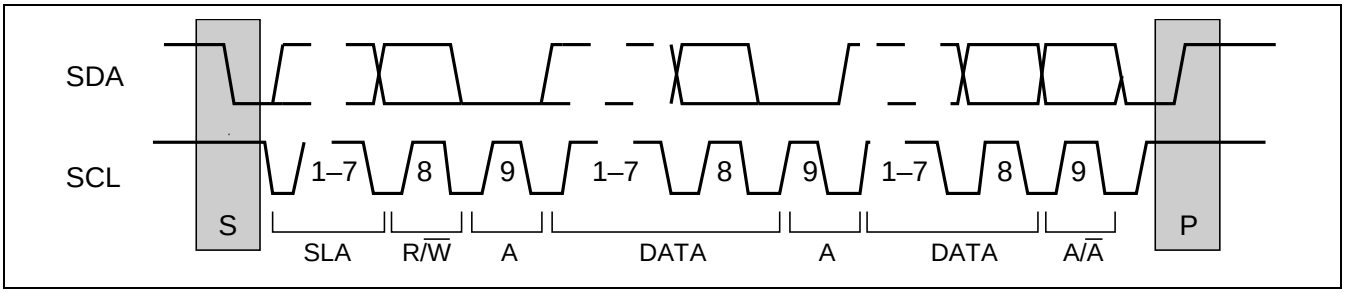


Figure 52.2 I2C Bus Timing

Table 52.6 Description on Symbols of I2C Bus Data Format

Symbol	Description
S	Indicates a start condition. A master device changes SDA from high to low while SCL is high level.
SLA	Indicates a slave address. A slave address is used when a master device selects a slave device.
R/$\overline{W}$	Indicates the direction of data transmission. If the R/$\overline{W}$ bit is 1, the data flows from the slave to the master device. If the bit is 0, the data flows from the master to the slave device.
A	Indicates data acknowledge. Data receiving device makes SDA low level (the slave device returns a data acknowledge signal in master transmission mode, and vice versa).
DATA	Indicates transmit or receive data. The data length is eight bits, which are transferred in the MSB first.
P	Indicates a stop condition. A master device changes SDA from low to high while SCL is high.

52.3.6 7-Bit Address Format

Figure 52.3 shows the format of data transfer from a master to a slave device (master data transmit format). Figure 52.4 shows the data transfer format (master data receive format) when a master device reads the second and the following byte data from a slave device.

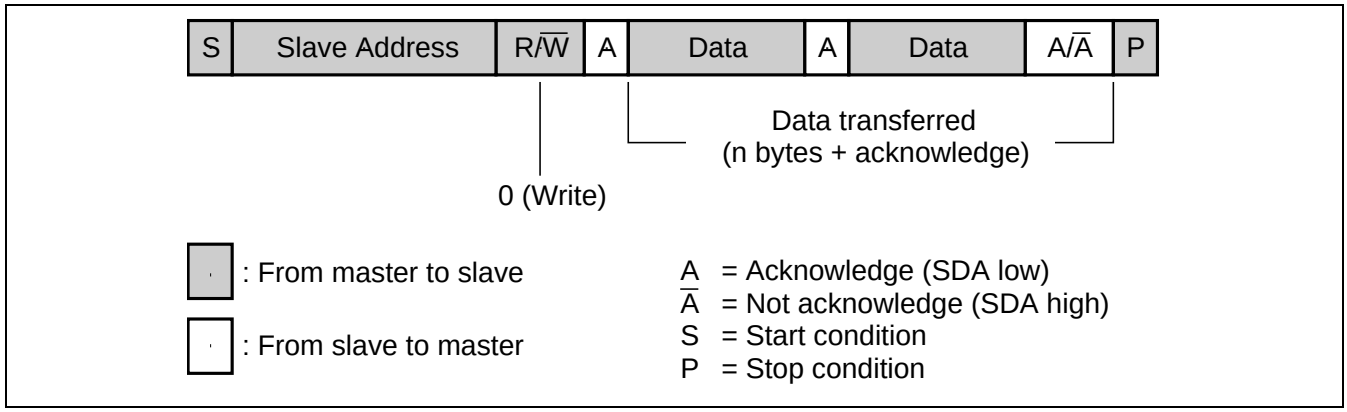


Figure 52.3 Master Data Transmit Format

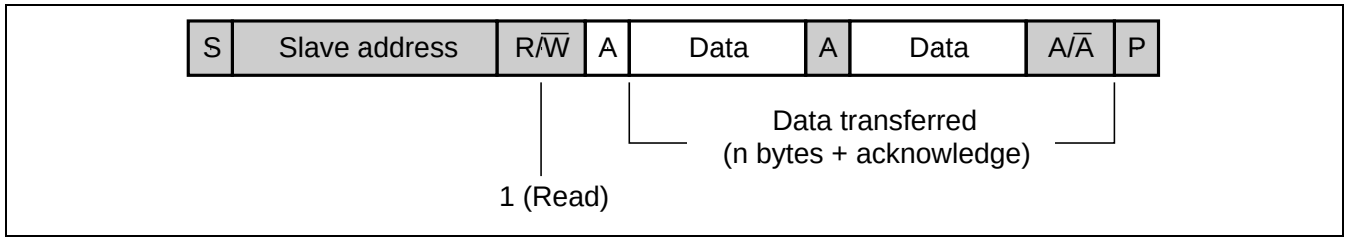
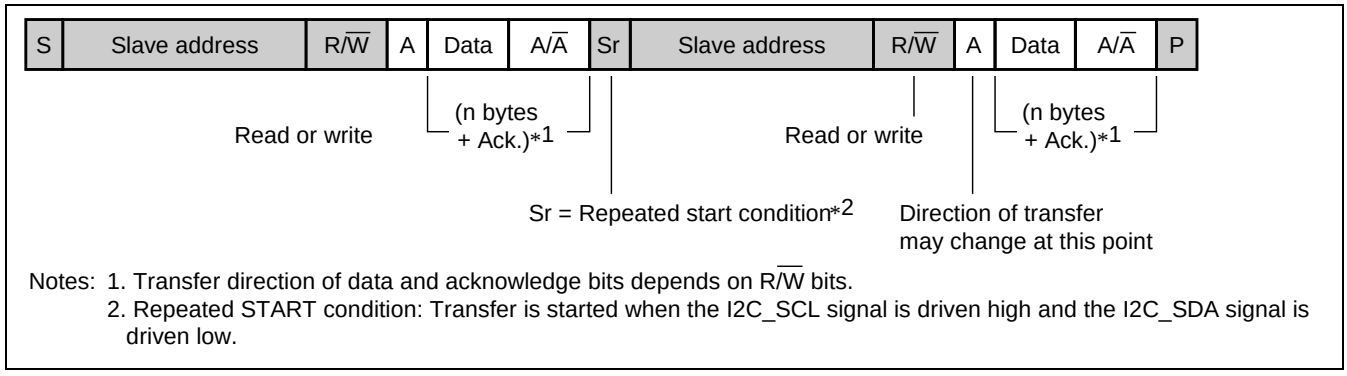


Figure 52.4 Master Data Receive Format

Figure 52.5 shows the combined format when the data transfer direction changes during one transfer. When changing the direction after the first transfer, the repeated START condition (Sr), slave address and R/$\overline{W}$ bits are transmitted. In this case, the R/$\overline{W}$ bit is set to the direction opposite to the first transfer direction. The repeated START condition is issued by the master at the end of a transmit or receive cycle if the enable start generation bit in the master control register has been set.



Notes: 1. Transfer direction of data and acknowledge bits depends on R/$\overline{W}$ bits.
2. Repeated START condition: Transfer is started when the I2C_SCL signal is driven high and the I2C_SDA signal is driven low.

Figure 52.5 Combination Transfer Format of Master Transfer

52.3.7 10-Bit Address Format

Description is given below on the 10-bit address transfer format supported in master mode. This format has three transfer methods as the 7-bit address transfer format.

Figure 52.6 shows the data transmit format. The set value in the master address register is output in one byte following the first START condition (S). The value set in the transmit data register (TXD) is transmitted as a slave address in the second byte. Data on and after the third byte is transferred in the same way as the 7-bit address data.

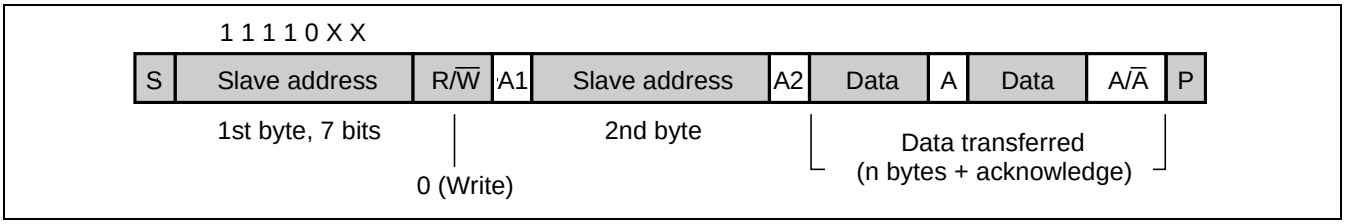


Figure 52.6 10-Bit Address Data Transmit Format

Figure 52.7 shows the data receive format. Two bytes of an address is transmitted in the same way as in the data transmit format. Then, repeated START condition (Sr) is transmitted and the value set in the address register is output. At this time, STM1 must be set to 1 (receive mode). Data is transferred in the same way as in the 7-bit address data receive format.

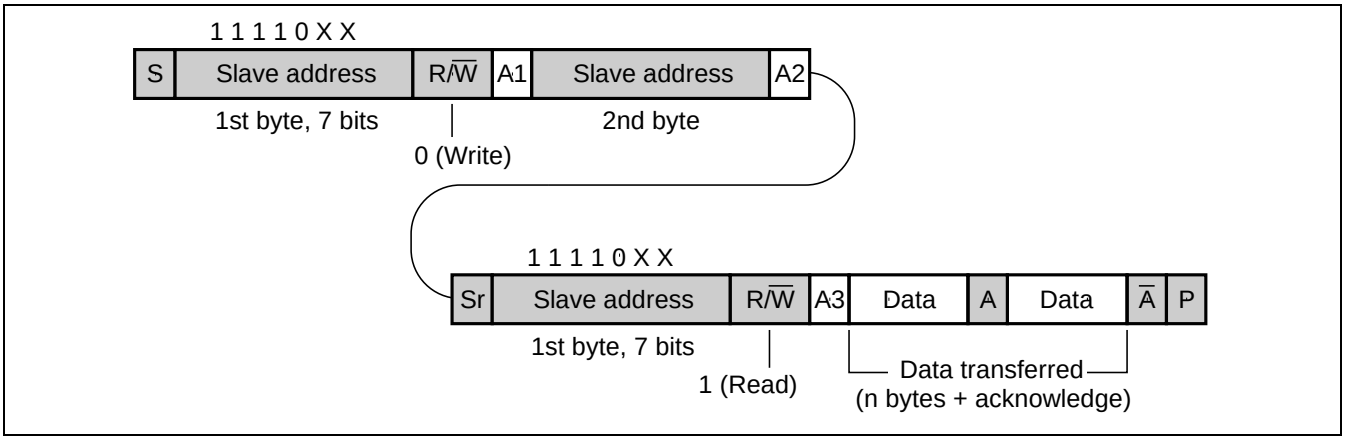


Figure 52.7 10-Bit Address Data Receive Format

Figure 52.8 shows the data transmit/receive combined format.

In the data transmit/receive combined format, data is transmitted after an address is transmitted with the first two bytes. Then, the repeated START condition (Sr) is transmitted instead of STOP condition (P). After Sr is transmitted, the procedure is the same as that in the data receive format.

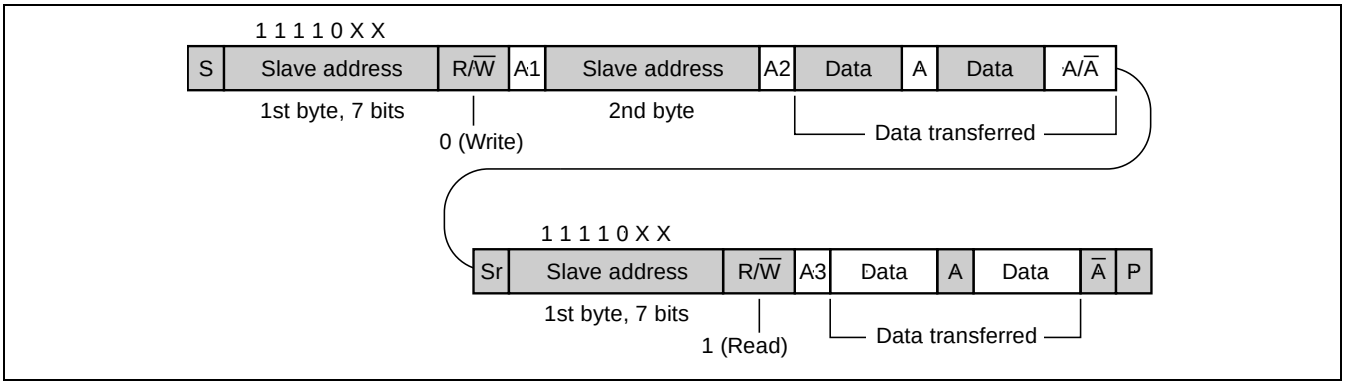


Figure 52.8 10-Bit Address Transmit/Receive Combined Format

52.3.8 Master Transmit Operation

The procedure and operations for transmission in master transmit mode are described below. Figure 52.9 shows the timing chart in master transmit mode. Setting the ICMCR.MDBS bit allows the I2C to operate in single-buffer mode.

1. Set up the initial state by setting the ICMAR, ICTXD, ICCCR, and ICMIER. Note that the setting of the clock control register must be in accord with the rate of transmission.
2. Monitor the ICMCR.FSDA. Confirm that this bit is low, meaning that other I2C devices are not using the bus. After confirmation, set the ICMCR.MIE (bit 3) and ICMCR.ESG (bit 0) bits to 1 to start master transmission.
3. After the transmit START condition, slave address, and data transfer direction bits are transmitted, an interrupt due to the ICMSR.MAT and ICMSR.MDE bits is generated at the timing of (1) in Figure 52.9. At this time, clear the ICMCR.ESG bit to 0. To suspend the data transmission, the master device will hold SCL low until the ICMSR.MDE bit is cleared.
4. Data is transmitted in units of nine bits: 8-bit data and 1-bit ACK. An interrupt of MDE (bit 3) is generated at the ninth clock before data transfer (at the timing of (2) in Figure 52.9). An interrupt of ICMSR.MDT (bit 2) is generated at the eighth clock after 1-byte data transfer (at the timing of (3) in Figure 52.9, Figure 52.10, Figure 52.11). Clear ICMSR.MDE to 0 after setting transmit data.
5. When this I2C receives NACK from the slave device, ICMSR.MNR is set to 1.
   After that, this I2C makes STOP condition and ICMSR.MST is set to 1.
6. To end of transmission, need to set ICMCR.FSB = 1.
   ICMCR.FSB must be set by MDE interruption at final byte data transmission.
   ICMSR.MST (master stop transmitted, at the timing of (4) in Figure 52.9) is checked by interruption or polling.

Signal level changes of (1) to (6) in Figure 52.9 are generated after the falling edge of the clock.

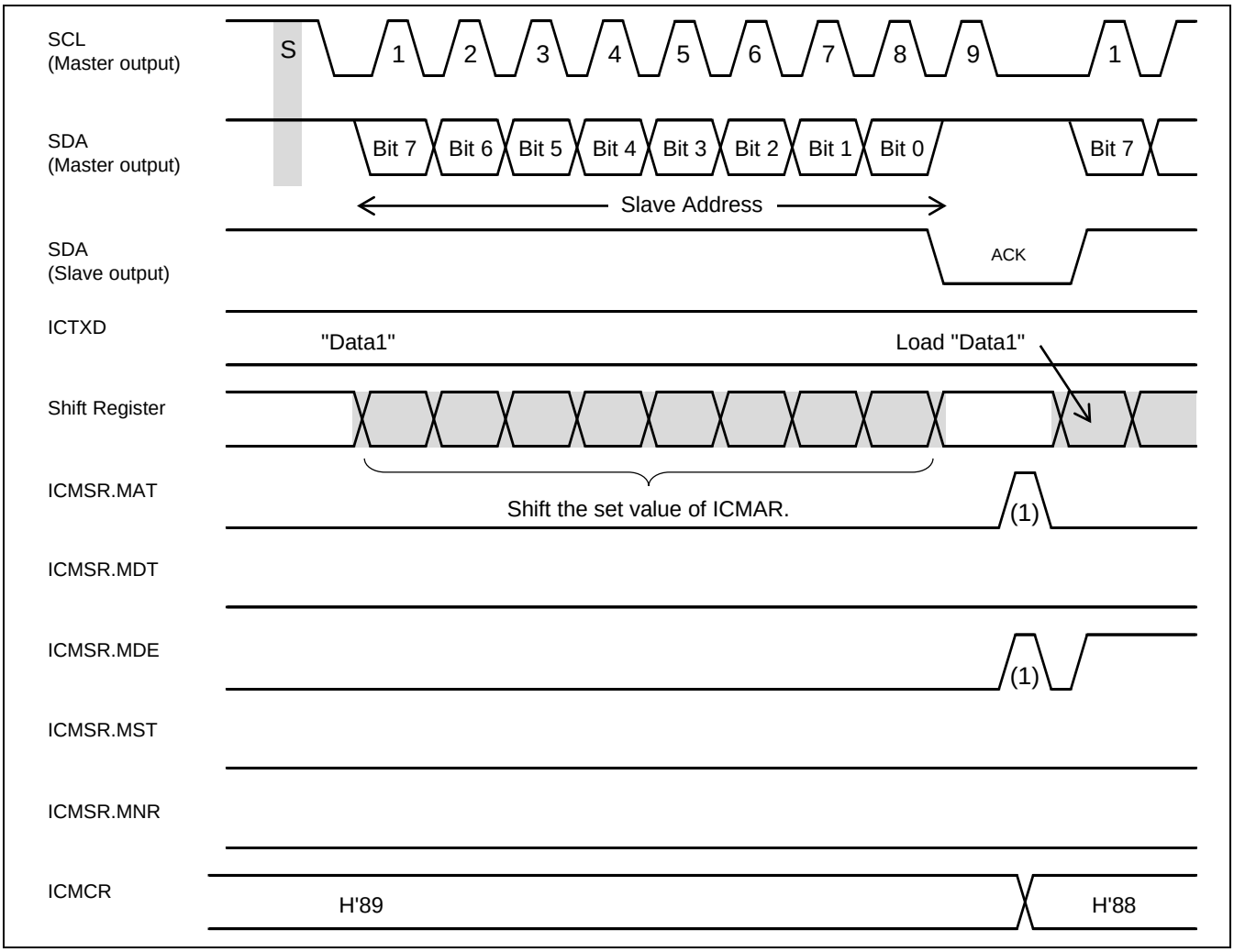


Figure 52.9 Data Transmit Mode Operation Timing

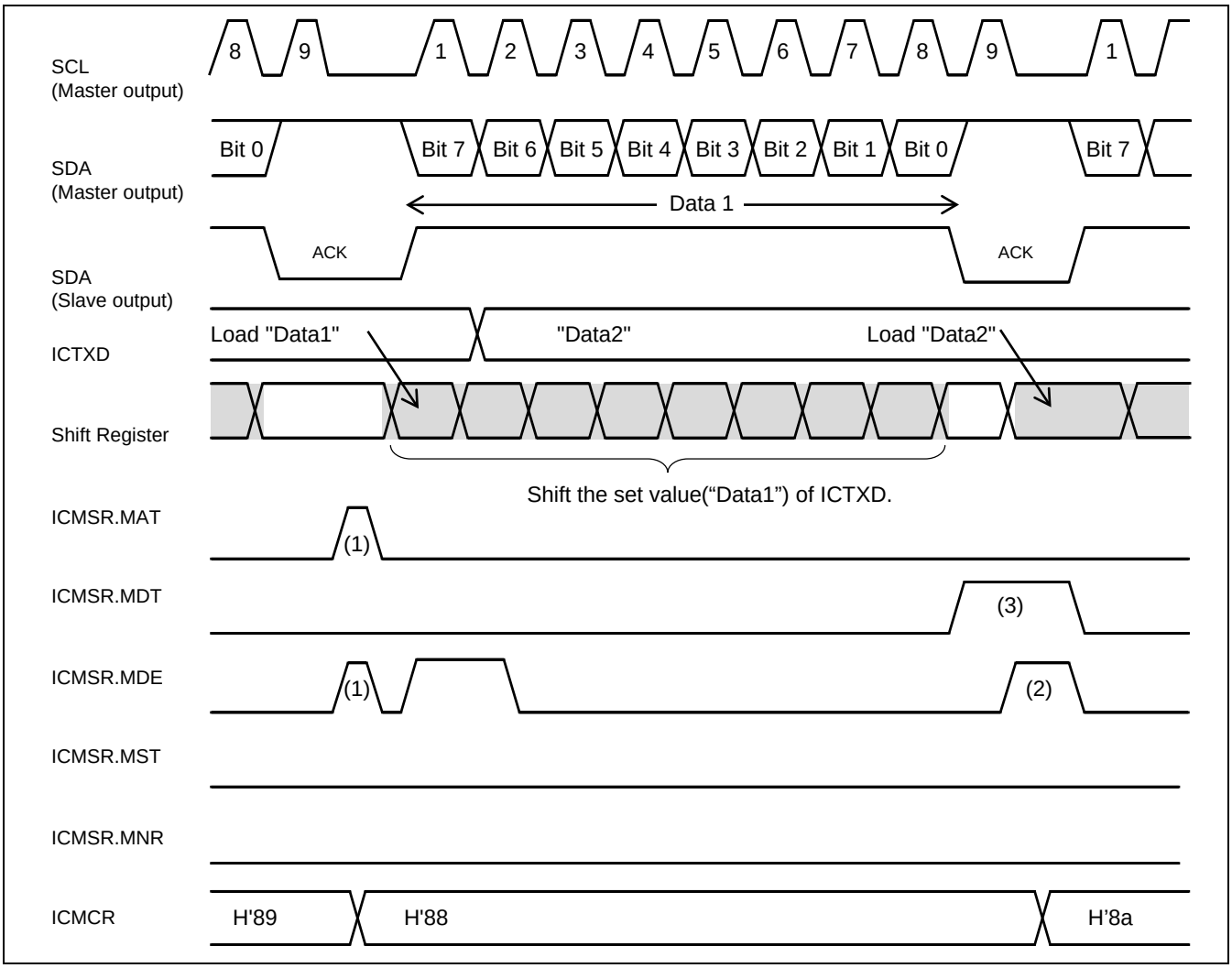


Figure 52.10 Data Transmit Mode Operation Timing

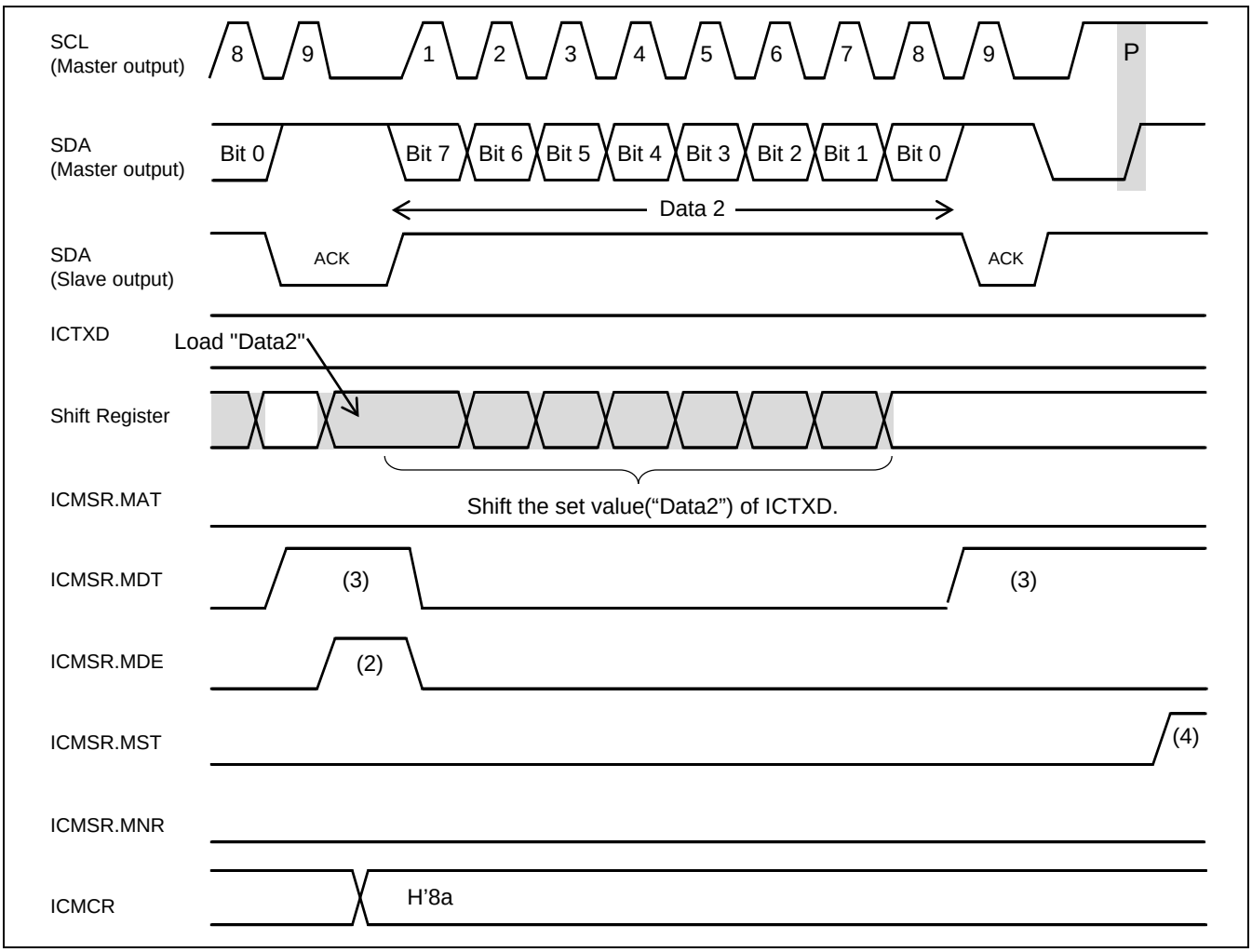


Figure 52.11 Data Transmit Mode Operation Timing

52.3.9 Master Receive Operation

The data receive procedure and operation in master receive mode are described below. Figure 52.12 shows the timing chart in master receive mode. Setting the ICMCR.MDBS bit allows the I2C to operate in single-buffer mode.

1. In master receive mode, as to transmit of a slave address and a 1-bit signal indicating the data transfer direction, operation is the same as that in master transmit mode. At this time, set the data transfer direction to 1 (reception).
2. The slave device automatically enters the data transmit mode according to the signal that indicates the data transfer direction, and transmits 1-byte data in synchronization with the SCL clock output from the master device. The master device generates an interrupt of ICMSR.MDR (bit 1) at the eighth clock (at the timing of (1) in Figure 52.12). Clear the ICMSR.MDR bit after the master device reads ICRXD. If this processing is delayed, the master device extends the SCL period to suspend data transmission (at the timing of (2) in Figure 52.12).
3. To end data transfer, set ICMCR.FSB (bit 1) of the master device and output STOP condition. In order to stop the communication after predetermined number of byte data is transferred, ICMCR.FSB bit needs to be set before the last byte data transfer is started. After confirming reception of the last byte, even when the master receiver has completed the reception transaction.

Signal level changes of (1) to (3) in Figure 52.12 and Figure 52.13 are generated after the falling edge of the clock.

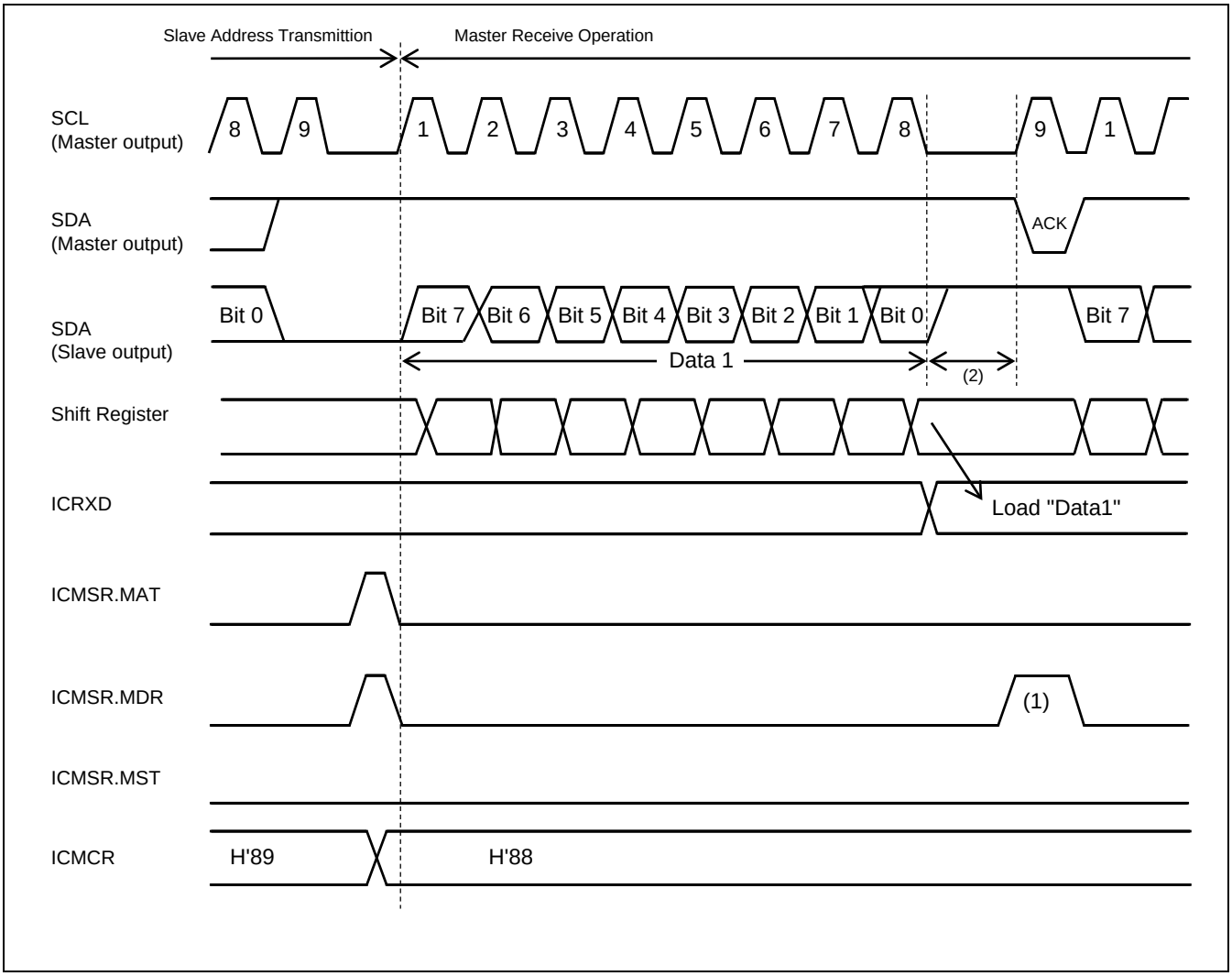


Figure 52.12 Data Receive Mode Operation Timing

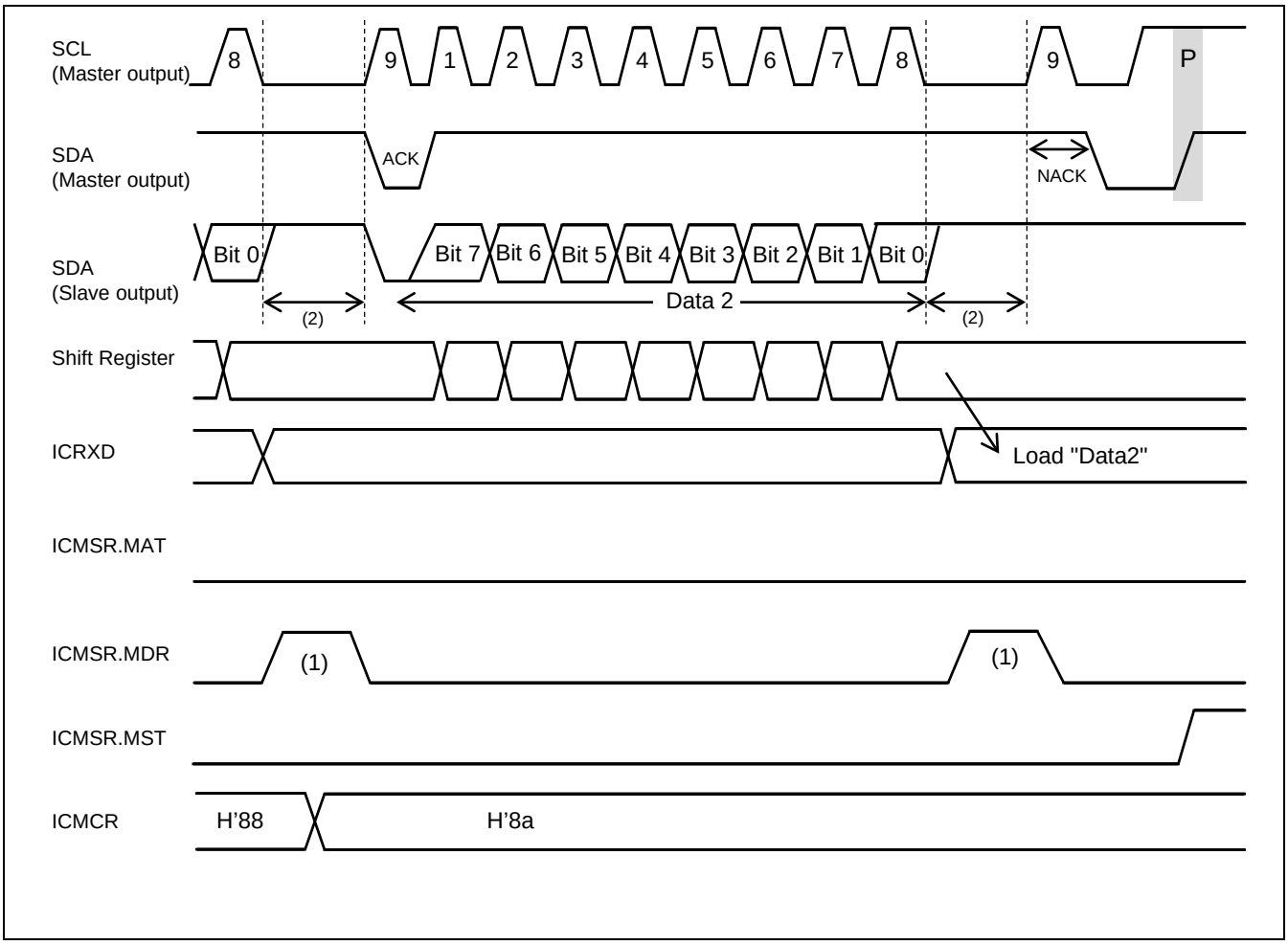


Figure 52.13 Data Receive Mode Operation Timing

52.4 Programming Examples

52.4.1 Master Transmitter

In order to set up the master interface to transmit a data packet on the I2C bus, follow the procedure below (an example for I2C0):

(1) Set value for the clock control register

1. Reset I2C with SRCR and SRSTCLR.
2. Set the Clock Control register 2 (ICCCR2) = H’07 (CDFD = 1, HLSE = 1, SME = 1).
3. Set the Clock Control register (ICCCR) = H’06 (SCGD = 0, CDF = 6, I2C internal clock I2Cck: 19 MHz).
   − Setting ICCCR, ICCCR2 for using Duty ratio fixed or Duty ratio variable. The case for using Variable Duty ratio, have to setting ICCCR2 too. The case for using Fixed Duty ratio, have to setting ICCCR only.
4. Set the SCL Mask Control register (ICMPR) = H’1C (Variable Duty ratio only).
5. Set the SCL High Control register (ICHPR) = H’73 (Variable Duty ratio only).
6. Set the SCL Low Control register (ICLPR) = H’85 (Variable Duty ratio only).
7. Set the First Bit Setup Cycle register (ICFBSCR) = H’0F (1^{st} bit setup cycle = 17 × Tcyc).

(2) Set value for the master control register, first data byte, and address

1. Clear the Master Status register (ICMSR) = H’00 (all 0 clear).
2. Set the Master Interrupt Enable register (ICMIER) = H’09 (MDEE = 1, MATE = 1).
3. Set the Master Address register (ICMAR) = Slave device address + H’00 (Write mode).
4. Set the Transmit Data register (ICTXD) = 1^{st} transmission data.
5. Set the Master Control register (ICMCR) = H’89 (MDBS = 1, MIE = 1, ESG = 1).

(3) Wait for outputting address

1. Wait for master event (an interrupt of the ICMSR.MAT and ICMSR.MDE).
2. Set ICMCR to H'88 (to suspend the data transmission, the master device will hold the SCL low until the MDE bit is cleared).
   — If only one byte of data is transmitted, set the ICMCR to H'8A, meaning that the stop generation is enabled. This generates a stop on the bus as soon as one byte has been transmitted.
3. Clear the ICMSR.MAT & ICMSR.MDE bits.

(4) Monitor transmission of data

1. Wait for master event, ICMSR.MDE.
2. ICTXD = subsequent data.
3. Clear the ICMSR.MDE bit.

   Clear ICMSR.MDE after setting the last byte to be transmitted. After the last byte data is loaded into the shift register, ICMSR.MDE is generated. Before clearing ICMSR.MDE, you must set ICMSR to H'8A (set the force stop control bit).

(5) Wait for end of transmission

1. Wait for the master event, ICMSR.MST.
2. Clear the ICMSR.MST bit.

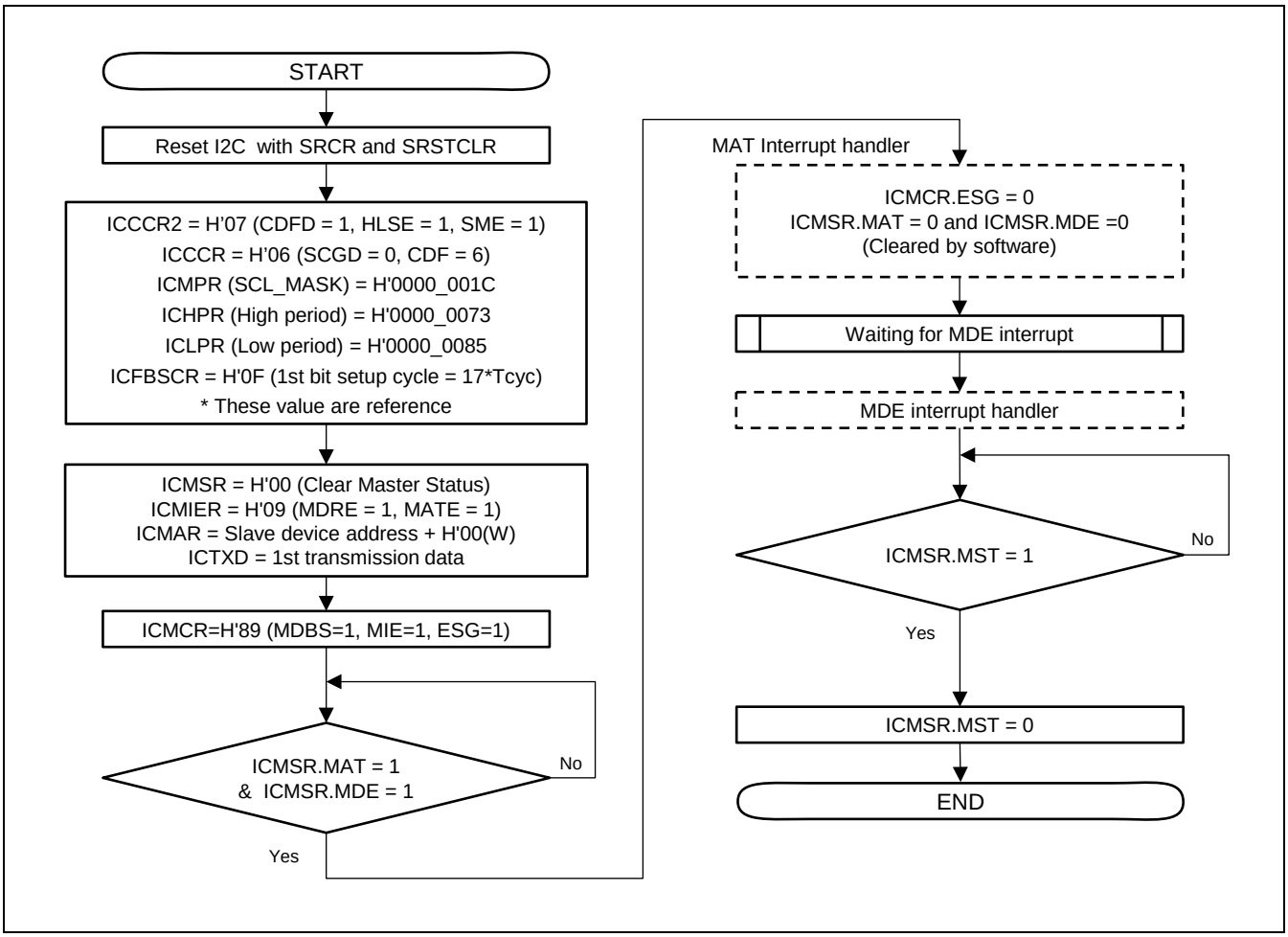


Figure 52.14 Master Transmitter Operation Setting

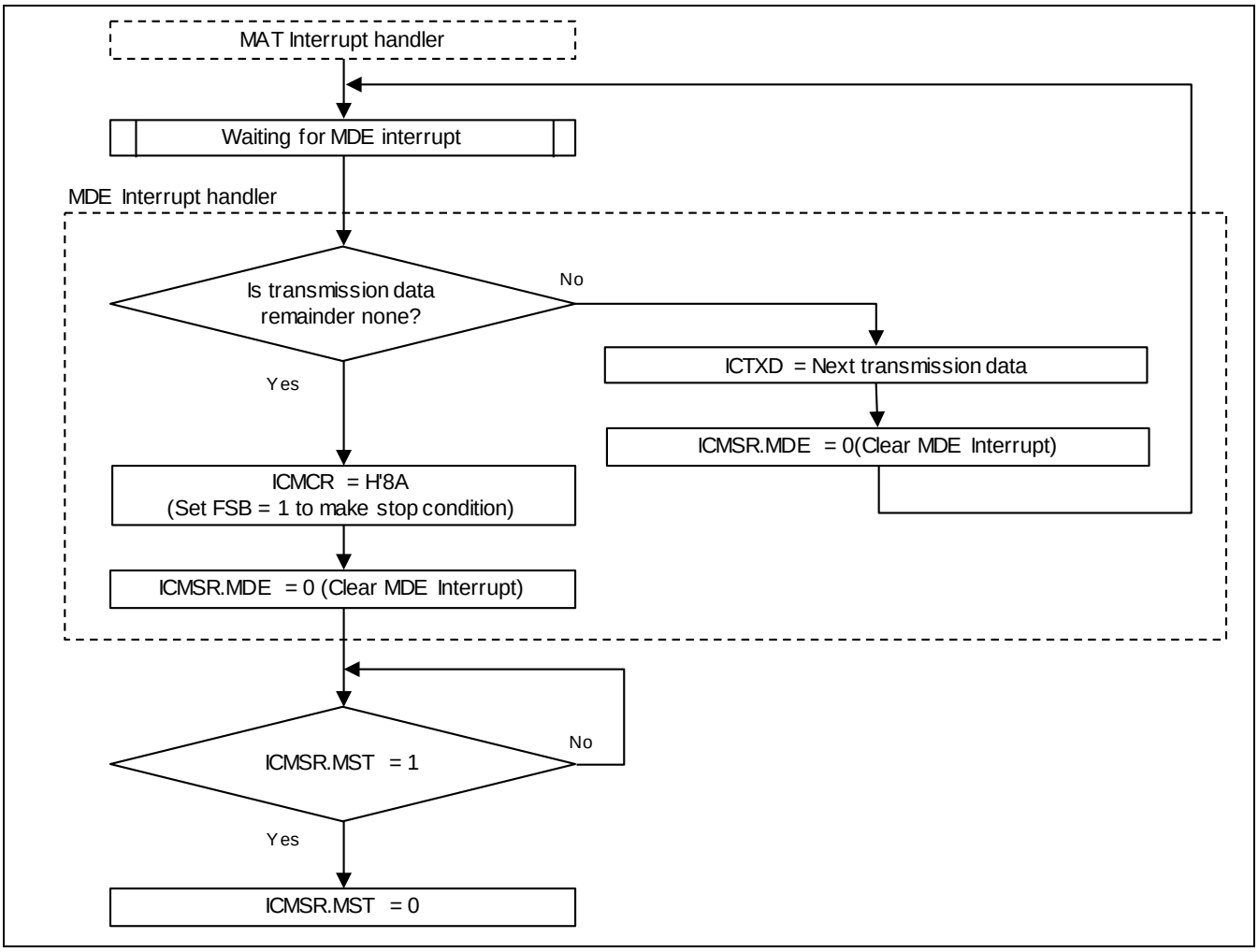


Figure 52.15 MDE Interrupt Handler for Master Transmitter Operation Setting

52.4.2 Master Receiver

In order to set up the master interface to receive a data packet on the I2C bus, follow the procedure below:

(1) Set value for the clock control register

The same procedure as the master transmitter is applied. See the program example for the master transmitter.

(2) Set value for the master control register and address

1. Clear the Master Status register (ICMSR) = H’00 (all 0 clear)
2. Set the Master Interrupt Enable register (ICMIER) = H’03 (MDRE = 1, MATE = 1)
3. Set the Master Address Register (ICMAR) = Slave device address + H’01 (Read mode)
4. Set the Master Control Register (ICMCR) = H'89 (MDBS = 1, MIE = 1, ESG = 1)

(3) Wait for outputting address

1. Wait for master event (an interrupt of the ICMSR.MAT and ICMSR.MDR).
2. Set the ICMCR to H'88 (to suspend the data transmission, the master device will hold the SCL low until the MDR bit is cleared).
   — If only one byte of data is transmitted, set the ICMCR to H'8A, meaning that the stop generation is enabled. This generates a stop on the bus as soon as one byte has been received.
3. Clear the ICMSR.MAT & ICMSR.MDR bits.

(4) Monitor reception of data

1. Wait for master event, ICMSR.MDR.
2. Clear the MDR bit after reading data from the ICRXD.
3. Set the ICMCR to H'8A (set the ICMCR.FSB) before the last byte data transfer is started.

(5) Wait for end of reception

1. Handle the receive interrupt (ICMSR.MDR) in the last byte: that is, read the data and clear the ICMSR.MDR.
2. Wait for master event, ICMSR.MST.
3. Clear the ICMSR.MST bit.

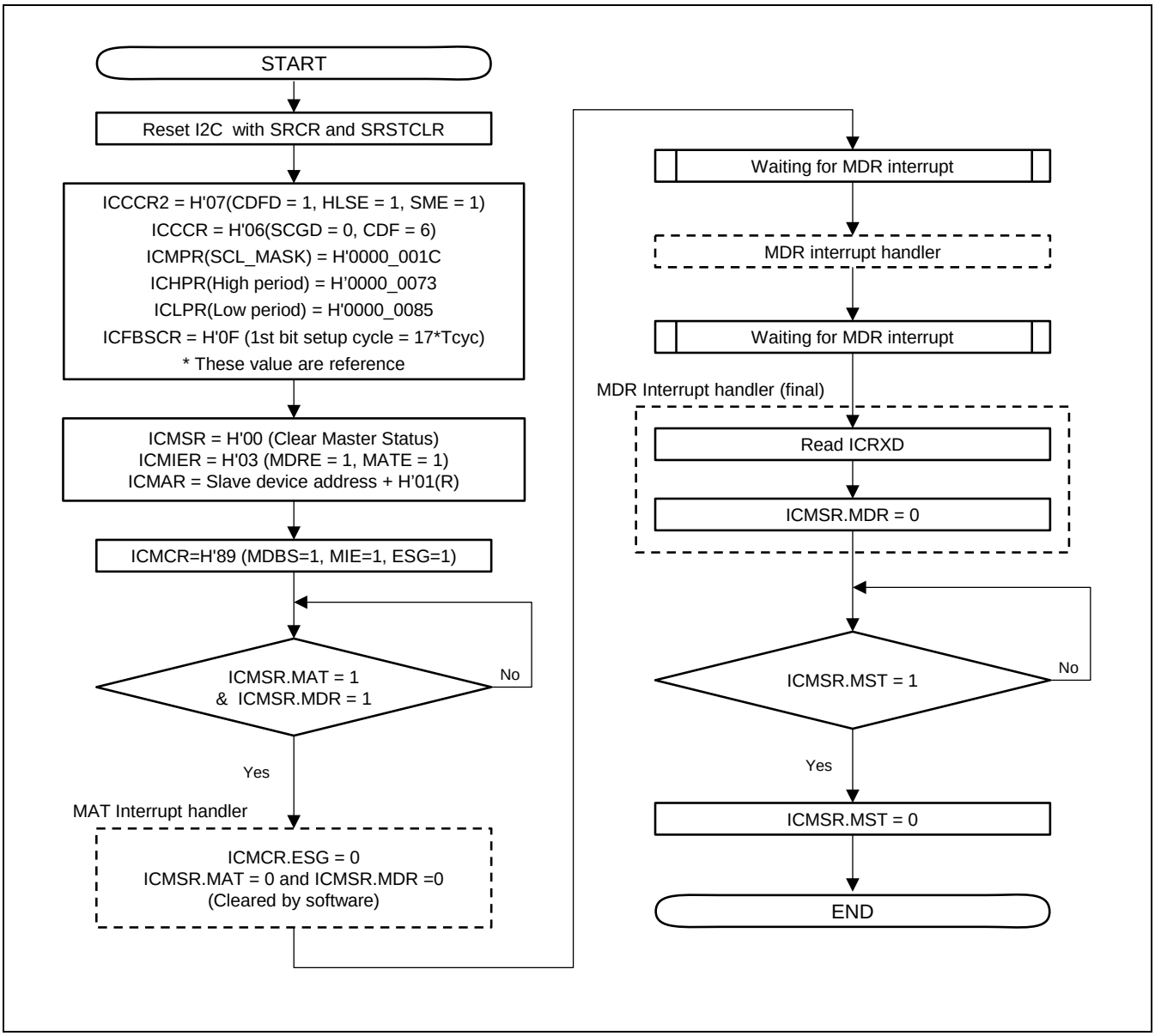


Figure 52.16 Master Receiver Operation Setting

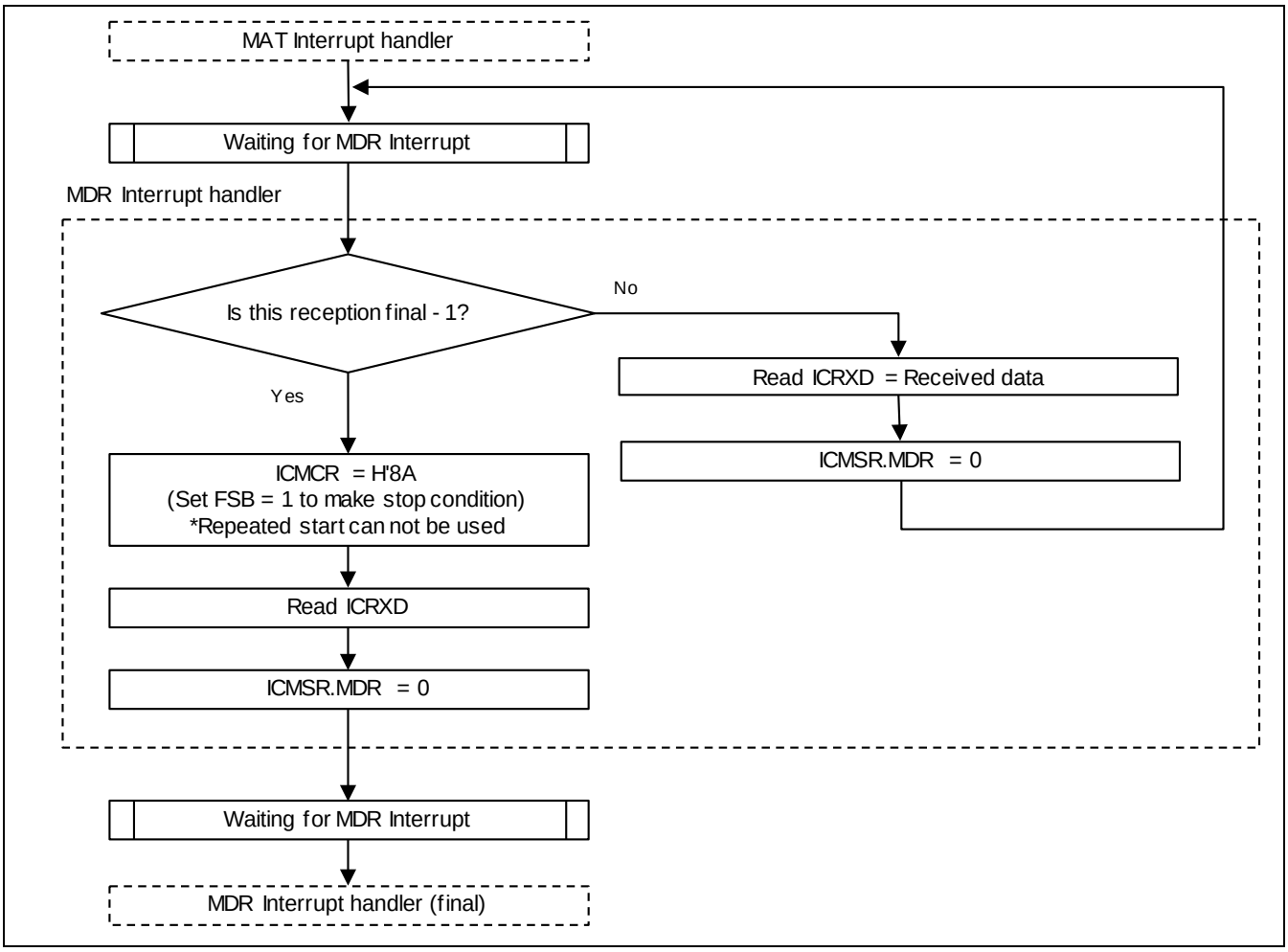


Figure 52.17 MDR Interrupt Handler for Master Receiver Operation Setting

52.4.3 Master Transmitter—Repeated START—Master Receiver

In order to set up the master interface to transmit a data packet on the I2C bus, issue a repeated START condition, then read byte data back from the slave, follow the procedure below:

(1) Set value for the clock control register

The same procedure as the master transmitter is applied. See the program example for the master transmitter.

(2) Set value for the master control register and address

1. Clear the Master Status register (ICMSR) = H’00 (all 0 clear).
2. Set the Master Interrupt Enable register (ICMIER) = H’0B (MDEE = 1, MDRE = 1, MATE = 1).
3. Set the Master Address register (ICMAR) = Slave device address + H’00 (Write mode).
4. Set the Transmit Data register (ICTXD) = 1st transmission data.
5. Set the Master Control register (ICMCR) = H’89 (MDBS = 1, MIE = 1, ESG = 1).

(3) Wait for outputting slave-address for master transmission

1. Wait for master event (an interrupt of the ICMSR.MAT and ICMSR.MDE bits).
2. Clear ICMCR.ESG bit.
3. Clear the ICMSR.MAT and ICMSR.MDE bits.

(4) Monitor transmission of data

1. Wait for master event (an interrupt of the ICMSR.MDE bit).
2. Set ICMAR = Slave device address + H’01 (Read mode).
3. Set ICMCR = H'89 (MDBS = 1, MIE = 1, ESG = 1).
4. Clear the ICMSR.MDE bit.

(5) Wait for outputting slave-address for master reception

1. Wait for master event (an interrupt of ICMSR.MAT and ICMSR.MDR bits).
2. Clear ICMCR ESG bit. (To suspend stop the data transmission, the master device will hold the SCL low until the ICMSR.MDR bit is cleared.)
3. Clear the ICMSR.MAT and ICMSR.MDR bits.

(6) Monitor reception of data

1. Wait for master event (the ICMSR.MDR bit).
2. Clear the ICMSR.MDR bit after reading data from the receive data register.
3. Set ICMCR.FSB to 1 (set the force stop control bit) before the last byte data transfer is started.

(7) Wait for end of reception

1. Handle the receive interrupt (ICMSR.MDR) in the last byte: that is, read the data and clear the ICMSR.MDR.
2. Wait for master event, ICMSR.MST.
3. Clear the ICMSR.MST bit.

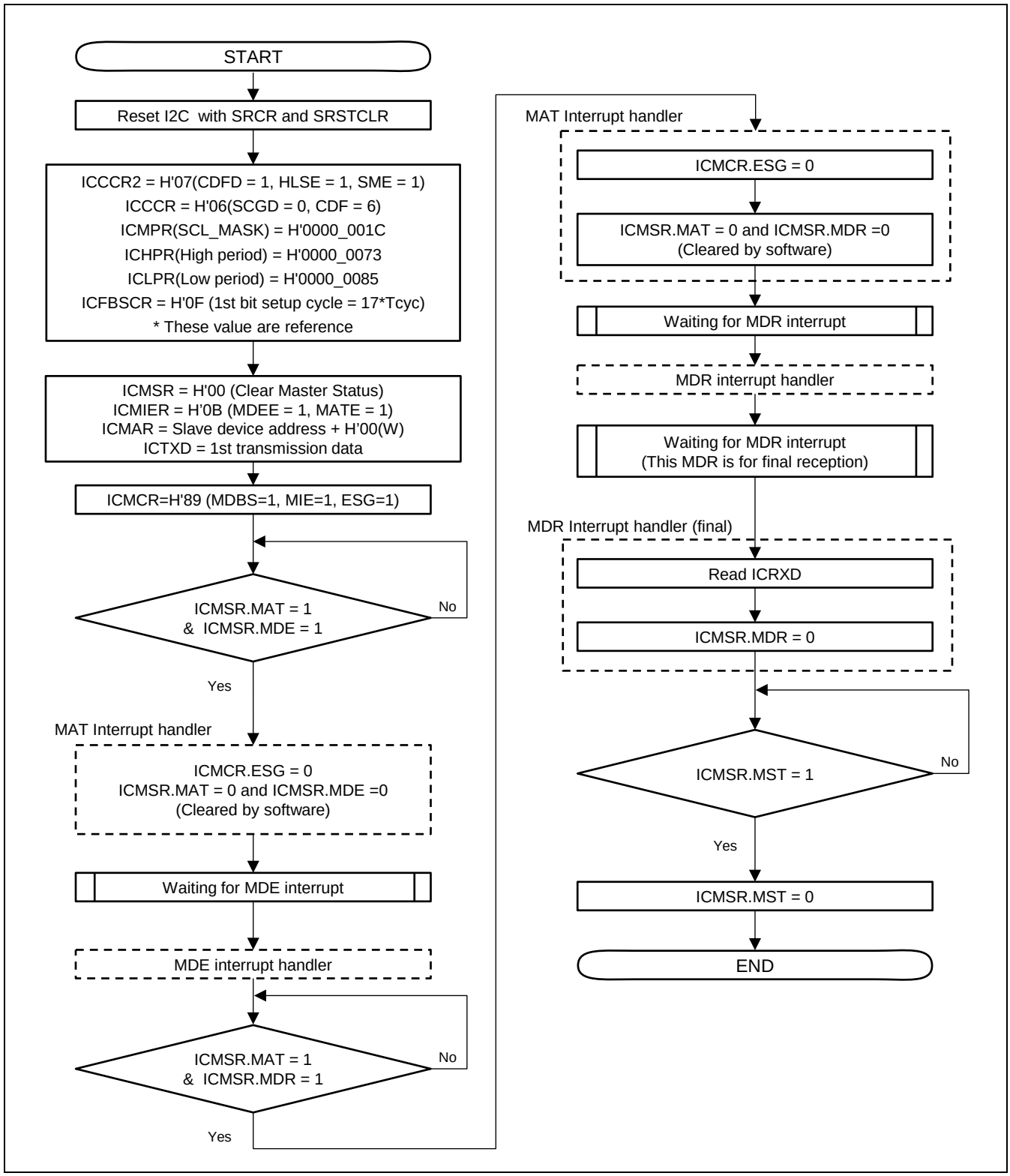


Figure 52.18 Master Transmitter – Repeated START – Receiver Operation Setting

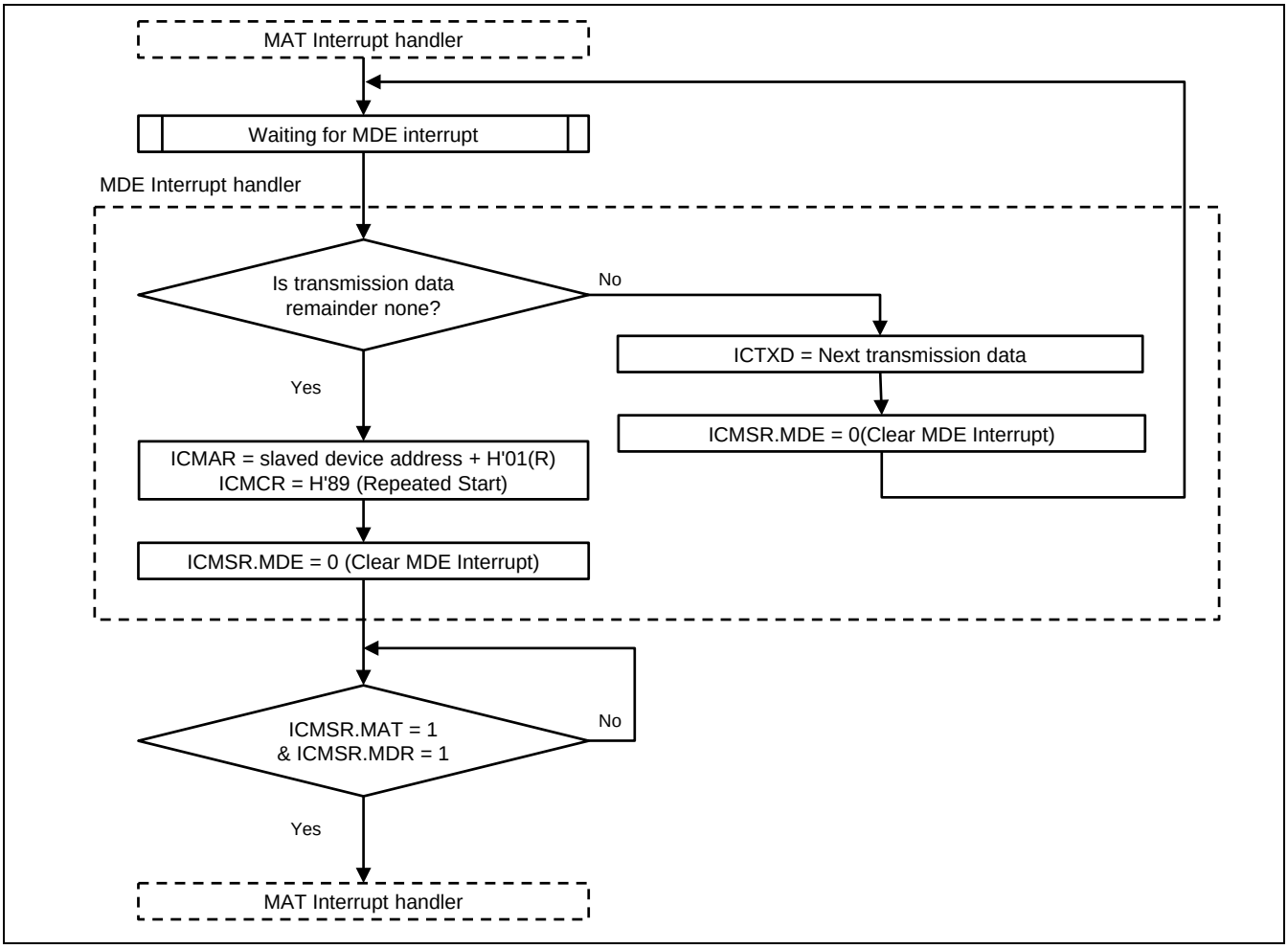


Figure 52.19 MDE Interrupt Handler for Master Transmitter – Repeated START - Receiver Operation Setting

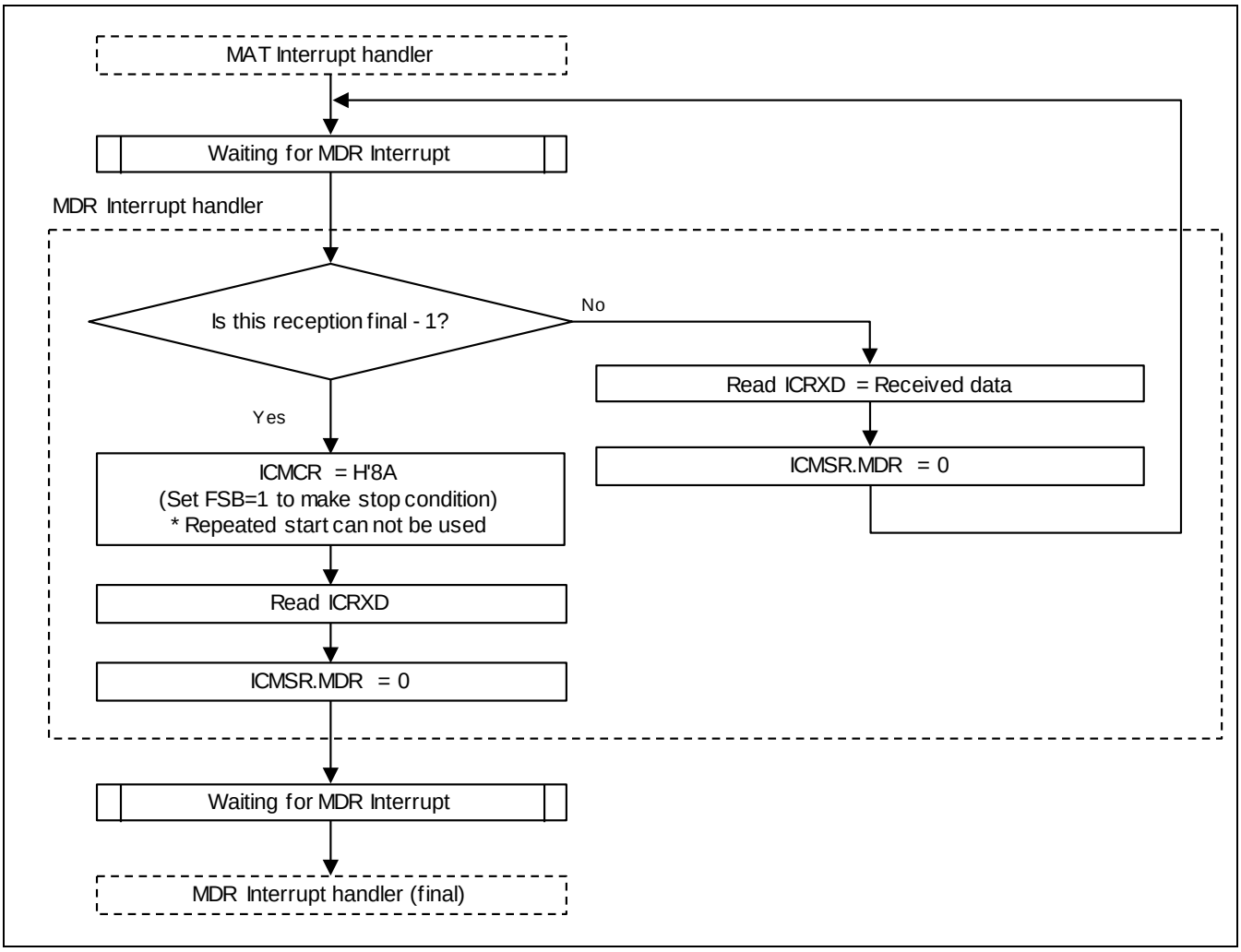


Figure 52.20 MDR Interrupt Handler for Master Transmitter – Repeated START – Receiver Operation Setting

52.4.4 Slave Transmitter

In order to set up the master interface to transmit a data packet on the I2C bus, follow the procedure below (an example for I2C0):

(1) Set value for the slave control register, first data byte and address

1. Reset I2C with SRCR and SRSTCLR.
2. Clear the Slave Status register (ICSSR) = H'00 (all 0 clear).
3. Set the slave Interrupt register (ICSIER) = H'09 (SDEE = 1, SARE = 1).
4. Set Slave Address register (ICSAR) = Slave device address (unique value from other slave devices).
5. Set the Transmit Data register (ICTXD) = 1st transmission data.
6. Set the Slave control register (ICSCR) = H'0E (SDBS = 1, SIE = 1, GCAE = 1).

(2) Wait for receiving address

1. Wait for slave event (an interrupt of the ICSSR.SAR).
2. Clear the ICSSR.SAR bit.

(3) Monitor transmission of data

1. Wait for master event, ICSSR.SDE.
2. ICTXD = subsequent data.
3. Clear the ICSSR.SDE bit.

   Clear ICSSR.SDE after setting the last byte to be transmitted. After the last byte data is loaded into the shift register, ICSSR.SDE is generated. So, skip writing to ICTXD at ICSSR.SDE after last byte data is loaded into the shift register.

(4) Wait for end of transmission

1. Wait for slave event, ICSSR.SSR.
2. Clear the ICSSR.SSR bit.

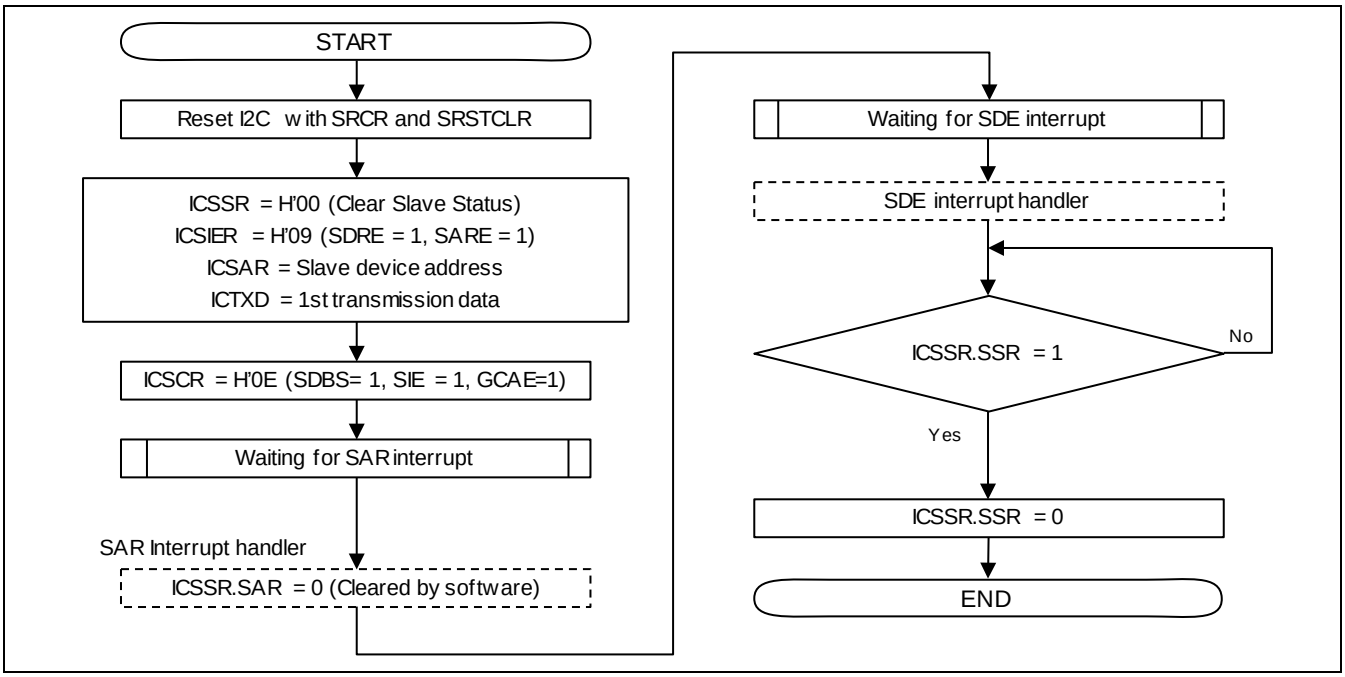


Figure 52.21 Slave Transmitter Operation Setting

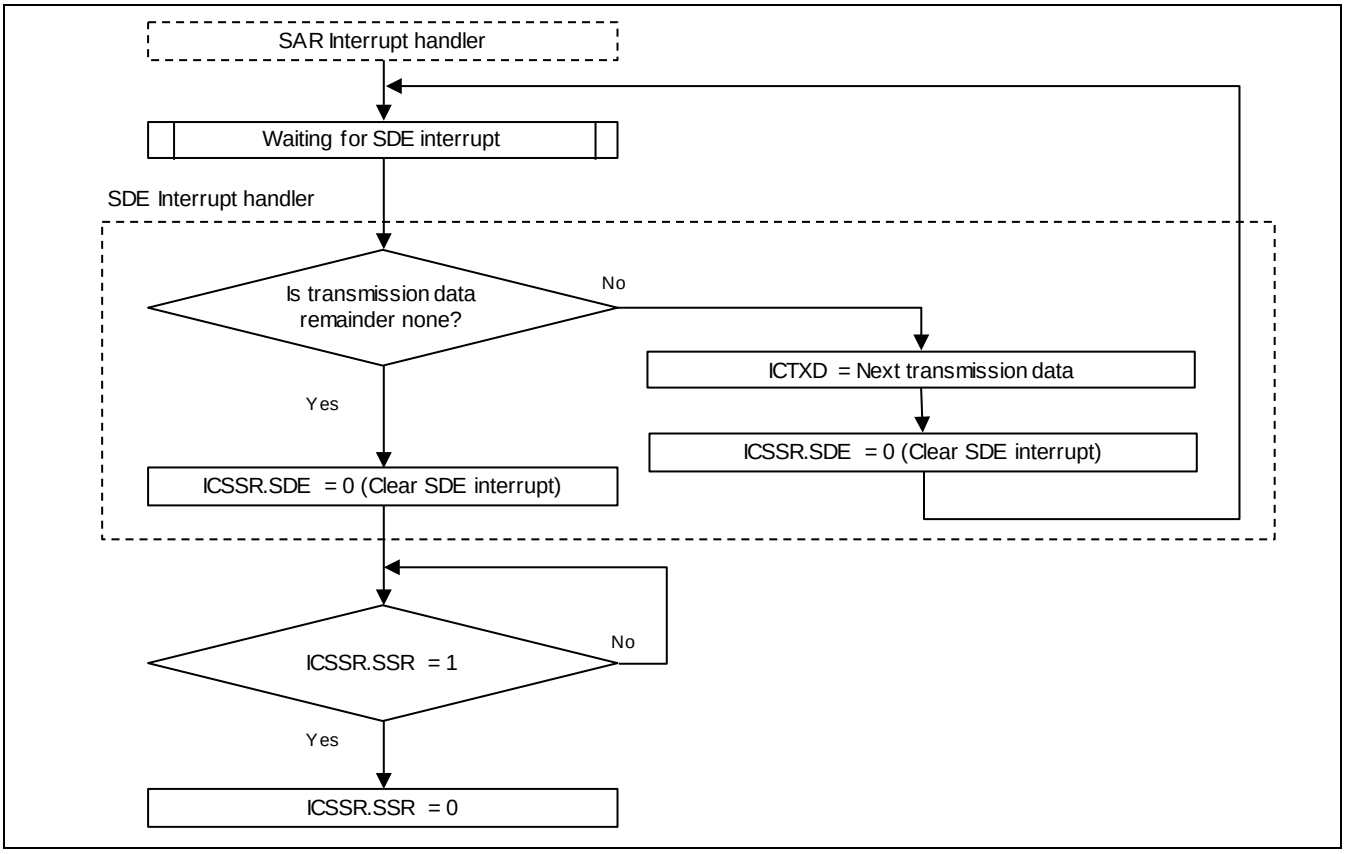


Figure 52.22 SDE Interrupt Handler for Slave transmitter Operation Setting

52.4.5 Slave Receiver

In order to set up the master interface to receive a data packet on the I2C bus, follow the procedure below:

(1) Set value for the master control register and address

1. Reset I2C with SRCR and SRSTCLR.
2. Clear the Slave Status register (ICSSR) = H'00 (all 0 clear).
3. Set the slave Interrupt register (ICSIER) = H'03 (SDRE = 1, SARE = 1).
4. Set Slave Address register (ICSAR) = Slave device address (unique value from other slave devices).
5. Set the Slave control register (ICSCR) = H'0E (SDBS = 1, SIE = 1, GCAE = 1).

(2) Wait for receiving address

1. Wait for slave event (an interrupt of the ICSSR.SAR).
2. Clear the ICSSR.SAR bit.

(3) Monitor reception of data

1. Wait for slave event, ICSSR.SDR bit.
2. Clear the ICSSR.SDR bit after reading data from ICRXD register.

(4) Wait for end of reception

1. Handle the ICSSR.SDR in the last byte: that is, read the data and clear the ICSSR.SDR.
2. Wait for master event, ICSSR.SSR.
3. Clear the ICSSR.SSR bit.

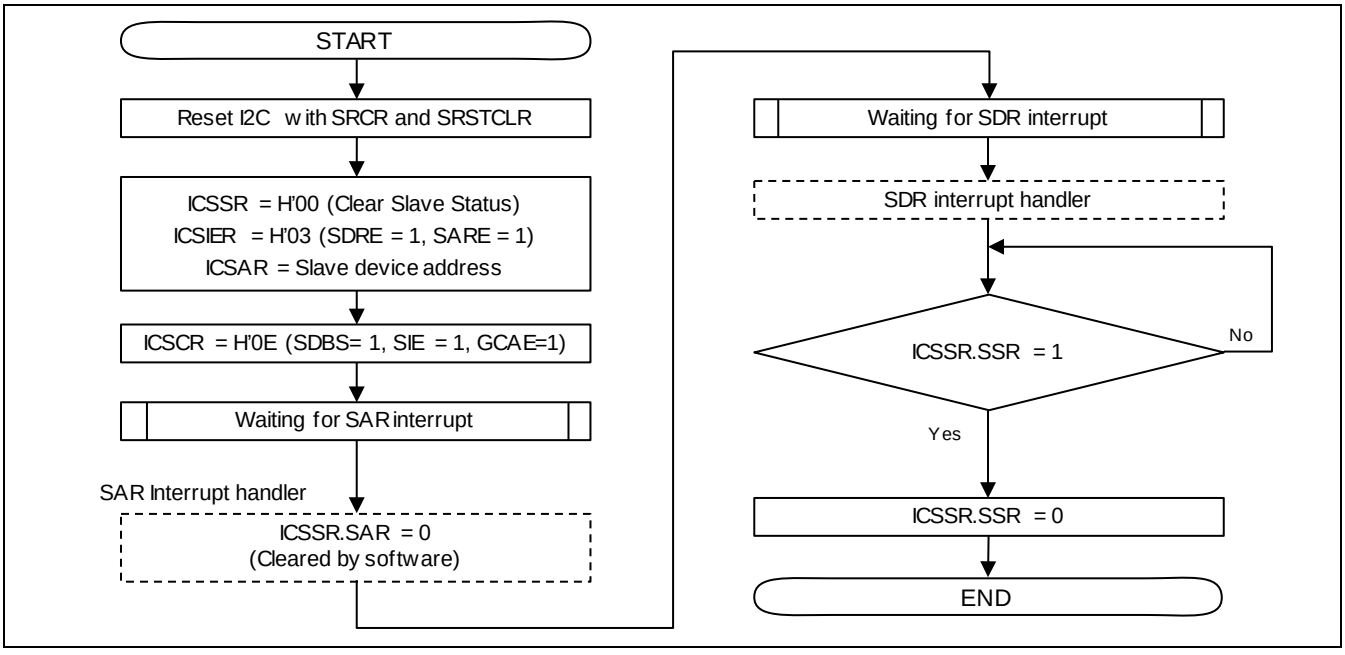


Figure 52.23 Slave Receiver Operation Setting

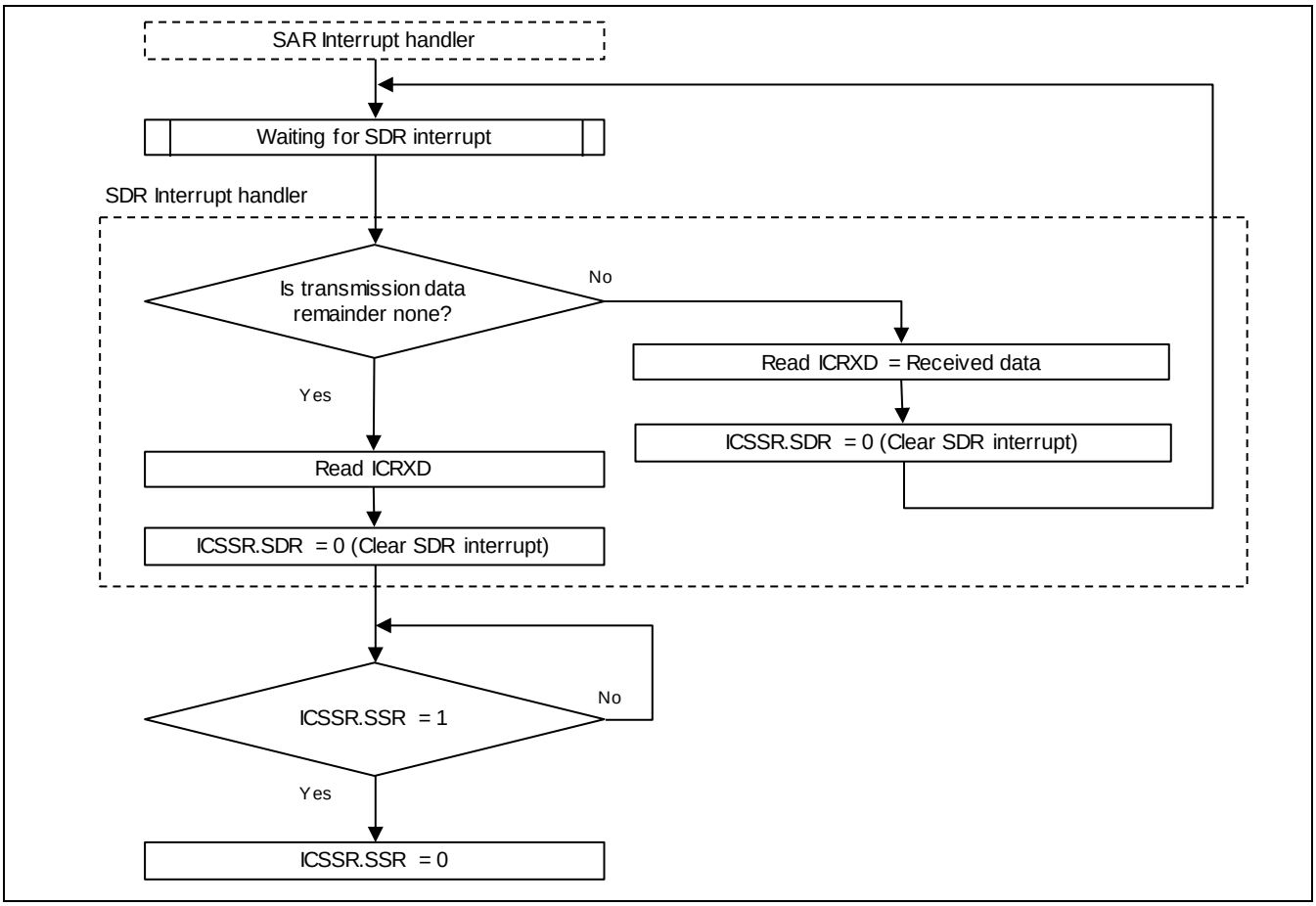


Figure 52.24 SDR Interrupt Handler for Slave Receiver Operation Setting

52.4.6 DMA Mode - Master Transmit Operation

The 1st byte is transferred by PIO, after that enter to DMA mode to start transfer the following bytes.

In DMA transmit mode, I2C module asserts a DMA request to the DMAC. After receiving the request, DMAC write data into I2C data register, and return DMARACK to I2C module. For instance, in order to transfer N0, N1, … , N10 byte. Byte N0 will be transferred by PIO, bytes N1 to N10 will be transferred by using DMAC.

The transmission procedure and operations are described as below:

(1) Set value for the clock control register

1. Reset I2C with SRCR and SRSTCLR.
2. Set the Clock Control register 2 (ICCCR2) = H’07 (CDFD = 1, HLSE = 1, SME = 1).
3. Set the Clock Control register (ICCCR) = H’06 (SCGD = 0, CDF = 6, I2C internal clock I2Cck: 19 MHz).
   — Setting ICCCR, ICCCR2 for using Duty ratio fixed or Duty ratio variable. The case for using Variable Duty ratio, have to setting ICCCR2 too. The case for using Fixed Duty ratio, have to setting ICCCR only.
4. Set the SCL Mask Control register (ICMPR) = H’1C (Variable Duty ratio only).
5. Set the SCL High Control register (ICHPR) = H’73 (Variable Duty ratio only).
6. Set the SCL Low Control register (ICLPR) = H’85 (Variable Duty ratio only).
7. Set the First Bit Setup Cycle register (ICFBSCR) = H’0F (1st bit setup cycle = 17 × Tcyc).

(2) Setting of DMAC

1. Set the number of DMA times (“Total transmit times – 1”).
   - In this phase, DMACHCR.DE = 0.

(3) Set value for the master control register, first data byte, and address

1. Clear the Master Status register (ICMSR) = H’00 (all 0 clear).
2. Set the Master Interrupt Enable register (ICMIER) = H’09 (MDEE = 1, MATE = 1).
3. Set the Master Address register (ICMAR) = Slave device address + H’00 (Write mode).
4. Set the Transmit Data register (ICTXD) = 1st transmission data.
5. Set the Master Control register (ICMCR) = H’89 (MDBS = 1, MIE = 1, ESG = 1).

(4) Wait for outputting address

1. Wait for master event, ICMSR.MAT and ICMSR.MDE.
2. Set ICMCR to H'88 (to suspend the data transmission, the master device will hold the SCL low until the ICMSR.MDE bit is cleared).
   - If only one byte of data is transmitted, set the ICMCR to H'8A, meaning that the stop generation is enabled. This generates a stop on the bus as soon as one byte has been transmitted.
3. Clear the ICMSR.MAT & ICMSR.MDE bits.

(5) Enable DMA

1. Wait for master event, ICMSR.MDE.
2. Set the DMA Enable register (ICDMAER) = H’01 (TMDMAE = 1).
3. Set the DMACHCR.DE = 1 to enable DMA.

(6) DMA interrupt handler

1. Wait for DEI interrupt.
2. Set ICDMAER = H’00 (TMDMAE = 0) to disable DMA transmission.

(7) MDE interrupt handler

1. Wait for MDE interrupt.
2. Set ICMCR = H’8A (FSB = 1) to make stop condition.
3. Clear MDE interrupt (ICMSR.MDE = 0).

(8) Wait for end of transmission

1. Wait for ICMSR.MST = 1.
2. Clear ICMSR.MST = 0.

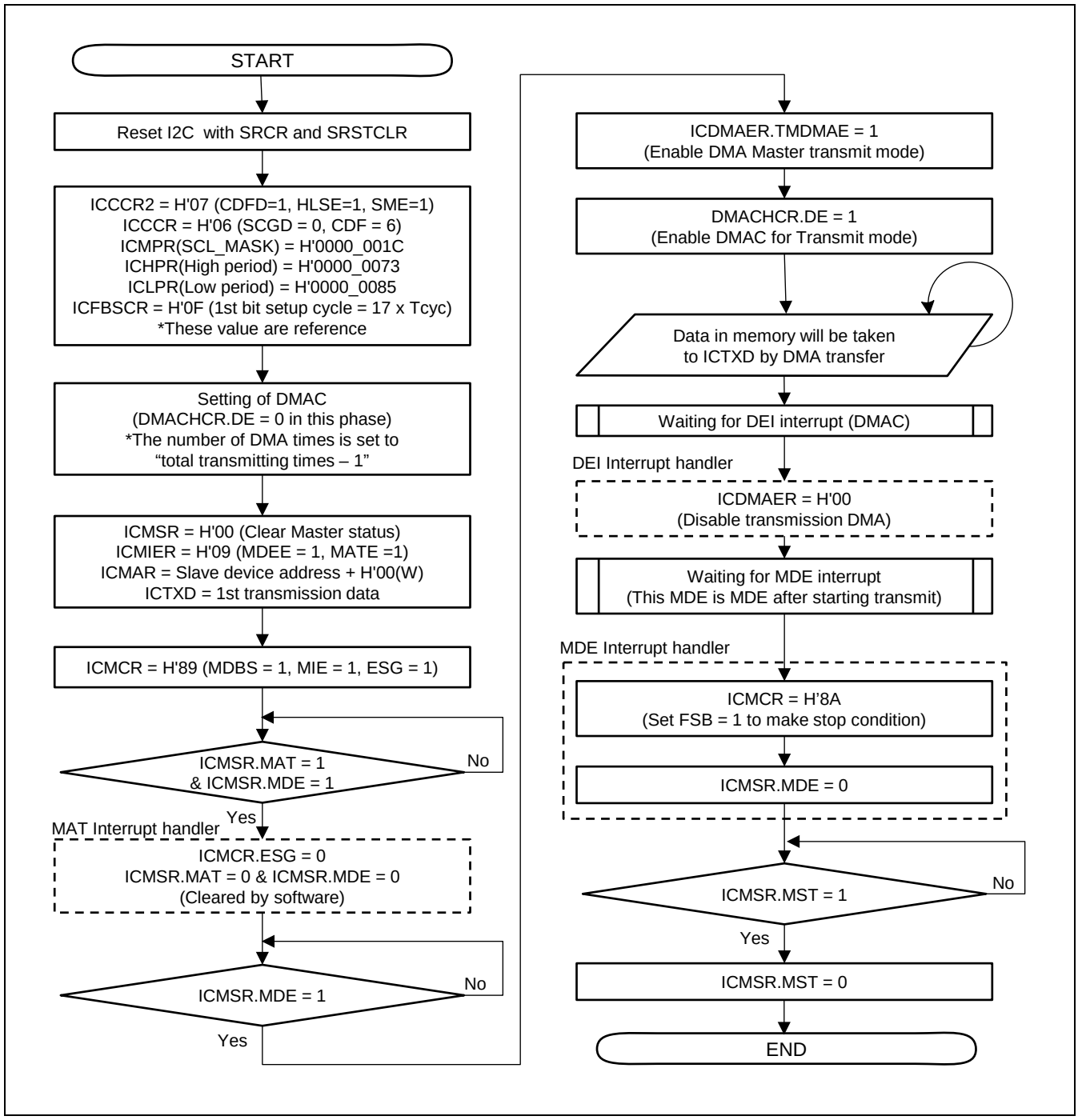


Figure 52.25 Example DMA mode – Master Transmitted Operation Setting

52.4.7 DMA Mode – Master Receive Operation

In DMA receive mode, I2C module asserts a DMA request to the DMAC. After receiving the request, DMAC reads the received data from I2C data register and returns DMARACK to I2C module. All received data bytes will be transferred by using DMAC.

The reception procedure and operations are described as below:

(1) Set value for the clock control register

The same procedure as the master transmitter is applied. See the program example for the master transmitter.

(2) Set value for the master control register, first data byte, and address

1. Clear the Master Status register (ICMSR) = H’00 (all 0 clear).
2. Set the Master Interrupt Enable register (ICMIER) = H’0B (MDEE = 1, MDRE = 1, MATE = 1).
3. Set the Master Address register (ICMAR) = Slave device address + H’00 (Write mode).
4. Set the Transmit Data register (ICTXD) = 1st transmission data.
5. Set the Master Control register (ICMCR) = H’89 (MDBS = 1, MIE = 1, ESG = 1).

(3) Wait for outputting address

1. Wait for master event (an interrupt of the ICMSR.MAT and ICMSR.MDE).
2. Set the ICMCR to H'88 (to suspend the data transmission, the master device will hold the SCL low until the MDE bit is cleared).
   — This generates a stop on the bus as soon as one byte has been transmitted.
3. Clear the ICMSR.MAT & ICMSR.MDE bits.

(4) MDE interrupt handler

1. Wait for master event, ICMSR.MDE.
2. Set the ICMAR = slave device address + H’01(Read mode).
3. Set the ICMCR = H’89 (MDBS = 1, MIE = 1, ESG = 1).
4. Clear the ICMSR.MDE = 0.

(5) Enable DMA of I2C

1. Wait for master event, ICMSR.MAT and ICMSR.MDR.
2. Clear the ICMCR.ESG = 0.
3. Set the DMA Enable register (ICDMAER) = H’02 (RMDMAE = 1).
4. Clear the ICMSR.MAT and ICMSR.MDR bits.

(6) Setting of DMAC

1. Set the number of DMA times (“Total receiving times - 2”).

− In this phase, DMACHCR.DE = 0.

(7) Enable DMA of DMAC

1. Set the DMACHCR.DE = 1 to enable DMA.

(8) DMA interrupt handler

1. Wait for DEI interrupt.
2. Set ICDMAER = H’00 (RMDMAE = 0) to disable DMA transmission.

(9) MDR interrupt handler

1. Wait for master event, ICMSR.MDR.
2. Set the ICMCR = H’8A (MDBS = 1, MIE = 1, FSB = 1).
3. Read ICRXD.
4. Clear the ICMSR.MDR = 0.

(10) Final MDR interrupt handler

1. Wait for master event, ICMSR.MDR.
2. Read ICRXD.
3. Clear the ICMSR.MDR = 0.

(11) Wait for end of transmission

1. Wait for the master event, ICMSR.MST.
2. Clear the ICMSR.MST = 0.

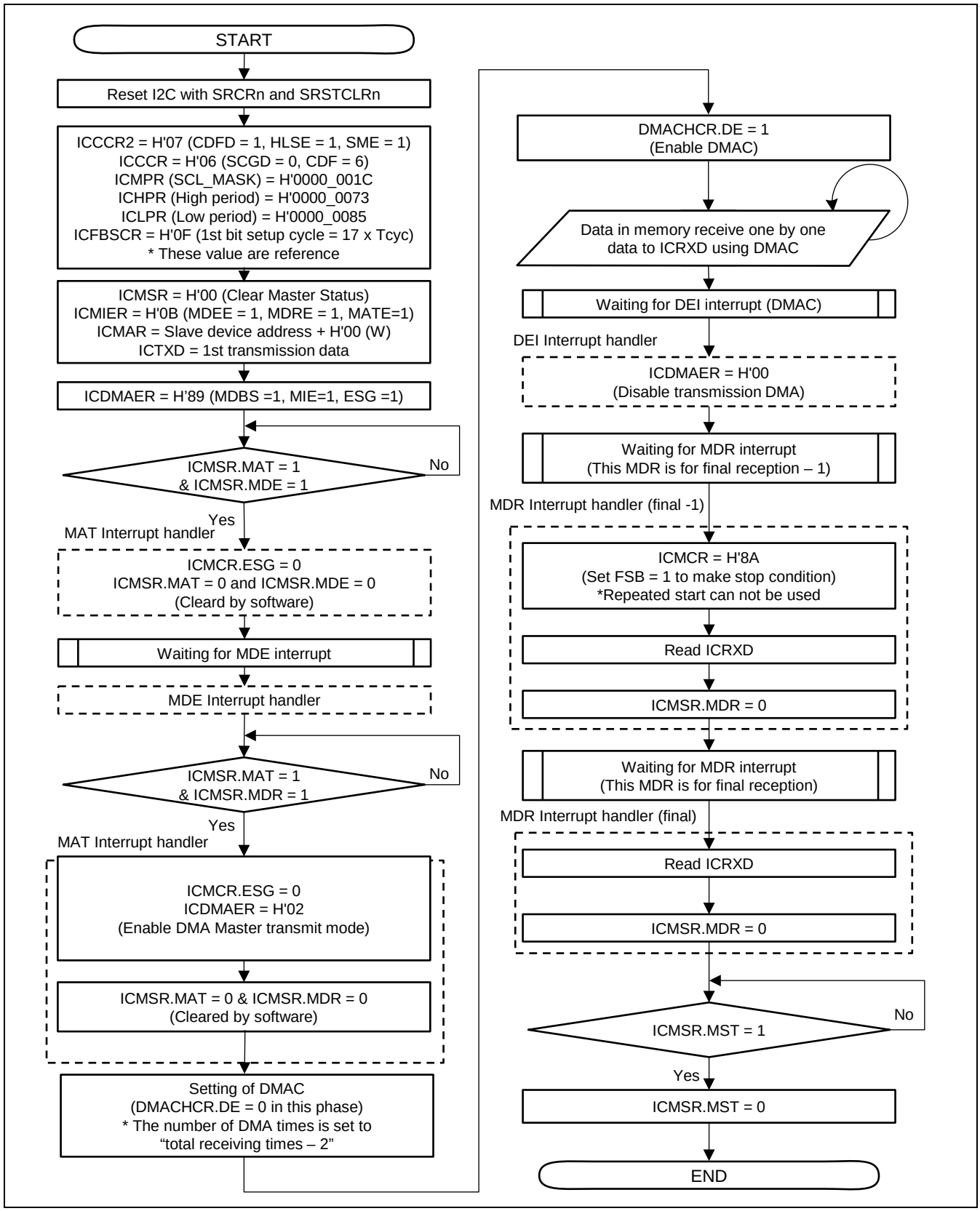


Figure 52.26 Example DMA mode – Master Received Operation Setting

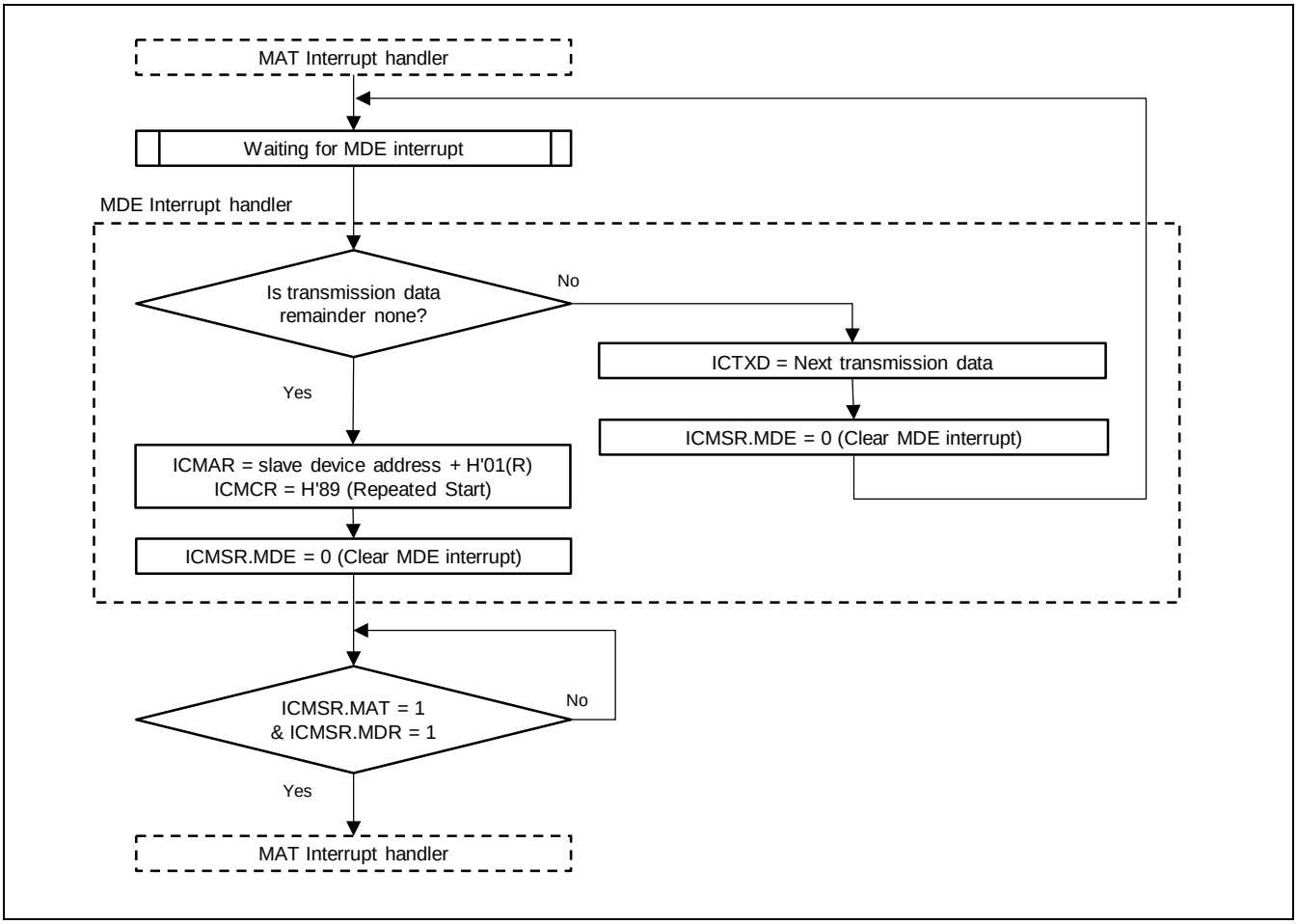


Figure 52.27 MDE Interrupt Handler for Example DMA mode – Master Received Operation Setting

52.4.8 DMA Mode – Slave Transmit Operation

The 1st byte is transferred by PIO, after that enter to DMA mode to start transfer the following bytes.

In DMA transmit mode, I2C module asserts a DMA request to the DMAC. After receiving the request, DMAC write data into I2C data register, and return DMARACK to I2C module. For instance, in order to transfer N0, N1, … , N10 byte. Byte N0 will be transferred by PIO, bytes N1 to N10 will be transferred by using DMAC.

The transmission procedure and operations are described as below:

(1) Setting of DMAC

1. Set the number of DMA times (“Total transmit times – 1”).
   — In this phase, DMACHCR.DE = 0.

(2) Set value for the slave control register, first data byte, and address

1. Reset I2C with SRCR and SRSTCLR.
2. Clear the Slave Status register (ICSSR) = H’00 (all 0 clear).
3. Set the Slave Interrupt Enable register (ICSIER) = H’09 (SDEE = 1, SARE = 1).
4. Set the Slave Address register (ICSAR) = Slave device address.
5. Set the Transmit Data register (ICTXD) = 1st transmission data.
6. Set the DMA Enable register (ICDMAER) = H’04 (TSDMAE = 1).
7. Set the Slave Control register (ICSCR) = H’0E (SDBS = 1, SIE = 1, GCAE = 1).

(3) Wait for receiving address

1. Wait for slave event, ICSSR.SAR.
2. Clear the ICSSR.SAR = 0

(4) Enable DMA

1. Wait for slave event, ICSSR.SDE.
2. Set the DMACHCR.DE = 1 to enable DMA.

(5) DMA interrupt handler

1. Wait for DEI interrupt.
2. Set ICDMAER = H’00 (TSDMAE = 0) to disable DMA transmission.

(6) SDE interrupt handler

1. Wait for slave event, ICSSR.SDE.
2. Clear SDE interrupt (ICSSR.SDE = 0).

(7) Wait for end of transmission

1. Wait for ICSSR.SSR = 1.
2. Set ICSSR.SSR = 0.

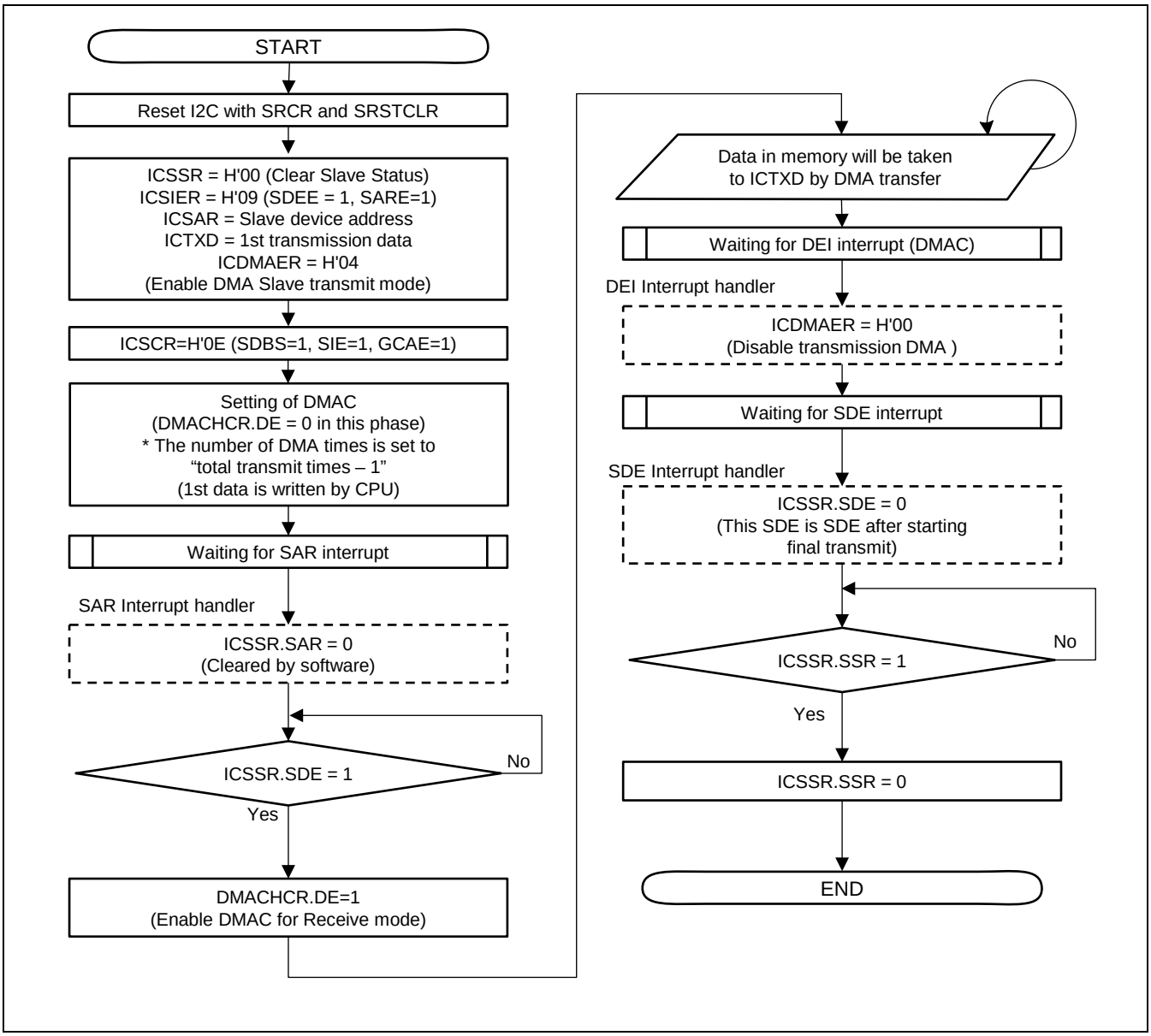


Figure 52.28 Example DMA mode – Slave Transmitted Operation Setting

52.4.9 DMA Mode – Slave Receive Operation

In DMA receive mode, I2C module asserts a DMA request to the DMAC. After receiving the request, DMAC reads the received data from I2C data register and returns DMARACK to I2C module. All received data bytes will be transferred by using DMAC.

The reception procedure and operations are described as below:

(1) Setting of DMAC

1. Set the number of DMA times (“Total receiving times”).
   — In this phase, DMACHCR.DE = 0.

(2) Set value for the slave control register, first data byte, and address

1. Reset I2C with SRCR and SRSTCLR.
2. Clear the Slave Status register (ICSSR) = H’00 (all 0 clear).
3. Set the Slave Interrupt Enable register (ICSIER) = H’03 (SDRE = 1, SARE = 1).
4. Set the Slave Address register (ICSAR) = Slave device address.
5. Set the DMA Enable register (ICDMAER) = H’08 (RSDMAE = 1).
6. Set the Slave Control register (ICSCR) = H’0E (SDBS = 1, SIE = 1, GCAE = 1).

(3) Wait for receiving address

1. Wait for slave event, ICSSR.SAR.
2. Clear the ICSSR.SAR = 0.

(4) Enable DMA

1. Wait for slave event, ICSSR.SDR.
2. Set the DMACHCR.DE = 1 to enable DMA.

(5) DMA interrupt handler

1. Wait for DEI interrupt.
2. Set ICDMAER = H’00 (RSDMAE = 0) to disable DMA transmission.

(6) Wait for end of transmission

1. Wait for ICSSR.SSR= 1.
2. Set ICSSR.SSR = 0.

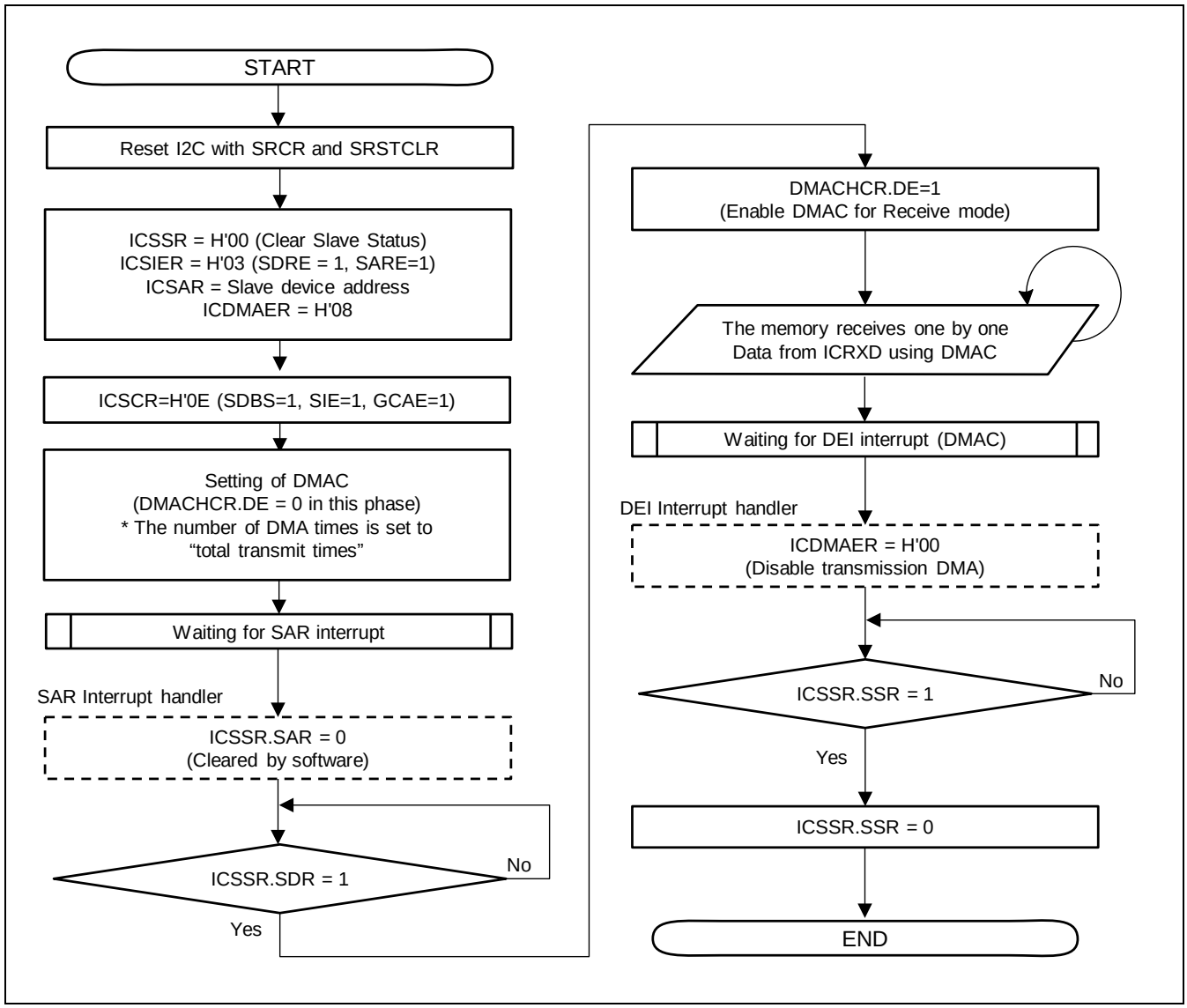


Figure 52.29 Example DMA mode – Slave Received Operation Setting

52.5 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

52.5.1 Usage note for Multi-Master

Do not stop clock distribution to this module, even if this module is not directly used for data transfer, while this module is used in multi-master environment. This module is monitoring SCL and SDA bus line for detecting START and STOP condition for arbitration. If clock is stopped, arbitration problem may occur.

52.5.2 Usage note for SCL frequency calculation equation

In section 52.2.9, Clock Control Register (ICCCR), in the description of SCGD and CDF, following equation is described.

SCLfreq = I2Cck/(20 + SCGD × 8 + F[(tICF + tr + IntDelay) × I2Cck])

I2Cck: I2C internal clock frequency

tICF: I2C SCL falling time (depending on external load)

tr: I2C SCL rising time (depending on external load)

IntDelay: LSI internal delay corresponds to output buffer type.
Open drain buffer: 50 ns (typ.), 110 ns (max.)
LVTTL (low drive only) buffer: 5 ns (typ.), 6 ns (max.).

F[n]: n rounded down to an integer

I2Cck = MOD_CLK/(1 + CDF)

MOD_CLK: module clock frequency

Based on parameter described above, this equation approximately estimates the SCL frequency, but includes some error in the resulting frequency. Before finalizing register setting to be used, measure actual SCL frequency on the board, and confirm that observed frequency satisfy the constraint. The reason why calculated result includes some error is parameters used in this equation varies depending on the characteristics of each sample. For example, tICF and tr depend on logical threshold of IO-cell, and intDelay depends on variation of fabrication process.

For adjustment of SCL frequency, modifying the setting of ICCCR [2:0]. CDF and ICCCR [8:3]. SCGD will be effective. Increasing the value of CDF or SCGD value will make SCL frequency lower. However, how they decrease SCL frequency is different. So, by increasing one register value and decreasing the other, SCL frequency can be adjusted.

52.5.3 Usage note for Pull-up resistance

Do not use internal pull up of PUEN and PUD registers in Pin Function Controller (PFC) section for I2C function. External pull up resistance on board is mandatory for SCL and SDA pins.

52.5.4 Usage note for the transmission and reception procedure

Be sure to reset I2C with Software Reset Register SRCRn (n = 9 or 10*) at the beginning of transmission and reception procedure.
A software reset can be set by controlling the Software Reset Register SRCRn (n = 9 or 10*) and Software Reset Clearing Register SRSTCLRn (n = 9 or 10*) of the “8A. Module Standby, Software Reset”

*: SRCR10 and SRSTCLR10 are only for RZ/G2E

Reset Sequence:

Set the target I2C bit of SRCRn to 1. (**) → Wait 1µsec → Set the target I2C bit of SRSTCLRn to 1. (**) → Wait for the target bit of SRCRn to 0. → End sequence

**: Other bit should be written 0.

52.5.5 Usage note for DMA mode of Receive Operation

If use DMA mode of Receive Operation more than once with repeated START,
issue "STOP condition" and start from beginning of transmission and reception procedure instead of repeated START.

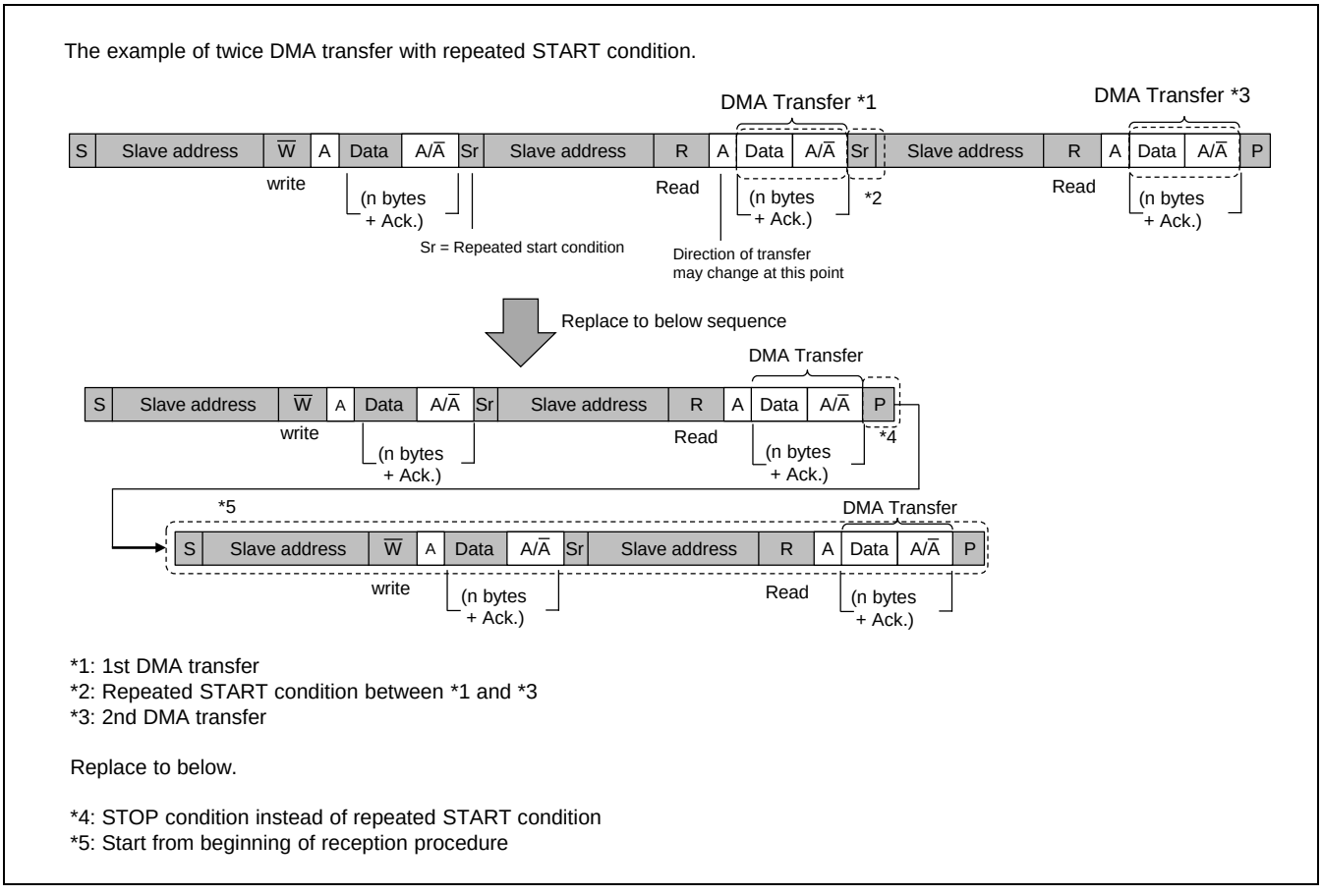


Figure 52.30 Example of Usage Note for DMA mode of Receive Operation

53. IIC Bus Interface for PMIC (IIC for PMIC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

53.1 Overview

The IIC bus interface uses only one data line (SDA) and one clock line (SCL) to transfer data, saving board and connector space.

Note: "IIC" mentioned in this chapter means the same as “I2C”.

53.1.1 Features

The second generation RZ/G series products have one IIC bus interface module (IIC-PMIC).

The module clock for the IIC-PMIC is CPϕ.

- Data transfer based on I2C bus format from Philips Semiconductor (now NXP Semiconductors)
- Automatic generation of START and STOP conditions
- Control of acknowledge level after receiving data
- Automatic checking of acknowledge bit after transmitting data
- Wait function
  A wait can be inserted by driving the SCL pin low after data transfer, excluding acknowledgement.
  The wait can be canceled by clearing the interrupt flag.
- This module supports only master mode.
  If arbitration is lost, data transfer is stopped and I2C bus is released.
- Four interrupt sources
  — Data transfer enable
  — Wait state
  — Non-acknowledge detection
  — Arbitration lost
- Data transfer speed
  Supports Standard-mode (100 kHz) and Fast-mode (400 kHz)
  — SCL clock frequency can be controlled by register setting.
- Support clock synchronization of SCL line
  A hazard (transient spike) in the SCL high-count period is detected as a loss of arbitration.
- DMA transfer
  Support DMA transfer (transmission and reception).

Figure 53.1 shows a block diagram of the IIC bus interface module.

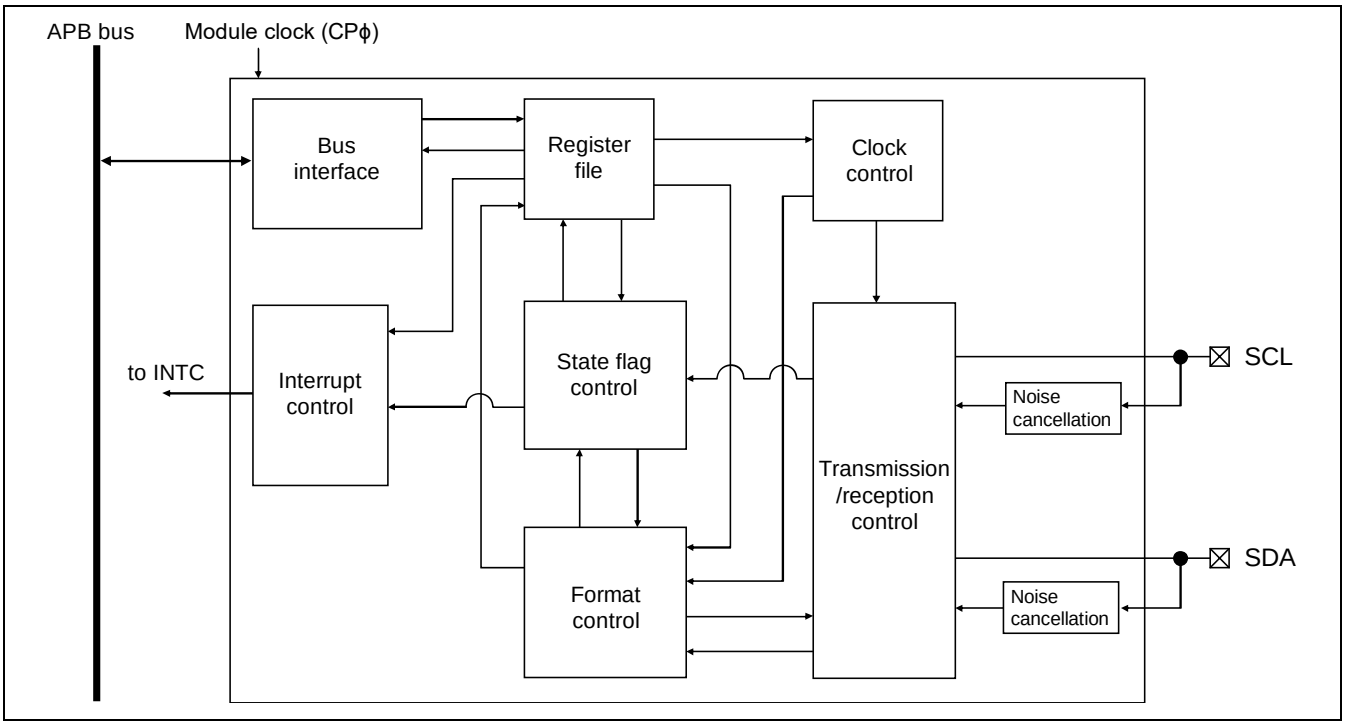


Figure 53.1 Block Diagram of IIC Bus Interface Module

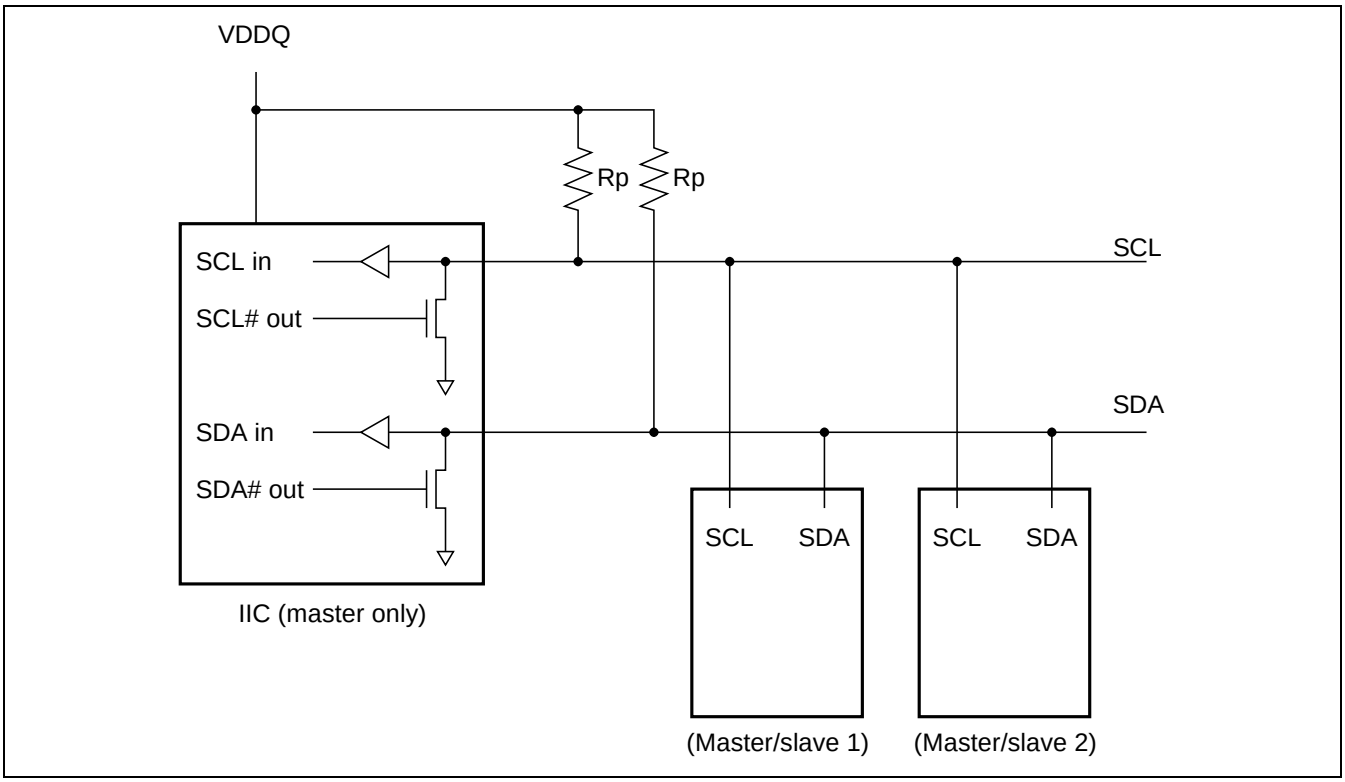


Figure 53.2 Connection Example of IIC Bus Interface Module

53.1.2 External Pins

Table 53.1 summarizes the input/output pins used by the IIC bus interface.

Table 53.1 IIC Bus Interface Pins

Channel Number	Pin Name*1	I/O	Function	Second Generation RZ/G Series Products			
				RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
				Output Buffer Type*2			
0	SCL	I/O	SCL: IIC serial clock input/output pin	OD	OD	OD	OD
	SDA		SDA: IIC serial data input/output pin				

Notes: 1. The actual pin names are SCL_PMIC, SDA_PMIC.
2. Output buffer type: "OD" is open drain buffer. OD assigned channel pins are 1.8 V I/O and input/output 3.3 V tolerant.

The IIC buffer in this LSI is not compliant with the 5V-input. When turning off the I/O power source (3.3 V) of this LSI, turn off the power source of the pull-up resistors connected to the IIC pins.

Note: When using 1.8V IIC pins (OD assigned channel) as 3.3 V tolerant, all the external pull-up voltage power supply to the IIC of this LSI must keep the same power on/off sequence as the VDDQ (3.3 V) of this LSI.

53.1.3 Register Configuration

Table 53.2 shows the register configuration of the IIC bus interface. Table 53.3 shows the register state in each processing mode.

The base address for each channel of the IIC bus interface registers is as follows:

- IIC-PMIC: H'E60B_0000

IIC bus interface module has the registers below.

Table 53.2 Register Configuration of Bus Interface

					Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Offset Address**	**Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
IIC bus data register	ICDR	R/W	H’000	8	√	√	√	√
IIC bus control register	ICCR	R/W	H’004	8	√	√	√	√
IIC bus status register	ICSR	R/WC0	H’008	8	√	√	√	√
IIC interrupt control register	ICIC	R/W	H’00C	8	√	√	√	√
IIC clock control register low	ICCL	R/W	H’010	8	√	√	√	√
IIC clock control register high	ICCH	R/W	H’014	8	√	√	√	√
IIC automatic transmission interrupt mask register	ICIMSK	R/W	H’050	8	√	√	√	—
IIC automatic transmission interrupt flag register	ICINT	R	H’054	8	√	√	√	—
IIC automatic transmission processing enabling register	ICACE	R/W	H’058	8	√	√	√	—
IIC automatic transmission timer control register 1	ICTMC1	R/W	H’060	8	√	√	√	—
IIC automatic transmission timer control register 2	ICTMC2	R/W	H’064	8	√	√	√	—
IIC automatic transmission wait control register	ICTMCW	R/W	H’068	8	√	√	√	—
IIC automatic transmission transmit start register	ICSTART	R/W	H’070	8	√	√	√	—
IIC automatic transmission transmit control register	ICATFR	R/W	H’080	8	√	√	√	—
IIC automatic transmission transmit time register 1	ICATSET1	R/W	H’084	8	√	√	√	—
IIC automatic transmission transmit time register 2	ICATSET2	R/W	H’088	8	√	√	√	—
IIC automatic transmission receive time register 1	ICARSET1	R/W	H’08C	8	√	√	√	—
IIC automatic transmission receive time register 2	ICARSET2	R/W	H’090	8	√	√	√	—
IIC automatic transmission transmit data 00	ICATD00	R/W	H’100	8	√	√	√	—

Register Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
IIC automatic transmission transmit data 01	ICATD01	R/W	H'104	8	√	√	√	—
IIC automatic transmission transmit data 02	ICATD02	R/W	H'108	8	√	√	√	—
IIC automatic transmission transmit data 03	ICATD03	R/W	H'10C	8	√	√	√	—
IIC automatic transmission transmit data 04	ICATD04	R/W	H'110	8	√	√	√	—
IIC automatic transmission transmit data 05	ICATD05	R/W	H'114	8	√	√	√	—
IIC automatic transmission transmit data 06	ICATD06	R/W	H'118	8	√	√	√	—
IIC automatic transmission transmit data 07	ICATD07	R/W	H'11C	8	√	√	√	—
IIC automatic transmission transmit data 08	ICATD08	R/W	H'120	8	√	√	√	—
IIC automatic transmission transmit data 09	ICATD09	R/W	H'124	8	√	√	√	—
IIC automatic transmission transmit data 10	ICATD10	R/W	H'200	8	√	√	√	—
IIC automatic transmission transmit data 11	ICATD11	R/W	H'204	8	√	√	√	—
IIC automatic transmission transmit data 12	ICATD12	R/W	H'208	8	√	√	√	—
IIC automatic transmission transmit data 13	ICATD13	R/W	H'20C	8	√	√	√	—
IIC automatic transmission transmit data 14	ICATD14	R/W	H'210	8	√	√	√	—
IIC automatic transmission transmit data 15	ICATD15	R/W	H'214	8	√	√	√	—
IIC automatic transmission transmit data 16	ICATD16	R/W	H'218	8	√	√	√	—
IIC automatic transmission transmit data 17	ICATD17	R/W	H'21C	8	√	√	√	—
IIC automatic transmission transmit data 18	ICATD18	R/W	H'220	8	√	√	√	—
IIC automatic transmission transmit data 19	ICATD19	R/W	H'224	8	√	√	√	—
IIC automatic transmission receipt data 00	ICARD00	R	H'300	8	√	√	√	—
IIC automatic transmission receipt data 01	ICARD01	R	H'304	8	√	√	√	—
IIC automatic transmission receipt data 02	ICARD02	R	H'308	8	√	√	√	—
IIC automatic transmission receipt data 03	ICARD03	R	H'30C	8	√	√	√	—

Register Name	Abbreviation	R/W	Offset Address	Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
IIC automatic transmission receipt data 04	ICARD04	R	H'310	8	√	√	√	—
IIC automatic transmission receipt data 05	ICARD05	R	H'314	8	√	√	√	—
IIC automatic transmission receipt data 06	ICARD06	R	H'318	8	√	√	√	—
IIC automatic transmission receipt data 07	ICARD07	R	H'31C	8	√	√	√	—
IIC automatic transmission receipt data 08	ICARD08	R	H'320	8	√	√	√	—
IIC automatic transmission receipt data 09	ICARD09	R	H'324	8	√	√	√	—
IIC automatic transmission receipt data 10	ICARD10	R	H'400	8	√	√	√	—
IIC automatic transmission receipt data 11	ICARD11	R	H'404	8	√	√	√	—
IIC automatic transmission receipt data 12	ICARD12	R	H'408	8	√	√	√	—
IIC automatic transmission receipt data 13	ICARD13	R	H'40C	8	√	√	√	—
IIC automatic transmission receipt data 14	ICARD14	R	H'410	8	√	√	√	—
IIC automatic transmission receipt data 15	ICARD15	R	H'414	8	√	√	√	—
IIC automatic transmission receipt data 16	ICARD16	R	H'418	8	√	√	√	—
IIC automatic transmission receipt data 17	ICARD17	R	H'41C	8	√	√	√	—
IIC automatic transmission receipt data 18	ICARD18	R	H'420	8	√	√	√	—
IIC automatic transmission receipt data 19	ICARD19	R	H'424	8	√	√	√	—

Table 53.3 Register State in Each Processing Mode

Register name	Power-on Reset/Software Reset	Module Standby
ICDR	Initialized	Retained
ICCR	Initialized	Retained
ICSR	Initialized	Retained
ICIC	Initialized	Retained
ICCL	Initialized	Retained
ICCH	Initialized	Retained
ICIMSK	Initialized	Retained
ICINT	Initialized	Retained
ICACE	Initialized	Retained
ICTMC1	Initialized	Retained
ICTMC2	Initialized	Retained
ICTMCW	Initialized	Retained
ICSTART	Initialized	Retained
ICATFR	Initialized	Retained
ICATSET1	Initialized	Retained
ICATSET2	Initialized	Retained
ICARSET1	Initialized	Retained
ICARSET2	Initialized	Retained
ICATD00	Initialized	Retained
ICATD01	Initialized	Retained
ICATD02	Initialized	Retained
ICATD03	Initialized	Retained
ICATD04	Initialized	Retained
ICATD05	Initialized	Retained
ICATD06	Initialized	Retained
ICATD07	Initialized	Retained
ICATD08	Initialized	Retained
ICATD09	Initialized	Retained
ICATD10	Initialized	Retained
ICATD11	Initialized	Retained
ICATD12	Initialized	Retained
ICATD13	Initialized	Retained
ICATD14	Initialized	Retained
ICATD15	Initialized	Retained
ICATD16	Initialized	Retained
ICATD17	Initialized	Retained
ICATD18	Initialized	Retained
ICATD19	Initialized	Retained
ICARD00	Initialized	Retained
ICARD01	Initialized	Retained
ICARD02	Initialized	Retained
ICARD03	Initialized	Retained

Register name	Power-on Reset/Software Reset	Module Standby
ICARD04	Initialized	Retained
ICARD05	Initialized	Retained
ICARD06	Initialized	Retained
ICARD07	Initialized	Retained
ICARD08	Initialized	Retained
ICARD09	Initialized	Retained
ICARD10	Initialized	Retained
ICARD11	Initialized	Retained
ICARD12	Initialized	Retained
ICARD13	Initialized	Retained
ICARD14	Initialized	Retained
ICARD15	Initialized	Retained
ICARD16	Initialized	Retained
ICARD17	Initialized	Retained
ICARD18	Initialized	Retained
ICARD19	Initialized	Retained

53.2 Register Description

53.2.1 IIC Bus Data Register (ICDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

ICDR is an 8-bit readable/writable register that is used as a transmit data register when transmitting and a receive data register when receiving.

In transmission mode, write transmit data to this register when the DTE bit in the IIC bus status register (ICSR) is 1.

In receive mode, read receive data from this register when the DTE bit in the IIC bus status register (ICSR) is 1.

Bit:	7	6	5	4	3	2	1	0
	ICDR							
Initial value:	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

53.2.2 IIC Bus Control Register (ICCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

ICCR is an 8-bit readable/writable register that enables or disables the IIC bus interface, specifies the transmission/receive mode, issues START/STOP conditions, and confirms the IIC bus interface bus status.

Table 53.4 ICCR Settings

Operation	Write Data to ICCR (Transmission Mode)	Write Data to ICCR (Receive Mode)
START condition	H'94	—
Repeated START condition	H'94	H'D4 (Change from receive mode to transmission mode)
transmission/receive mode change	H'81 (Change from transmission mode to receive mode)	—
STOP condition	H'90	H'C0

Bit:	7	6	5	4	3	2	1	0
	ICE	RACK	—	TRS	—	BBSY	—	SCP
Initial value:	0	0	0	0	0	0	0	1
R/W:	R/W	R/W	R	R/W	R	R/W	R	(R/W)*

Bit	Bit Name	Initial Value	R/W	Description
7	ICE	B'0	R/W	IIC Bus Interface Enable Enables or disables the IIC bus interface. When this bit is set to 1, transfer operation is enabled. When this bit is cleared to 0 during data transmission, the I2C bus is released and all registers in this module are initialized. (See section 53.4, Usage Notes.) When this bit is cleared to 0 after data transmission, all registers in this module are initialized. When the ICCR is updated while this module is operating, this bit must be set to 1. 0: IIC bus interface module is disabled. (All internal registers are initialized.) 1: IIC bus interface module is enabled.
6	RACK	B'0	R/W	Receive Acknowledge Specifies the acknowledge level in receive mode. In reception, this bit provides the acknowledge level for output on the SDA line after the IIC module receives data. 0: In receive mode, 0 is output to SDA at acknowledge output timing. 1: In receive mode, 1 is output to SDA at acknowledge output timing.
5	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4	TRS	B'0	R/W	Transmit/Receive Select Specifies either transmission mode or receive mode. The setting of this bit can be rewritten even during data transfer, but actual operating mode is changed after completion of ongoing transfer including acknowledge bit. 0: Master reception mode. 1: Master transmission mode. When writing 1 to this bit, also set BBSY and SCP bits at the same time.
3	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
2	BBSY	B'0	R/W	Bus Busy This bit is used to issue START and STOP conditions. To issue a START condition, write 1 to this bit and 0 to the SCP bit. A repeated START condition is issued in the same way. To issue a STOP condition, write 0 to this bit and 0 to the SCP bit. 0: A STOP condition is issued (the SCP bit is also used). 1: A START or repeated START condition is issued (the SCP bit is also used).
1	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
0	SCP	B'1	(R/W)*	START Condition/STOP Condition Prohibit Controls issuance of START and STOP conditions. To issue a START condition, write 1 to the BBSY bit and 0 to this bit. A repeated START condition is issued in the same way. To issue a STOP condition, write 0 to the BBSY bit and 0 to this bit. This bit is always read as 1. Writing 1 to this bit is ignored. 0: Writing 0 to this bit issues a START or STOP condition, in combination with the BBSY flag. 1: Writing 1 to this bit is ignored.

Note: * For the SCP bit, only writing 0 is valid. Always read as 1.

53.2.3 IIC Bus Status Register (ICSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

ICSR is an 8-bit readable/writable register that performs interrupt request.

Bit:	7	6	5	4	3	2	1	0
	SCLM	SDAM	—	BUSY	AL	TACK	WAIT	DTE
Initial value:	1	1	0	0	0	0	0	0
R/W:	R	R	R	R	R/WC0	R/WC0	R/WC0	R

Bit	Bit Name	Initial Value	R/W	Description
7	SCLM	B’1	R	SCL Monitor Indicates the SCL state sampled by the module clock. 0: Indicates that SCL is 0. 1: Indicates that SCL is 1.
6	SDAM	B’1	R	SDA Monitor Indicates the SDA state sampled by the module clock. 0: Indicates that SDA is 0. 1: Indicates that SDA is 1.
5	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
4	BUSY	B’0	R	IIC Transmit State Bit Indicates the IIC state. After the START condition is generated, the IIC enters the transfer state and this bit is set to 1. After the STOP condition is generated, the IIC enters the non-transfer state and this bit is cleared to 0. When a loss of arbitration is detected, the SDA line is immediately released, but output of the clock signal on SCL continues until frame acknowledgement is completed. This bit is cleared to 0 after end of frame transfer. 0: The IIC module is not busy (transfer by the IIC module is not in progress). 1: The IIC module is busy (transfer by the IIC module is in progress). Setting condition: The IIC module issues the START condition. Clearing condition: The IIC module issues the STOP condition. A loss of arbitration is detected (cleared after SCL clock output is stopped).

Bit	Bit Name	Initial Value	R/W	Description
3	AL	B'0	R/WC0	Arbitration Lost Indicates a loss of arbitration. The IIC bus interface monitors the SDA. If the IIC bus interface detects data different from the data it sent, it sets this bit to 1 to indicate that the bus has been conflicted. This bit is reset by writing 0 to this bit or performing write access to ICDR in transmit mode or read access to ICDR in receive mode when the DTE bit is 1. When a loss of arbitration is detected during data transfer, the SDA line is immediately released. Output of the clock line on SCL continues until frame acknowledgement is completed. This bit does not depend on the ALE bit in ICIC and is always updated. When the ALE bit in ICIC is 0, an arbitration lost interrupt request is not issued to the interrupt controller. When other masters issue the START condition, a loss of arbitration is detected and operation is stopped. 0: Bus arbitration won • When data are written to ICDR (transmit mode) or read from ICDR (receive mode) • When 0 is written to this bit after reading AL = 1 1: Arbitration lost • When the level of the data being received changes during counting of the period at high level for the SCL clock in master receive mode • When the level on the SCL line becomes low during counting of the period at high level for the SCL clock • When a START condition is detected before this module issues its own START condition • When the monitored external SDA and data being output from this module not being equal
2	TACK	B'0	R/WC0	Transmit Acknowledge Bit Indicates the level of the SDA line during acknowledge cycle in transmit mode. This bit is cleared by writing 0. This bit is always 0 when the TACKE bit in ICIC is 0. 0: Indicates that acknowledge (low level on SDA line) have been detected during acknowledge cycle. 1: Indicates that no acknowledge (high level on SDA line) have been detected during acknowledge cycle.
1	WAIT	B'0	R/WC0	Wait Indicates that this module have entered the wait state after data transmission other than the acknowledge bit. When the value of the WAITE bit in ICIC is 1, this module enters the wait state after data transfer (except for acknowledge bit), with driving the SCL to the low level. At this time, this bit is automatically set to 1 and a WAIT interrupt is generated. By writing 0 to this bit, this module recovers from the wait state. This bit is always 0 when WAITE in ICIC is 0. 0: This module is in the normal state. 1: This module is in the wait state.

Bit	Bit Name	Initial Value	R/W	Description
0	DTE	B'0	R	Data Transmit Enable Indicates the transmit state between ICDR and internal transmit/receive buffer. This bit is read only and automatically set or cleared. 0: • When reset is performed • When data is written to ICDR in transmit mode (TRS = 1). • When data is read from ICDR in receive mode (TRS = 0). • When the TRS bit is changed. • When the repeated START condition/STOP conditions are written to the BBSY and SCP bits in ICCR. 1: • When the START/repeated START conditions are generated. • When transmit data is sent to the transmit buffer from ICDR in transmit mode (TRS = 1). • When receive data is sent to ICDR in receive mode (TRS = 0).

53.2.4 IIC Interrupt Control Register (ICIC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

ICIC is an 8-bit register that enables or disables an interrupt request.

Bit:	7	6	5	4	3	2	1	0
	ICCLB8	ICCHB8	TDMAE	RDMAE	ALE	TACKE	WAITE	DTEE
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7	ICCLB8	B'0	R/W	IIC Clock Control Low Bit 8 Sets the low-level period of SCL when the period setting for the module in {ICIC[7], ICCL} is H'100 to H'1FF. Table 53.5 shows transfer rate settings.
6	ICCHB8	B'0	R/W	IIC Clock Control High Bit 8 Sets the high-level period of SCL when the period setting for the module in {ICIC[6], ICCH} is H'100 to H'1FF. Table 53.5 shows transfer rate settings.
5	TDMAE	B'0	R/W	Transmit Data DMA Transfer Request Enable When DTEE is 1, this bit specifies whether data transmit interrupt in transmission mode (TRS = 1) is used as an interrupt to the CPU or a DMA transfer request. When DMA is used for automatic transmission, setup of this bit is unnecessary. 0: Uses TDMAE as an interrupt to the CPU. 1: Uses TDMAE as a DMA transfer request to DMAC.
4	RDMAE	B'0	R/W	Receive Data DMA Transfer Request Enable When the DTEE bit is 1, this bit specifies whether data receive interrupt in receive mode (TRS = 0) is used as an interrupt to the CPU or a DMA transfer request. When DMA is used for automatic transmission, setup of this bit is unnecessary. 0: Uses RDMAE as an interrupt to the CPU. 1: Uses RDMAE as a DMA transfer request to DMAC.
3	ALE	B'0	R/W	Arbitration Lost Interrupt Enable and Function Enable Enables or disables arbitration lost interrupt request. An arbitration lost interrupt is generated if a loss of arbitration occurs when this bit is 1. At this time, the AL bit in ICSR is set to 1. Do not clear this bit to 0 with the AL bit set to 1. 0: Disables an arbitration lost Interrupt. 1: Enables an arbitration lost interrupt.

Bit	Bit Name	Initial Value	R/W	Description
2	TACKE	B'0	R/W	Non-acknowledge Detection Interrupt Enable and Function Enable Enables or disables a non-acknowledge detection interrupt request. A non-acknowledge interrupt is generated if non-acknowledge is received when this bit is 1. At this time, the TACK bit in ICSR is set to 1. Do not clear this bit to 0 with the TACK bit set to 1. 0: Disables non-acknowledge detection Interrupt. 1: Enables non-acknowledge detection interrupt.
1	WAITE	B'0	R/W	Wait Interrupt Enable and Function Enable Enables or disables a wait interrupt request. When WAITE is 1, a wait state in which SCL is driven to the low level follows the transmission of data other than the acknowledge bit. At this time, a WAIT interrupt is generated and the WAIT bit in ICSR is set to 1. Do not clear this bit to 0 with the WAIT bit in ICSR set to 1. 0: Disables an interrupt. 1: A wait interrupt is generated. Note: In Automatic transfer mode, set 1 in a WAITE bit.
0	DTEE	B'0	R/W	Data Transmit Enable Interrupt Enables or disables a data transmit enable interrupt request. An interrupt request is issued if the DTE bit in ICSR is set to 1 when this bit is 1. 0: Disables an interrupt. 1: A data transmit enable interrupt is generated.

53.2.5 IIC Clock Control Register Low (ICCL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

ICCL is an 8-bit readable/writable register that specifies the low-level period of SCL.

ICCL is initialized to H'00 by a reset.

Bit:	7	6	5	4	3	2	1	0
	ICCL							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: Table 53.5 shows transfer rate settings.

53.2.6 IIC Clock Control Register High (ICCH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

ICCH is an 8-bit readable/writable register that specifies the high-level period of SCL.

ICCH is initialized to H'00 by a reset.

Bit:	7	6	5	4	3	2	1	0
	ICCH							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: Table 53.5 shows transfer rate settings.

53.2.7 IIC Automatic Transmission interrupt Mask Register (ICIMSK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICIMSK is an 8-bit register that enables or disables the interrupt request output of automatic transmission.

An interrupt is output to AL interrupt event code. The generated interrupt can be checked by ICINT.

Bit:	7	6	5	4	3	2	1	0
	AENDM	TMC2M	TMC1M	TMOUTM	ALM	TACKM	—	—
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7	AENDM	B'0	R/W	Automatic Transmission End Interrupt Mask 0: Interrupt is not output to INTC- AP at the time of the end of automatic transmission. 1: Interrupt is output to INTC-AP at the time of the end of automatic transmission.
6	TMC2M	B'0	R/W	Timer Count 2 End Interrupt Mask 0: Interrupt is not output to INTC- AP at the time of the end of timer count 2. 1: Interrupt is output to INTC- AP at the time of the end of timer count 2.
5	TMC1M	B'0	R/W	Timer Count 1 End Interrupt Mask 0: Interrupt is not output to INTC- AP at the time of the end of timer count 1. 1: Interrupt is output to INTC- AP at the time of the end of timer count 1.
4	TMOUTM	B'0	R/W	Timeout Error Interrupt Mask 0: Interrupt is not output to INTC- AP at the time of a timeout error. 1: Interrupt is output to INTC- AP at the time of a timeout error.
3	ALM	B'0	R/W	AL Interrupt Mask 0: Interrupt is not output to INTC- AP at the time of the automatic transmission AL. 1: Interrupt is output to INTC- AP at the time of the automatic transmission AL.
2	TACKM	B'0	R/W	TACK Interrupt Mask 0: Interrupt is not output to INTC- AP at the time of the automatic transmission TACK. 1: Interrupt is output to INTC- AP at the time of the automatic transmission TACK.
1, 0	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.

53.2.8 IIC Automatic Transmission Interrupt Flag Register (ICINT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICINT is an 8-bit register that indicates the interrupt state during automatic transmission.

The interrupt bit can be cleared by writing 1 to ICSTART[7] or clearing ICCR[7] to 0 at the start of automatic operation.

Bit:	7	6	5	4	3	2	1	0
	AEND	TMC2	TMC1	TMOUT	AAL	ATACK	AWAIT	ADTE
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
7	AEND	B'0	R	Automatic Transmission End Flag 0: Under automatic transmission 1: End of automatic transmission
6	TMC2	B'0	R	Timer Count 2 End Flag 0: Timer count 2 is not ended. 1: End of timer count 2
5	TMC1	B'0	R	Timer Count 1 End Flag 0: Timer count 1 is not ended. 1: End of timer count 1
4	TMOUT	B'0	R	Timeout Error Flag 0: No timeout error 1: Timeout error is detected.
3	AAL	B'0	R	Automatic Transmission AL Flag 0: No AL 1: AL is detected.
2	ATACK	B'0	R	Automatic Transmission TACK Flag 0: No TACK 1: TACK is detected. Note: After having finished all the processing appointed in Format, the detection of NACK shows that there was NACK reply during transfer.
1	AWAIT	B'0	R	Automatic Transmission WAIT Flag 0: No WAIT 1: WAIT is detected.
0	ADTE	B'0	R	Automatic Transmission DTE Flag 0: No DTE 1: DTE is detected.

53.2.9 IIC Automatic Transmission Processing Enabling Register (ICACE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICACE is an 8-bit register that specifies the usage of each function during automatic transmission.

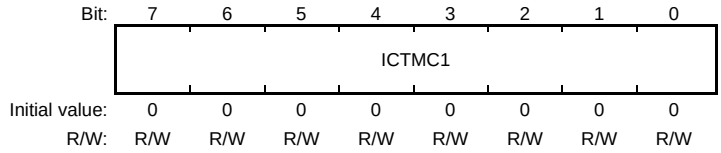
Bit:	7	6	5	4	3	2	1	0
	AENDE	TMC2E	TMC1E	TMOUTE	ALE	TACKE	WAITE	—
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7	AENDE	B’0	R/W	Automatic Transmission End Detection Enable 0: End of automatic transmission is not detected. 1: Detects the end of automatic transmission and outputs it to ICINT.
6	TMC2E	B’0	R/W	Timer Count 1 Enable, Timer Count 2 Enable
5	TMC1E	B’0	R/W	Specify whether wait by TMC1 or TMC2 timer is inserted before assertion of an automatic transmission interrupt and a timeout error detection interrupt. Refer to Figure 53.3 for the wait timing of TMC1 and TMC2. ICACE[6:5] = B’00: TMC1 and TMC2 are not used. ICACE[6:5] = B’01: Interrupt is asserted after counting by TMC1 is finished. ICACE[6:5] = B’11: Interrupt is asserted after counting by TMC1 and TMC2 is finished. ICACE[6:5] = B’10: Setting prohibited
4	TMOUTE	B’0	R/W	Timeout Error Enable When SDA is driven to low even after the STOP condition is generated and counting by TMC1 and TMC2 is finished, a timeout error is detected. 0: Timeout error is not detected. 1: Timeout error is detected and recorded in ICINT.
3	ALE	B’0	R/W	Automatic Transmission AL Error-Handling Enable Specifies whether handling for AL errors detected during automatic transmission is performed or not. 0: No automatic AL error handling (AL is not detected) 1: Automatic AL error handling is performed (to release the SDA bus, continue output of SCL until the time corresponding to 1 byte + ACK, and perform retry or stop processing).
2	TACKE	B’0	R/W	Automatic Transmission ACK Error-Handling Enable Specifies whether handling for ACK error is performed or not (when error handling is selected, either retry or stop processing is performed). 0: No automatic ACK error handling 1: Automatic ACK error handling is performed (retry or stop processing is performed).
1	WAITE	B’0	R/W	WAIT Processing Enable Specifies whether wait processing is inserted during automatic transmission. 0: No automatic WAIT processing. 1: Automatic WAIT processing is performed (waiting for the period specified by the ICTMCW register). Note: In Automatic transfer mode by DMA, set 1 in a WAITE bit.
0	—	B’0	R/W	Reserved The write value should always be 0.

53.2.10 IIC Automatic Transmission Timer Control Register 1 (ICTMC1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICTMC1 is an 8-bit register that specifies the delay time for the timing of detection of automatic transmission being completed and timeout errors.



The delay time is specified by ICTMC1 by following formula.

Delay time = $(ICTMC1)_{10} \times 200 \times t_{Module\ clock}$

(When the frequency of the module clock is 16.66 MHz, the delay time can be specified within the range from 0 µs up to 3060 µs in 12-µs increments.)

53.2.11 IIC Automatic Transmission Timer Control Register 2 (ICTMC2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICTMC2 is an 8-bit register that specifies the delay time for the timing of detection of automatic transmission being completed and timeout errors.

Bit:	7	6	5	4	3	2	1	0
	ICTMC2							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

The delay time is specified by ICTMC2 by the following formula.

Delay time = (ICTMC2) $_{10} \times 200 \times t_{\text{Module clock}}$

(When the frequency of the module clock is 16.66 MHz, the delay time can be specified within the range from 0 µs up to 3060 µs in 12-µs increments.)

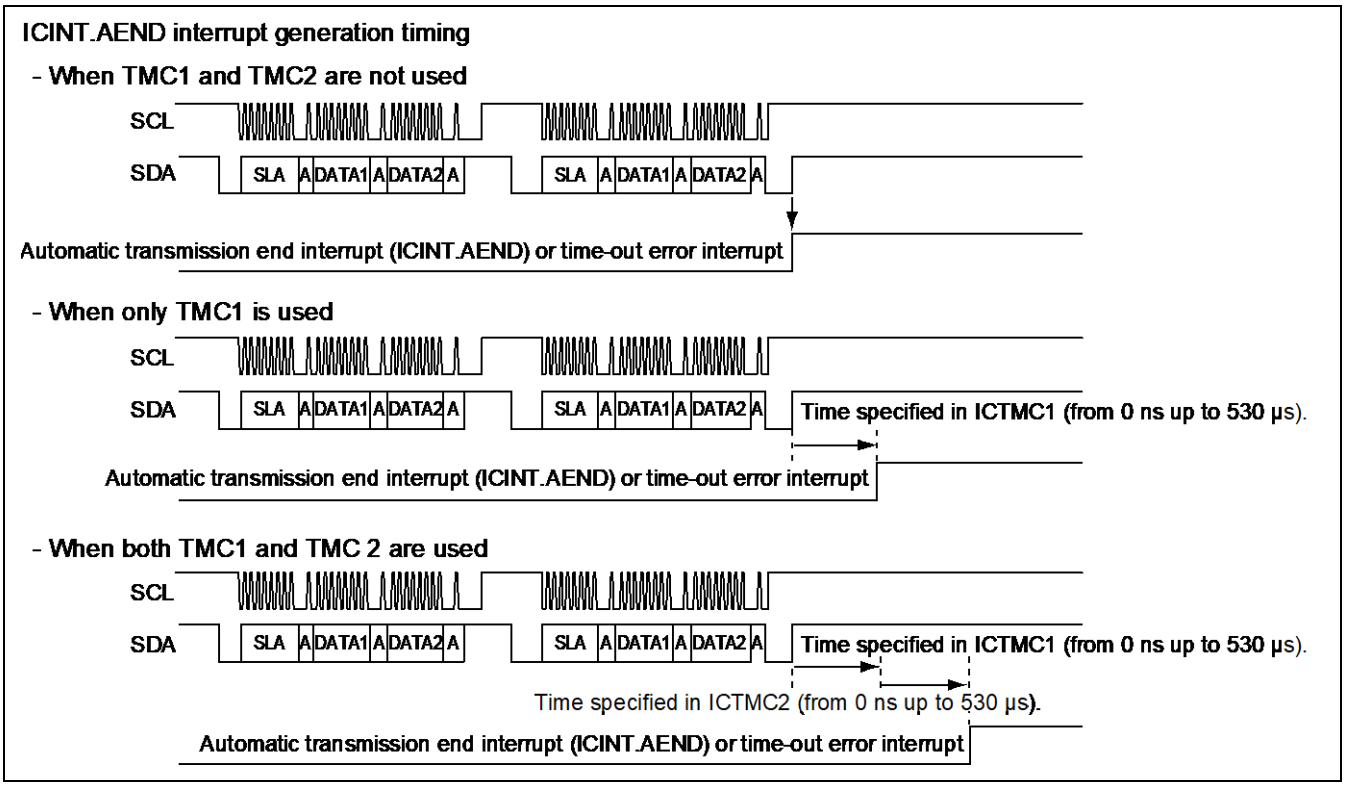
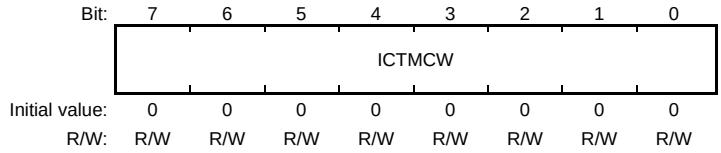


Figure 53.3 Wait Timing Chart of TMC1 and TMC2

53.2.12 IIC Automatic Transmission Wait Control Register (ICTMCW)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICTMCW is an 8-bit register that specifies the wait time during automatic transmission. When ICACE.WAITE is set to 1 for activating the wait processing function, set a value other than H'00 to this register.



The wait time is specified by ICTMCW by following formula.

Delay time = $(\text{ICTMCW})_{10} \times 20 \times t_{\text{Module clock}}$ by ICTMCW

(When the frequency of the module clock is 16.66 MHz, the delay time can be specified within the range from 0 µs up to 306 µs in 1.2-µs increments.)

Although a wait time can be specified by this register, the period of waiting may be different from the specified value because a transition of the actual SCL bus may be delayed by a clock cycle. Also, in the case of automatic transmission, 1 cycle of waiting is always inserted automatically before the acknowledge cycle.

53.2.13 IIC Automatic Transmission Transmit Start Register (ICSTART)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICSTART is an 8-bit register that specifies start, reset, and abort of automatic transmission.

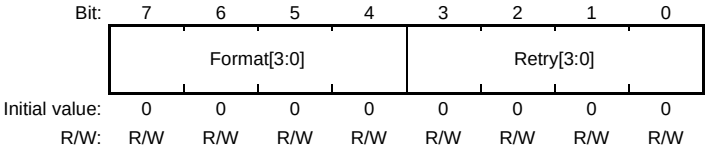
Bit:	7	6	5	4	3	2	1	0
	Auto Start	AutoTrans Reset	Auto Stop	—	—	—	ATDMA	ARDMA
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7	AutoStart	B'0	R/W	Automatic Transmission Start Automatic transmission starts by writing 1 to this bit. Do not clear this bit to 0 during automatic transmission.
6	AutoTransReset	B'0	R/W	Automatic Transmission Reset The internal state of automatic transmission is reset by writing 1 to this bit. After reset, write 0 to this bit. Writing 1 to this bit does not initialize automatic transmission-related registers. For register initialization, use reset function by writing 0 to ICCR.ICE.
5	AutoStop	B'0	R/W	Automatic Transmission Stop By writing 1 to this bit, the STOP condition is generated at the boundary of a 1byte + ACK-cycle unit and automatic transmission stops. Writing 1 to this bit may result in stopping transmission such that the transfer format is not as expected. 0: Normal operation 1: STOP condition is generated and automatic transmission stops.
4 to 2	—	All 0	R/W	Reserved The write value should always be 0.
1	ATDMA	B'0	R/W	Automatic Transmission DMA Enable 0: DMA is not used for data transmission by automatic transmission. 1: DMA is used for all data transmission by automatic transmission.
0	ARDMA	B'0	R/W	Automatic Reception DMA Enable 0: DMA is not used for data reception by automatic transmission. 1: DMA is used for all data reception by automatic transmission.

53.2.14 IIC Automatic Transmission Transmit Control Register (ICATFR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICATFR is an 8-bit register that specifies an automatic transmission format and the number of retry processing.



Bit	Bit Name	Initial Value	R/W	Description
7 to 4	Format[3:0]	H'0	R/W	IIC Automatic Transmission Format Selection Specify the format of automatic transmission. Refer to Figure 53.5 for a communication format. S = START condition, Sr = Repeated START condition, P = STOP condition H'0: S → Transmission 1 → P H'1: S → Transmission 1 → Reception 1 → P H'2: S → Transmission 1 → Sr → Transmission 2 → P H'3: S → Transmission 1 → Sr → Transmission 2 → Receive 1 → P H'4: S → Transmission 1 → Reception 1 → Sr → Transmission 2 → P H'5: S → Transmission 1 → Reception 1 → Sr → Transmission 2 → Reception 2 → P Others: Setting prohibited
3 to 0	Retry[3:0]	H'0	R/W	Retry Number for Automatic Transmission * Specify the maximum number of retry when an AL error or non-acknowledge error occurs. When either of errors has reached the specified number, AL or TACK error is reported. H'0: No retry H'1: Retry once. H'2: Retry up to twice. - H'E: Retry up to 14 times. H'F: Setting prohibited.

Note: * After having finished all the processing appointed in Format, the error is reflected.
When there is an error during transfer, IIC transfers it again from a beginning of Format.
Because DMAC does not support this re-try, the RETRY processing using DMAC is not possible.

53.2.15 IIC Automatic Transmission Transmit Time Register 1 (ICATSET1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICATSET1 is an 8-bit register that specifies the number of data of the transmission 1 in the format specified by ICATFR[7:4].

The maximum value which can be specified in this register is 10 when using the ICATD00 to ICATD09 registers, and 256 when using a DMA transfer.

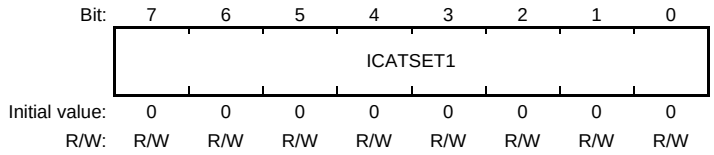
A slave address is also contained in the transmission data.

Specify the values as follows when ICATD00 to ICATD09 are in use.

1-byte transmission ICATSET1[7:0] = H'00
2-byte transmission ICATSET1[7:0] = H'01
10-byte transmission ICATSET1[7:0] = H'09

Specify the size of transmission for a DMA transfer. In the case of DMA, transfer the data to only ICATD00.

256-byte transmission ICATSET1[7:0] = H'FF (maximum)



53.2.16 IIC Automatic Transmission Transmit Time Register 2 (ICATSET2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICATSET2 is an 8-bit register that specifies the number of data of the transmission 2 in the format specified by ICATFR[7:4].

The maximum number which can be specified in this register is 10 when using the ICATD10 to ICATD19 registers, and 256 when using a DMA transfer.

A slave address is also contained in the transmission data.

Specify the values as follows when ICATD10 to ICATD19 are in use.

1-byte transmission ICATSET2[7:0] = H'00
2-byte transmission ICATSET2[7:0] = H'01
10-byte transmission ICATSET2[7:0] = H'09

Specify the size of transmission for a DMA transfer. In the case of DMA, transfer the data to only ICATD10.

256-byte transmission ICATSET2[7:0] = H'FF (maximum)

Bit:	7	6	5	4	3	2	1	0
	ICATSET2							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

53.2.17 IIC Automatic Transmission Receive Time Register 1 (ICARSET1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICARSET1 is an 8-bit register that specifies the number of data of the reception 1 in the format specified by ICATFR[7:4].

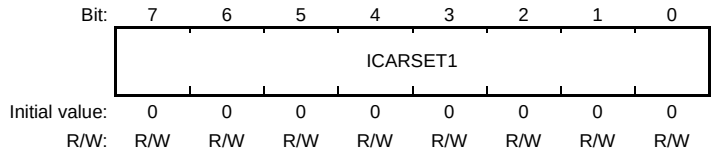
The maximum number which can be specified in this register is 10 when using the ICARD00 to ICARD09 registers, and 256 when using a DMA transfer.

Specify the values as follows when ICARD00 to ICARD09 are in use.

1-byte transmission ICARSET1[7:0] = H'00
2-byte transmission ICARSET1[7:0] = H'01
10-byte transmission ICARSET1[7:0] = H'09

Specify the size of transmission for a DMA transfer. In the case of DMA, read the data only from ICARD00.

256-byte transmission ICARSET1[7:0] = H'FF (maximum)



53.2.18 IIC Automatic Transmission Receive Time Register 2 (ICARSET2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICARSET2 is an 8-bit register that specifies the number of data of the reception 1 in the format specified by ICATFR[7:4].

The maximum number which can be specified in this register is 10 when using the ICARD10 to ICARTD19 registers, and 256 when using a DMA transfer.

Specify the values as follows when ICARD10 to ICARD19 are in use.

1-byte transmission ICARSET2[7:0] = H'00
2-byte transmission ICARSET2[7:0] = H'01
10-byte transmission ICARSET2[7:0] = H'09

Specify the size of transmission for a DMA transfer. In the case of DMA, read the data only from ICARD10.

256-byte transmission ICARSET2[7:0] = H'FF (maximum)

Bit:	7	6	5	4	3	2	1	0
	ICARSET2							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

53.2.19 IIC Automatic Transmission Transmit Data 00 to 09 (ICATD00 to ICATD09)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICATD00 to ICATD09 are 8-bit registers that are used to store the transmit data of transmission 1.

Bit:	7	6	5	4	3	2	1	0
	ICATD00 to ICATD09							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

53.2.20 IIC Automatic Transmission Transmit Data 10 to 19 (ICATD10 to ICATD19)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICATD10 to ICATD19 are 8-bit registers that are used to store the transmit data of transmission 2.

Bit:	7	6	5	4	3	2	1	0
	ICATD10 to ICATD19							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

53.2.21 IIC Automatic Transmission Receipt Data 00 to 09 (ICARD00 to ICARD09)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICARD00 to ICARD09 are 8-bit registers that are used to store the received data of reception 1.

Bit:	7	6	5	4	3	2	1	0
	ICARD00 to ICARD09							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R

53.2.22 IIC Automatic Transmission Receipt Data 10 to 19 (ICARD10 to ICARD19)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

ICARD10 to ICARD19 are 8-bit registers that are used to store the received data of reception 2.

Bit:	7	6	5	4	3	2	1	0
	ICARD10 to ICARD19							
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R

53.2.23 Transfer Rate

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The IIC transfer rate can be specified by the settings in ICCL and ICCH is based on the module clock.

Table 53.5 lists transfer rate settings, and Figure 53.4 shows SCL waveforms.

Table 53.5 Transfer Rate Maximum Settings Example

	Module clock	ICIC[7] + ICCL	ICIC[6] + ICCH	Transfer Rate*
Standard	8.33 MHz	H'017	H'010	99.21 kHz
	10 MHz	H'01B	H'014	100.00 kHz
	12.5 MHz	H'022	H'01A	99.21 kHz
	16.66 MHz	H'02E	H’023	99.21 kHz
Fast-mode	8.33 MHz	H'005	H'003	378.79 kHz
	10 MHz	H'006	H'004	384.62 kHz
	12.5 MHz	H'008	H'005	390.63 kHz
	16.66 MHz	H'00B	H'007	396.83 kHz

Note: * The transfer rates in above settings are theoretical values. The actual transfer rates are generally smaller than those theoretical values due to the pull-up resistor (Rp) and the capacitance (Cp). However, there is no harm in communication because the actual transfer rates satisfy the I2C bus specifications. (Smaller ICCL and ICCH can increase the actual transfer rates. In this case, though, set ICCL and ICCH to ensure that t_{LOW} and t_{HIGH} are within the specifications.)

Calculation example of ICCL and ICCH:

- Conditions
  Module clock: 16.66 MHz
  IIC transfer rate: 100 kHz
  L/H sample ratio in SCL: L/H = 5/4

- Result
  ICIC[7] + ICCL = ((Module clock/IIC transfer rate) × (L/(L + H)) – 1)/2
  = (((16.66 × 10^6)/(100 × 10^3)) × (5/(5 + 4)) – 1)/2 = 45 = H'2D
  ICIC[6] + ICCH = ((Module clock / IIC transfer rate) × (H / (L + H)) – 5)/2
  = (((16.66 × 10^6)/(100 × 10^3)) × (4/(5 + 4)) – 5)/2 = 34 = H'22

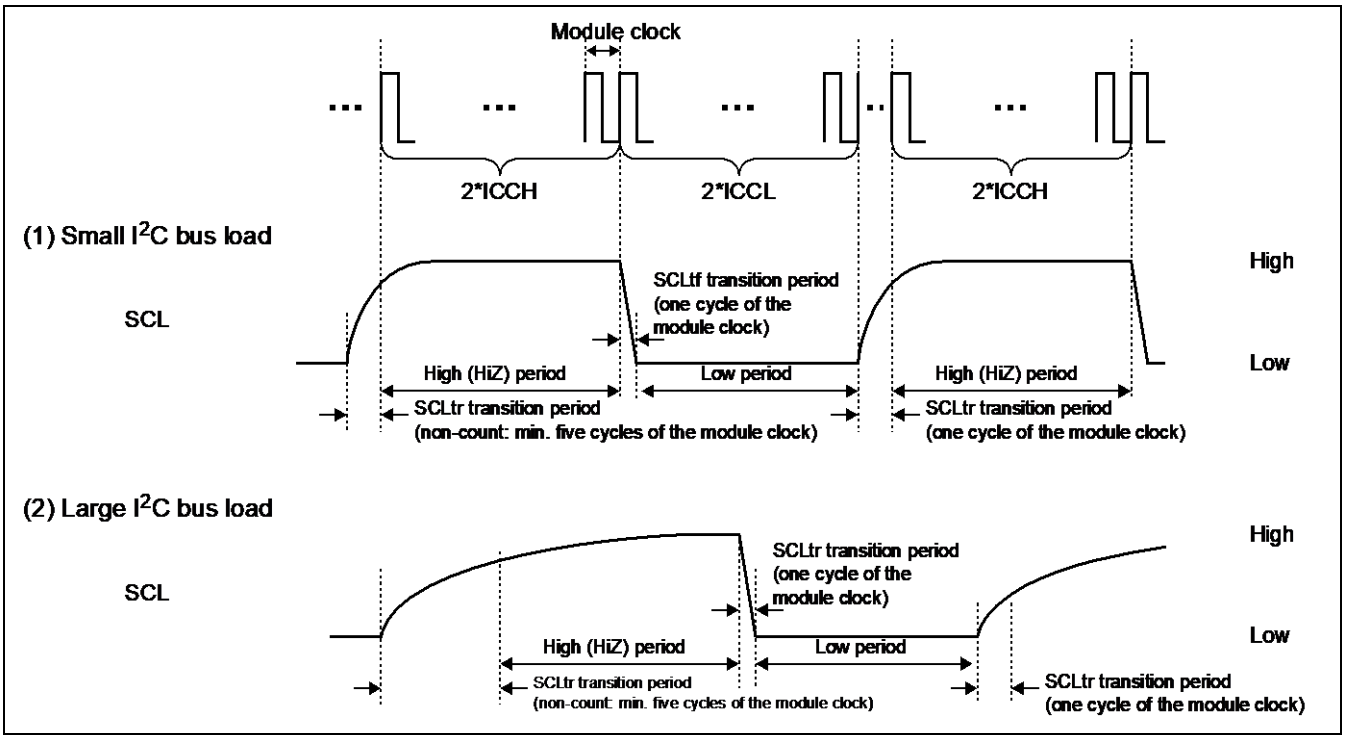


Figure 53.4 SCL Waveforms

53.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

53.3.1 I2C Bus Data Format

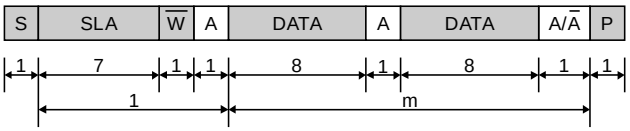
The I2C bus is based on protocol, which contains the slave address, data, and an acknowledge bit. These are shown in Figure 53.5. The first frame following a START condition always consists of 8 bits.

The symbols used in Figure 53.5 are explained in Table 53.6.

Table 53.6 I2C Bus Data Format Symbols

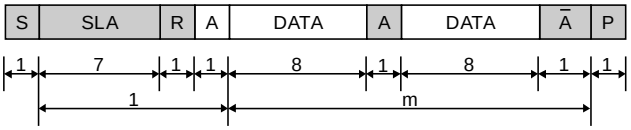
Symbol	Description
S	START condition. The master device drives SDA from high to low while SCL is high.
Sr	Repeated START condition. The master device drives SDA from high to low while SCL is high.
SLA	Slave address. The master device selects a slave device.
R/$\overline{W}$	Indicates the direction of data transfer: from the slave device to the master device when R/$\overline{W}$ is 1, or from the master device to the slave device when R/$\overline{W}$ is 0.
A	Acknowledge. The receiving device (the slave device in master transmit mode, or the master device in master receive mode) drives SDA low to acknowledge a transfer.
DATA	Transmitted or received data. The bit length is 8 bits.
P	STOP condition. The master device drives SDA from low to high while SCL is high.

(a) Master transmission mode (7-bit address format)



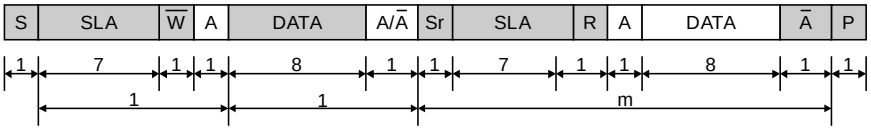
Number of transmission frames (m = 1~)

(b) Master reception mode (7-bit address format)



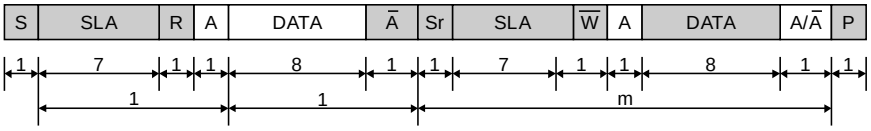
Number of transmission frames (m = 1~)

(c) The direction is converted from transmission to reception in master mode (7-bit address compound format)



Number of transmission frames (m = 1~)

(d) The direction is converted from reception to transmission in master mode (7-bit address compound format)



Number of transmission frames (m = 1~)

S: START condition
P: STOP condition
Sr: Repeated START condition
R/W: Direction of data transfer
A: Receipt acknowledgement
A: Data non-receipt acknowledgement

Master to slave

Slave to master

Figure 53.5 I2C Bus Data Formats (7-Bit Address Format)

53.3.2 Master Transmit Operation (Using WAIT Function)

In master transmit mode, the master device outputs the transmission clock and transmission data, and receives the acknowledge signal after receiving data. The transmission procedure and operations are described below.

1. Write ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)
2. Set ICCR.ICE to activate the IIC module. (Write H'81 to ICCR)
3. Set ICIC[7]+ICCL, ICIC[6]+ICCH, and ICIC[3:0], according to the operating mode.
4. Write H'94 to ICCR to issue the START condition. The DTE bit in ICSR is then set to 1.
5. Wait for a DTE interrupt or until ICSR.DTE becomes 1.
6. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE bit becomes 1.
   And write transmission data (slave address and write bit) to ICDR. The ICSR.DTE bit is then automatically cleared. Data transmission starts after data is sent to the internal transmit buffer.
7. Wait for a WAIT interrupt or until ICSR.WAIT becomes 1.
8. If more transmission data remains, write transmission data (ex. register address or data) to ICDR. And clear ICSR.WAIT to exit from the WAIT status. After exiting from the WAIT state, go back to step 7.
9. If no more transmission data remains, write H'90 to ICCR to issue the STOP condition.
   And clear ICSR.WAIT to exit from the WAIT status. After exiting, go to step 10.
10. Wait until ICSR.BUSY is cleared.
11. Clear ICCR.ICE to 0 to reset the IIC module. (Write ICIC = H'01)

Figure 53.6 shows the flowchart of the master transmission procedure.

By repeating steps 7 and 8, data can be transmitted consequently.

A non-acknowledge interrupt occurs if the received acknowledge signal is 1 (TACK = 1). If the received acknowledge bit is 1, it is recommended to STOP transmission after the STOP condition is generated. Refer to section 53.3.11, Non-Acknowledge Operation, for the stop method.

To change the transmission mode to the receive mode, write H'81 to ICCR, instead of generating the STOP condition in step 9.

To generate a repeated START condition, write H'94 to ICCR, instead of generating the STOP condition in step 9.

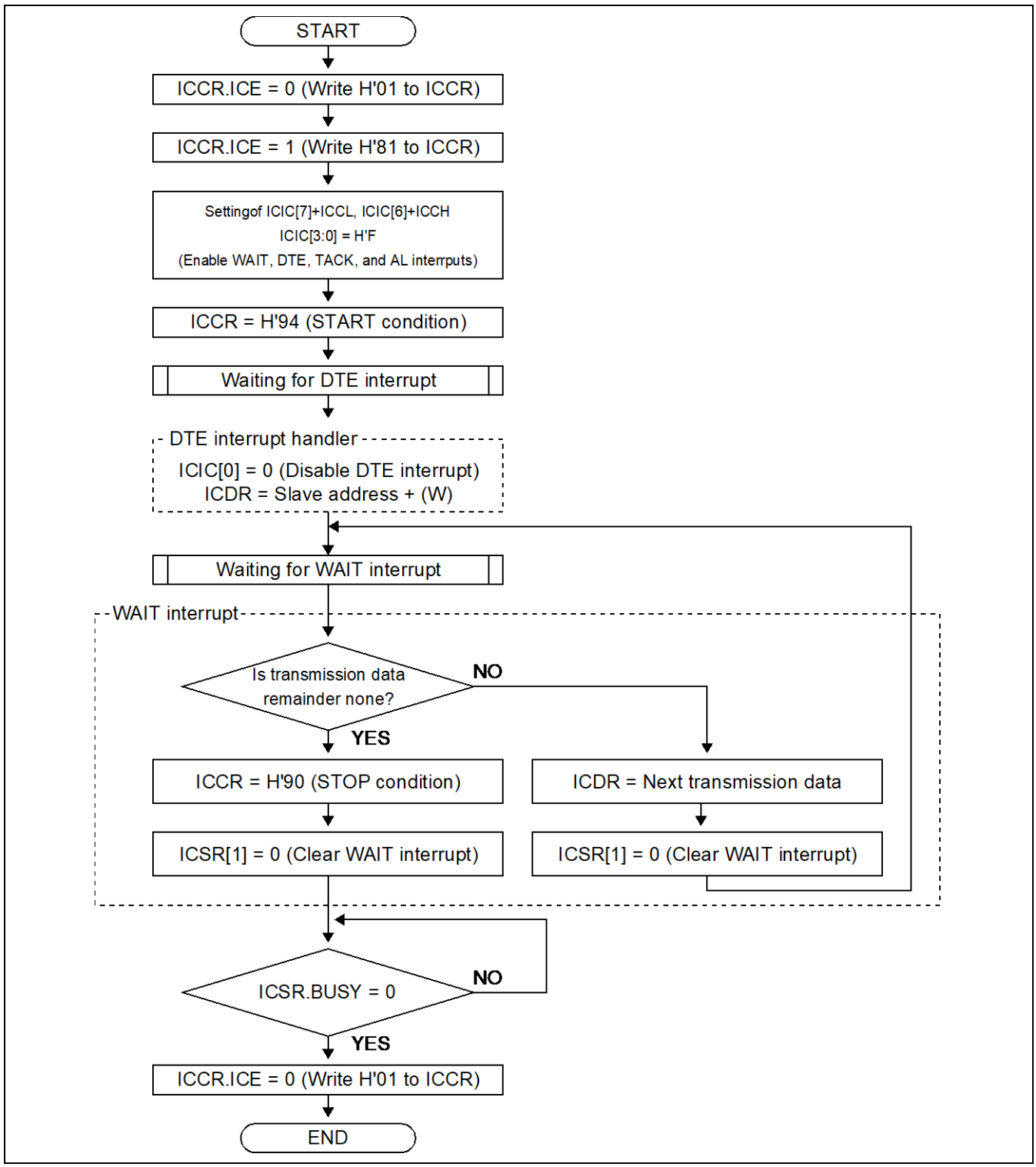


Figure 53.6 Example Flow for Transmission (a) Master Transmission Mode (Using WAIT Function)

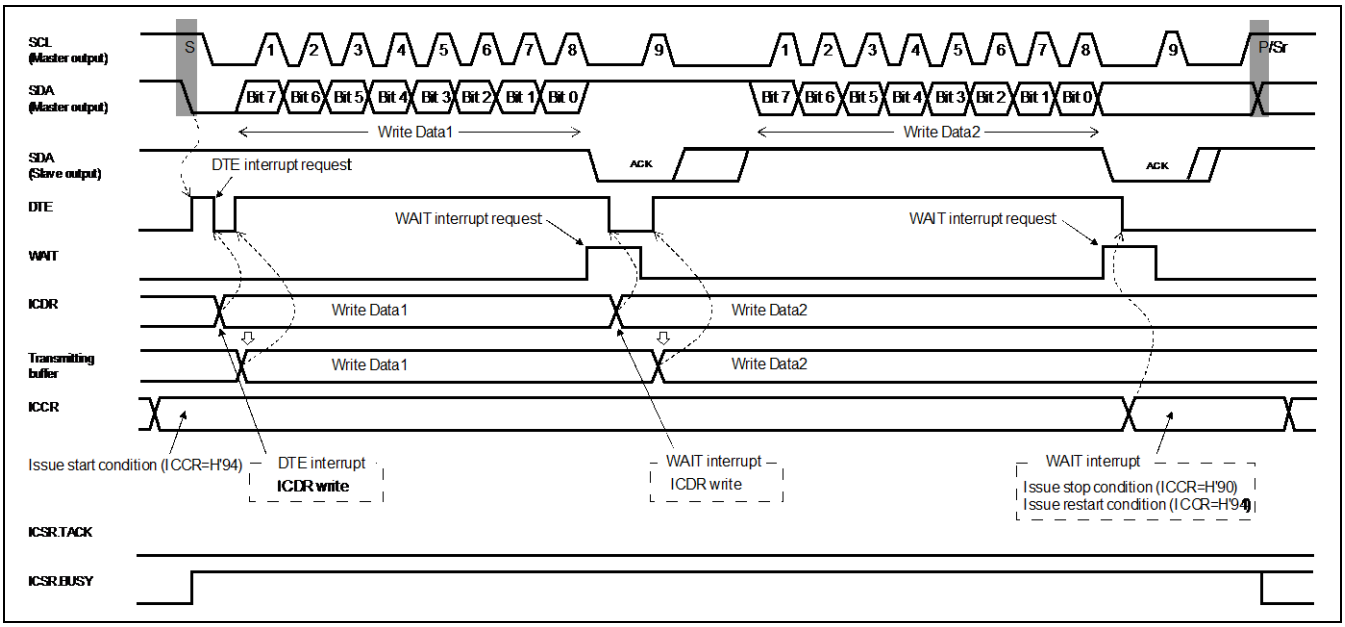


Figure 53.7 Example for Transmission (a) Master Transmission Mode (Using WAIT Function)

53.3.3 Master Receive Operation (Using WAIT Function)

In master receive mode, the master device outputs the receive clock, and returns an acknowledge signal after the slave device transmits data. The reception procedure and operations in master receive mode are described below.

(1) When two or more bytes of data are received continuously

1. Write ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)
2. Set ICCR.ICE to activate the IIC module. (Write H'81 to ICCR)
3. Set ICIC[7]+ICCL, ICIC[6]+ICCH, and ICIC[3:0], according to the operating mode.
4. Write H'94 to ICCR to issue the START condition. The DTE bit in ICSR is then set to 1.
5. Wait for a DTE interrupt.
6. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE bit becomes 1.
   And write transmission data (slave address and write bit) to ICDR. The ICSR.DTE bit is then automatically cleared. Data transmission starts after data is sent to the internal transmit buffer.
7. Wait for a WAIT interrupt.
8. If more transmission data remains, write transmission data (ex. register address) to ICDR. And clear ICSR.WAIT to exit from the WAIT status. After exiting from the WAIT status, go back to step 7.
9. If no more transmission data remains, clear ICSR.WAIT to exit from the WAIT status. After exiting, go to step 10.
10. Write H'94 to ICCR to issue the repeated START condition, and set ICIC.DTEE to enable a DTE interrupt.
11. Wait for a DTE interrupt.
12. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE bit becomes 1. And write transmission data (slave address and read bit) to ICDR. The ICSR.DTE bit is then automatically cleared. Data transmission starts after data is sent to the internal transmit buffer.
13. Wait for a WAIT interrupt.
14. Write H'81 to ICCR to changing the transmission mode to the receive mode. And clear ICSR.WAIT to exit from the WAIT status.
15. Wait for a WAIT interrupt.
16. If this interrupt is not final reception data for I2C bus, execute below action.
    - Read ICDR to get reception data, then ICSR.DTE is cleared. *1
    - Clear ICSR.WAIT to exit from the WAIT status.

    *1 This reading result is previous receiving result. So, if this WAIT interruption is 1st time WAIT of reading phase,skip this ICDR reading.
17. If this interrupt is final reception data for I2C bus, execute below action.
    - Read ICDR to get reception data, then ICSR.DTE is cleared. *2
    - Set H'C0 to ICCR to make STOP condition.
    - Set ICIC.DTEE to enable a DTE interrupt.
    - Clear ICSR.WAIT to exit from the WAIT status.

    *2 This read result is previous one from final reception data.
18. Wait for a DTE interrupt.
19. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE bit becomes 1.
    Read data from ICDR. The ICSR.DTE bit is then automatically cleared. *3

    *3 This reading result is final reception data
20. Wait until ICSR.BUSY is cleared.
21. Clear ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)

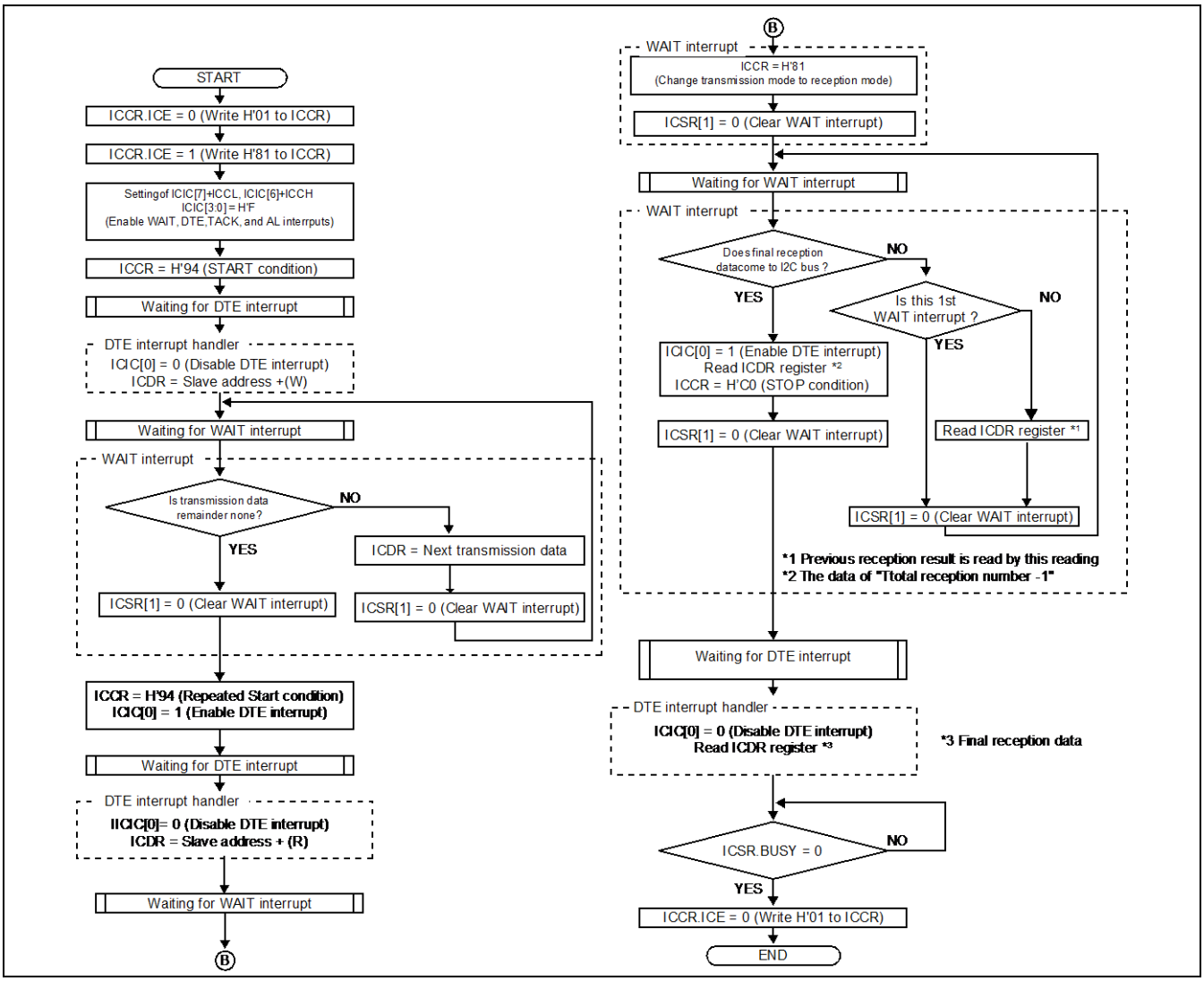


Figure 53.8 Example Flow for n-Byte Write/n-Byte Read (c) The Direction is Converted from Transmission to Reception (Using WAIT Function)

Figure 53.8 is the flow of this.

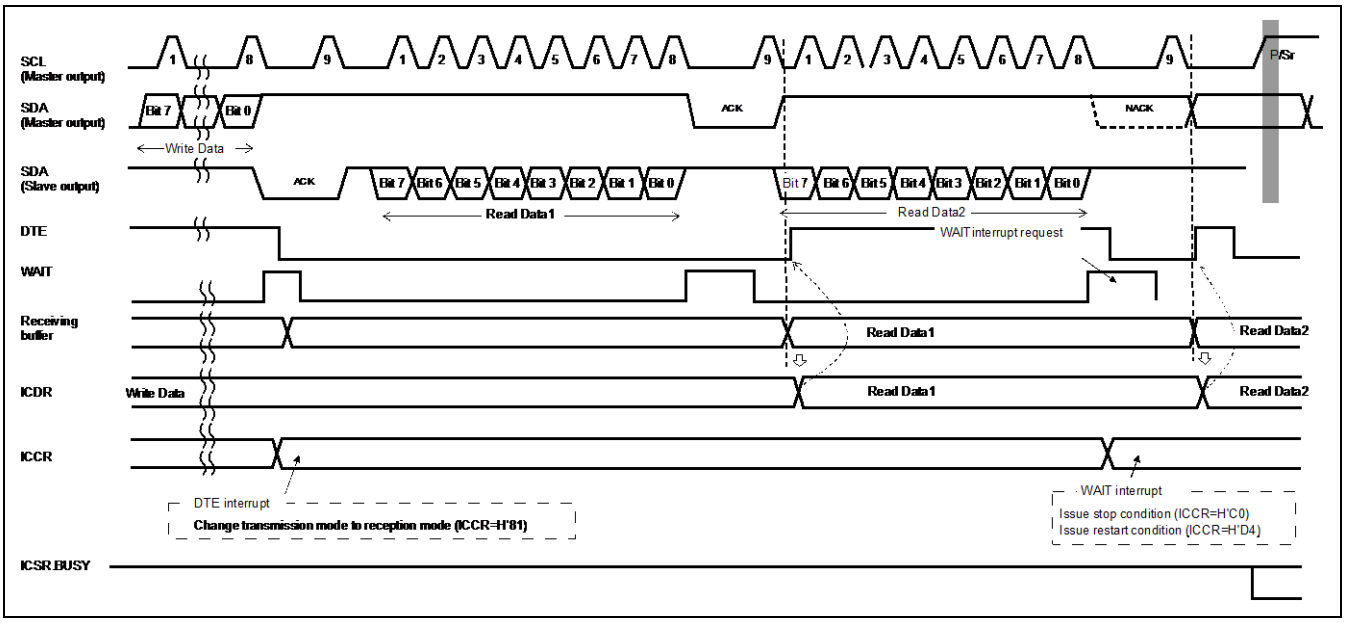


Figure 53.9 Example for Read (c) Master Reception Mode (Using WAIT Function)

(2) When only one byte of data is received

When only one byte data is received, use a WAIT interrupt to issue the STOP or repeated START condition by writing to ICCR.

1. Write ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)
2. Set ICCR.ICE to activate the IIC module. (Write H'81 to ICCR)
3. Set ICIC[7]+ICCL, ICIC[6]+ICCH, and ICIC[3:0], according to the operating mode.
4. Write H'94 to ICCR to issue the START condition. The DTE bit in ICSR is then set to 1.
5. Wait for a DTE interrupt.
6. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE bit becomes 1.
   And write transmission data (slave address and write bit) to ICDR. The ICSR.DTE bit is then automatically cleared. Data transmission starts after data is sent to the internal transmit buffer.
7. Wait for a WAIT interrupt.
8. Write H'81 to ICCR for changing the transmission mode to the receive mode. And clear ICSR.WAIT to exit from the WAIT status.
9. Wait for a WAIT interrupt.
10. Set ICCR to H'C0 for the STOP condition. Set ICIC.DTEE to enable a DTE interrupt, then clear ICSR.WAIT to exit from the WAIT status.
11. Wait for a DTE interrupt.
12. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE bit becomes 1. Read data from ICDR. The ICSR.DTE bit is then automatically cleared.
13. Wait until ICSR.BUSY is cleared.
14. Clear ICCR.ICE to 0 to reset the IIC module. (Write ICIC = H'01)

Figure 53.10 shows the flowchart of 1-byte reception.

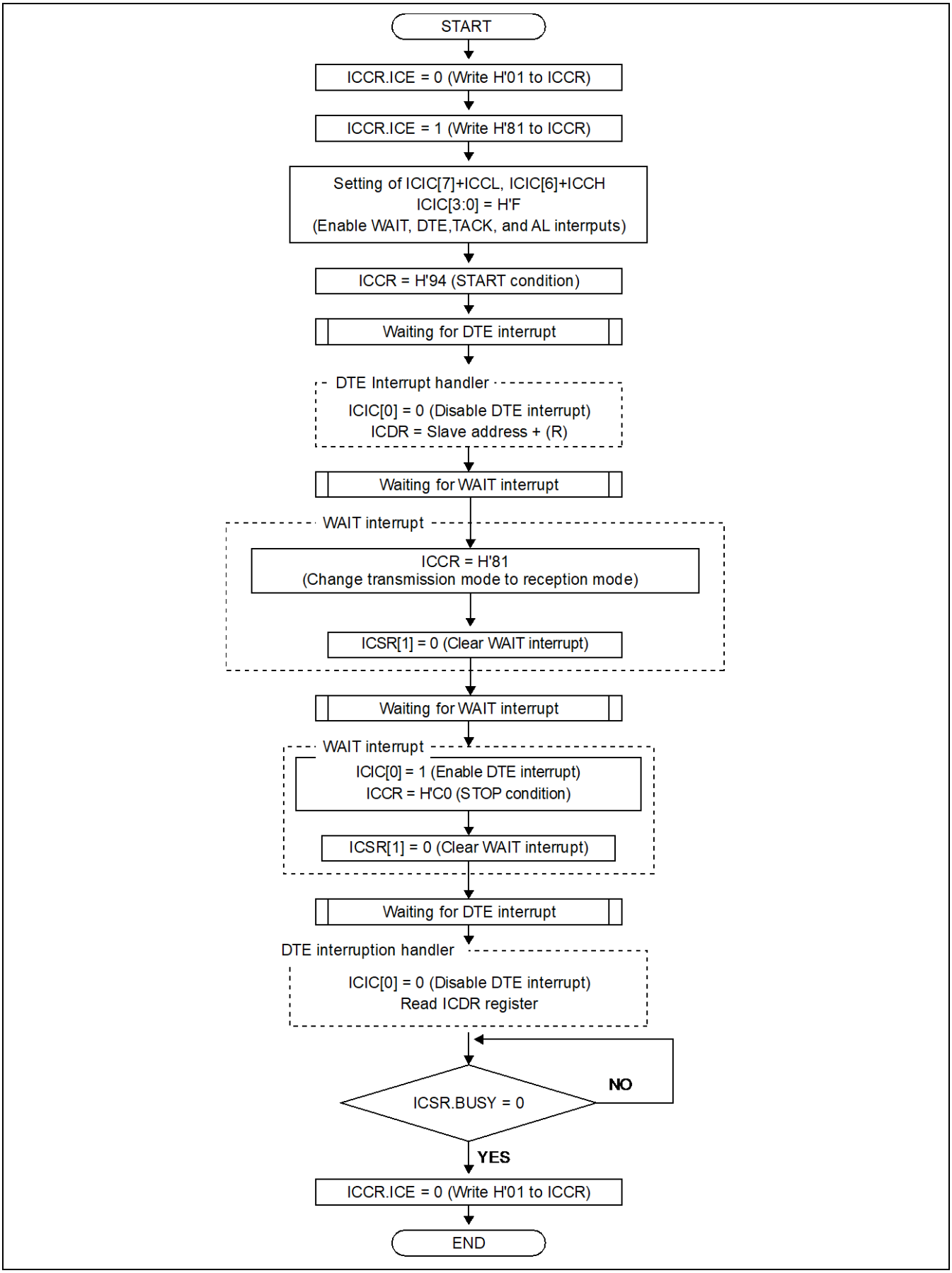


Figure 53.10 Example of Software Flow for 1-Byte Write/1-Byte Read (Using WAIT Function)

53.3.4 IIC Continuous Transmission by DMA

In DMA transmit mode, the IIC module asserts a DMA request to the DMAC. The received DMAC writes data to ICDR, and returns DMARACK to the IIC module. The transmission procedure and operations are described below.

1. Write ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)
2. Set ICCR.ICE to activate the IIC module. (Write H'81 to ICCR)
3. Set ICIC[7]+ICCL, ICIC[6]+ICCH, and ICIC[3:0], and ICIC[5], according to the operating mode.
4. Set DMAC including number of transmission data.
5. Write H'94 to ICCR to issue the START condition.
6. DMAC writes the transmit data to ICDR from the memory space specified by DMAC register until transmission finishes.
7. Wait for a transfer end interrupt from DMAC.
8. Clear ICIC.TDMA to disable DMA transmission after a transfer end interrupt is asserted.
9. Wait for a WAIT interrupt.
10. Clear ICSR.WAIT to exit from the WAIT status. After the acknowledge clock, the STOP condition is generated and operation is stopped.
11. Wait until ICSR.BUSY is cleared.
12. Clear ICCR.ICE to 0 to reset the IIC module. (Write ICIC = H'01)

Figure 53.11 shows the flow of data transmission with DMA.

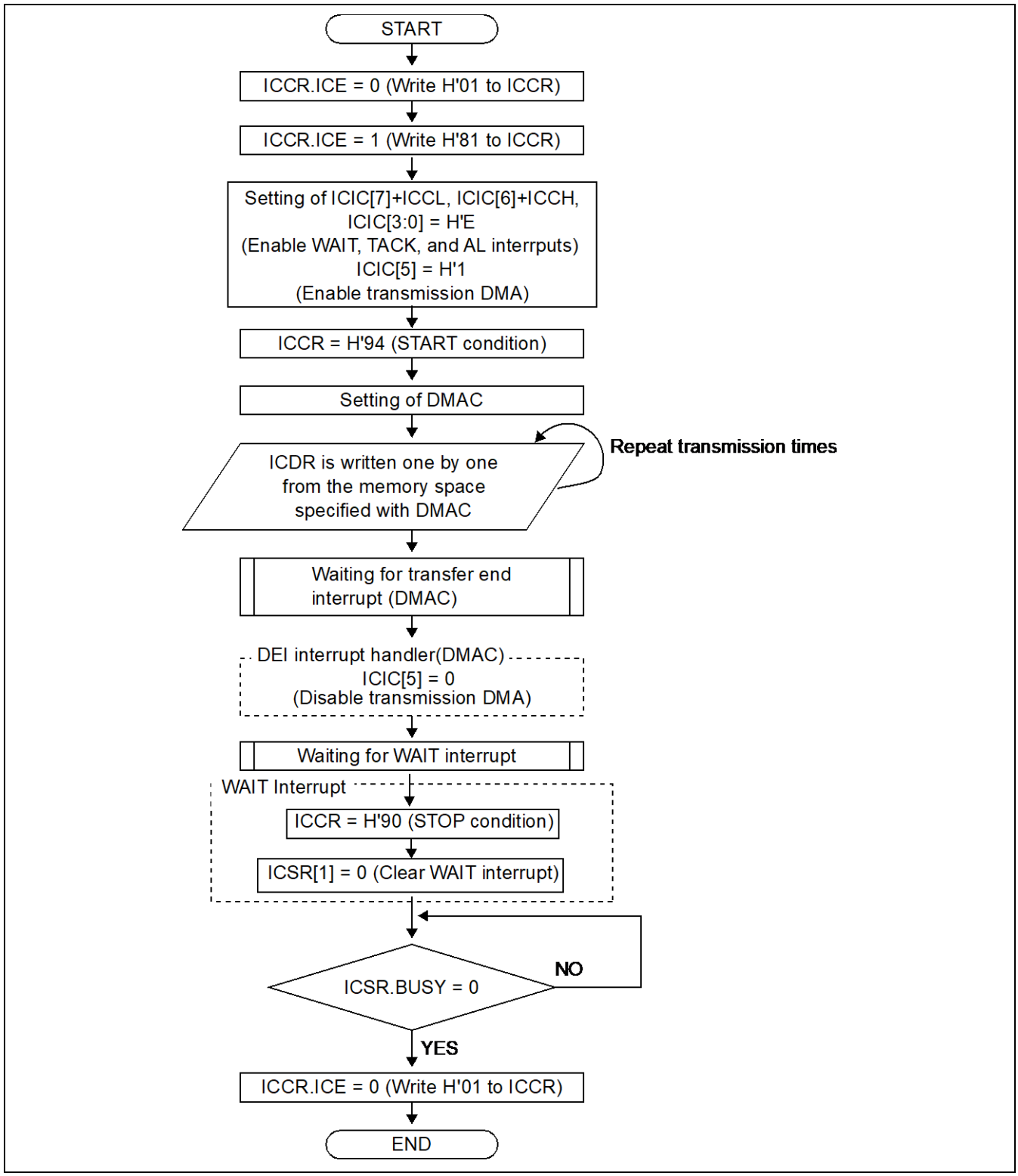


Figure 53.11 Example Flow for Transmission (a) Master Transmission Mode (Using WAIT and DMA Function)

53.3.5 IIC Continuous Receive by DMA

In DMA receive mode, the master device asserts DMA request to DMAC. The DMAC that received the request reads the received data from ICDR, and returns DMARACK to the IIC module. In case of receiving data continuously by DMA, 4 bytes or more receive data is required. The reception procedure and operations are described below.

1. Write ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)
2. Set ICCR.ICE to activate the IIC module. (Write H'81 to ICCR)
3. Set ICIC[7] + ICCL, ICIC[6]+ICCH, and ICIC[3:0], according to the operating mode.
4. Write H'94 to ICCR to issue the START condition. The DTE bit in ICSR is then set to 1.
5. Wait for a DTE interrupt.
6. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE becomes 1.
   And write transmission data (slave address and write bit) to ICDR. The ICSR.DTE bit is then automatically cleared. Data transmission starts after data is sent to the internal transmit buffer.
7. Wait for a WAIT interrupt.
8. If one or more transmission data remains, write transmission data (ex. register address) to ICDR. And clear ICSR.WAIT to exit from the WAIT status. After exiting from the WAIT state, go back to step 7.
9. If no more transmission data remains, clear ICSR.WAIT to exit from the WAIT status. After exiting, go to step 10.
10. Write H'94 to ICCR to issue the repeated START condition, and set ICIC.DTEE to enable a DTE interrupt,
11. Wait for a DTE interrupt.
12. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE bit becomes 1. And write transmission data (slave address and read bit) to ICDR. The ICSR.DTE is then automatically cleared. Data transmission starts after data is sent to the internal transmit buffer.
13. Wait for a WAIT interrupt.
12. Write H'81 to ICCR for changing the transmission mode to the receive mode. And clear ICSR.WAIT to exit from the WAIT status.
14. DMAC reads the received data from ICDR, and stores them into the destination area until receiving data is finished.
15. Wait for a transfer end interrupt of DMAC.
16. Clear ICIC.RDMA to disable the received DMA.
17. Wait for a WAIT interrupt.
20. Read data from ICDR. And ICCR = H'C0 for the STOP condition.
21. Set ICIC.DTEE to enable a DTE interrupt. And clear ICSR.WAIT to exit from the WAIT status.
22. Wait for a DTE interrupt.
23. Clear ICIC.DTEE to disable a DTE interrupt when the ICSR.DTE bit becomes 1. Read data from ICDR. The ICSR.DTE bit is then automatically cleared.
24. Wait until CSR.BUSY is cleared.
25. Clear ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)

Notice: DMA reception is allowed that reception total times is 3 or more.

Figure 53.12 is the flow of this.

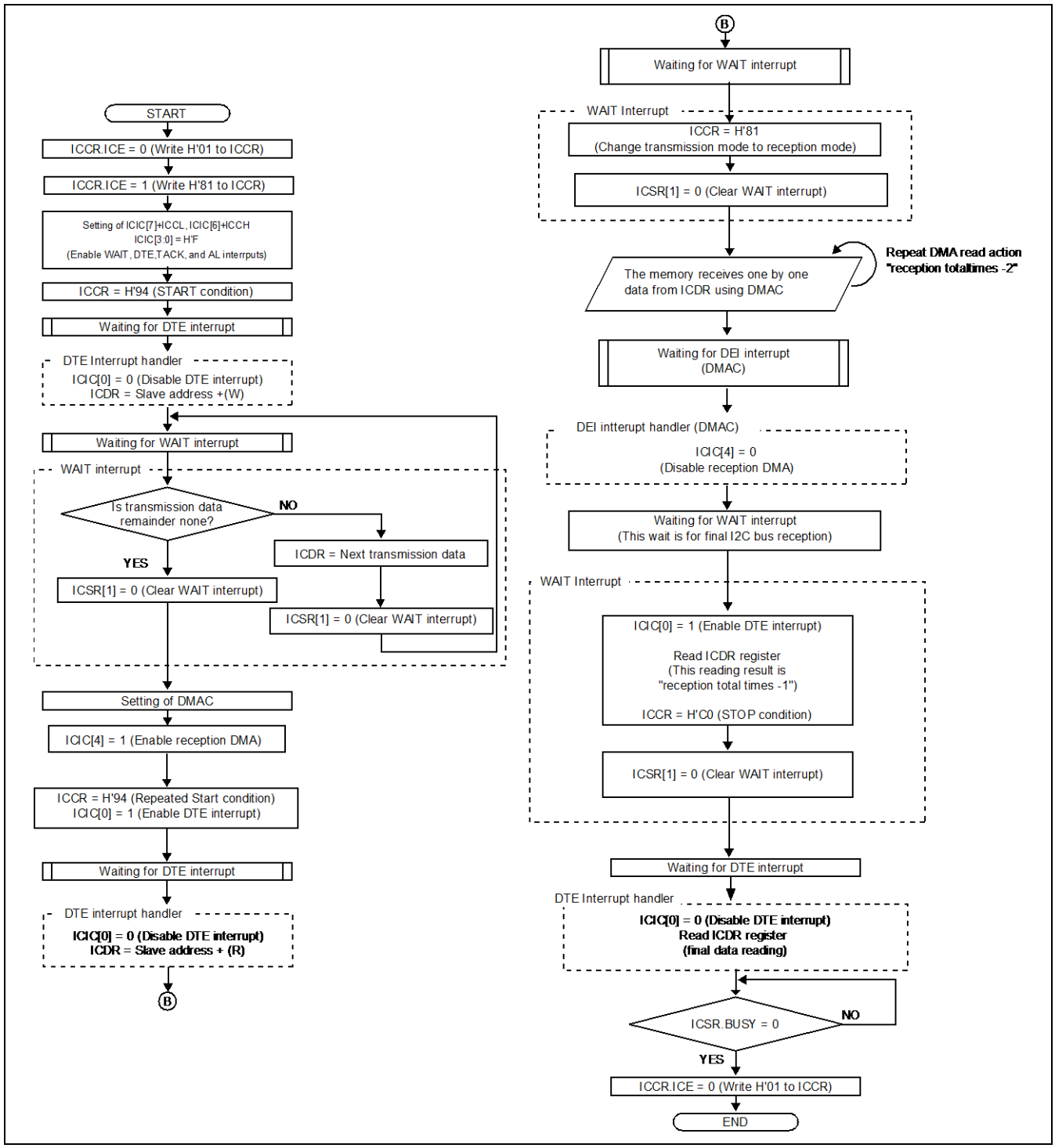


Figure 53.12 Example Flow for n-Byte Write/n-Byte Read (c) The Direction is Converted From Transmission to Reception (Using WAIT and DMA Function)

53.3.6 Automatic transfer mode

An automatic transfer mode can automatically carry out transfer of IIC by appointing ICATFR.Format.

1. Write ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)
2. Set ICCR.ICE to activate the IIC module. (Write H'81 to ICCR)
3. Set ICIC[7] + ICCL, ICIC[6] + ICCH, ICIC[1] = 1, ICACE, and ICIMSK.
4. Set transfer format to ICATFR.Format. And set the number of the transfer and data like Table 53.7.
5. Write H’80 in the ICSTART to start IIC transfer.
6. Wait for a AEND interrupt.
7. Clear ICINT.AEND to disable a AEND interrupt.
8. Because data are stored away at the time of reception by ICARD**, begin to read data. (** = 00 to 09, 10 to 19)
9. Clear ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)

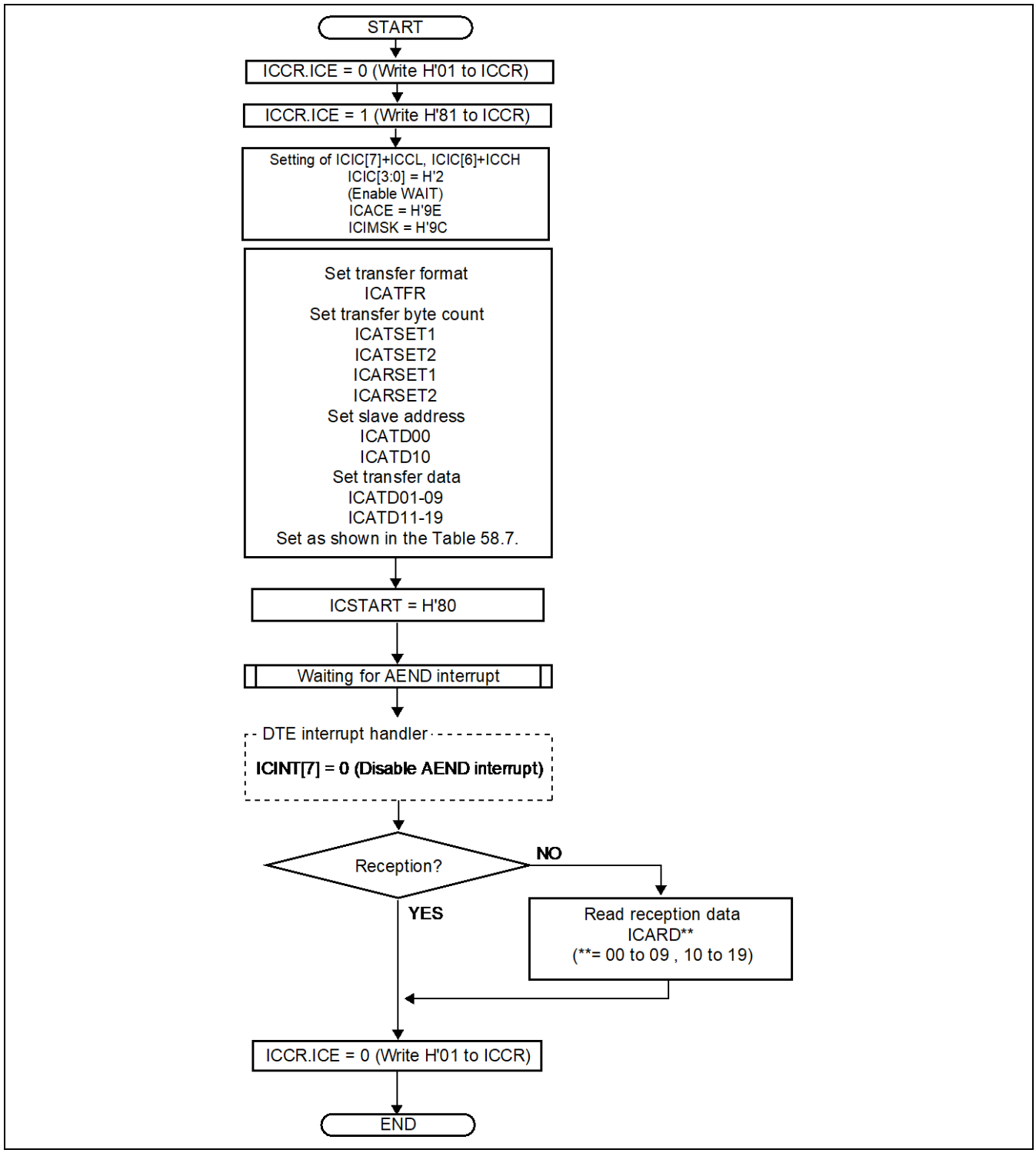


Figure 53.13 Example Flow for n-Byte Write/n-Byte Read (c) The Direction is Converted From Transmission to Reception (Using WAIT and DMA Function)

Table 53.7 Register setting list according to Format (without DMA)

Format	0000	0001	0010	0011	0100	0101
ICATSET1	value	H'00	value	value	H'00	H'00
ICATSET2	—	—	value	H'00	value	H'00
ICARSET1	—	value - 1	—	value - 1	H'00	value - 1
ICARSET2	—	—	—	—	—	value - 1
ICATD00	slave address + (W)	slave address + (R)	slave address + (W)	slave address + (W)	slave address + (R)	slave address + (R)
ICATD01 : ICATD09	data	—	data	data	—	—
ICATD10	—	—	slave address + (W)	slave address + (R)	slave address + (W)	slave address + (R)
ICATD11 : ICATD19	—	—	data	—	data	—

value: Data transfer count (excluding slave address)
—: There is no need to set it.
(W): write bit (R): read bit

53.3.7 Automatic transfer mode by DMA

An automatic transfer mode by DMA can automatically carry out transfer of IIC by appointing ICATFR.Format.

1. Write ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)
2. Set ICCR.ICE to activate the IIC module. (Write H'81 to ICCR)
3. Set ICIC[7] + ICCL, ICIC[6] + ICCH, ICIC[1] = 1, ICACE, and ICIMSK.
4. Set transfer format to ICATFR.Format. And set the number of the transfer and data like Table 53.8.
5. Write H’81 or H’82 or H’83 in the ICSTART to start IIC transfer.
6. When transmitting, ICATD00 is written one by one from the memory space specified by DMAC. When receiving, the memory receives one by one from ICARD00 using DMAC.
6. Wait for a AEND interrupt.
7. Clear ICINT.AEND to disable a AEND interrupt.
8. Clear ICCR.ICE to 0 to reset the IIC module. (Write ICCR = H'01)

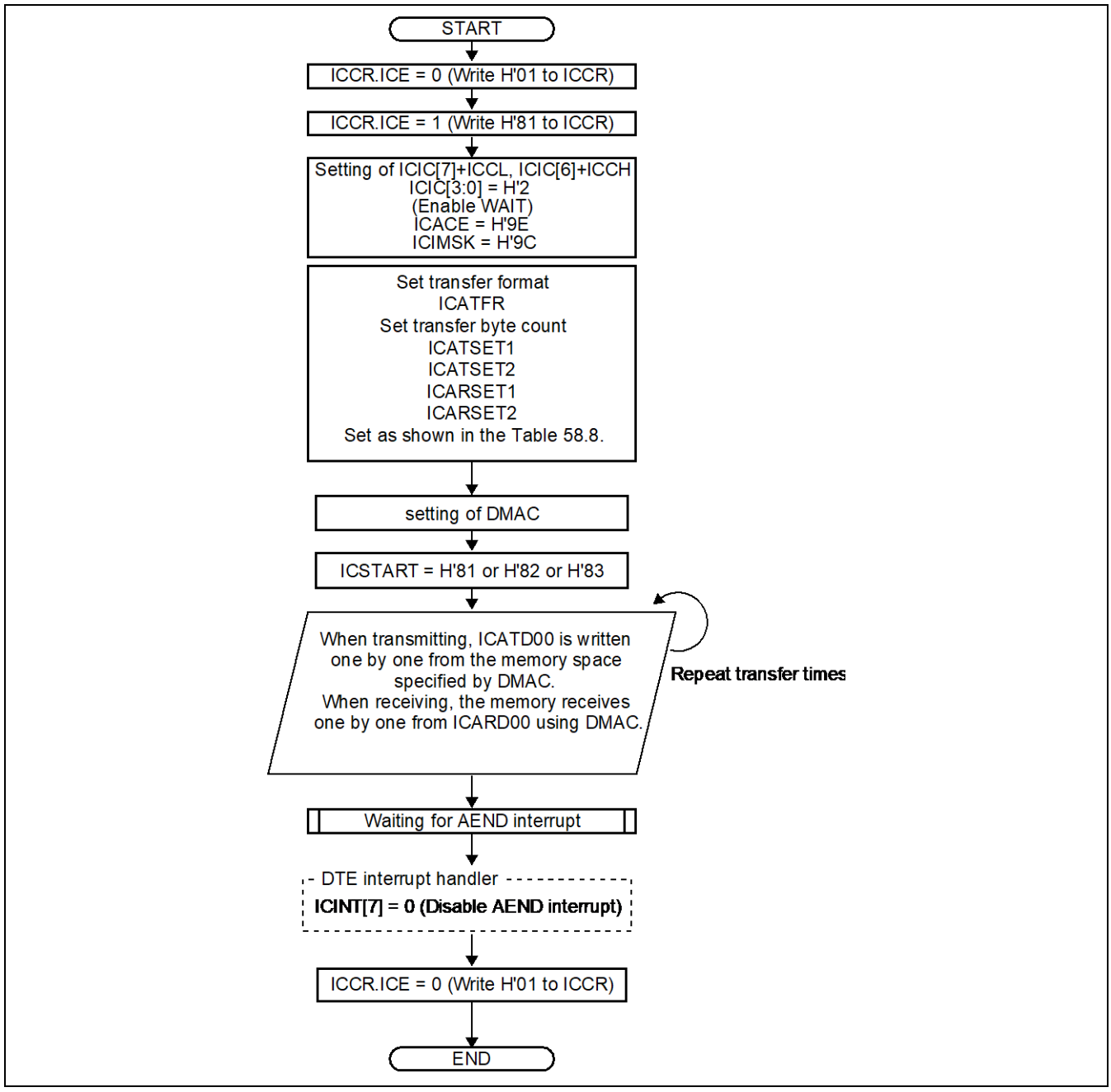


Figure 53.14 Example Flow for n-Byte Write/n-Byte Read (c) The Direction is Converted From Transmission to Reception (Using WAIT and DMA Function)

Table 53.8 Register setting list according to Format (with DMA)

Format	0000	0001	0010	0011	0100	0101
ICATSET1	value	H'00	value	value	H'00	H'00
ICATSET2	—	—	value	H'00	value	H'00
ICARSET1	—	value – 1	—	value - 1	H'00	value – 1
ICARSET2	—	—	—	—	—	value – 1
ICATD00	The data are transferred using DMA.					
ICATD10						
ICARD00						
ICARD10						

value: Data transfer count (excluding slave address)
—: There is no need to set it.

53.3.8 Synchronizing SCL Line

When the SCL line state is changed from high to low, connected devices may start counting in the low period. When the clock of a device becomes low, the device holds the SCL line low until its clock becomes high (see Figure 53.15). However, even if the clock of the device is changed from low to high, the SCL line state does not change when clocks of other devices are in the low period. Therefore, the low period of the SCL line is determined by the device with the longest low period. At this time, a device with the short low period waits in the high state.

When all devices complete the low period, the clock line is open and in the high state. Therefore, the device clock and SCL line are in the same state, and start counting both of pulses in high level period. The SCL line enters the low state again by the device that has first completed the high period.

The low period is determined by the device with the longest low period, and the high period is determined by the device with the shortest high period. The SCL line is then synchronized.

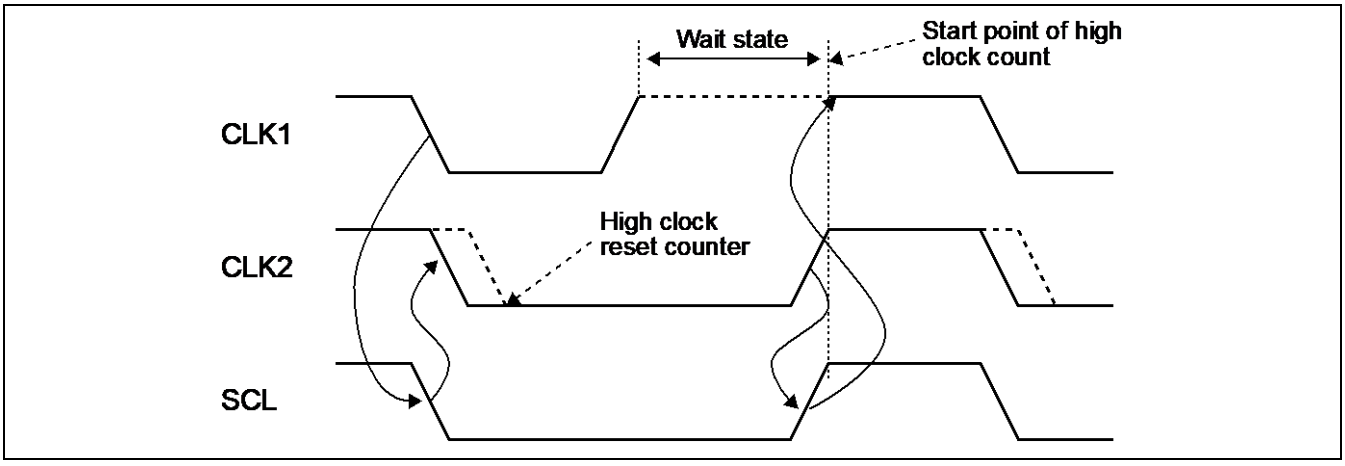


Figure 53.15 Synchronizing SCL Line

53.3.9 Noise Canceller

For removing spike noise on the SCL and SDA line, the noise canceller circuit is implemented. Figure 53.16 shows a block diagram of the noise canceller circuit.

The noise canceller consists of two cascaded FFs and a match detector. The SCL/SDA signal is sampled by FFs with module clock, and recognize that SCL/SDA signals are toggled if both of two FF's outputs have toggled. If only one output of FFs have toggled, previously latched value is output to the internal logic.

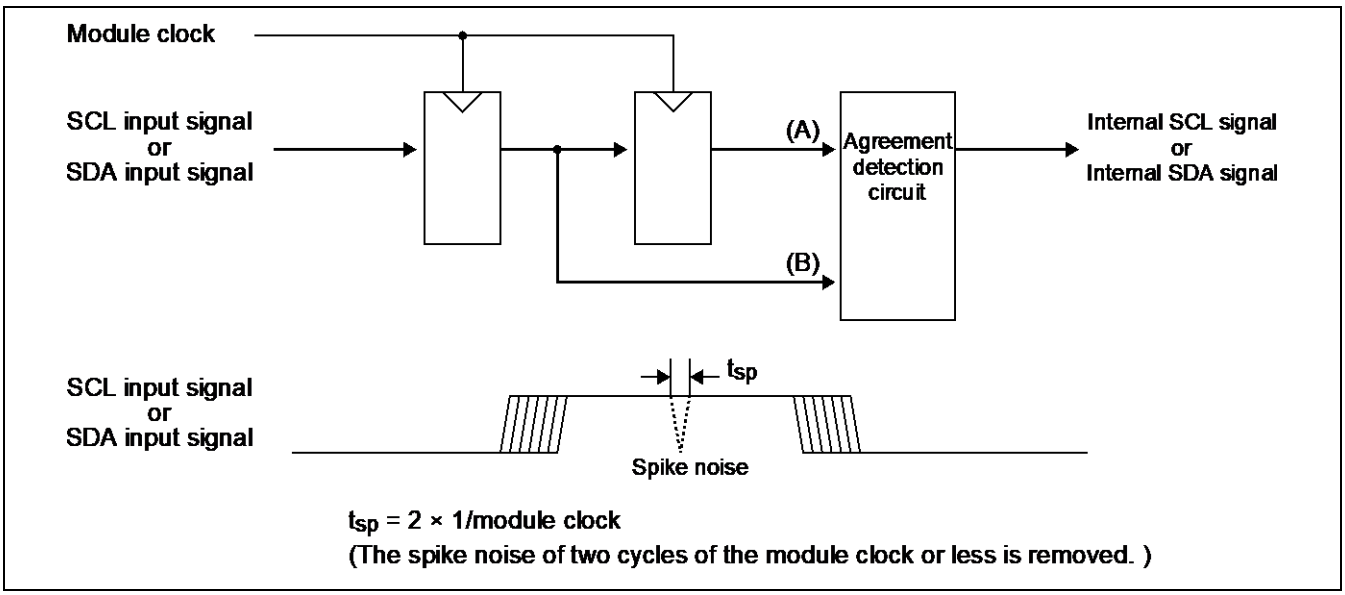


Figure 53.16 Block Diagram of Noise Canceller

53.3.10 Arbitration Lost Operation

This module can assert an arbitration lost interrupt request when bus conflict is detected.

Interrupt assert conditions are described below.

(1) When the level of the data being received changes during counting of the period at high level for the SCL clock.
(2) When the level on the SCL line becomes low, while the SCL clock is controlled by this module, and not driven by this module.
(3) When this module detects the START condition before issuing the START condition.
(This AL case does not detect it in Automatic Mode.)
(4) When the SDA data driven by this module and monitored SDA signals are not equal.

In case of conditions above, the AL bit in ICSR is set to 1 and an arbitration lost interrupt is asserted.

When a loss of arbitration is detected in transmission mode, the SDA line is released right now. For SCL clock line, clocks kept be output until the end of the frame including acknowledge cycle and released. Figure 53.17 shows an example of arbitration lost interrupt operation timing.

In case of conditions below, the AL bit in ICSR is set to 0.

- When data is written to ICDR (in transmission mode), or data is read (in receive mode) while DTE = 1.
- When 0 is written to the AL bit in ICSR.

When arbitration is lost by the acknowledge bit, hold SCL and SDA at a low level.

ICE reset must be performed by the software to release the bus.

Do not clear the ALE bit to 0 while the AL bit is 1. It is recommended to set ALE bit only before the start of communication.

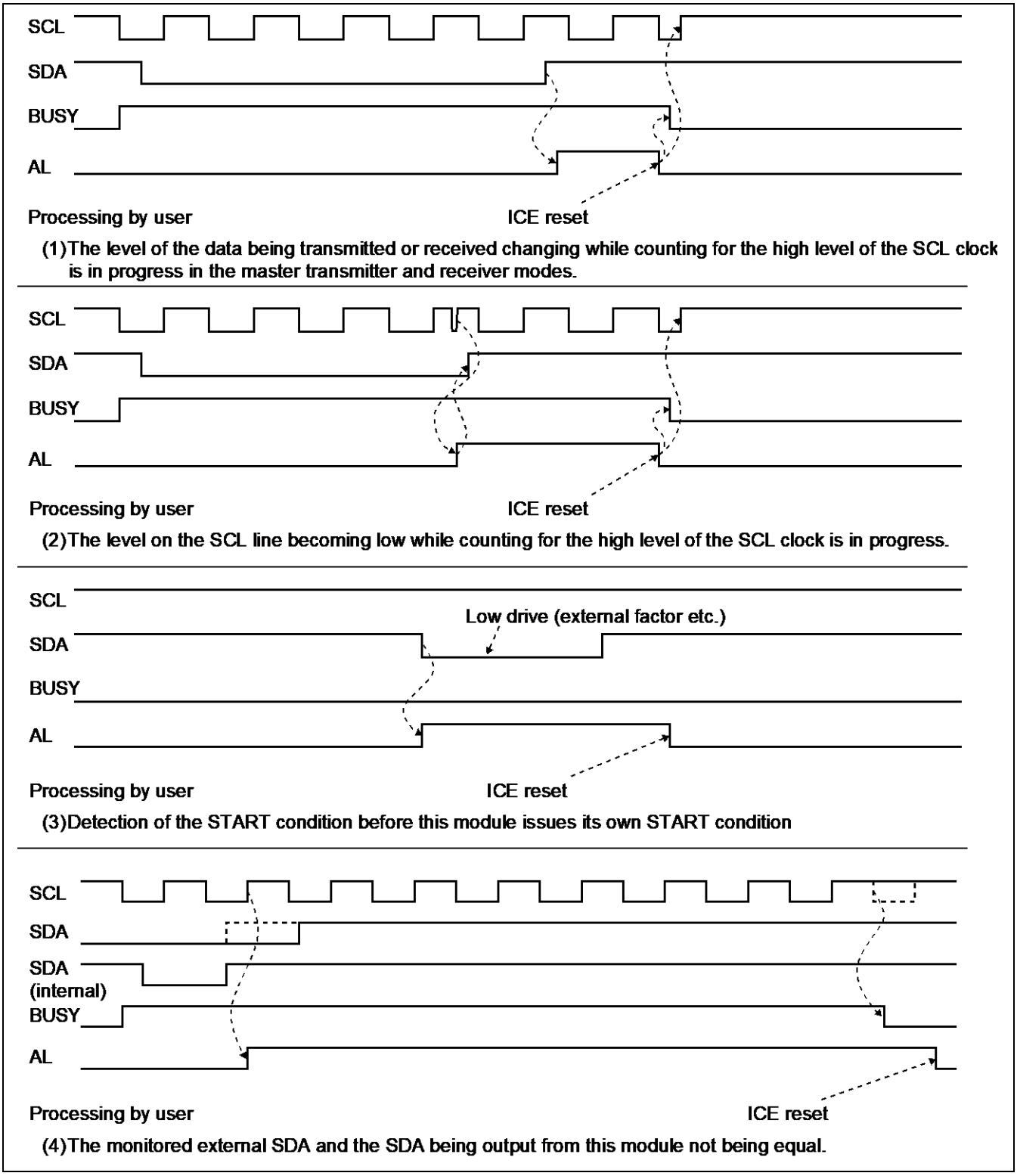


Figure 53.17 Example of Arbitration Lost Interrupt Operation Timing

53.3.11 Non-Acknowledge Operation

This module can assert a non-acknowledge interrupt when there is no acknowledge from the receiving device in transmission.

An acknowledge bit from the receiving device is stored in the TACK bit in ICSR. A non-acknowledge interrupt is asserted if the TACK bit is set to 1 when TACKE in ICIC is 1.

Generating a STOP condition after a non-acknowledge interrupt is recommended. The STOP condition should be generated even if the ICCR is already set for further processing (for example, generating the repeated START condition). Figure 53.19 shows an example processing of generating the STOP condition when non-acknowledge interrupt is asserted.

Do not set the TACKE bit in ICIC if processing for non-acknowledgement is not required.

Do not clear TACKE bit to 0 while TACK bit is 1. It is recommended to set TACKE bit only before start of communication.

Figure 53.18 shows an example of non-acknowledge operation timing.

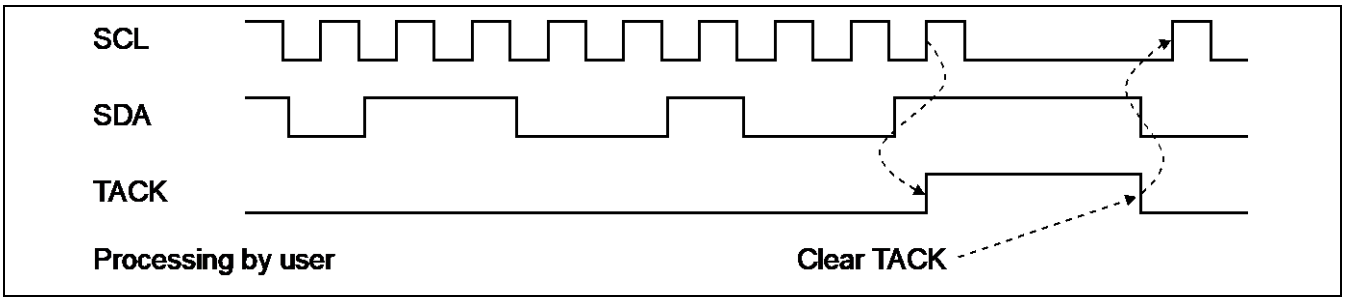


Figure 53.18 Example of Non-Acknowledge Operation Timing

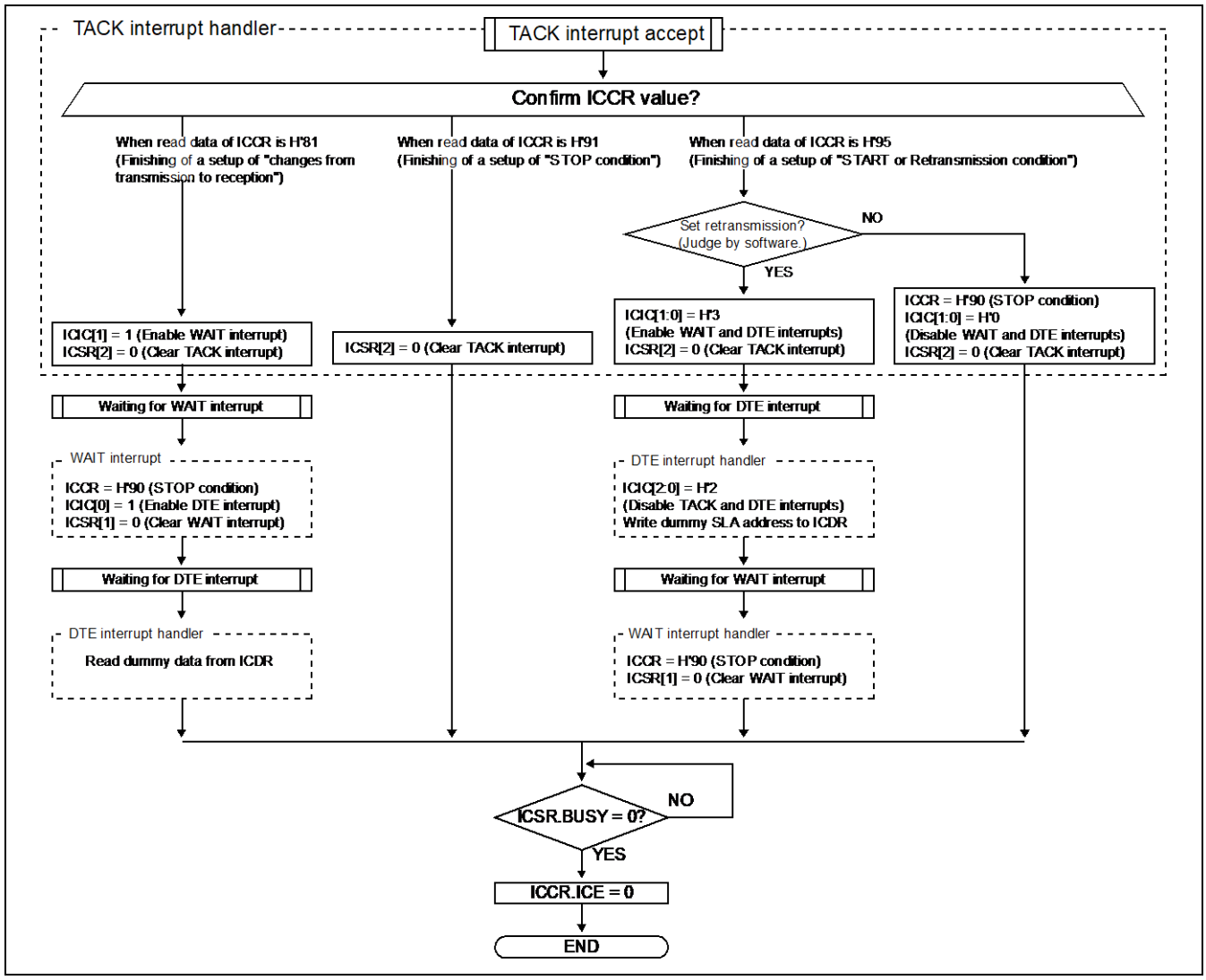


Figure 53.19 Generating a STOP Condition When Non-Acknowledge Interrupt Asserted

53.3.12 Wait Operation

This module can go into the wait state by assert of WAIT bit in ICSR. WAIT is set to 1 at the falling edge of the eighth transmit clock while this module is operating in master mode.

After that, the transmit clock is fixed to low until the WAIT bit is cleared to 0.

When the WAIT bit is cleared to 0, the ninth transmit clock is generated and the state is recovered from the wait state.

In case of using WAIT interrupt, data transfer by the I2C bus is suspended from the time WAIT is asserted by the hardware until the time WAIT is cleared by software.

It is recommended to set the WAITE bit only before the start of communication.

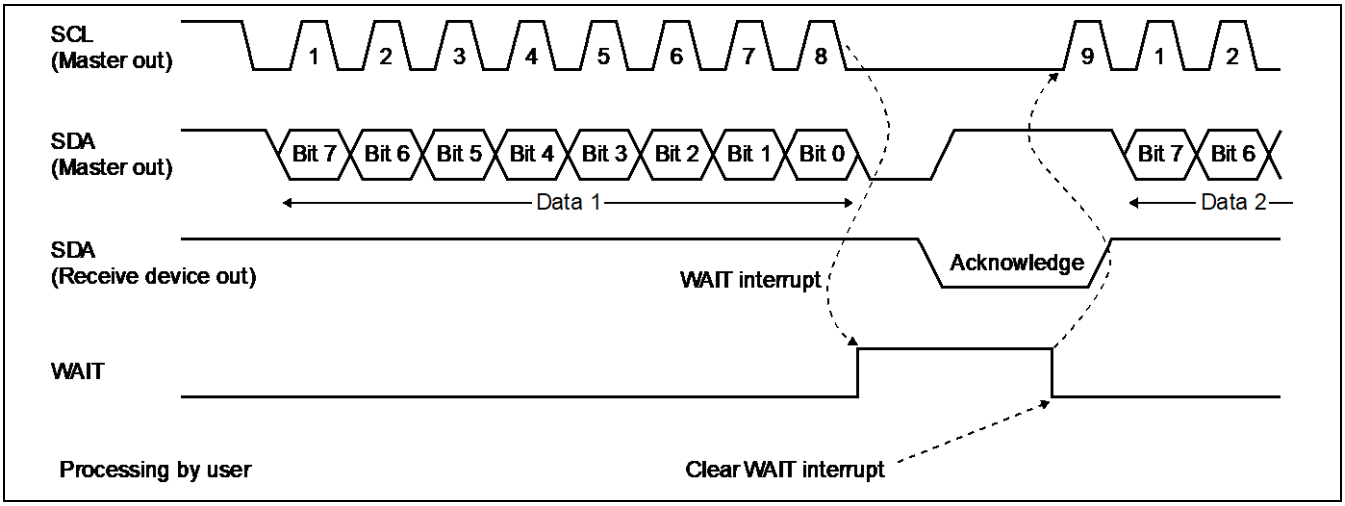


Figure 53.20 Example of Wait Operation Timing

53.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

(1) Arbitration lost

When a loss of arbitration is detected, the I2C bus may not be released soon depending on the status of slave devices. Reset the IIC module by the ICE bit in ICCR register when re-starting data transfer after a loss of arbitration is detected.

(2) ICE reset

When asserting ICE reset during data transfer, SCL clock is stopped immediately and the bus may not be released depending on the status of the slave device.

(3) Processing for stop condition generation

When data is transmitted or received after a STOP condition is generated, it may not be possible to generate a STOP condition hereafter. Initialize all registers in the IIC module by clearing the ICE bit in ICCR to 0, after a STOP condition has been generated or before making settings to trigger data transmission or reception after a STOP condition has been generated.

(4) Handling of IIC when not in use

Set the ICE bit in ICCR to 0 to disable the unused channels while the IIC bus interface is not used.

(5) Abort of data transfer in the middle of IIC communication

Aborting data transfer may violate the I2C protocol. Make sure that the external device accepts such violations when you need to abort transfer in progress.

54. Clock-Synchronized Serial Interface with FIFO (MSIOF)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

54.1 Overview

This LSI includes clock-synchronized serial I/O module with FIFO (MSIOF). In this module, MSOϕ is used as a module clock.

54.1.1 Features

- Number of channels: Four channels
- FIFO capacity: 32 bits × 64 stages for transmission and 32 bits × 256 stages for reception
  - For reception FIFO, receiving 1 FRAME with 2 group with 64 words requires at most 128 FIFO stages.
- MSB first or LSB first selectable for data transmission and reception
- Synchronization by level [RZ/G2H]
- Synchronization by frame synchronization pulse, level, or left/right channel switch [Except for RZ/G2H]
- Supports master and slave modes
- Interrupts: One interrupt line, with 12 internal factors per module.
- Serial clock
- DMA transfer
- Serial format

  Supports serial formats: SPI (master and slave modes). [RZ/G2H].
  Supports serial formats: IIS, SPI (master and slave modes). [Except for RZ/G2H]
- CLK/SYNC (SPI) in common transmit/receive mode

54.1.2 Block diagram

Figure 54.1 shows a block diagram of the MSIOF.

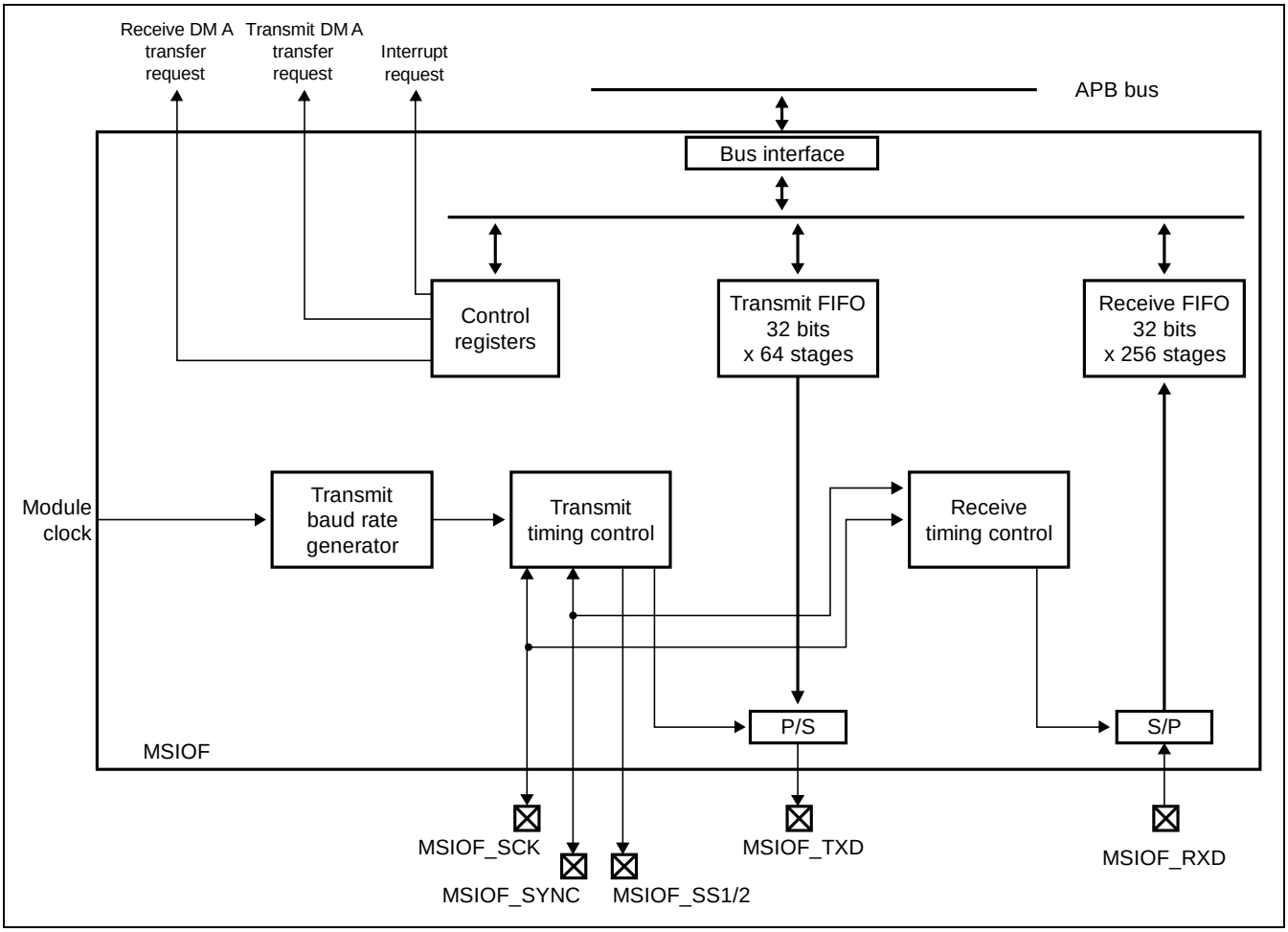


Figure 54.1 Block Diagram of MSIOF

54.1.3 External Pins

The pin configuration of this module is shown in Table 54.1 and Table 54.2.

Table 54.1 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Abbreviation**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
MSIOF_SCK	SCK	I/O	MSIOF serial clock for transmission	√	√	√	√
MSIOF_SYNC	SYNC	I/O	MSIOF frame synchronization signal for transmission	√	√	√	√
MSIOF_SS1	SS1	Output	MSIOF frame synchronization signal 1 for transmission This signal can work only master mode.	√	√	√	√
MSIOF_SS2	SS2	Output	MSIOF frame synchronization signal 2 for transmission This signal can work only master mode.	√	√	√	√
MSIOF_TXD	TXD (MOSI/MISO)	Output	MSIOF transmit data	√	√	√	√
MSIOF_RXD	RXD (MISO/MOSI)	Input	MSIOF receive data	√	√	√	√

Table 54.2 Pin Group

Module Name	MOD_SEL setting (refer to section PFC for each products)	Group Suffix	Pin Name XXX is Abbreviation of Table 54.1	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
MSIOF0	—	—	MSIOF0_XXX	√	√	√	√
MSIOF1	—	—	MSIOF1_XXX	—	—	—	√
	{sel_msiof1_n} = H'0	_A	MSIOF1_XXX_A	√	√	√	—
	{sel_msiof1_n} = H'1	_B	MSIOF1_XXX_B	√	√	√	—
	{sel_msiof1_n} = H'2	_C	MSIOF1_XXX_C	√	√	√	—
	{sel_msiof1_n} = H'3	_D	MSIOF1_XXX_D	√	√	√	—
	{sel_msiof1_n} = H'4	_E	MSIOF1_XXX_E	√	√	√	—
	{sel_msiof1_n} = H'5	_F	MSIOF1_XXX_F	√	√	√	—
	{sel_msiof1_n} = H'6	_G	MSIOF1_XXX_G	√	√	√	—
MSIOF2	—	—	MSIOF2_XXX	—	—	—	—
	{sel_msiof2_m} = H'0	_A	MSIOF2_XXX_A	√	√	√	√
	{sel_msiof2_m} = H'1	_B	MSIOF2_XXX_B	√	√	√	√
	{sel_msiof2_m} = H'2	_C	MSIOF2_XXX_C	√	√	√	—
	{sel_msiof2_m} = H'3	_D	MSIOF2_XXX_D	√	√	√	—
MSIOF3	—	—	MSIOF3_XXX	—	—	—	—
	{sel_msiof3_l} = H'0	_A	MSIOF3_XXX_A	√	√	√	√
	{sel_msiof3_l} = H'1	_B	MSIOF3_XXX_B	√	√	√	√*1
	{sel_msiof3_l} = H'2	_C	MSIOF3_XXX_C (not exist SS1 and SS2)	√	√	√	—
	{sel_msiof3_l} = H'3	_D	MSIOF3_XXX_D (not exist SS2)	√	√	√	—
	{sel_msiof3_l} = H'4	_E	MSIOF3_XXX_E	√	√	√	—

n = 2 to 0, m = 1 to 0, l = 2 to 0

Notes: 1. RZ/G2E does not exist SS2 at this MOD_SEL setting.

54.1.4 Register Configuration

Table 54.3 and Table 54.4 show the MSIOF register configuration and Table 54.5 shows the register state in each processing mode. Do not write to any address other than those listed in the tables. Otherwise, the operation is not guaranteed. Reading a non-listed address returns an undefined value. Access the registers should be accessed with the "Access Size" listed below. Otherwise, the operation is not guaranteed.

Table 54.3 Module Base Address Summary

		Second Generation RZ/G Series Products			
Module Name	**Base Address**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
MSIOF0	H'E6E9_0000	√	√	√	√
MSIOF1	H'E6EA_0000	√	√	√	√
MSIOF2	H'E6C0_0000	√	√	√	√
MSIOF3	H'E6C1_0000	√	√	√	√

Table 54.4 Register Configuration

					Second Generation RZ/G Series Products			
Name	**Abbreviation**	**R/W**	**Address Offset**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
MSIOF transmit mode register 1	SITMDR1	R/W	H'0000	32	√	√	√	√
MSIOF transmit mode register 2	SITMDR2	R/W	H'0004	32	√	√	√	√
MSIOF transmit mode register 3	SITMDR3	R/W	H'0008	32	√	√	√	√
MSIOF receive mode register 1	SIRMDR1	R/W	H'0010	32	√	√	√	√
MSIOF receive mode register 2	SIRMDR2	R/W	H'0014	32	√	√	√	√
MSIOF receive mode register 3	SIRMDR3	R/W	H'0018	32	√	√	√	√
MSIOF transmit clock select register	SITSCR	R/W	H'0020	16	√	√	√	√
MSIOF control register	SICTR	R/W	H'0028	32	√	√	√	√
MSIOF FIFO control register	SIFCTR	R/W	H'0030	32	√	√	√	√
MSIOF status register	SISTR	R/WC1*1	H'0040	32	√	√	√	√
MSIOF interrupt enable register	SIIER	R/W	H'0044	32	√	√	√	√
MSIOF transmit FIFO data register	SITFDR	W	H'0050	32, 16, 8	√	√	√	√
MSIOF receive FIFO data register	SIRFDR	R	H'0060	32, 16, 8	√	√	√	√

Notes: 1. For this register, bits 28 and 12 are read-only bits. For details, refer to Section 54.2.11 MSIOF Status Register (SISTR)

Table 54.5 Register States in Each Operating Mode

Abbreviation	Reset	Module Standby
SITMDR1	Initialized	Retained
SITMDR2	Initialized	Retained
SITMDR3	Initialized	Retained
SIRMDR1	Initialized	Retained
SIRMDR2	Initialized	Retained
SIRMDR3	Initialized	Retained
SITSCR	Initialized	Retained
SICTR	Initialized	Retained
SIFCTR	Initialized	Retained
SISTR	Initialized	Retained
SIIER	Initialized	Retained
SITFDR	Initialized	Retained
SIRFDR	Retained	Retained

54.1.5 Connected Module

Table 54.6 shows the connected modules to the MSIOF.

Table 54.6 Connected modules

Module name	Connected module name	Function of connected module
MSIOF	AP-System Core	Access the Register
	CPG	Output Clocks
	PFC	Select External pins
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-AP	Control to interrupt
	SYS-DMAC	Control Direct Memory Access

54.2 Register Description

[Legend for Register Descriptions]

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC1: Readable/writable. Writing 1 initializes the bit, and writing 0 is ignored.

R: Read-only. The write value should always be initial value.

—/WB: Write-only. The read value is undefined.

54.2.1 MSIOF Transmit Mode Register 1 (SITMDR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SITMDR1 is a 32-bit readable/writable register that specifies the MSIOF transmit mode.
The settings of this register should be not changed when SICTR.RXE or SICTR.TXE are B'1. Otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TRMD	PCON	SYNCMD[1:0]		SYNCCH[1:0]		SYNCAC	BITLSB	—	DTDL[2:0]			—	SYNCDL[2:0]		
Initial value:	1	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	FLD[1:0]		—	TXSTP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31	TRMD	B'1	R/W	Transfer Mode Selects the transfer mode. 0: Slave mode 1: Master mode
30	PCON	B'0	R/W	Transfer Signal Connection 0: Setting prohibited 1: MSIOF_SCK and MSIOF_SYNC are used as common signals for transmission and reception (MSIOF_SCK and MSIOF_SYNC).
29, 28	SYNCMD[1:0]	B'00	R/W	SYNC Mode These bits specify the mode for the MSIOF_SYNC signal. [RZ/G2H] B'10: Level mode/SPI Other than above: Setting prohibited [Except for RZ/G2H] B'00: Frame start synchronization pulse B'01: Reserved B'10: Level mode/SPI B'11: L/R mode
27, 26	SYNCCH[1:0]	B'00	R/W	Synchronization Signal Channel Select These bits are valid only in master mode. B'00: The frame synchronization signal output at MSIOF_SYNC. B'01: The frame synchronization signal output at MSIOF_SS1. B'10: The frame synchronization signal output at MSIOF_SS2. B'11: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Descriptions
25	SYNCAC	B’0	R/W	MSIOF_SYNC Polarity 0: Active-high signal in synchronization pulse or level mode, or driven high then low in L/R mode 1: Active-low signal in synchronization pulse or level mode, or driven low then high in L/R mode
24	BITLSB	B’0	R/W	MSB/LSB First 0: MSB first 1: LSB first
23	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 20	DTDL[2:0]	B’001	R/W	Data Pin Bit Delay for MSIOF_SYNC Pin The value specified with TXDIZ in SICTR is output during transmission. B'1xx is valid only in SPI mode. In SPI mode, these bits should be specified so that the sum of the delays specified through DTDL and SYNCDL becomes an integer value. [RZ/G2H] B’010: 2-clock-cycle delay Other than above: Setting prohibited [Except for RZ/G2H] B’000: No bit delay B’001: 1-clock-cycle delay B’010: 2-clock-cycle delay B’101: 0.5-clock-cycle delay B’110: 1.5-clock-cycle delay Other than above: Setting prohibited
19	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
18 to 16	SYNCDL[2:0]	B’000	R/W	Frame Synchronization Signal Timing Delay These bits extend the transmit frame synchronization signal. The value specified with TXDIZ in SICTR is output during transmission. These bits are invalid when SYNCMD [1:0] = B'01. B'1xx is valid only in SPI mode. In SPI mode, these bits should be specified so that the sum of the delays specified through DTDL and SYNCDL becomes an integer value. In L/R mode, these bits should always be set to B’000. B’000: No bit delay B’001: 1-clock-cycle delay B’010: 2-clock-cycle delay B’011: 3-clock-cycle delay B’101: 0.5-clock-cycle delay B’110: 1.5-clock-cycle delay Other than above: Setting prohibited
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
3, 2	FLD [1:0]	B’00	R/W	Frame Synchronization Signal Interval Specify the minimum idle time between frames in the number of serial clock cycles. This setting is valid only in master mode. In L/R mode, these bits should always be set to B’00. In SPI mode, these bits shall not be set to B’00. B’00: 0-clock-cycle delay B’01: 1-clock-cycle delay B’10: 2-clock-cycle delay B’11: 3-clock-cycle delay
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
0	TXSTP	B’1	R/W	Transmission Stop 0: Setting prohibited 1: Stop a frame from starting to transmit until either the number of FIFO stages equals the frame size or the FIFO is full and simultaneously a frame started cannot be interrupted in between.

54.2.2 MSIOF Transmit Mode Register 2 (SITMDR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SITMDR2 is a 32-bit readable/writable register that specifies the MSIOF transmit mode.
The settings of this register should be not changed when SICTR.RXE or SICTR.TXE are B’1. Otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	GRP	—	BITLEN1[4:0]					—	—	WDLEN1[5:0]					
Initial value:	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
30	GRP	B’0	R/W	Group Count 0: Group count 1 1: Group count 2
29	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
28 to 24	BITLEN1[4:0]	B’0_1111	R/W	Data Size (8 to 32 bits) The word size (bits) of Group 1 is set to the value specified in these bits + 1. Either 8, 16, 24, or 32 bits can be specified as word size.
23, 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	WDLEN1[5:0]	H'00	R/W	Word Count (1 to 64 words) The word count of Group 1 is set to WDLEN1 + 1.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

54.2.3 MSIOF Transmit Mode Register 3 (SITMDR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SITMDR3 is a 32-bit readable/writable register that specifies the MSIOF transmit mode.
The settings of this register should be not changed when SICTR.RXE or SICTR.TXE are B'1. Otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	BITLEN2[4:0]					—	—	WDLEN2[5:0]					
Initial value:	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 24	BITLEN2[4:0]	B'0_1111	R/W	Word Size (8 to 32 bits) The word size (bits) of Group 2 is set to the value specified in these bits + 1. Either 8, 16, 24, or 32 bits can be specified as word size. When setting SITMDR1.BITLSB = B'1 and SITMDR2.GRP = 1, set the same value as SITMDR2.BITLEN1.
23, 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	WDLEN2[5:0]	H'00	R/W	Word Count (1 to 64 words) The word count of Group 2 is set to WDLEN2 + 1.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

54.2.4 MSIOF Receive Mode Register 1 (SIRMDR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SIRMDR1 is a 32-bit readable/writable register that specifies the MSIOF receive mode.
The settings of this register should be not changed when SICTR.RXE or SICTR.TXE are B'1. Otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TRMD	—	SYNCMD[1:0]		—	—	SYNCAC	BITLSB	—	DTDL[2:0]			—	SYNCDL[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
R/W:	R/W	R	R/W	R/W	R	R	R/W	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31	TRMD	B'0	R/W	Transfer Mode Selects the transfer mode. This bit should be set to 0.
30	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
29, 28	SYNCMD [1:0]	B'00	R/W	SYNC Mode The mode setting in these bits should be the same as that in SITMDR1.SYNCMD. [RZ/G2H] B'10: Level mode/SPI Other than above: Setting prohibited [except for RZ/G2H] B'00: Frame start synchronization pulse B'01: Reserved B'10: Level mode/SPI B'11: L/R mode
27, 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25	SYNCAC	B'0	R/W	SYNC Polarity B'0: Active-high signal in synchronization pulse or level mode, or driven high then low in L/R mode B'1: Active-low signal in synchronization pulse or level mode, or driven low then high in L/R mode This bit must have the same setting as the SYNCAC bit of SITMDR1.
24	BITLSB	B'0	R/W	MSB/LSB First B'0: MSB first B'1: LSB first

Bit	Bit Name	Initial Value	R/W	Descriptions
23	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
22 to 20	DTDL[2:0]	B’001	R/W	Data Pin Bit Delay for MSIOF_SYNC Pin B’000: No bit delay B’001: 1-clock-cycle delay B’010: 2-clock-cycle delay Other than above: Setting prohibited In case of SPI mode, only B’000 is allowed to set to this field.
19	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
18 to 16	SYNCDL [2:0]	B’000	R/W	MSIOF_SYNC Timing Delay These bits should always be set to B’000.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

54.2.5 MSIOF Receive Mode Register 2 (SIRMDR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SIRMDR2 is a 32-bit readable/writable register that specifies the MSIOF receive mode.
The settings of this register should be not changed when SICTR.RXE or SICTR.TXE are B'1. Otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	GRP	—	BITLEN1[4:0]					—	—	WDLEN1[5:0]					
Initial value:	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
30	GRP	B'0	R/W	Group Count 0: Group count 1 1: Group count 2 When using reception in master mode, set the same value as the value specified by the GRP bit in SITMDR2.
29	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
28 to 24	BITLEN1[4:0]	B'0_1111	R/W	Word Size (8 to 32 bits) The word size (bits) of Group 1 is set to the value specified in these bits + 1. Either 8, 16, 24, or 32 bits can be specified as word size. When using reception in master mode, set the same value as the value specified by the BITLEN1 bits in SITMDR2.
23, 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	WDLEN1[5:0]	H'00	R/W	Word Count (1 to 64 words) The word count of Group 1 is set to WDLEN1 + 1. When using reception in master mode, set the same value as the value specified by the WDLEN1 bits in SITMDR2.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

54.2.6 MSIOF Receive Mode Register 3 (SIRMDR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SIRMDR3 is a 32-bit readable/writable register that specifies the MSIOF receive mode.
The settings of this register should be not changed when SICTR.RXE or SICTR.TXE are B'1. Otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	BITLEN2[4:0]					—	—	WDLEN2[5:0]					
Initial value:	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 29	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
28 to 24	BITLEN2[4:0]	B'0_1111	R/W	Word Size (8 to 32 bits) The word size (bits) of Group 2 is set to the value specified in these bits + 1. Either 8, 16, 24, or 32 bits can be specified as word size. When using reception in master mode, set the same value as the value specified by the BITLEN2 bits in SITMDR3.
23, 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 16	WDLEN2[5:0]	H'00	R/W	Word Count (1 to 64 words) The word count of Group 2 is set to WDLEN2 + 1. When using reception in master mode, set the same value as the value specified by the WDLEN2 bits in SITMDR3.
15 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

54.2.7 MSIOF Control Register (SICTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SICTR is a 32-bit readable/writable register that specifies the MSIOF operating state.

The values written to the TXE, RXE, TFSE, RFSE, TSCKE, and RSCKE bits become valid (can be read from the bits) several cycles after writing. These bits should not be modified at the same time. Modify one bit at a time, and check that the new value can be read from the bit, and then modify another bit.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TSCKIZ[1:0]		RSCKIZ[1:0]		TEDG	REDG	—	—	TXDIZ[1:0]		—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TSCKE	TFSE	RSCKE	RFSE	—	—	TXE	RXE	—	—	—	—	—	—	TXRST	RXRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31, 30	TSCKIZ[1:0]	B’00	R/W	Transmit Clock Input/output Polarity Select in SPI Mode When Transmission is Disabled When SPI mode is not used, these bits must always be set to B’00. These bits must always be set B’10 or B’11 when SPI mode. [Master mode] B’00: Outputs MSIOF_SCK when transmission is disabled. B’01: Setting prohibited B’10: Outputs 0. B’11: Outputs 1. [Slave mode] B’00: Inputs MSIOF_SCK when transmission is disabled. B’01: Setting prohibited B’10: Inputs 0 through MSIOF_SCK when transmission is disabled. B’11: Inputs 1 through MSIOF_SCK when transmission is disabled.
29, 28	RSCKIZ[1:0]	B’00	R/W	Receive Clock Polarity Select in SPI Mode Set the same value as the value specified by the TSCKIZ bits. Other setting is prohibited.
27	TEDG	B’0	R/W	Transmit Timing 0: Outputs transmit data at the rising edge of the clock. 1: Outputs transmit data at the falling edge of the clock.
26	REDG	B’0	R/W	Receive Timing 0: Samples receive data at the falling edge of the clock. 1: Samples receive data at the rising edge of the clock.
25, 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
23, 22	TXDIZ[1:0]	B'00	R/W	Pin Output When Transmission is Disabled These bits specify the MSIOF_TXD pin output state when transmission is disabled. B'00: Outputs 0. B'01: Outputs 1. B'10: Setting prohibited B'11: Setting prohibited
21 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	TSCKE	B'0	R/W	Transmit Serial Clock Output Enable This bit is valid in master mode. When this bit is set to 1, the MSIOF initializes the baud rate generator and initiates the operation. At the same time, the MSIOF outputs the clock generated by the baud rate generator to the MSIOF_SCK pin. After the clock is output, 1 can be read. When transmitting data, set this bit to 1 before setting the TFSE and TXE bits. After data transmission, clear the TFSE and TXE bits and then clear this bit to 0. [Write data] 0: Disables the MSIOF_SCK output. (Outputs the value specified with TSCKIZ.) 1: Enables the MSIOF_SCK output. [Read data] 0: Does not output MSIOF_SCK. (Outputs the value specified with TSCKIZ.) 1: Outputs MSIOF_SCK.
14	TFSE	B'0	R/W	Transmit Frame Synchronization Signal Output Enable This bit is valid in master mode. When this bit is set to 1, the MSIOF initializes the frame counter and initiates the operation. After the transmit frame synchronization signal is output, 1 can be read. When 0 is written to this bit, 0 is set after transmission of the frame. [Write data] 0: Disables the MSIOF_SYNC output. (Outputs the value specified with SYNCAC.) 1: Enables the MSIOF_SYNC output. [Read data] 0: Does not output MSIOF_SYNC. (Outputs the value specified with SYNCAC.) 1: Outputs MSIOF_SYNC.
13	RSCKE	B'0	R/W	Receive Serial Clock Output Enable The write value should always be 0.
12	RFSE	B'0	R/W	Receive Frame Synchronization Signal Output Enable The write value should always be 0.
11, 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
9	TXE	B'0	R/W	Transmit Enable When this bit is set to 1, the MSIOF starts data transmission from the beginning of the next frame (at the rising edge of the frame synchronization signal). After the valid data is output, 1 can be read. When value 1 set to this bit becomes valid, the MSIOF issues a transmit data transfer request according to the setting of the TFWM bits in SIFCTR. When transmit data is stored in the transmit FIFO, transmission of data from the MSIOF_TXD pin begins. When 0 is written to this bit, 0 is set after transmission of the frame. This bit is initialized upon a transmit reset. [Write data] 0: Disables the MSIOF_TXD output. (Outputs the value specified with TXDIZ.) 1: Enables the MSIOF_TXD output. [Read data] 0: Does not output MSIOF_TXD. (Outputs the value specified with TXDIZ.) 1: Outputs MSIOF_TXD.
8	RXE	B'0	R/W	Receive Enable When this bit is set to 1, the MSIOF starts data reception from the beginning of the next frame (at the rising edge of the frame synchronization signal). When value 1 set to this bit becomes valid, the MSIOF starts receiving data through the MSIOF_RXD pin. When receive data is stored in the receive FIFO, the MSIOF issues a receive data transfer request according to the setting of the RFWM bits in SIFCTR. This bit is initialized upon a receive reset. [Write data] 0: Disables data reception through MSIOF_RXD. 1: Enables data reception through MSIOF_RXD. [Read data] 0: Data is not received through MSIOF_RXD. 1: Data can be received through MSIOF_RXD.
7 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
1	TXRST	B'0	R/W	Transmit Reset When value 1 set to this bit becomes valid, the MSIOF immediately sets transmit data through the MSIOF_TXD pin to 0, and initializes the transmit data registers and transmit-related status. When value 1 set to this bit becomes valid when PCON = 1, the RXRST bit is also becomes valid. The following registers and bits are initialized. SITFDR (Transmit FIFO write pointer) TDREQ bit in SISTR TXE bit This bit is read as 1 until the reset operation is completed for about 20 cycles of module clock. No data should be written to SICTR or the transmit FIFO during this time period. [Write data] 0: Does not reset transmit operation. 1: Resets transmit operation. [Read data] 0: Transmit operation reset is completed. 1: Transmit operation is being reset.
0	RXRST	B'0	R/W	Receive Reset When value 1 set to this bit becomes valid, the MSIOF immediately disables reception through the MSIOF_RXD pin, and initializes the receive data registers and receive-related status. The following registers and bits are initialized. SIRFDR (Receive FIFO read pointer) RDREQ bit in SISTR RXE bit This bit is read as 1 until the reset operation is completed for about 20 cycles of module clock. No data should be written to SICTR or read the receive FIFO during this time period. [Write data] 0: Does not reset receive operation. 1: Resets receive operation. [Read data] 0: Receive operation reset is completed. 1: Receive operation is being reset.

54.2.8 MSIOF Transmit Clock Select Register (SITSCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SITSCR is a 16-bit readable/writable register that specifies the conditions for generating transmit serial clock in master mode. SITSCR can be specified when the TRMD bit in SITMDR1 is set to B'1.
The settings of this register should be not changed when SICTR.TSCKE is B’1. Otherwise, the operation cannot be guaranteed.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MSSEL[1:0]		MSIMM	BRPS[4:0]					—	—	—	—	—	BRDV[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
15, 14	MSSEL[1:0]	B’00	R/W	Master Clock Source Select The master clock is the clock input to the baud rate generator. B‘00: Selects module clock as the source of master clock. Others: Setting prohibited
13	MSIMM	B’0	R/W	Master Clock Direct Select B’0: Selects the clock output from the baud rate generator as the serial clock. B’1: Setting prohibited
12 to 8	BRPS[4:0]	B’0_0000	R/W	Prescaler Setting These bits specify the master clock (MSOϕ) division ratio in the count value of the prescaler in the baud rate generator. The specifiable value is from B’0_0000 (× 1/1) to B’1_1111 (× 1/32).
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	BRDV[2:0]	B’000	R/W	Baud Rate Generator's Division Ratio These bits specify the frequency division ratio for the output stage of the baud rate generator. The final frequency division ratio of the baud rate generator is determined as BRPS × BRDV (1/1024 max.). B’000: Prescaler output × 1/2 B’001: Prescaler output × 1/4 B’010: Prescaler output × 1/8 B’011: Prescaler output × 1/16 B’100: Prescaler output × 1/32 B’101: Setting prohibited B’110: Setting prohibited B’111: Prescaler output × 1/1 Note: - B'111 is valid only when the BRPS [4:0] bits are set to B'0_0001. - BRPS × BRDV = 1/1 is invalid（BRPS × BRDV = 1/2 min).

54.2.9 MSIOF Transmit FIFO Data Register (SITFDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SITFDR is a 32-bit write-only register that specifies the transmit FIFO data of the MSIOF.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SITFD1[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SITFD2[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	SITFD1[15:0]	H'0000	—/WB	These bits specify the upper 16 bits of the FIFO data to be output through MSIOF_TXD.
15 to 0	SITFD2[15:0]	H'0000	—/WB	These bits specify the lower 16 bits of the FIFO data to be output through MSIOF_TXD.

54.2.10 MSIOF Receive FIFO Data Register (SIRFDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SIRFDR is a 32-bit read-only register that stores the receive FIFO data of the MSIOF.

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 16	SIRFD1[15:0]	Undefined	R	Store the upper 16 bits of the FIFO data received through MSIOF_RXD.
15 to 0	SIRFD2[15:0]	Undefined	R	Store the lower 16 bits of the FIFO data received through MSIOF_RXD.

54.2.11 MSIOF Status Register (SISTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Each bit in SISTR becomes an MSIOF interrupt source when the corresponding bit in SIIER is set to 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	TFEMP	TDREQ	—	—	—	—	TEOF	—	TFS ERR	TFOVF	TFUDF	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/WC1	R	R	R	R	R	R/WC1	R	R/WC1	R/WC1	R/WC1	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	RFFUL	RDREQ	—	—	—	—	REOF	—	RFS ERR	RFUDF	RFOVF	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/WC1	R	R	R	R	R	R/WC1	R	R/WC1	R/WC1	R/WC1	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31, 30	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
29	TFEMP	B'0	R/WC1	Transmit FIFO Empty This bit is set to 1, when the TXE bit in SICTR is 1, and transmit FIFO is empty. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: Transmit FIFO is not empty. 1: Transmit FIFO is empty.
28	TDREQ	B'0	R	Transmit Data Transfer Request This bit is set, when the empty space in the transmit FIFO exceeds the size specified by the TFWM bits in SIFCTR. When transferring transmit data through the DMAC, this bit is always cleared after one DMAC access. After DMAC access, when the conditions for setting this bit are satisfied, the MSIOF again sets this bit to 1. This bit is valid when the TXE bit in SICTR is 1. This bit indicates a state; if the size of empty space in the transmit FIFO becomes less than the size specified by the TFWM bits in SIFCTR, the MSIOF clears this bit. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. However, when the TDMAE bit is 1, only a DMAC transfer request is issued. 0: The size of empty space in the transmit FIFO has not exceeded the size specified by the TFWM bits in SIFCTR. 1: The size of empty space in the transmit FIFO has exceeded the size specified by the TFWM bits in SIFCTR.
27 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
23	TEOF	B'0	R/WC1	Frame Transmission End This bit is set, when one-frame data transmission is completed. This bit is valid when the TXE bit in SICTR is 1. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: One-frame transmission end is not detected. 1: One-frame transmission end is detected.
22	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
21	TFSERR	B'0	R/WC1	Transmit Frame Synchronization Error This bit is set, when the next transmit frame synchronization timing arrives before the previous data transmission has been completed. If a transmit frame synchronization error occurs, the MSIOF performs transmission only for the slots that can be transferred. This bit is valid when the TXE bit in SICTR is 1. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: No transmit frame synchronization error has occurred. 1: A transmit frame synchronization error has occurred.
20	TFOVF	B'0	R/WC1	Transmit FIFO Overflow A transmit FIFO overflow means that there has been an attempt to write to SITFDR when the transmit FIFO is full. If a transmit FIFO overflow occurs, the MSIOF ignores the write operation causing the overflow. This bit is valid when the TXE bit in SICTR is 1. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: No transmit FIFO overflow has occurred. 1: A transmit FIFO overflow has occurred.
19	TFUDF	B'0	R/WC1	Transmit FIFO Underflow A transmit FIFO underflow means that loading for transmission has occurred when the transmit FIFO is empty. Output data is unknown when under flow is occurred. This bit is valid when the TXE bit in SICTR is 1. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: No transmit FIFO underflow has occurred. 1: A transmit FIFO underflow has occurred. Note: If transmission size is larger than 64-words per frame, do not use this bit. See 54.4.5 for details.

Bit	Bit Name	Initial Value	R/W	Descriptions
18 to 14	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
13	RFFUL	B'0	R/WC1	Receive FIFO Full This bit is valid when the RXE bit in SICTR is 1. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: Receive FIFO is not full. 1: Receive FIFO is full.
12	RDREQ	B'0	R	Receive Data Transfer Request This bit is set, when the valid data space in the receive FIFO exceeds the size specified by the RFWM bits in SIFCTR. When transferring receive data through the DMAC, this bit is always cleared by one DMAC access. After DMAC access, when the conditions for setting this bit are satisfied, the MSIOF again sets this bit to 1. This bit is valid when the RXE bit in SICTR is 1. This bit indicates a state; if the size of valid data space in the receive FIFO becomes less than the size specified by the RFWM bits in SIFCTR, the MSIOF clears this bit. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. However, when the RDMAE bit is 1, only a DMAC transfer request is issued. 0: The size of valid data space in the receive FIFO has not exceeded the size specified by the RFWM bits in SIFCTR. 1: The size of valid data space in the receive FIFO has exceeded the size specified by the RFWM bits in SIFCTR.
11 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	REOF	B'0	R/WC1	Frame Reception End The MSIOF issues the frame reception end flag upon completion of one-frame data reception. This bit is valid when the RXE bit in SICTR is 1. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: One-frame reception end is not detected. 1: One-frame reception end is detected.
6	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
5	RFSERR	B'0	R/WC1	Receive Frame Synchronization Error A receive frame synchronization error occurs when the next receive frame synchronization timing arrives before the previous data reception has been completed. If a receive frame synchronization error occurs, the MSIOF performs reception only for the slots that can be transferred. This bit is valid when the RXE bit in SICTR is 1. Writing 1 to this bit will clear this bit. Writing 0 to this bit will be ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: No receive frame synchronization error has occurred 1: A receive frame synchronization error has occurred
4	RFUDF	B'0	R/WC1	Receive FIFO Underflow A receive FIFO underflow means that reading of SIRFDR has occurred when the receive FIFO is empty. If a receive FIFO underflow occurs, the value read from SIRFDR is not guaranteed. This bit is valid when the RXE bit in SICTR is 1. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: No receive FIFO underflow has occurred. 1: A receive FIFO underflow has occurred.
3	RFOVF	B'0	R/WC1	Receive FIFO Overflow A receive FIFO overflow means that writing has been caused by receiving operation when the receive FIFO is full. If a receive FIFO overflow occurs, the receive data causing the overflow is lost. This bit is valid when the RXE bit in SICTR is 1. Writing 1 to this bit clears this bit. Writing 0 to this bit is ignored. If the interrupt request from this bit is enabled, an MSIOF interrupt is issued. 0: No receive FIFO overflow has occurred. 1: A receive FIFO overflow has occurred.
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

54.2.12 MSIOF Interrupt Enable Register (SIIER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SIIER is a 32-bit readable/writable register that enables the issuance of MSIOF interrupts. When each bit in this register is set to 1 and the corresponding bit in SISTR is set to 1, the MSIOF issues an interrupt.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TDMAE	—	TFEMPE	TDREQE	—	—	—	—	TEOFE	—	TFSERRE	TFOVFE	TFUDFE	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R/W	R/W	R	R	R	R	R/W	R	R/W	R/W	R/W	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RDMAE	—	RFFULE	RDREQE	—	—	—	—	REOFE	—	RFSERRE	RFUDFE	RFOVFE	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R/W	R/W	R	R	R	R	R/W	R	R/W	R/W	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31	TDMAE	B'0	R/W	Transmit Data DMA Transfer Request Enable Specifies whether to send an interrupt as an interrupt request to the CPU or a transfer request to the DMAC. The TDREQE bit can be set as the request source. 0: Sends an interrupt request to the CPU. 1: Sends a DMA transfer request to the DMAC.
30	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
29	TFEMPE	B'0	R/W	Transmit FIFO Empty Enable 0: Disables interrupts due to transmit FIFO empty. 1: Enables interrupts due to transmit FIFO empty.
28	TDREQE	B'0	R/W	Transmit Data Transfer Request Enable 0: Disables interrupts due to transmit data transfer requests. 1: Enables interrupts due to transmit data transfer requests.
27 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23	TEOFE	B'0	R/W	Frame Transmission End Enable 0: Disables a frame transmission end interrupt. 1: Enables a frame transmission end interrupt.
22	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
21	TFSERRE	B'0	R/W	Transmit Frame Synchronization Error Enable 0: Disables interrupts due to transmit frame synchronization errors. 1: Enables interrupts due to transmit frame synchronization errors.
20	TFOVFE	B'0	R/W	Transmit FIFO Overflow Enable 0: Disables interrupts due to transmit FIFO overflow. 1: Enables interrupts due to transmit FIFO overflow.

Bit	Bit Name	Initial Value	R/W	Descriptions
19	TFUDFE	B'0	R/W	Transmit FIFO Underflow Enable 0: Disables interrupts due to transmit FIFO underflow. 1: Enables interrupts due to transmit FIFO underflow.
18 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	RDMAE	B'0	R/W	Receive Data DMA Transfer Request Enable Specifies whether to send an interrupt as an interrupt request to the CPU or a transfer request to the DMAC. The RDREQE bit can be set as the request source. 0: Sends an interrupt request to the CPU. 1: Sends a DMA transfer request to the DMAC.
14	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
13	RFFULE	B'0	R/W	Receive FIFO Full Enable 0: Disables interrupts due to receive FIFO full. 1: Enables interrupts due to receive FIFO full.
12	RDREQE	B'0	R/W	Receive Data Transfer Request Enable 0: Disables interrupts due to receive data transfer requests. 1: Enables interrupts due to receive data transfer requests.
11 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	REOFE	B'0	R/W	Frame Reception End Enable 0: Disables a frame reception end interrupt. 1: Enables a frame reception end interrupt.
6	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
5	RFSERRE	B'0	R/W	Receive Frame Synchronization Error Enable 0: Disables interrupts due to receive frame synchronization errors. 1: Enables interrupts due to receive frame synchronization errors.
4	RFUDFE	B'0	R/W	Receive FIFO Underflow Enable 0: Disables interrupts due to receive FIFO underflow. 1: Enables interrupts due to receive FIFO underflow.
3	RFOVFE	B'0	R/W	Receive FIFO Overflow Enable 0: Disables interrupts due to receive FIFO overflow. 1: Enables interrupts due to receive FIFO overflow.
2 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

54.2.13 MSIOF FIFO Control Register (SIFCTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SIFCTR is a 32-bit readable/writable register that indicates the area available for the transmit/receive FIFO transfer.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TFWM[2:0]			—	—	TFUA[6:0]							—	—	—	—
Initial value:	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RFWM[2:0]			RFUA[8:0]									—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 29	TFWM[2:0]	B’000	R/W	Transmit FIFO Watermark A transfer request of the transmit FIFO is issued by the TDREQE bit in SIIER. The transmit FIFO always operates as a 64-stage FIFO regardless of the setting of these bits. B’000: Issues a transfer request when 64 stages of the transmit FIFO are empty. B’001: Issues a transfer request when 32 or more stages of the transmit FIFO are empty. B’010: Issues a transfer request when 24 or more stages of the transmit FIFO are empty. B’011: Issues a transfer request when 16 or more stages of the transmit FIFO are empty. B’100: Issues a transfer request when 12 or more stages of the transmit FIFO are empty. B’101: Issues a transfer request when 8 or more stages of the transmit FIFO are empty. B’110: Issues a transfer request when 4 or more stages of the transmit FIFO are empty. B’111: Issues a transfer request when 1 or more stages of transmit FIFO are empty.
28, 27	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
26 to 20	TFUA[6:0]	H'40	R	Transmit FIFO Usable Area Indicate the number of words that can be transferred by the CPU or DMAC as B'000_0000 (full) to B'100_0000 (empty).
19 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Descriptions
15 to 13	RFWM[2:0]	B’000	R/W	Receive FIFO Watermark A transfer request of the receive FIFO is issued by the RDREQE bit in SIIER. The receive FIFO always operates as a 256-stage FIFO regardless of the setting of these bits. B’000: Issues a transfer request when 1 stage or more of the receive FIFO are valid. B’001: Issues a transfer request when 4 or more stages of the receive FIFO are valid. B’010: Issues a transfer request when 8 or more stages of the receive FIFO are valid. B’011: Issues a transfer request when 16 or more stages of the receive FIFO are valid. B’100: Issues a transfer request when 32 or more stages of the receive FIFO are valid. B’101: Issues a transfer request when 64 or more stages of the receive FIFO are valid. B’110: Issues a transfer request when 128 or more stages of the receive FIFO are valid. B’111: Issues a transfer request when 256 stages of the receive FIFO are valid.
12 to 4	RFUA[8:0]	All 0	R	Receive FIFO Usable Area Indicate the number of words that can be transferred by the CPU or DMAC as B'0_0000_0000 (empty) to B'1_0000_0000 (full).
3 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

54.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

54.3.1 Operating Mode

(1) Common transmit/receive mode

Common clock and frame synchronization signals are used for transmission and reception.

Master mode: MSIOF_SCK and MSIOF_SYNC are output.
Slave mode: MSIOF_SCK and MSIOF_SYNC are input.

54.3.2 Serial Clocks

(1) Clock output in master mode

In master mode, the baud rate generator is used to generate the serial clock. The division ratio is from 1/2 to 1/1024.

(2) Clock input in slave mode

In slave mode, the clock input for transmission and reception is used as the serial clock.

(3) Multiple channel function

This module provides the multiple channel function as shown in Figure 54.2.

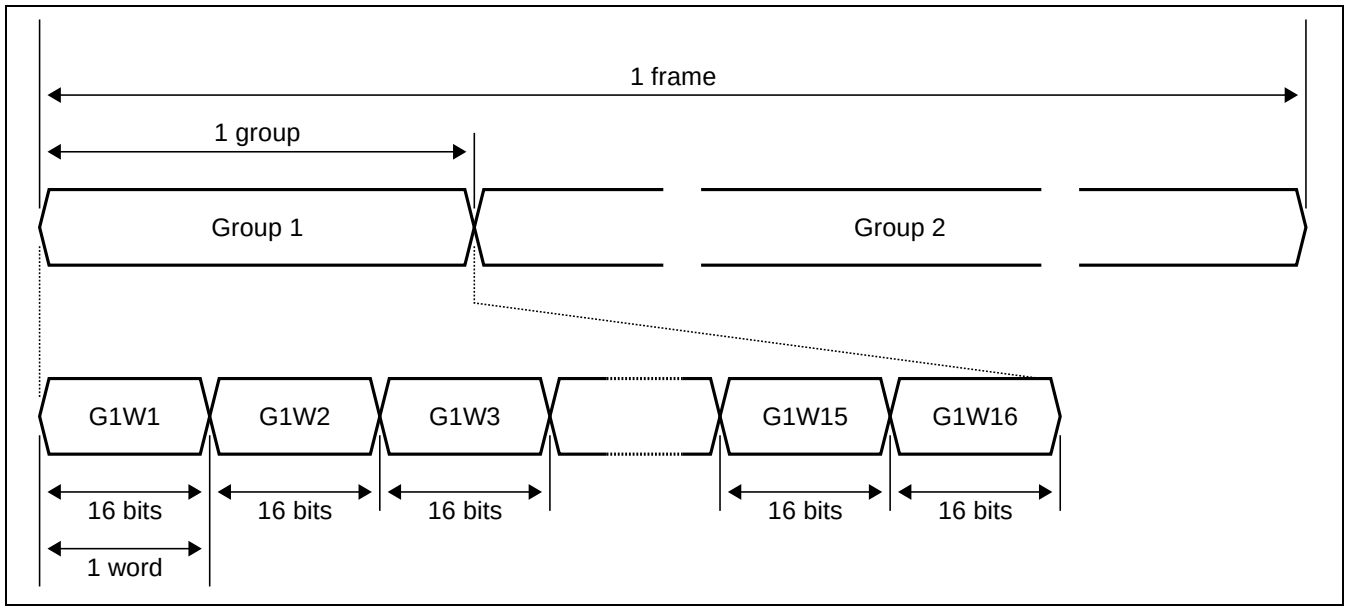


Figure 54.2 Multiple Channel Structure

The following conditions can be specified for the multiple channel function.

- Up to 2 groups in one frame
- Up to 64 words in one group
- 8, 16, 24, or 32 bits in one word

54.3.3 Serial Timing

(1) MSIOF_SYNC

The MSIOF_SYNC is a frame synchronization signal. The following three modes are available.

[RZ/G2H]
- Level/SPI: Level signal asserted during frame transmission

[Except for RZ/G2H]
- Frame start synchronization pulse: 1-bit-width pulse indicating the start of a frame
- Level/SPI: Level signal asserted during frame transmission
- L/R: 1/2-frame-width pulse indicating the first-half groups in a high level and the last-half groups in a low level

Figure 54.3 to Figure 54.5 show the synchronization timing in these modes using the MSIOF_SYNC signal.

(a) Frame start synchronization pulse

The rising edge of the synchronization pulse indicates the start of a frame.

The delay between the rising edge of the synchronization signal and the start of data transmission or reception can be specified with the DTDL bits. The width of the synchronization pulse can be extended through the SYNCDL bit setting.

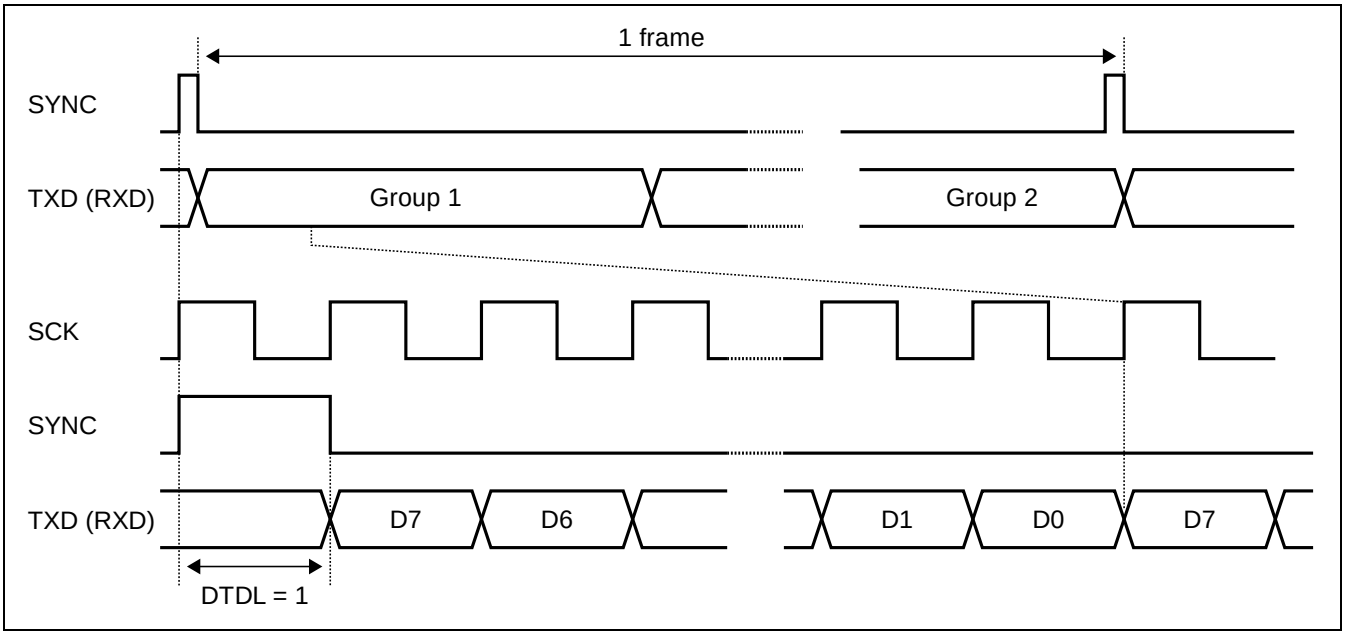


Figure 54.3 Synchronization Timing in Start Frame Synchronization Pulse Mode

(b) Level synchronization

The synchronization signal is driven high for the frame length.

The delay between the rising edge of the synchronization signal and the start of transmission or reception can be specified with the DTDL bits and the delay between the end of transmission or reception and the falling edge of the synchronization signal can be specified with the SYNCDL bits (DTDL = 0 to 2(RZ/G2H is only 2) and SYNCDL = 0 to 3). These settings are valid only in master mode. This mode is available for the SPI master or slave operation.

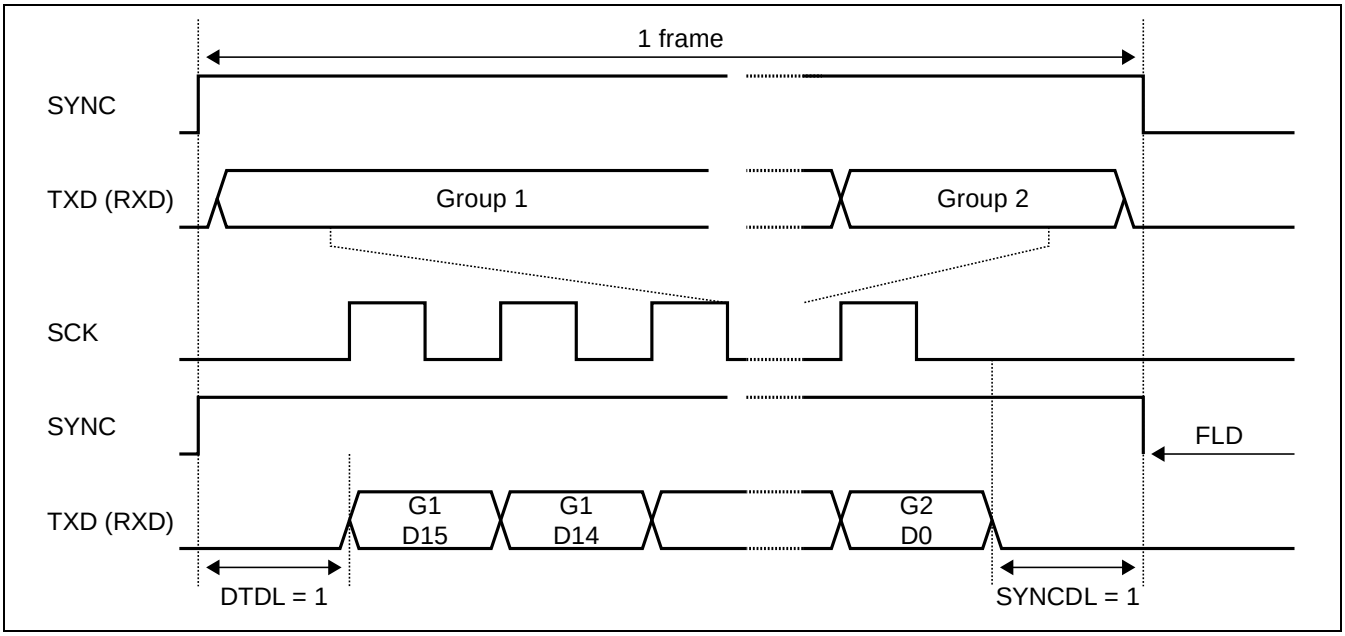


Figure 54.4 Synchronization Timing in Level Synchronization Mode

(c) L/R synchronization

A high level in the synchronization signal indicates the first-half groups and a low level indicates the last-half groups.

The delay between the rising or falling edge of the synchronization signal and the start of transmission or reception can be specified with the DTDL bits.

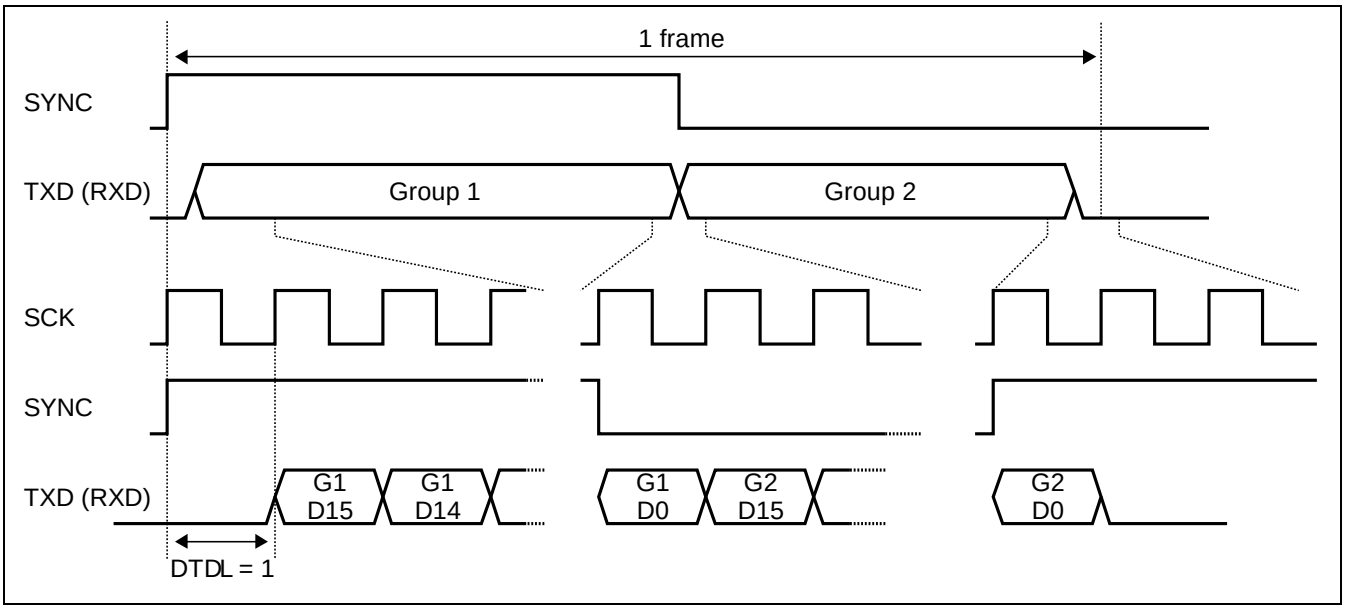


Figure 54.5 Synchronization Timing in L/R Synchronization Mode

(2) Transmit/receive timing

The timing of MSIOF_TXD transmission relative to MSIOF_SCK and of MSIOF_RXD can be specified as sampling on either edge, as listed below. The respective settings are made in TEDG and REDG bits of SICTR.

- Falling-edge sampling
- Rising-edge sampling

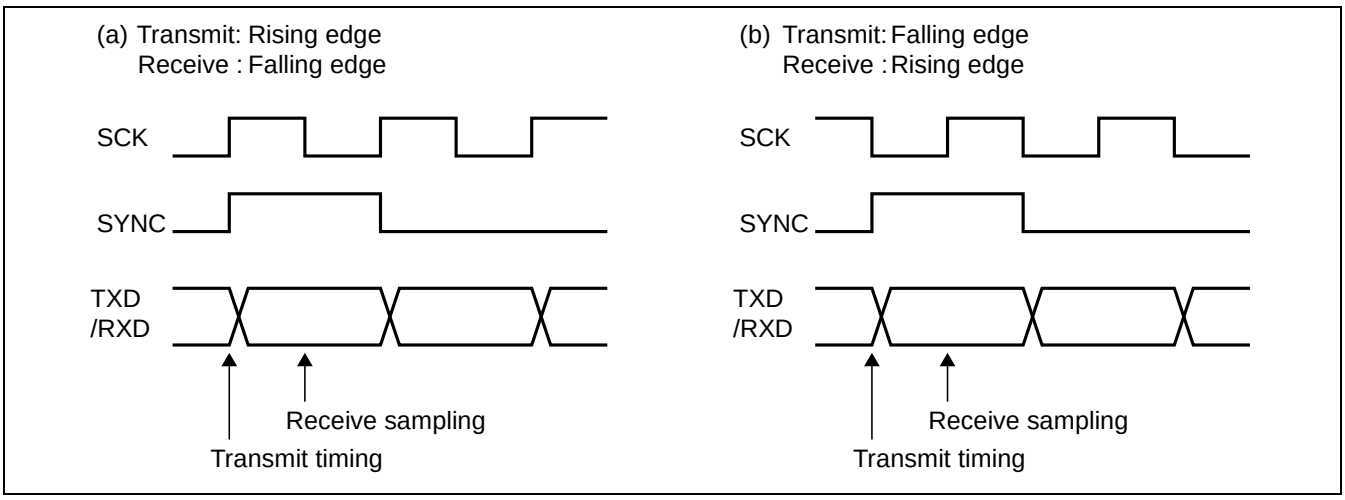


Figure 54.6 Transmit/Receive Timing.

54.3.4 Transfer Data Allocation to Registers

(1) Transmit/receive data

Transmit/receive data (FIFO data) should be written to or read from the following registers.

- Transmit FIFO data writing: SITFDR (32-bit access)
- Receive FIFO data reading: SIRFDR (32-bit access)

Figure 54.7 shows the bit alignment of these registers.

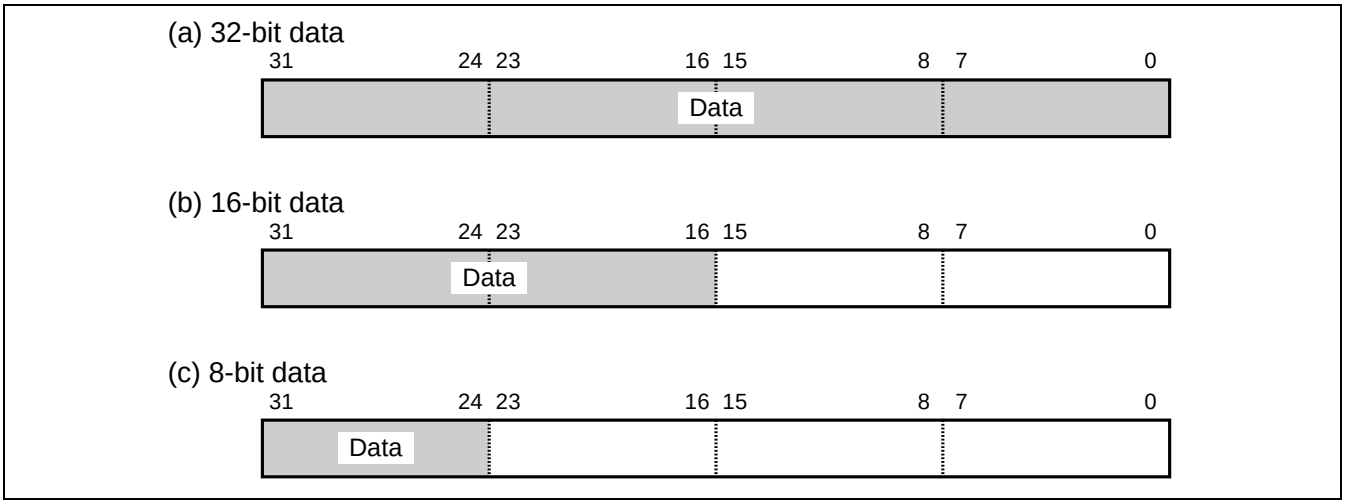


Figure 54.7 Transmit/Receive Data Bit Alignment

54.3.5 FIFO

(1) Overview

The transmission and receive FIFOs of the MSIOF have the following features.

- 32 bits × 64 stages for transmission and 32 bits × 256 stages for reception
- The FIFO pointer is updated in one read or write cycle regardless of the access size of the CPU or DMAC. (One access cannot be divided into multiple accesses.)

(2) Transfer request

A request for FIFO data transfer can be issued to the CPU or DMAC as the following interrupt sources.

- FIFO transmit request: TDREQ (interrupt source for transmission)
- FIFO receive request: RDREQ (interrupt source for reception)

The conditions for requesting FIFO data transfer can be specified separately for transmission and reception. The conditions for the transmit FIFO and receive FIFO are specified in the TFWM[2:0] bits and RFWM[2:0] bits in SIFCTR, respectively.

Table 54.7 Condition for Issuing Transmit Request

TFWM[2:0]	Number of Requested Stages	Condition for Transmit Request	Areas Used
B'000	1	64 stages of empty area	Smallest
B'001	32	32 or more stages of empty area	
B'010	40	24 or more stages of empty area	
B'011	48	16 or more stages of empty area	
B'100	52	12 or more stages of empty area	
B'101	56	8 or more stages of empty area	
B'110	60	4 or more stages of empty area	
B'111	64	1 or more stages of empty area	Largest

Table 54.8 Condition for Issuing Receive Request

RFWM[2:0]	Number of Requested Stages	Condition for Receive Request	Areas Used
B'000	1	1 or more stages of valid data	Smallest
B'001	4	4 or more stages of valid data	
B'010	8	8 or more stages of valid data	
B'011	16	16 or more stages of valid data	
B'100	32	32 or more stages of valid data	
B'101	64	64 or more stages of valid data	
B'110	128	128 or more stages of valid data	
B'111	256	256 stages of valid data	Largest

The maximum FIFO stages are always available even if the data area or empty area exceeds the size specified for the transfer condition. Accordingly, an overflow error or an underflow error occurs if the data area or empty area exceeds the maximum number of FIFO stages.

The FIFO transfer request is canceled when the specified condition is not satisfied even if the FIFO does not become empty or full.

(3) Number of FIFOs

The number of transmit and receive FIFO stages used are indicated by the following registers.

- Transmit FIFO: The number of empty FIFO stages is indicated by the TFUA [6:0] bits in SIFCTR.
- Receive FIFO: The number of valid data stages is indicated by the RFUA [8:0] bits in SIFCTR.

These registers show the number of data stages that can be transferred by the CPU. DMA transfer should be set the following setting.

SIFCTR.TFWM[2:0] = B’111
SIFCTR.RFWM[2:0] = B’000

54.3.6 Transmit and Receive Procedures

(1) Transmission in master mode

Figure 54.8 and Figure 54.9 shows an example of settings and operation for transmission in master mode.

No.	Operating flow	Description	Operation
1	SITMDR1/2/3 SITSCR SIFCTR SIIER setting	Operating mode Clock setting FIFO water mark Setting interrupt/DMA enable	
2	SICTR Set SICTR.TSCKE to 1	Transmission rate setting Baud rate generator starting	Output serial clock
3	TSCKE = 1 ? NO / YES	Read SICTR.TSCKE = 1	
4	SITFDR	Write transmission data to FIFO	
5	Set SICTR.TXE to 1	Transmission enable	
6	TXE = 1 ? NO / YES	Read SICTR.TXE = 1	
7	Set SICTR.TFSE to 1	Starting MSIOF_SYNC output	
8	TFSE = 1 ? NO / YES	Read SICTR.TFSE = 1	
9	Starting transmission		Data transmission
10	TDREQ = 1 ? NO / YES		Generating interrupt/DMA request
11	Write transmission data to FIFO		
12	Transmission end ? NO / YES		
13	Set SICTR.TFSE to 0	Frame sync disable	
14	TFSE = 0 ? NO / YES	Read SICTR.TFSE = 0	
15	Set SICTR.TXE to 0	Transmission disable	
16	TXE = 0 ? NO / YES Finish	Read SICTR.TXE = 0	

Figure 54.8 Example of Transmit Procedure in Master Mode (without DMAC)

No.	Operating flow	Description	Operation
1	• Setting interupt controller • Setting source address of DMAC channel • Setting Destination address of DMAC channel is SITFDR • Setting number of Transfer in DMAC transfer count register • Setting transfer as fixed destination address mode. • Setting Resouse Select register of DMAC channel, please refer to Chapter describe DMAC module to get the value. • DMAC start.	• DMAC setting, Refer To Chapter Describe DMAC module for More detail • Setting to interrupt controller for MSIOF interrupt event, refer to chapter describe interrupt controller for detail.	
2	SITMDR1/2/3 SITSCR SIFCTR SIIER setting	• operating mode • clock setting • fifo water mark • interrupt: Refer to Section 54.3.7 or SIIER register description (54.2.12) for MSIOF's Interrupt Facto r. • dma enable (SIIER.TDMAE)	
3	SICTR Set SICTR.TSCKE to 1	Transmission rate setting Baud rate generator starting	Output serial clock
4	TSCKE = 1 ? NO YES	Read SICTR.TSCKE = 1	
5	Set SICTR.TXE to 1	Transmission enable	
6	TXE = 1 ? NO YES	Read SICTR.TXE = 1	
7	Set SICTR.TFSE to 1	Starting MSIOF_SYNC output	
8	TFSE = 1 ? NO YES	Read SICTR.TFSE = 1	
9	Starting transmission		Data transmission
10	TDREQ = 1 ? NO YES		Generating interrupt/DM A request
11	Write transmission data to FIFO		
12	Transmission end ? NO YES	Wait bit TE in DMAC CHCR register set to 1, refer to chapter describe DMAC module for detail. Or use interrupt to avoid software polling, DMAC module support interrupt when the transfer end.	
13	Set SICTR.TFSE to 0	Frame sync disable	
14	TFSE = 0 ? NO YES	Read SICTR.TFSE = 0	
15	Set SICTR.TXE to 0	Transmission disable	
16	TXE = 0 ? NO YES Finish	• Read SICTR.TXE = 0 • Disable DMAC channel, refer to chapter describe DMAC module for detail	

Figure 54.9 Example of Transmit Procedure in Master Mode (with DMAC)

(2) Reception in master mode (with SITMDR1.PCON = 1)

Figure 54.10 and Figure 54.11 show an example of settings and operation for reception in master mode with SITMDR1.PCON = 1.

No.	Operating flow	Description	Operation
1	SIRMDR1/2/3 SITMDR1/2/3 SITSCR SIFCTR SIIER setting	Operating mode Operating mode (for SPI dummy transmission) Serial clock FIFO water mark Interrupt/DMA setting	
2	SICTR Set SICTR.TSCKE to 1	Baud rate setting Baud rate generator starting	Output serial clock
3	TSCKE = 1 ? NO YES	Read SICTR.TSCKE = 1	
4	SITFDR	Write dummy transmission data to SITFDR The number of dummy data should equal the number of reception data.	
5	Set SICTR.TXE to 1 Set SICTR.RXE to 1	Transmission enable Reception enable	
6	TXE = 1 ? RXE = 1 ? NO YES	Read SICTR.TXE = 1 Read SICTR.RXE = 1	
7	Set SICTR.TFSE to 1	Frame sync enable	Output MSIOF_SYNC
8	TFSE = 1 ? NO YES	Read SICTR.TFSE = 1	
9	Synchronizing with MSIOF_SYNC (1) Transmission FIFO dummy data (2) Reception data		Transmission and reception
10	TDREQ=1? RDREQ=1? NO YES		Generating interrupt/DMA request
11	Write dummy data to FIFO Read fifo data from SIRFDR	Transmission dummy data Reception data reading	
12	Transmission/ reception end? NO YES		
13	Set SICTR.TFSE to 0	Disable frame sync enable	
14	TFSE = 0 ? NO YES	Read SICTR.TFSE = 0	
15	Set SICTR.TXE and SICTR.RXE to 0	Disable transmission enable and reception enable	
16	TXE = 0 ? RXE = 0 ? NO YES Finish	Read SICTR.TXE = 0 Read SICTR.RXE = 0	

Figure 54.10 Example of Receive Procedure in Master Mode (SITMDR1.PCON = 1) (without DMAC)

No.	Operating flow	Description	Operation
1	• Setting Interrupt controller • In receive master mode, dummy data need to be written into SITFDR, so 2 DMAC channel must be used. • Setting DMAC for transfer dummy data: - Setting Source Address is memories address which locate dummy data. - Setting Destination Address is SITFDR. - Setting the number of transfer in DMAC transfer count register equal the number of received data. - DMAC transfer as fixed destination address mode. • Setting DMAC for received data: - Setting Source address is SIRFDR register. - Setting Destination address is memories address which locate the received data. - Setting the number of transfer in DMAC transfer count register equal the number of received data. - DMAC transfer as incremental destination address mode. • DMAC start for 2 channel.	• Setting Interrupt Controller to enable MSIOF interrupt, refer to chapter describe Interrupt Controller for detail • DMAC setting, refer to chapter describe DMAC module for detail.	
2	SIRMDR1/2/3 SITMDR1/2/3 SITSCR SIFCTR SIIER setting	• operating mode • operating mode (for SPI dummy transmission) • serial clock • fifo water mark • interrupt : Refer to section 54.3.7 or SIIER register description (54.2.12) for MSIOF's Interrupt Factor. • dma enable (SIIER.RDMAE)	
3	SICTR Set SICTR.TSCKE to 1	baud rate setting baud rate generater starting	output serial clock
4	TSCKE = 1? No / Yes	Read SICTR.TSCKE = 1	
5	Set SICTR.TXE to 1 Set SICTR.RXE to 1	Trasnmission enable Reception enable	
6	TXE = 1? RXE = 1? No / Yes	Read SICTR.TXE = 1 Read SICTR.RXE = 1	
7	Set SICTR.TFSE to 1	Frame sync enable	Output MSIOF_SYNC
8	TFSE = 1? No / Yes	Read SICTR.TFSE = 1	
9	Synchronizing with MSIOF_SYNC (1) Transmission fifo dummy data (2) Reception data		transmission and reception
10	TDREQ = 1? RDREQ = 1? No / Yes		Generating interrupt / DMA request
11	Write dummy data to fifo Read fifo data from SIRFDR	Transmission dummy data Reception data reading	
12	transmission/ reception end No / Yes	Wait bit TE in DMAC CHCR register set to 1, refer to chapter describe DMAC module for detail. Or use interrupt to avoid software polling, DMAC module support interrupt when the transfer end.	
13	Set SICTR.TFSE to 0	Disable frame sync enable	
14	TFSE = 0? No / Yes	Read SICTR.TFSE = 0	
15	Set SICTR.TXE and SICTR.RXE to 0	Disable transmission enable and reception enable	
16	TXE = 0? RXE = 0? No / Yes finish		

Figure 54.11 Example of Receive Procedure in Master Mode (SITMDR1.PCON = 1) (with DMAC)

(3) Transmission in slave mode

Figure 54.12 shows an example of settings and operation for transmission in slave mode. (transmission size is less than orequal to 64-words per frame). Figure 54.13 shows an example of settings and operation for transmission in slave mode(transmission size is larger than 64-words per frame without DMAC). Figure 54.14 shows an example of settings and operation for transmission in slave mode (transmission size is more than 64-words per frame with DMAC).

No.	Operating flow	Description	Operation
1	Master device setting	Depend on master device	Signal polarity
2	SITMDR1/2/3 SIFCTR SIIER setting	Operating mode FIFO water mark Interrupt/DMA enable (Do not use SIIER.TFUDFE)	
3	SITFDR	Transmission data setting	
4	Set SICTR.TXE to 1	Setting transmission enable	
5	TXE = 1 ? NO YES	Read SICTR.TXE = 1	
6	Data transmission synchronize with MSIOF_SYNC		Data transmission
7	TDREQ = 1 ? NO YES		Generating interrupt/DMA request
8	Write FIFO data to SITFDR	Data transmission	
9	Transmission end? NO YES		
10	Set SICTR.TXE to 0	Transmission disable	
11	TXE = 0 ? NO YES Finish	Read SICTR.TXE = 0	

Figure 54.12 Example of Transmit Procedure in Slave Mode (transmission size is less than or equal to 64-words per frame)

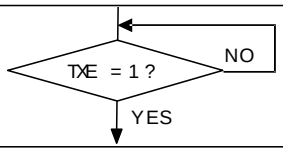
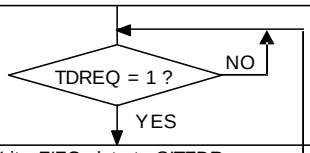
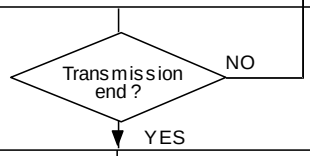
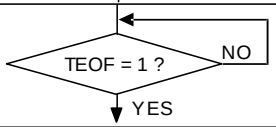
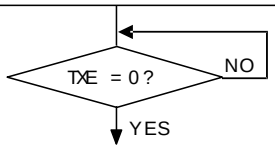
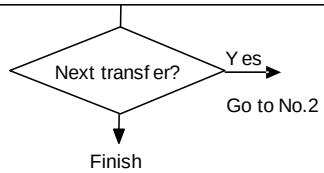
No.	Operating flow	Description	Operation
1	Master device setting	Depend on master device	Signal polarity
2	SITMDR1/2/3 SIFCTR SIIER setting	Operating mode FIFO watermark Interrupt/DMA enable (Do not use SIIER.TFUDFE)	Do not include dummy data when setting the transfer word count.(SITMDR2.WDLEN1, SITMDR3.WDLEN2)
3	PFC setting	Change MSIOF_TXD, MSIOF_RXD, MSIOF_SCK, MSIOF_SYNC to module side	
4	SITFDR	Transmission data setting	Need to transmit FIFO full
5	Set SICTR.TXE to 1	Setting transmission enable	
6		Read SICTR.TXE = 1	
7	Data transmission synchronize with MSIOF_SYNC		Data transmission
8			Generating interrupt/DMA request
9	Write FIFO data to SITFDR	Data transmission After the last data is stored, store additional dummy data. data(1-word).	Do not need to transmit dummy
10			
11			
12	Set SICTR.TXE to 0	Transmission disable	
13		Read SICTR.TXE = 0	
14	PFC setting	Change MSIOF_SCK, MSIOF_SYNC to GPIO(In) side	
15	Assert SW reset for MSIOF	SRCR2.MSIOF (Refer to sec 8A. Module Standby , Software Reset)	Clear dummy data
16	De-assert SW reset for MSIOF	SRSTCLR2.MSIOF (Refer to sec 8A. Module Standby , Software Reset)	
17			

Figure 54.13 Example of Transmit Procedure in Slave Mode (transmission size is more than 64-words per frame without DMAC)

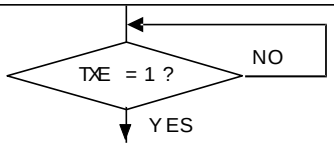
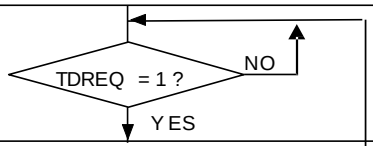
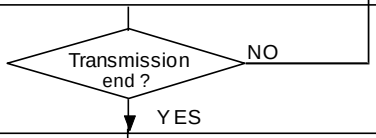
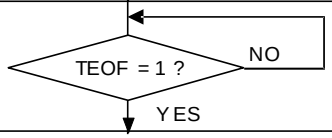
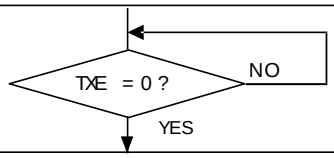
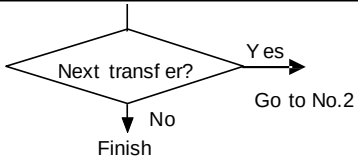
No.	Operating flow	Description	Operation
1	Master device setting	Depend on master device	Signal polarity
2	• Setting interupt controller •Setting source address of DMAC channel • Setting Destination address of DMAC channel is SITFDR •Setting number of Transfer in DMAC transfer count register(add 1-word data as dummy) • Setting transfer as fixed destination address mode. •Setting Resouse Select register of DMAC channel, please refer to Chapter describe DMAC module to get the value. • DMAC start.	•DMAC setting, Refer To Chapter Describe DMAC module for More detail •Setting to interrupt controller for MSIOF interrupt event, refer to chapter describe interrupt controller for detail.	
3	SITMDR1/2/3 SIFCTR SIIER setting	• Operating mode • FIFO water mark • interrupt: Refer to Section 59.3.7 or SIIER register description (59.2.12) for MSIOF's Interrupt Factor(Don't use SIIER.TFUDFE). • dma enable (SIIER.TDMAE)	Do not include dummy data when setting the transfer word count.(SITMDR2.WDLEN1, SITMDR3.WDLEN2)
4	PFC setting	Change MSIOF_TXD, MSIOF_RXD, MSIOF_SCK, MSIOF_SYNC to module side	
5	Set SICTR.TXE to 1	Setting transmission enable	
6		Read SICTR.TXE = 1	
7	Wait for MSIOF Tx FIFO full	SIFCTR.TFUA = B'00_0000	
8	Data transmission synchronize with MSIOF_SYNC		Data transmission
9			Generating interrupt/DMA request
10	Write transmission data to FIFO 11		
		Wait bit TE in DMAC CHCR register set to 1, refer to chapter describe DMAC module for detail. Or use interrupt to avoid software polling, DMAC module support interrupt when the transfer end.	Do not need to transmit dummy data.
12			
13	Set SICTR.TXE to 0	Transmission disable	
14		Read SICTR.TXE = 0	
15	PFC setting	Change MSIOF_SCK, MSIOF_SYNC to GPIO(In) side	
16	Assert SW reset for MSIOF	SRCR2.MSIOF (Refer to sec 8A. Module Standby, Software Reset)	Clear dummy data
17	De-assert SW reset for MSIOF	SRSTCLR2.MSIOF (Refer to sec 8A. Module Standby, Software Reset)	
18			

Figure 54.14 Example of Transmit Procedure in Slave Mode (transmission size is more than 64-words per frame with DMAC)

(4) Reception in slave mode

Figure 54.15 shows an example of settings and operation for reception in slave mode.

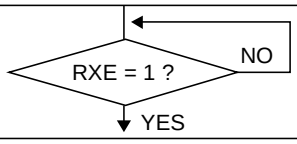
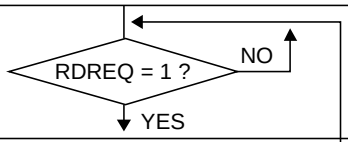
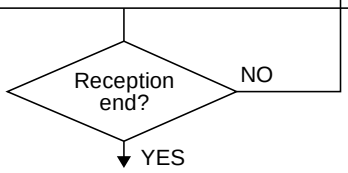
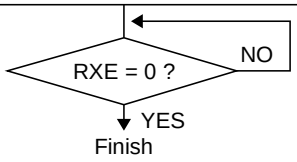
No.	Operating flow	Description	Operation
1	Master device setting	Depend on master device	Signal polarity
2	SITMDR1 SIRMDR1/2/3 SIFCTR SIIER setting	Operating mode (For slave setting) Operating mode FIFO water mark Interrupt/DMA enable	TRMD = 0, PCON = 1
3	Set SICTR.RXE to 1	Setting receive enable	
4		Read SICTR.RXE = 1	
5	Data reception		Receive data
6			Generating interrupt/DMA request
7	Read SIRFDR	Data read from FIFO	
8			
9	Set SICTR.RXE to 0	Reception disable	
10		Read SICTR.RXE = 0	

Figure 54.15 Example of Receive Procedure in Slave Mode

(5) Reset

After a power-on reset is applied, module stop state is canceled, or a reset signal is asserted through the TXRST or RXRST setting in SICTR, it takes about 20 cycles of module clock to complete the internal reset of the module. During a period from the beginning of reset until the TXRST or RXRST value is read as 0, do not modify the control register or access the FIFOs.

The MSIOF can reset the transmit and receive units by setting the following bits to 1.

- Transmit reset: TXRST bit in SICTR
- Receive reset: RXRST bit in SICTR

Table 54.9 Transmit and Receive Reset

Type	Objects Initialized
Transmit reset	SITFDR (Transmit FIFO write pointer) TDREQ bit in SISTR TXE bit in SICTR (When SITMDR1.PCON = 1, Receive reset is also asserted.)
Receive reset	SIRFDR (Receive FIFO read pointer) RDREQ bit in SISTR RXE bit in SICTR

(6) Initial operating mode

After a power-on reset, both transmit and receive units are initialized to master mode (0 is output through MSIOF_SCK and MSIOF_SYNC). When using slave mode, keep the connected device outputting 0 until the operating mode setting is completed.

54.3.7 Interrupts

The MSIOF has one type of interrupt.

(1) Interrupt sources

Interrupts can be generated by several sources. Each source is shown as an MSIOF status in SISTR. Table 54.10 lists the MSIOF interrupt sources.

Table 54.10 MSIOF Interrupt Sources

No.	Classification	Bit Name	Function Name	Description
1	Transmission	TDREQ	Transmit FIFO transfer request	The transmit FIFO has empty space of specified size or more.
2		TFEMP	Transmit FIFO empty	The transmit FIFO is empty.
3		TEOF	Frame transmission end	Transmission of data with a length of one frame is completed.
4	Reception	RDREQ	Receive FIFO transfer request	The receive FIFO stores data of specified size or more.
5		RFFUL	Receive FIFO full	The receive FIFO is full.
6		REOF	Frame reception end	Reception of data with a length of one frame is completed.
7	Error	TFUDF	Transmit FIFO underflow	Serial data transmit timing has arrived while the transmit FIFO is empty.
8		TFOVF	Transmit FIFO overflow	The transmit FIFO is written to while it is full.
9		RFOVF	Receive FIFO overflow	Serial data is received while the receive FIFO is full.
10		RFUDF	Receive FIFO underflow	The receive FIFO is read while the receive FIFO is empty.
11		TFSERR	Transmit FS error	A transmit frame synchronization signal is input before the specified number of bits has been reached (in slave mode).
12		RFSERR	Receive FS error	A receive frame synchronization signal is input before the specified number of bits has been reached (in slave mode).

Whether an interrupt is issued from an interrupt source is determined by the SIIER settings. If an interrupt source bit is set to 1 and the corresponding bit in SIIER is set to 1, an MSIOF interrupt is issued.

(2) TDREQ and RDREQ

The transmit FIFO transfer request (TDREQ) and receive FIFO transfer request (RDREQ) are signals indicating the state. If the state changes after TDREQ or RDREQ is set, it is automatically cleared by the MSIOF.

When the DMA transfer is used, a DMA transfer request signal is pulled low for one cycle at the end of DMA transfer.

(3) Processing when errors occur

- Transmit FIFO underflow (TFUDF)
  An undefined value is output.
- Transmit FIFO overflow (TFOVF)
  The contents of the transmit FIFO are protected, and the write operation causing the overflow is ignored.
- Receive FIFO overflow (RFOVF)
  Data causing the overflow is discarded and lost.
- Receive FIFO underflow (RFUDF)
  An undefined value is output on the bus.
- Transmit FS error (TFSERR)
  The internal counter is reset according to the synchronization signal in which an error occurs.
- Receive FS error (RFSERR)
  The internal counter is reset according to the synchronization signal in which an error occurs.

54.3.8 Transmit and Receive Timing

Examples of the MSIOF serial transmission and reception are shown in Figure 54.16 and Figure 54.17.

(1) 16-bit synchronization pulse

Synchronization pulse method, one group, one word, 16 bits in a word, no bit delay

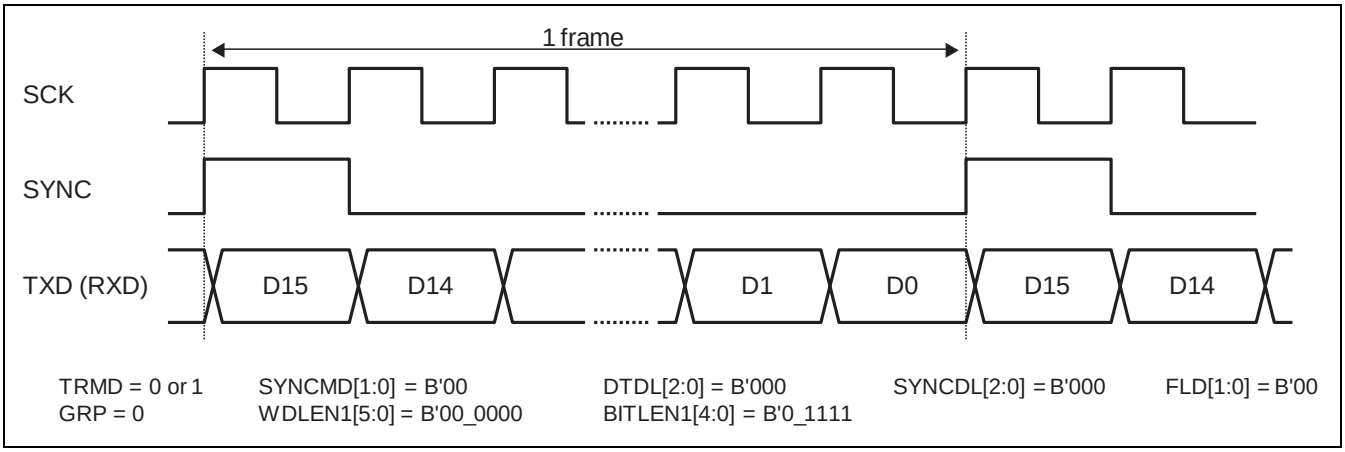


Figure 54.16 Transmit and Receive Timing (16 Bits)

(2) 32-bit synchronization pulse

Synchronization pulse method, one group, 32 words, 32 bits in a word, 1-bit delay

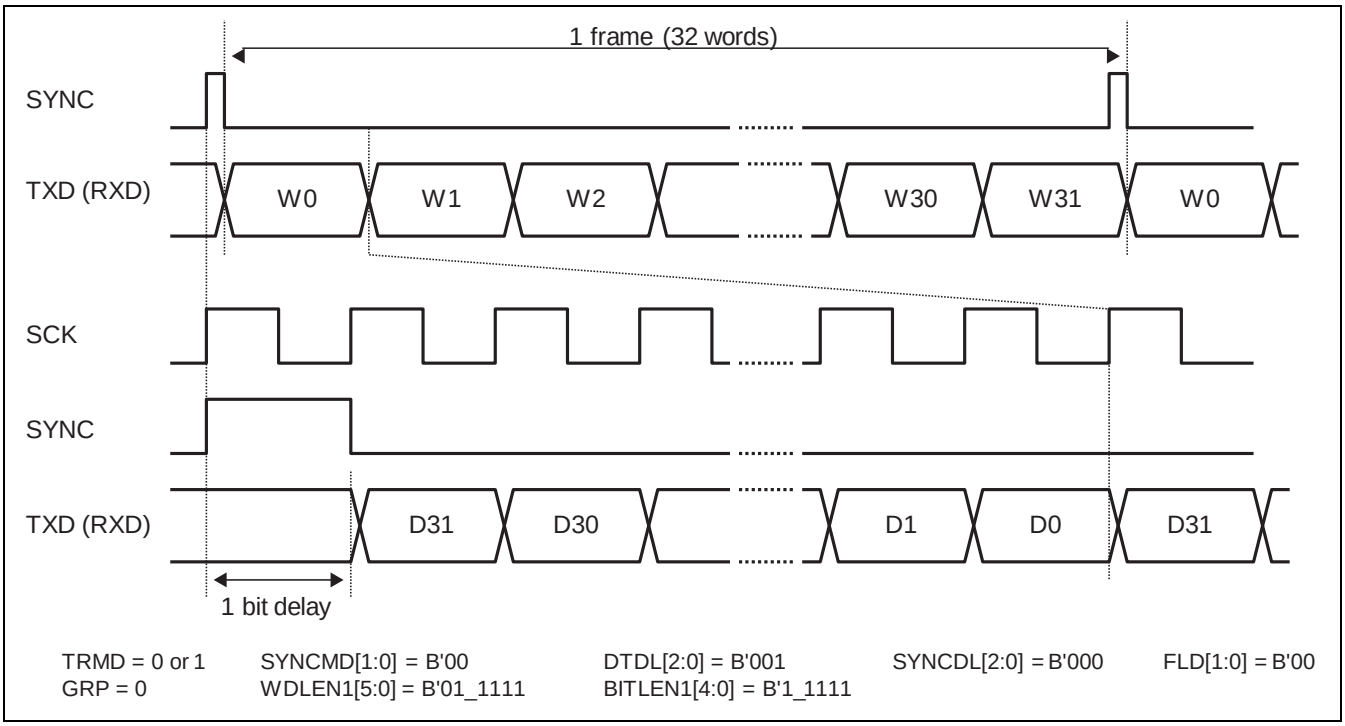


Figure 54.17 Transmit and Receive Timing (32 Bits)

(3) 32-bit IIS transmission

L/R mode, 2 groups, 1 word for each group, 32-bit word for each group, 1-bit delay

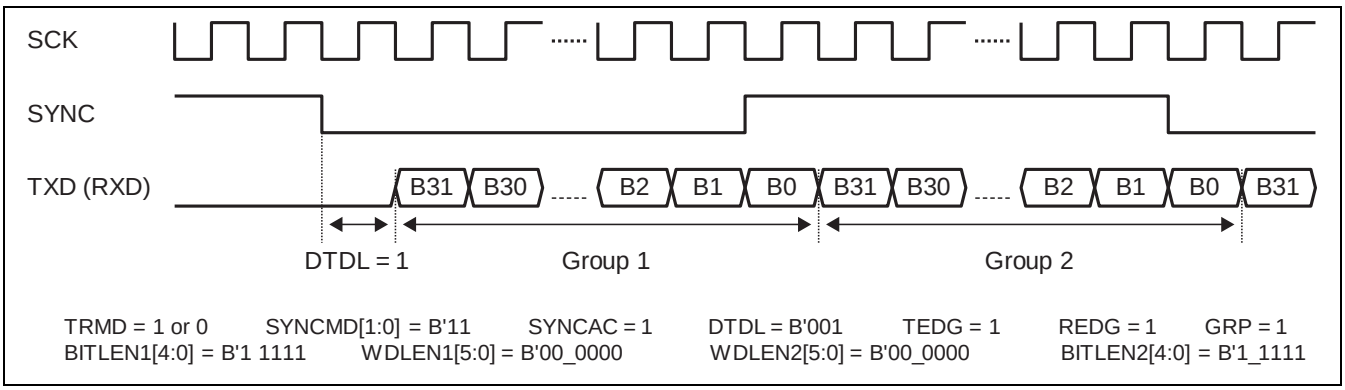


Figure 54.18 Transmit Timing (24-Bit IIS)

54.3.9 SPI

With the appropriate register settings, the MSIOF can be used as an SPI device.

(1) Example of SPI device connection

Figure 54.19 shows an example of connection with an SPI device.

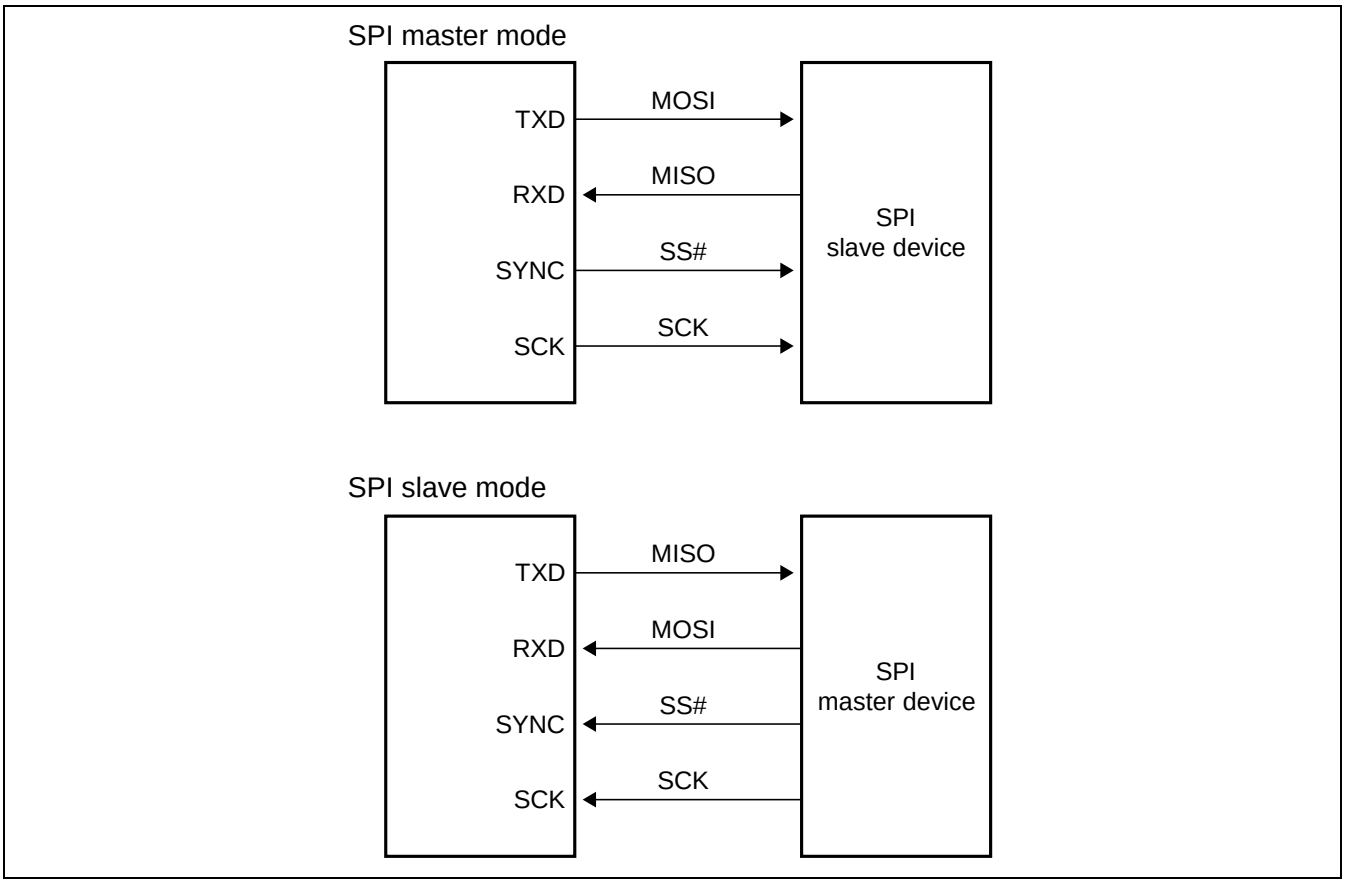
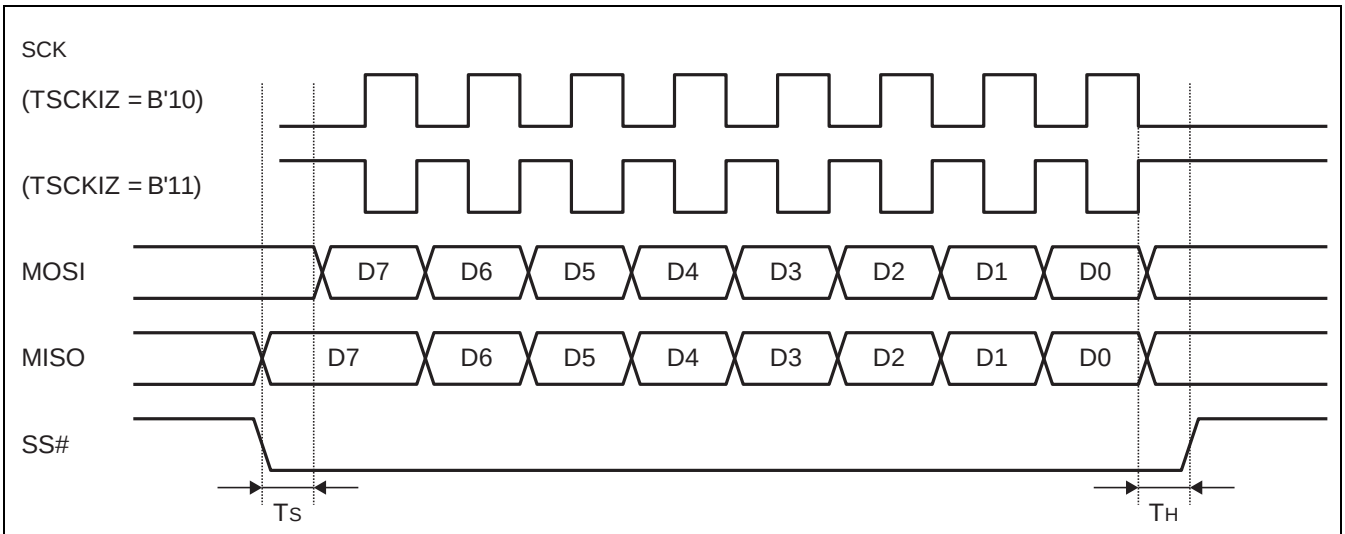


Figure 54.19 Example of SPI Device Connection

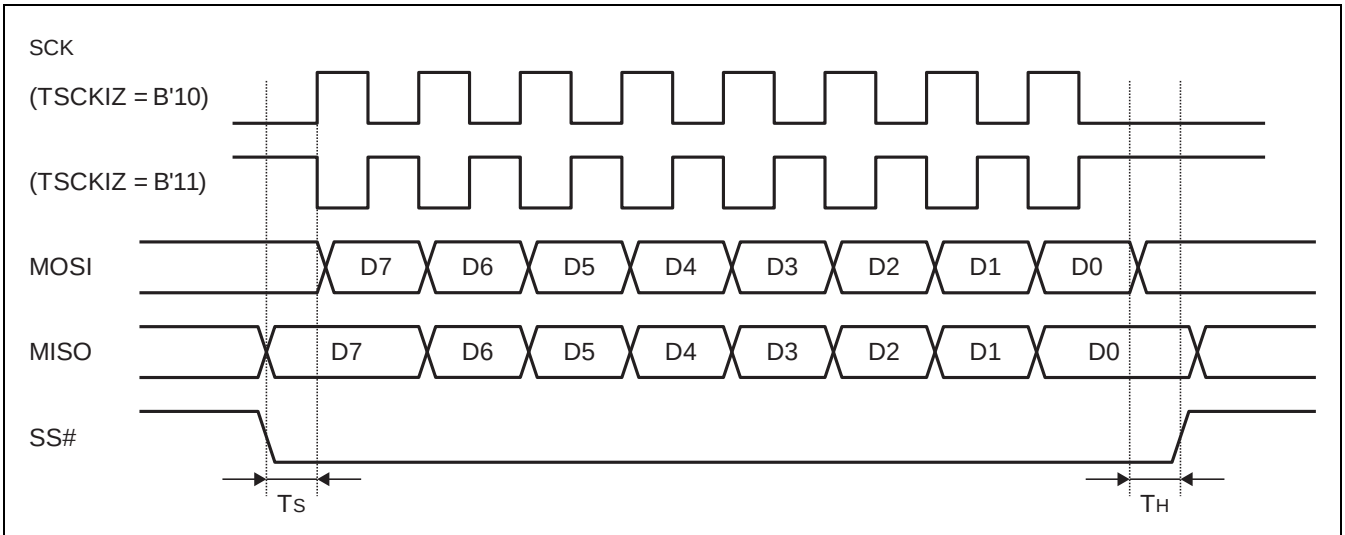
(2) SPI serial clock timing

Figure 54.20 and Figure 54.21 show the data and clock timing in SPI mode. As shown in the figures, four types of serial transfer formats can be used.



Transmit: TRMD = 1 (master) or 0 (slave) PCON = 1 SYNCMD[1:0] = B'10 SYNCAC = 1
GRP = 0 BITLEN1[4:0] = B'0_0111 WDLEN1[5:0] = B'00_0000
Receive: TRMD = 0 SYNCMD[1:0] = B'10 SYNCAC = 1
GRP = 0 BITLEN1[4:0] = B'0_0111 WDLEN1[5:0] = B'00_0000
Set DTDL to satisfy TS (0 to 2 can be specified in 0.5-clock-cycle units) Set SYNCDL to satisfy TH (0 to 2 can be specified in 0.5-clock-cycle units)
The sum of DTDL and SYNCDL settings should be an integer.
SICTR: (Upper) TSCKIZ[1:0] = B'10, RSCKIZ[1:0] = B'10, TEDG = 1, REDG = 1
(Lower) TSCKIZ[1:0] = B'11, RSCKIZ[1:0] = B'11, TEDG = 0, REDG = 0

Figure 54.20 SPI Clock and Data Timing 1



Transmit: TRMD = 1 (master) or 0 (slave) PCON = 1 SYNCMD[1:0] = B'10 SYNCAC = 1
GRP = 0 BITLEN1[4:0] = B'0_0111 WDLEN1[5:0] = B'00_0000
Receive: TRMD = 0 SYNCMD[1:0] = B'10 SYNCAC = 1
GRP = 0 BITLEN1[4:0] = B'0_0111 WDLEN1[5:0] = B'00_0000
Set DTDL to satisfy TS (0 to 2 can be specified in 0.5-clock-cycle units) Set SYNCDL to satisfy TH (0 to 2 can be specified in 0.5-clock-cycle units)
The sum of DTDL and SYNCDL settings should be an integer.
SICTR: (Upper) TSCKIZ[1:0] = B'10, RSCKIZ[1:0] = B'10, TEDG = 0, REDG = 0
(Lower) TSCKIZ[1:0] = B'11, RSCKIZ[1:0] = B'11, TEDG = 1, REDG = 1

Figure 54.21 SPI Clock and Data Timing 2

54.3.10 IIS

This module can support IIS format with following setting which is shown in Figure 54.22 and Figure 54.23. BITLEN1 and BITLEN2 bits will change by usage.

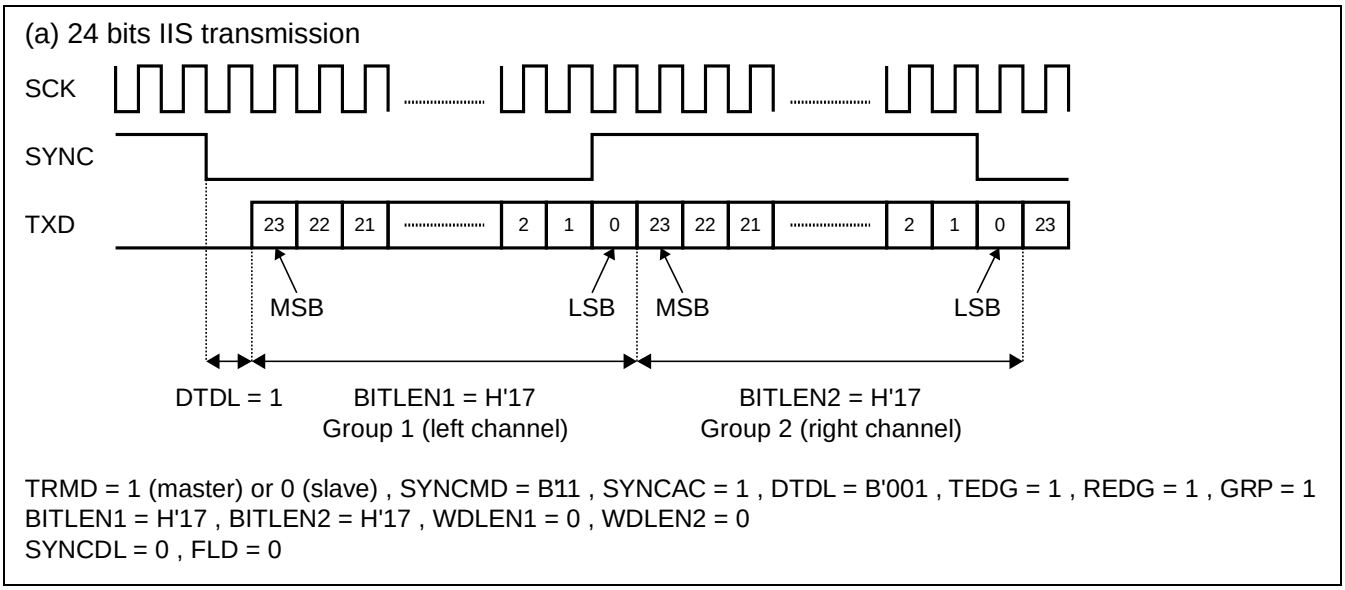


Figure 54.22 24 Bits IIS Transmission

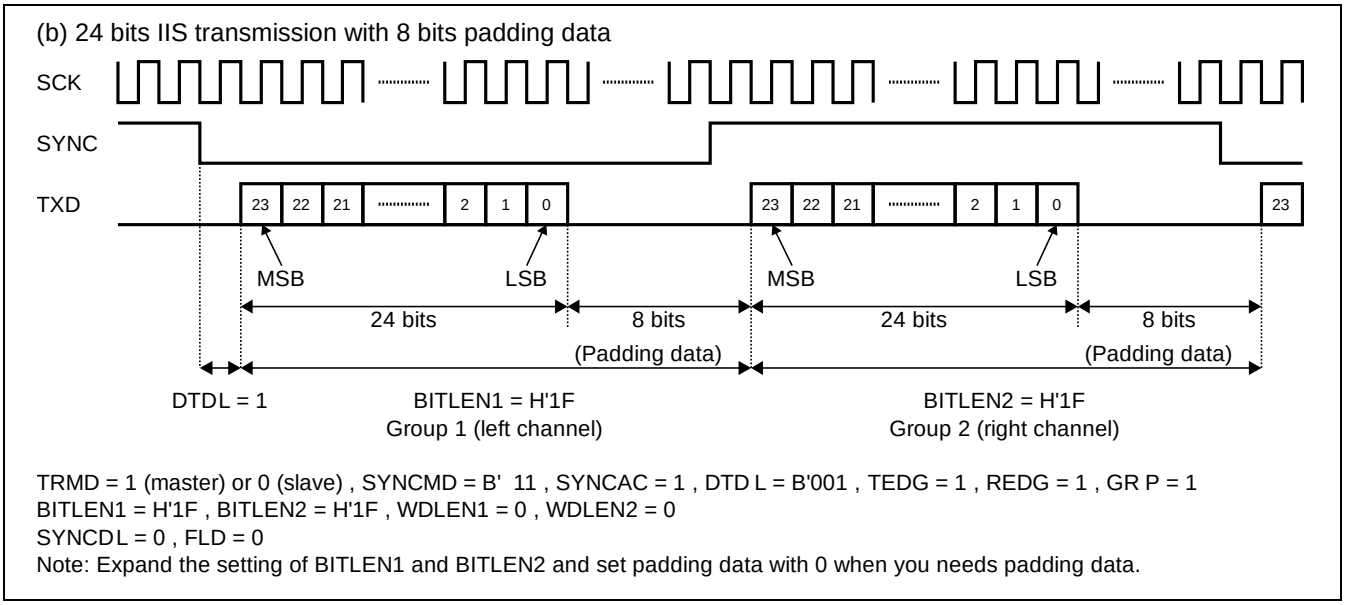


Figure 54.23 24 Bits IIS Transmission with 8 Bits Padding Data

54.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

54.4.1 Notes for Using SPI Mode

- For SPI master mode operation, set the FLD bits in SITMDR1 for at least 3 cycles of module clock.
- For SPI slave mode operation, set the frame synchronization signal interval to at least 4 cycles of module clock.
- For SPI slave mode operation, the setting for data delay should be always set to 0.
- For SPI slave mode operation, TXDIZ bits work on SS signal invalid state.

54.4.2 Notes for Using SPI slave Mode

1. In case of SPI slave mode, this module can't receive any data from external device, before SICTR [8]. RXE is set to 1. Prepare scheme to guarantee data will arrive only after SICTR [8]. RXE is set to 1, by higher level arbitration.

2. In case of SPI slave mode, this module needs to receive assert of SYNC signal to start receiving data. For this purpose, SYNC signal from master device must be connected to SYNC port, even in the environment, in which only two devices (master and slave) exist. Also, SYNC signal must be asserted after SICTR [8]. RXE bit is set. SYNC signal assertion while SICTR [8]. RXE is 0, received data can't guarantee.

3. When the MSIOF operates with all the following condition 1 to 3, the MSIOF in SPI slave mode cannot start the next transmission. The MSIOF cannot support SPI mode under following condition.

- Condition

1) MSIOF is in SPI slave mode (SITMDR1.TRMD = 0, SITMDR1.SYNCMD[1:0] = 10)
2) SYNC (CS) signal is being asserted from master
3) TXE or RXE in SICTR is set to 1 during SYNC (CS) is asserted

This limitation means the MSIOF cannot respond to the SYNC (CS).
It is necessary to control the MSIOF enabling timing by the master and system.

[Workaround]
Use master mode for SPI.
If use slave mode for SPI, consider following alternative.

[Alternative]
If the master device can support handshaking, use the handshaking transmission.
For the MSIOF in SPI slave mode, use with the GPIO output for SPI handshaking; the system operation must be tested and evaluated thoroughly by user.

4. In case of SPI slave mode, this module must not set SICTR[1].TXRST or SICTR[0].RXRST during SYNC signal asserted.

54.4.3 Notes for Transmitting Audio data via MSIOF

If you want to transmit audio data via MSIOF, don't set the master clock (MSOϕ) to SSCG.

54.4.4 Notes on Fixed Value related to MSIOF registers

It is necessary to change from the initial value to the specific fixed value for these bits in the MSIOF registers. Setting other value is prohibited.

Table 54.11 Fixed Value for the MSIOF Registers without any condition

Section		Bit Number	Fixed Value
54.2.1	MSIOF Transmit Mode Register 1 (SITMDR1)	30	B'1

54.4.5 Notes for Transmit FIFO Underflow (SISTR.TFUDF)

If transmission size is less than or equal to 64-words per frame, transmit FIFO Underflow (SISTR.TFUDF) needs to be ignored. If transmission size is larger than 64-words per frame, use Transmit FIFO Empty (SISTR.TFEMP) instead of this bit. To skip Empty (SISTR.TFEMP) state after the transmission completion, write 1-word dummy data to the transmit FIFO and perform reset after the transferring. If the next transfer data can be prepared, it can be possible to store next data instead of dummy data. In that case, the reset process can be skipped. If Empty is detected during transfer, reset after the stop processing of each module completed, and redo initialization.

The following is an example flow when Transmit FIFO Empty (SISTR.TFEMP) interrupt is detected.

1. SISTR.TFEMP interrupt detection
2. Clear interrupt enable of MSIOF
3. Wait for SISTR.TEOF/REOF=1 state of MSIOF
4. Stop processing of DMAC (After DMACHCR.DE=0 at DMAC, wait for DMACHCR.DE=0)
5. DMAC channel reset (DMACHCLR.CLR[m]=1 at DMAC, m=usage channel)
6. Change PFC setting (MSIOF_SCK, MSIOF_SYNC) to GPIO(In) side
7. Assert SW reset for activating MSIOF channels in use (SRCR2.MSIOF)
8. De-assert SW reset for using MSIOF channels in use (SRSTCLR2.MSIOF) (Regarding procedure of SW reset, please refer to the sec 8A. Module Standby, Software Reset)
9. Reconfigure MSIOF and DMAC When using PIO access, the No4 and No5 and the reconfiguration of DMAC in No9 are unnecessary. (The reconfiguration of MSIOF in No9 is necessary.)

Note: DMAC is SYS-DMAC

55. PWM

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

55.1 Overview

This LSI incorporates seven channels for , RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E;

Internal bus clock:

— RZ/G2H: S0D12ϕ
— RZ/G2M V1.3: S0D12ϕ
— RZ/G2M V3.0: S0D12ϕ
— RZ/G2N: S0D12ϕ
— RZ/G2E: S3D4Cϕ

55.1.1 Features

- PWM output cycle settable (10 bits)
- PWM output cycle settable within the range from 2 cycles to $2^{24} \times 1023$ cycles of internal bus clock (i.e. from 30 ns to 257.5 seconds when internal bus clock = 66.66 MHz)
- High-level width of the PWM output signal settable (10 bits)
- Continuous pulse output or single pulse output selectable

55.1.2 Block Diagram

Figure 55.1 shows a block diagram of the PWM timer.

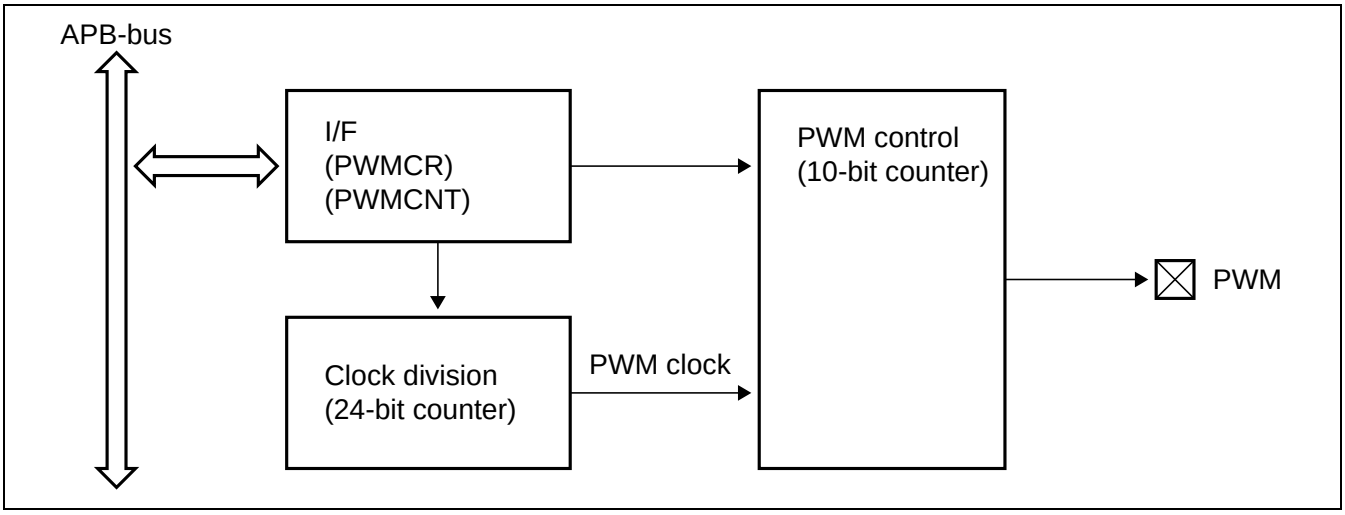


Figure 55.1 Block Diagram of PWM Timer

55.1.3 External Pins

Table 55.1 shows the pin configuration of the PWM timer.

Table 55.1 Pin Configuration

			Second Generation RZ/G Series Products			
Pin Name	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
PWM0	Output	PWM0 timer pulse output	√	√	√	√
PWM1	Output	PWM1 timer pulse output	√	√	√	√
PWM2	Output	PWM2 timer pulse output	√	√	√	√
PWM3	Output	PWM3 timer pulse output	√	√	√	√
PWM4	Output	PWM4 timer pulse output	√	√	√	√
PWM5	Output	PWM5 timer pulse output	√	√	√	√
PWM6	Output	PWM6 timer pulse output	√	√	√	√

55.1.4 Register Configuration

Table 55.2 lists the registers of the PWM timer. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Access the register as a longword (32 bits). Operation cannot be guaranteed if the register is not accessed as a longword.

Table 55.2 List of Registers

						Second Generation RZ/G Series Products			
Channel	Name	Abbreviation	R/W	Address	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	PWM control register	PWMCR	R/W	H'E6E3_0000	32	√	√	√	√
	PWM count register	PWMCNT	R/W	H'E6E3_0004	32	√	√	√	√
1	PWM control register	PWMCR	R/W	H'E6E3_1000	32	√	√	√	√
	PWM count register	PWMCNT	R/W	H'E6E3_1004	32	√	√	√	√
2	PWM control register	PWMCR	R/W	H'E6E3_2000	32	√	√	√	√
	PWM count register	PWMCNT	R/W	H'E6E3_2004	32	√	√	√	√
3	PWM control register	PWMCR	R/W	H'E6E3_3000	32	√	√	√	√
	PWM count register	PWMCNT	R/W	H'E6E3_3004	32	√	√	√	√
4	PWM control register	PWMCR	R/W	H'E6E3_4000	32	√	√	√	√
	PWM count register	PWMCNT	R/W	H'E6E3_4004	32	√	√	√	√
5	PWM control register	PWMCR	R/W	H'E6E3_5000	32	√	√	√	√
	PWM count register	PWMCNT	R/W	H'E6E3_5004	32	√	√	√	√
6	PWM control register	PWMCR	R/W	H'E6E3_6000	32	√	√	√	√
	PWM count register	PWMCNT	R/W	H'E6E3_6004	32	√	√	√	√

Note: Do not access addresses other than those listed above. If access is attempted, a malfunction may occur.

Table 55.3 Register States in Each Operating Mode

Name	Abbreviation	Power-on Reset/Software Reset	Module Standby
PWM control register	PWMCR	H'0000_0000	Retained
PWM count register	PWMCNT	H'0000_0000	Retained

The registers of the PWM timer are mapped into the internal bus address space.

55.2 Register Description

Registers in the PWM timer are allocated to and arranged in the address space of the internal bus.

Legend for Register Description

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.

R: Read-only. When the bit is reserved, the write value should always be 0. Writing 1 to these bits can cause a malfunction of PWM.

—/W: Write-only. The read value is undefined.

55.2.1 PWM Control Register (PWMCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	CC0			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CCMD	—	—	—	SYNC	—	—	—	—	—	—	SS0	—	—	—	EN0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved The read value is always 0. The write value should always be 0.
19 to 16	CC0	B'0000	R/W	Clock Control The clock frequency of the PWM counter is obtained by dividing the frequency of the clock signal of internal bus clock. When the internal bus clock frequency is f MHz, the following PWM clock frequencies are obtained. B'0000: f MHz B'0001: f MHz/2^2 B'0010: f MHz/2^4 B'0011: f MHz/2^6 B'0100: f MHz/2^8 B'0101: f MHz/2^{10} B'0110: f MHz/2^{12} B'0111: f MHz/2^{14} B'1000: f MHz/2^{16} B'1001: f MHz/2^{18} B'1010: f MHz/2^{20} B'1011: f MHz/2^{22} B'1100: f MHz/2^{24} When B'1101, B'1110, or B'1111 is set, the PWM clock frequency is f MHz/2^{24}.

Bit	Bit Name	Initial Value	R/W	Description
15	CCMD	B'0	R/W	CC0 Frequency Division Mode Changes the PWM clock frequency set by the clock control (CC0) bits. 0: The PWM clock frequency set by CC0 is used. 1: The PWM clock frequency set by CC0 is changed as follows: 1 - B'0000: f MHz/2 1 - B'0001: f MHz/2^3 1 - B'0010: f MHz/2^5 1 - B'0011: f MHz/2^7 1 - B'0100: f MHz/2^9 1 - B'0101: f MHz/2^{11} 1 - B'0110: f MHz/2^{13} 1 - B'0111: f MHz/2^{15} 1 - B'1000: f MHz/2^{17} 1 - B'1001: f MHz/2^{19} 1 - B'1010: f MHz/2^{21} 1 - B'1011: f MHz/2^{23} If B'1100, B'1101, B'1110, or B'1111 is set for CC0, the PWM clock frequency is f MHz/2^{24} irrespective of the CCMD value.
14 to 12	—	All 0	R	Reserved The read value is always 0. The write value should always be 0.
11	SYNC	B'0	R/W	Specifies whether to allow the set values in the PWM count register (PWMCNT) to be reflected in the timer operation synchronously with setting the PWM control register (PWMCR). 0: Allows the PWMCNT set values to be reflected in the timer operation irrespective of PWMCR setting. 1: Allows the PWMCNT set values to be reflected in the timer operation synchronously with PWMCR setting. For details, refer to section 55.3 Operation.
10 to 7	—	All 0	R	Reserved The read value is always 0. The write value should always be 0.
6, 5	—	All 0	R/W	Reserved The read value is always 0. The write value should always be 0.
4	SS0	B'0	R/W	Single Pulse Output 0: The timer operates in continuous pulse output mode. 1: The timer operates only for a single cycle and then stops.
3	—	B'0	R/W	Reserved The read value is always 0. The write value should always be 0.
2, 1	—	All 0	R	Reserved The read value is always 0. The write value should always be 0.
0	EN0	B'0	R/W	Channel Enable 0: The channel is held in the idle state, and outputs a high level. 1: The channel outputs high and low levels in a predetermined cycle. This bit is automatically cleared in single pulse output mode.

55.2.2 PWM Count Register (PWMCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	CYC0									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PH0									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved The read value is always 0. The write value should always be 0.
25 to 16	CYC0	H'000	R/W	PWM Cycle Sets the PWM output cycle. The cycle set by these bits is the sum of the high-level and low-level periods. Setting H'000 is prohibited.
15 to 10	—	All 0	R	Reserved The read value is always 0. The write value should always be 0.
9 to 0	PH0	H'000	R/W	PWM High-Level Period Sets the period for which the PWM timer outputs a high-level signal. Setting H'000 is prohibited.

Note: For the CYC0 and PH0 bits, set the number of cycles to be counted of the PWM clock signal whose frequency has been set by the CC0 and CCMD bits in the PWM control register.

55.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The duty ratio of a PWM output pulse can be obtained by setting a high-level period and a cycle. The timer channel counts the PWM clock signal pulses using a 10-bit counter to generate the PWM output pulse having the specified period and cycle. When the channel function is enabled (EN0 = 1), the timer outputs a high level until the counter value reaches the value set in the PH0 bits of the PWM count register (PWMCNT). The output goes low when the PH0 value is reached, and is held low until the counter value reaches the value set in the CYC0 bits of PWMCNT. When the CYC0 value is reached, the output goes high and the counter is reset.

Unless the channel function is enabled, the output is held high, and the counter is held in the reset state.

Figure 55.2 shows the PWM state transition during the operation described above.

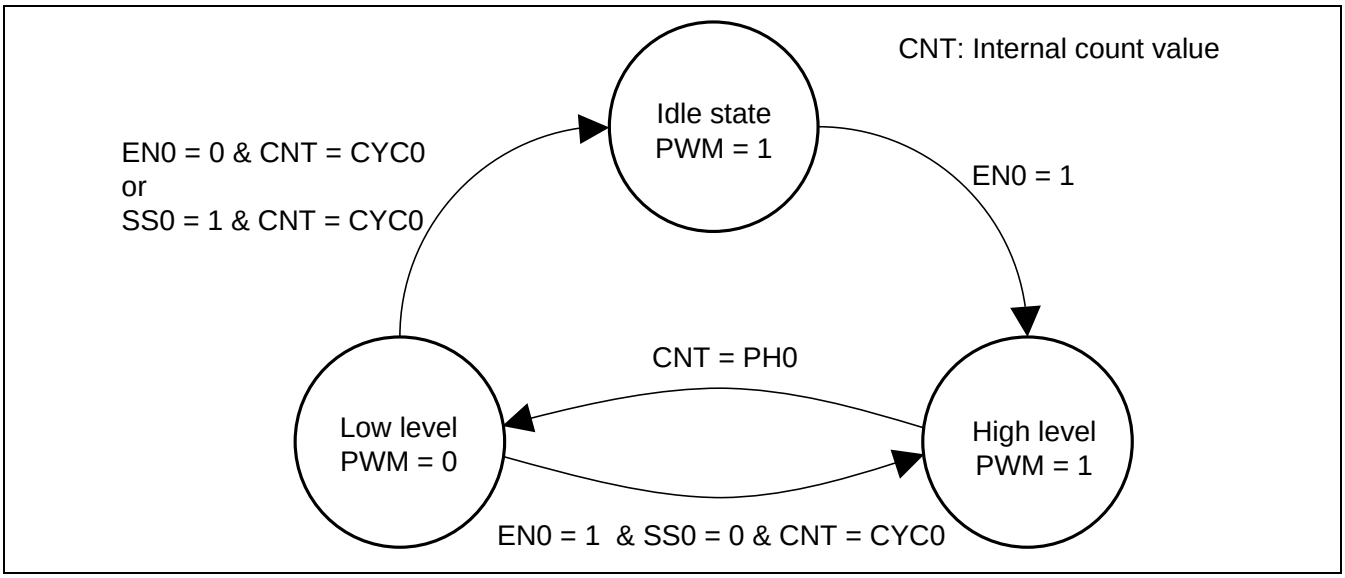


Figure 55.2 PWM Timer State Transition

Note that after a channel has been enabled by writing 1 to EN0, the number of clock pulses before output of the first falling edge from a channel is greater than the value set in the PWM control register and PWM count register by up to four cycles of the internal bus clock. After that, the PWM output rises and falls according to a set timing. Figure 55.3 schematically shows this output timing. This figure shows an internal operation.

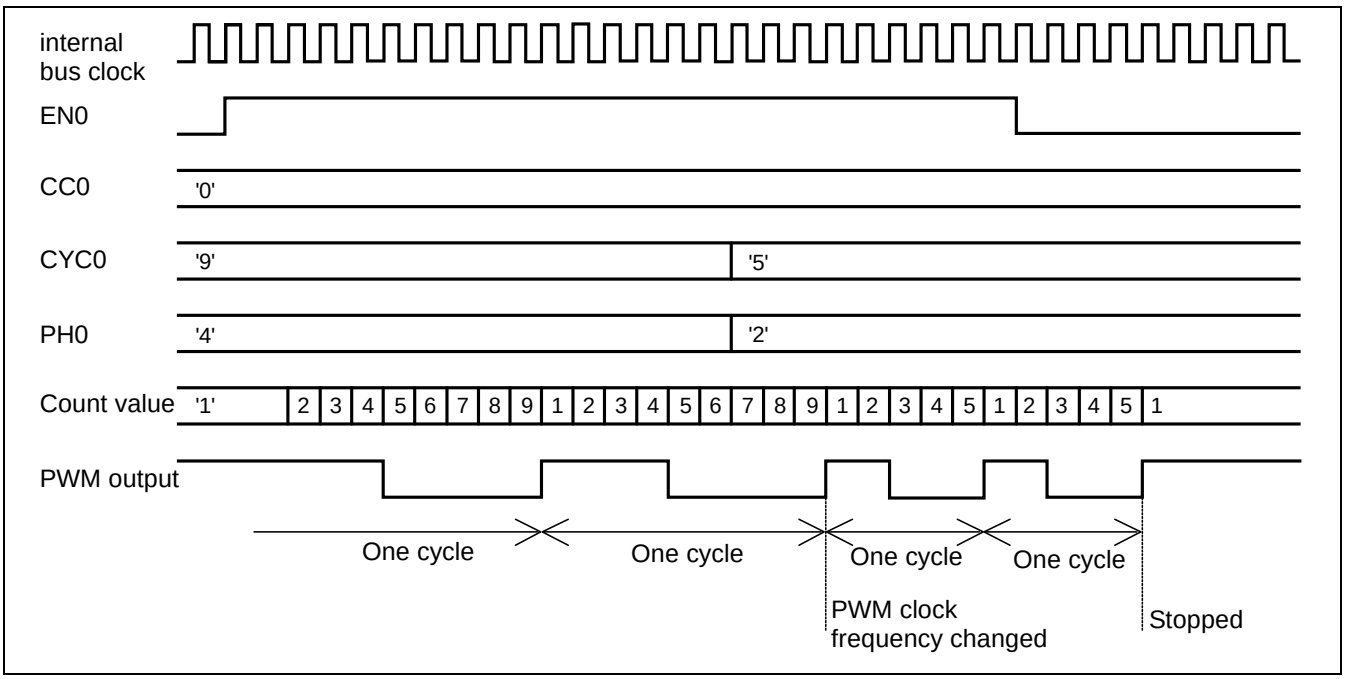


Figure 55.3 PWM Output Timing

1. The period from enabling the channel to the first falling edge output from the channel is the sum of a set value and up to four cycles of the internal bus clock.
2. After that, the PWM high and low widths are the same as the set values.
3. When the PWM count register is changed during operation (EN0 = 1), timing of the output will be in accord with the new settings after output of the current cycle has been completed.
4. When the CC0 and CCMD bit values in the PWM control register are changed during operation (EN0 = 1), timing of the output will be in accord with the new settings after output of the current cycle has been completed.
5. To stop the timer operation, write 0 to the EN0 bit. The timer stops operation after completing the output of the current cycle. Note that, however, if 1 is written to EN0 again before completing the output of the current cycle, the timer does not stop but continues to operate.
6. For the PWM timer output, continuous pulse output mode and single pulse output mode are supported. In continuous pulse output mode, the timer outputs pulses continuously while EN0 is 1. In single pulse output mode, the timer outputs a single pulse. In this mode, EN0 is automatically cleared.
7. To change the values of the clock control bits (CC0) and the CC0 frequency division mode bit (CCMD) in the PWMCR register and of the PWM cycle bits (CYC0) and the PWM high-level period bits (PH0) in the PWMCNT register at the same time during the PWM operation, the following procedure should be followed:
   1. Write 1 to the SYNC bit. (Write the original set values to the other bits in PWMCR.)
   2. Change the PWMCNT value.
   3. Change the CC0 and CCMD values in PWMCR. (Write the original set values to the other bits in PWMCR. The SYNC bit should be held at 1.)

   By following the above procedure, the new PWMCNT value is reflected in the timer operation synchronously with PWMCR setting.
   When changing only the PWMCNT value while SYNC = 1, writing to PWMCR is required after changing the PWMCNT value. In this case, write the same values as the original set values to the PWMCR bits. On the other hand, when changing only the PWMCR value, writing to PWMCNT is not required.
   If PWMCNT and PWMCR values are changed while SYNC = 0, the change to the values might not be completed within a single PWM output cycle but actually take two or more cycles. This may disturb the period or duty cycle of the PWM output.
   Note that, when the PWCNT value is changed while SYNC = 1, the new values are read from PWMCNT even before PWMCR is set.

55.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

When using the PWM timer, note the following points.

When the CYC0 value is equal to or smaller than PH0 value in the PWM count register, the PWM output is held high. In this case, to start pulse output, clear EN0 to 0, set CYC0 to the value greater than the PH0 value, and then set EN0 to 1.

Note that, a maximum period equivalent to CYC0 = H'3FF at the set PWM clock frequency may be required before pulse output is started.

56. SPI Multi I/O Bus Controller (RPC-IF)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

56.1 Overview

The SPI multi I/O bus controller enables direct connection of the serial flash memory, HyperFlash, or Octal-SPI Flash memory to this LSI.

56.1.1 Features

This module allows the serial flash memory or HyperFlash memory connected to this LSI to be accessed by the external address space read mode or manual mode.

The external address space read mode is able to read from Flash memory only. The manual mode is able to write to and read from Flash memory.

(1) Serial Flash Memory Interface

- Up to two serial flash memory devices can be connected. Note that two serial flash memory devices are operated in parallel interface and each 1xQSPI operation is not supported.
- When 1xQSPI configuration, QSPI0 pins in this LSI are connected to the serial flash memory.
- A data bus size of 1 bit or 4 bits can be selected for a serial flash memory device.
- Support single data rate (SDR) and Double data rate (DDR) transfer
- Only the master operation is supported (the slave operation is not supported).
- Support Octal-SPI flash interface by using 2ch mode with 4bit bus size

Note: “Octal-SPI flash” indicates 8-bit SPI flash with one ChipSelect, one Clock source and one DataStrobe configuration. Serial flash memory specification without “8-bit” description specifies general SPI flash interface (including SPI compatible mode) in this manual.

Note: The RZ/G2M V1.3 (not RZ/G2M V3.0) does not support DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit).
Note that the RZ/G2M V1.3 (not RZ/G2M V3.0) supports the Hyperflash and Octal-SPI memory devices even though it requires DDR operation.

(2) HyperFlash Interface

- One HyperFlash can be connected.
- The data bus size is fixed to 8 bits.
- Wrapped Burst is not supported.

(3) External Address Space Read Mode

- A read access from the bus master to the SPI multi I/O bus space is automatically converted into a read command to the device and the read data are returned to the bus master.
- Normal read and burst read operation
- Efficient data reception is possible by utilizing the on-chip read cache memory (64-bit line × 32 entries) during burst read operation.

(4) Manual Mode

- Desired command, read, and write accesses to the serial flash memory or HyperFlash memory are possible.
- Efficient data writing is possible by using write buffer.
- Not support the on-chip read cache memory during read operation.

56.1.2 Block Diagram

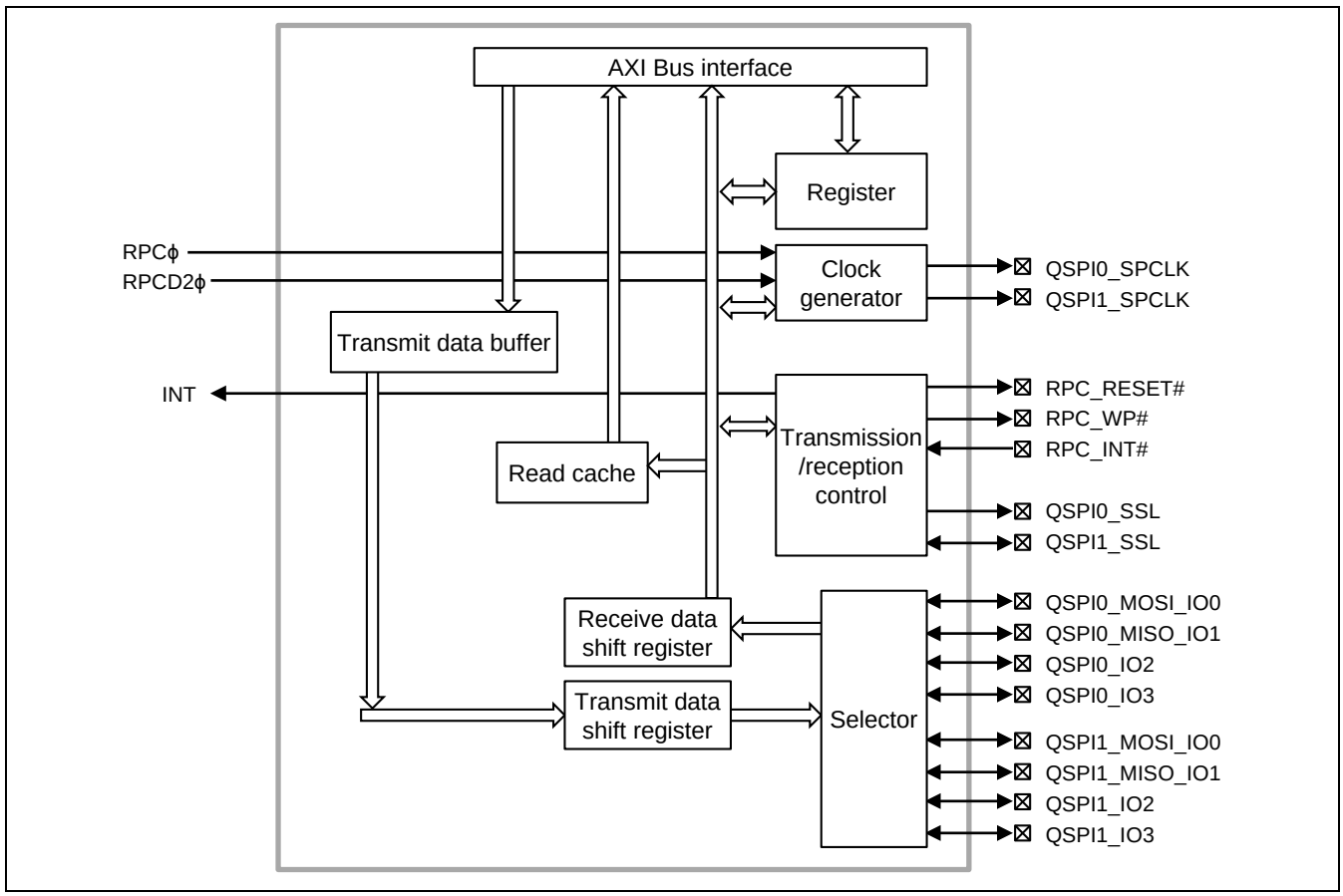


Figure 56.1 RPC-IF Block Diagram

56.1.3 External Pins

Table 56.1 shows the pin configuration of the RPC-IF.

Table 56.1 Pin Name

			Function		Second Generation RZ/G Series Products			
Pin Name	**Symbol**	**I/O**	**When serial flash is selected.**	**When HyperFlash is selected.**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Channel 0 clock pin*2	QSPI0_SPCLK	Output	Clock output	Differential clock output +	√	√	√	√
Channel 0 master transmit data/data 0	QSPI0_MOSI_IO0	I/O	Master transmit data/data 0	Data 0	√	√	√	√
Channel 0 slave transmit data/data 1	QSPI0_MISO_IO1	I/O	Slave transmit data/data 1	Data 1	√	√	√	√
Channel 0 data 2 pin	QSPI0_IO2	I/O	Data 2	Data 2	√	√	√	√
Channel 0 data 3 pin	QSPI0_IO3	I/O	Data 3	Data 3	√	√	√	√
Channel 0 slave select pin	QSPI0_SSL	Output	Slave selection	Chip selection	√	√	√	√
Channel 1 clock pin*1,*2,*4	QSPI1_SPCLK	Output	Clock output	Differential clock output -	√	√	√	√
Channel 1 master transmit data/data 0 pin	QSPI1_MOSI_IO0	I/O	Master transmit data/data 0	Data 4	√	√	√	√
Channel 1 slave transmit data/data 1 pin	QSPI1_MISO_IO1	I/O	Slave transmit data/data 1	Data 5	√	√	√	√
Channel 1 data 2 pin	QSPI1_IO2	I/O	Data 2	Data 6	√	√	√	√
Channel 1 data 3 pin	QSPI1_IO3	I/O	Data 3	Data 7	√	√	√	√
Channel 1 slave select pin*1,*4	QSPI1_SSL	I/O	Slave selection or Data strobe	Read data strobe (RDS)	√	√	√	√
Flash-RESET pin*1,*3	RPC_RESET#	Output	Reset signal output	Reset signal output	√	√	√	√
Write protect pin*1	RPC_WP#	Output	Write protect (WP)	Write protect (WP)	√	√	√	—
INT pin*1	RPC_INT#	Input	Interrupt input	Interrupt input	√	√	√	√

Notes: When a serial flash memory is to be connected with BSZ[1:0] being set to 00, the serial flash device should be connected to the QSPI0_* pins.

In the text, the channel number is omitted (e.g. QSPIn_SSL).

These pins are 1.8V operation only [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

These pins are 1.8/3.3V operation selectable [RZ/G2E]

1. These pins should be connected depending on the serial flash specification.
2. The frequency of QSPIn_SPCLK is same as RPCD2ϕ.
3. RPC_RESET# cannot be used with Serial Flash boot. Instead, connect PRESETOUT# to the Serial Flash RESET# terminal. Also, when using 1.8V serial flash, step down voltage from 3.3V to 1.8V. (3.3V serial flash is unnecessary.) [RZ/G2E]
4. When MD[4:1]=B'0010/B'0011(dma HyperFlash), B'1010/B'1011(xip HyperFlash),
   - During RPC_RESET# is low level, QSPI1_SPCLK is low output and QSPI1_SSL is high output.
   - During RPC_RESET# is high level, QSPI_SPCLK is high output and QSPI1_SSL is Hi-Z.

56.1.4 Register Configuration

Table 56.2 shows the register configuration of the RPC-IF.

Table 56.2 Register Configuration

Register Name	Abbreviation	R/W	Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Common control register	CMNCR	R/W	H'EE20_0000	*1	32	√	√	√	√
SSL delay register	SSLDR	R/W	H'EE20_0004	H'0000_0400	32	√	√	√	√
Data read control register	DRCR	R/W	H'EE20_000C	*1	32	√	√	√	√
Data read command setting register	DRCMR	R/W	H'EE20_0010	*1	32	√	√	√	√
Data read extended address setting register	DREAR	R/W	H'EE20_0014	H'0000_0000	32	√	√	√	√
Data read option setting register	DROPR	R/W	H'EE20_0018	H'0000_0000	32	√	√	√	√
Data read enable setting register	DRENR	R/W	H'EE20_ 001C	*1	32	√	√	√	√
Manual mode control register	SMCR	R/W	H'EE20_0020	H'0000_0000	32	√	√	√	√
Manual mode command setting register	SMCMR	R/W	H'EE20_0024	H'0000_0000	32	√	√	√	√
Manual mode address setting register	SMADR	R/W	H'EE20_0028	H'0000_0000	32	√	√	√	√
Manual mode option setting register	SMOPR	R/W	H'EE20_002C	H'0000_0000	32	√	√	√	√
Manual mode enable setting register	SMENR	R/W	H'EE20_0030	H'0000_4000	32	√	√	√	√
Manual mode read data register 0	SMRDR0	R	H'EE20_0038	Undefined	8, 16, 32	√	√	√	√
Manual mode read data register 1	SMRDR1	R	H'EE20_003C	Undefined	8, 16, 32	√	√	√	√
Manual mode write data register 0	SMWDR0	R/W	H'EE20_0040	H'0000_0000	8, 16, 32	√	√	√	√
Manual mode write data register 1	SMWDR1	R/W	H'EE20_0044	H'0000_0000	8, 16, 32	√	√	√	√
Common status register	CMNSR	R	H'EE20_0048	H'0000_0001	32	√	√	√	√
Data read dummy cycle setting register	DRDMCR	R/W	H'EE20_0058	*1	32	√	√	√	√
Data read DDR enable register	DRDRENR	R/W	H'EE20_005C	*1	32	√	√	√	√

Register Name	Abbreviation	R/W	Address	Initial value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Manual mode dummy cycle setting register	SMDMCR	R/W	H'EE20_0060	H'0000_0000	32	√	√	√	√
Manual mode DDR enable register	SMDRENR	R/W	H'EE20_0064	H'0000_0000	32	√	√	√	√
PHY Address Register	PHYADD	R/W	H'EE20_0070	H'0000_0000	32	—	—	—	√
PHY Write Data Register	PHYWR	R/W	H'EE20_0074	H'0000_0000	32	—	—	—	√
PHY Read Data Register	PHYRD	R/W	H'EE20_0078	H'0000_0000	32	—	—	—	√
PHY control register	PHYCNT	R/W	H'EE20_007C	*1	32	√	√	√	√
PHY offset register 1	PHYOFFSET 1	R/W	H'EE20_0080	*1	32	√	√	√	√
PHY offset register 2	PHYOFFSET 2	R/W	H'EE20_0084	H'0000_0431	32	√	√	√	√
PHY interrupt register	PHYINT	R/W	H'EE20_0088	*1	32	√	√	√	√
Address division register 1	ADD_DIV1	R/W	H'EE20_00AC	H'0000_0000	32	√	—	—	—
Address division register 2	ADD_DIV2	R/W	H'EE20_00B0	H'0000_0000	32	√	—	—	—
Address division register 3	ADD_DIV3	R/W	H'EE20_00B4	H'0000_0000	32	√	—	—	—
Secure configuration register	SEC_CONF	R/W	H'EE20_00B8	H'0000_0100 *2	32	√	—	—	—
Access right register	ARIGHT	R/W	H'EE20_00BC	H'0000_0000	32	√	—	—	—
Secure command register n (n = 0 to 15)	SEC_CMDn	R/W	H'EE20_00C0 + H'4*n	H'0000_0000	32	√	—	—	—
Non-Secure command register n (n = 0 to 15)	NON_SEC_ CMDn	R/W	H'EE20_0100 + H'4*n	H'0000_0000	32	√	—	—	—
Erase Command List n (n = 1, 2)	ERASELISTn	R/W	H'EE20_01E0 + H'4*n	H'0000_0000	32	√	—	—	—
Write Command List n (n = 1, 2)	WRITELISTn	R/W	H'EE20_01E8 + H'4*n	H'0000_0000	32	√	—	—	—

Notes: 1. The initial value of this register changes depending on the boot mode. Refer to Table 56.3.
2. The setting value of this register changes to H'0000_0155 after boot operation.

Note: Do not write to any addresses other than listed above. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed above are undefined.

Table 56.3 shows the register initial value depending on the boot mode.

Table 56.3 Register initial value

	Initial value			
Register Name	**MD4-1 = 0100 (dma qspi single)**	**MD4-1 = 001* (dma HyperFlash)**	**MD4-1 = 101* (xip HyperFlash)**	**MD4-1 = other**
CMNCR	H'0155_7300	H'0155_7301	H'0155_7301	H'0155_7301
DRCR	H'001F_0100	H'001F_0100	H'001F_0100	H'001F_0101
DRCMR	H'0003_0000	H'00A0_0000	H'00A0_0000	H'0003_0000
DRENR	H'0000_4700	H'A222_D400	H'A222_D400	H'0000_4700
DRDMCR	H'0000_0000	H'0000_000E	H'0000_000E	H'0000_0000
DRDRENR	H'0000_0000	H'0000_5101	H'0000_5101	H'0000_0000
PHYCNT	H'0007_0260	H'0007_0263	H'0003_0263	H'0007_0260
PHYOFFSET1	H’3151_1144	H’2151_1144	H’2151_1144	H’3151_1144
PHYINT	H'0606_0002	H'0707_0002	H'0707_0002	H'0606_0002

56.2 Register Description

The registers of the RPC-IF are assigned to and located in the address space of the internal bus.

[Legend for Register Descriptions]

Initial value: Register value after a reset.

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R/WC1: Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.

R: Read-only. The write value should always be initial value. For details of initial value, refer to Table 56.3.

—/WB: Write-only. The read value is undefined.

56.2.1 Common Control Register (CMNCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMNCR is a 32-bit register that controls the SPI multi I/O bus controller. The settings of this register are reflected both in external address space read mode and manual operating mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MD	—	—	—	—	—	—	—	MOIIO3		MOIIO2		MOIIO1		MOIIO0	
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	IO0FV		—	—	—	—	—	—	BSZ	
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

Bit	Bit Name	Initial Value	R/W	Description
31	MD	—	R/W	Operating Mode Switch Switches the operating modes. 0: External address space read mode 1: Manual mode
30 to 25	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.

Bit	Bit Name	Initial Value	R/W	Description
24	—	—	R	Reserved This bit is always read as initial value. The write value should always be initial value.
23, 22	MOIIO3[1:0]	—	R/W	QSPIn_SSL Output Idle Value Fix QSPIn_IO3 Fixes output value of QSPIn_IO3 in QSPIn_SSL negation period. B’00: 0 B’01: 1 B’10: The value in the last bit of the previous transfer (Hi-Z, if Hi-Z was the value in the last bit of the previous transfer). B’11: Hi-Z Notes: 1. This bit should be specified to one when Octal-SPI flash is connected 2. When connecting to HyperFlash, this function is always "10: Output value is the last bit value of the previous transfer (Hi-Z, if Hi-Z was the last bit value of the previous transfer)"
21, 20	MOIIO2[1:0]	—	R/W	QSPIn_SSL Output Idle Value Fix QSPIn_IO2 Fixes output value of QSPIn_IO2 in QSPIn_SSL negation period. B’00: Output value 0 B’01: Output value 1 B’10: Output value is the last bit value of the previous transfer (Hi-Z, if Hi-Z was the last bit value of the previous transfer). B’11: Output value Hi-Z Notes: 1. This bit should be specified to one when Octal-SPI flash is connected 2. When connecting to HyperFlash, this function is always "10: Output value is the last bit value of the previous transfer (Hi-Z, if Hi-Z was the last bit value of the previous transfer)"
19, 18	MOIIO1[1:0]	—	R/W	QSPIn_SSL Output Idle Value Fix QSPIn_IO1 Fixes output value of QSPIn_IO1 in QSPIn_SSL negation period. B’00: Output value 0 B’01: Output value 1 B’10: Output value is the last bit value of the previous transfer (Hi-Z, if Hi-Z was the last bit value of the previous transfer). B’11: Output value Hi-Z Notes: 1. This bit should be specified to one when Octal-SPI flash is connected 2. When connecting to HyperFlash, this function is always "10: Output value is the last bit value of the previous transfer (Hi-Z, if Hi-Z was the last bit value of the previous transfer)"

Bit	Bit Name	Initial Value	R/W	Description
17, 16	MOIIO0[1:0]	—	R/W	QSPIn_SSL Output Idle Value Fix QSPIn_IO0 Fixes output value of QSPIn_IO0 in QSPIn_SSL negation period. B’00: Output value 0 B’01: Output value 1 B’10: Output value is the last bit value of the previous transfer (Hi-Z, if Hi-Z was the last bit value of the previous transfer). B’11: Output value Hi-Z Notes: 1. This bit should be specified to one when Octal-SPI flash is connected 2. When connecting to HyperFlash, this function is always "B’10: Output value is the last bit value of the previous transfer (Hi-Z, if Hi-Z was the last bit value of the previous transfer)"
15 to 10	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
9, 8	IO0FV[1:0]	—	R/W	QSPIn_IO0 Fixed Value for 1-bit Size Input Fixes the output value of QSPIn_IO0 pin for 1-bit size input. B’00: Output value 0 B’01: Output value 1 B’10: Output value is the last bit value of the previous transfer (Hi-Z, if Hi-Z was the last bit value of the previous transfer). B’11: Output value Hi-Z
7 to 2	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
1, 0	BSZ[1:0]	—	R/W	Data Bus Size Specifies the number of serial flash memory devices to be connected. When HyperFlash is connected, these bits should always be set to 01. B’00: Serial flash memory x 1 B’01: Serial flash memory x 2 or HyperFlash x 1 or Octal-SPI flash memory x 1 B’1X: Setting prohibited Note: After changing the value of this bit field, all the entries in the read cache must be cleared by setting the RCF bit in DRCR to B’1.

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

56.2.2 SSL Delay Register (SSLDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SSLDR is a 32-bit register that adjusts the timing between the QSPIn_SSL signal and the QSPIn_SPCLK signal.

The settings of this register are reflected both in external address space read mode and manual operating mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	SPNDL		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	SLNDL			—	—	—	—	—	SCKDL		
Initial value:	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 19	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
18 to 16	SPNDL[2:0]	B’000	R/W	Next Access Delay Sets the period from transfer end to next transfer start (next access). B’000: 1 cycle of QSPIn_SPCLK B’001: 2 cycles of QSPIn_SPCLK B’010: 3 cycles of QSPIn_SPCLK B’011: 4 cycles of QSPIn_SPCLK B’100: 5 cycles of QSPIn_SPCLK B’101: 6 cycles of QSPIn_SPCLK B’110: 7 cycles of QSPIn_SPCLK B’111: 8 cycles of QSPIn_SPCLK
15 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 8	SLNDL[2:0]	B’100	R/W	QSPIn_SSL Negation Delay Sets the period from the time the last QSPIn_SPCLK edge is sent of a transfer to QSPIn_SSL pin negation (QSPIn_SSL negation delay). B’100: 5.5 cycles of QSPIn_SPCLK B’101: 6.5 cycles of QSPIn_SPCLK B’110: 7.5 cycles of QSPIn_SPCLK B’111: 8.5 cycles of QSPIn_SPCLK Other than above: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	SCKDL[2:0]	B’000	R/W	Clock Delay Sets the period from QSPIn_SSL pin assertion to QSPIn_SPCLK oscillation (clock delay). B’000: 1 cycle of QSPIn_SPCLK B’001: 2 cycles of QSPIn_SPCLK B’010: 3 cycles of QSPIn_SPCLK B’011: 4 cycles of QSPIn_SPCLK B’100: 5 cycles of QSPIn_SPCLK B’101: 6 cycles of QSPIn_SPCLK B’110: 7 cycles of QSPIn_SPCLK B’111: 8 cycles of QSPIn_SPCLK

56.2.3 Data Read Control Register (DRCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DRCR is a 32-bit register that sets the operation in the external address space read mode.

For other than SSLN bit, the settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	SSLN	—	—	—	RBURST				
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	—/WB	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	RCF	RBE	—	—	—	—	—	—	—	SSLE
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	—/WB	R/W	R	R	R	R	R	R	R	R/W

Notes: 1. Initial value varies depending on boot mode. (Refer to Table 56.3.)
2. This function is available for write operation only. In read case, use external address space mode to read more than 32bit (1xQSPI) or 64bit (2xQSPI) data.

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
24	SSLN	—	—/WB	QSPIn_SSL Negation Asserted QSPIn_SSL can be negated by writing 1 to this bit when both the RBE and SSLE bits are 1. This bit is always read as 0. To start next access after QSPIn_SSL negation using this bit, read SSLF in CMNSR = 0 to confirm that the QSPIn_SSL has been negated. Note: This setting is only valid while serial flash memory is connected.
23 to 21	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
20 to 16	RBURST[4:0]	—	R/W	Read Data Burst Length Sets the burst length (data unit count) when reading. This bit field is enabled when the RBE bit is set to 1. B'0_0000: 1 data unit B'0_0001: 2 continuous data units : B'1_1110: 31 continuous data units B'1_1111: 32 continuous data units One data unit is 64 bits long.
15 to 10	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.

Bit	Bit Name	Initial Value	R/W	Description
9	RCF	—	—/WB	Read Cache Flush When 1 is written to this bit, all the entries in the read cache are cleared. This bit is always read as 0. After flushing the read cache by writing 1 to the RCF bit, read the DRCR before proceeding to read from the external address space. After operating by manual mode or using cache area as Write Buffer, this cache area must be cleared by writing 1 to the RCF bit.
8	RBE	—	R/W	Read Burst Enables or disables burst read. 0: Normal read Data is read according to the access size. 1: Burst read As many data units as the burst count specified in RBURST[4:0] bits are read. Read cache is enabled. Note: If an access spreads over the last address of the flash while a cache is enabled, the access address does not agree with the internal address of the flash. Manage the access so that the read address and the data size of the access does not spread over the last address.
7 to 1	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
0	SSLE	—	R/W	QSPIn_SSL Negation Setting Sets the conditions for QSPIn_SSL negation during read burst. QSPIn_SSL is negated for each access during normal read. 0: QSPIn_SSL is negated after transfer of data set in burst length. 1: QSPIn_SSL is negated when the accessed address is not continuous with the previously transferred address. Note: This setting is only valid while serial flash memory is connected.

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

56.2.4 Data Read Command Setting Register (DRCMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DRCMR is a 32-bit register that sets the commands issued in external address space read mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CMD							
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	OCMD							
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
23 to 16	CMD[7:0]	—	R/W	Command Sets the command.
15 to 8	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
7 to 0	OCMD[7:0]	—	R/W	Optional Command Sets the optional command.

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

56.2.5 Data Read Extended Address Setting Register (DREAR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DREAR is a 32-bit register that sets the address when the serial flash address is output in 32-bit mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed. This register is valid while the serial flash is connected.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	EAV							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	EAC		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

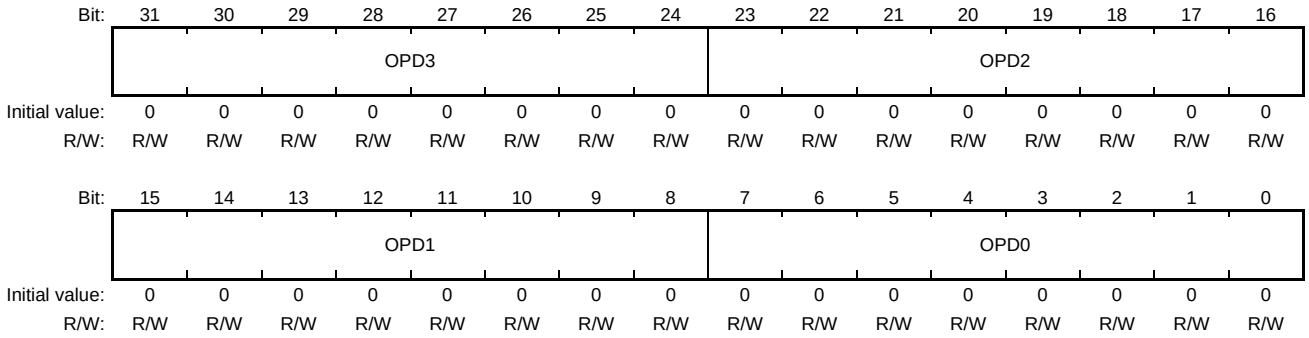
Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	EAV[7:0]	H'00	R/W	32-Bit Extended Upper Address Fixed Value Sets the upper address bit values of the external address specified by the EAC[2:0] bits when the serial flash address is output in 32-bit mode. Bit 0 corresponds to the serial flash address bit [25], and bit 7 corresponds to the bit [32]. This setting is valid when the ADE[3] bit in DRENR is 1. When EAC[2:0] are 000, serial flash address [32:25] fixed values should set to EAV[7:0]. When EAC[2:0] are 001, serial flash address [32:26] fixed values should set to EAV[7:1]. (1) BSZ[1:0] bits in CMNCR = 00 (one serial flash memory connected) (2) BSZ[1:0] bits in CMNCR = 01 (two serial flash memory devices connected) Serial flash addresses [32:1] are used for accessing.
15 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	EAC[2:0]	B’000	R/W	32-Bit Extended External Address Valid Range Sets the range of the external address to be used as serial flash address when the serial flash address is output in 32-bit mode. This setting is valid when the ADE[3] bit in DRENR is 1. B’000: External address bits [24:0] enabled B’001: External address bits [25:0] enabled Other than above: Setting prohibited

56.2.6 Data Read Option Setting Register (DROPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DROPR is a 32-bit register that sets the option data in external address space read mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	OPD3[7:0]	H'00	R/W	Option Data 3 Sets the option data 3.
23 to 16	OPD2[7:0]	H'00	R/W	Option Data 2 Sets the option data 2.
15 to 8	OPD1[7:0]	H'00	R/W	Option Data 1 Sets the option data 1.
7 to 0	OPD0[7:0]	H'00	R/W	Option Data 0 Sets the option data 0.

Note: OPD3, OPD2, OPD1, and OPD0 are output in this order.

56.2.7 Data Read Enable Setting Register (DRENR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DRENR is a 32-bit register that sets the bit size of the command, optional command, address, option data, and read data in external address space read mode and enables output of data other than read data. When connecting to HyperFlash, refer to Table 56.7 (Enable Registers (HyperFlash)).

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CDB		OCDB		—	—	ADB		—	—	OPDB		—	—	DRDB	
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DME	CDE	—	OCDE	ADE				OPDE				—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

Bit	Bit Name	Initial Value	R/W	Description
31, 30	CDB[1:0]	—	R/W	Command Bit Size Sets the command size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
29, 28	OCDB[1:0]	—	R/W	Optional Command Bit Size Sets the optional command size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
27, 26	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
25, 24	ADB[1:0]	—	R/W	Address Bit Size Sets the address size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
23, 22	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
21, 20	OPDB[1:0]	—	R/W	Option Data Bit Size Sets the option data size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
19, 18	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
17, 16	DRDB[1:0]	—	R/W	Data Read Size in Bit Units Sets the data read size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
15	DME	—	R/W	Dummy Cycle Enable Enables or disables insertion of a dummy cycle. The dummy cycle is inserted before the read data. Setting of a transfer starting with a dummy cycle is prohibited. 0: Insertion of a dummy cycle is disabled. 1: Insertion of a dummy cycle is enabled.
14	CDE	—	R/W	Command Enable Enables or disables output of commands. 0: Output disabled 1: Output enabled
13	—	—	R	Reserved This bit is always read as initial value. The write value should always be initial value.
12	OCDE	—	R/W	Optional Command Enable Enables or Disables output of Optional commands. 0: Output disabled 1: Optional command output enabled
11 to 8	ADE[3:0]	—	R/W	Address Enable Sets the address to be output. Be sure to use the following setting. Otherwise, the operation is not guaranteed. (1) BSZ[1:0] in CMNCR = 00 (one serial flash memory connected) B’0000: Output disabled B’0111: Data in address[23:0] is output. B’1111: Data in address[31:0] is output. Other than above: Setting prohibited (2) BSZ[1:0] in CMNCR = 01 (two serial flash memory devices connected) B’0000: Output disabled B’0111: Address[24:1] is output. B’1111: Address[32:1] is output. Other than above: Setting prohibited (3) PHYMEM in PHYCNT = 11 (HyperFlash connected) B’0100: HyperFlash protocol is output. Other than above: Setting prohibited Refer to Table 56.7 for the detail setting. (4) OCT in PHYCNT = 1 (Octal-SPI connected) with 8-8-8 protocol B’1100: Octal-SPI with 8-8-8 protocol is output. Other than above: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	OPDE[3:0]	—	R/W	Option Data Enable Sets the option data to be output. Be sure to use the following setting. Otherwise, the operation is not guaranteed. B’0000: Output disabled B’1000: OPD3 is output. B’1100: OPD3 and OPD2 are output. B’1110: OPD3, OPD2, and OPD1 are output. B’1111: OPD3, OPD2, OPD1, and OPD0 are output. Other than above: Setting prohibited
3 to 0	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

56.2.8 Manual Mode Control Register (SMCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMCR is a 32-bit register that sets the operation in manual mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SSLKP	—	—	—	—	—	SPIRE	SPIWE	SPIE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R/W	R/W	—/WB

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	SSLKP	B’0	R/W	QSPIn_SSL Signal Level Determines the QSPIn_SSL status after the end of transfer. 0: QSPIn_SSL signal is negated at the end of transfer. 1: QSPIn_SSL signal level is maintained from the end of transfer to the start of next access. Note: This function is available for write operation only. In read case, use external address space mode to read more than 32bit (1xQSPI) or 64bit (2xQSPI) data.
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	SPIRE	B’0	R/W	Data Read Enable Enables reading in manual mode. 0: Data reading disabled 1: Data reading enabled When the transfer data bit size is set to 4 bits with the SPIDB[1:0] bits, the SPIRE and SPIWE bits should not be set to 1 at the same time.
1	SPIWE	B’0	R/W	Data Write Enable Enables writing in manual mode. 0: Data writing disabled 1: Data writing enabled When the transfer data bit size is set to 4 bits with the SPIDB[1:0] bits, the SPIRE and SPIWE bits should not be set to 1 at the same time.

Bit	Bit Name	Initial Value	R/W	Description
0	SPIE	B'0	—/WB	SPI Data Transfer Enable Data is transferred by setting this bit to B'1. This bit is enabled only when the TEND bit in CMNSR is set to B'1. The operation cannot be guaranteed when this bit is set to 1 with the TEND bit set to B'0. This bit is always read as B'0. Note: When the QSPIn_SSL pin is negated, the command, optional command, address, and option data that are output enabled are output even if the SPIRE and SPIWE bits are set to B'0. When the QSPIn_SSL pin is asserted, follow the notes described in section 56.4.3, "Notes on Starting Transfer from the QSPIn_SSL Retained State in Manual Mode".

56.2.9 Manual Mode Command Setting Register (SMCMR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMCMR is a 32-bit register that sets the commands issued in manual mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CMD							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	OCMD							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

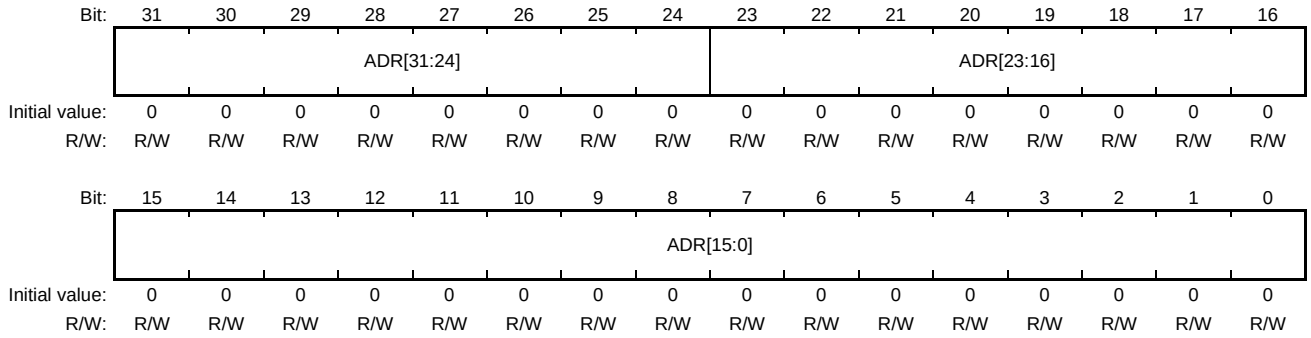
Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	CMD[7:0]	H'00	R/W	Command Sets the command.
15 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	OCMD[7:0]	H'00	R/W	Optional Command Sets the optional command.

56.2.10 Manual Mode Address Setting Register (SMADR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMADR is a 32-bit register that sets the addresses in manual mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.



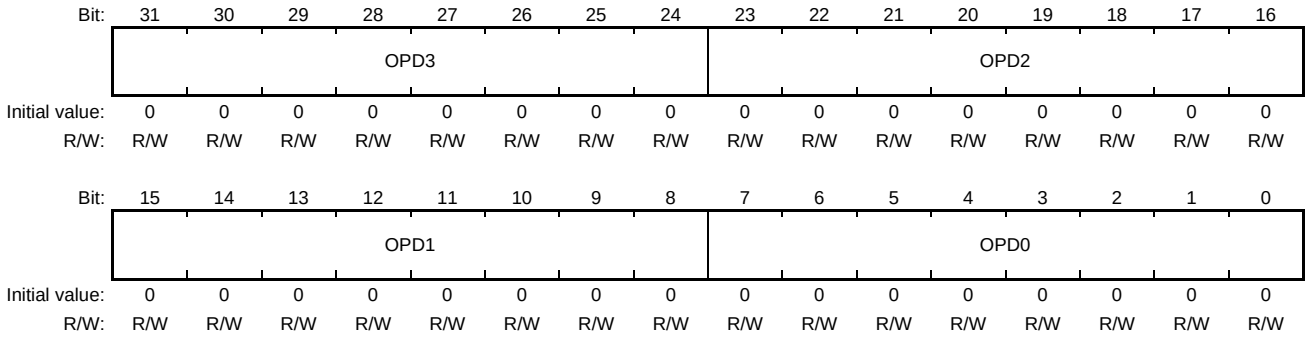
Bit	Bit Name	Initial Value	R/W	Description
31 to 24	ADR[31:24]	H'00	R/W	Address Sets the value of bits 31 to 24 when the serial flash address is output in 32-bit units. This setting is valid when ADE[3] in SMENR is 1.
23 to 0	ADR[23:0]	H'00_0000	R/W	Address Sets the address.

56.2.11 Manual Mode Option Setting Register (SMOPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMOPR is a 32-bit register that sets the option data in manual mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	OPD3[7:0]	H'00	R/W	Option Data 3 Sets the option data 3.
23 to 16	OPD2[7:0]	H'00	R/W	Option Data 2 Sets the option data 2.
15 to 8	OPD1[7:0]	H'00	R/W	Option Data 1 Sets the option data 1.
7 to 0	OPD0[7:0]	H'00	R/W	Option Data 0 Sets the option data 0.

Note: OPD3, OPD2, OPD1, and OPD0 are output in this order.

56.2.12 Manual Mode Enable Setting Register (SMENR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMENR is a 32-bit register that sets the bit size of the command, optional command, address, option data, and transfer data in manual mode and enables their output. SMENR also enables dummy cycle insertion. Disabling all of the command, optional command, address, option data, dummy cycle, and transfer data is prohibited. At least one of them except dummy cycle must be enabled. When connecting to HyperFlash, refer to Table 56.7 (Enable Registers (HyperFlash)).

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CDB		OCDB		—	—	ADB		—	—	OPDB		—	—	SPIDB	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DME	CDE	—	OCDE	ADE				OPDE				SPIDE			
Initial value:	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31, 30	CDB[1:0]	B’00	R/W	Command Bit Size Sets the command size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
29, 28	OCDB[1:0]	B’00	R/W	Optional Command Bit Size Sets the optional command size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
27, 26	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
25, 24	ADB[1:0]	B’00	R/W	Address Bit Size Sets the address size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
23, 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
21, 20	OPDB[1:0]	B’00	R/W	Option Data Bit Size Sets the option data size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
19, 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17, 16	SPIDB[1:0]	B’00	R/W	Transfer Data Bit Size Sets the transfer data size in bit units. B’00: 1 bit B’10: 4 bits Other than above: Setting prohibited
15	DME	B’0	R/W	Dummy Cycle Enable Enables or disables insertion of the dummy cycle before the read data. Note: Dummy cycle insertion is prohibited for write in manual mode including the case in which a transfer ends with a dummy cycle. A setting is prohibited for a transfer starting with a dummy cycle. 0: Dummy cycle insertion disabled 1: Dummy cycle insertion enabled
14	CDE	B’1	R/W	Command Enable Sets the command to be output. 0: Output disabled 1: Output enabled Note: Specify this bit to 0 in external address space read mode with Octal-SPI flash.
13	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
12	OCDE	B’0	R/W	Optional Command Enable Sets the optional command to be output. 0: Optional command output disabled 1: Optional command output enabled

Bit	Bit Name	Initial Value	R/W	Description
11 to 8	ADE[3:0]	B’0000	R/W	Address Enable Sets the address to be output. The following settings must be used. Otherwise, the operation cannot be guaranteed. (1) serial flash memory, or Octal-SPI without 8-8-8 protocol connected 0000: Output disabled B’0100: ADR[23:16] is output B’0110: ADR[23:8] is output B’0111: ADR[23:0] is output B’1111: ADR[31:0] is output Other than above: Setting prohibited Note: These bits should be specified B’0111 or B’1111 with Write Buffer function. Refer to Figure 56.18. (2) Octal-SPI with 8-8-8 protocol connected B’1100: Octal-SPI with 8-8-8 protocol is output. Other than above: Setting prohibited (3) HyperFlash connected B’0100: HyperFlash protocol is output. Other than above: Setting prohibited Refer to Table 56.7 for the detail setting.
7 to 4	OPDE[3:0]	B’0000	R/W	Option Data Enable Sets the option data to be output. The following settings must be used. Otherwise, the operation cannot be guaranteed. B’0000: Output disabled B’1000: OPD3 is output. B’1100: OPD3 and OPD2 are output. B’1110: OPD3, OPD2, and OPD1 are output. B’1111: OPD3, OPD2, OPD1, and OPD0 are output. Other than above: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	SPIDE[3:0]	B’0000	R/W	Transfer Data Enable Sets valid transfer data. Valid data differs depending on the BSZ[1:0] bit setting in CMNCR. The following settings must be used. Otherwise, the operation cannot be guaranteed. (1) BSZ[1:0] in CMNCR = 00 (one serial flash memory connected) B’0000: Not transferred B’1000: 8 bits transferred (enables data at address 0 of the manual mode read/write data registers 0) B’1100: 16 bits transferred (enables data at addresses 0 to 1 of the manual mode read/write data registers 0) B’1111: 32 bits transferred (enables data at addresses 0 to 3 of the manual mode read/write data registers 0) Other than above: Setting prohibited (2) BSZ[1:0] in CMNCR = 01 (two serial flash memory devices connected) B’0000: Not transferred B’1000: 16 bits transferred (enables data at addresses 0 to 1 of the manual mode read/write data registers 0) B’1100: 32 bits transferred (enables data at addresses 0 to 3 of the manual mode read/write data registers 0) B’1111: 64 bits transferred (enables data at addresses 0 to 3 of the manual mode read/write data registers 0 and data at addresses 0 to 3 of the manual mode read/write data registers 1) Other than above: Setting prohibited

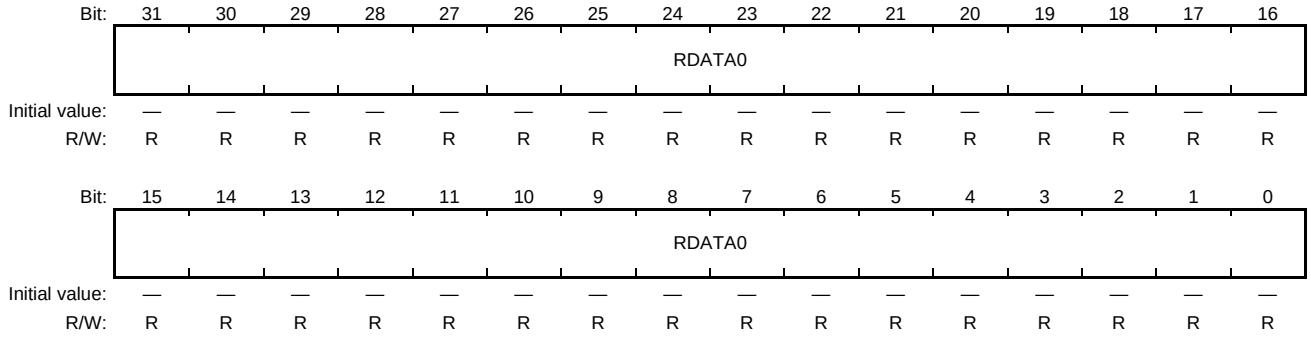
56.2.13 Manual Mode Read Data Register 0 (SMRDR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMRDR0 is a 32-bit register that holds the read data in manual mode.

Access to this register should be performed in the same size as the transfer size specified in the SPIDE[3:0] bits in the manual mode enable setting register (SMENR). Be sure to access from LSB.

The data should be read when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	RDATA0 [31:0]	Undefined	R	Read Data Holds the data read in manual mode. Data bits differ depending on the BSZ[1:0] bit setting in CMNCR. BSZ[1:0] = B'00: Read data[31:0] BSZ[1:0] = B'01: Read data[63:32]

Note: The contents of this register and SMRDR1 are modified upon completion of reception in manual mode. Be sure to read data when reception in manual mode is completed.

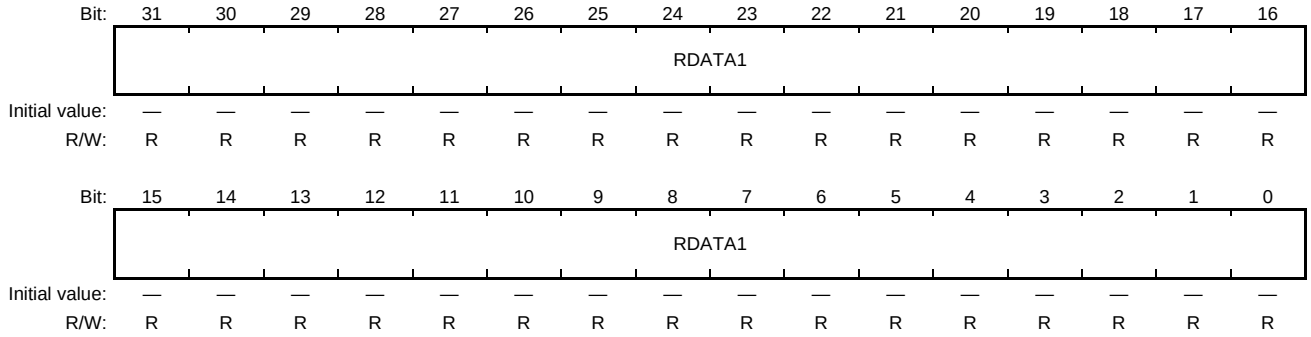
56.2.14 Manual Mode Read Data Register 1 (SMRDR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMRDR1 is a 32-bit register that holds the read data in manual mode.

Access to this register should be performed in the same size as the transfer size specified in the SPIDE[3:0] bits in the manual mode enable setting register (SMENR). Be sure to access from LSB.

The data should be read when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	RDATA1 [31:0]	Undefined	R	Read Data Holds the data read in manual mode. Data bits differ depending on the BSZ[1:0] bit setting in CMNCR. BSZ[1:0] = B'00: Bits in this register are disabled. BSZ[1:0] = B'01: Read data[31:0]

56.2.15 Manual Mode Write Data Register 0 (SMWDR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMWDR0 is a 32-bit register that sets the write data in manual mode.

Access to this register should be performed in the same size as the transfer size specified in the SPIDE[3:0] bits in the manual mode enable setting register (SMENR). Be sure to access from address 0.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	WDATA0															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WDATA0															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	WDATA0 [31:0]	H'0000_0000	R/W	Write Data Holds the data to be written in manual mode. Data bits differ depending on the BSZ[1:0] bit setting in CMNCR. BSZ[1:0] = B'00: Write data[31:0]. BSZ[1:0] = B'01: Write data[63:32].

56.2.16 Manual Mode Write Data Register 1 (SMWDR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMWDR1 is a 32-bit register that sets the write data in manual mode.

This register is enabled when the BSZ[1:0] bits in CMNCR are set to 01 (two serial flash memory devices or HyperFlash connected) and disabled when BSZ[1:0] in CMNCR are set to 00 (one serial flash memory connected).

Access to this register should be performed in the same size as the transfer size specified in the SPIDE[3:0] bits in the manual mode enable setting register (SMENR). Be sure to access from address 0.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	WDATA1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WDATA1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	WDATA1 [31:0]	H'0000_0000	R/W	Write Data Holds the data to be written in manual mode. Data bits differ depending on the BSZ[1:0] bit setting in CMNCR. BSZ[1:0] = B'00: Bits in this register are disabled. BSZ[1:0] = B'01: Write data[31:0].

56.2.17 Common Status Register (CMNSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMNSR is a 32-bit register that holds flags indicating the operating state.

The settings of this register are reflected both in external address space read mode and manual operating mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SSLF	TEND
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	SSLF	B’0	R	QSPIn_SSL Pin State Monitor B’0: QSPIn_SSL pin is negated. B’1: QSPIn_SSL pin is asserted.
0	TEND	B’1	R	Transfer End Flag Indicates whether the data transfer has ended. 0: Indicates that data transfer is in progress. 1: Indicates that data transfer has ended.

56.2.18 Data Read Dummy Cycle Setting Register (DRDMCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DRDMCR is a 32-bit register that sets the size and number of dummy cycles to be inserted in external address space read mode.

The settings of this register are enabled when the DME bit in the data read enable setting register (DRENR) is 1.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	DMCYC				
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
4 to 0	DMCYC[4:0]	—	R/W	Number of Dummy Cycles Setting Sets the number of dummy cycles to be inserted when the DME bit in the data read enable setting register (DRENR) is 1. B'0_0000: 1 cycle B'0_0001: 2 cycles B'0_0010: 3 cycles .... B'1_0010: 19 cycles B'1_0011: 20 cycles Other than above: Setting prohibited

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

56.2.19 Data Read DDR Enable Register (DRDRENR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DRDRENR is a 32-bit register that specifies the SDR or DDR transfer of the address, option data, and read data in external address space read mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	HYPE			—	—	—	ADDRE	—	—	—	OPDRE	—	—	—	DRDRE
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R/W	R/W	R/W	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

Bit	Bit Name	Initial Value	R/W	Description
31 to 15	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
14 to 12	HYPE	—	R/W	HyperFlash or Octal-SPI flash in DDR mode Enable B'101*: HyperFlash or Octal-SPI flash in DDR mode B'100*: Octal-SPI flash to issue only command in DDR mode B'000: SPI flash mode Other than above: Setting prohibited Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3 Ver.1.2) (not RZ/G2M V3.0)
11 to 9	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
8	ADDRE	—	R/W	Address DDR Enable Specifies the SDR or DDR transfer of the address. 0: SDR transfer 1*: DDR transfer Note: When HyperFlash is connected, specify 1 in this bit. Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3 Ver.1.2) (not RZ/G2M V3.0)
7 to 5	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.

Bit	Bit Name	Initial Value	R/W	Description
4	OPDRE	—	R/W	Option Data DDR Enable Specifies the SDR or DDR transfer of the option data. 0: SDR transfer 1*: DDR transfer Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3 Ver.1.2) (not RZ/G2M V3.0)
3 to 1	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
0	DRDRE	—	R/W	Data Read DDR Enable Specifies the SDR or DDR transfer of the data read. 0: SDR transfer 1*: DDR transfer Note: When Hyperflash is connected, specify 1 in this bit. Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3 Ver.1.2) (not RZ/G2M V3.0)

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

56.2.20 Manual Mode Dummy Cycle Setting Register (SMDMCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMDMCR is a 32-bit register that sets the size and number of dummy cycles to be inserted in manual mode.

The settings of this register are enabled when the DME bit in the manual mode enable setting register (SMENR) is 1.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	DMCYC				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4 to 0	DMCYC[4:0]	B’0_0000	R/W	Number of Dummy Cycles Setting Sets the number of dummy cycles to be inserted when the DME bit in the manual mode enable setting register (SMENR) is 1. B’0_0000: 1 cycle B’0_0001: 2 cycles B’0_0010: 3 cycles .... B’1_0010: 19 cycles B’1_0011: 20 cycles Other than above: Setting prohibited

56.2.21 Manual Mode DDR Enable Register (SMDRENR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SMDRENR is a 32-bit register that specifies the SDR or DDR transfer of the address, option data, and data for transfer in manual mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	HYPE			—	—	—	ADDRE	—	—	—	OPDRE	—	—	—	SPIDRE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 15	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
14 to 12	HYPE	B'000	R/W	HyperFlash or Octal-SPI flash in DDR mode Enable B'101*: HyperFlash or Octal-SPI flash in DDR mode B'100*: Octal-SPI flash to issue only command in DDR mode 000: SPI flash mode Other than above: Setting prohibited Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3) (not RZ/G2M V3.0)
11 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	ADDRE	B'0	R/W	Address DDR Enable Specifies the SDR or DDR transfer of the address. 0: SDR transfer 1*: DDR transfer Note: When HyperFlash is connected, specify 1 in this bit. Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3) (not RZ/G2M V3.0)
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	OPDRE	B'0	R/W	Option Data DDR Enable Specifies the SDR or DDR transfer of the option data. 0: SDR transfer 1*: DDR transfer Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3) (not RZ/G2M V3.0)

Bit	Bit Name	Initial Value	R/W	Description
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SPIDRE	B'0	R/W	Transfer Data DDR Enable Specifies the SDR or DDR transfer of the data for transfer. 0: SDR transfer 1*: DDR transfer Note: When HyperFlash is connected, specify 1 in this bit. Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3) (not RZ/G2M V3.0)

56.2.22 PHY Control Register (PHYCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PHYCNT is a 32-bit register that sets the PHY operating mode.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CAL	—	—	—	—	—	—	—	OCTA		EXDS	OCT	DDRCAL	HS	STRTIM	
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	—/WB	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	STRTIM	—	—	—	—	—	—	—	—	—	—	WBUF2	—	WBUF	PHYMEM	
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

Bit	Bit Name	Initial Value	R/W	Description
31	CAL	—	—/WB	PHY Calibration Executes calibration of the PHY. 1: Calibration is executed. 0: Calibration is not executed. Note: When set this bit to 1, STRTIM[2:0] should be set to B'110 (RZ/G2M V1.3, RZ/G2M V3.0) or B'111. (Other products).
30 to 24	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
23, 22	OCTA	—	R/W	Octal-SPI flash alignment Specify data alignment with Octal-SPI flash memory. Refer to 56.3.14 for detail. These bits should be set to 00 when HyperFlash or serial flash memory is connected. B'00: HyperFlash or serial flash memory x 1ch or 2ch is connected B'10: Support sequential alignment B'01: Support alternate alignment B'11: Support alternate alignment Note: Alternate alignment with OCTA[1:0] = 01 is available in manual mode only.
21	EXDS	—	R/W	External Data Strobe Uses external Data Strobe signal with serial flash memory when connecting to serial flash with Data Strobe. When Octal-SPI flash memory is connected, specify this bit to 1. Note: Set this bit to 0 when HyperFlash is connected. 1: Use external Data Strobe signal 0: Not use external Data Strobe signal
20	OCT	—	R/W	Octal-SPI flash protocol mode 1: Use Octal-SPI DDR/SDR protocol mode 0: Specify 0 in the other than above mode

Bit	Bit Name	Initial Value	R/W	Description
19	DDRCAL	—	R/W	This bit is specified to 1 in SW calibration for DDR transfer of serial flash operation. Keep 1 in DDR transfer of serial flash operation after SW calibration. When SW calibration for DDR transfer of serial flash is not executed, this bit should be specified to 0. Note: Specify 0 to this bit. (RZ/G2M V1.3 Ver.1.2) (not RZ/G2M V3.0)
18	HS	—	R/W	High Speed response mode Specify high speed response mode. 1: The read data is output to bus master in parallel of device access when DRCR.RBE = 1. 0: The read data is output to bus master after the number of data which is specified in DRCR.RBURST is read. Notes: 1. This bit should be specified to 1 when using DMA transfer. DRCR.RBURST should be set to B'1_1111. 2. Accessing to register area during DMA transfer is prohibited. 3.When this bit set to 1, access address alignment from RPC to flash memory should be 256Byte align.
17 to 15	STRTIM[2:0]	—	R/W	Strobe Timing Adjustment bit These bits specify the internal strobe delay which is used for the flash device without external strobe, like serial flash memory. When connecting to HyperFlash or any other flash device which has strobe, set these bits to B’110 (RZ/G2M V1.3) or B’111 (Other products). B’111: The delay is smallest. B’110: The delay is 2nd smallest. : B’001: The delay is 2nd biggest. B’000: The delay is biggest. Note: Only STRTIM[2:1] is available in RZ/G M3W (not RZ/G2M V3.0). STRTIM[0] should always be 0.
14 to 5	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
4	WBUF2	—	R/W	Write Buffer Enable2 The write buffer is used when the flash memory is written to. Refer to 56.3.13 for usage of the write buffer. 1: The write buffer is used to write data to the flash memory. 0: The write buffer is not used.
3	—	—	R	Reserved This bit is always read as initial value. The write value should always be initial value.
2	WBUF	—	R/W	Write Buffer Enable The write buffer is used when the flash memory is written to. Refer to 56.3.13 for usage of the write buffer. 1: The write buffer is used to write data to the flash memory. 0: The write buffer is not used.

Bit	Bit Name	Initial Value	R/W	Description
1, 0	PHYMEM	—	R/W	Device Selection Selects a device to connect. B’00: Serial flash in SDR mode B’01*: Serial flash in DDR mode B’11: HyperFlash Other than above: Setting prohibited Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3 Ver.1.2) (not RZ/G2M V3.0)

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

56.2.23 PHY Timing Offset Register 1 (PHYOFFSET1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PHYOFFSET1 is a 32-bit register that sets the timing adjustment in DDR operation.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	DDRTMG		—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

Bit	Bit Name	Initial Value	R/W	Description
31, 30	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
29, 28	DDRTMG	—	R/W	DDR Operation Timing Register Specify the timing adjustment in DDR read operation. B’10: When SMDRENR.SPIDRE or DRDRENR.DRDRE = 1 in read operation. B’11: When SMDRENR.SPIDRE or DRDRENR.DRDRE = 0 in read operation Other than above: Setting prohibited Setting prohibited when using DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit) (RZ/G2M V1.3) (not RZ/G2M V3.0)
27 to 0	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.

56.2.24 Timing Offset Register 2 (PHYOFFSET2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PHYOFFSET2 is a 32-bit register that sets the timing adjustment in DDR operation.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	OCTTMG			—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	1	0	0	0	0	1	1	0	0	0	1
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 8	OCTTMG	B’100	R/W	Octal-SPI flash Operation Timing Specifies the timing adjustment when write to Octal-SPI flash B’000: Write Buffer Operation of serial flash with 1-1-4 or 1-4-4 of Table 56.14 B’100: serial flash or Hyperflash B’011: Octal-SPI flash operation Other than above: Setting prohibited Note: Specify B’100 when serial flash compatible mode of Octal-SPI flash.
7 to 0	—	B’0011_0001	R	Reserved These bits are always read as 0. The write value should always be initial value.

56.2.25 PHY Interrupt Register (PHYINT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PHYINT is a 32-bit register that sets the interrupt signal and the pins.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	INTIE	—	—	—	—	—	RSTEN	WPEN (*)	INTEN
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R/W	(*)	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	RSTVAL	WPVAL (*)	INT
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	(*)	R

Notes: Initial value varies depending on boot mode. (Refer to Table 56.3.)

* RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2N support these bits as WPEN and WPVAL. These bits are assigned R/W.

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
24	INTIE	—	R/W	RPC_INT# Pin Input Enable Input Enables or disables the RPC_INT# pin. 0: The RPC_INT# pin input is disabled. 1: The RPC_INT# pin input is enabled. Note: This bit and PHYINT.INTEN bit should be 1 when using interrupt from external device.
23 to 19	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
18	RSTEN	—	R/W	RPC_RESET# Pin Enable Enables or disables the RPC_RESET# pin. 0: The RPC_RESET# pin is disabled. 1: The RPC_RESET# pin is enabled, and the value on RSTVAL is reflected.

Bit	Bit Name	Initial Value	R/W	Description
17	WPEN	—	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2N] RPC_WP# Pin Enable Enables or disables the RPC_WP# pin. 0: The RPC_WP# pin is disabled. 1: The RPC_WP# pin is enabled, and the settings of WPVAL are reflected
	—	—	R	[RZ/G2E] Reserved This bit is always read as initial value. The write value should always be initial value.
16	INTEN	—	R/W	RPC_INT# Pin Enable Enables or disables the RPC_INT# pin. 0: The RPC_INT# pin is disabled. 1: The RPC_INT# pin is enabled, and the interrupt signal from HyperFlash is enabled.
15 to 3	—	—	R	Reserved These bits are always read as initial value. The write value should always be initial value.
2	RSTVAL	—	R/W	RPC_RESET# Pin Output Value Specifies the value output from the RPC_RESET# pin. This setting is enabled when RSTEN = 1. 0: RPC_RESET# = H 1: RPC_RESET# = L
1	WPVAL	—	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2N] RPC_WP# Pin Output Value Specifies the value output from the RPC_WP# pin. This setting is enabled when WPEN = 1. 0: RPC_WP# = H 1: RPC_WP# = L
	—	—	R	[RZ/G2E] Reserved This bit is always read as initial value. The write value should always be initial value.
0	INT	—	R	Interrupt Status When RPC _INT# is set to L, this bit becomes H to notice interrupt occurs in the connected device.

Note: Initial value varies depending on boot mode. (Refer to Table 56.3.)

56.2.26 Address Division Register 1 (ADD_DIV1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

ADD_DIV1 is a 32-bit register that specifies the address which divides the RPC-IF area for security domain.

Only Secure CPU can access to this register.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	ADD_DIV1			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADD_DIV1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 0	ADD_DIV1 [19:0]	All 0	R/W	Address Division bit 1 Specifies address boundary of secure domain in RPC-IF area. These bits are used with ADD_DIV2 and ADD_DIV3. Refer to 56.3.18 for the usage.

56.2.27 Address Division Register 2 (ADD_DIV2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

ADD_DIV2 is a 32-bit register that specifies the address which divides the RPC-IF area for security domain.

Only Secure CPU can access to this register.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	ADD_DIV2			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADD_DIV2															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 0	ADD_DIV2 [19:0]	All 0	R/W	Address Division bit 2 Specifies address boundary of secure domain in RPC-IF area. These bits are used with ADD_DIV1 and ADD_DIV3. Refer to 56.3.18 for the usage.

56.2.28 Address Division Register 3 (ADD_DIV3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

ADD_DIV3 is a 32-bit register that specifies the address which divides the RPC-IF area for security domain.

Only Secure CPU can access to this register.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	ADD_DIV3			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADD_DIV3															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
19 to 0	ADD_DIV3 [19:0]	All 0	R/W	Address Division bit 3 Specifies address boundary of secure domain in RPC-IF area. These bits are used with ADD_DIV1 and ADD_DIV2. Refer to 56.3.18 for the usage.

56.2.29 Secure Configuration Register (SEC_CONF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

SEC_CNF is a 32-bit register that specifies the attribution of each domain which is divided by ADD_DIVn (n = 1, 2, 3).

Only Secure CPU can access to this register.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SECEN	AREA3		AREA2		AREA1		AREA0	
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	SECEN	B’1	R/W	Secure function enable bit Enables secure function command restriction. 0: secure 1: non-secure The others: reserved Refer to 56.3.18 for the usage.
7, 6	AREA3[1:0]	All 0	R/W	Area Attribution 3 Specifies the attribution of Area3 which is specified by ADD_DIVn register in RPC-IF area. B’00: secure B’01: non-secure The others: reserved Refer to 56.3.18 for the usage.
5, 4	AREA2[1:0]	All 0	R/W	Area Attribution 2 Specifies the attribution of Area2 which is specified by ADD_DIVn register in RPC-IF area. B’00: secure B’01: non-secure The others: reserved Refer to 56.3.18 for the usage.

Bit	Bit Name	Initial Value	R/W	Description
3, 2	AREA1[1:0]	All 0	R/W	Area Attribution 1 Specifies the attribution of Area1 which is specified by ADD_DIVn register in RPC-IF area. B’00: secure B’01: non-secure The others: reserved Refer to 56.3.18 for the usage.
1, 0	AREA0[1:0]	All 0	R/W	Area Attribution 0 Specifies the attribution of Area0 which is specified by ADD_DIVn register in RPC-IF area. B’00: secure B’01: non-secure The others: reserved Refer to 56.3.18 for the usage.

56.2.30 Access Right Register (ARIGHT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

ARIGHT is a 32-bit register that specifies the semaphore function which limits the access to the register of this controller.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	RIGHT_NONS	—	RIGHT_SEC	RIGHT_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3	RIGHT_NONS	B'0	R	Right Bit For Non-Secure Specifies the right bit for Non-Secure CPU. This bit is set to 1 when Non-Secure CPU writes 1 on RIGHT_EN bit. 1: Non-Secure CPU has a right to access 0: Non-Secure CPU doesn't have a right to access Note this bit can be cleared by both Secure and Non-Secure CPU.
2	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
1	RIGHT_SEC	B'0	R	Right Bit For Secure Specifies the right bit for Secure CPU. This bit is set to 1 when Secure CPU writes 1 on RIGHT_EN bit. 1: Secure CPU has a right to access 0: Secure CPU doesn't have a right to access
0	RIGHT_EN	B'0	R/W	Access Right Enable Specifies the access right function to enable. When accessing to this register with RIGHT_EN = 1, the right is reflected in each bit 3 and 1 according to the attribution of each master. To cancel the access right, the same attribution master should access to this register with RIGHT_EN = 0. The access is ignored when the attribution of access is different. 0: Not use access right function 1: Use access right function Note: Secure attribution can overwrite Non-Secure right.

56.2.31 Secure Command Register (SEC_CMDn (n = 0 to 15))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

SEC_CMDn (n = 0 to 15) is a 32-bit register that specifies the command which is prohibited for Secure CPU.

Only Secure CPU can access to this register.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LIMEN	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LIMCMD															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	LIMEN	B'0	R/W	Command Limitation Enable for Secure CPU Specifies the limited command for Secure CPU. 1: The command specified in LIMCMD[15:0] is limited 0: The command specified in LIMCMD[15:0] is not limited
30 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	LIMCMD	All 0	R	Limited Command for Secure CPU Specifies the command which is limited for Secure CPU. When LIMEN = 1, the command specified in these bits are checked and not issued to the device.

56.2.32 Non-Secure Command Register (NON_SEC_CMDn (n = 0 to 15))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

NON_SEC_CMDn (n = 0 to 15) is a 32-bit register that specifies the command which is prohibited for Non-Secure CPU.

Only Secure CPU can access to this register.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LIMEN	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LIMCMD															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	LIMEN	B’0	R/W	Command Limitation Enable for Non-Secure CPU Specifies the limited command for Non-Secure CPU. 1: The command specified in LIMCMD[15:0] is limited 0: The command specified in LIMCMD[15:0] is not limited
30 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	LIMCMD	All 0	R	Limited Command for Non-Secure CPU Specifies the command which is limited for Non-Secure CPU. When LIMEN = 1, the command specified in these bits are checked and not issued to the device.

56.2.33 Erase Command List Register (ERASELISTn (n = 1, 2))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

ERASELISTn (n = 1, 2) is a 32-bit register that specifies Erase Command to limit.

Only Secure CPU can access to this register.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ECMDEN1	—	—	—	—	—	—	—	ECMD1							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECMDEN2	—	—	—	—	—	—	—	ECMD2							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ECMDEN1	B’0	R/W	Erase Command 1 Enable Enables to limit the erase command which is specified In ECMD1.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	ECMD1	All 0	R/W	Erase Command 1 Specifies the Erase command to limit.
15	ECMDEN2	B’0	R/W	Erase Command 2 Enable Enables to limit the erase command which is specified In ECMD2.
14 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	ECMD2	All 0	R/W	Erase Command 2 Specifies the Erase command to limit.

56.2.34 Write Command List Register (WRITELISTn (n = 1, 2))

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	—	—

WRITELISTn (n = 1, 2) is a 32-bit register that specifies Write Command to limit.

Only Secure CPU can access to this register.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	WCMDEN1	—	—	—	—	—	—	—	WCMD1							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WCMDEN2	—	—	—	—	—	—	—	WCMD2							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	WCMDEN1	B'0	R/W	Write Command 1 Enable Enables to limit the Write command which is specified In WCMD1. 0: Disable to limit the Write command which is specified In WCMD1. 1: Enable to limit the Write command which is specified In WCMD1.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 16	WCMD1	All 0	R/W	Write Command 1 Specifies the Write command to limit.
15	WCMDEN2	B'0	R/W	Write Command 2 Enable Enables to limit the Write command which is specified In WCMD2. 0: Disable to limit the Write command which is specified In WCMD2. 1: Enable to limit the Write command which is specified In WCMD2.
14 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	WCMD2	All 0	R/W	Write Command 2 Specifies the Write command to limit.

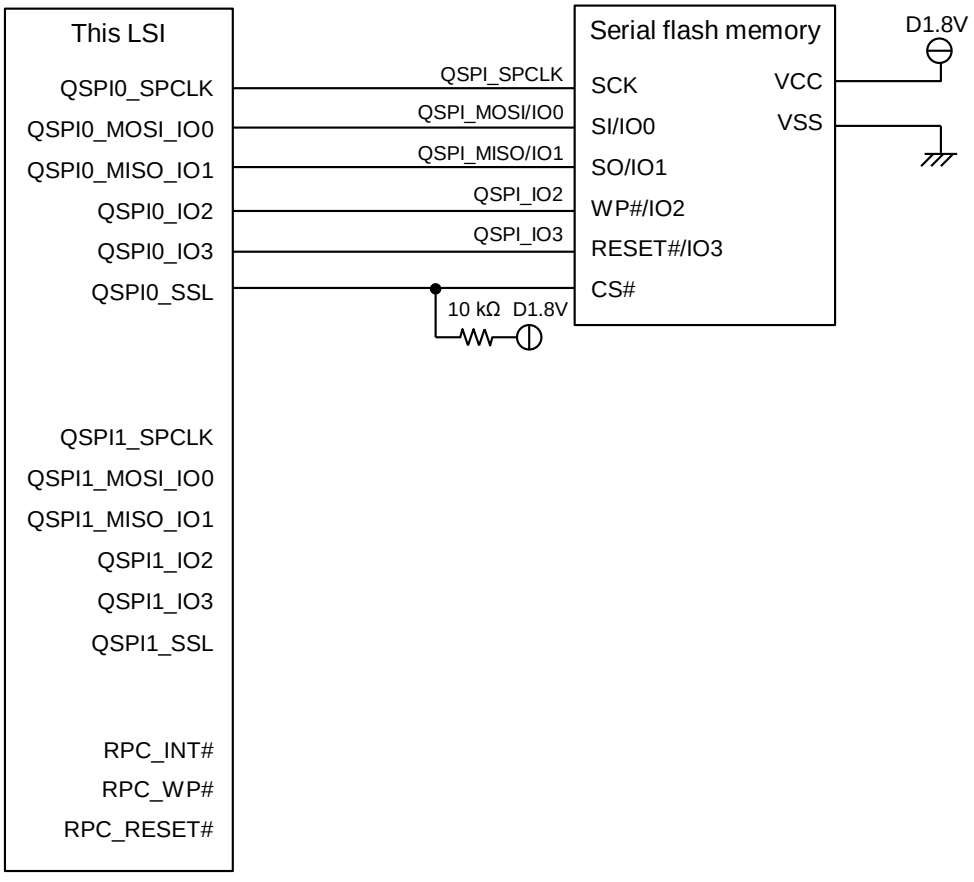
56.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

56.3.1 System Configuration

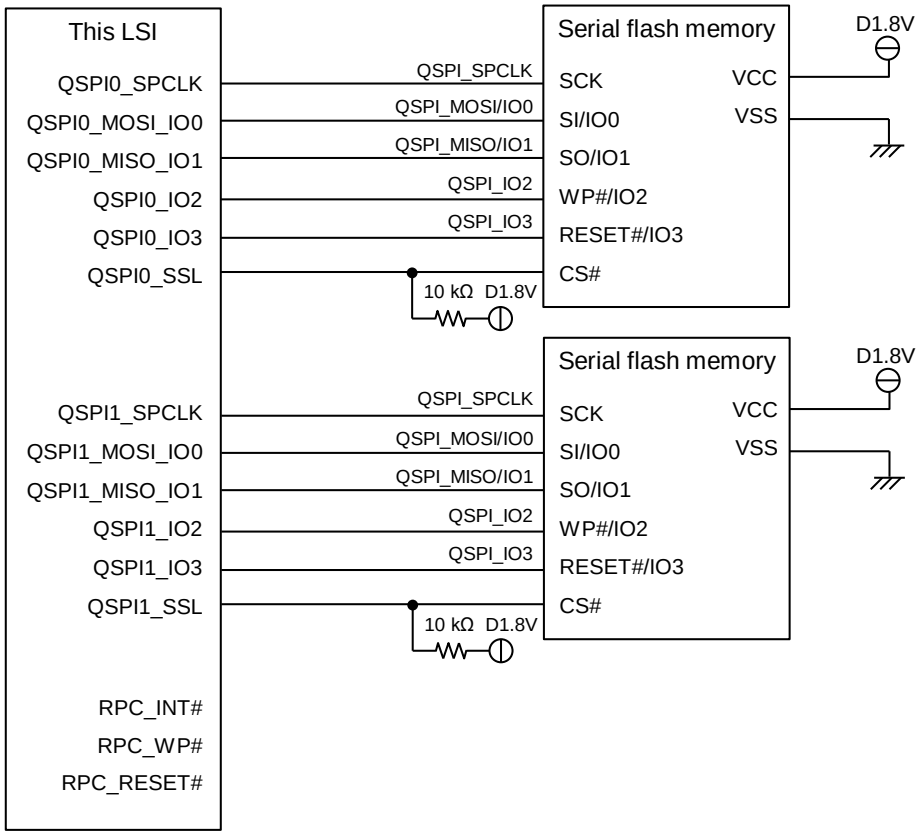
With this module, one or two serial flash memory devices (data size of 1, 2, and 4 bits) or one HyperFlash (data size of 8 bits) can be connected. The connected devices can be selected using the BSZ[1:0] bits in CMNCR.

Examples of system configuration are shown in Figure 56.2, 56.3, 56.4 and 56.5.



Note: 1. When this LSI connects to 1 x serial flash memory, please use ch0 pins.
ch1 pins are not available in this configuration.
2. RPC_RESET# cannot be used with serial flash boot. Instead, connect PRESETOUT# to the serial flash RESET# terminal. Also, when using 1.8V serial flash, step down voltage from 3.3V to 1.8V. (3.3V serial flash is unnecessary.) [RZ/G2E]

Figure 56.2 Example of System Configuration with One 4-Bit Serial Flash Memory Device Connected



Note: [RZ/G2E]
RPC_RESET# cannot be used with serial flash boot. Instead, connect PRESETOUT# to the serial flash RESET# terminal. Also, when using 1.8 V serial flash, step down voltage from 3.3 V to 1.8 V. (3.3 V serial flash is unnecessary.)

Figure 56.3 Example of System Configuration with Two 4-Bit Serial Flash Memory Devices Connected (BSZ[1:0] Bits in CMNCR = 01)

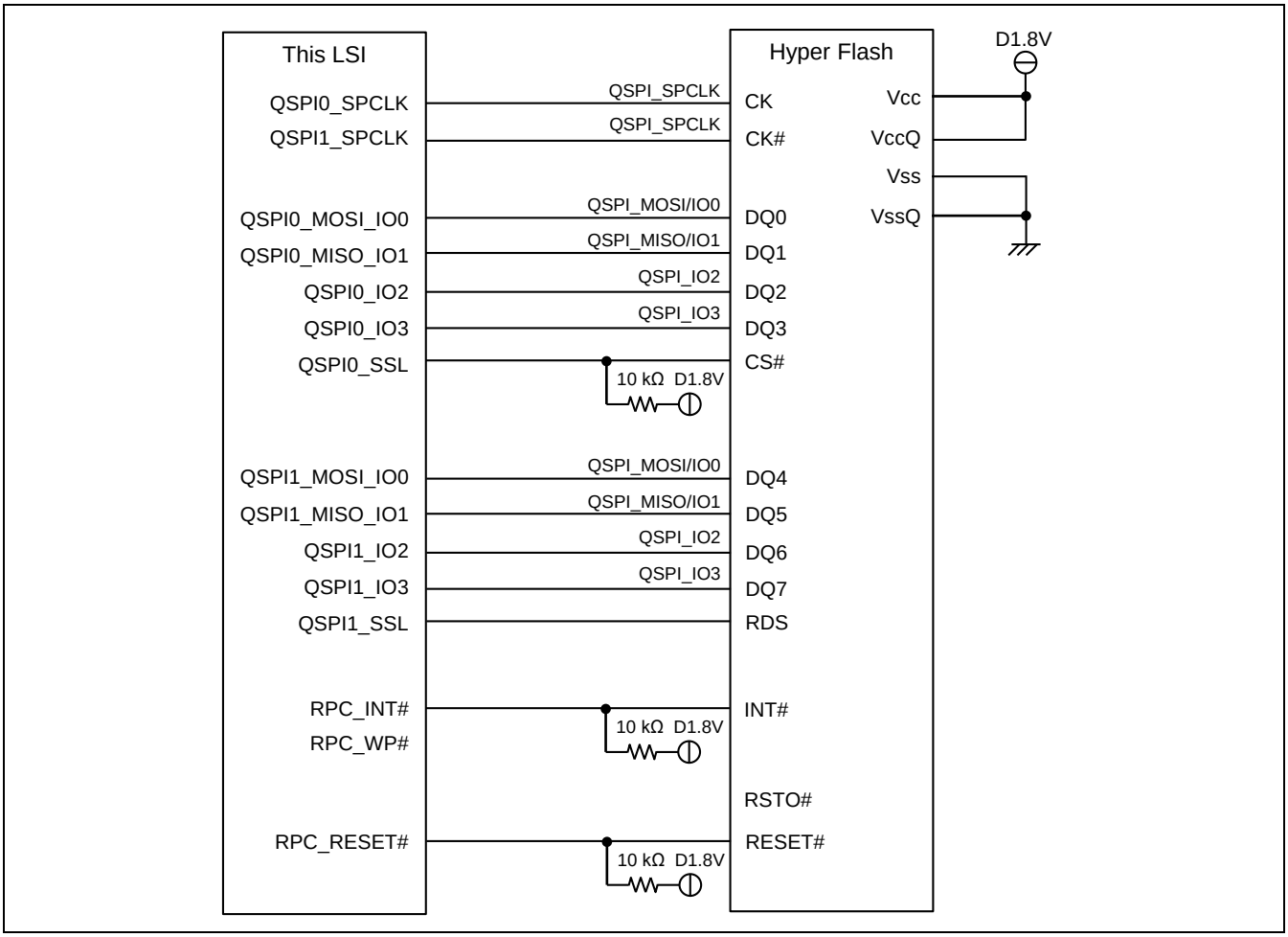


Figure 56.4 Example of System Configuration with HyperFlash Connected

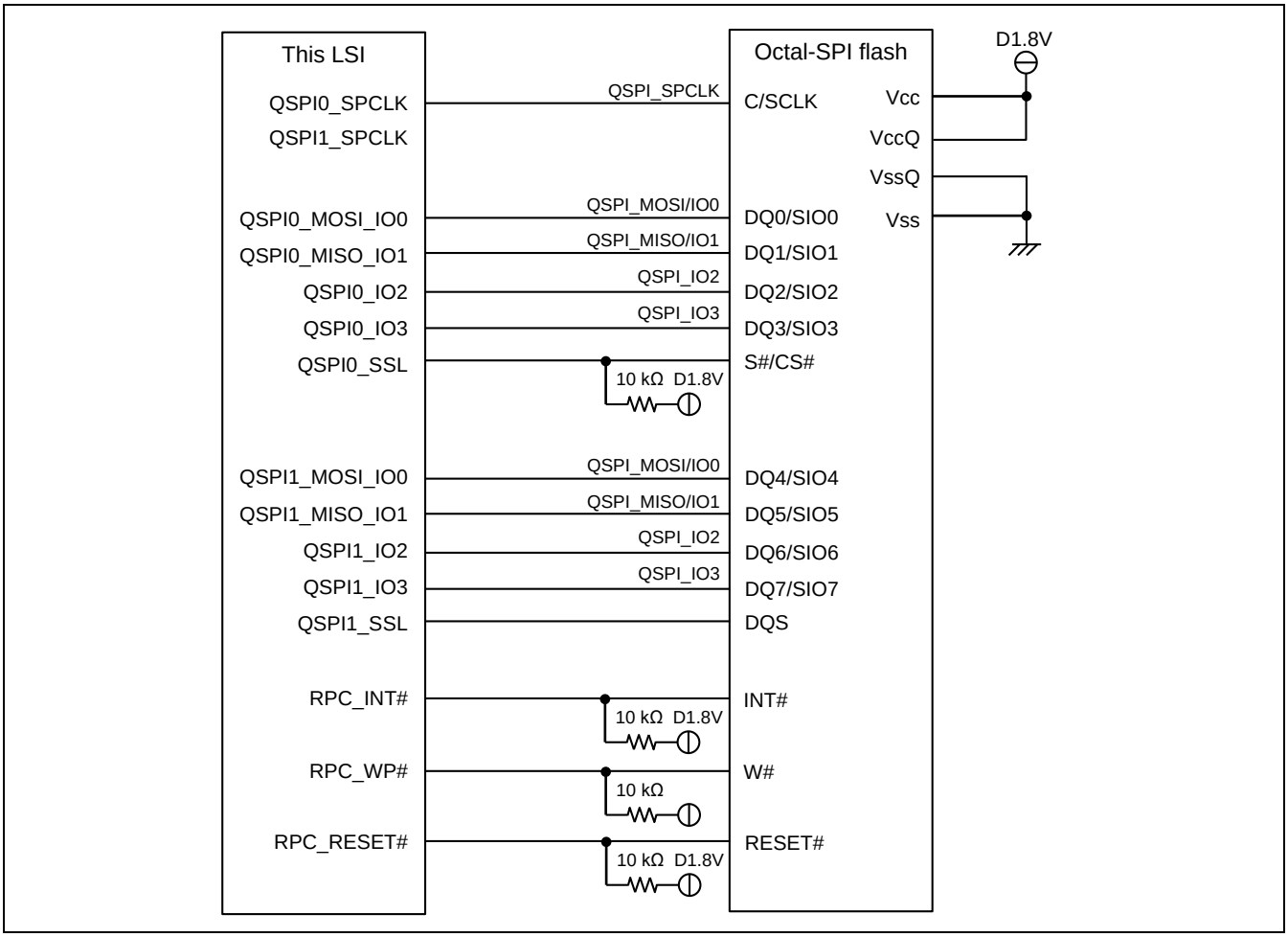


Figure 56.5 Example of System Configuration with Octal-SPI Flash Memory Device Connected

56.3.2 Address Map

In external address space read mode, the serial flash memory and HyperFlash to be connected are assigned in the SPI multi I/O bus space. The internal address space is 64MB, but with the DREAR register to specify the offset, a maximum of 4 Gbytes can be accessed when one serial flash memory is connected, and a maximum of 8 Gbytes can be accessed when two memory devices or a HyperFlash or an Octal-SPI flash memory are connected.

Table 56.4 Address Map

Internal Address	Maximum Access Area
H'0800_0000 to H'0BFF_FFFF	Serial flash × 1: 4 Gbytes Serial flash × 2 or HyperFlash × 1 or Octal-SPI flash × 1: 8 Gbytes

56.3.3 32-Bit Address Area in the Serial Flash Memory

Since the SPI multi I/O bus space is 64 Mbytes (with 26-bit address width), only a part of the 32-bit serial flash address area can be directly accessed. The fixed value set in the DREAR register is used as the upper-order bit value of a 32-bit address.

To output the address of the serial flash memory in 32 bits, set the ADE[3] bit in DRENR to 1, set the range of the external addresses used as the serial flash addresses to the EAC[2:0] bits in DREAR, and set the upper bit value of the 32-bit address as the fixed value to the EAV[7:0] bits in DREAR.

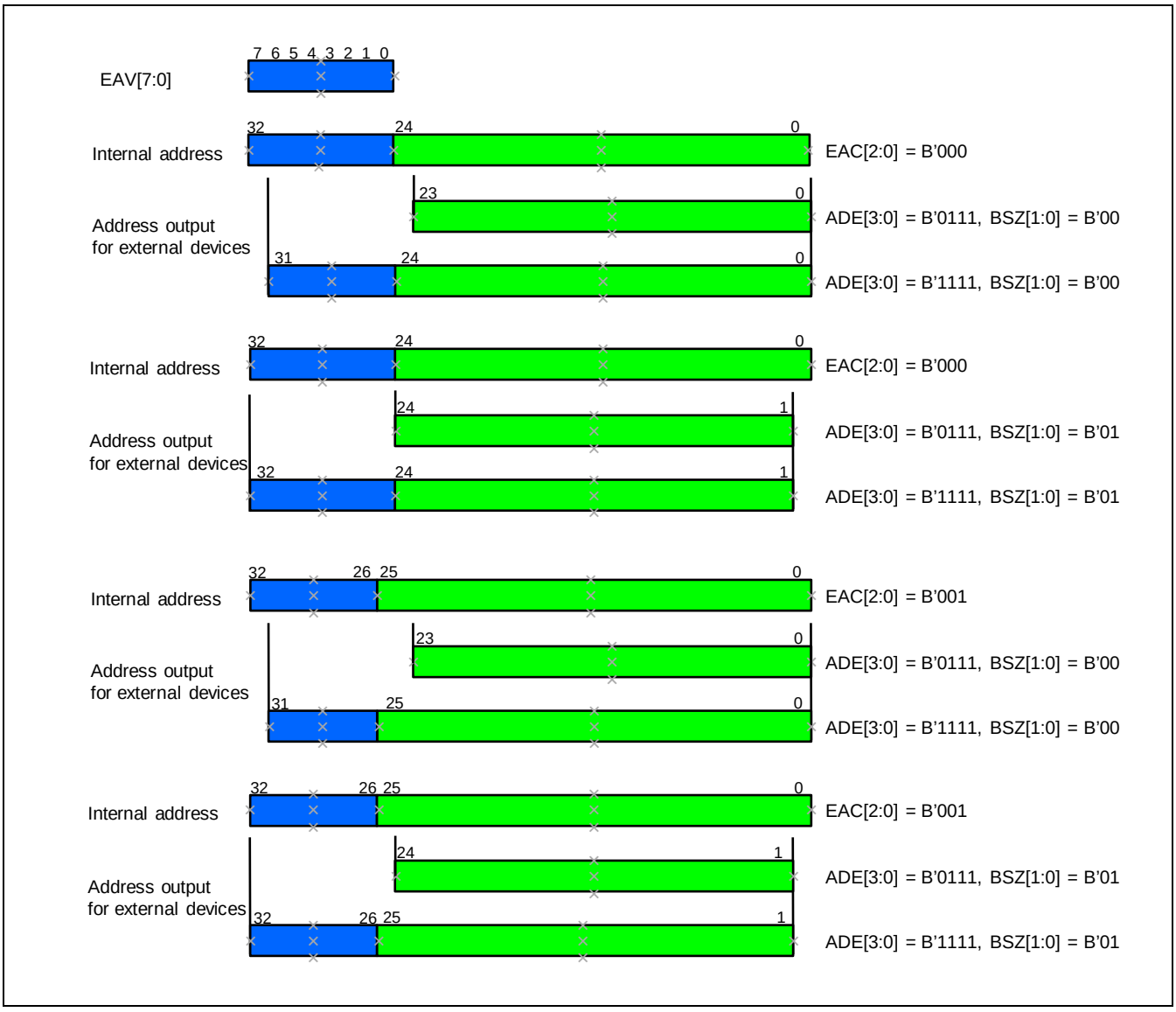


Figure 56.6 32-Bit Address Setting

Setting the ADE[3] bit in DRENR to 1 allows the serial flash address to be output using [31:0] bits. When EAC[2:0] = 000, external address bits [24:0] are valid. Set the value for [32:25] bits to EAV[7:0]. When EAC[2:0] = 001, external address bits [25:0] are valid. Set the value for [32:26] bits to EAV[7:1]. The address bits actually used for the external device are shown below.

When one serial flash memory is connected, internal address bits [31:0] are used.

When two serial flash memory devices are connected, internal address bits [32:1] are used.

When HyperFlash or an Octal SPI flash is connected, this address extension with DRENR.ADE[3] is not available, and internal address bits [25:0] (64 Mbytes area) are used. Use manual mode when access to the bigger area than 64 Mbytes area.

56.3.4 Operating Modes

This module has two operating modes: external address space read mode and manual mode.

In external address space read mode, a read access to the SPI multi I/O bus space is converted into the data read protocol and data is received from the external device. After data acquisition from the external device, data is returned to the bus master that is the issuing source of read access. For details, see section 56.3.5, External Address Space Read Mode.

The manual mode carries out an arbitrary protocol by using the register settings. For details, see section 56.3.7, Manual Mode.

56.3.5 External Address Space Read Mode

By external address space read mode, a read access to the SPI multi I/O bus space is converted into the data read protocol. Further, the commands, optional commands, option data, and dummy cycle issued for reading external device can be modified using registers.

In external address space read mode, either normal read operation or burst read operation can be selected. The transfer format is determined based on the common control register (CMNCR), SSL delay register (SSLDR), data read control register (DRCR), data read command setting register (DRCMR), data read extended address setting register (DREAR), data read option setting register (DROPR), data read enable setting register (DRENR), data read dummy cycle setting register (DRDMCR), and data read DDR enable register (DRDRENR).

Note: The RZ/G2M V1.3 (not RZ/G2M V3.0) does not support DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit). In the following description, do not set the related operation.

(1) Normal Read Operation

When the RBE bit in DRCR is set to 0, normal read operation is performed.

In the normal read operation, the data is read from external device by reading access from bus master. After reading from external device, the QSPIn_SSL pin is negated.

The normal read operation timing with serial flash is shown in Figure 56.7, Normal Read Operation Timing.

t1 is the time period from QSPIn_SSL pin assertion to QSPIn_SPCLK oscillation (clock delay), t2 is the time period from transmission of the last QSPIn_SPCLK edge of a transfer to QSPIn_SSL pin negation (QSPIn_SSL negation delay), and t3 is the time period from one transfer end to the next transfer start (next access).

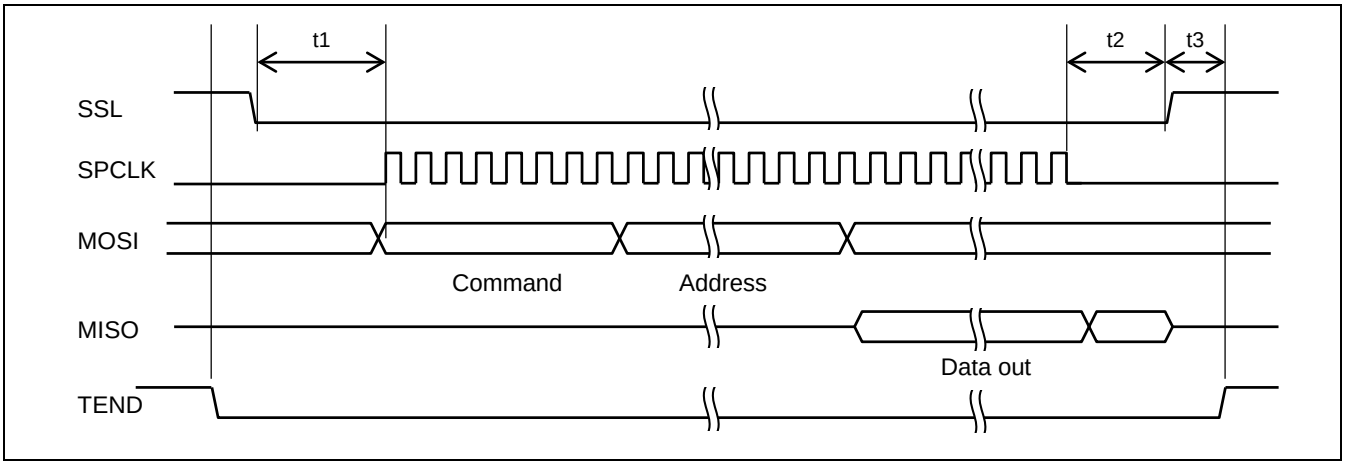


Figure 56.7 Normal Read Operation Timing

Note: t1 to t3 are specified in SSLDR.SCKDL, SSLDR.SLNDL and SSLDRSPNDL bits respectively.

(2) Burst Read Operation

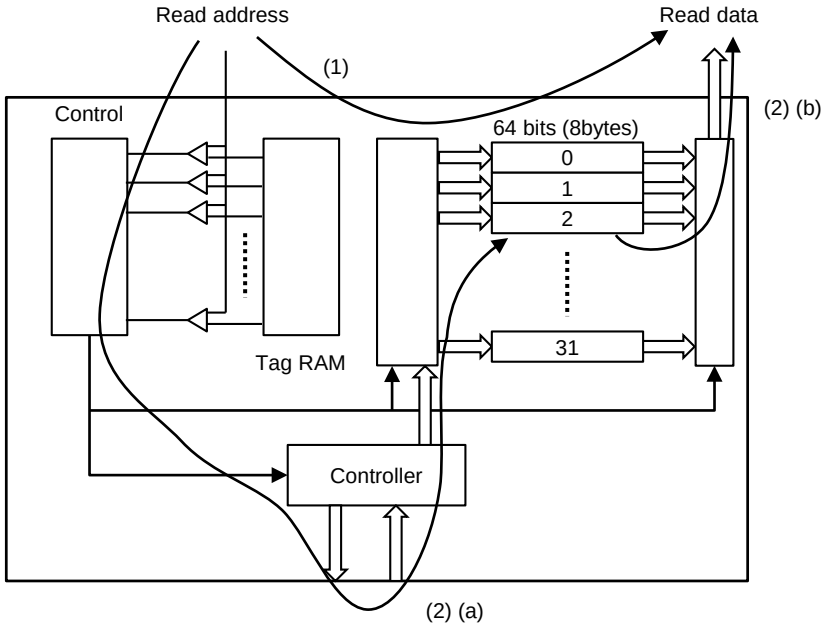
When the RBE bit in DRCR is set to 1, burst read operation is performed.

Read cache is enabled in the burst read operation. For read cache operation, see section 56.3.6, Read Cache.

For reading access from bus master, the read cache is first referred to for checking whether the data of read address of bus master is contained in the read cache memory. When the read cache memory contains the data, the data contained in the cache memory is returned to the bus master without accessing the external device. When the read cache memory does not contain the data, burst read is performed in the external device, the read data is stored in the read cache memory and the data is returned to the bus master. The data transfer length at that time is 64 bits x RBURST[4:0] bits and the data is always read from the 64-bit boundary.

The QSPIn_SSL pin status after data transfer can be selected by using the SSLE bit in DRCR. When the SSLE bit is set to 0, the QSPIn_SSL pin is always negated after data transfer. For an operation performed when the SSLE bit is set to 1, see (3) Burst Read Operation with Automatic QSPIn_SSL Negation, just below.

A pattern diagram of this operation and a burst read operation timing diagram with serial flash when SSLE bit is set to 0 are shown in Figure 56.8 and 56.9.



(1) When the read cache contains data;
Data is read from the read cache, and returned to the bus master.
The external device is not accessed.
(2) When the read cache does not contain data;
(a) Data is read from the external device, and stored in the read cache.
(b) Data is read from the read cache, and returned to the bus master.

Figure 56.8 Read Operation in Burst Read Operation

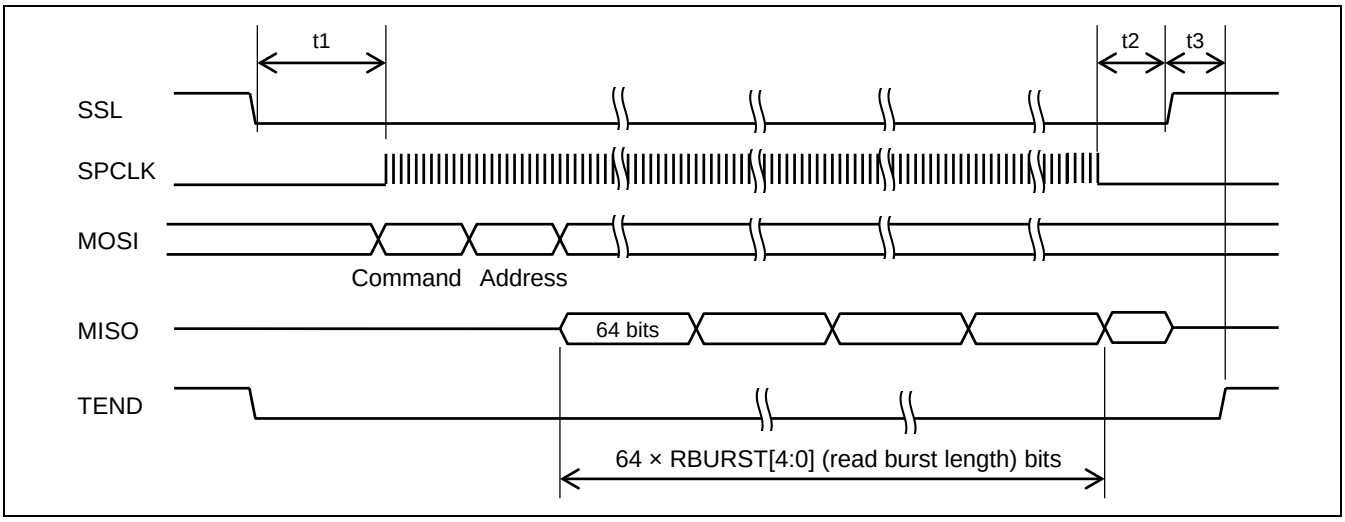


Figure 56.9 Read Timing in Burst Read Operation (SSLE Bit = 0)

Note: t1 to t3 are specified in SSLDR.SCKDL, SSLDR.SLNDL and SSLDRSPNDL bits respectively.

(3) Burst Read Operation with Automatic QSPIn_SSL Negation

When SSLE bit in DRCR is set to 1, this module does not negate the QSPIn_SSL pin after the burst read transfer on serial flash connection. When accessing the next time, if the address is continuous with the previous read address, the burst read operation is performed without issuing the command, optional command, address, option data, or dummy cycle. If the address is not continuous with the previous read address, the QSPIn_SSL pin is once negated and the burst read operation is performed after issuing the command, optional command, address, option data, or dummy cycle.

Burst read timing diagrams for continuous address and non-continuous address with serial flash are shown in Figure 56.10 and 56.11.

For the next access after negation of the QSPIn_SSL with the SSLN bit in DRCR with this operation, read SSLF = 0 in CMNSR to confirm that the QSPIn_SSL has been negated. This function is only supported to connect to serial flash memory.

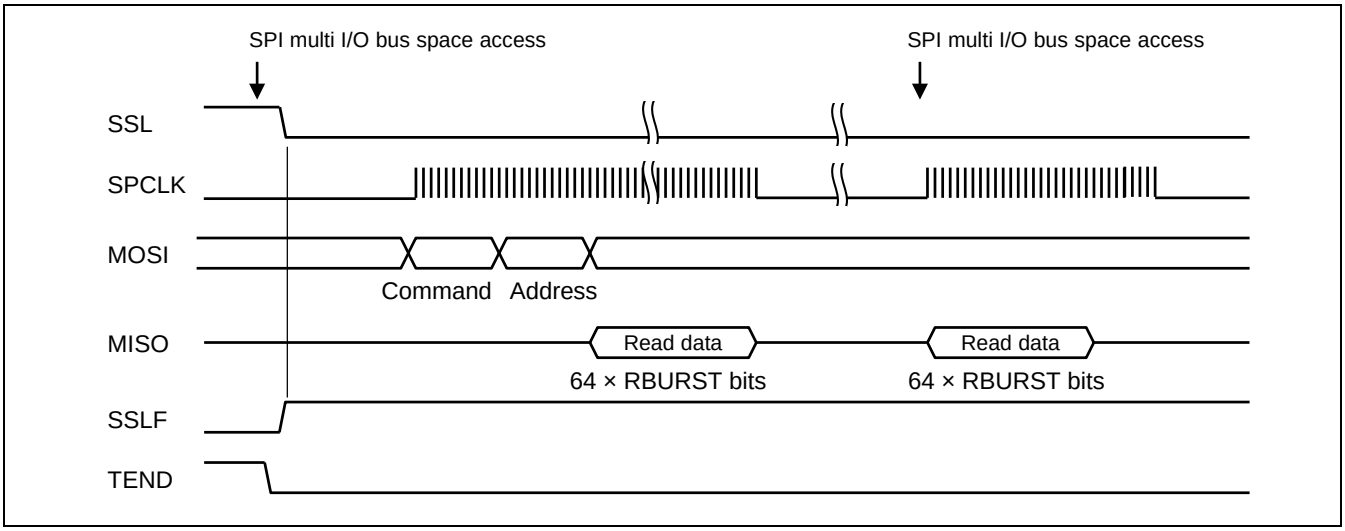


Figure 56.10 Burst Read Timing for Continuous Address (SSLE Bit = 1)

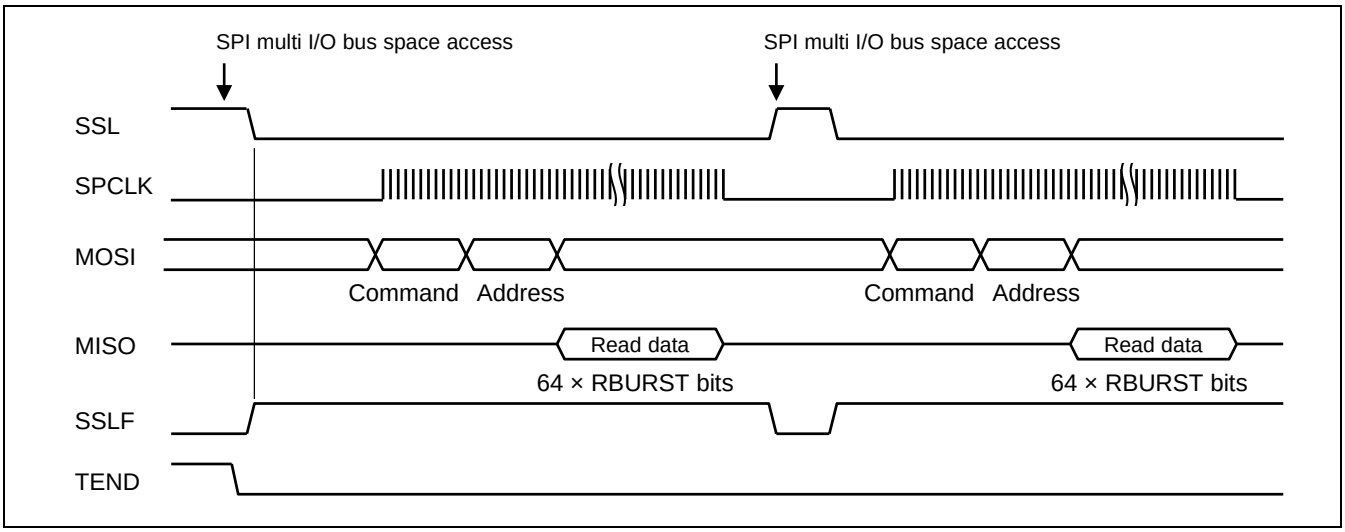


Figure 56.11 Burst Read Timing for Non-Continuous Address (SSLE Bit = 1)

(4) Initial Setting Flow

An example of an initial setting flow in external address space read mode is shown in Figure 56.12.

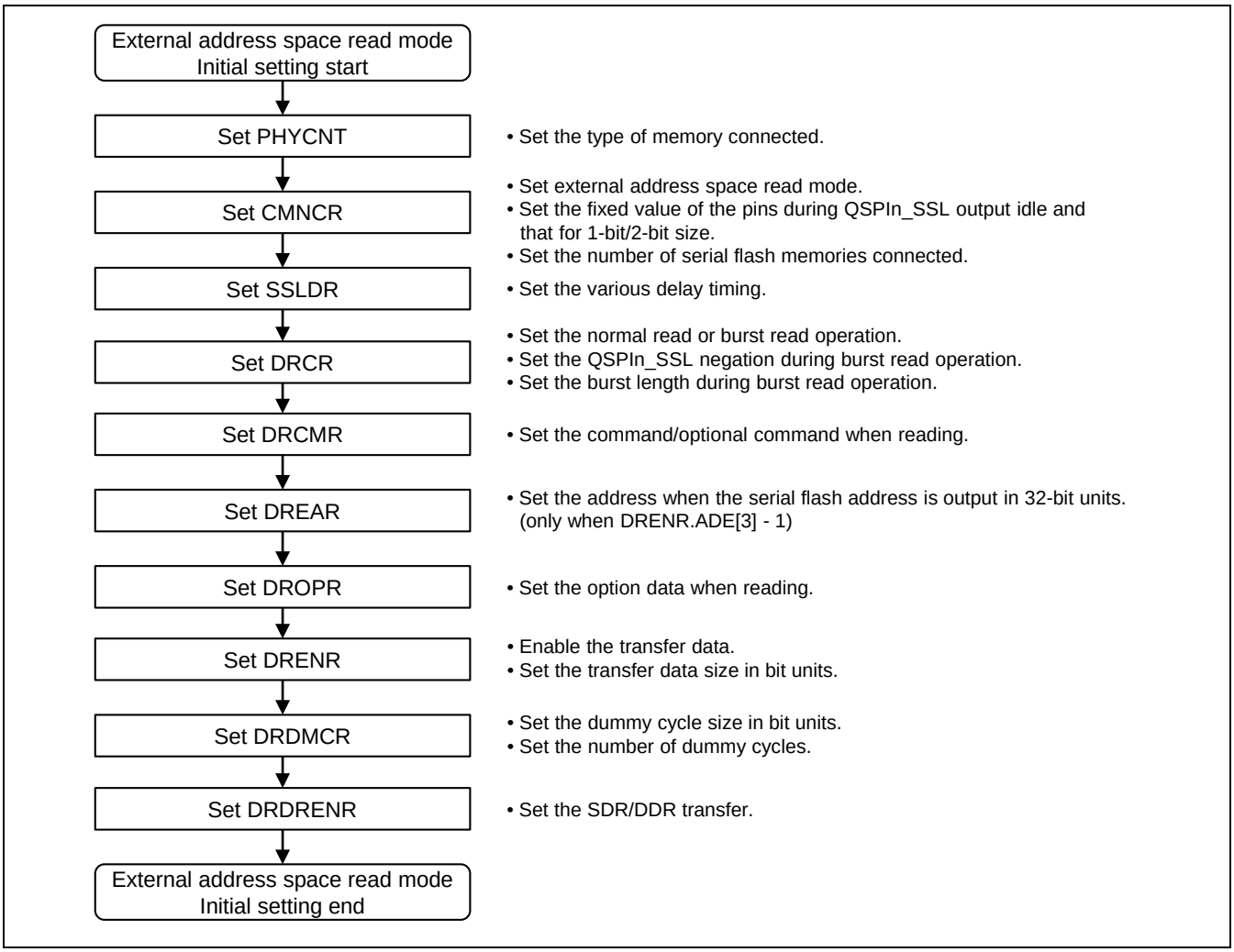


Figure 56.12 Example of Initial Setting Flow in External Address Space Read Mode

56.3.6 Read Cache

This module has a simple built-in read cache. The read cache can be used during external address space read mode and burst read operation. The read cache is configured with a line size of 64 bits and 32 entries.

Read cache configuration is shown in Figure 56.13.

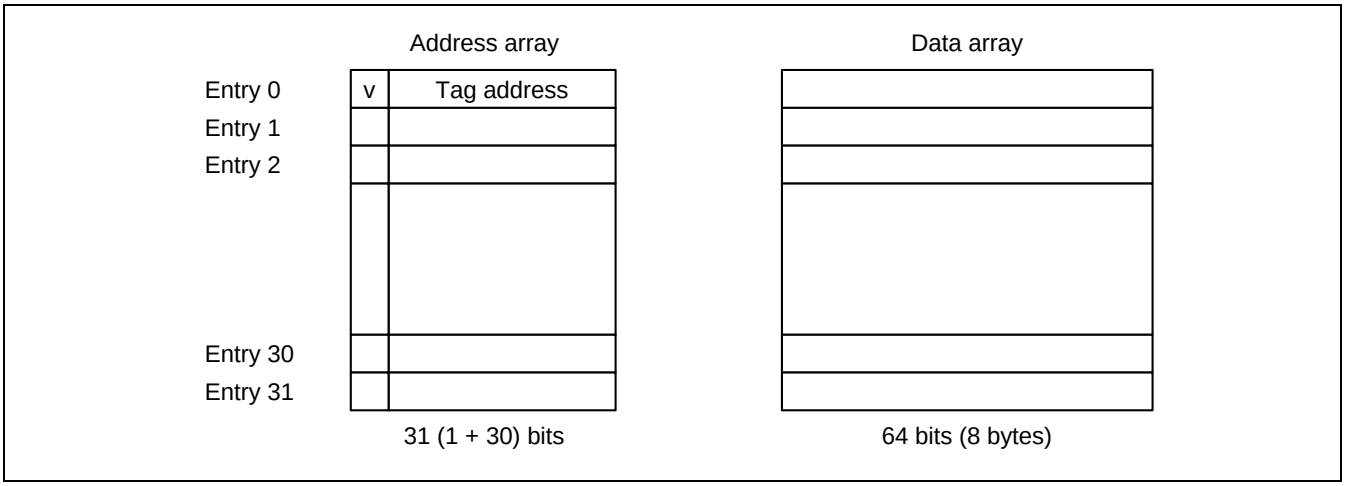


Figure 56.13 Read Cache Configuration

(1) Address Array

The V bit indicates whether the entry data is valid. When the V bit is 1, the data is valid and when V bit is 0, the data is invalid.

The tag address bits hold the address used for the serial flash memory. Address bits 32 to 3 are used for the purpose. Address bits 23 to 3 are enabled when address output is 24 bits and one serial flash memory is connected; and address bits 24 to 3 are enabled when two serial flash memory devices are connected.

Address bits 31 to 3 are enabled when address output is 32 bits and one serial flash memory is connected; and address bits 32 to 3 are enabled when two serial flash memory devices are connected.

(2) Data Array

It retains the 64-bit read data. Registration in the read cache is performed in line units.

(3) Read Operation

In case of read-hit, data is read from the read cache. In case of read-miss, after the 64 × RBURST (read burst length) data is read from the serial flash memory and the read cache is updated, the data is returned to the bus master.

(4) Data Replacement

The write pointer is used to update data. In case of read-miss, the RBURST (read burst length) portion data is replaced starting at the entry specified by the write pointer. In other words, the data is replaced in the storage order of the data. Whether data is referred to or not will not affect the replacement order of data.

56.3.7 Manual Mode

This module can carry out an arbitrary serial transfer operation by using the register settings.

The transfer format is determined based on the common control register (CMNCR), SSL delay register (SSLDR), manual mode control register (SMCR), manual mode command setting register (SMCMR), manual mode address setting register (SMADR), manual mode option setting register (SMOPR), and manual mode enable setting register (SMENR), manual mode read data register (SMRDR), manual mode write data register (SMWDR), manual mode dummy cycle setting register (SMDMCR), and manual mode DDR enable register (SMDRENR).

Manual mode can be used for reading the status of the serial flash memory and writing to the serial flash memory.

In this mode, one transfer refers to the operation from when the SPIE bit in SMCR is set to 1 to when the TEND bit is set to 1.

Note: The RZ/G2M V1.3 (not RZ/G2M V3.0) does not support DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit). In the following description, do not set the related operation.

(1) Transfer Start

The transfer of data is started in the set transfer format by setting the SPIE bit in SMCR to 1. When write operation is enabled, the manual mode write data register is transmitted to the serial flash memory. When read operation is enabled, data read from the serial flash memory is stored into the manual mode read data register.

The operation timing of serial transfer is shown in Figure 56.14.

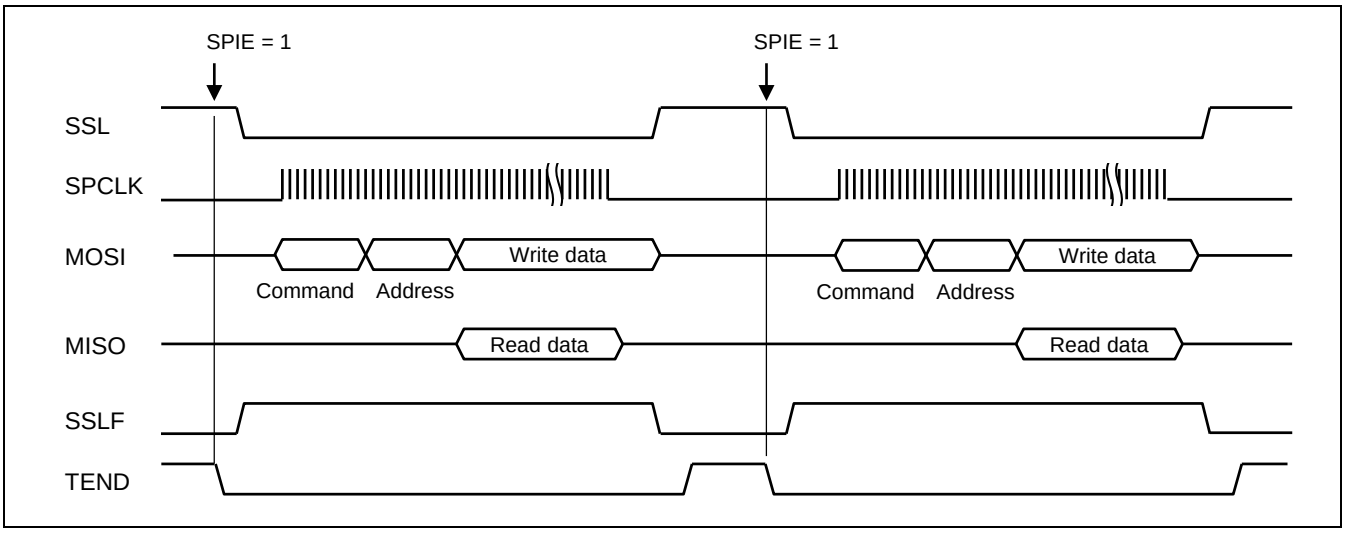


Figure 56.14 Operation Timing of Serial Transfer

(2) Read/Write Enable

Read operation: Data can be read by setting the SPIRE bit in SMCR to 1. The read data is stored into SMRDR.

Write operation: Data can be written by setting the SPIWE bit in SMCR to 1. The data stored in SMWDR is output.

When the data size is set to 1 bit using the SPIDB[1:0] bits in SMENR, data can be transmitted and received by setting the SPIRE and SPIWE bits to 1. However, when the data size is set to 4 bits by using the SPIDB[1:0] bits, only one of the SPIRE and SPIWE bits should be enabled. The operation is not guaranteed if both the bits are enabled.

(3) Retention of QSPIn_SSL Pin Assertion

By setting the SSLKP bit in SMCR to 1, assertion of the QSPIn_SSL pin can be continued till the next transfer. With this function, the transfer can be carried out continuously with the QSPIn_SSL kept in the asserted state.

The data transfer timing using the SSLKP bit is shown in Figure 56.15.

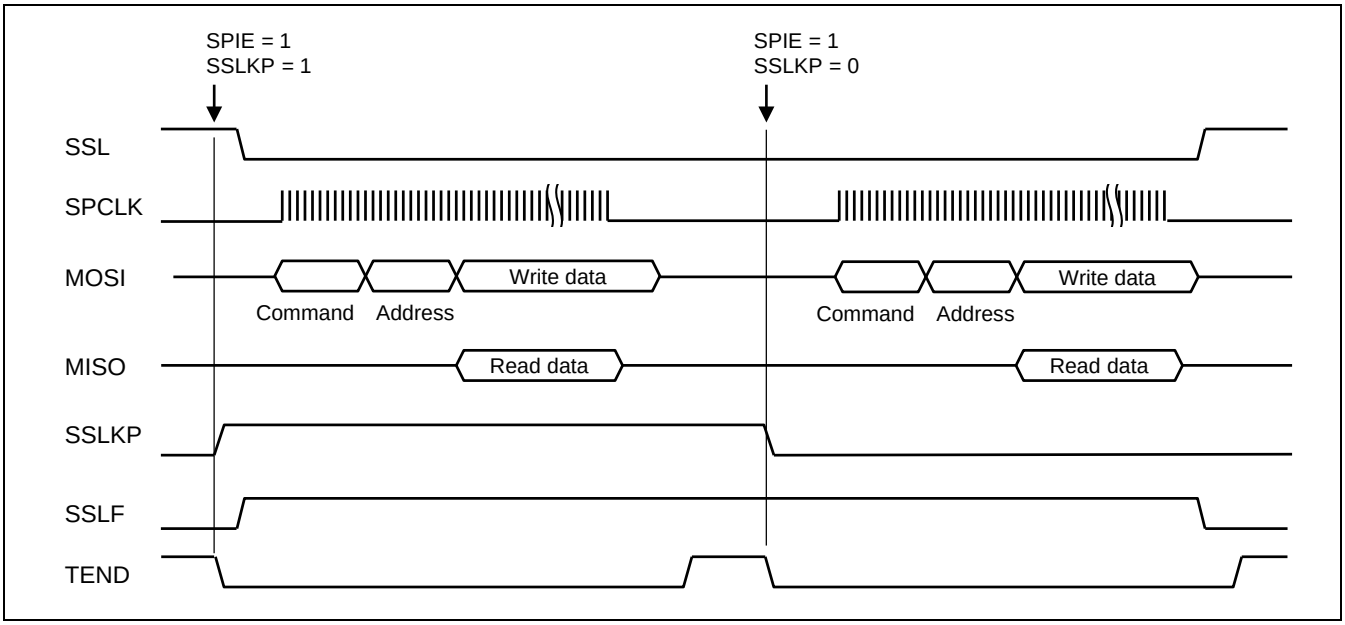


Figure 56.15 Data Transfer Timing Chart Using the SSLKP Bit

(4) Initial Setting Flow

An example of an initial setting flow in manual mode is shown in Figure 56.16.

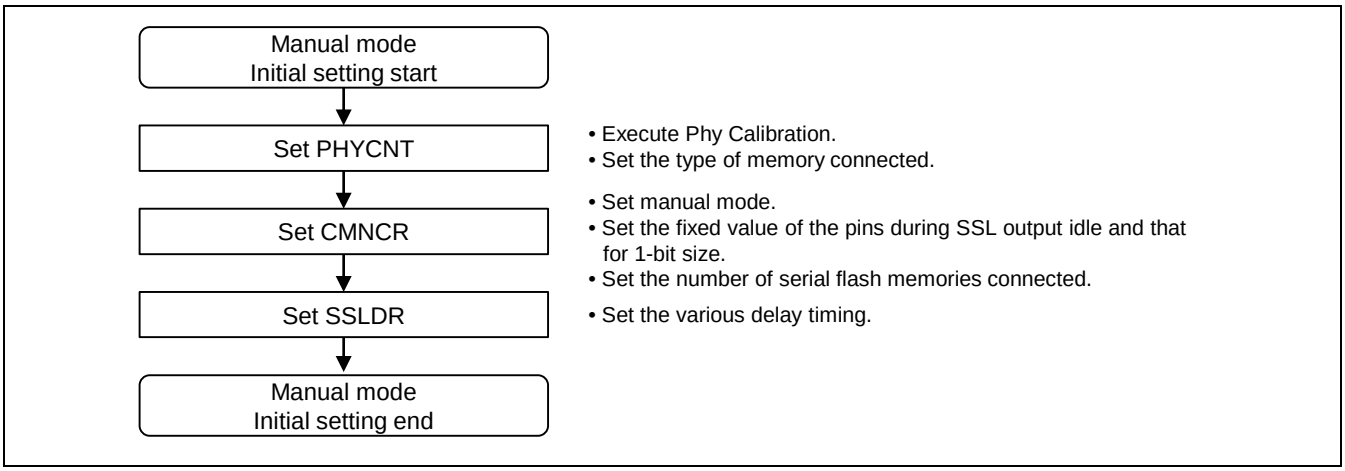


Figure 56.16 Example of Initial Setting Flow in Manual Operating Mode

(5) Data Transfer Setting Flow

An example of a data transfer setting flow in manual mode is shown in Figure 56.17.

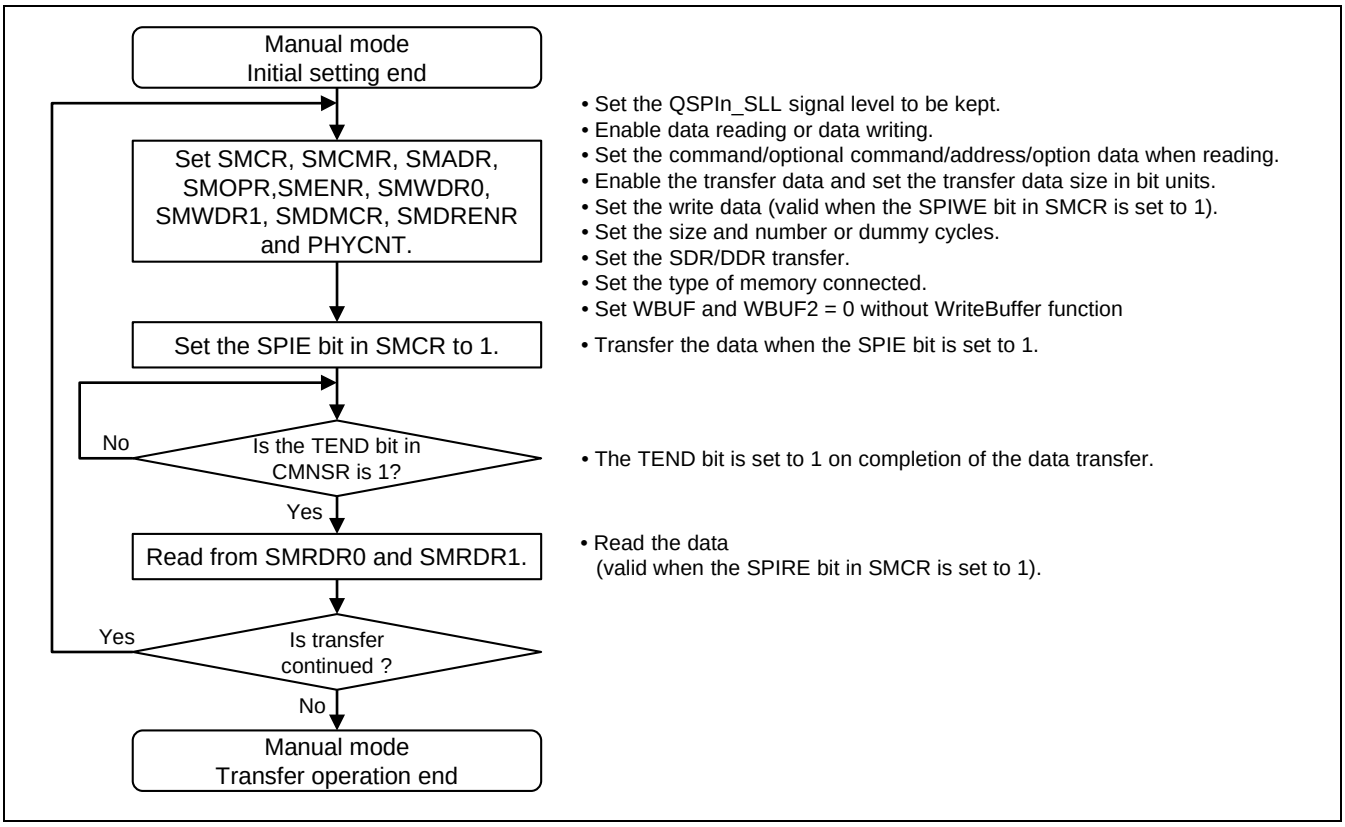


Figure 56.17 Example of Data Transfer Setting Flow in Manual Operating Mode

56.3.8 Command Sequence

This module handles input and output data in the order of command, optional command, address, option data, dummy cycle, and data.

Note: The RZ/G2M V1.3 (not RZ/G2M V3.0) does not support DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit). In the following description, do not set the related operation.

(1) Data Registers

Table 56.5 and Table 56.6 shows the input and output data.

Table 56.5 Data Registers (serial flash)

Data		External Address Space Read Operation	Manual Operation
Command (8 bits)		CMD[7:0] bits in DRCMR	CMD[7:0] bits in SMCMR
Optional Command (8 bits)		OCMD[7:0] bits in DRCMR	OCMD[7:0] bits in SMCMR
Address (32/24 bits)	BSZ[1:0] = 00 (one serial flash memory connected)	32 bits: DREAR.EAV[7:1 to 0] bits + lower [25 to 24:0] bits of the read address. 24 bits: Lower [23:0] bits of the read address	32 bits: ADR[31:0] bits in SMADR. 24 bits: ADR[23:0] bits in SMADR
	BSZ[1:0] = 01 (two serial flash memory devices connected)	32bits: DREAR.EAV[7:1 to 0] bits + lower [25 to 24:1] bits of the read address 24bits: Lower [24:1] bits of the read address	
Option data (8 bits × 4)		DROPR	SMOPR
Dummy cycle (1 to 20 cycles)		DRDMC	SMDMC register (only when read)
Transfer Data		Normal read: 8, 16, and 32 bits, Burst read: 64 x RBURST bits	Read: SMRDR0 and SMRDR1 Write: SMWDR0 and SMRDR1

Table 56.6 Data Registers (HyperFlash)

Data	External Address Space Read Operation	Manual Operation
CA0 (47-40)	CMD[7:5] bits in DRCMR + [31:27] bits of the read address	CMD[7:5] bits in SMCMR + ADR[31:27] bits in SMADR
CA0 (39-32)	[26:19] bits of the read address	ADR[26:19] bits in SMADR
CA0 (31-24)	[18:11] bits of the read address	ADR[18:11] bits in SMADR
CA0 (23-16)	[10:3] bits of the read address	ADR[10:3] bits in SMADR
CA0 (15-8)	DROPR[15:8]	SMOPR[15:8]
CA0 (7-0)	DROPR[7:3] + [2:0] bits of the read address	SMOPR[7:3] + ADR[2:0] bits in SMADR
Dummy cycle (1 to 20 cycles)	DRDMC	SMDMC register
Transfer Data	Normal read: 8, 16, and 32 bits, Burst read: 64 x RBURST bits	Read: SMRDR0 and SMRDR1 Write: SMWDR0 and SMRDR1

(2) Data Enable

In external address space read mode, transfer enable or disable of the command, optional command, address, option data, and dummy cycle can be controlled with the CDE, OCDE, ADE[3:0], OPDE[3:0], and DME bits in DRENR, respectively. The size and number of dummy cycles can be controlled with the data read dummy cycle setting register (DRDMCR).

Similarly, in manual mode, enable or disable of the command, optional command, address, option data, dummy cycle, and transfer data can be controlled with the CDE, OCDE, ADE[3:0], OPDE[3:0], DME, and SPIDE[3:0] bits in SMENR, respectively. However, disabling all the above parameters is prohibited in manual mode. At least one of them except dummy cycle must be enabled. The size and number of dummy cycles can be controlled with the manual mode dummy cycle setting register (SMDMCR).

For the address and option data in external address space read mode; and the address, option data, and transfer data in manual mode, the enable bit setting allowed is determined according to the transfer data size. For the allowed setting combinations of the enable bits and transfer data size, refer to the description of the pertinent register.

If data is disabled, that data is skipped, and input and output of the next data is carried out. The command, optional command, address, and option data are always output. During dummy cycles, the state of the used pins is Hi-Z. In external address space read mode, data is always input; and in manual mode, input and output of data is determined based on the settings of the SPIRE and SPIWE bits in SMCR.

There are some restrictions on dummy cycle insertion. Refer to the description of the DME bits in DRENR and SMENR for details.

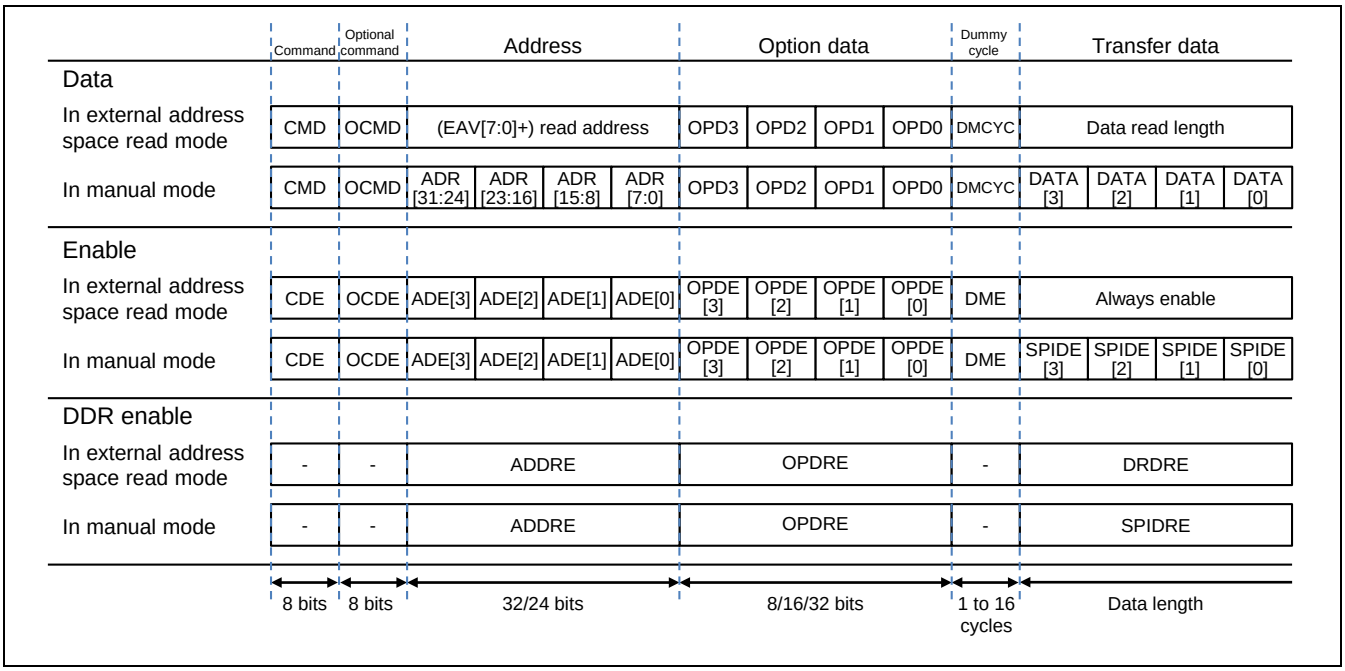


Figure 56.18 The relationship between Data and Enable (serial flash)

When HyperFlash is connected to this LSI, specify enable bits in CDE, OCDE, ADE[3:0], OPDE[3:0], and DME bits in DRENR and HYPE[2:0], ADDRE, OPDRE and DRDRE in DRDRENR in external address space read mode, and CDE, OCDE, ADE[3:0], OPDE[3:0],DME and SPIDE[3:0] in SMENR and HYPE[2:0], ADDRE, OPDRE and SPIDRE in SMDRENR manual mode.

Table 56.7 Enable Registers (HyperFlash)

External Address Space Read Operation			**Manual Operation**		
Register	Bits	Setting Value	Register	Bits	Setting Value
DRENR	CDE	B’1	SMENR	CDE	B‘1
	OCDE	B’1		OCDE	B‘1
	ADE[3:0]	B’0100		ADE[3:0]	B‘0100
	OPDE[3:0]	B’0000		OPDE[3:0]	B’0000
	DME	B’1		DME	Read: B’1 Write: B’0
DRDRENR	HYPE[2:0]	B’101		SPIDE[3:0]	16bit: B’1000 32bit: B’1100 64bit: B’1111
	ADDRE	B’1	SMDRENR	HYPE[2:0]	B’101
	OPDRE	B’0		ADDRE	B’1
	DRDRE	B’1		OPDRE	B’0
				SPIDRE	B’1

(3) Bit Size

In external address space read mode, the size of the command, optional command, address, option data, and the read data in bit units is respectively controlled with the CDB[1:0], OCDB[1:0], ADB[1:0], OPDB[1:0], and DRDB[1:0] bits in DRENR. The size of the dummy cycle in bit units is also controlled with the DMDB[1:0] bits in DRDMCR.

Similarly, in manual mode, the size of the command, optional command, address, option data, and read write data in bit units is controlled with the CDB[1:0], OCDB[1:0], ADB[1:0], OPDB[1:0], and SPIDB[1:0] bits in SMENR. The size of the dummy cycle in bit units is also controlled with the DMDB[1:0] bits in SMDMCR.

(a) 1-bit Size

When the size is set to 1 bit, QSPI0_MISO_IO1 and QSPI1_MISO_IO1 pins will be the input pins and QSPI0_MOSI_IO0 and QSPI1_MOSI_IO0 pins will be the output pins. QSPI0_IO2, QSPI1_IO2, QSPI0_IO3, and QSPI1_IO3 pins are not used.

Figure 56.19 and 56.20 show the examples of the transfer format.

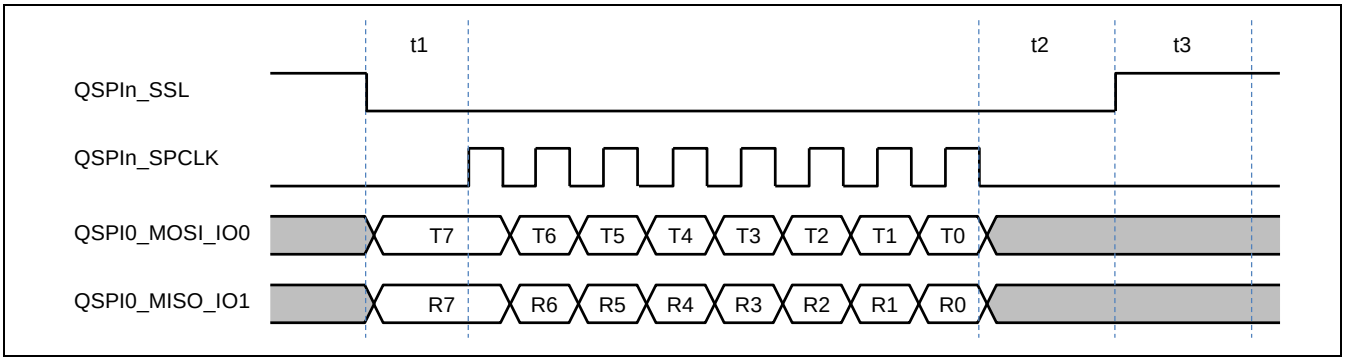


Figure 56.19 Example of Transfer Format with 1-Bit Data Size and One Serial Flash Memory Connected

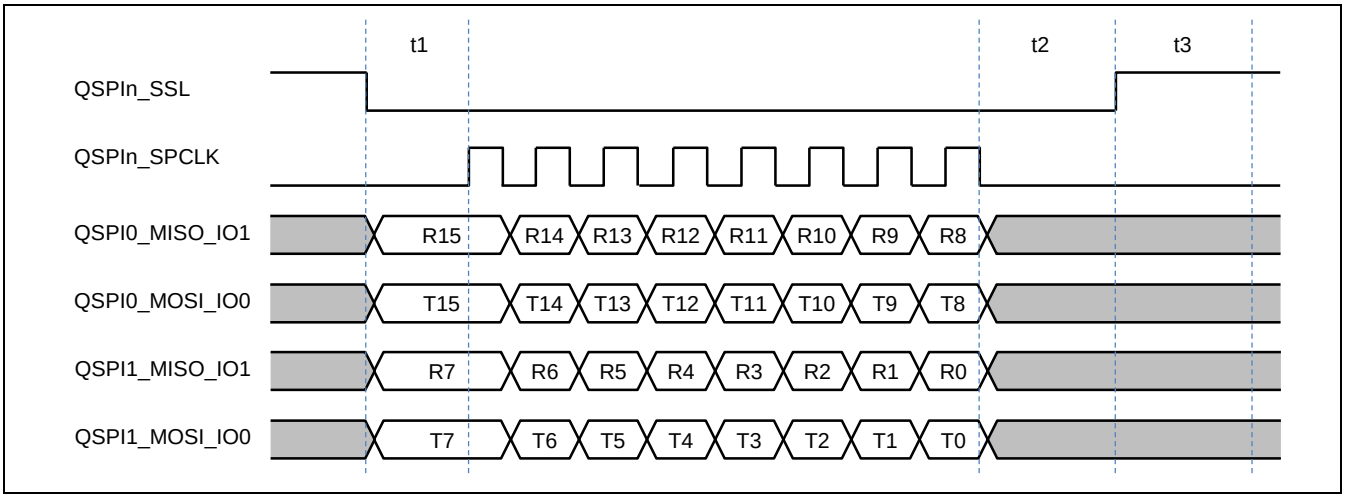


Figure 56.20 Example of Transfer Format with 1-Bit Data Size and Two Serial Flash Memory Devices Connected

(b) 4-bit Size (serial flash)

When the size is set to 4-bit, QSPI0_MOSI_IO0, QSPI1_MOSI_IO0, QSPI0_MISO_IO1, QSPI1_MISO_IO1, QSPI0_IO2, QSPI1_IO2, QSPI0_IO3, and QSPI1_IO3 pins will be either the input pins or the output pins. Figure 56.21 and 56.22 show the examples of the transfer format.

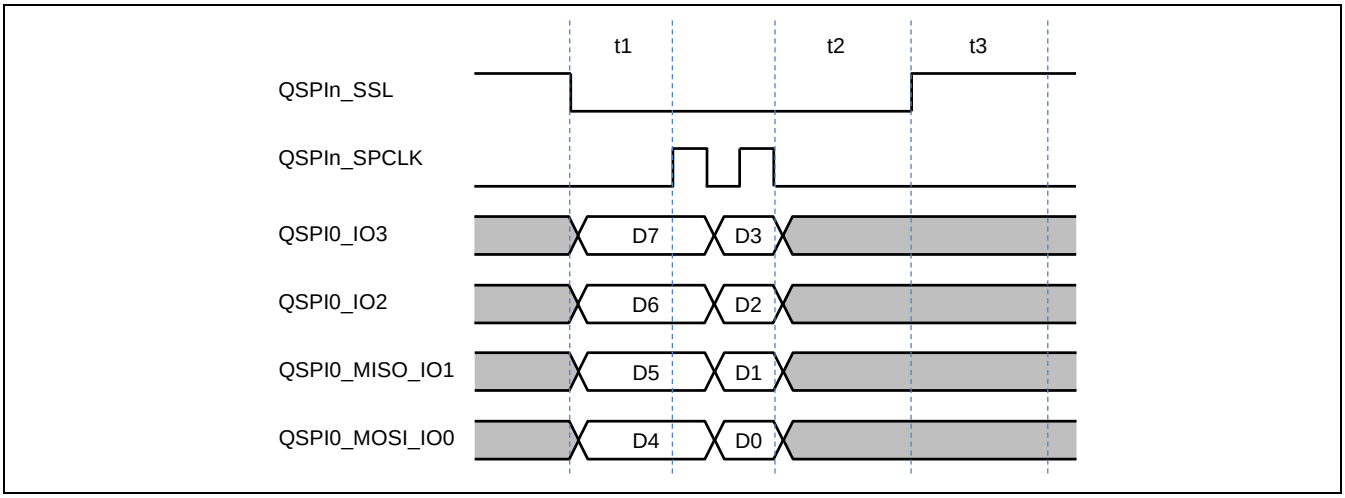


Figure 56.21 Example of Transfer Format with 4-Bit Data Size and One Serial Flash Memory Connected

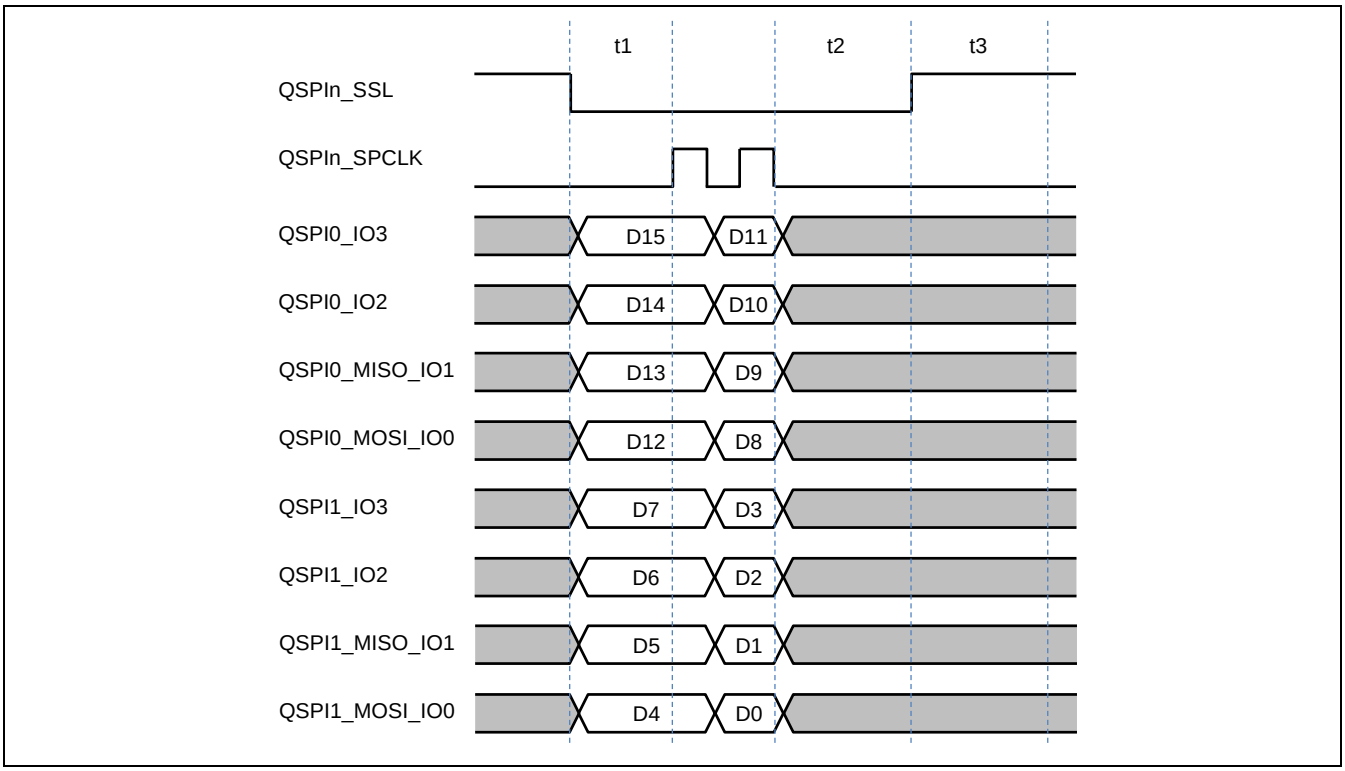


Figure 56.22 Example of Transfer Format with 4-Bit Data Size and Two Serial Flash Memory Devices Connected

(c) 4-bit Size (Hyperflash)

When HyperFlash is connected to this LSI, QSPI0_SPCLK and QSPI1_SPCLK will be differential clock, QSPI1_SSL will be input pin for RDS (Read Data Strobe) and QSPI0_MOSI_IO0, QSPI1_MOSI_IO0, QSPI0_MISO_IO1, QSPI1_MISO_IO1, QSPI0_IO2, QSPI1_IO2, QSPI0_IO3, and QSPI1_IO3 pins will be either the input pins or the output pins. Figure 56.23 shows the command/address sequence, and Figure 56.24 shows example of read data. In manual mode, the read data alignment is sequential, {DQ3[7:0], DQ2[7:0], DQ1[7:0], DQ0[7:0]} is stored in SMRDR1[31:0] and {DQ7[7:0], DQ6[7:0], DQ5[7:0], DQ4[7:0]} is stored in SMRDR0[31:0]. In external address space read mode, the read data is stored in little endian. For example, the 64-byte read data on RPC-IF area (H'0800_0000 ~ H'0BFF_FFFF) is {DQ7[31:0], DQ6[7:0], DQ5[7:0], DQ4[7:0], DQ3[7:0], DQ2[7:0], DQ1[7:0], DQ0[7:0]}.
Figure 56.25 shows example of write data(64bit). In manual mode, the write data alignment is sequential, the data in SMWDR1[7:0] is on DQ0, SMWDR1[15:8] is on DQ1, …, SMWDR0[31:24] is on DQ7. Figure 56.26 shows example of write data(16 bit). In manual mode, the write data alignment is sequential, the data in SMWDR0[23:16] is on DQ6, SMWDR0[31:24] is on DQ7. In Write Buffer mode, the write data alignment is little endian. The data stored in Write Buffer is output from H'EE20_8000 to H'EE20_80FF sequentially.

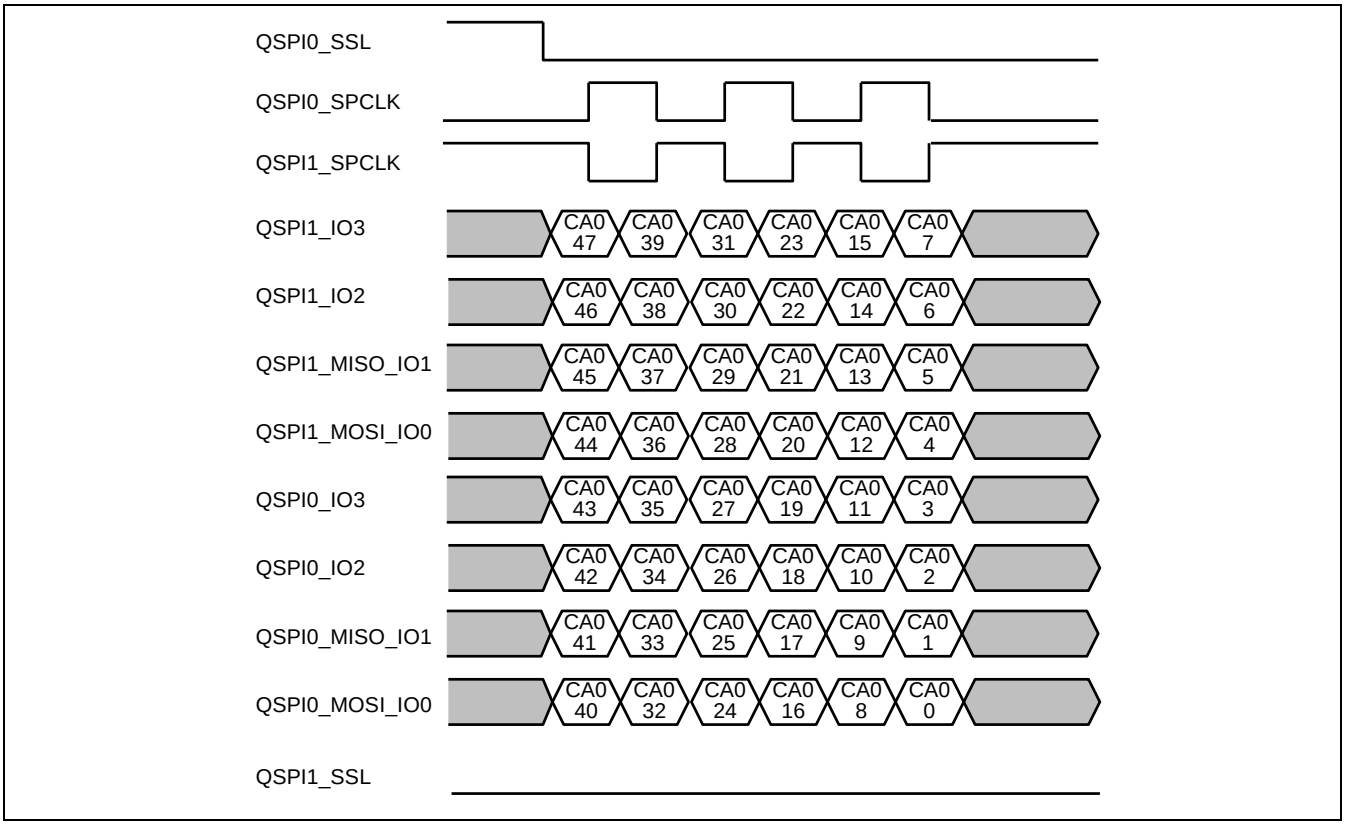


Figure 56.23 Example of Transfer Format in Command/Address phase with HyperFlash

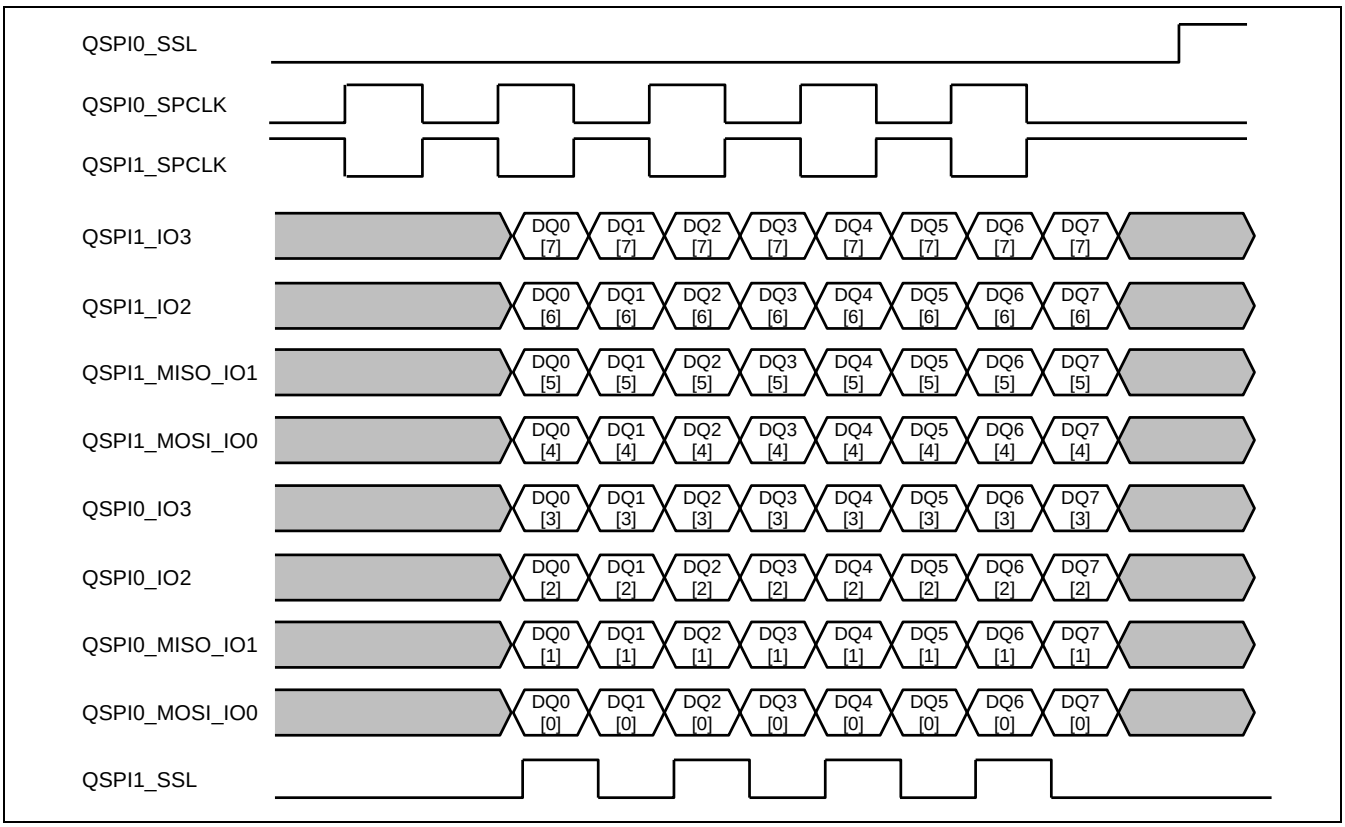


Figure 56.24 Example of Transfer Format in Read phase with HyperFlash

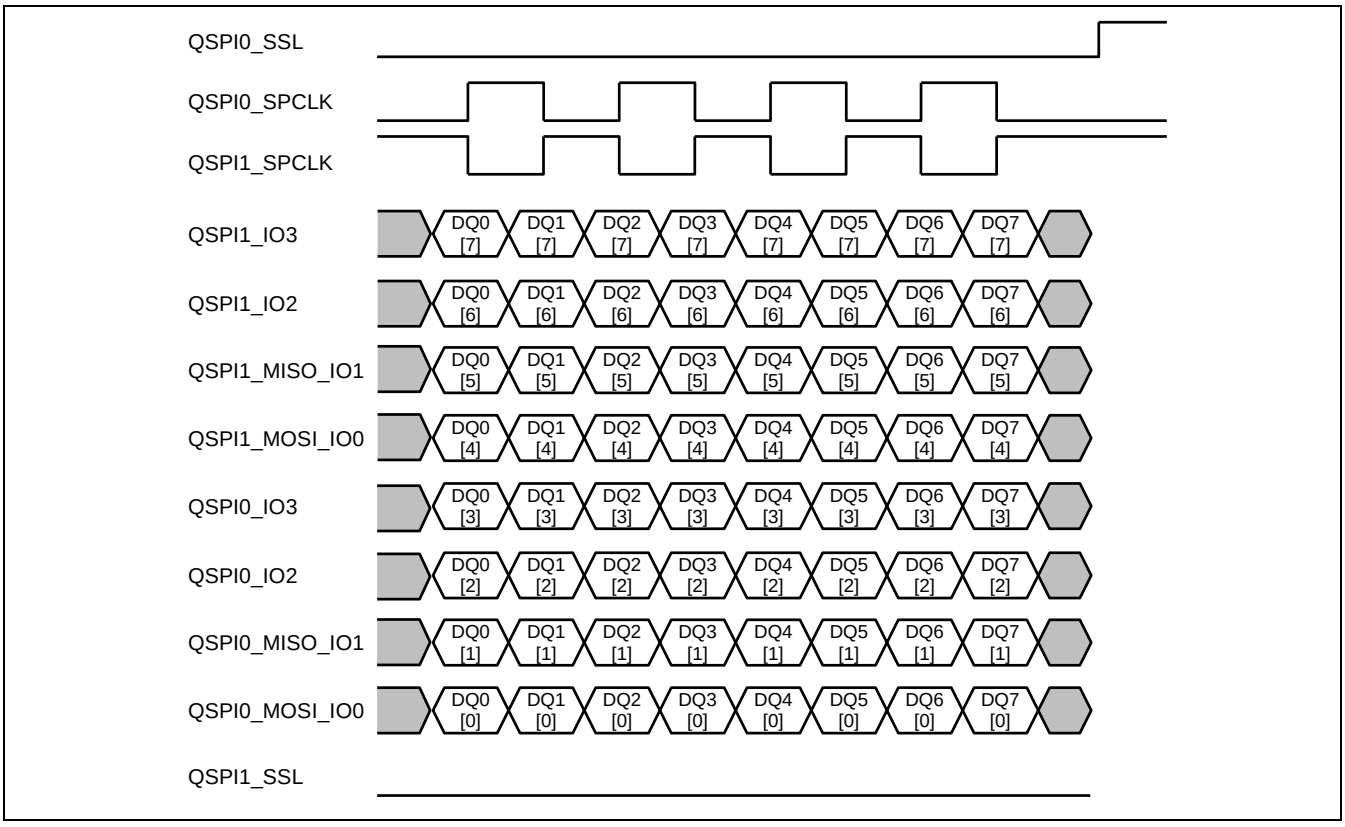


Figure 56.25 Example of Transfer Format in Write phase with HyperFlash (64 bit)

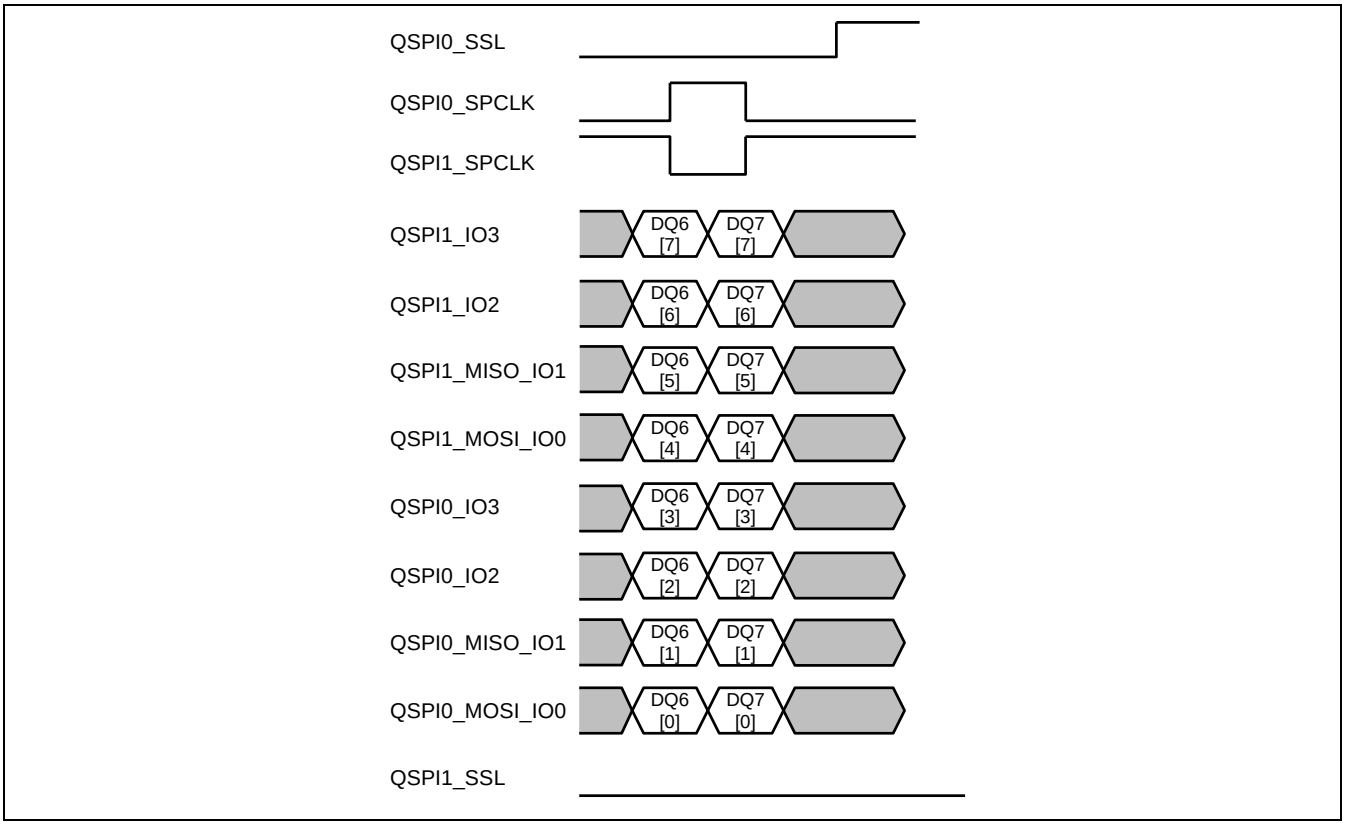


Figure 56.26 Example of Transfer Format in Write phase with HyperFlash (16 bit)

56.3.9 Data Pin Control

With this module, the status of pins can be automatically changed based on the data size to be used and the read/write settings. The pin status during the QSPIn_SSL negation can be set with the MOIIO3, MOIIO2, MOIIO1, and MOIIO0 bits in CMNCR.

The QSPI0_SSL and QSPIn_SPCLK pins are always output pins. The status of respective pins is specified in Table 56.8 to 56.11.

Note that connection with ch1 pins in 1 x serial flash configuration is prohibited.

Table 56.8 Pin Status (1)

		QSPIn_SSL Assertion	
		Command, Optional Command, Address, Option Data	
Pin	QSPIn_SSL Negation	1-bit Size	4-bit Size
QSPI0_IO0, QSPI1_IO0	MOIIO0 bit value	Output	Output
QSPI0_IO1, QSPI1_IO1	MOIIO1 bit value	Hi-Z	Output
QSPI0_IO2, QSPI1_IO2	MOIIO2 bit value	specified in PFC *	Output
QSPI0_IO3, QSPI1_IO3	MOIIO3 bit value	specified in PFC *	Output

Note: * QSPI0_IO2, QSPI1_IO2, QSPI0_IO3 and QSPI1_IO3 pin state should be controlled by PFC function. Refer to "8. and 9. Pin Function Controller"

Table 56.9 Pin Status (2)

	Transfer Data			
	External Address Space Read Operation		SPI Operation	
			SPIRE Bit = 1, SPIWE Bit = 0	
Pin	1-bit Size	4-bit Size	1-bit Size	4-bit Size
QSPI0_IO0, QSPI1_IO0	IO0FV bit value	Input	IO0FV bit value	Input
QSPI0_IO1, QSPI1_IO1	Input	Input	Input	Input
QSPI0_IO2, QSPI1_IO2	specified in PFC *	Input	specified in PFC *	Input
QSPI0_IO3, QSPI1_IO3	specified in PFC *	Input	specified in PFC *	Input

Note: * QSPI0_IO2, QSPI1_IO2, QSPI0_IO3 and QSPI1_IO3 pin state should be controlled by PFC function. Refer to the section 8. and 9. Pin Function Controller in User's Manual.

Table 56.10 Pin Status (3)

	Transfer Data			
	SPI Operation			
	SPIRE Bit = 0, SPIWE Bit = 1		SPIRE Bit = 1, SPIWE Bit = 1	
Pin	1-bit Size	4-bit Size	1-bit Size	4-bit Size
QSPI0_IO0, QSPI1_IO0	Output	Output	Output	Setting prohibited
QSPI0_IO1, QSPI1_IO1	Hi-Z	Output	Input	Setting prohibited
QSPI0_IO2, QSPI1_IO2	specified in PFC *	Output	specified in PFC *	Setting prohibited
QSPI0_IO3, QSPI1_IO3	specified in PFC *	Output	specified in PFC *	Setting prohibited

Note: * QSPI0_IO2, QSPI1_IO2, QSPI0_IO3 and QSPI1_IO3 pin state should be controlled by PFC function. Refer to the section 8. and 9. Pin Function Controller in User's Manual.

Table 56.11 Pin Status (4)

	Dummy Cycle	
Pin	1-bit Size	4-bit Size
QSPI0_IO0, QSPI1_IO0	IO0FV bit value	Hi-Z
QSPI0_IO1, QSPI1_IO1	Hi-Z	Hi-Z
QSPI0_IO2, QSPI1_IO2	specified in PFC *	Hi-Z
QSPI0_IO3, QSPI1_IO3	specified in PFC *	Hi-Z

Note: * QSPI0_IO2, QSPI1_IO2, QSPI0_IO3 and QSPI1_IO3 pin state should be controlled by PFC function. Refer to "8. and 9. Pin Function Controller"

56.3.10 QSPIn_SSL Pin Control

Negation conditions of the QSPIn_SSL pin are as follows.

(1) External Address Space Read Operation

(a) Normal read operation (RBE bit in DRCR = 0)

QSPIn_SSL negated after completing the data transfer and t2 cycle.

(b) Burst read operation without automatic QSPIn_SSL negation (RBE bit in DRCR = 1, SSLE bit in DRCR = 0)

QSPIn_SSL negated after completing the data transfer and t2 cycle.

(c) Burst read operation with automatic QSPIn_SSL negation (RBE bit in DRCR = 1, SSLE bit in DRCR = 1)

- QSPIn_SSL negated after t2 cycle when the read address is not continuous with the previously read address
- QSPIn_SSL negated after the SSLN bit in DRCR is set to 1.

Note: This function is available when connecting to serial flash.

(2) Manual Mode

(a) QSPIn_SSL pin assertion not retained (SSLKP bit in SMCR = 0)

QSPIn_SSL negated after completing the data transfer.

(b) QSPIn_SSL pin assertion retained (SSLKP bit in SMCR = 1)

QSPIn_SSL not negated.

When to be negated, data should be transferred after setting the SSLKP bit to 0.

Note: QSPI1_SSL is used as input pin for data strobe when connecting to HyperFlash or Octal-SPI flash.

56.3.11 QSPIn_SPCLK Pin Control

QSPI0_SPCLK and QSPI1_SPCLK are output depending on the following setting

Table 56.12 QSPIn_SPCLK output

Pin	HyperFlash (CMNCR.BSZ = 01 PHYCNT.PHYMEM = 11)	Serial flash x 1ch (CMNCR.BSZ = 00 PHYCNT.PHYMEM = 00 or 01)	Serial flash x 2ch (CMNCR.BSZ = 01 PHYCNT.PHYMEM = 00 or 01)
QSPI0_SPCLK	Output	Output	Output
QSPI1_SPCLK	Output in differential relation with QSPI0_SPCLK	Hi-Z	Output

56.3.12 Flags

This module has two flag bits SSLF and TEND in CMNSR. These bits are read-only bits.

(1) SSLF Bit

This bit indicates the QSPIn_SSL pin status. The status is 1 when the QSPIn_SSL is asserted, and the status is 0 when the QSPIn_SSL is negated.

(2) TEND Bit

This bit indicates whether transfer of data is in progress or the transfer of data has ended.

During t1 time period, data transfer, t2 time period, t3 time period, and waiting for read access by burst read and QSPIn_SSL automatic negation, the TEND bit is read as 0 to indicate that the transfer of data is in progress.

When other than the above, the TEND bit is read as 1 to indicate that transfer of data has ended.

(3) Register Re-writing Timing

The status of the TEND bit determines the rewritable registers.

The registers which can be written to, except the SSLN bit in DRCR, should be modified when TEND = 1.

The data should be read when the TEND flag in SMRDR0 or SMRDR1 is 1;

CMNSR can always be read.

56.3.13 Write Buffer Operation

This module uses read cache as write buffer in write operation. This write buffer improve the performance.

Table 56.13 Write Buffer Area

Address	Access Size
H'EE20_8000 to H'EE20_80FF	4, 8, 16, 32, 64 Byte

Note: This area should be accessed sequentially from the start address and transfer size to the device is 256-byte unit.
All Write Buffer area should be filled with transfer data in every transfer.
When accessing non-sequentially or at random, the operation is not guaranteed.
After Write Buffer Operation, this cache area must be cleared by DRCR.RCF bit.
Write Buffer operation supports 24bit or 32bit address only. SMENR.ADE should be specified 0111 (ADR[23:0]) or 1111 (ADR[31:0]).

Figure 56.27 shows the sequence to use write buffer. About the initial setting of Manual mode, refer to Figure 56.16.

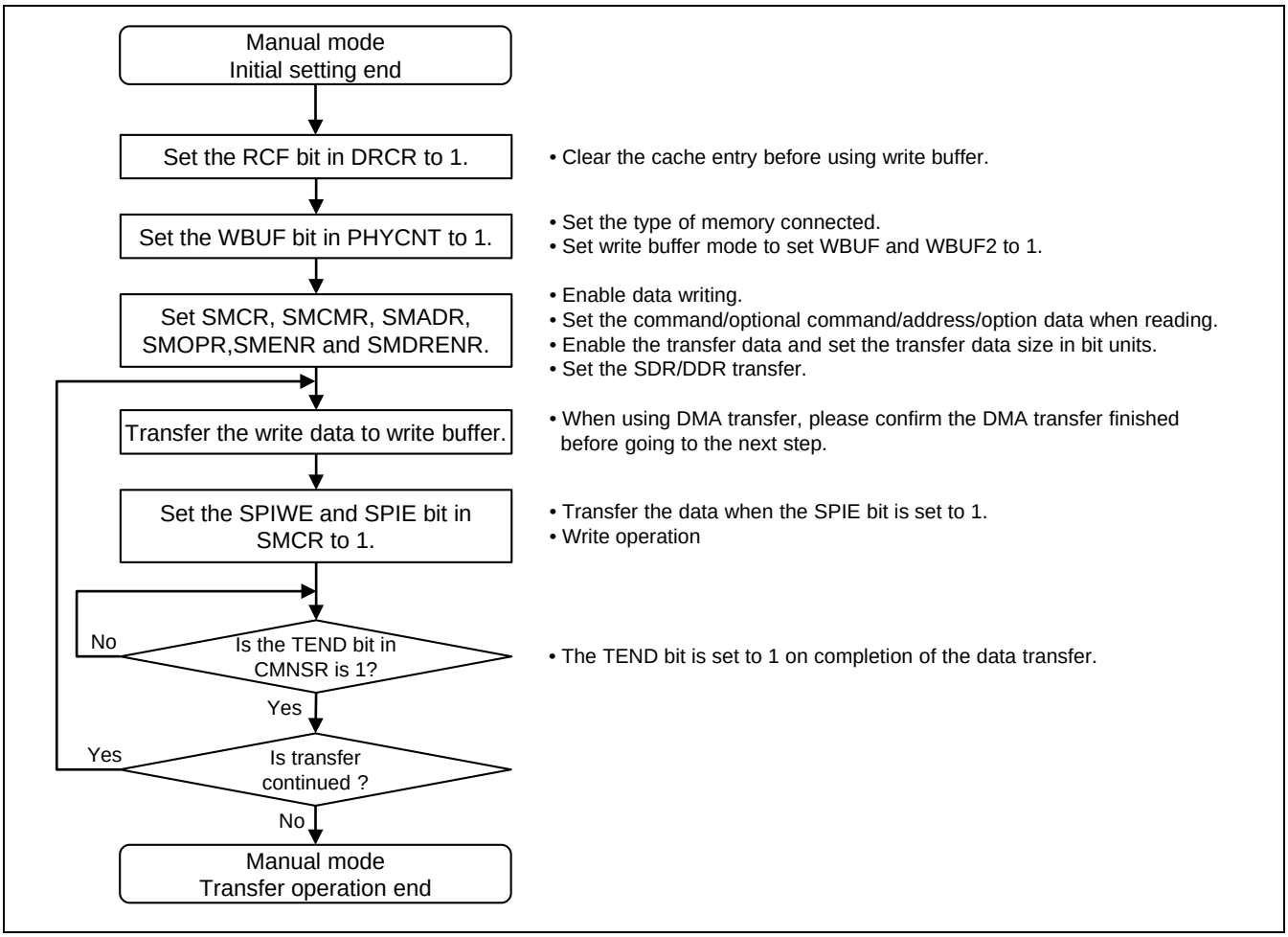
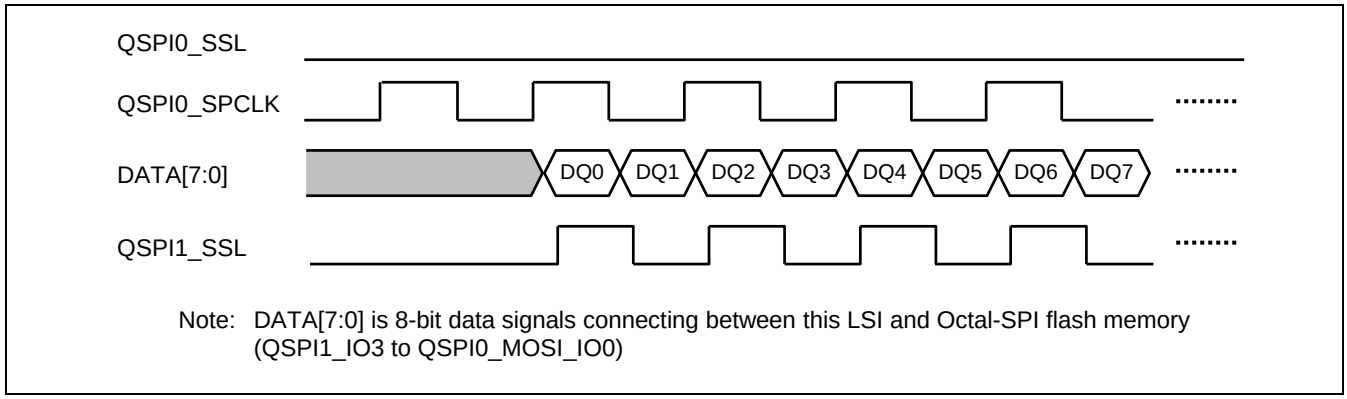


Figure 56.27 Write Buffer Usage Sequence

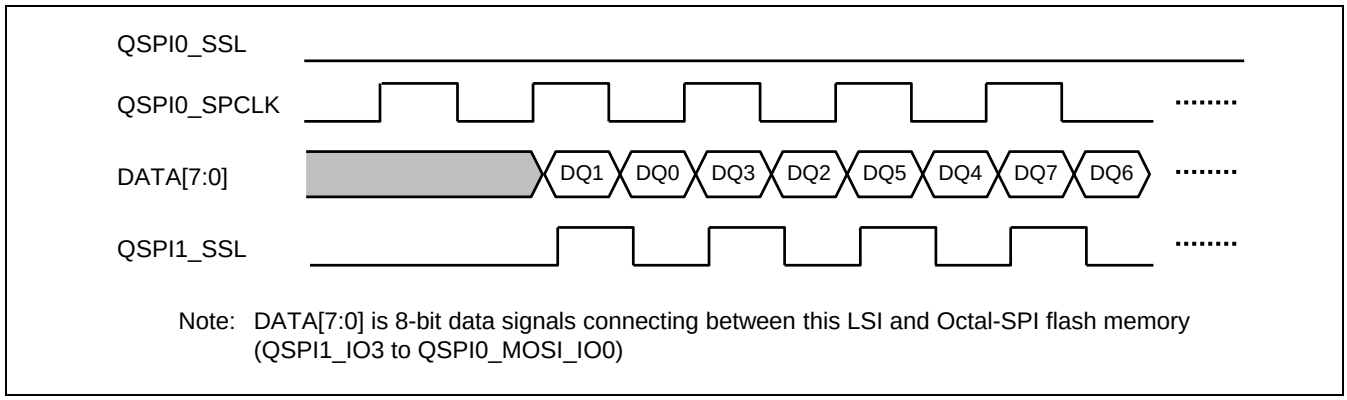
56.3.14 Data Alignment with Octal-SPI flash memory

When this LSI connects to Octal-SPI flash memory, this controller support two types of data alignment. Figure 56.28 and Figure 56.29 show sequential and alternate alignment respectively. Write data alignment in Write Buffer operation is same.



Note: DATA[7:0] is 8-bit data signals connecting between this LSI and Octal-SPI flash memory (QSPI1_IO3 to QSPI0_MOSI_IO0)

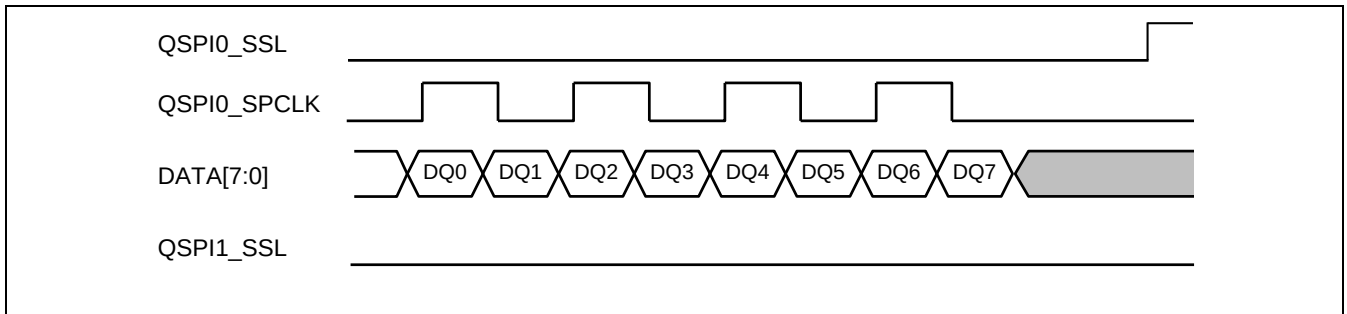
Figure 56.28 Sequential Data Alignment with Octal-SPI flash (PHYCNT.OCTA = 10)



Note: DATA[7:0] is 8-bit data signals connecting between this LSI and Octal-SPI flash memory (QSPI1_IO3 to QSPI0_MOSI_IO0)

Figure 56.29 Alternate Data Alignment with Octal-SPI flash (PHYCNT.OCTA = 01)

Figure 56.30 shows the write data alignment in 8-8-8 protocol in manual mode operation.



DQ0[7:0]	SMWDR1[15:12], SMWDR1[7:4]	DQ4[7:0]	SMWDR0[15:12], SMWDR0[7:4]
DQ1[7:0]	SMWDR1[11:8], SMWDR1[3:0]	DQ5[7:0]	SMWDR0[11:8], SMWDR0[3:0]
DQ2[7:0]	SMWDR1[31:28], SMWDR1[23:20]	DQ6[7:0]	SMWDR0[31:28], SMWDR0[23:20]
DQ3[7:0]	SMWDR1[27:24], SMWDR1[19:16]	DQ7[7:0]	SMWDR0[27:24], SMWDR0[19:16]

Figure 56.30 Write Data Alignment with Octal-SPI flash in manual mode

56.3.15 Supported Serial Flash Protocol

Table 56.14 shows the protocols of serial flash memory which are supported in this LSI.

Note: The RZ/G2M V1.3 (not RZ/G2M V3.0) does not support DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit). In the following description, do not set the related operation.

Table 56.14 Supported protocols of serial flash memory

Bit width (Command-Address-Data)	Command	Address	Data
1-0-0	SDR	NA	NA
1-0-1	SDR	NA	SDR
1-1-1	SDR	SDR	SDR
	SDR	DDR	DDR
1-1-4	SDR	SDR	SDR
1-4-4	SDR	SDR	SDR
	SDR	DDR	DDR

56.3.16 Supported Octal-SPI Flash Protocol

Table 56.15 shows the protocols of Octal-SPI flash memory which are supported in this LSI.

Table 56.15 Supported protocols of Octal-SPI flash memory

Bit width (Command-Address-Data)	Command	Address	Data
1-0-0	SDR	NA	NA
1-0-1	SDR	NA	SDR
1-1-1	SDR	SDR	SDR
8-0-0	SDR	NA	NA
	DDR	NA	NA
8-0-8	DDR	NA	DDR
8-8-8	DDR	DDR	DDR

56.3.17 DDR operation

This controller supports hardware calibration to adjust the timing of data strobe to support DDR protocol. When this LSI connects to the device with data strobe like HyperFlash or Octal SPI flash, this controller adjusts the strobe point automatically. When this LSI connects to the device without data strobe like serial flash memory in DDR mode, more adjustment is necessary to support DDR operation.

To adjust the timing of DDR operation without data strobe flash device, dummy read operation is necessary by software to change the delay of the internal strobe. PHYCNT.STRTIM bits change the delay. The delay depends on the specified value, 000(biggest) > 001 > … > 110 > 111 (smallest), of PHYCNT.STRTIM bits. The maximum value of tVSD in Table 73.21.1 can be achieved among these setting value, so software can find the appropriate timing for changing these values one by one. Figure 56.31 shows the flow of this timing adjustment.

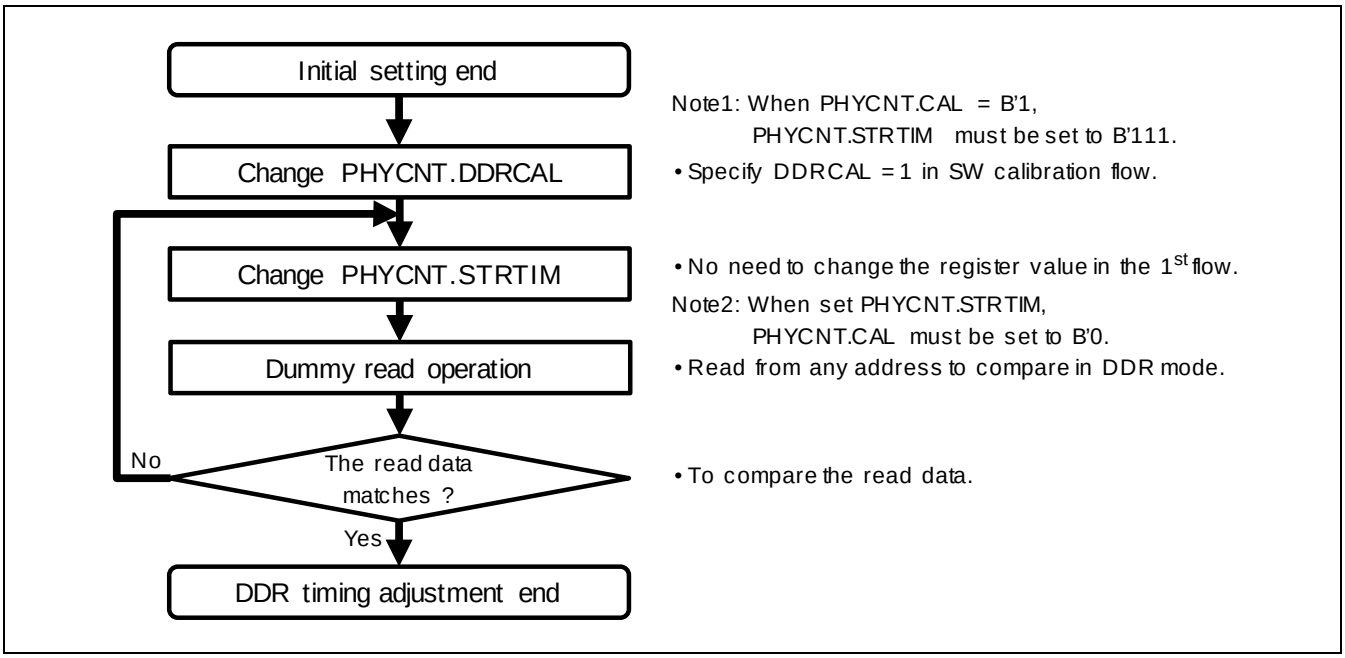


Figure 56.31 DDR timing adjustment to connect to the device without data strobe

This timing adjustment should be done in periodically because the timing changes with PVT condition in both this LSI and the connected device.

Note: The RZ/G2M V1.3 (not RZ/G2M V3.0) does not support DDR operation with QSPI (1/4bit) and QSPIx2 (8bit).

56.3.18 Security function

This controller supports security function to protect the data on the Flash device.

(1) SPI multi I/O bus space division

ADD_DIVn.ADD_DIVn (n = 1, 2, 3) bit specifies the address space division to separate the area into four. And SEC_CONF.AREAn (n = 0, 1, 2, 3) specifies the attribution of each area. The address specified ADD_DIVn.ADD_DIVn[19:0] bit are shifted and evaluate the bus address with 4K granularity. For example, when ADD_DIV1.ADD_DIV1[19:0] is specified to 20'h09FFF and SEC_CONF.AREA0 is specified to 2'b01 (non-secure) setting, Area0 becomes H'0800_0000 – H'09FF_FFFF and Non-Secure attribution, and Area1 starts from H'0A00_0000.

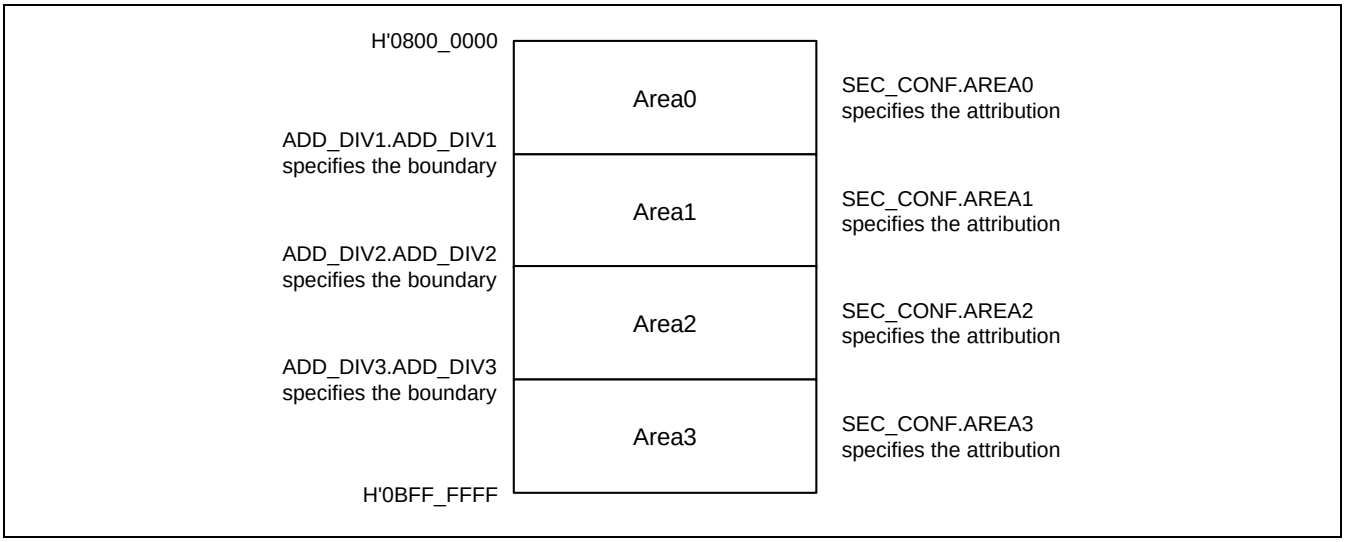


Figure 56.32 Area protection to divide the address space

Note that ADD_DIVn (n = 1 to 3) should be specified to keep the order of H'0800_0000 < ADD_DIV1.ADD_DIV1 < ADD_DIV2.ADD_DIV2 < ADD_DIV3.ADD_DIV3 < H'0BFF_FFFF. If this order is not kept, the operation of this module is not guaranteed. Specifying ADD_DIV1.ADD_DIV1 = 20h'0_8000 to make H'0800_0000 ~ H'0800_0FFF in Area0 is not available.

(2) Command restriction for serial flash

This controller can limit the command to issue to the connected serial flash. SEC_CMDn (n = 0 to 15) and NON_SEC_CMDn (n = 0 to 15) specify the limited command. For example, when H'FF is specified in SEC_CMD0.LIMCMD[7:0] bit and H'FF command is specified in SMCMR.CMD bit, the operation by Secure CPU is not issued. LIMEN bit in each register enables this function.

(3) Write/Erase protect function for serial flash

This controller can protect the mistaken overwrite or erase on the other attribution to limit the Write/Erase command to the specific area on serial flash. ERASELISTn (n = 1, 2) and WRITELISTn (n = 1, 2) specify the prohibited command. When the target address belongs to secure attribution area specified in ADD_DIVn and SEC_CONF registers, the operation by non-secure attribution is not issued.

(4) Access Right

This controller has access right function for the register setting. There are two attribution, Secure and Non-Secure same as area protection. The master which specifies ARIGHT.RIGHT_EN bit has the right to access. The access right is reflected in each bit 3 to 1 according to the attribution of each master. To cancel the access right, the same attribution master should access to this register with RIGHT_EN = 0. The access is ignored when the attribution of access is different.

56.3.19 PHY register interface

This register interface is for the additional timing adjustment of DDR operation without data strobes from flash devices in 56.3.17.

(1) Register Configuration

Table 56.16 shows the register configuration of the PHY register interface.

Table 56.16 Register Configuration of PHY register interface

Register Name	Abbreviation	R/W	Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PHY Address register	PHYADD	R/W	H'EE20_0070	H'0000_0000	32	—	—	—	√
PHY Write Data register	PHYWR	R/W	H'EE20_0074	H'0000_0000	32	—	—	—	√
PHY Read Data register	PHYRD	R/W	H'EE20_0078	H'0000_0000	32	—	—	—	√

Note: Do not write to any other addresses than listed above. Operations are not guaranteed if such attempt is made.
Values read from addresses other than those listed above are undefined.

Table 56.17 shows the register configuration of PHY. The registers in Table 56.17 can only be accessed by the registers in Table 56.16.

Table 56.17 Register Configuration of PHY register interface

Register Name	Abbreviation	R/W	Address	Initial value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Mode register	MD	R/W	H'00	H'0000_0000	32	—	—	—	√
Rise Edge Delay Line Tap Selection	RDLSEL	R/W	H'22	H'0000_0000	32	—	—	—	√
Fall Edge Delay Line Tap Selection	FDLSEL	R/W	H'24	H'0000_0000	32	—	—	—	√
Rise Edge Delay Line Tap Monitor	RDLMON	R	H'26	undefined	32	—	—	—	√
Fall Edge Delay Line Tap Monitor	FDLMON	R	H'28	undefined	32	—	—	—	√

Note: Do not write to any other addresses than listed above. Operations are not guaranteed if such attempt is made.
Values read from addresses other than those listed above are undefined.

(2) Register Description

The registers of the RPC-IF are assigned to and located in the address space of the internal bus.

[Legend for Register Descriptions]

Initial value: Register value after a reset.

—: Undefined value

R/W: Readable/writable. The written value can be read.

R: Read-only. The write value should always be initial value. For details of initial value, refer to Table 56.3.

W: Write-only.

(a) PHY Address Register (PHYADD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

PHYADD is a 32-bit register that controls access to the PHY registers.

This register is used for the flow in Figure 56.34.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	ACCEN	RW	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	ADD					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	ACCEN	B'0	W	When writing or reading from a PHY register, set this bit to 1. The RW bit should be set simultaneously to access the PHY registers.
30	RW	B'0	W	Specifies write or read from a PHY register. 1: Read 2: Write The ACCEN bit should be set simultaneously to access the PHY registers.
29 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5 to 0	ADD[5:0]	H'00	R/W	Specifies the addresses of the PHY registers.

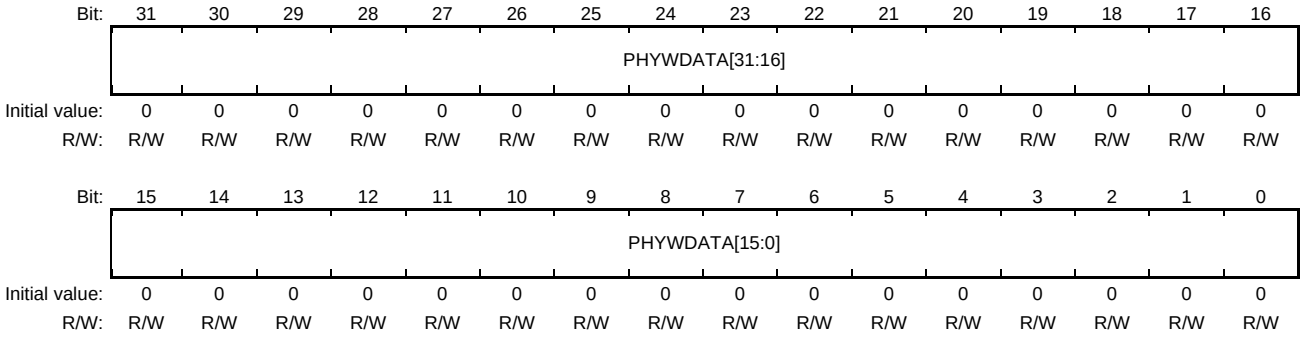
(b) PHY Write Data Register (PHYWR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

PHYWR is a 32-bit register that writes data to the PHY registers.

This register is used for the flow in Figure 56.34.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PHYWDATA[31:0]	H'0000_0000	R/W	Writes data to the PHY registers.

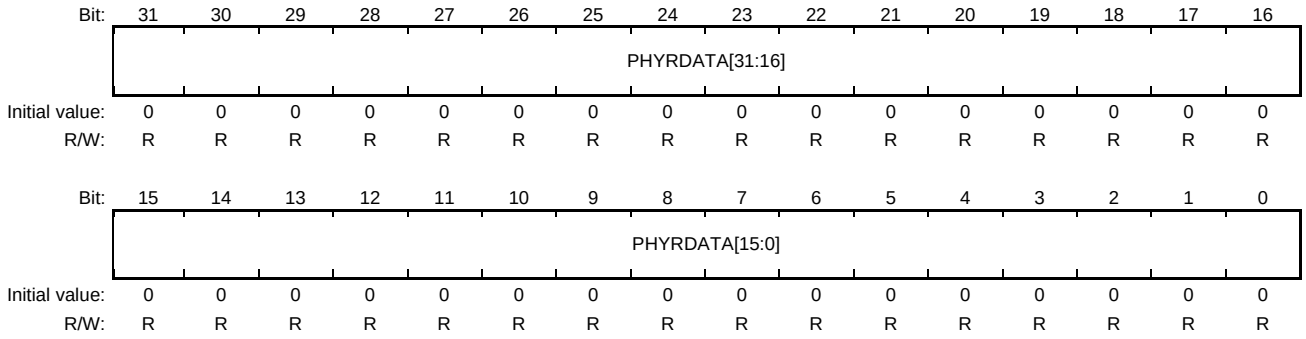
(c) PHY Write Data Register (PHYRD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

PHYRD is a 32-bit register bit register where the value of the PHY registers is read when reading from the PHY registers.

This register is used for the flow in Figure 56.34.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PHYRDATA[31:0]	H'0000_0000	R	When reading from a PHY register, the register value is read from this register.

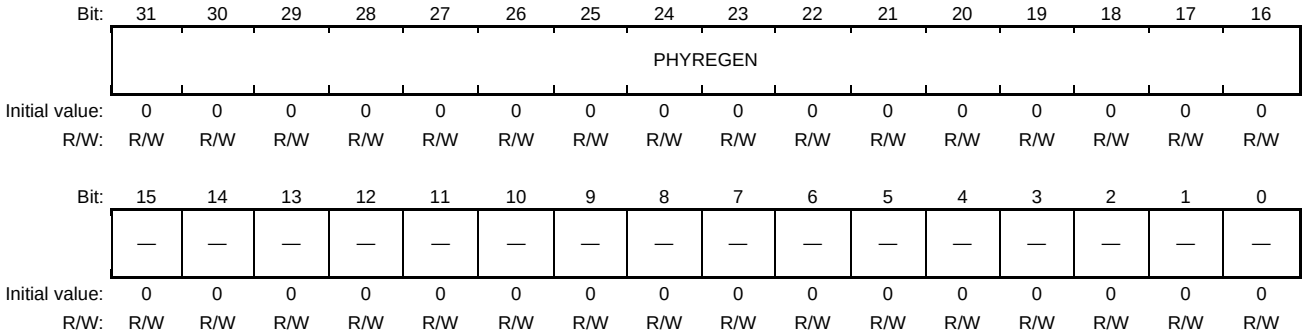
(d) Mode Register (MD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

MD is a 32-bit register that specifies the mode of the PHY registers.

This register is used for the flow in Figure 56.34.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	PHYREGEN[15:0]	H'0000_0000	R/W	Writes data to the PHY registers.
15 to 0	—	All 0	R	Reserved The write value should always be set to the initial value.

(e) Rise Edge Delay Line Tap Selection (RDLSEL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

RDLSEL is a 32-bit register that specifies Rise Edge Delay Line Tap Selection.

This register is used for the flow in Figure 56.34.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	QSPI1 DLSET	—	—	QSPI1DLTAPSEL					QSPI0 DLSET	—	—	QSPI0DLTAPSEL				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved The write value should always be set to the initial value.
15	QSPI1DLSETEN	B’0	R/W	When this bit is 1, QSPI1DLTAP is used to set Delay Line Tap Selection.
14 to 13	—	All 0	R	Reserved The write value should always be set to the initial value.
12 to 8	QSPI1DLTAPSEL [4:0]	H’00	R/W	Select the delay line tap of the QSPI1 side. B'0_0000: The delay is the smallest. . . B'1_1111: The delay is the largest.
7	QSPI0DLSETEN	B’0	R/W	When this bit is 1, QSPI1DLTAP is used to set Delay Line Tap Selection.
6 to 5	—	All 0	R	Reserved The write value should always be set to the initial value.
4 to 0	QSPI0DLTAPSEL [4:0]	H’00	R/W	Select the delay line tap of the QSPI0 side. B’0_0000: The delay is the smallest. . . B’1_1111: The delay is the largest.

(f) Fall Edge Delay Line Tap Selection (FDLSEL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	\RZ/G2N	RZ/G2E
—	—	—	√

FDLSEL is a 32-bit register that specifies Fall Edge Delay Line Tap Selection.

This register is used for the flow in Figure 56.34.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	QSPI1 DLSET	—	—	QSPI1DLTAPSEL					QSPI0 DLSET	—	—	QSPI0DLTAPSEL				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved The write value should always be set to the initial value.
15	QSPI1DLSETEN	B’0	R/W	When this bit is 1, QSPI1DLTAP is used to set Delay Line Tap Selection.
14 to 13	—	All 0	R	Reserved The write value should always be set to the initial value.
12 to 8	QSPI1DLTAPSEL [4:0]	H’00	R/W	Select the delay line tap of the QSPI1 side. B'0_0000: The delay is the smallest. . . B'1_1111: The delay is the largest.
7	QSPI0DLSETEN	B’0	R/W	When this bit is 1, QSPI1DLTAP is used to set Delay Line Tap Selection.
6 to 5	—	All 0	R	Reserved The write value should always be set to the initial value.
4 to 0	QSPI0DLTAPSEL [4:0]	H’00	R/W	Select the delay line tap of the QSPI0 side. B’0_0000: The delay is the smallest. . . B’1_1111: The delay is the largest.

(g) Rise Edge Delay Line Tap Monitor (RDLMON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

RDLMON is a 32-bit register that specifies Rise Edge Delay Line Tap Selection.

This register is used for the flow in Figure 56.34.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	QSPI1DLTAPMON					—	—	—	QSPI0DLTAPMON				
Initial value:	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	—	R	Reserved
12 to 8	QSPI1DLTAPMON[4:0]	—	R	Monitor the selected delay line tap of the QSPI1 side. When QSPI1DLSETEN of the Delay Line Tap Selection register is 1, the read value is QSPI1DLTAPSEL of the Delay Line Tap Selection register. When QSPI1DLSETEN of the Delay Line Tap Selection register is 0, the read value is the calibration result of PHYCNT.CAL. B'0_0000: The delay is the smallest. . . B'1_1111: The delay is the largest.
7 to 5	—	—	R	Reserved
4 to 0	QSPI0DLTAPMON[4:0]	—	R	Monitor the selected delay line tap of the QSPI0 side. When QSPI1DLSETEN of the Delay Line Tap Selection register is 1, the read value is QSPI1DLTAPSEL of the Delay Line Tap Selection register. When QSPI1DLSETEN of the Delay Line Tap Selection register is 0, the read value is the calibration result of PHYCNT.CAL. B’0_0000: The delay is the smallest. . . B’1_1111: The delay is the largest.

(h) Fall Edge Delay Line Tap Monitor (FDLMON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

FDLMON is a 32-bit register that specifies Fall Edge Delay Line Tap Selection.

This register is used for the flow in Figure 56.34.

The settings of this register should be changed when the TEND flag in CMNSR is 1; otherwise, the operation cannot be guaranteed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	QSPI1DLTAPMON					—	—	—	QSPI0DLTAPMON				
Initial value:	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	—	R	Reserved
12 to 8	QSPI1DLTAPMON[4:0]	—	R	Monitor the selected delay line tap of the QSPI1 side. When QSPI1DLSETEN of the Delay Line Tap Selection register is 1, the read value is QSPI1DLTAPSEL of the Delay Line Tap Selection register. When QSPI1DLSETEN of the Delay Line Tap Selection register is 0, the read value is the calibration result of PHYCNT.CAL. B'0_0000: The delay is the smallest. . . B'1_1111: The delay is the largest.
7 to 5	—	—	R	Reserved
4 to 0	QSPI0DLTAPMON[4:0]	—	R	Monitor the selected delay line tap of the QSPI0 side. When QSPI1DLSETEN of the Delay Line Tap Selection register is 1, the read value is QSPI1DLTAPSEL of the Delay Line Tap Selection register. When QSPI1DLSETEN of the Delay Line Tap Selection register is 0, the read value is the calibration result of PHYCNT.CAL. B’0_0000: The delay is the smallest. . . B’1_1111: The delay is the largest.

(3) The ways of access to the PHY registers

For both the write and read sequences, it is mandatory to set the MD.PHYREGEN register to H'A539.

(a) The write sequence

Execute the write sequence according to the following procedures.

1.Specify the write data in PHYWR.

2.Specify the PHY register address in PHYADD.ADD.PHYADDRW=0 (write) and PHYADD.ACCEN=1 to start the write sequence.

(b) The read sequence

Execute the read sequence according to the following procedures.

1.Specify the PHY register address in PHYADD.ADD.PHYADDRW=1 (read) and PHYADD.ACCEN=1 to start the readsequence.

2.Dummy read PHYRD to make time to finish reading from the PHY registers.

3.Read the PHYRD register to get the read value.

If the result of a dummy read does not match the settings of PHYCN.STRTIM bits, the Delay Line in Figure 56.33 is adjusted in an additional process by the software according to the flowchart in Figure 56.34. Figure 56.35 shows the adjustment method of the delay circuit. Refer to section 56.3 for registers set in Figure 56.35.

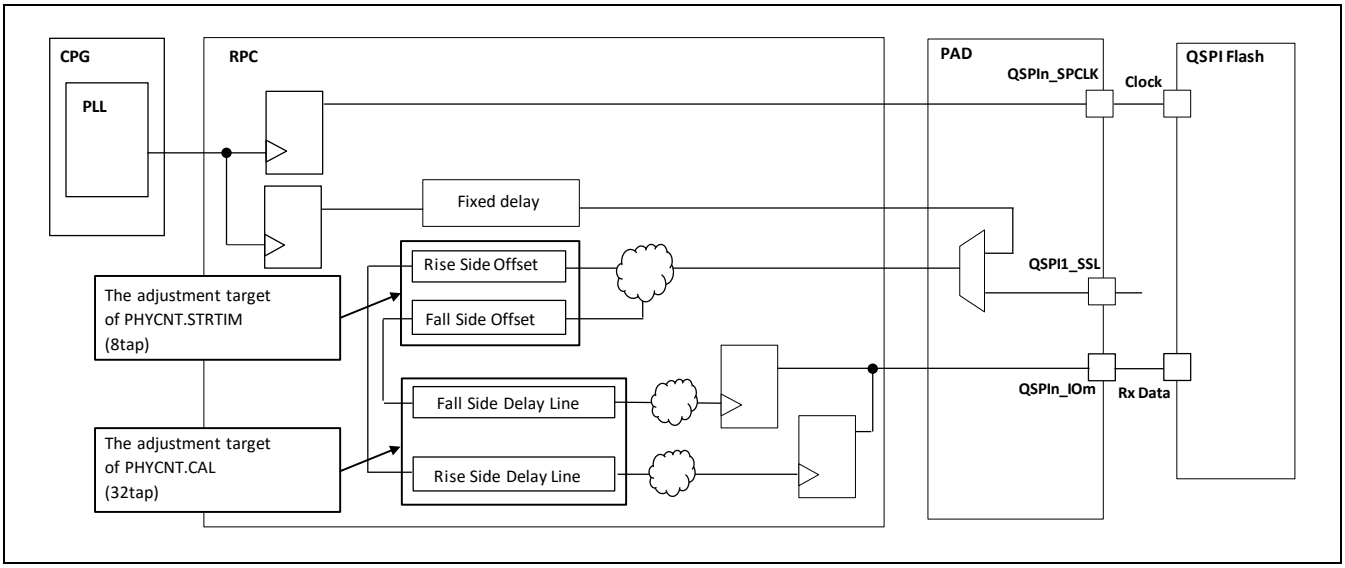


Figure 56.33 Circuit of data receiving

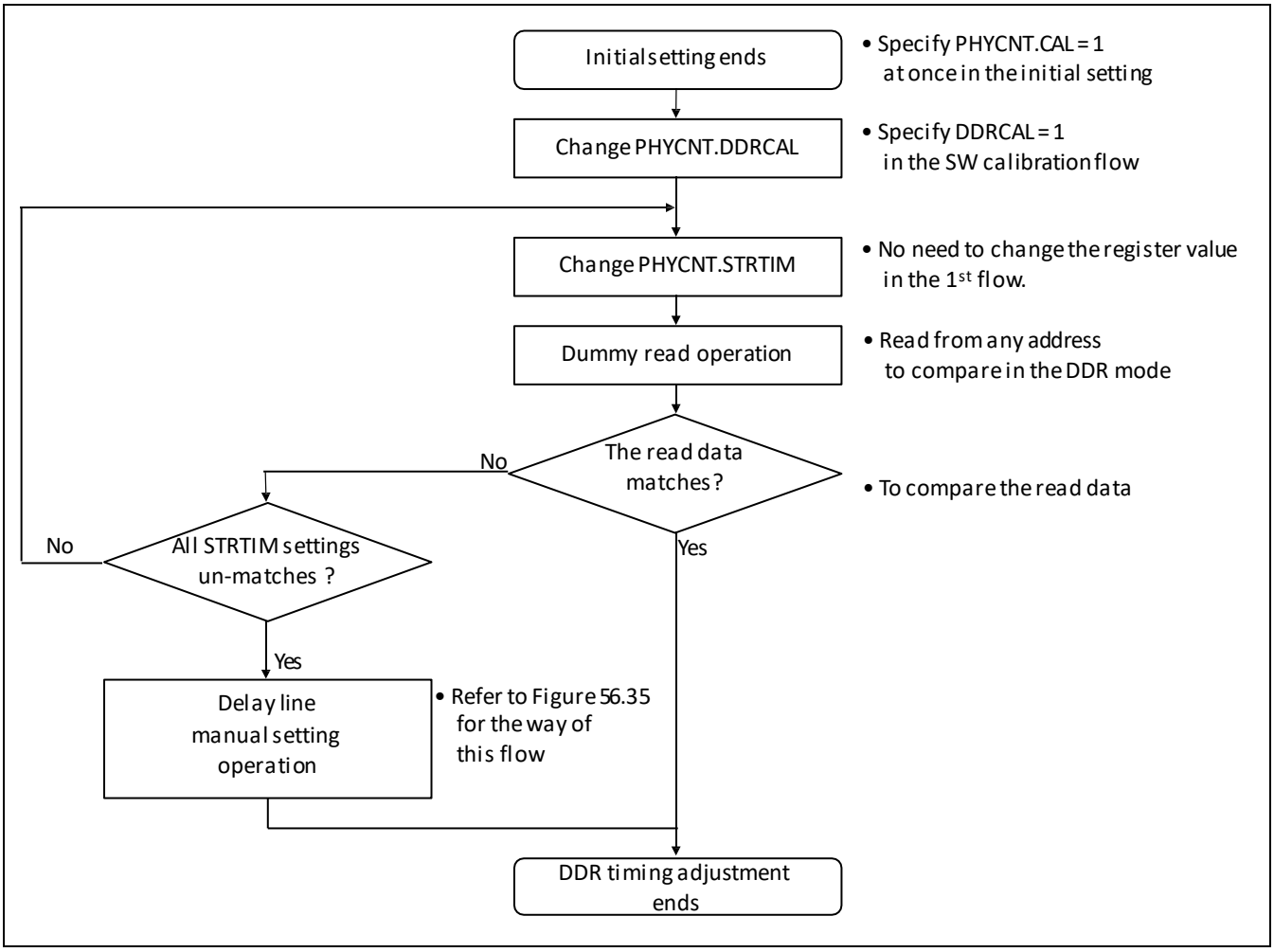


Figure 56.34 Additional timing adjustment flow

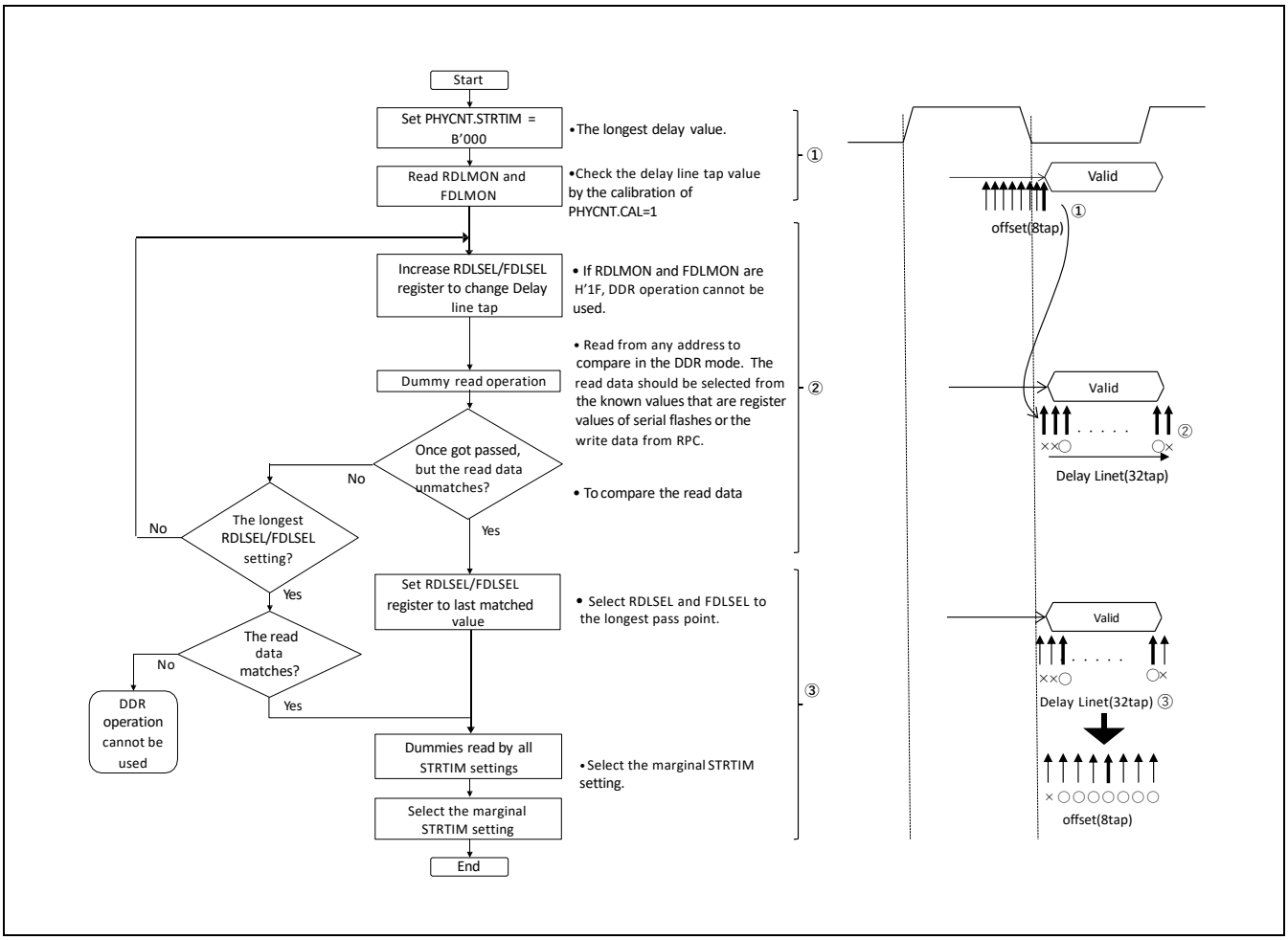


Figure 56.35 Delay line manual setting operation

56.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

56.4.1 Transfer to Read Data while the Signal on the QSPIn_SSL Pin is Negated

Set the SMENR.SPIDE[3:0] bits to B'1100 or B'1111 when transfer only for reading data is to proceed.

Transfer will not proceed normally if the setting of the SMENR.SPIDE[3:0] bits is B'1000.

56.4.2 Transfer to Read Data while the Signal on the QSPIn_SSL Pin is Asserted

When transfer only for reading data is to proceed, set the SMENR.SPIDE[3:0] bits to B'1100 or B'1111, or end the immediately preceding transfer with reading data.

When the immediately preceding transfer is of a command, optional command, address, or option data, or is transfer for writing data, the subsequent transfer only for reading data will not proceed normally if the setting of the SMENR.SPIDE[3:0] bits is B'1000.

56.4.3 Notes on Starting Transfer from the QSPIn_SSL Retained State in Manual Mode

Be sure to set the SPIWE bit in the SMCR register to 1 when the transfer of a command, optional command, address, or option data is started while the QSPIn_SSL pin is being asserted in manual mode.

56.4.4 RPC_RESET# operation

There are two ways to operate RPC_RESET# pins.

1. Use PHYINT.RSTEN, PHYINT.RSTVAL to operate.
   The RPC_RESET# state depends on PHYINT.RSTVAL value.
2. Activate reset to this module
   During reset period by Power-on-reset or Software Reset, RPC_RESET# pin state is L. After reset is deactivated, RPC_RESET# pin state is H.

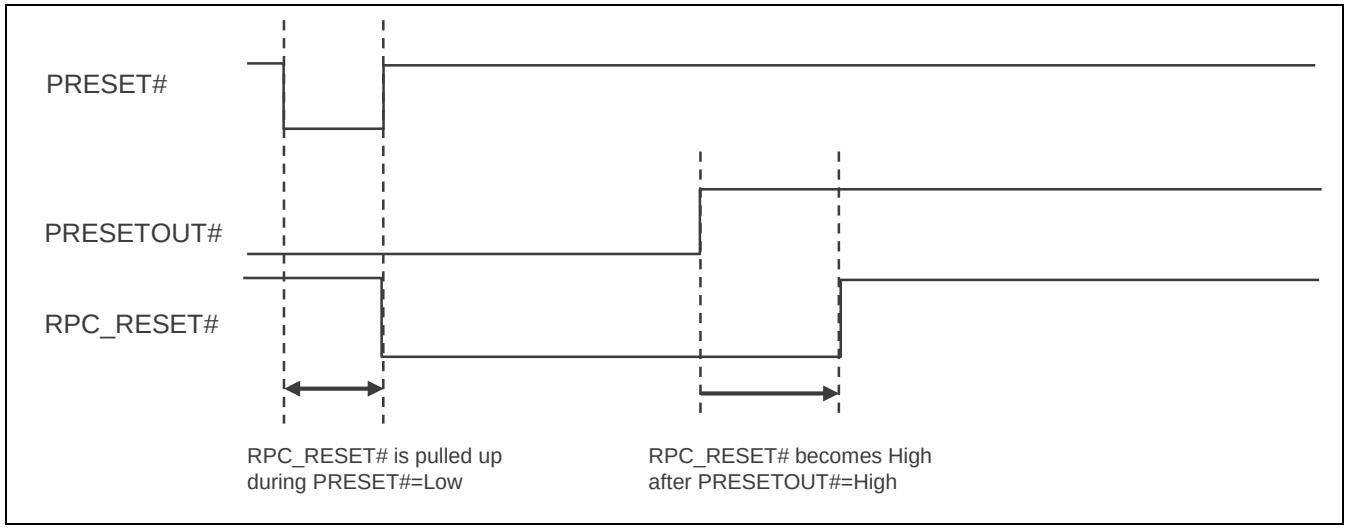


Figure 56.36 Relationship of RPC_RESET# and PRESET# timing

56.4.5 Software Reset after Module Stop operation

Be sure to supply software reset to this module after module stop is deactivated. Note that RPC_RESET# pin state is L while software reset is activated. Guarantee the reset period and accessible period after reset which are required in the connected devices.

56.4.6 DMA transfer

In read operation by DMA transfer, external address space read mode is available. The read address (source address in DMAC) is the memory area (H’0800_0000 – H’0BFF_FFFF) by Auto-Request mode. In High Speed response mode (PHYCNT.HS = 1), DRCR.RBURST should be set to B'1_1111 and access address alignment from RPC to flash memory should be 256Byte align. Accessing to register area during DMA transfer is prohibited during High Speed response mode.
In write operation, refer to 56.3.13.

56.4.7 Frequency change

(1) RPCCKCR

When the operation frequency changes by setting RPCCKCR in CPG, read after write operation on this register is necessary to guarantee the setting to be applied.

56.4.8 QSPI1 pins switched to high impedance [RZ/G2M V1.3] (not RZ/G2M V3.0)

Applying QSPI0 single boot (Mode pins MD[4:1] = 0100) the QSPI1 terminals are switched to high impedance. In case using a second QSPI flash device on the QSPI1 interface for 8-bit access later on, apply external pull-up resistors to the signal lines.

57. SD Card/MMC Interfaces

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

57.1 Overview

57.1.1 Features

This LSI has four SD card interfaces (SDHI0 to SDHI3), two of which can also be used as MMC interfaces (SDHI2 and SDHI3). The select setting of SDHI and MMC is unnecessary.

- SD memory/IO card interface (1-bit/4-bit SD bus)
- SD, SDHC, and SDXC SD memory card access supported
- Default, high-speed, UHS-I/SDR50, and SDR104 transfer modes supported
- SD clock (SDCLK) frequency = internal SDxϕ frequency/2^n (n = 0 to 9)
  SDCLK = 200 MHz (SDR104)
  SDCLK = 100 MHz (SDR50)
- Error check function: CRC7 (for command/response), CRC16 (for data)
- Interrupt request: 2
- Card detect function
- Write protect support
- MMC interface (1-bit/4-bit/8-bit MMC bus)
- e-MMC device access supported
- Backward-compatible, high-speed, HS200, and HS400 transfer modes supported
  SDCLK = 200 MHz (HS200)
- High-priority interrupt (HPI) supported
- Alternative Boot operation supported
- Sequencer function (SEQ)
  The SEQ can issue maximum 8 commands sequentially.

Development of the SD-related products needs the conclusion of the following agreement.

SD Host/Ancillary Product License Agreement (SD HALA)

x = 0 to 3

57.1.2 Block Diagram

Figure 57.1 shows a block diagram of the SD host interface.

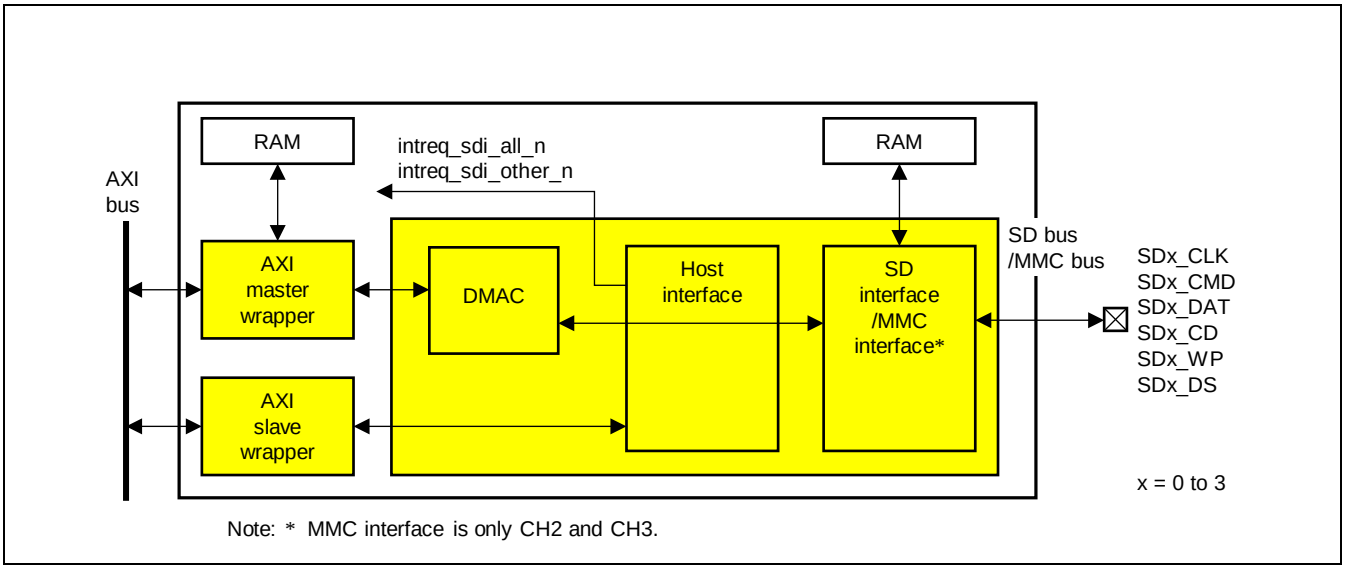


Figure 57.1 Block Diagram of SD Host Interface

57.1.3 External Pins

Table 57.1 lists the input and output pins used by the interface. The voltage of the SDHI terminal is variable. Therefore a power network is separate. When choosing the function of GPIO and the other ones, be careful.

Table57.1 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Abbreviation**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
SD0_CLK	—	O	SD clock	√	√	√	√
SD0_CMD	—	I/O	Command/response	√	√	√	√
SD0_DAT0	—	I/O	Data [bit 0]	√	√	√	√
SD0_DAT1	—	I/O	Data [bit 1]/SDIO interrupt	√	√	√	√
SD0_DAT2	—	I/O	Data [bit 2]/Read wait	√	√	√	√
SD0_DAT3	—	I/O	Data [bit 3]/Card detect	√	√	√	√
SD0_CD	—	I	Card detect *1	√	√	√	√
SD0_WP	—	I	Write protect *1	√	√	√	√
SD1_CLK	—	O	SD clock	√	√	√	√
SD1_CMD	—	I/O	Command/response	√	√	√	√
SD1_DAT0	—	I/O	Data [bit 0]	√	√	√	√
SD1_DAT1	—	I/O	Data [bit 1]/SDIO interrupt	√	√	√	√
SD1_DAT2	—	I/O	Data [bit 2]/Read wait	√	√	√	√
SD1_DAT3	—	I/O	Data [bit 3]/Card detect	√	√	√	√
SD1_CD	—	I	Card detect *1	√	√	√	√
SD1_WP	—	I	Write protect *1	√	√	√	√
SD2_CLK *2	—	O	SD clock	√	√	√	—
SD2_CMD *2	—	I/O	Command/response	√	√	√	—
SD2_DAT0 *2	—	I/O	Data [bit 0]	√	√	√	—
SD2_DAT1 *2	—	I/O	Data [bit 1]/SDIO interrupt	√	√	√	—
SD2_DAT2 *2	—	I/O	Data [bit 2]/Read wait	√	√	√	—
SD2_DAT3 *2	—	I/O	Data [bit 3]/Card detect	√	√	√	—
SD2_DAT4 *3	—	I/O	Data [bit 4]	√	√	√	—
SD2_DAT5 *3	—	I/O	Data [bit 5]	√	√	√	—
SD2_DAT6 *3	—	I/O	Data [bit 6]	√	√	√	—
SD2_DAT7 *3	—	I/O	Data [bit 7]	√	√	√	—
SD2_DS *3	—	I	Data Strobe	√	√	√	—
SD2_CD	—	I	Card detect *1	√	√	√	—
SD2_WP	—	I	Write protect *1	√	√	√	—
SD3_CLK *2	—	O	SD clock	√	√	√	√
SD3_CMD *2	—	I/O	Command/response	√	√	√	√
SD3_DAT0 *2	—	I/O	Data [bit 0]	√	√	√	√
SD3_DAT1 *2	—	I/O	Data [bit 1]/SDIO interrupt	√	√	√	√
SD3_DAT2 *2	—	I/O	Data [bit 2]/Read wait	√	√	√	√

				Second Generation RZ/G Series Products			
Name	**Abbreviation**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
SD3_DAT3 *2	—	I/O	Data [bit 3]/Card detect	√	√	√	√
SD3_DAT4 *3	—	I/O	Data [bit 4]	√	√	√	√
SD3_DAT5 *3	—	I/O	Data [bit 5]	√	√	√	√
SD3_DAT6 *3	—	I/O	Data [bit 6]	√	√	√	√
SD3_DAT7 *3	—	I/O	Data [bit 7]	√	√	√	√
SD3_DS *3	—	I	Data Strobe	√	√	√	√
SD3_CD	—	I	Card detect *1	√	√	√	√
SD3_WP	—	I	Write protect *1	√	√	√	√

Notes: 1. When a pin is not in use, fix the corresponding signal to High level by external input.
2 x = 2 to 3: This is used by both of SDHI and MMC.
3 x = 2 to 3: This is used only MMC.

57.1.4 Register Configuration

The base addresses for each interface are as follows. The select setting of SDHI and MMC is unnecessary. The difference between SDHI and MMC is only the command type by Command type register (SD_CMD).

SDHI0: H'00_EE10_0000
SDHI1: H'00_EE12_0000
SDHI2: H'00_EE14_0000
SDHI3: H'00_EE16_0000
MMC0: H'00_EE14_0000
MMC1: H'00_EE16_0000

Note: The two pairs of interfaces (SDHI2 and MMC0, SDHI3 and MMC1) can only be used for either the SDHI or MMC interface.

57.2 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

(1) Designing the board

SDHI and MMC interface transfer performance has been improved. When designing the board, run the SI simulation using the IBIS model.

(2) Initial value of drivability at eMMC boot (RZ/G2N)

At eMMC boot, initial value of eMMC pin drivability of RZ/G2N is set to B’100 in the eMMC boot program. When operating eMMC with HS200, HS400, reset the optimum setting value that matches the characteristics of the board on which RZ/G Gen 2 is used with the eMMC driver.

Since RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 uses the initial value of PFC at eMMC boot time, drivability can’t be adjusted. Adjusting the damping resistance for the eMMC terminal on the board at eMMC boot is needed time to suppress overshoot / undershoot.

58. rawNAND Controller (R-NANDC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

58.1 Overview

The NAND Flash Memory Interface controller implements the function of a high level interface to one NAND flash device. It supports the functionality of the high speed NAND Flash devices described in the ONFI 1.x specifications.

58.1.1 Features

- Compatibility
  - Compatible with the ONFi 1.x specification. (8/16-bit)
    except the "EDO data output timing mode" which is not supported.
    * No full support of timing mode 4 and 5 due to missing EDO mode.
    * Timing mode 4 or 5 memory devices can be used in non-EDO mode.
    * NFMA fast transition mode can be used for timing mode 4 or 5 memory devices.
    (Refer to section 58.2.2 Main configurations register (CONTROL)).
  - Support for the Small Block devices - only devices that allow to disable CE signal when device is in the busy state are supported.
  - Support for the low capacity device (which use four address bytes) with the help of generic sequence.
- DMA Controller
  - Scatter-gather mode is supported.
  - Single transfer mode is supported.
  - Supports precise and imprecise burst modes.
  - Supports configurable burst types: single transfer, incrementing and stream.
  - 32-bit system memory addressing.
  - Triggering mechanism that depends on the programmable FIFO data level.
- Interrupt Controller
  - Each interrupt can be masked.
  - Each interrupt has its own status flag.
  - The status flags are also valid when the given interrupt is masked, and can be checked by the software polling mechanism.
  - Single interrupt signal output
- Data buffering
  - FIFO module based on dual port memory.
- ECC unit
  - The ECC module is based on the BCH algorithms.
  - The syndrome calculation, error detection and error correction phases in the BCH-based modules are pipelined.
  - The ECC unit supports the following options: 256, 512 bytes and 1024 bytes data blocks. The data block size depends on the selected ECC option.
- Advanced features
  - The page cache read/write sequences are supported.
  - The multiple planes read/write sequences are supported.
  - The multi-LUN work mode is supported.
  - Command queuing mechanism. *1

Note 1.

The queue is used when write access to Registers is performed by the host. It is valid for all registers except:

- INT_STATUS
- STATUS
- FIFO_INIT
- ECC_STAT
- FIFO_DATA

Write to registers listed above will be performed immediately. Write to any other register will be performed through the command queue.

- The advanced Bad Blocks Management system
  - Records tables are stored in the system memory.
  - Hardware implementation of the search algorithm.

58.1.2 Block Diagram

Figure 58.1 is a block diagram of the R-NANDC.

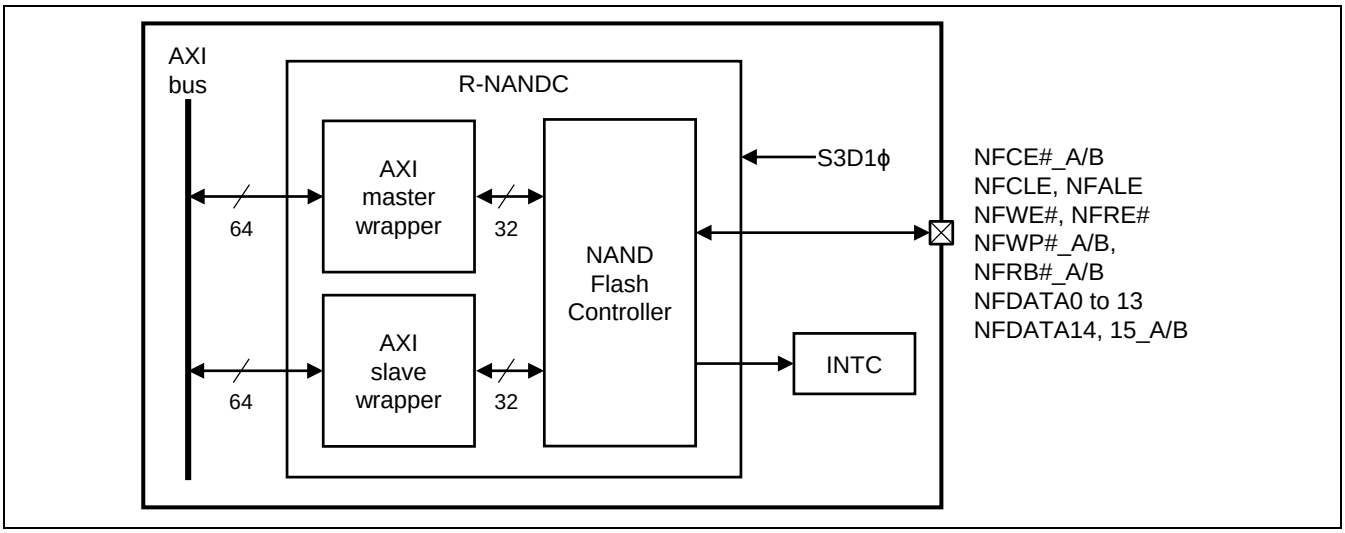


Figure 58.1 Block Diagram [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

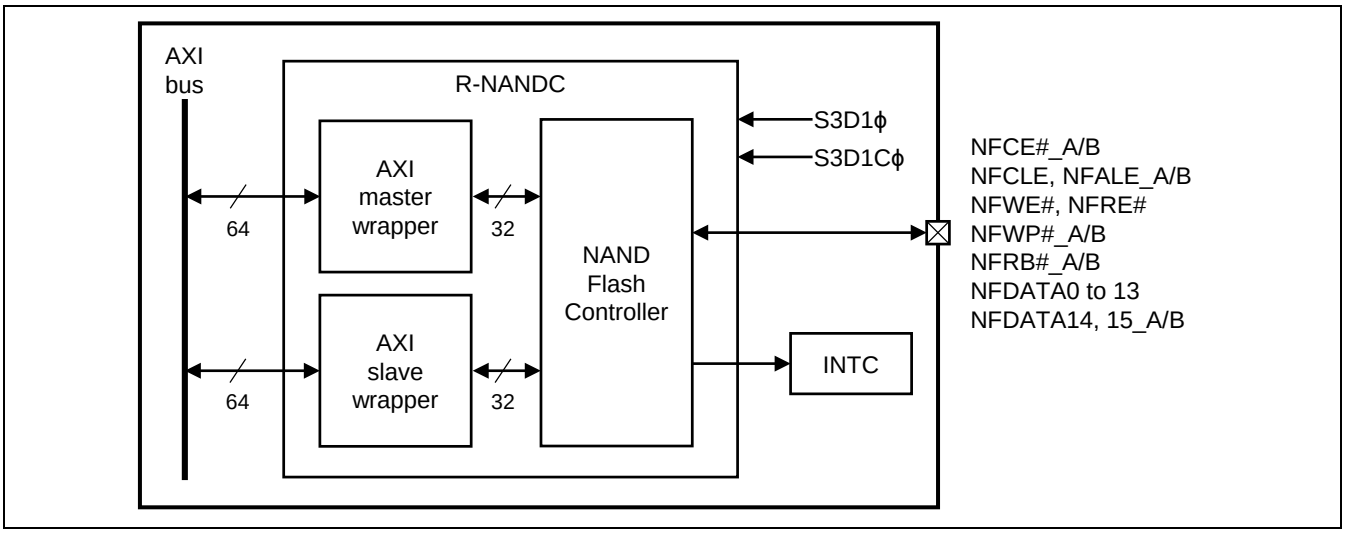


Figure 58.2 Block Diagram [RZ/G2E]

58.1.3 External Pins

Table 58.1 lists the input and output pins used by the interface. The voltage of the R-NANDC terminal is variable. Therefore a power network is separate. When choosing the function of GPIO and the other ones, be careful.

Table 58.1 Pin Configuration [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

				Second Generation RZ/G Series Products			
Name	**I/O**	**Function**	**Voltage (1.8V/3.3V)**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
NFRE#	O	Read Enable	Voltage switch of 1.8V/3.3V	—	√	√	√
NFCE#_A/B	O	Chip Enable	3.3V(NFCE#_A) and Voltage switch of 1.8V/3.3V(NFCE#_B)	—	√	√	√
NFCLE	O	Command Latch Enable	Voltage switch of 1.8V/3.3V	—	√	√	√
NFALE	O	Address Latch Enable	Voltage switch of 1.8V/3.3V	—	√	√	—
NFALE_A/B	O	Address Latch Enable	3.3V(NFALE_A) and Voltage switch of 1.8V/3.3V(NFALE_B)	—	—	—	√
NFWE#	O	Write Enable	Voltage switch of 1.8V/3.3V	—	√	√	√
NFWP#_A/B	O	Write Protect	3.3V(NFWP#_A) and Voltage switch of 1.8V/3.3V(NFWP#_B)	—	√	√	√
NFDATA0	I/O	Data [bit 0]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA1	I/O	Data [bit 1]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA2	I/O	Data [bit 2]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA3	I/O	Data [bit 3]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA4	I/O	Data [bit 4]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA5	I/O	Data [bit 5]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA6	I/O	Data [bit 6]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA7	I/O	Data [bit 7]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA8	I/O	Data [bit 8]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA9	I/O	Data [bit 9]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA10	I/O	Data [bit 10]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA11	I/O	Data [bit 11]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA12	I/O	Data [bit 12]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA13	I/O	Data [bit 13]	Voltage switch of 1.8V/3.3V	—	√	√	√
NFDATA14_A/B	I/O	Data [bit 14]	3.3V(NFDATA14_A) and Voltage switch of 1.8V/3.3V(NFDATA14_B)	—	√	√	√
NFDATA15_A/B	I/O	Data [bit 15]	3.3V(NFDATA15_A) and Voltage switch of 1.8V/3.3V(NFDATA15_B)	—	√	√	√
NFRB#_A/B	I	Ready/busy status	3.3V(NFRB#_A) and Voltage switch of 1.8V/3.3V (NFRB#_B)	—	√	√	√

58.1.4 Register Configuration

Table 58.2 lists the R-NANDC related registers and their configurations.

Table 58.2 Configurations of R-NANDC-related Registers

						Second Generation RZ/G Series Products			
Name	**Abbreviation**	**R/W**	**Address**	**Initial Value**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Controller commands register	COMMAND	R/W	H'EE18_0000	H'0000_0000	32	—	√	√	√
Main configurations register	CONTROL	R/W	H'EE18_0004	H'0000_0000	32	—	√	√	√
Controller status register	STATUS	R	H'EE18_0008	H'0000_0001	32	—	√	√	√
Mask register for the READ STATUS commands	STATUS_MASK	R/W	H'EE18_000C	H'0000_4040	32	—	√	√	√
Interrupts mask register	INT_MASK	R/W	H'EE18_0010	H'0000_0000	32	—	√	√	√
Interrupts status register	INT_STATUS	R/W	H'EE18_0014	H'0000_0000	32	—	√	√	√
ECC module control register	ECC_CTRL	R/W	H'EE18_0018	H'0000_0000	32	—	√	√	√
ECC offset in the spare area register	ECC_OFFSET	R/W	H'EE18_001C	H'0000_0000	32	—	√	√	√
ECC module status register	ECC_STAT	R/W	H'EE18_0020	H'0000_0000	32	—	√	√	√
Column address register 0	ADDR0_COL	R/W	H'EE18_0024	H'0000_0000	32	—	√	√	√
Row address register 0	ADDR0_ROW	R/W	H'EE18_0028	H'0000_0000	32	—	√	√	√
Column address register 1	ADDR1_COL	R/W	H'EE18_002C	H'0000_0000	32	—	√	√	√
Row address register 1	ADDR1_ROW	R/W	H'EE18_0030	H'0000_0000	32	—	√	√	√
FIFO module interface	FIFO_DATA	R/W	H'EE18_0038	—	32	—	√	√	√
Data register	DATA_REG	R/W	H'EE18_003C	H'0000_0000	32	—	√	√	√
Data register size selection register	DATA_REG_SIZE	R/W	H'EE18_0040	H'0000_0000	32	—	√	√	√
Records table pointer register	DEV0_PTR	R/W	H'EE18_0044	H'0000_0000	32	—	√	√	√
DMA base address - least significant part register	DMA_ADDR_L	R/W	H'EE18_0064	H'0000_0000	32	—	√	√	√
DMA module counter initial value	DMA_CNT	R/W	H'EE18_006C	H'0000_0000	32	—	√	√	√
DMA control register	DMA_CTRL	R/W	H'EE18_0070	H'0000_0001	32	—	√	√	√
Bad block management (BBM) module control register	BBM_CTRL	R/W	H'EE18_0074	H'0000_0000	32	—	√	√	√
Page size value register	DATA_SIZE	R/W	H'EE18_0084	H'0000_0000	32	—	√	√	√
Timing configuration register	TIMINGS_ASYN	R/W	H'EE18_0088	H'0000_0000	32	—	√	√	√

Name	Abbreviation	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Command sequence timing configuration register 0	TIME_SEQ_0	R/W	H'EE18_0090	H'0000_0000	32	—	√	√	√
Command sequence timing configuration register 1	TIME_SEQ_1	R/W	H'EE18_0094	H'0000_0000	32	—	√	√	√
Generic command sequence timing configuration register 0	TIME_GEN_SEQ_0	R/W	H'EE18_0098	H'0000_0000	32	—	√	√	√
Generic command sequence timing configuration register 1	TIME_GEN_SEQ_1	R/W	H'EE18_009C	H'0000_0000	32	—	√	√	√
Generic command sequence timing configuration register 2	TIME_GEN_SEQ_2	R/W	H'EE18_00A0	H'0000_0000	32	—	√	√	√
FIFO module control register	FIFO_INIT	R	H'EE18_00B0	H'0000_0000	32	—	√	√	√
FIFO module status register	FIFO_STATE	R	H'EE18_00B4	H'0000_0095	32	—	√	√	√
GENERIC_SEQ register	GEN_SEQ_CTRL	R/W	H'EE18_00B8	H'0000_0000	32	—	√	√	√
MLUN register	MLUN	R/W	H'EE18_00BC	H'0000_0000	32	—	√	√	√
Records table size register	DEV0_SIZE	R/W	H'EE18_00C0	H'0000_0000	32	—	√	√	√
DMA trigger level value register	DMA_TRIG_TLVL	R/W	H'EE18_0114	H'0000_0000	32	—	√	√	√
CMD ID initial value register	CMD_MARK	W	H'EE18_0124	H'0000_0000	32	—	√	√	√
LUN per device status register	LUN STATUS 0	R	H'EE18_0128	H'0000_00FF	32	—	√	√	√
Generic command sequence timing configuration register 3	TIME_GEN_SEQ_3	R/W	H'EE18_0134	H'0000_0000	32	—	√	√	√
ECC error level counter register	ECC_CNT	R/W	H'EE18_014C	H'0000_0000	32	—	√	√	√
Memory device control register	MEM_CTRL	R/W	H'EE18_0080	H'0000_0000	32	—	√	√	√

58.1.5 Connected Module

Table 58.3 Connected Module

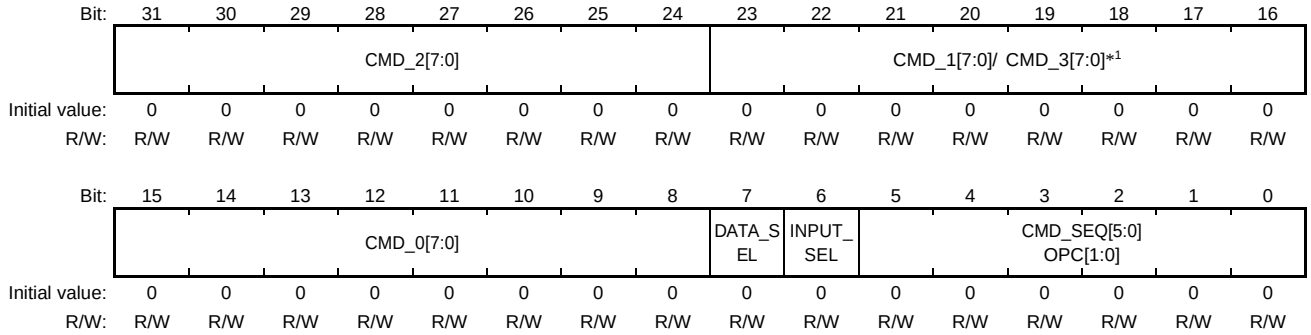
Module name	Connected module name	Function of connected module
R-NANDC	AXI-bus	Register access of CPU DMA access of R-NANDC
	CPG	Clock output
	PFC	Selection of external pins
	Module Standby, Software Reset	Clock stop control
	RST	reset execution
	INTC	Interrupt control

58.2 Register Description

58.2.1 Controller commands register (COMMAND)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The write of the command sequence code to the COMMAND register triggers the programmed command sequence execution as soon as it is possible. If the execution cannot be started immediately, the transfer to this register is prolonged by the series of the WAIT responses. Each command sequence can trigger the interrupt when it is completed.



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	CMD_2[7:0]	H'00	R/W	Code of the third command in a sequence.
23 to 16	CMD_1[7:0]/ CMD_3[7:0]*1	H'00	R/W	Code of the second command in a sequence.
15 to 8	CMD_0[7:0]	H'00	R/W	Code of the first command in a sequence.
7	DATA_SEL	B'0	R/W	Data / FIFO selection flag: 0 – the FIFO module selected 1 – the DATA register selected
6	INPUT_SEL	B'0	R/W	Input module selection flag: 0 – select the registers Slave I/F Unit (SIU) module as input 1 – select the DMA module as input
5 to 0	CMD_SEQ[5:0]	B'00_0000	R/W	Command code.

Note 1. Depending on the selected command sequence, this field will store CMD1 or CMD3 code.
Generic Sequence is only one case where both commands are used in a single sequence

58.2.2 Main configurations register (CONTROL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The CONTROL register stores the configuration parameters that are common to all controller modules.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	AUTO_READ_STAT_EN	MLUN_EN	SMALL_BLOCK_EN	—	—	—	ADDR1_AUTO_INCR	ADDR0_AUTO_INCR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	NFMA FASTTR	—	BBM_EN	IO_WIDTH	—	—	—	—	BLOCK_SIZE[1:0]		ECC_EN	INT_EN	—	ECC_BLOCK_SIZE[1:0]		READ_STATUS_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
23	AUTO_READ_STAT_EN	B'0	R/W	Auto Read Status mode enable. If active, the controller reads the status after the PROGRAM PAGE and BLOCK ERASE commands. It can trigger interrupt. The ERROR_MASK field in the STATUS_MASK register must be configured when this feature is enabled. It enables operation status checking after PROGRAM_PAGE/ERASE commands. It allow to detect that those operations failed. 0: Auto Read Status mode disabled 1: Auto Read Status mode enabled
22	MLUN_EN	B'0	R/W	Multi LUN mode enables. If active, it enables controller multi LUN work mode 0: Multi LUN mode disabled 1: Multi LUN mode enabled For more details, see section 58.3.4, Multi LUN Work Mode.
21	SMALL_BLOCK_EN	B'0	R/W	Enable small block mode. In this mode, the controller sends only a single byte as the column address instead of two bytes, as done in the big block NAND Flash devices. 0: big block mode enabled 1: small block mode enabled Note: Only devices that allow to disable CE signal when device is in the busy state are supported.
20 to 18	—	B'000	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

Bit	Bit Name	Initial Value	R/W	Description
17	ADDR1_ AUTO_INCR	B’0	R/W	Address auto increment for row address register 1 (ADDR1_ROW). 0: auto increment disabled 1: auto increment enabled When this bit is set, sending any command sequence using address register 1 causes the increment of address register 1.
16	ADDR0_ AUTO_INCR	B’0	R/W	Address auto increment for row address register 0 (ADDR0_ROW). 0: auto increment disabled 1: auto increment enabled When this bit is set, sending any command sequence using address register 0 causes the increment of address register 0
15	NFMA FASTTR	B’0	R/W	NFMA fast transition mode control 0: normal mode 1: fast mode When using NAND flash memory which support ONFI 1.0 EDO mode, TIMINGS_ASYN.TRWP value can be one reduced (-1) from normal setting by setting this bit. With this setting, data read transfer speed is improved.
14	—	B’0	R	Reserved bit. This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to the bit.
13	BBM_EN	B’0	R/W	Bad Block Management enable flag For more details, see section 58.3.5, Remapping Mechanism.
12	IO_WIDTH	B’0	R/W	NAND Flash I/O width 0: 8 bits 1: 16 bits
11 to 8	—	H’0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
7, 6	BLOCK_SIZE [1:0]	B’00	R/W	The Block Size. B’00: 32 pages per block B’01: 64 pages per block B’10: 128 pages per block B’11: 256 pages per block
5	ECC_EN	B’0	R/W	Hardware ECC support enable 0: ECC disabled 1: ECC enabled Hardware ECC can be used only when m * (ECC_BLOCK_SIZE) ≤ DATA_SIZE ≤ m * (ECC_BLOCK_SIZE + 32),where m is 1,2,3,..
4	INT_EN	B’0	R/W	Global Interrupt enable 0: Interrupts disabled 1: Interrupts enabled For more details, see section 58.3.6, Interrupts Mechanism.
3	—	0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

Bit	Bit Name	Initial Value	R/W	Description
2, 1	ECC_BLOCK _SIZE[1:0]	B’00	R/W	The ECC Block Size (depends on core configuration): B’00: 256 bytes B’01: 512 bytes B’10: 1024 bytes B’11: not available The ECC block size can be changed only when all memory devices are ready.
0	READ_ STATUS_EN	B’0	R/W	Automatically READ STATUS / check RnB lines. The STATUS_MASK field in the STATUS_MASK register must be configured when this feature is enabled. It select how controller detect device ready/busy state: 0: The controller checks RnB lines 1: The controller sends READ STATUS commands Note: Automatically sent READ STATUS command is only available in devices compatible with ONFI 1.0

58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The GENERIC_SEQ register is used to parameterize the generic command sequences.For more details, see section 58.3.2, Generic Command Sequence. For examples, see Table 58.7

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CMD_3[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IMD_SEQ	DELAY_EN[1:0]		DATA_EN	ROW_A1[1:0]		ROW_A0[1:0]		COL_A1[1:0]		COL_A0[1:0]		CMD3_EN	CMD2_EN	CMD1_EN	CMD0_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
23 to 16	CMD_3[7:0]	H'00	R/W	Command 3 code value.
15	IMD_SEQ	B'00	R/W	Enable immediate command execution. This bit allows the command sequence to be executed without checking the selected target state. 0: feature disabled 1: feature enable
14, 13	DELAY_EN [1:0]	B'00	R/W	Enable the busy 0 or 1 phase. This bit allows enabling or disabling the presence of the "busy" phase in the universal command sequence. B'00: disable both delays B'01: enable delay 0 B'10: enable delay 1 B'11: disable both delays
12	DATA_EN	B'0	R/W	Enable data part sequence This bit allows enabling or disabling the data phase of the universal command sequence. 0: disable data phase 1: enable data phase
11, 10	ROW_A1[1:0]	B'00	R/W	Row Address Cycles. Number of the row address bytes sent to NAND Flash device. B'00: 0 address cycles B'01: 1 address cycles B'10: 2 address cycles B'11: 3 address cycles

Bit	Bit Name	Initial Value	R/W	Description
9, 8	ROW_A0[1:0]	B'00	R/W	Row Address Cycles. Number of the row address bytes sent to NAND Flash device. B'00: 0 address cycles B'01: 1 address cycles B'10: 2 address cycles B'11: 3 address cycles
7, 6	COL_A1[1:0]	B'00	R/W	Column Address Cycles. Number of the column address bytes sent to NAND Flash device. B'00: 0 address cycles B'01: 1 address cycles B'10: 2 address cycles B'11: not available
5, 4	COL_A0[1:0]	B'00	R/W	Column Address Cycles. Number of the column address bytes sent to NAND Flash device. B'00: 0 address cycles B'01: 1 address cycles B'10: 2 address cycles B'11: not available
3	CMD3_EN	B'0	R/W	This bit allows enabling or disabling the presence of the "command 3" phase in the universal command sequence. 1: enable 0: disable
2	CMD2_EN	B'0	R/W	Enable Command 2 phase This bit allows enabling or disabling the presence of the "command 2" phase in the universal command sequence. 1: enable 0: disable
1	CMD1_EN	B'0	R/W	Enable Command 1 phase. This bit allows enabling or disabling the presence of the "command 1" phase in the universal command sequence. 1: enable 0: disable
0	CMD0_EN	B'0	R/W	Enable Command 0 phase. This bit allows enabling or disabling the presence of the "command 0" phase in the universal command sequence. 1: enable 0: disable

58.2.4 Controller status register (STATUS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The STATUS register stores the NAND Flash controller and connected device status flags. These flags can be used to obtain the current controller internal state.

The CTRL_STAT flag is set after the controller starts to execute the requested command for the selected NAND Flash device, and it is active while the command execution is not completed. Command execution can be divided into two phases. In the first phase, the command sequence is executed at the moment when the NAND Flash device goes into the busy state. After that, the controller stores information about the pending operation on the selected device, but is also able to execute a new command on any other device. In the second phase, the controller automatically finishes the pending command execution based on the previously stored data. As long as this flag is set, the controller does not accept any new commands.

The MEMx_ST flags correspond to the NAND Flash device with the same index value. The flags give information about the NAND Flash devices' state. The flag has the same function as the NAND Flash device RnB line.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CMD_ID[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	DATA_REG_ST	DATASIZE_ERROR_ST	CTRL_STAT	—	—	—	—	—	—	—	MEM0_ST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
23 to 16	CMD_ID[7:0]	H'00	R	Command ID The current command under execution identification marker added before command was put in to the command FIFO.
15 to 11	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
10	DATA_REG_ST	B'0	R	The DATA_REG: Resetting of this flag is possible only by reading the data from the DATA_REG register. 1: data in DATA_REG is available 0: data in DATA_REG is not available
9	DATASIZE_ERROR_ST	B'0	R	The Data Size value error: When the ECC is enabled, this bit signal incorrect value in the DATA_SIZE register. The algorithm for correct data size value can be found in the DATA_SIZE register description. 0: correct value 1: incorrect value

Bit	Bit Name	Initial Value	R/W	Description
8	CTRL_STAT	B'0	R	The main controller status bit: 0: controller ready 1: controller busy
7 to 1	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
0	MEM0_ST	B'1	R	Device 0 status flag: 1: device ready 0: device busy

Note: When using "READ PARAMETER PAGE" command, ECC Block Size should same with DATA SIZE.
When using "SET FEATURES" or "GET FEATURES" or "READ ID" commands, ECC function should be disabled.

58.2.5 LUN per device status register (LUN_STATUS_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The LUN_STATUS0 register allows to access the LUN status information for devices 0-3. Each bit of the LUN status field contain the status of single LUN of device. The busy status is marked as logical ‘0’, the ready state is marked as logical ‘1’.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	MEM0_LUN[7:0]							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
7 to 0	MEM0_LUN [7:0]	H’FF	R	Memory 0 LUN-s status field.

58.2.6 Interrupts mask register (INT_MASK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The INT_MASK register allows masking of the selected interrupts source in the NAND Flash controller. The masked interrupts still set the appropriate bits in the status register, but do not assert the interrupt signal.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	ECC_INT0_EN	—	—	—	—	—	—	—	STAT_ERR_INT0_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MEM0_RDY_INT_EN	—	PG_SZ_ERR_INT_EN	—	TRANS_ERR_EN	DMA_INT_EN	DATA_REG_INT_EN	CMD_END_INT_EN	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R/W	R	R/W	R/W	R/W	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
24	ECC_INT0_EN	B'0	R/W	Enables the interrupt from the ECC module status for Memory device 0. 0: interrupt disabled 0: interrupt disabled 1: interrupt enabled
23 to 17	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
16	STAT_ERR_INT0_EN	B'0	R/W	Enables the interrupt when the most recently finished operation on the Memory device 0 failed. This applies to PROGRAM PAGE and BLOCK ERASE operations. It is not valid following a READ-series operation. 0: interrupt disabled 1: interrupt enabled
15 to 9	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
8	MEM0_RDY_INT_EN	B'0	R/W	The memory device 0 is ready for the new command: 0: interrupt disabled 1: interrupt enabled For more details see Figure 58.32
7	—	B'0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

Bit	Bit Name	Initial Value	R/W	Description
6	PG_SZ_ERR_INT_EN	B'0	R/W	Data Size error occur. 0: interrupt disabled 1: interrupt enabled
5	—	B'0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
4	TRANS_ERR_EN	B'0	R/W	The transfer on the slave interface error: 0: interrupt disabled 1: interrupt enabled
3	DMA_INT_EN	B'0	R/W	DMA transfer ended. 0: interrupt disabled 1: interrupt enabled
2	DATA_REG_INT_EN	B'0	R/W	Data in DATA_REG is available. 0: interrupt disabled 1: interrupt enabled
1	CMD_END_INT_EN	B'0	R/W	Command sequence ended 0: interrupt disabled 1: interrupt enabled For more details see Figure 58.32
0	—	B'0	R	Reserved bit. This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to the bit.

58.2.7 Interrupts status register (INT_STATUS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The INT_STATUS register stores the NAND Flash controller interrupt flags. If the given bit is 0, the corresponding interrupt condition is not met. If the given bit is 1, the corresponding interrupt condition is met.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	ECC_INT0_FL	—	—	—	—	—	—	—	STAT_ERR_INT0_FL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MEM0_RDY_INT_FL	—	PG_SZ_ERR_INT_FL	—	TRANS_ERR_FL	DMA_INT_FL	DATA_REG_INT_FL	CMD_END_INT_FL	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R/W	R	R/W	R/W	R/W	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
24	ECC_INT0_FL	B'0	R/W	Selected flag (source is ECC_UNC_0, ECC_ERROR_0 or ECC_OVER_0) in the ECC module is set.
23 to 17	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
16	STAT_ERR_INT0_FL	B'0	R/W	Most recently finished operation on the Memory device 0 failed. This applies to PROGRAM PAGE and BLOCK ERASE operations. It is not valid following a READ-series operation.
15 to 9	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
8	MEM0_RDY_INT_FL	B'0	R/W	The memory device 0 is ready for the new command.
7	—	B'0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
6	PG_SZ_ERR_INT_FL	B'0	R/W	Data Size error flag. When the ECC is enabled, the value written into the DATA_SIZE register has some restrictions. Interrupt condition is met when the value written to the DATA_SIZE register is not correct.
5	—	B'0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

Bit	Bit Name	Initial Value	R/W	Description
4	TRANS_ERR_FL	B'0	R/W	The transfer on the slave interface error. The flag is set when the access to the FIFO memory has the opposite direction to the current FIFO configuration.
3	DMA_INT_FL	B'0	R/W	DMA transfer ended flag.
2	DATA_REG_INT_FL	B'0	R/W	Data in DATA_REG is available.
1	CMD_END_INT_FL	B'0	R/W	Transfer sequence ended.
0	—	B'0	R	Reserved bit. This bit is always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to the bit.

58.2.8 ECC module control register (ECC_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The ECC_CTRL register stores all configuration parameters required by the ECC.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ECC_SEL[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	ERR_THRESHOLD[5:0]						—	—	—	—	—	ECC_CAP[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 18	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
17,16	ECC_SEL [1:0]	B’00	R/W	The ECC interrupt source select. These bits selects the ECC module flag that will be used as a source for the interrupt signal: B’00: select ECC_ERROR (correctable error) flag as interrupt source. B’01: select ECC_UNC (uncorrectable error) flag as interrupt source. B’1x: select ECC_OVER (acceptable errors level overflow) flag as interrupt source. (ECC_OVER flag is not set by uncorrectable errors (ECC_UNC_0 = 1))
15,14	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
13 to 8	ERR_THRESHOLD[5:0]	B’00_0000	R/W	The acceptable errors level. The value of this field contains the number of errors that is acceptable. This field must be initialized by the application program.
7 to 3	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
2 to 0	ECC_CAP [2:0]	B’000	R/W	The ECC module correction ability. The correction ability can be changed only when all memory devices are ready. B’000: 2 B’001: 4 B’010: 8 B’011: 16 B’100: 24 All others: 32

58.2.9 ECC module status register (ECC_STAT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The ECC_STAT register stores all ECC module status information.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ECC_OVER_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	ECC_UNC_0	—	—	—	—	—	—	—	ECC_ERROR_0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
16	ECC_OVER_0	B'0	R/W	The Memory device 0 acceptable errors level overflow. The bit is set when the number of errors is bigger than the value of declared ERR_THRESHOLD bits. (uncorrectable errors are not counted)
15 to 9	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
8	ECC_UNC_0	B'0	R/W	The Memory device 0 uncorrectable error flag. The bit is set when the uncorrectable errors occur during the read operation
7 to 1	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
0	ECC_ERROR_0	B'0	R/W	The Memory device 0 correctable error flag. The bit is set when the correctable errors or the uncorrectable errors (ECC_UNC_0 = 1) occur during the read operation.

58.2.10 ECC offset in the spare area register (ECC_OFFSET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The ECC_OFFSET register stores the offset value from the beginning of the page to the place where correction words will be stored.

The value of the ECC_OFFSET register must be bigger than the value in the DATA_SIZE register.

In small block mode, the value in the ECC_OFFSET is ignored and the correction words are located in the NAND Flash memory device just behind the data.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ECC_OFFSET[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
15 to 0	ECC_ OFFSET [15:0]	H'0000	R/W	Correction words block offset.

58.2.11 ECC error level counter register (ECC_CNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The ECC_CNT register stores number of value detected during last page read operation. This register content is not automatically cleared, it must be done by software. The new page read operation does not overwrite previous register value. Register contain value of the largest error level detected in processed ECC blocks.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	ERR_LVL[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
5 to 0	ERR_LVL [5:0]	H'00	R/W	Detected error level. (uncorrectable errors are not counted)

58.2.12 Column/row address registers (ADDR[1:0]_COL, ADDR[1:0]_ROW)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The address registers store the packaged version of the address that will be used by the next command sequence during access to the NAND Flash device.

ADDR [1:0] _COL:

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADDR[1:0]_COL[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
15 to 0	ADDR[1:0]_ COL[15:0]	H'0000	R/W	Column address. A15-A0 address bits.

ADDR [1:0] _ROW:

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	ADDR[1:0]_ROW[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ADDR[1:0]_ROW[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
23 to 0	ADDR[1:0]_ ROW[23:0]	H'00_0000	R/W	Row address. A39-A16 address bits (Page address, Block address and LUN address in the ONFI case).

Notes:

1. There is no register that defines the total memory size of the NAND Flash memory chip, thus the controller is not able to determine which address bits in ADDR [1:0]_COL and ADDR[1:0]_ROW are important and which must be zero. For this reason, the software must take special care with the values written to these registers. Incorrect values of unused address bits (none '0' values) can cause errors in memory access.

   A relation between address registers and memory device address width is configured by the command sequence field of the COMMAND register. This field determines which command sequence has to be used and how many address bytes are used when addressing a NAND Flash memory device. (Example: In order to erase blocks, the three address cycles containing the row address are written into the NAND Flash memory device. The NAND Flash Controller automatically writes bits A39-A16 to the NAND Flash device). Refer to section 58.3.1.(2), Command Sequence Encoding and Table 58.8 in order to see how many address cycles are written into the NAND Flash memory device by each Command Sequence.

   The address written to the address register must be aligned according to the NAND Flash device. Unused bits must be padded with zeros.

2. When the auto increment for the row address register is enabled, the proper value of this register can be read only when the bit CTRL_STAT in STATUS register is clear.

Table 58.4 Address Registers and Address Bytes Relationship

Address Cycle	I/O 0	I/O 1	I/O 2	I/O 3	I/O 4	I/O 5	I/O 6	I/O 7
1st cycle	A0	A1	A2	A3	A4	A5	A6	A7
2nd cycle	A8	A9	A10	A11	A12	A13	A14	A15
3rd cycle	A16	A17	A18	A19	A20	A21	A22	A23
4th cycle	A24	A25	A26	A27	A28	A29	A30	A31
5th cycle	A32	A33	A34	A35	A36	A37	A38	A39

58.2.13 Page size value register (DATA_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The DATA_SIZE register stores the value of the data block size. The data size value is remembered as the number of bytes per transferred block, but its size must be declared as the multiple of the chosen NAND Flash word size. The unused bits for the given word size configuration are ignored and replaced with zeros.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	DATA_SIZE[14:0]														
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 15	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
14 to 0	DATA_SIZE [14:0]	H'0000	R/W	Data size. The value of this field defines data size.

Note:
Write the proper value to the DATA_SIZE register when ECC is enabled:
(ECC_BLOCK_SIZE) × m ≤ DATA_SIZE ≤ (ECC_BLOCK_SIZE + 32) × m,
Where m is 1, 2, 3 …

Here is an example of which values are correct when ECC_BLOCK_SIZE equals 512 bytes:

Table 58.5 Example, in which DATA_SIZE Values are Correct

DATA_SIZE	Value Correctness
H'0000	Not available
….	….
H'001F	Not available
H'0020	Not available
H'0021	Not available
….	….
H'01FF	Not available

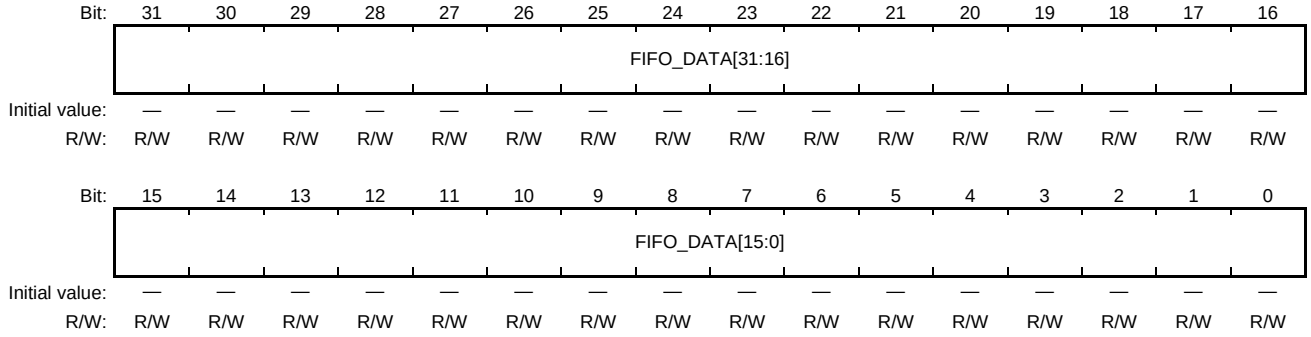
DATA_SIZE	Value Correctness
H'0200	Available
H'0201	Available
….	….
H'0220	Available
H'0221	Not available
….	….
H'03FF	Not available
H'0400	Available
H'0401	Available
….	….
H'0440	Available
H'0440	Not available
….	….

Note: ECC_BLOCK_SIZE equals 512 bytes.

58.2.14 FIFO module interface register (FIFO_DATA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The FIFO_DATA register is used as an entry point to the FIFO module. The CPU can access the FIFO module by reading from or writing to the FIFO_DATA register in the same way as it accesses any other register.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	FIFO_DATA [31:0]	—	R/W	FIFO Data.

Note:
FIFO_DATA register is able to access after issuing read or write command.

58.2.15 Bad block management (BBM) module control register (BBM_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The BBM control register stores the BBM specific control parameters.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	RMP_INIT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.
0	RMP_INIT	B'0	R/W	Remap initial flag. If set, this flag forces the BBM module to reread the remapping table after it was updated by software. This flag is set by software and cleared by hardware after rereading the remapping table.

58.2.16 Records table pointer register (DEV0_PTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The bad block management mechanism uses the tables in the system memory to store the remapping records. The DEV0_PTR register stores the table of the remapping record address.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	PTR_ADDR[11:2]										—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
11 to 2	PTR_ADDR [11:2]	B'00_0000_0 000	R/W	Remap table pointer. The field contains an address of the remap table in the internal memory.
1 to 0	—	ALL 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

58.2.17 Records table size register (DEV0_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The bad block management mechanism implemented in the controller uses the tables in the system memory to store the remapping records. Each table can store a variable number of records depending on the number of bad blocks in the NAND Flash device.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

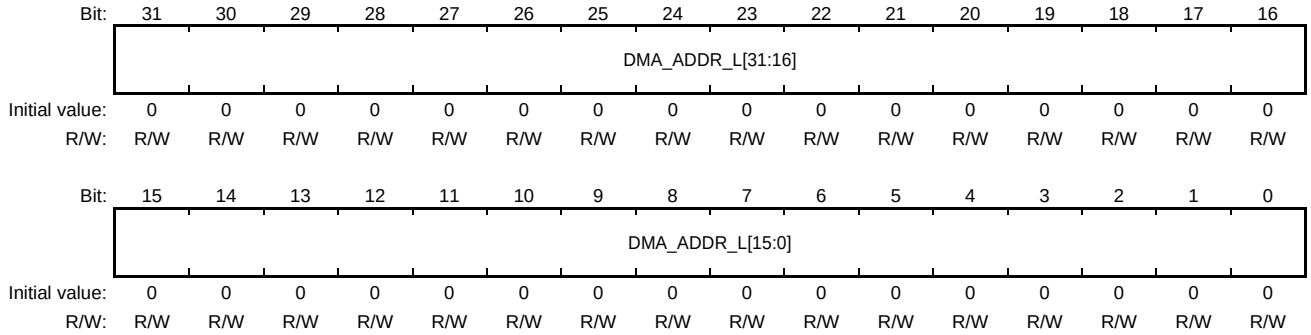
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	DEV_SIZE[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
11 to 0	DEV_SIZE [11:0]	H'000	R/W	Number of record

58.2.18 DMA base address - least significant part register (DMA_ADDR_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The DMA_ADDR_L register is the least significant part of the 64-bit DMA base address. The register contains an address for the first data in the data block in the system memory, or the address of the first descriptor. The DMA module can read data from the memory location set by DMA_ADDR and write it to the FIFO module, or read data from the FIFO module and write it to the memory, starting from the location indicated by the DMA_ADDR.

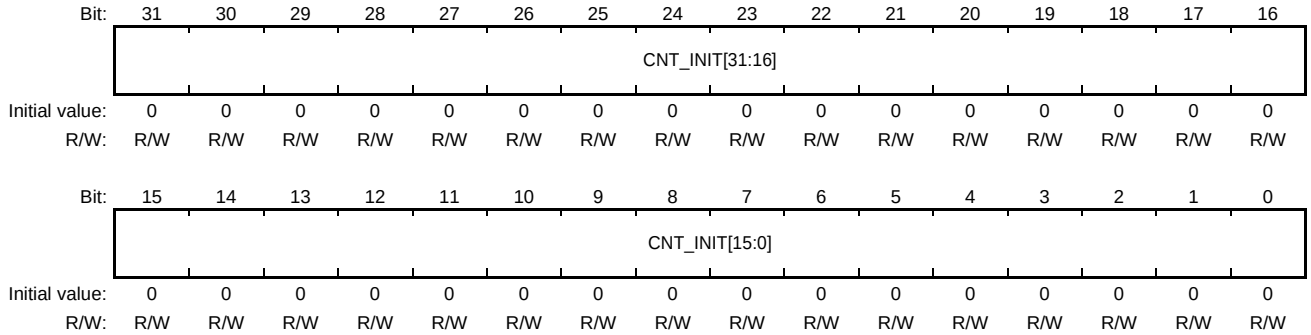


Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DMA_ADDR_L[31:0]	H'0000_0000	R/W	The least significant part of the DMA base address. The two least significant bits are ignored, thus the address must be aligned to 32-bit words

58.2.19 DMA counter initial value register (DMA_CNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The DMA_CNT defines the number of bytes that will be transferred by the DMA module. The register remains unchanged during the transfer process.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CNT_INIT [31:0]	H'0000_0000	R/W	Bytes counter initial value. The field contains data page length in bytes (H'0000_0004 – H'FFFF_FFFC). The number of the bytes has to be divided by 4.

58.2.20 DMA control register (DMA_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

DMA_CTRL is a control register for the DMA channel. This register defines the parameters of the DMA transfer.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DMA_START	—	DMA_MODE	DMA_BURST[2:0]			—	DMA_READY
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R/W	R	R/W	R/W	R/W	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
7	DMA_START	B’0	R/W	Set bit DMA_START to start DMA when the command sequence is sent to the NAND Flash memory. For more details see section 58.4.2.(2), DMA Description.
6	—	B’0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
5	DMA_MODE	B’0	R/W	DMA work mode: 0: the registers managed mode 1: the Scatter-Gather mode
4 to 2	DMA_BURST [2:0]	B’000	R/W	Burst type These bits define the main transfer type used by the DMA to precede the requested transfer B’000: incrementing precise burst of precisely four transfers (address increment) B’001: stream precise burst of precisely sixteen transfers (address constant) B’010: single transfer (address increment) B’011: burst of unspecified length (address increment) B’100: incrementing precise burst of precisely eight transfers (address increment) B’101: incrementing precise burst of precisely sixteen transfers (address increment)
1	—	B’0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
0	DMA_READY	B’1	R	DMA ready flag. The flag is set when transfer is completed.

58.2.21 DMA trigger level value register (DMA_TRIG_TLVL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

This register allows the setting of the data FIFO occupancy level that will trigger the DMA module. For more details see section 58.4.2. (2), DMA Description.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DMA_TRIG_TLVL[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

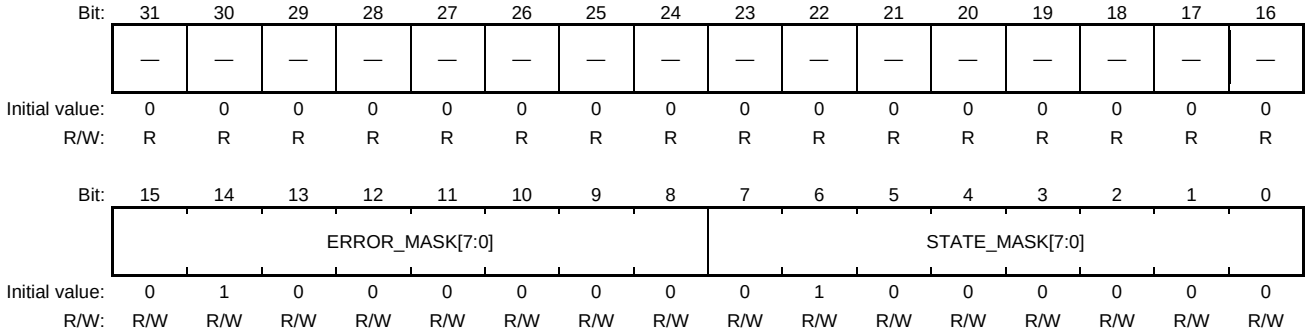
Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
7 to 0	DMA_TRIG_TLVL[7:0]	H'00	R/W	DMA trigger level The trigger level is counted using the 32-bit words as entity.

58.2.22 Mask register for the READ STATUS commands (STATUS_MASK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The STATE_MASK field is used to mark the ready/busy bits in the NAND Flash device status byte. This field is used during the internal read status operation. In the case of ONFI, the user must mask all fields except RDY or ARDY (depending on the application).

The ERROR_MASK field is used to mask unused fields when the controller automatically reads the status of the NAND Flash memory device. In the case of ONFI, the user must mask all fields except FAIL or FAILC (depending on the application).



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
15 to 8	ERROR_ MASK[7:0]	H'40	R/W	Error State Mask used to mask the error bits if automatic read status feature is enabled.
7 to 0	STATE_ MASK[7:0]	H'40	R/W	State Mask used to mask status bits when the read status command is used to obtain the NAND flash status

58.2.23 Command sequence timing configuration register 0 (TIME_SEQ_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

Some waveform configuration parameters are defined in the TIME_SEQ_0 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. All the timings are generated using the S3D1ϕ clock signal.

[RZ/G2E]

Some waveform configuration parameters are defined in the TIME_SEQ_0 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. All the timings are generated using the S3D1Cϕ clock signal.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	TWHR[5:0]						—	—	TRHW[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TADL[5:0]						—	—	TCCS[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
29 to 24	TWHR[5:0]	B'00_0000	R/W	NFWE# high to NFRE# low time
23 to 22	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
21 to 16	TRHW[5:0]	B'00_0000	R/W	NFRE# high to NFWE# low time
15 to 14	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
13 to 8	TADL[5:0]	B'00_0000	R/W	ALE to data start time
7 to 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
5 to 0	TCCS[5:0]	B'00_0000	R/W	Change column setup

58.2.24 Command sequence timing configuration register 1 (TIME_SEQ_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

Some waveform configuration parameters are defined in the TIME_SEQ_1 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. All the timings are generated using the S3D1ϕ clock signal.

[RZ/G2E]

Some waveform configuration parameters are defined in the TIME_SEQ_1 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. All the timings are generated using the S3D1Cϕ clock signal.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TRR[5:0]						—	—	TWB[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
13 to 8	TRR[5:0]	B'00_0000	R/W	Read high to Read low TRR time period from rising edge on read/busy input line to the moment when the read enable signal can be asserted
7 to 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
5 to 0	TWB[5:0]	B'00_0000	R/W	tWB delay. Time period measured from rising edge of the NFWE# or CLK signal to a falling edge on the RnB line or the NAND flash device SR[6] low.

58.2.25 Generic command sequence timing configuration register 0 (TIME_GEN_SEQ_0)

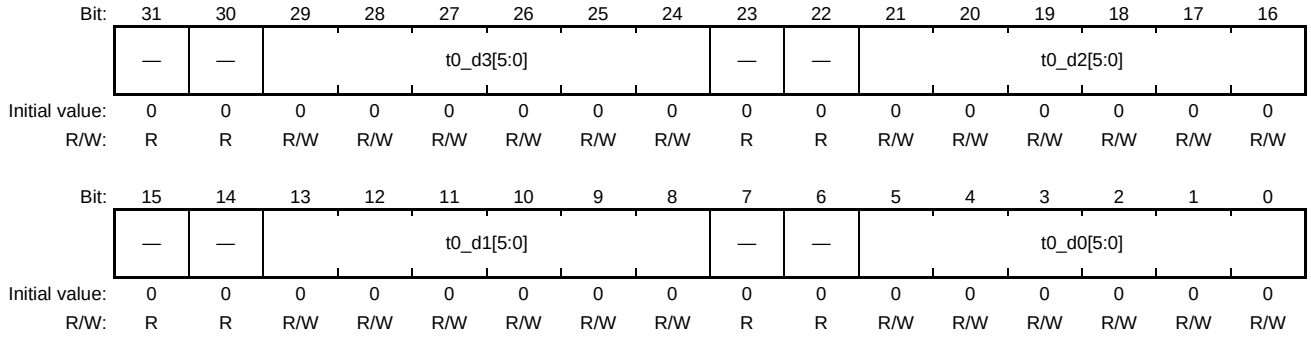
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

Some waveform configuration parameters for the Generic Sequence are defined in the TIME_GEN_SEQ_0 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. For more detail see section 58.3.2, Generic Command Sequence. All the timings are generated using the S3D1ϕ clock signal.

[RZ/G2E]

Some waveform configuration parameters for the Generic Sequence are defined in the TIME_GEN_SEQ_0 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. For more detail see section 58.3.2, Generic Command Sequence. All the timings are generated using the S3D1Cϕ clock signal.



Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
29 to 24	t0_d3[5:0]	B'00_0000	R/W	Command to Data time. The time between sending a command and data transferring.
23 to 22	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
21 to 16	t0_d2[5:0]	B'00_0000	R/W	Command to Delay time. The time between sending a command to the NAND Flash memory device and waiting until the memory is ready
15 to 14	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
13 to 8	t0_d1[5:0]	B'00_0000	R/W	Command to Command time. The time between two subsequent commands sent to the NAND Flash memory device.
7 to 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	t0_d0[5:0]	B'00_0000	R/W	Command to Address time. The time between sending a command and sending the address to the NAND Flash memory device.

58.2.26 Generic command sequence timing configuration register 1 (TIME_GEN_SEQ_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

Some waveform configuration parameters for the Generic Sequence are defined in the TIME_GEN_SEQ_1 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. For more detail see section 58.3.2, Generic Command Sequence. All the timings are generated using the S3D1ϕ clock signal.

[RZ/G2E]

Some waveform configuration parameters for the Generic Sequence are defined in the TIME_GEN_SEQ_1 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. For more detail see section 58.3.2, Generic Command Sequence. All the timings are generated using the S3D1Cϕ clock signal.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	t0_d7[5:0]						—	—	t0_d6[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	t0_d5[5:0]						—	—	t0_d4[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
29 to 24	t0_d7[5:0]	B'00_0000	R/W	Address to Data time. The time between sending the address and data transferring.
23 to 22	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
21 to 16	t0_d6[5:0]	B'00_0000	R/W	Address to Delay time. The time between sending the address to the NAND Flash memory device and waiting until the memory is ready.
15 to 14	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
13 to 8	t0_d5[5:0]	B'00_0000	R/W	Address to Address time. The time between two subsequent addresses sent to the NAND Flash memory device.
7 to 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	t0_d4[5:0]	B'00_0000	R/W	Address to Command time. The time between sending the address and sending a command to the NAND Flash memory device.

58.2.27 Generic command sequence timing configuration register 2 (TIME_GEN_SEQ_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

Some waveform configuration parameters for the Generic Sequence are defined in the TIME_GEN_SEQ_2 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. For more detail see section 58.3.2, Generic Command Sequence. All the timings are generated using the S3D1ϕ clock signal.

[RZ/G2E]

Some waveform configuration parameters for the Generic Sequence are defined in the TIME_GEN_SEQ_2 register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. For more detail see section 58.3.2, Generic Command Sequence. All the timings are generated using the S3D1Cϕ clock signal.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	t0_d11[5:0]						—	—	t0_d10[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	t0_d9[5:0]						—	—	t0_d8[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 30	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
29 to 24	t0_d11[5:0]	B'00_0000	R/W	Data to Delay time. The time between data transferring and waiting until the memory is ready.
23 to 22	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
21 to 16	t0_d10[5:0]	B'00_0000	R/W	Data to Command time. The time between data transferring and sending a command to the NAND Flash memory device.
15 to 14	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
13 to 8	t0_d9[5:0]	B'00_0000	R/W	Delay to Command time. The time between waiting until the memory is ready and sending a command to the NAND Flash memory device.
7 to 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	t0_d8[5:0]	B'00_0000	R/W	Delay to Data time. The time between waiting until the memory is ready and data transferring.

58.2.28 Generic command sequence timing configuration register 3 (TIME_GEN_SEQ_3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

Some waveform configuration parameters for the Generic Sequence are defined in the TIME_GEN_SEQ_3 register. For more details see section 58.3.2, Generic Command Sequence. All the timings are generated using the S3D1ϕ clock signal.

[RZ/G2E]

Some waveform configuration parameters for the Generic Sequence are defined in the TIME_GEN_SEQ_3 register. For more details see section 58.3.2, Generic Command Sequence. All the timings are generated using the S3D1Cϕ clock signal.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	t0_d12[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
5 to 0	t0_d12[5:0]	B'00_0000	R/W	Data to sequence end time. The time between the data transferring phase and sequence end. The sequence is ended when any other sequence phases after the data transfer phase are not enabled.

58.2.29 Timing configuration register (TIMINGS_ASYN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

[RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

Two waveform configuration parameters are defined in the TIMINGS_ASYN register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. All the timings are generated using the S3D1ϕ clock signal.

[RZ/G2E]

Two waveform configuration parameters are defined in the TIMINGS_ASYN register. The time delay generated by the controller equals the minimum value written into the register, increased by 1. All the timings are generated using the S3D1Cϕ clock signal. Figure 58.3 shows how timings parameters are mapped to the NAND flash interface. The upper part of figure shows read transfer, lower part shows write transfer.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	TRWH[3:0]				TRWP[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
7 to 4	TRWH[3:0]	H'0	R/W	NFRE# or NFWE# high hold time.
3 to 0	TRWP[3:0]	H'0	R/W	NFRE# or NFWE# pulse width.

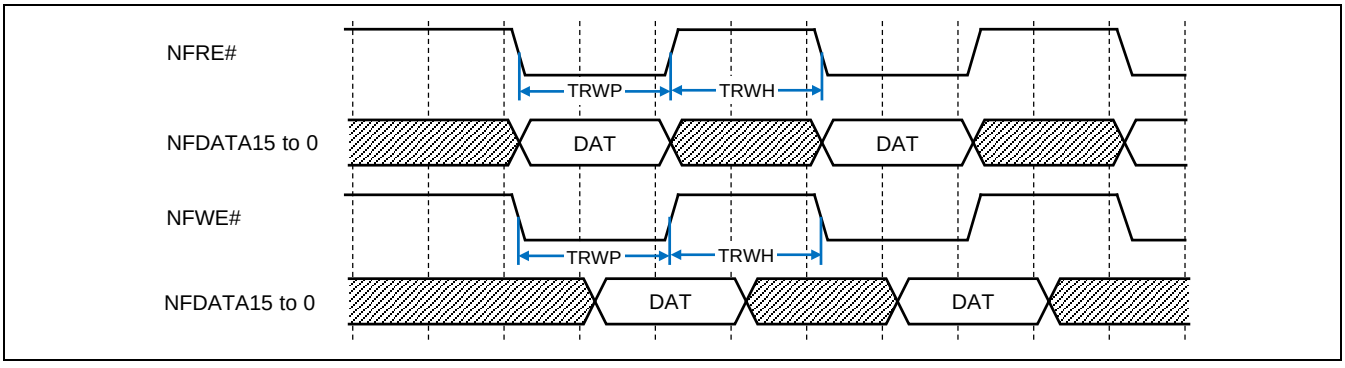
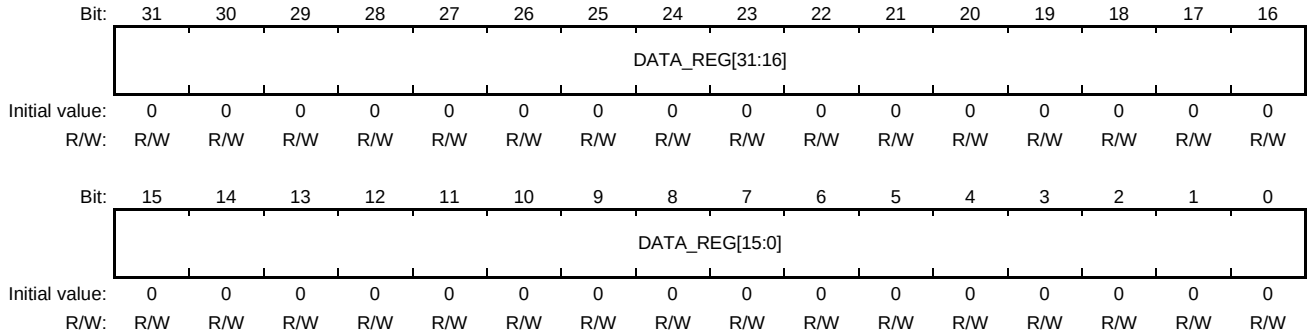


Figure 58.3 Asynchronous timings

58.2.30 Data register (DATA_REG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The DATA register is used for storage of the data that is read in the registered mode. The registered mode is allowed in the read direction only.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DATA_REG [31:0]	H'0000_0000	R/W	FIFO DATA

58.2.31 Data register size selection register (DATA_REG_SIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The DATA_REG_SIZE register allows the selection of data size in the registered work mode. The data size in the registered mode is limited to four bytes.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DATA_REG_SIZE[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
1 to 0	DATA_REG_SIZE[1:0]	B’00	R/W	DATA_REG_SIZE register. Allows selection of the number of valid bytes in the DATA register: B’00: single byte valid B’01: two lower bytes valid B’10: three lower bytes valid B’11: all four bytes valid

58.2.32 FIFO module control register (FIFO_INIT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The FIFO_INIT register contains the FIFO_INIT bit.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FIFO_INIT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
0	FIFO_INIT	B'0	W	FIFO init bit The setting of this bit causes the flushing of FIFO. It is not necessary to set this bit before sending each command to the NAND Flash memory device. This feature is reserved only for a situation where previous FIFO content must be purged before a new operation.

58.2.33 FIFO module status register (FIFO_STATE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The FIFO_STATE register contains the data buffer status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DF_W_EMPTY	DF_R_FULL	CF_ACCPT_W	CF_ACCPT_R	CF_FULL	CF_EMPTY	DF_W_FULL	DF_R_EMPTY
Initial value:	0	0	0	0	0	0	0	0	1	0	0	1	0	1	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
7	DF_W_EMPTY	B'1	R	FIFO empty state bit. This bit indicates that there is no data in the FIFO available. This flag is valid for the write direction.
6	DF_R_FULL	B'0	R	FIFO full state bit. This bit indicates that there is no free space for the data in FIFO available. This flag is valid for the read direction.
5	CF_ACCPT_W	B'0	R	Command FIFO accept flag – write direction. If this flag is set then next write access will finish with any additional delay.
4	CF_ACCPT_R	B'1	R	Command FIFO accept flag – read direction.
3	CF_FULL	B'0	R	Command FIFO full flag. It can't be used to check if next transfer will be accepted.
2	CF_EMPTY	B'1	R	Command FIFO empty flag. It can't be used to check if next transfer will be accepted.
1	DF_W_FULL	B'0	R	FIFO full state bit. This bit indicates that there is no free space for the data in FIFO available. This flag is valid for the write direction.
0	DF_R_EMPTY	B'1	R	FIFO empty state bit. This bit indicates that there is no data in the FIFO available This flag is valid for the read direction.

58.2.34 MLUN register (MLUN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The MLUN register contains the LUN address offset bits and number of available LUNs.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	LUN_SEL[1:0]		—	—	—	—	—	MLUN_IDX[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
9,8	LUN_SEL [1:0]	B’00	R/W	LUN number. B’00: two LUN-es B’01: four LUN-es. B’10: eight LUN-es.
7 to 3	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
2 to 0	MLUN_IDX [2:0]	B’000	R/W	LUN address offset. The content of this field is used as the bit offset value from the bit zero of the last address byte. This fields point to the bit index in the address that identify active LUN.

58.2.35 CMD ID initial value register (CMD_MARK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The CMD MARK register allows to write initial value to the command marking generator in the register Slave I/F Unit (SIU).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CMD_ID[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
7 to 0	CMD_ID[7:0]	H'00	W	CMD ID initial value.

58.2.36 Memory device control register (MEM_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	√	√	√

The MEM_CTRL register stores the WP line control.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	MEM0_WP	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.
8	MEM0_WP	B'0	R/W	The WP line control bit.
7 to 0	—	All 0	R	Reserved bits These bits are always read as 0. The write value should always be 0. Operation is not guaranteed if a value other than 0 is written to these bits.

58.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

58.3.1 Command Generation

The NAND Flash devices are constantly extended and evaluated to the larger capacities and higher data

Through put. Frequently during this process, new commands appear in the next generation of devices.

To allow use of the NAND Flash controller with future generations of devices, the parameterizable command sequences have been added.

The parameterization allows for a defining set of parameters for each supported command sequence.

(1) Instruction Encoding

The controller instruction field is constant and has 32 bits. The instruction field contains the command sequence code and optional parameters. Those parameters are:

- The command codes present in the instruction sequence.
- The flag used to select data destination; possible options are data register and FIFO module.
- The flag used to select data source/sink for the command sequence. The possible choices are the registers or the DMA unit.
- The command sequence code.

If the given command sequence does not use all parameter fields, unused fields are ignored. The instruction encoding scheme is presented in the table below:

Table 58.6 Instruction Encoding

Field Name	Bits	Description
CMD_2	[31:24]	Code of the third command in a sequence.
CMD_1/CMD3*	[23:16]	Code of the second or fourth command in a sequence.
CMD_0	[15:8]	Code of the first command in a sequence.
DATA_SEL	[7]	Data register / FIFO select flag: 0 – the FIFO selected 1 – the DATA register selected
INPUT_SEL	[6]	Input module select flag: 0 – select the register as input 1 – select the DMA module as input
CMD_SEQ	[5:0]	Command code.

Note: Depending on the selected command sequence, this field will store the CMD1 or CMD3 code. Both commands are never used in a single sequence.

(2) Command Sequence Encoding

The NAND Flash devices use the same set of signals independently of the memory capacity. This allows upgrading of obsolete devices with newer ones without PCB redesign. The NAND Flash devices use common IO bus to transfer commands, addresses and data. The predefined set of command sequences is used for the read and write operations on those devices. The set of supported command sequences is not constant for all NAND Flash device producers and evolves as the devices are more capable.

The NAND Flash controller must be able to support the new NAND Flash device features as they appear with a minimum effort from the designer side. This objective can be achieved in many cases because most of the new instructions use the previously defined sequence of commands and addresses, along with new command codes, data page size, data spare area size, etc.

The NAND Flash controller defines the set of commands, addresses and data sequences that allows implementation of all present and many future instructions. The following description of those sequences is adequate to define most of the future NAND Flash device instructions.

Table 58.7 contains the command sequence encoding details. Each sequence is encoded according to the fields defined in the GEN_SEQ_CTRL register.

For more details, section 58.2.3, GENERIC_SEQ register (GEN_SEQ_CTRL)

Table 58.7 Command Sequence Encoding

Sequence symbol	Sequence encoding	CMD0	CMD1	CMD2	CMD3	COL_A0*2	COL_A1	ROW_A0	ROW_A1	DATA_EN	DELAY_EN	IMD_SEQ*3
SEQ_0	B'00_0000	√	—	—	—	—	—	—	—	—	DELAY_1	—
SEQ_1	B'10_0001	√	—	—	—	1	—	—	—	√	—	—
SEQ_2	B'10_0010	√	—	—	—	1	—	—	—	√	DELAY_0	—
SEQ_3	B'00_0011	√	—	—	—	1	—	—	—	√	DELAY_1	—
SEQ_4	B'10_0100	√	—	—	—	—	—	—	—	√	—	√
SEQ_5	B'10_0101	√	—	—	—	—	—	3	—	√	—	√
SEQ_6	B'10_0110	√	—	√	—	2(1)	—	—	—	√	—	—
SEQ_7	B'10_0111	√	—	√	—	2(1)	—	3	—	√	DELAY_0	—
SEQ_8	B'00_1000	√	—	—	—	2(1)	—	—	—	√	—	—
SEQ_9	B'10_1001	√	√	—	—	2(1)	—	3	—	—	DELAY_1	—
SEQ_10	B'10_1010	√	—	√	—	2(1)	—	3	—	√	DELAY_0	—
SEQ_11	B'10_1011	√	—	—	—	—	—	—	—	√	DELAY_0	—
SEQ_12	B'00_1100	√	√	—	—	2(1)	—	3	—	√	DELAY_1	—
SEQ_13	B'00_1101	√	—	—	—	2(1)	—	3	—	√	DELAY_1	—
SEQ_14	B'00_1110	√	√	—	—	—	—	3	—	—	DELAY_1	—
SEQ_15	B'10_1111	√	—	√	√	2	2	3	3	√	DELAY_0	—
SEQ_17	B'11_0001	√	—	—	—	2(1)	—	3	—	√	DELAY_1	—
SEQ_18	B'11_0010	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1
SEQ_19	B'01_0011	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1
SEQ_20	B'11_0100	√	—	—	—	—	—	3	—	—	DELAY_1	—
SEQ_21	B'01_0101	√	—	—	—	1	—	—	—	—	—	—
SEQ_22	B'11_0110	√	—	√	—	2(1)	2	—	3	√	DELAY_0	—
SEQ_23	B'01_0111	√	√	—	—	—	—	3	—	√	DELAY_1	—
SEQ_24	B'01_1000	√	—	√	√	—	—	3	3	—	DELAY_0	—
SEQ_25	B'11_1001	√	—	√	√	2(1)	2	3	—	√	—	—

Note 1. SEQ_18 and SEQ_19 are the parameterized Generic Sequences. The GENE_SEQ_CTRL register defines which parts of sequences are executed.

Note 2. The value given in the brackets relates to the small block mode. In this mode, the controller sends only a single byte as the column address.

Note 3. IMD_SEQ - The command will be sent immediately.

Note: Gray rows – read from NAND Flash memory; White rows – write to NAND Flash memory; Blue rows – Non-directional commands

(a) Sequence SEQ_0

This non-directional sequence is composed from only one command. After the command is written to the NAND Flash device, the controller waits until the device goes into the busy state and drives the RnB line low, or sends the READ STATUS command. When delay time (tWB) passes or the device is ready, the sequence ends. The figure below shows the sequence：

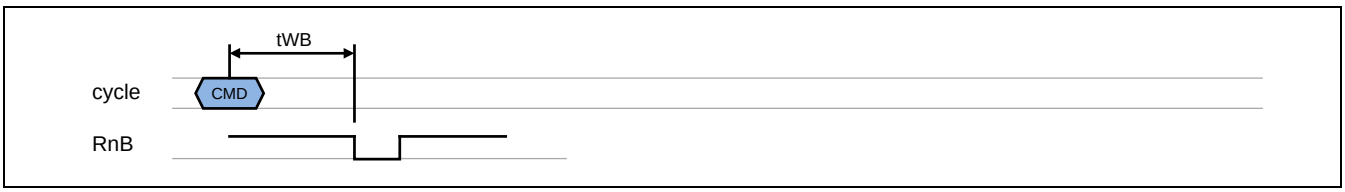


Figure 58.4 SEQ_0 Sequence

(b) Sequence SEQ_1

This is a read-sequence that is composed from a single command cycle, single address cycle and the single data cycle with a programmable number of read sequences. After the address sequence is finished, the controller measures the standard delay of first data read after the last write (tWHR). Next, the read data words are written to the FIFO module. The input module is selected by the INPUT_SEL field of the COMMAND register, the source for the address is placed in the ADDR0_COL register, and the commend code is stored in the CMD_0 field. The figure below shows the sequence execution:

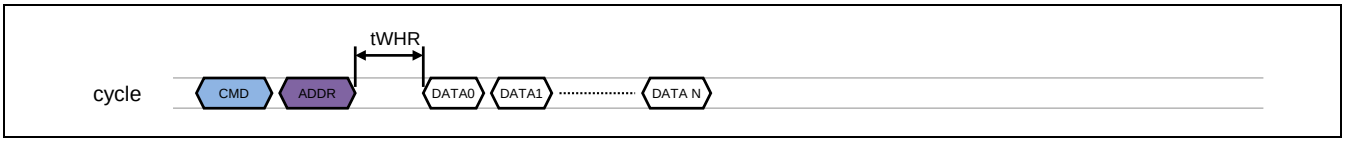


Figure 58.5 SEQ_1 Sequence

(c) Sequence SEQ_2

This is a read-sequence and it is similar to the SEQ_1 sequence except that after the address cycle the controller expects that device goes to the busy state. The controller sequentially checks state of the RnB line or send READ STATUS command to obtain the NAND Flash device status. The figure below shows the sequence execution:

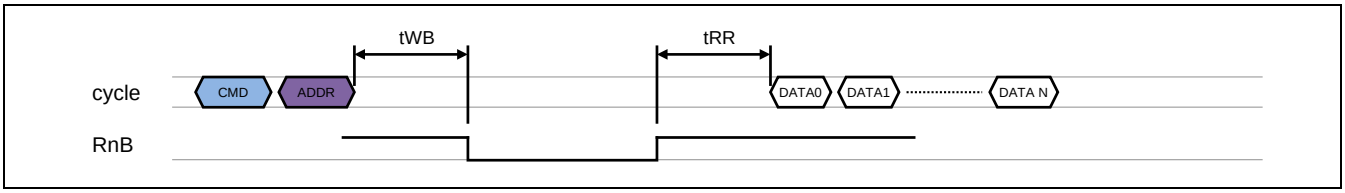


Figure 58.6 SEQ_2 Sequence

(d) Sequence SEQ_3

This is a write-sequence that is composed from a single command cycle, single address cycle and single data cycle with a programmable number of write sequences. After the address sequence is finished, the controller measures the standard delay of first data write after the last address cycle (tADL). The written words are read from the FIFO module. The controller sequentially checks the state of the RnB line or sends the READ STATUS command to obtain the NAND Flash device status. The input module is selected by the INPUT_SEL field of the COMMAND register; the source for the address is placed in the ADDR0_COL register, and the commend code is stored in the CMD_0 field. The figure below shows the sequence execution:

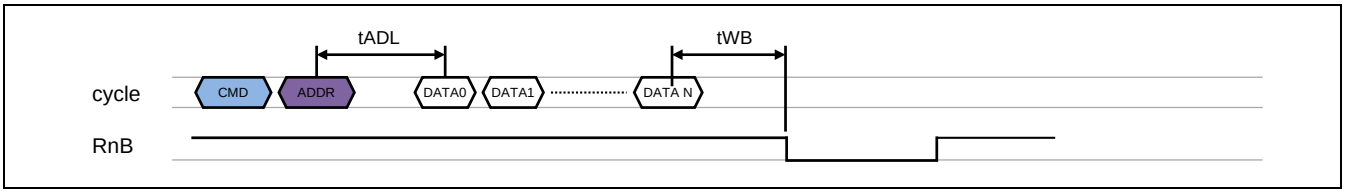


Figure 58.7 SEQ_3 Sequence

(e) Sequence SEQ_4

This is a special read-sequence that is used to implement the read status command sequences. The command is sent immediately. The sequence is composed of a single command cycle and a single data cycle. Between those cycles, the delay is counted (tWHR). The command code is read from the CMD_0 field.

When the DATA register is selected in the COMMAND register, the data is stored in the DATA register. The user defines the number of data in the DATA_REG_SIZE register. The registered mode is allowed only for the read direction.

When the FIFO register is selected in the COMMAND register, the data is stored in the FIFO. Because user has to change DATA_SIZE register, the command will be sent when all memories are ready and the Controller is in the idle state. The figure below shows the sequence execution:

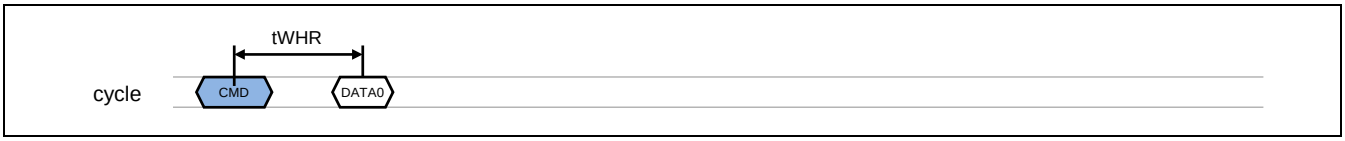


Figure 58.8 SEQ_4 Sequence

(f) Sequence SEQ_5

This is a read-sequence and it is similar to the SEQ_4 sequence. The command is sent immediately. The only difference is that after the command cycle, an additional address cycle is performed. The ADDR0_ROW register is used in this sequence. The figure below shows the sequence execution:

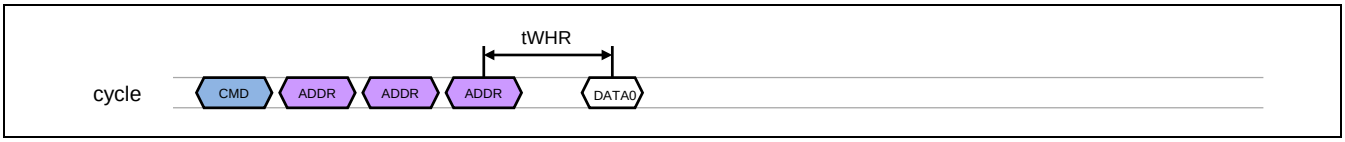


Figure 58.9 SEQ_5 Sequence

(g) Sequence SEQ_6

This is a read-sequence. The sequence of command cycle, address cycle, command cycle is executed. After that, the delay from the change column to the next operation (tCCS) is measured. Finally, the read data cycle is executed. The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_2 instruction field; the ADDR0_COL register is used in this sequence; the input module is selected by the INPUT_SEL field. The figure below shows the sequence execution:

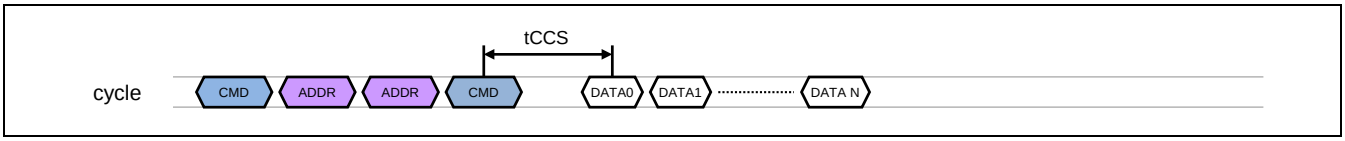


Figure 58.10 SEQ_6 Sequence

(h) Sequence SEQ_7

This read-sequence is similar to the SEQ_6 sequence, differing only because the address cycle in this sequence is composed of five bytes (ADDR0_COL and ADDR0_ROW) instead of three bytes. All else is the same as in the SEQ_6 sequence. The figure below shows the sequence execution:

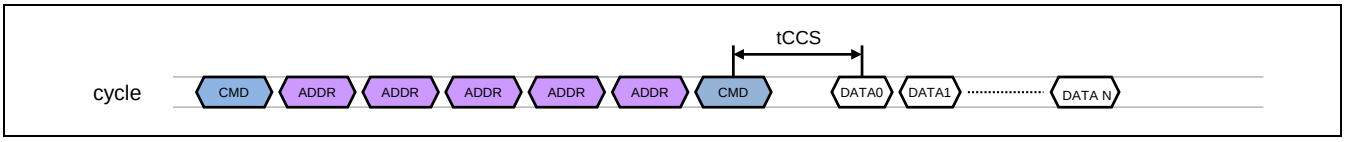


Figure 58.11 SEQ_7 Sequence

(i) Sequence SEQ_8

This is a write-sequence. First, the sequence of command cycle and two bytes address cycle is executed. Next, the delay after the column address changes (tCCS) is measured. Finally, the single data cycle with programmable number of write sequences is executed. The first command code is encoded in the CMD_0 instruction field; the ADDR0_COL register is used in this sequence; the input module is selected by the INPUT_SEL field. The figure below shows the sequence execution:

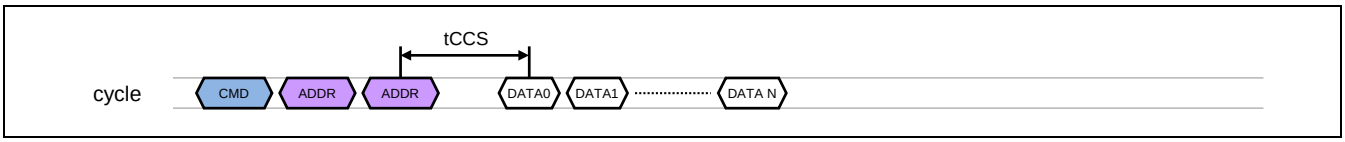


Figure 58.12 SEQ_8 Sequence

(j) Sequence SEQ_9

This is a non-directional sequence. The first step is to execute the five bytes address command cycle. The controller sequentially checks the state of the RnB line or sends the READ STATUS command to obtain the NAND Flash device status. The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_1 instruction field; the ADDR0_COL and ADDR0_ROW registers are used in this sequence. The figure below shows the sequence execution:

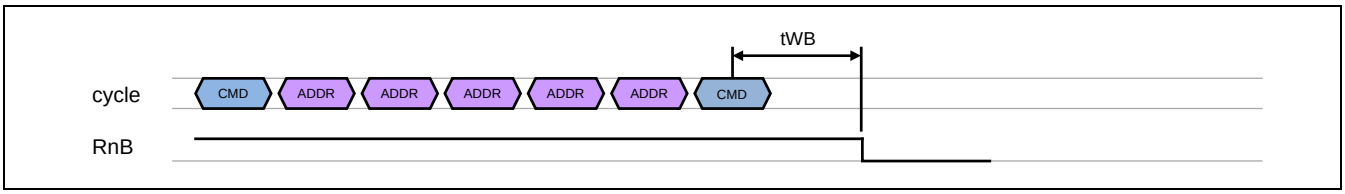


Figure 58.13 SEQ_9 Sequence

(k) Sequence SEQ_10

This is a non-directional sequence. The first step is to execute the five bytes address command cycle. The controller sequentially checks the state of the RnB line or sends the READ STATUS command to obtain the NAND Flash device status. Finally data block is read. The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_2 instruction field; the ADDR0_COL and ADDR0_ROW registers are used in this sequence. The figure below shows the sequence execution:

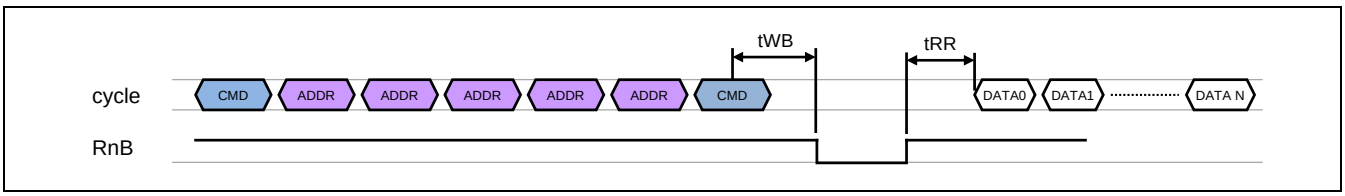


Figure 58.14 SEQ_10 Sequence

(l) Sequence SEQ_11

This is the read-sequence. The first step is to execute the command cycle. Next, the device goes to the busy state. The controller sequentially checks the state of the RnB line or sends the READ STATUS command to obtain the NAND Flash device status. As soon as the device reaches the ready state, the write data cycle with configurable read sequences is executed. The command code is encoded in the CMD_0 instruction field; the input module is selected by the INPUT_SEL field. The number of transferred bytes are configured using the DATA_SIZE register. The figure below shows the sequence execution:

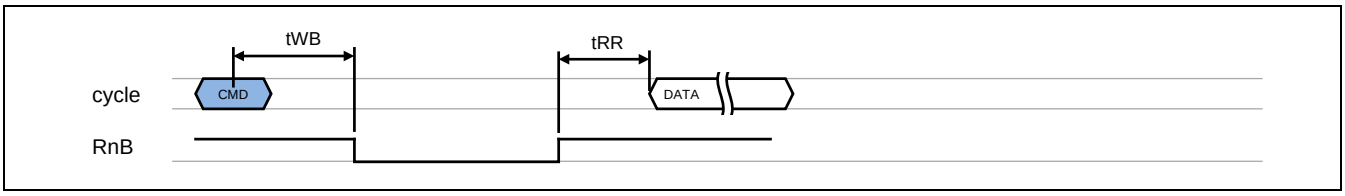


Figure 58.15 SEQ_11 Sequence

(m) Sequence SEQ_12

This is a write-sequence. The SEQ_12 sequence is a series of command cycle, address cycle, and data cycle with a configurable number of write operations and another command cycle. Between the last address cycle and first data cycle, a delay is measured (tADL) and, after the second command cycle, another delay is measured (tWB). The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_1 instruction field; the ADDR0_COL and ADDR_ROW registers are used in this sequence; the input module is selected by the INPUT_SEL field. The figure below shows the sequence execution:

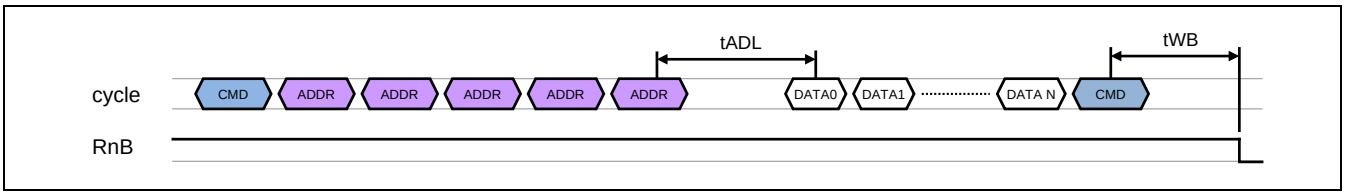


Figure 58.16 SEQ_12 Sequence

(n) Sequence SEQ_13

This is a write-sequence. The SEQ_13 sequence is a series of command cycle and address cycles, data cycle with a configurable number of write operations. Between the last address cycle and first data cycle, a delay is measured (tADL). The command code is encoded in the CMD_0 instruction field; the ADDR0_COL and ADDR0_ROW registers are used in this sequence; the input module is selected by the INPUT_SEL field. The figure below shows the sequence execution:

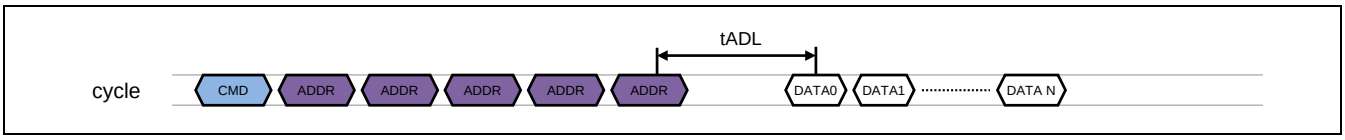


Figure 58.17 SEQ_13 Sequence

(o) Sequence SEQ_14

This is a non-directional sequence. First, the series of command cycle, address cycle, command cycle is executed. The controller sequentially checks the state of the RnB line or sends the READ STATUS command to obtain the NAND Flash device status. The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_1 instruction field; the ADDR0_ROW and ADDR0_COL registers are used in this sequence. The figure below shows the sequence execution:

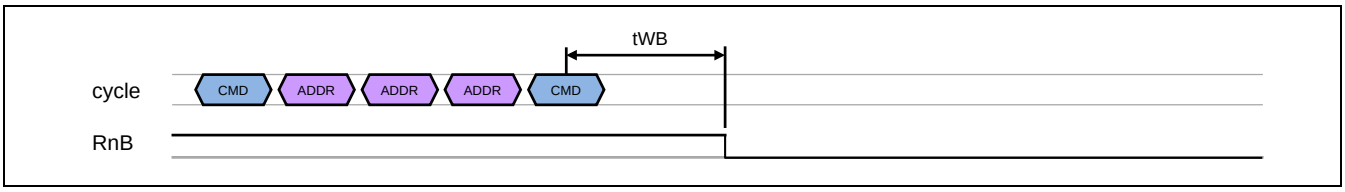


Figure 58.18 SEQ_14 Sequence

(p) Sequence SEQ_15

This is a read-sequence. First, the series of command cycle, address cycle, second command cycle, second address cycle, third command cycle is executed. The controller sequentially checks the state of the RnB line or sends the READ STATUS command to obtain the NAND Flash device status. After the NAND Flash device returns to the ready state, the data sequence, with a configurable number of read operations, is executed. The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_1 instruction field; the third command code is encoded in the CMD_2 instruction field. In this sequence, both address registers are used. The ADDR0_ROW and ADDR0_COL register content is sent after the first command in the sequence, the ADDR1_ROW and ADDR1_COL register content is sent after the second command in the sequence. The figure below shows the sequence execution:

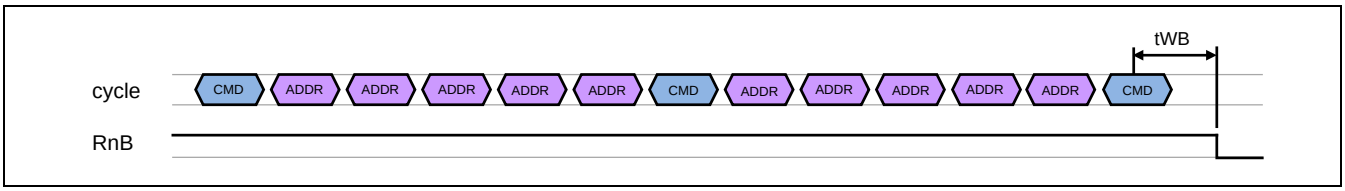


Figure 58.19 SEQ_15 Sequence

(q) Sequence SEQ_17

This is a read-sequence. This sequence is similar to the SEQ_10 sequence, except that the second command cycle is omitted. This sequence is implemented to use small block memories. The controller sends only four bytes of the address when the small block mode is enabled. The figure below shows the sequence execution:

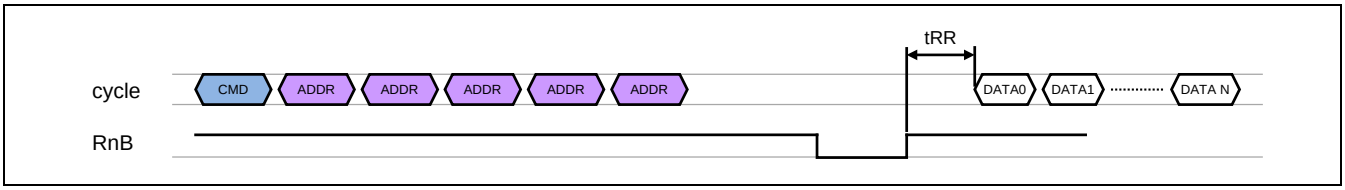


Figure 58.20 SEQ_17 Sequence

(r) Sequence SEQ_18

This generic read sequence is described in detail in section 58.3.2, Generic Command Sequence.

(s) Sequence SEQ_19

This generic write sequence is described in detail in section 58.3.2, Generic Command Sequence.

(t) Sequence SEQ_20

This non-directional sequence is composed from one command and three addresses bytes. After the command and addresses are written to the NAND Flash device, the controller waits until the device goes into the busy state and drives the RnB line low, or sends the READ STATUS command. When delay time (tWB) passes or the device is ready, the sequence ends. The figure below shows the sequence execution:

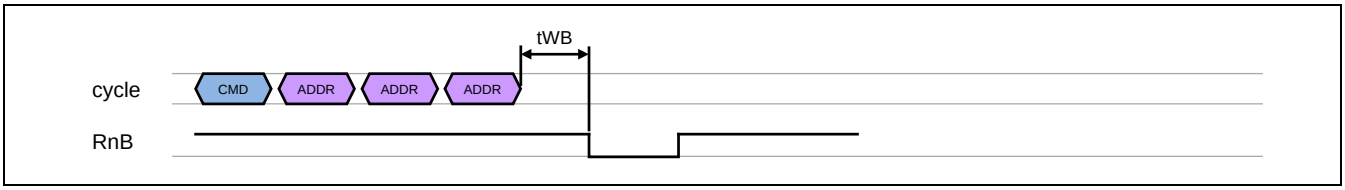


Figure 58.21 SEQ_20 Sequence

(u) Sequence SEQ_21

This non-directional sequence is composed from one command and one addresses byte. After the command and address are written to the NAND Flash device, the sequence ends. The figure below shows the sequence execution:

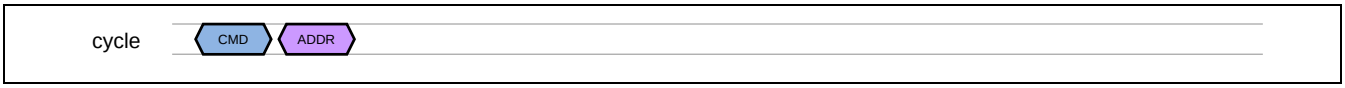


Figure 58.22 SEQ_21 Sequence

(v) Sequence SEQ_22

This is a read-sequence. The first step is to execute the five bytes address command cycle. The controller sequentially checks the state of the RnB line or sends the READ STATUS command to obtain the NAND Flash device status. The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_1 instruction field; the ADDR0_COL, ADDR1_COL and ADDR1_ROW registers are used in this sequence. The figure below shows the sequence execution:

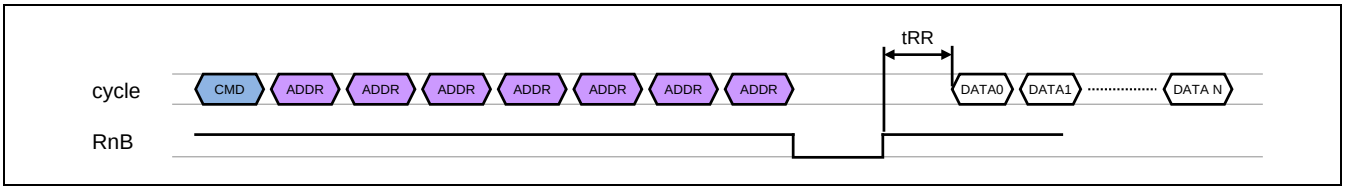


Figure 58.23 SEQ_22 Sequence

(w) Sequence SEQ_23

This is a write-sequence. The SEQ_23 sequence is a series of command cycle, address cycle, and data cycle with a configurable number of write operations and another command cycle. Between the last address cycle and first data cycle, a delay is measured (tADL) and, after the second command cycle, another delay is measured (tWB). The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_1 instruction field; the ADDR0_ROW registers is used in this sequence; the input module is selected by the INPUT_SEL field. The figure below shows the sequence execution:

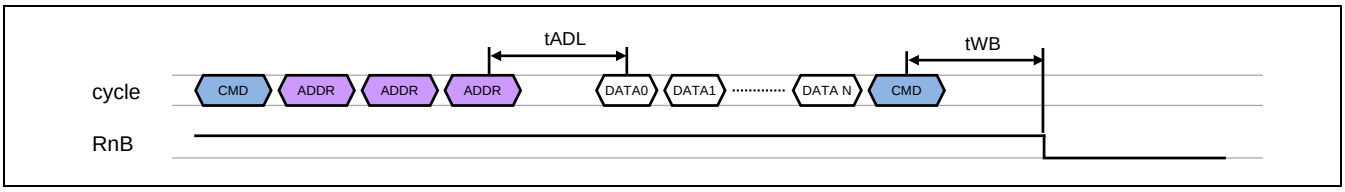


Figure 58.24 SEQ_23Sequence

(x) Sequence SEQ_24

This is a write-sequence. It is composed from the three commands cycles and two addresses cycles. Both addresses cycle contain the row address part. After the last command cycle the tWB delay is measured. The figure below shows the sequence execution:

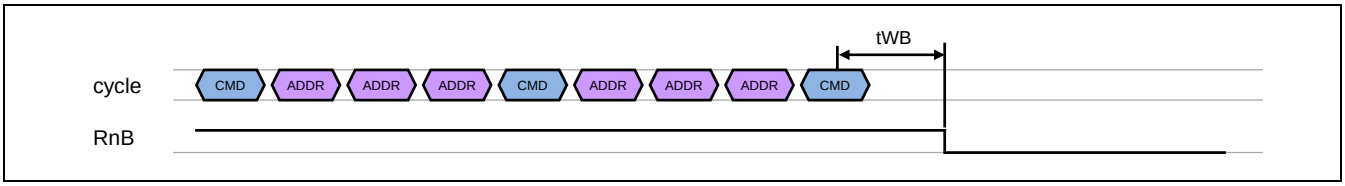


Figure 58.25 SEQ_24 Sequence

(y) Sequence SEQ_25

This is a read-sequence. It is composed from the three commands cycles and two addresses cycles. the first addresses cycle contain the column and row address part. The second address cycle contain only the column address part. After the last command cycle the tWHR delay is measured. The figure below shows the sequence execution:

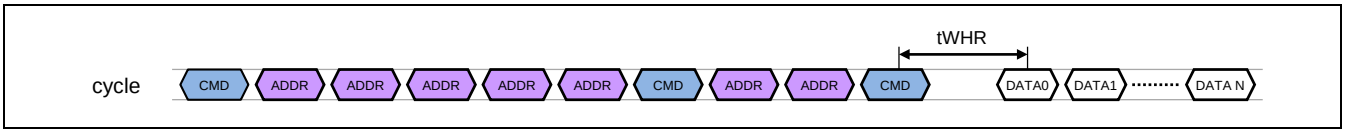


Figure 58.26 SEQ_25 Sequence

(z) Sequence SEQ_26

This is a write-sequence. The SEQ_26 sequence is a series of command cycle, address cycle, and data cycle with a configurable number of write operations and another command cycle. Between the last address cycle and first data cycle, a delay is measured (tADL). The first command code is encoded in the CMD_0 instruction field; the second command code is encoded in the CMD_1 instruction field; the ADDR0_ROW registers is used in this sequence; the input module is selected by the INPUT_SEL field. The figure below shows the sequence execution:

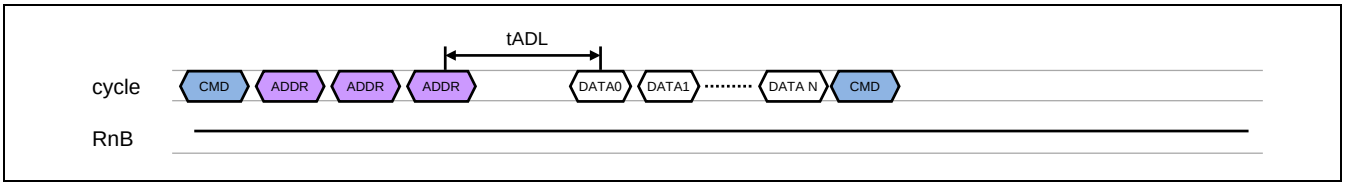


Figure 58.27 SEQ_26 Sequence

58.3.2 Generic Command Sequence

There will be cases where the set of predefined sequences above will not be sufficient to handle a new command equence. If that occurs, the generic command sequence feature of the NAND flash controller can be used. There will be cases where the set of predefined sequences above will not be sufficient to handle a new command sequence. If that occurs, the generic command sequence feature of the NAND flash controller can be used.

This sequence is designed to mimic almost every available command supported by the NAND Flash devices; however, additional effort required to trigger such commands.

Generic command sequence is executed in the following steps:

CMD0 – The first command in the sequence. The value of this command is stored in the CMD_0 field of the COMMAND register, described in 58.2.1 Controller commands register (COMMAND)

ADDR0 – The first address sequence. This is enabled if the COL_A0 and ROW_A0 fields in the GEN_SEQ_CTRL register described in 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL) have values other than zero. In this phase, the address is sent to the NAND Flash device and is read from the ADDR0_COL and ADDR0_ROW registers. The number of the bytes in the address cycle is configured by the COL_A0 and ROW_A0 fields of the GEN_SEQ_CTRL register.

CMD1 – The fourth command in the sequence. The value of this command is stored in the CMD_1 field of the COMMAND register, described in 58.2.1 Controller commands register (COMMAND). This is enabled by the CMD1_EN field in the GEN_SEQ_CTRL register, described in 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL).

ADDR1 – The second address in the sequence. This is enabled if the COL_A1 and ROW_A1 fields of the GEN_SEQ_CTRL register described in 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL) have a value other than zero. In this phase, the address is sent to the NAND Flash device from the ADDR1_COL and ADDR1_ROW registers. The number of bytes in the address cycle is configured by the COL_A1 and ROW_A1 fields of the GEN_SEQ_CTRL register.

CMD2 – The third command in the sequence. The value of this command is stored in the CMD_2 field of the COMMAND register described in 58.2.1 Controller commands register (COMMAND). This is enabled by the CMD2_EN field in the GEN_SEQ_CTRL register, described in 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL).

DELAY0 – Waiting for the device to return to the ready state and continue the sequence. This is enabled by the DELAY_EN field in the GEN_SEQ_CTRL register, described in 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL). Only one delay phase can be present in the generic sequence. For more details, see 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL).

DATA – The data phase of the sequence. This is enabled by the DATA_EN field in the GEN_SEQ_CTRL register described in 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL). Additionally, the transfer direction must be selected by the sequence number. Sequence number 18 reads data from the NAND Flash memory, sequence number 19 writes data to the NAND Flash memory. The size of the transferred data block is configured by the DATA_SIZE register value.

CMD3 – The second command in the sequence. This is enabled by the CMD3_EN field in the GEN_SEQ_CTRL register described in the 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL). The value of this command is stored in the CMD_3 field of the GEN_SEQ_CTRL register.

DELAY1 – Waiting for the device to return to the ready state and finish the sequence. This is enabled by the

DELAY_EN field in the GEN_SEQ_CTRL register described in 58.2.3 GENERIC_SEQ register (GEN_SEQ_CTRL). The controller waits for the device to return to the ready state and finish the sequence. Only one delay phase can be present in generic sequence.
The figure below presents the generic sequence composition:

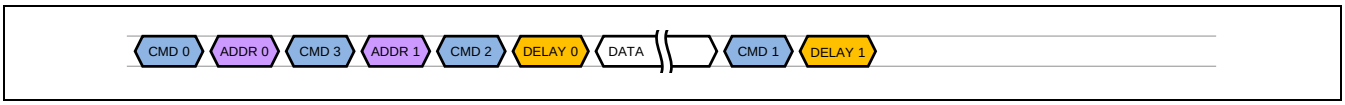


Figure 58.28 Generic Sequence

There are few constraints on the generic sequence usage:

- The DEL0 and DEL1 delay phases cannot both be enabled in a single command sequence
- The TIMINGS _ASYN register must be set even when the generic sequence is used.

It is possible to force an immediate command sequence execution by enabling the IMD_SEQ bit in the GEN_SEQ_CTRL register. In this case, the triggered command will be executed even if the previously sent command for a selected device is not completed. If both the IMD_SEQ and DATA_EN flags are enabled in a single sequence, then the register must be selected as data source/sink. The IMD_SEQ is valid only for the read direction. This feature is intended to implement all state read operations.

After each step of the generic sequence, the programmable time delay is measured. These delays are configured using the TIME_GEN_SEQ[0-3] registers. Refer to the TIME_GEN_SEQ[0-3] registers description for further information and see figures below.

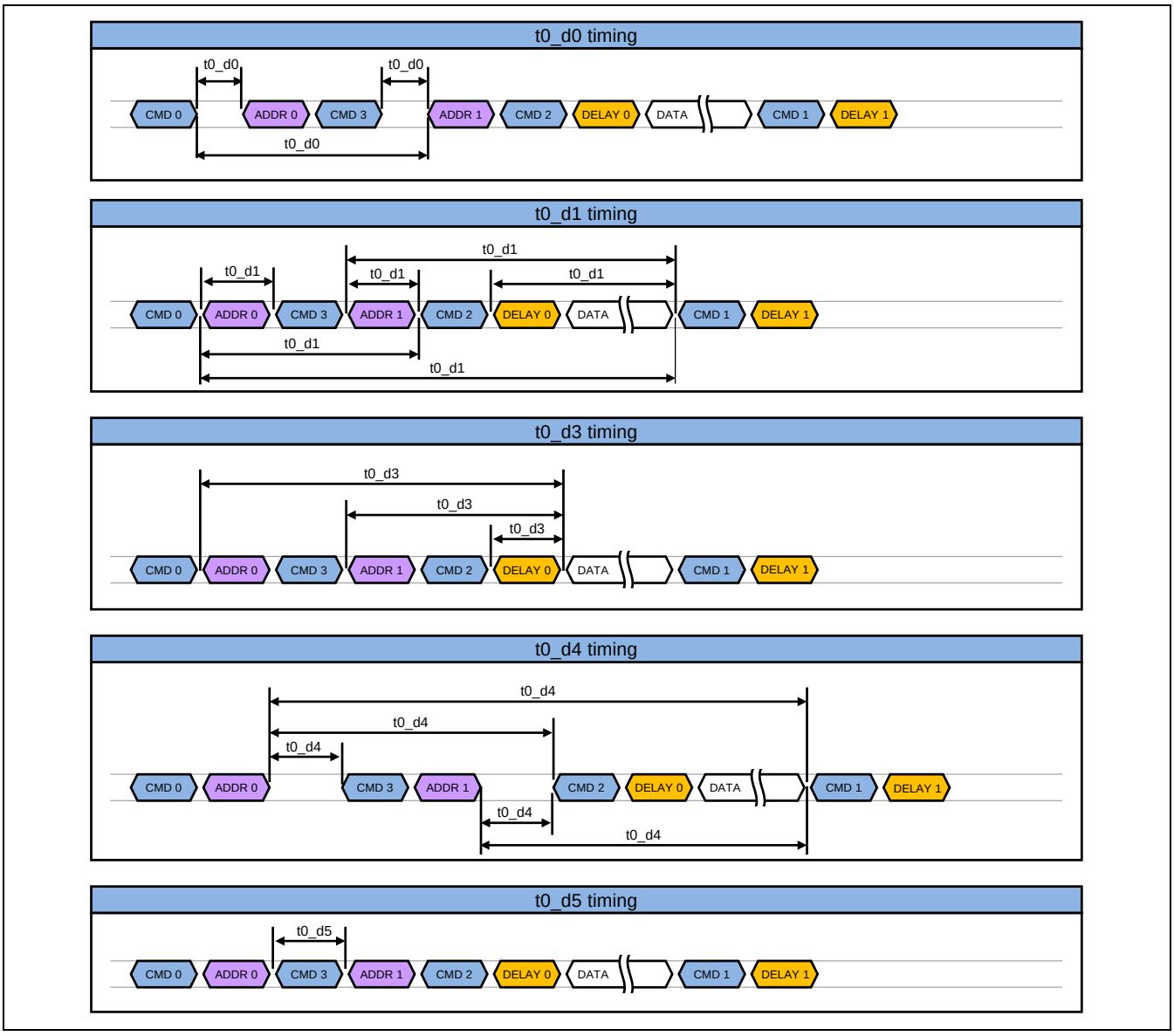


Figure 58.29 Generic Sequence Timing parameters

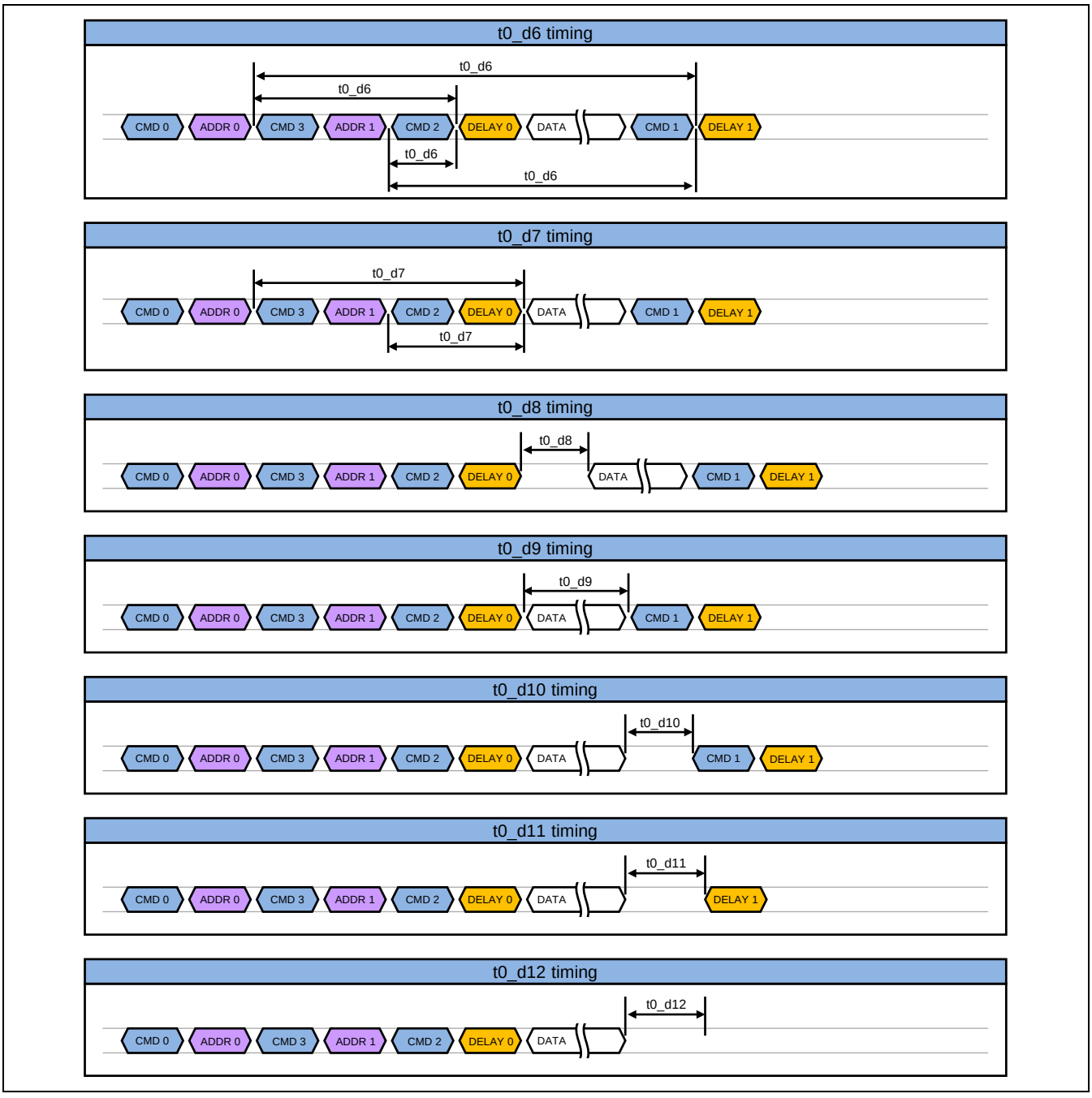


Figure 58.30 Generic Sequence Timing parameters

58.3.3 Instructions

The implementation of the instruction set presented at this point is an example of how to use the instruction encoding scheme presented in section 58.3.1 (1), Instruction Encoding. This chapter and the command sequences presented previously give sufficient information to implement new commands and command sequences for future NAND Flash devices.

(1) Instructions Set

The table below contains the basic instruction defined to implement the all command sequences accessible in the ONFI 1.x standards.

Table 58.8 Instructions set

Instruction	CMD_0	CMD_1/ CMD_3	CMD_2	CD_SEQ	Send when memory is busy
Reset Commands					
RESET	H'FF	—	—	SEQ_0	No
Identification Operations					
READ ID	H'90	—	—	SEQ_1	No
READ PARAMETER PAGE	H'EC	—	—	SEQ_2	No
READ UNIQUE ID	H'ED	—	—	SEQ_3	No
Configuration Operations					
GET FEATURES	H'EE	—	—	SEQ_2	No
SET FEATURES	H'EF	—	—	SEQ_3	No
Status Operations					
READ STATUS	H'70	—	—	SEQ_4	Yes
SELECT LUN WITH STATUS	H'78	—	—	SEQ_5	Yes
LUN STATUS	H'71	—	—	SEQ_5	Yes
DEVICE STATUS	H'72	—	—	SEQ_4	Yes
VOLUME_SELECT	H'E1	—	—	SEQ21	Yes
Column Address Operations					
CHANGE READ COLUMN	H'05	—	H'E0	SEQ_6	No
SELECT CACHE REGISTER	H'06	—	H'E0	SEQ_7	No
CHANGE WRITE COLUMN	H'85	—	—	SEQ_8	No
CHANGE ROW ADDRESS	H'85	H'11	—	SEQ_12	No
Read Operations					
READ PAGE	H'00	—	H'30	SEQ_10	No
READ PAGE CHANGE	H'31	—	—	SEQ_11	No
READ PAGE CHANGE LAST	H'3F	—	—	SEQ_11	No
READ MULTIPLANE	H'00	H'32	—	SEQ_9	No
TWO PLANE PAGE READ	H'00	H'00	H'30	SEQ_15	No
QUEUE PAGE READ	H'07	—	H'37	SEQ_22	No
Program Operation					
PROGRAM PAGE	H'80	H'10	—	SEQ_12	No
PROGRAM PAGE IMD	H'80	H'10	—	SEQ_23	No
PROGRAM PAGE DEL	H'80	H'13	—	SEQ_23	No
PROGRAM PAGE 1	H'80	—	—	SEQ_13	No
PROGRAM PAGE CACHE	H'80	H'15	—	SEQ_12	No

Instruction	CMD_0	CMD_1/ CMD_3	CMD_2	CD_SEQ	Send when memory is busy
PROGRAM MULTIPLANE	H'80	H'11	—	SEQ_12	No
WRITE PAGE	H'10	—	—	SEQ_0	No
WRITE PAGE CACHE	H'15	—	—	SEQ_0	No
WRITE MULTIPLANE	H'11	—	—	SEQ_0	No
Erase Operations					
ERASE BLOCK	H'60	H'D0	—	SEQ_14	No
ERASE MULTIPLANE	H'60	H'D1	—	SEQ_14	No
Copyback Operations					
COPYBACK READ	H'00	—	H'35	SEQ_10	No
COPYBACK PROGRAM	H'85	H'10	—	SEQ_9	No
COPYBACK PROGRAM 1	H'85	—	—	SEQ_13	No
COPYBACK MULTIPLANE	H'85	H'11	—	SEQ_12	No
OTP Operations					
PROGRAM OTP	H'A0	H'10	—	SEQ_12	No
DATA PROTECT OTP	H'A5	H'10	—	SEQ_9	No
READ PAGE OTP	H'AF	—	H'30	SEQ_10	No

(2) RESET Command

(a) Command Description

The RESET command is used to put a target into a known condition and to abort command sequences in progress.

(b) Command Encoding

The RESET instruction uses the SEQ_0 commands sequence. The command is encoded, as shown in the table below:

Table 58.9 RESET Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'FF	—	—	SEQ_0_ID

(3) READ ID Command

(a) Command Description

The READ ID command is used to read identifier codes programmed into the target. This command is accepted by the target only when all LUNs on the target are in the IDLE state.

When the command is followed by an address cycle of H'00, the target returns a 5-byte identifier code that includes the manufacturer's ID, device configuration, and part-specific information.

When the READ ID command is followed by an address cycle of H'20, the target returns the 4-byte ONFI identifier code.

(b) Command Encoding

The READ ID instruction uses the SEQ_1 commands sequence. The command is encoded, as shown in the table below:

Table 58.10 READ ID Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'90	0/1	0/1	SEQ_1_ID

(4) READ PARAMETER PAGE Command

(a) Command Description

The READ PARAMETER PAGE command is used to read the ONFI parameter page programmed into the target. This command is accepted by the target only when all LUNs on the target are idle.

When the command is followed by an address cycle of H'00, the target goes into busy state. After the read process is completed, the controller enables the data output mode to read the parameter page.

(b) Command Encoding

The READ PARAMETER PAGE instruction uses the SEQ_2 commands sequence. The command is encoded, as shown in the table below:

Table 58.11 READ PARAMETER PAGE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'EC	0/1	0/1	SEQ_2_ID

(5) READ UNIQUE ID Command

(a) Command Description

The READ UNIQUE ID instruction is used to read a unique identifier programmed into the target. This command is accepted by the target only when all LUNs on the target are idle.

When the address cycle of H'00 is written to the target, then the target goes into busy state. After the read process is complete, the controller enables the data output mode to read the unique ID. Sixteen copies of the unique ID data are stored in the device. Each copy is 32 bytes. The first 16 bytes are unique data and the second 16 bytes are the complement of the first 16 bytes. The application program will XOR the first 16 bytes with the second 16 bytes. If the result is 16 bytes of H'FF, then that copy of the unique ID data is correct. In the event that there is a non-H'FF result, the application program repeats the XOR operation on a subsequent copy of the unique ID data.

(b) Command Encoding

The READ UNIQUE ID instruction uses the SEQ_2 commands sequence. The command is encoded, as shown in the table below:

Table 58.12 READ UNIQUE ID Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'ED	0/1	0/1	SEQ_2_ID

(6) GET FEATURES Command

(a) Command Description

The GET FEATURES instruction reads the sub-feature parameters (P1-P4) from the specified feature address. This command is accepted by the target only when all LUNs on the target are idle.

When the H'EE command is followed by a feature address, the target goes into busy state. After the target internal read operation completes, the controller enables the data output mode to read the subfeature parameters.

(b) Command Encoding

The GET FEATURES instruction uses the SEQ_2 commands sequence. The command is encoded, as shown in the table below:

Table 58.13 GET FEATURES Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'EE	0/1	0/1	SEQ_2_ID

(7) SET FEATURES Command

(a) Command Description

The SET FEATURES instruction writes the sub-feature parameters (P1-P4) to the specified feature address to enable or disable target-specific features. This command is accepted by the target only when all LUNs on the target are idle.

The H'EF command is followed by a valid feature address. The possible address value depends on the features set implemented in the target device. The address cycle is followed by the configurable number of data cycles. Values of the address and data encoding scheme allowed are found in the device vendor documentation.

(b) Command Encoding

The SET FEATURES instruction uses the SEQ_3 commands sequence. The command is encoded, as shown in the table below:

Table 58.14 SET FEATURES Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'EF	—	0/1	SEQ_3_ID

(8) READ STATUS Command

(a) Command Description

Each LUN provides its status independently of other LUNs on the same target through its 8-bit status register. Once the READ STATUS instruction is issued, status register output is enabled. The contents of the status register are returned on DQ[7: 0] for each data output request.

The READ STATUS command returns the status of the most recently selected LUN.

(b) Command Encoding

The READ STATUS instruction uses the SEQ_4 commands sequence. The command is encoded, as shown in the table below:

Table 58.15 READ STATUS Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'70	0/1	—	SEQ_4_ID

This instruction has special meaning because it can be executed when the target is in the BUSY state.

The FIFO cannot be used to access the read data because it can be occupied by the operation under execution. For the sequence the data field of command must select the DATA_REG register as data destination. The DATA_REG_SIZE must be select single byte.

(9) DEVICE STATUS Command

(a) Command Description

Each LUN provides its status independently of other LUNs on the same target through its 8-bit status register. Once the DEVICE STATUS instruction is issued, status register output is enabled. The contents of the status register are returned on DQ[7:0] for each data output request.

The DEVICE STATUS command returns the status of the most recently selected LUN.

(b) Command Encoding

The DEVICE STATUS instruction uses the SEQ_4 commands sequence. The command is encoded, as shown in the table below:

Table 58.16 DEVICE STATUS Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'72	0/1	—	SEQ_4_ID

This instruction has special meaning because it can be executed when the target is in the BUSY state.

The FIFO cannot be used to access the read data because it can be occupied by the operation under execution. For the sequence the data field of command must select the DATA_REG register as data destination. The DATA_REG_SIZE must be select single byte.

(10) VOLUME SELECT Command

(a) Command Description

This command is accepted by all initialized devices that share a CE pin. The command may be executed with any volume on the target in any state. When the VOLUME SELECT command is issued, all volumes with unselected volume addresses will be deselected to save power. If the Volume address entered is invalid or does not match any appointed volume address, all volume addresses will be deselected. If the VOLUME SELECT command is not issued after CE high time then all volumes.

(b) Command Encoding

The VOLUME SELECT instruction uses the SEQ_21 commands sequence. The command is encoded, as shown in the table below:

Table 58.17 VOLUME SELECT Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'E1	0/1	—	SEQ_21_ID

(11) SELECT LUN WITH STATUS Command

(a) Command Description

Each LUN provides its status independently of other LUNs on the same target through its 8-bit status register. Once the SELECT LUN WITH STATUS instruction is issued, status register output is enabled. The contents of the status register are returned on DQ[7:0] for each data output request.

The SELECT LUN WITH STATUS command returns the status of the selected LUN.

(b) Command Encoding

The SELECT LUN WITH STATUS instruction uses the SEQ_5 commands sequence. The command is encoded, as shown in the table below:

Table 58.18 SELECT LUN WITH STATUS Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'78	0/1	—	SEQ_5_ID

This instruction has special meaning because it can be executed when the target is in the BUSY state.

The FIFO cannot be used to access the read data because it can be occupied by the operation under execution. For the sequence the data field of command must select the DATA_REG register as data destination. The DATA_REG_SIZE must be select single byte.

(12) LUN STATUS Command

(a) Command Description

Each LUN provides its status independently of other LUNs on the same target through its 8-bit status register. Once the SELECT LUN WITH STATUS instruction is issued, status register output is enabled. The contents of the status register are returned on DQ[7: 0] for each data output request.

The LUN STATUS command returns the status of the selected LUN.revert to their previous state.

(b) Command Encoding

The LUN STATUS instruction uses the SEQ_5 commands sequence. The command is encoded, as shown in the table below:

Table 58.19 LUN STATUS Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'71	0/1	—	SEQ_5_ID

This instruction has special meaning because it can be executed when the target is in the BUSY state.

The FIFO cannot be used to access the read data because it can be occupied by the operation under execution. For the sequence the data field of command must select the DATA_REG register as data destination. The DATA_REG_SIZE must be select single byte.

(13) CHANGE READ COLUMN Command

(a) Command Description

The CHANGE READ COLUMN command changes the column address of the selected cache register and enables data output of the last selected LUN. This command is accepted by the selected LUN when it is ready. Writing H’05 to the target command register, followed by two column address cycles containing the column address, followed by the H’E0 command puts the selected LUN into data output mode. The selected LUN stays in data output mode until another valid command is issued.

(b) Command Encoding

The CHANGE READ COLUMN instruction uses the SEQ_6 commands sequence. The command is encoded, as shown in the table below:

Table 58.20 CHANGE READ COLUMN Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
H’E0	—	H’05	0/1	—	SEQ_6_ID

(14) SELECT CACHE REGISTER Command

(a) Command Description

The SELECT CACHE REGISTER command enables data output on the addressed LUN and cache register at the specified column address. This command is accepted by a LUN when it is ready. Writing the H’06 to the target internal command register, followed by two column address cycles and three row address cycles, followed by H’E0 enables data output mode on the address LUN and cache register at the specified column address.

(b) Command Encoding

The SELECT CACHE REGISTER instruction uses the SEQ_7 commands sequence. The command is encoded, as shown in the table below:

Table 58.21 SELECT CACHE REGISTER Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
H’E0	—	H’06	0/1	—	SEQ_7_ID

(15) CHANGE WRITE COLUMN Command

(a) Command Description

The CHANGE WRITE COLUMN command changes the column address of the selected cache register and enables data input on the last selected LUN. Writing the H’85 to the target internal command register, followed by two column address cycles containing the column address puts the selected LUN into data input mode.

(b) Command Encoding

The CHANGE WRITE COLUMN instruction uses the SEQ_8 commands sequence. The command is encoded, as shown in the table below:

Table 58.22 CHANGE WRITE COLUMN Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H’85	—	—	SEQ_8_ID

(16) CHANGE ROW ADDRESS Command

(a) Command Description

The CHANGE ROW ADDRESS command changes the row address (block and page) where the cache register contents are to be programmed in the NAND array. It also changes the column address of the selected cache register and enables data input on the specified LUN.

(b) Command Encoding

The CHANGE ROW ADDRESS instruction uses the SEQ_12 commands sequence. The command is encoded, as shown in the table below:

Table 58.23 CHANGE ROW ADDRESS Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H'11	H'85	0	—	SEQ_12_ID

(17) READ PAGE Command

(a) Command Description

The READ PAGE command copies a page from the NAND Flash array to its respective cache register and enables data output. This command is accepted by the LUN when it is ready. To read a page from the NAND Flash array, the controller writes the H'00 command to the target internal command register, then writes 5 address cycles to the address registers, and concludes with the H'30 command. The selected LUN will go into busy state as the data is transferred. When the LUN is ready, data output is enabled for the cache register linked to the plane addressed in the READ PAGE command. The controller reads the programmed number of bytes to the FIFO.

(b) Command Encoding

The READ PAGE instruction uses the SEQ_10 commands sequence. The command is encoded, as shown in the table below:

Table 58.24 READ PAGE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
H'30	—	H'00	0/1	0/1	SEQ_10_ID

(18) READ PAGE CACHE Command

(a) Command Description

The READ PAGE CACHE command reads the next sequential page within a block into the data register, while the previous page is output from the cache register. To issue this command, the controller writes H'31 to the target internal command register. After this command is issued, the R/B# goes LOW and the LUN goes into busy state. Afterwards, the R/B# goes HIGH and the LUN is busy with a cache operation, indicating that the cache register is available and that the specified page is copying from the NAND Flash array to the data register. At this point, data is read from the cache register.

(b) Command Encoding

The READ PAGE CACHE instruction uses the SEQ_11 commands sequence. The command is encoded, as shown in the table below:

Table 58.25 READ PAGE CACHE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H’31	0/1	0/1	SEQ_11_ID

(19) READ PAGE CACHE LAST Command

(a) Command Description

The READ PAGE CACHE LAST command ends the READ PAGE CACHE sequence and copies a page from the data register to the cache register. This command is accepted by the LUN when it is ready. To issue the READ PAGE CACHE LAST command, the controller writes H’3F to the target internal command register. After this command is issued, R/B# goes LOW and the LUN goes into busy state. Afterwards, the R/B# goes HIGH and the LUN is ready. At this point, data from the targets cache register is read into the FIFO.

(b) Command Encoding

The READ PAGE CACHE LAST instruction uses the SEQ_11 commands sequence. The command is encoded, as shown in the table below:

Table 58.26 READ PAGE CACHE LAST Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H’3F	0/1	0/1	SEQ_11_ID

(20) READ MULTIPLANE Command

(a) Command Description

The READ MULTIPLANE command queues a plane to transfer data from the NAND array to its cache register. This command can be issued one or more times. Each time a new plane address is specified, that plane is also queued for data transfer. To select the final plane and to begin the read operation for all previously queued planes, issue the READ PAGE command. All queued planes will transfer data from the NAND array to their cache registers.

(b) Command Encoding

The READ MULTIPLANE instruction uses the SEQ_9 commands sequence. The command is encoded, as shown in the table below:

Table 58.27 READ MULTIPLANE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’32	H’00	—	—	SEQ_9_ID

(21) QUEUE PAGE READ Command

(a) Command Description

The QUEUE PAGE READ operation allows for partial-page reads by using a 7-address cycle. The first two bytes of the address cycle indicate the length of the page to read - those bytes are stored in ADDR0 register, followed by the column and row addresses - those bytes are stored in the ADDR1 register.

This can help overall performance should only a portion of the page data be needed because only the codeword containing the requested data will have ECC decoded. This command is exclusive for the CLEAR NAND devices.

(b) Command Encoding

The QUEUE PAGE READ instruction uses the SEQ_22 commands sequence. The command is encoded, as shown in the table below:

Table 58.28 QUEUE PAGE READ Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’37	H’07	—	—	SEQ_22_ID

(22) TWO PLANE PAGE READ command

(a) Command Description

This command was implemented to preserve the compatibility with the ONFI 1.x and some older devices.

The TWO PLANE PAGE READ (H’00-H’00-H’30) operation is similar to the PAGE READ (H’00-H’30) operation. It transfers two pages of data from the NAND Flash array to the data registers. Each page must be from a different plane on the same die. The software is responsible for generating correct addresses for the requested pages. Both the ADDR0 and ADDR1 address registers are used in this case.

(b) Command Encoding

The TWO PLANE PAGE READ instruction uses the SEQ_15 commands sequence. The command is encoded, as shown in the table below. In this case, both the address registers are used.

Table 58.29 TWO PLANE PAGE READ Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
H’30	H’00	H’00	0/1	0/1	SEQ_15_ID

(23) PROGRAM PAGE Command

(a) Command Description

The PROGRAM PAGE command allows the application program to input data to a cache register and moves the data from the cache register to the specified block and page address in the array of the selected LUN. This command is accepted by the LUN when it is ready. To input a page to the cache register and move it to the NAND array at the block and page address specified, the controller writes H’80 to the target internal command register. Then five address cycles containing the column address and row address are written. Data input cycles follow. Serial data is input, beginning at the column address specified. When data input is complete, the controller writes H’10 to the target internal command register. The selected LUN goes into the busy state.

(b) Command Encoding

The PROGRAM PAGE instruction uses the SEQ_12 commands sequence. The command is encoded, as shown in the table below:

Table 58.30 PROGRAM PAGE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’10	H’80	0	0/1	SEQ_12_ID

(24) PROGRAM PAGE IMMEDIATE Command

(a) Command Description

The PROGRAM PAGE IMMEDIATE command allows the application program to input data to a cache register and moves the data from the cache register to the specified block and page address in the array of the selected LUN. This command is accepted by the LUN when it is ready. To input a page to the cache register and move it to the NAND array at the block and page address specified, the controller writes H’80 to the target internal command register. Then five address cycles containing the column address and row address are written. Data input cycles follow. Serial data is input, beginning at the column address specified. When data input is complete, the controller writes H’10 to the target internal command register. The selected LUN goes into the busy state. This command writes only the row address to the NAND flash device

(b) Command Encoding

The PROGRAM PAGE IMMEDIATE instruction uses the SEQ_23 commands sequence. The command is encoded, as shown in the table below:

Table 58.31 PROGRAM PAGE IMD Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’10	H’80	0	0/1	SEQ_23_ID

(25) PROGRAM PAGE DELAYED Command

(a) Command Description

The device's internal controller can automatically manage multi-plane programming. It does this with PROGRAM PAGE DELAYED command. When this command issued, the controller will delay issuing the program operation to the array until the address for the subsequent program operation is examined. If that operation allows the previous operation to complete as part of multi-plane operation, the controller will issue a multi-plane program to the array. Multi-plane operations are only completed if an LUN address from plane 0 is issued prior to a LUN address from plane 1. If the subsequent program operation does not allow the multi-plane operation, the controller will immediately start the previous program. It is presumed that the application program may use this command to initiate all the program operations. In this way the application program does not have to maintain information regarding multi-plane operation usage.

(b) Command Encoding

The PROGRAM PAGE DELAY instruction uses the SEQ_12 commands sequence. The command is encoded, as shown in the table below:

Table 58.32 PROGRAM PAGE DELAY Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’13	H’80	0	0/1	SEQ_23_ID

(26) PROGRAM PAGE 1 Command

(a) Command Description

The PROGRAM PAGE 1 command allows the application program to input data to a cache register and moves the data from the cache register to the specified block and page address in the array of the selected LUN. This command is accepted by the LUN when it is ready. To input a page to the cache register and move it to the NAND array at the block and page address specified, the controller writes H’80 to the target internal command register. Then five address cycles containing the column address and row address are written. Data input cycles follow. Serial data is input, beginning at the column address specified. When data input is complete, the commands sequence ends.

(b) Command Encoding

The PROGRAM PAGE 1 instruction uses the SEQ_13 commands sequence. The command is encoded, as shown in the table below:

Table 58.33 PROGRAM PAGE 1 Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H’80	0	0/1	SEQ_13_ID

(27) PROGRAM PAGE CACHE Command

(a) Command Description

The PROGRAM PAGE CACHE command allows the controller to input data to a cache register, copies the data from the cache register to the data register, and then moves the data register contents to the specified block and page address in the array of the selected LUN. After the data is copied to the data register, the cache register is available for additional PROGRAM PAGE CACHE or PROGRAM PAGE commands. The PROGRAM PAGE CACHE command is accepted by the LUN when it is ready.

To input a page to the cache register to move it to the NAND array at the block and page address specified, the controller writes H’80 to the target internal command register. Then five address cycles containing the column address and row address are written. Data input cycles follow. Serial data is input, beginning at the column address specified. When data input is complete, H’15 is written to the command register. The selected LUN goes into busy state to allow the data register to become available from a previous program cache operation, to copy data from the cache register to the data register, and then to begin moving the data register contents to the specified page and block address.

(b) Command Encoding

The PROGRAM PAGE CACHE instruction uses the SEQ_12 commands sequence. Command is encoded as shown in the table below.

Table 58.34 PROGRAM PAGE CACHE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’15	H’80	0	0/1	SEQ_12_ID

(28) PROGRAM MULTIPLANE Command

(a) Command Description

The PROGRAM MULTIPLANE command allows the controller to input data to the addressed plane’s cache register and queue the cache register to ultimately be moved to the NAND array. This command can be issued one or more times. Each time a new plane address is specified that plane is also queued for data transfer. This command is accepted by the LUN when it is ready. The controller writes H’80 to the target internal command register. Then five address cycles containing the column address and row address are written. Data input cycles follow. Serial data is input beginning at the column address specified. When data input is complete, the controller writes H’11 to the target internal command register.

(b) Command Encoding

The PROGRAM PAGE CACHE instruction uses the SEQ_12 commands sequence. Command is encoded as shown in the table below.

Table 58.35 PROGRAM MULTIPLANE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’11	H’80	0	0/1	SEQ_12_ID

(29) WRITE PAGE Command

(a) Command Description

The WRITE PAGE command allows the controller to move data from the targets cache register to the NAND array. This command is accepted by the LUN when it is ready. The controller writes H'10 to the target internal command register.

(b) Command Encoding

The WRITE PAGE instruction uses the SEQ_0 commands sequence. The command is encoded, as shown in the table below:

Table 58.36 WRITE PAGE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'10	—	—	SEQ_0_ID

(30) WRITE PAGE CACHE Command

(a) Command Description

The WRITE PAGE CACHE command allows the controller to move data from the targets cache register to the targets data register. This command is accepted by the LUN when it is ready. The controller writes H'15 to the target internal command register.

(b) Command Encoding

The WRITE PAGE CACHE instruction uses the SEQ_0 commands sequence. The command is encoded, as shown in the table below:

Table 58.37 WRITE PAGE CACHE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'15	—	—	SEQ_0_ID

(31) WRITE MULTIPLANE Command

(a) Command Description

The WRITE MULTIPLANE command allows the controller to queue data from the targets cache register to the NAND array. This command is accepted by the LUN when it is ready. The controller writes H'11 to the target internal command register.

(b) Command Encoding

The WRITE MULTIPLANE instruction uses the SEQ_0 commands sequence. The command is encoded, as shown in the table below:

Table 58.38 WRITE MULTIPLANE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'11	—	—	SEQ_0_ID

(32) ERASE BLOCK Command

(a) Command Description

The ERASE BLOCK command erases the specified block in the NAND array. This command is accepted by the LUN when it is ready. To erase a block, the controller writes H’60 to the target internal command register. Then three address cycles containing the row address are written; the column address is ignored. Finally, H’D0 is written to the target internal command register.

(b) Command Encoding

The ERASE BLOCK instruction uses the SEQ_14 commands sequence. The command is encoded, as shown in the table below:

Table 58.39 ERASE BLOCK Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’D0	H’60	—	—	SEQ_14_ID

(33) ERASE MULTIPLANE Command

(a) Command Description

The ERASE MULTIPLANE command queues a block in the specified plane to be erased from the NAND array. This command can be issued one or more times. Each time a new plane address is specified, that plane is also queued for a block to be erased. This command is accepted by the LUN when it is ready. To queue a block to be erased, the controller writes H’60 to the command register.

Then three address cycles containing the row address are written; the column address is ignored.

Finally, H’D1 is written to the command register.

(b) Command Encoding

The ERASE MULTIPLANE instruction uses the SEQ_14 commands sequence. The command is encoded, as shown in the table below:

Table 58.40 ERASE MULTIPLANE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H’D1	H’60	—	—	SEQ_14_ID

(34) COPYBACK READ Command

(a) Command Description

The COPYBACK READ command is functionally identical to the READ PAGE command, except that H’35 is written to the target internal command register instead of H’30. For more details, see section 58.3.3 (17), READ PAGE Command.

(b) Command Encoding

The COPYBACK READ instruction uses the SEQ_10 commands sequence. The command is encoded, as shown in the table below:

Table 58.41 COPYBACK READ Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
H'35	—	H'00	0/1	0/1	SEQ_10_ID

(35) COPYBACK PROGRAM Command

(a) Command Description

The Copyback function reads a page of data from one location and then moves that data to a second location. The COPYBACK PROGRAM command is functionally identical to the PROGRAM PAGE command, except that when H'85 is written to the target internal command register, the cache register contents are not cleared. The SEQ_9 command sequence does not have the data phase, so the data from the cache register are written into the second location without modification. If data must be written with modification to the second location, the SEQ_12 command sequence, which includes the data phase, is used.

(b) Command Encoding

The COPYBACK PROGRAM instruction uses the SEQ_9 commands sequence. The command is encoded, as shown in the table below:

Table 58.42 COPYBACK PROGRAM Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H'10	H'85	—	—	SEQ_9_ID

(36) COPYBACK PROGRAM 1 Command

(a) Command Description

The COPYBACK PROGRAM 1 command is functionally identical to the PROGRAM PAGE 1 command, except that when H'85 is written to the target internal command register, the cache register contents are not cleared. See section 58. 3.3 (26), PROGRAM PAGE 1 Command for further details.

(b) Command Encoding

The COPYBACK PROGRAM 1 instruction uses the SEQ_13 commands sequence. The command is encoded as shown in the table below:

Table 58.43 COPYBACK PROGRAM 1 Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	—	H'85	0	—	SEQ_13_ID

(37) COPYBACK MULTIPLANE Command

(a) Command Description

The COPYBACK MULTIPLANE command is functionally identical to the PROGRAM MULTIPLANE command, except that when H'85 is written to the target internal command register, cache register contents are not cleared. See section 58. 3.3 (28), PROGRAM MULTIPLANE Command for further details.

(b) Command Encoding

The COPYBACK MULTIPLANE instruction uses the SEQ_12 commands sequence. The command is encoded, as shown in the table below:

Table 58.44 COPYBACK MULTIPLANE Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H'11	H'85	0	0/1	SEQ_12_ID

(38) PROGRAM OTP Command

(a) Command Description

The PROGRAM OTP command is used to write data to the pages within the OTP area. An entire page can be programmed at one time, or a page can be partially programmed up to four times. There is no ERASE operation for the OTP pages. To use the PROGRAM OTP command, the controller issues the H'A0 command. Next, 5 address cycles are issued. The address write is followed by a programmable number of data cycles. After data input is complete, the controller issues the H'10 command. The internal control logic automatically executes the proper programming algorithm and controls the necessary timing for programming and verification.

(b) Command Encoding

The PROGRAM OTP instruction uses the SEQ_12 commands sequence. The command is encoded as shown in the table below:

Table 58.45 PROGRAM OTP Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H'10	H'A0	0	0/1	SEQ_12_ID

(39) DATA PROTECT OTP Command

(a) Command Description

The DATA PROTECT OTP command is used to protect all the data in the OTP area. After the data is protected. it cannot be further programmed. When the OTP area is protected, the pages within the area are no longer programmable and cannot be unprotected. To use the DATA PROTECT OTP command, the controller issues the H'A5 command. Next, the controller issues the following 5 addresses cycles.

Finally, the H'10 command is issued.

(b) Command Encoding

The DATA PROTECT OTP instruction uses the SEQ_9 commands sequence. The command is encoded, as shown in the table below:

Table 58.46 DATA PROTECT OTP Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
—	H'10	H'A5	—	—	SEQ_9_ID

(40) PAGE READ OTP Command

(a) Command Description

The PAGE READ OTP command is used to read data from a page within the OTP area. An OTP page within the OTP area is available for reading data whether or not the area is protected. To use the PAGE READ OTP command, the controller issues the H'AF command. Next, 5 address cycles are issued.

Finally, the H'30 command is issued. After internal read from the NAND matrix is ended, the data is copied to the FIFO.

(b) Command Encoding

The PAGE READ OTP instruction uses the SEQ_9 commands sequence. The command is encoded, as shown in the table below:

Table 58.47 PAGE READ OTP Instruction Encoding

CMD_2	CMD_1/CMD_3	CMD_0	DATA_SEL	INPUT_SEL	CMD_SEQ
H'30	—	H'AF	0/1	0/1	SEQ_10_ID

58.3.4 Multi LUN Work Mode

The multi LUN work mode is enabled by setting the MLUN_EN bit in the CONTROL register. In this mode, each LUN is handled as separate target. The active LUN number is decoded directly from the address value.

This multi LUN mode is parameterized by the following parameters:

The LUN_IDX field in the MLUN register. This parameter provides the bits index for the last address byte where the LUN select bits is present. This parameter must be set according to the NAND Flash device datasheet in use.

The LUN_SEL bits in MLUN register is used to configure the number of LUN-s per device.

The LUN STATUS 0 and 1 holds the LUN-s statuses, each bit correspond to the single LUN status.

The STATE_MASK field in the STAT_RSP register. This parameter is used to mask the part of the LUN status byte that will be ignored during the LUN ready/busy check.

58.3.5 Remapping Mechanism

The remapping mechanism supports the bad blocks management (BBM) solution. The hardware remapping mechanism relieves software from the time-consuming operations of finding the physical address for the given linear address in the requested operation. The software initializes only the remapping tables for uses in the application of the NAND Flash device. It sorts those tables in ascending order, and then the whole operation of searching tables and substituting addresses is accomplished automatically.

The remapping solution uses two groups of the control registers:

- The pointer register DEV0_PTR. This register stores the address in the internal memory where record tables used by the BBM mechanism are placed.
- The size register DEV0_SIZE. This register stores the number of records in a table.

Note for Figure 58.31:

Block Number are written to Destination Address and Source Address.

The table have to set by ascending order of Source Address.

When some Address of one record is unused, these Address should filled by H’FFFF_FFFF.

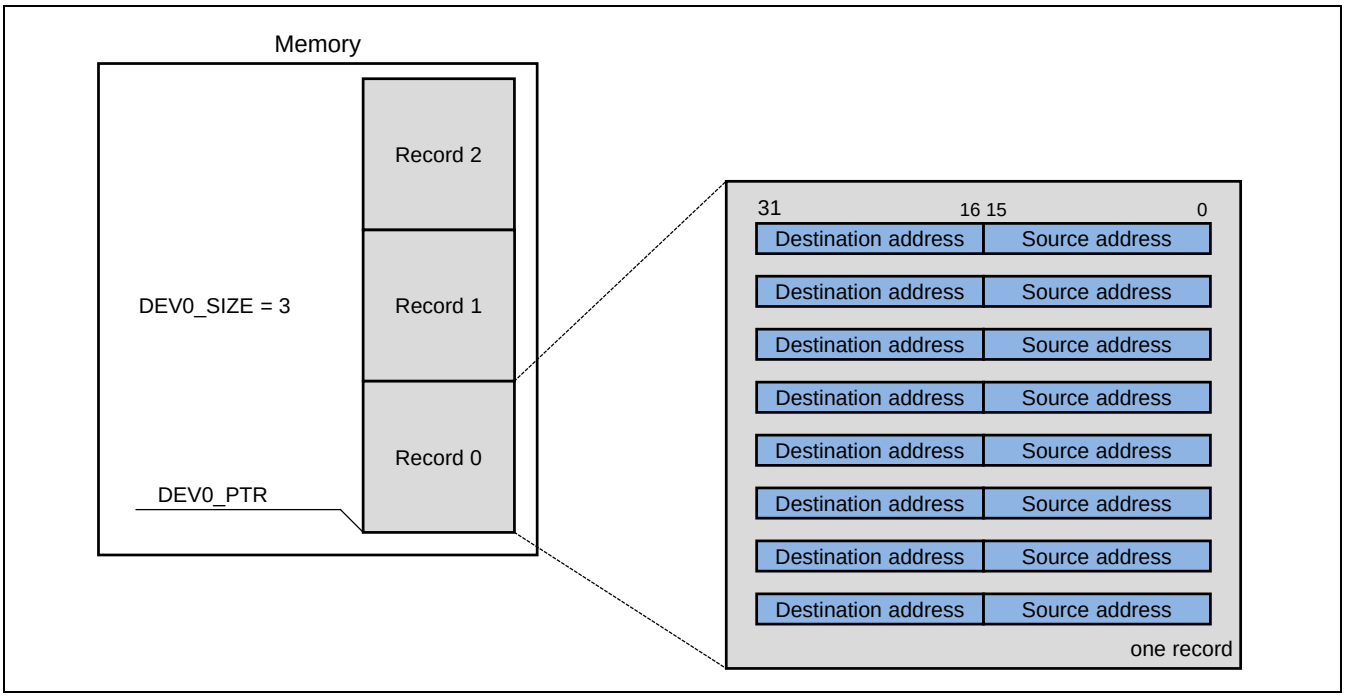


Figure 58.31 Example of BBM records

58.3.6 Interrupts Mechanism

The NAND Flash controller interrupt system uses two control registers:

The interrupt mask register – each bit of this register masks a single interrupt. The register is described in more detail in section 58.2.6, Interrupts mask register (INT_MASK).

The interrupt flag register – each bit of this register is an active flag from the single interrupt source.

The register is described in more detail in section 58.2.7, Interrupts status register (INT_STATUS).

In case an interrupt event occurs, i.e. the respective interrupt flag in INT_STATUS is 1, and its respective mask bit in INT_MASK is 1, the interrupt signal INTNFMA is asserted.

Note that the interrupt mask bits in INT_MASK affects only the interrupt signal INTNFMA, but not the flags in INT_STATUS.

A set flag in INT_STATUS must be cleared by the application program.

The available interrupt sources and their respective INT_STATUS flags are:

INT_STATUS.CMD_END_INT_FL

Command sequence finished interrupt – This interrupt occurs when the previously triggered command sequence is finished and the new one can be started. The command sequence is marked as finished when the full sequence is executed or when the NAND Flash device goes into the busy state.

INT_STATUS.ECC_INT0_FLAG

The ECC module detects an uncorrectable error in the transmitted data.

The ECC module detects when the configured errors threshold level is exceeded.

INT_STATUS.MEM0_RDY_INT_FL

The memory device is ready – This interrupt occurs when the NAND Flash device finishes executing the programmed command sequence and is ready for the new one. Each NAND Flash device has a single interrupt flag. The difference between “command sequence finished” interrupt and “memory device is ready” interrupt is presented in Figure 58.32.

INT_STATUS.TRANS_ERR_FL

The error on the slave interface during access to the controller FIFO – This interrupt occurs if the access to the FIFO memory has the opposite direction to the current FIFO configuration: the FIFO is read when it is configured for write, or the FIFO is write when it is configured for read.

INT_STATUS.STAT_ERR_INT0_FL

Most recently finished operation on the memory device failed. This applies to PROGRAM PAGE and BLOCK ERASE operations. It is not valid following a READ-series operation.

INT_STATUS.PG_SZ_ERR_INT_FL

Data Size error flag.

When the ECC is enabled, the value written into the DATA_SIZE register has some restrictions.

Interrupt condition is met when the value written to the DATA_SIZE register is not correct.

INT_STATUS.DMA_INT_FL

DMA transfer ended flag.

INT_STATUS.DATA_REG_INT_FL

Data in DATA_REG is available

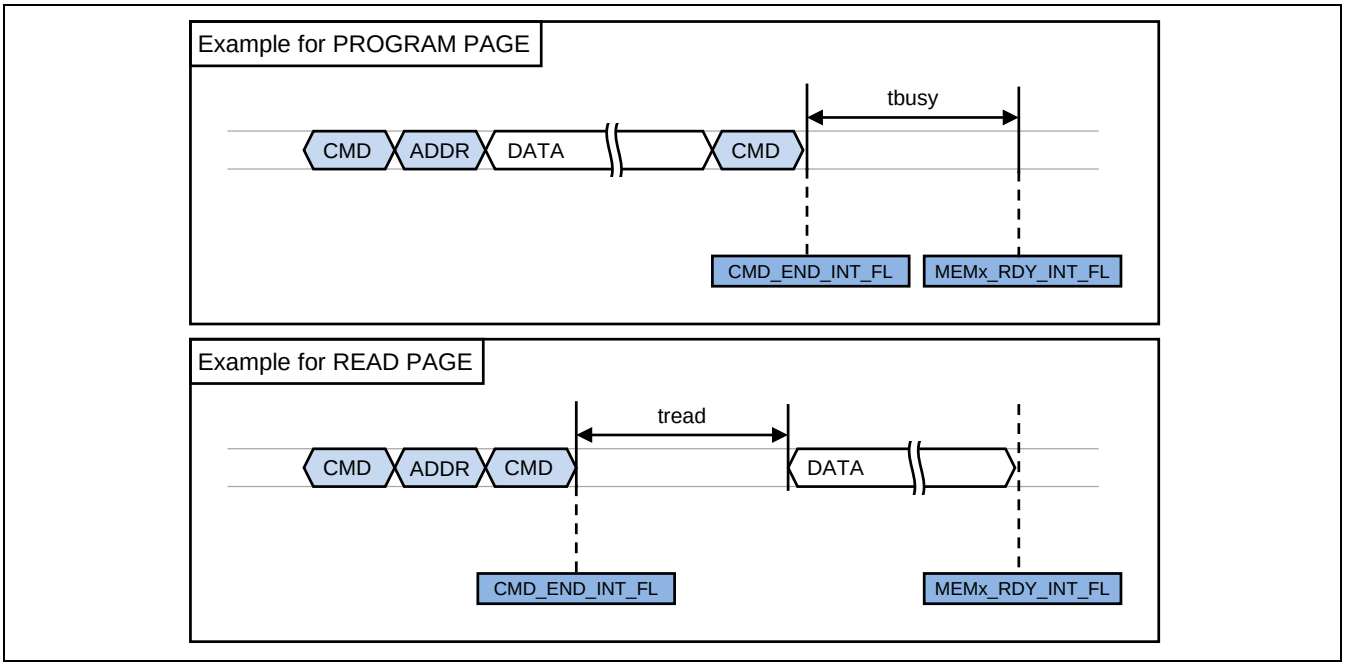


Figure 58.32 Command Sequence End and Memory-Ready Interrupts

Notes:

Interrupt is asserted before bus transaction completion.

Dedicated workaround to avoid data coherency issues needs to be implemented:

Always load additional, not used 64 byte of data in that way it is ensured that the interrupt asserted when the previous intended data was completely transferred to SDRAM.

58.3.7 Setup and Configuration

The CONTROL register is the main control register in the NAND Flash controller.

The following bits configure basic settings of the controller:

- INT_EN – Bit which enables Global Interrupt.
- ECC_EN – Bit which enables Hardware ECC.
- BLOCK_SIZE – Bits which configure block size.
- IO_WIDTH – Bit which configures width of the I/O bus connected to the NAND Flash memory device.
- BBM_EN – Bit which enables remapping process.
- ADDRx_AUTO_INCR - Addresses auto increment for row address register 0 or 1.
- SMALL_BLOCK_EN – Bit which enables Small Block Mode.
- MLUN_EN – Bit which enables Multi LUN mode.
- AUTO_READ_STAT_EN – Bit which activates automatic read status after the PROGRAM PAGE and BLOCK ERASE commands.
- READ_STATUS_EN – Bit which chooses whether the controller checks RnB lines or sends READ_STATUS commands.
- ECC_BLOCK_SIZE – Bits which define ECC Block Size.

The registers described below are configured according to the settings of other bits in the CONTROL register:

- If INT_EN bit is set, the software must write the mask into the INT_MASK register, which masks the selected interrupts source in the NAND Flash controller.
- If ECC_EN bit is set, the software must correctly configure the ECC module by writing the appropriate configuration into the ECC_CTRL. Additionally, the software configures the offset in the ECC_OFFSET register. In small block mode, the value in the ECC_OFFSET is ignored and the correction words are located in the NAND Flash memory device, right behind the data.
- The write number of the data which will be transferred by the controller (DATA_SIZE register).
  When ECC is enabled, there are some restrictions to the DATA_SIZE value.
- If the BBM_EN bit is set, the software must initialize the remapping tables (DEVn_PTR and DEVn_SIZE registers).
- Additionally, the software must configure time parameters which can be found in the TIMINGS_ASYN register. Additionally, the software must configure the TIME_SEQ_0 and TIME_SEQ_1 registers.

When the NAND Flash controller uses DMA to transfer data, the software must configure the DMA_ADDR, DMA_CTRL and DMA_CNT registers. The software can modify these registers before any transfer or during the initialization procedure.

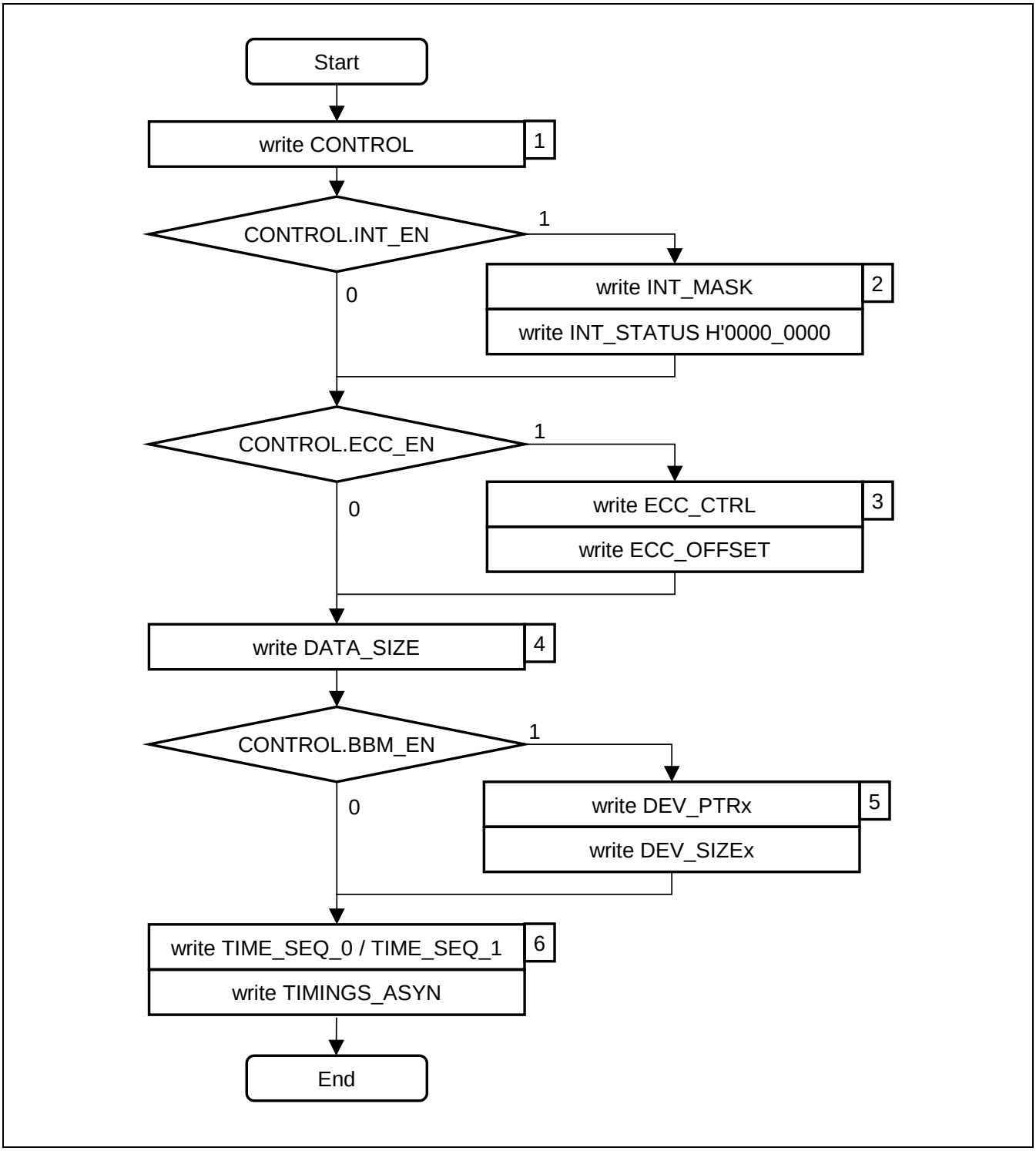


Figure 58.33 Configuration

(1) Send Data to NAND Flash via Slave Interface

The NAND Flash controller must be correctly configured before sending data to the NAND Flash memory device. The setup process is described in detail in section 58.3.7, Setup and Configuration and section 58.2, Register Descriptions.

1. Write the address of the data in NAND Flash memory into the address register 0 (ADDR_COL and ADDR_ROW registers). Write the number of data which you want to read (DATA_SIZE register).
2. To use the simplest program command, write H'0010_800C to the COMMAND register (PROGRAM PAGE command, FIFO module selected, registers as input).
3. Write data to the FIFO using the FIFO_DATA register. Data is sent to the NAND Flash memory device.

When the memory is ready for further work, the appropriate bit MEMx_ST is set. When the software needs to send the command to another memory, it is not necessary to wait for the MEMx_ST bit to be set.

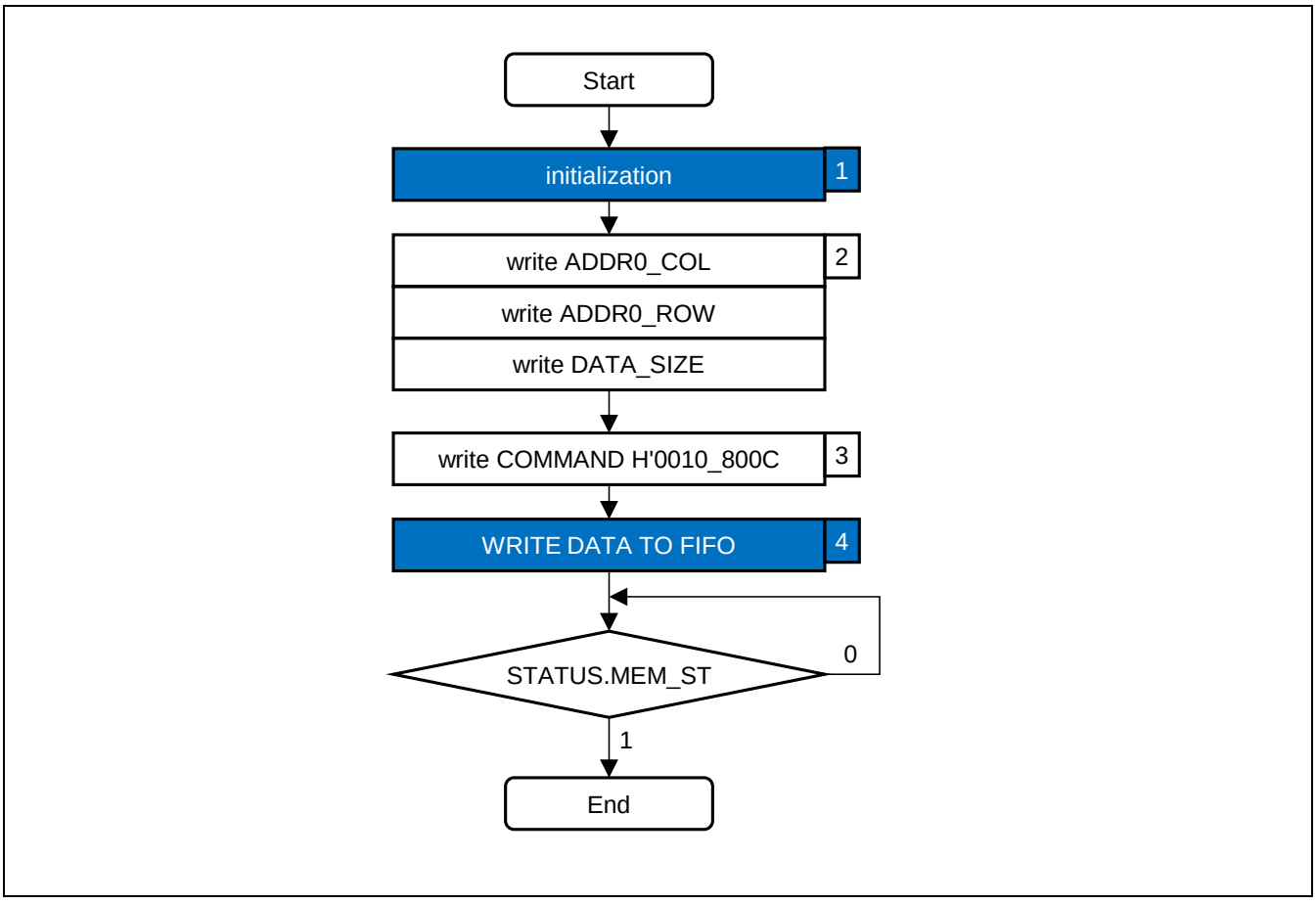


Figure 58.34 Write data to NAND Flash memory via Slave Interface

(2) Read Data from NAND Flash via Slave Interface

1. The NAND Flash controller must be correctly configured before sending data to the NAND Flash memory device. The setup process is described in detail in section 58.3.7, Setup and Configuration and section 58.2, Register Descriptions.
2. Write the address of the data in NAND Flash memory into the address register 0 (ADDR_COL and ADDR_ROW registers).
3. To use the simplest read command, write H'3000_002A to the COMMAND register (READ PAGE command, FIFO module selected, registers as input).
4. The application program can read data immediately after sending the command but in this case the NAND flash controller will send a very few WAIT replies.

   If this situation shall be avoided the application program must read FIFO_STATE register and wait when CF_EMPTY bit is set. After that wait for the DF_R_EMPTY bit in the FIFO_STATE register to be clear.
5. Read data from the FIFO using the FIFO_DATA register.

When the memory is ready for further work, the appropriate bit MEMx_ST is set. When the software needs to send the command to another memory, it is not necessary to wait for the MEMx_ST bit to be set.

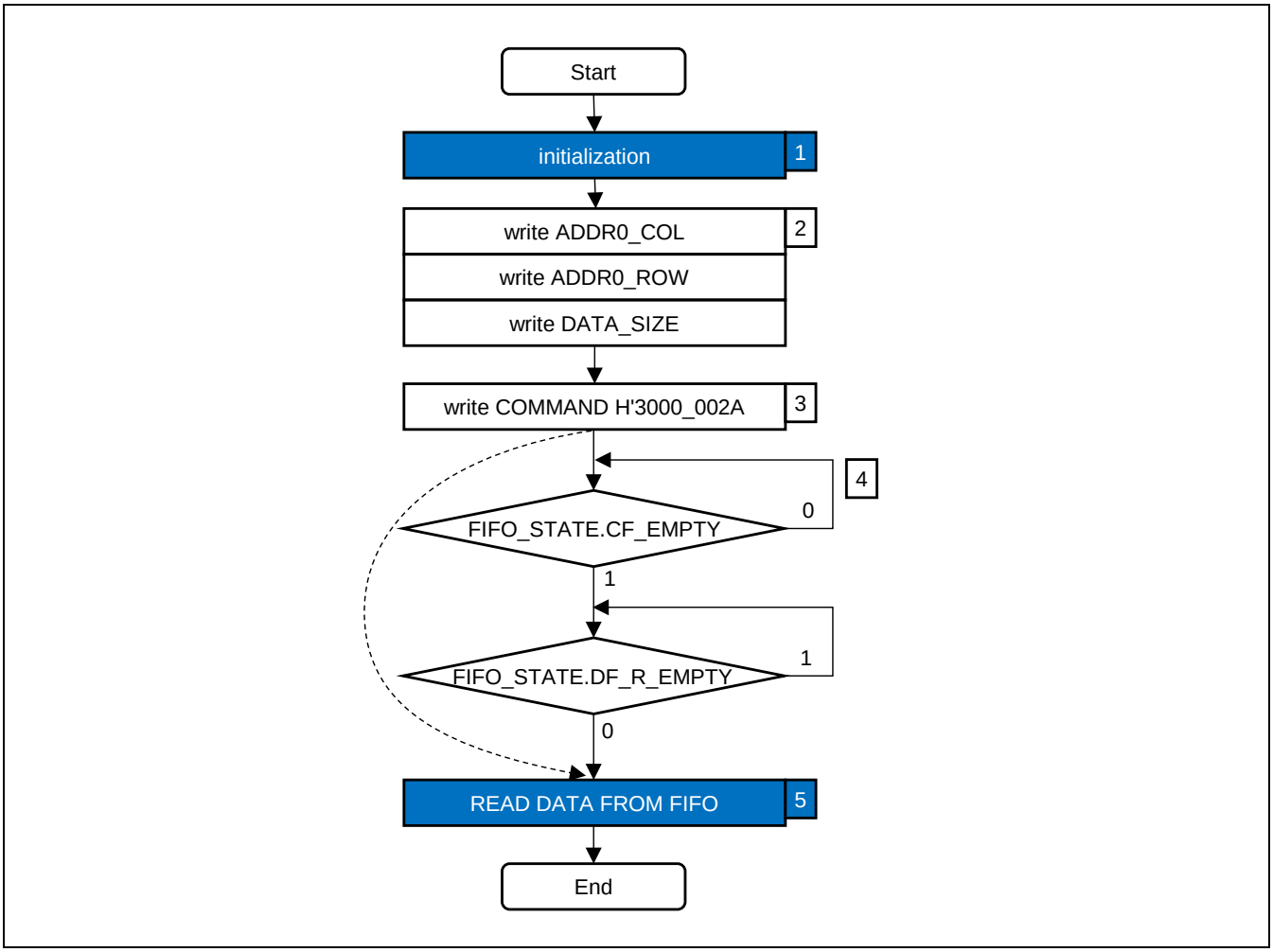


Figure 58.35 Read data from NAND Flash memory via Slave Interface

(3) Send Data to NAND Flash via Master Interface (using DMA)

1. The NAND Flash controller must be correctly configured before sending data to the NAND Flash memory device. The setup process is described in detail in section 58.3.7, Setup and Configuration and section 58.2, Register Descriptions.
2. Set the INT_EN bit in the CONTROL register to enable global interrupt.
3. Select active interrupt in the INT_MASK register and write H’0000_0000 into the INT_STATUS register to clear all interrupts.
4. Select the DMA work mode to configure the DMA module correctly:
   In registers managed mode, the address of the data is written in the system memory (DMA_ADDR_L registers). Write the number of the transferred data into the DMA_CNT register. Set bit DMA_START to start DMA when the command sequence is sent to the NAND Flash memory. Bits ERR_FLAG and DMA_READY are read-only. The first indicates the error on the internal bus while DMA is transferring data; the second indicates when DMA is ready (transfer is completed).
5. Write the address of the data in the NAND Flash memory device into the address register 0.
6. To use the simplest program command, write H’0010_804C to the COMMAND register (PROGRAM PAGE command, FIFO module selected, DMA module as input).
7. When the memory is ready for further work, the appropriate bit MEMx_ST is set and interrupt is active. (recommended interrupt is MEM0_RDY_INT)

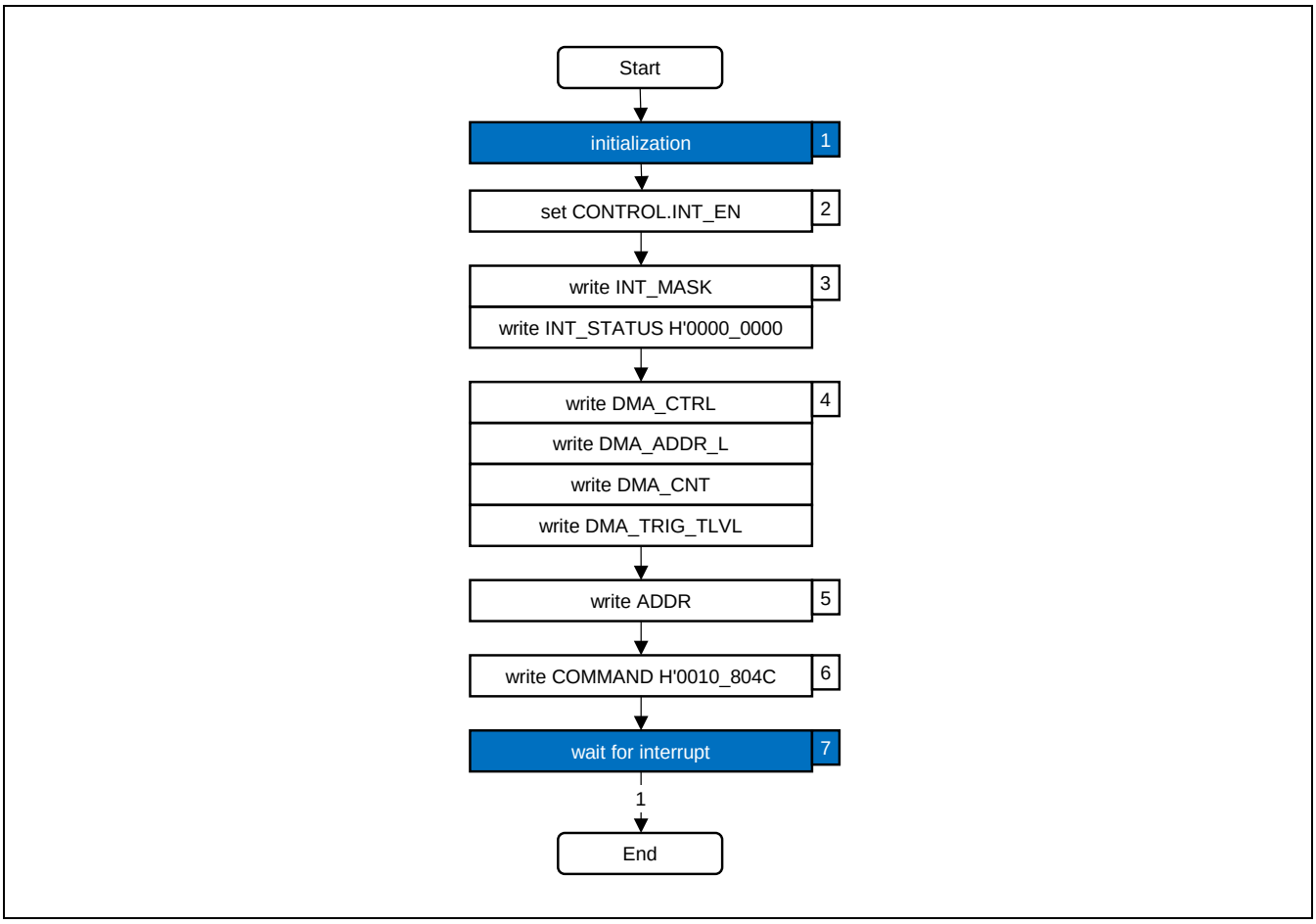


Figure 58.36 Send Data to NAND Flash Using DMA, Interrupt Enable

(4) Fast Writing and Reading of Several Pages from the Memory using DMA

1. The NAND Flash controller must be correctly configured before sending data to the NAND Flash memory device. The setup process is described in detail in section58.3.7, Setup and Configuration and section58.2, Register Descriptions.
2. Set INT_EN bit in CONTROL register to enable global interrupt.
3. Select the active interrupt (CMD_END_INT_EN) in the INT_MASK register and write H'0000_0000 into the INT_STATUS register to clear all interrupts.
4. In Scatter-Gather mode, it is necessary to write the descriptors into the system memory. Select the DMA work mode to correctly configure the DMA module.In Scatter-Gather mode, it is not necessary to configure the DMA_CNT register. For more details, see section 58.4.2 (2), DMA Description, (b)
5. Set DMA_START bit to start the DMA when the command sequence is sent to the NAND Flash memory.Bits ERR_FLAG and DMA_READY are read-only. The former indicates the error on the internal bus while DMA is transferring data, the latter indicates when the DMA is ready (transfer is completed).
6. Set the ADDR0_INCR bit to auto increment row address 0 register after each command. Write address of the data in the NAND Flash memory device into the 0 address register.
7. Write H'0000_0000 into the INT_STATUS register to clear all interrupts.
8. Write address of the first descriptor into the DMA_ADDR_L registers.
9. Write PROGRAM PAGE CACHE command to the NAND Flash memory device by writing H'0015_804C into the COMMAND register (DMA module as input, FIFO module selected). When the controller is ready for further work, the appropriate CMD_END_INT_FL bit is set and the interrupt is activated.
10. When the number of the pages to transfer does not equal one, go to step 7 of this procedure.
11. Write H'0000_0000 into the INT_STATUS register to clear all interrupts.
    Write address of the first descriptor into the DMA_ADDR_L register.
    The last command in the sequence of sending data is the PROGRAM PAGE(write H'0010_804C) into the COMMAND register (DMA module as input,FIFO module selected).
12. Wait for interrupts and write H'0000_0000 into the INT_STATUS register to clear all interrupts.
    Write the address of the read data to the NAND Flash memory device into address register 0.
13. Write the new descriptors to the system memory.
14. If DMA should work in the same work mode and burst type do not modify DMA_BURST and DMA_MODE bits. Set DMA_START bit to start DMA when the command sequence is sent to the NAND Flash memory.
15. Write the READ PAGE command into the NAND Flash memory device by writing H'3000_0069 into the COMMAND register (FIFO module selected, DMA module as input).
16. Write H'0000_0000 into the INT_STATUS register to clear all interrupts.
17. Write the address of the first descriptor to the DMA_ADDR_L registers.
18. Write READ PAGE CACHE SEQUENTIAL command to the NAND Flash memory device by writing H'0000_316B into the COMMAND register (FIFO module selected, DMA module as input).
19. When the controller is ready for further work, the appropriate CMD_END_INT_FL bit is set and the interrupt is activated.When the number of the pages to transfer does not equal zero, go to step 16 of this procedure.
20. Write H'0000_0000 into the INT_STATUS register to clear all interrupts.Write the address of the first descriptor to the DMA_ADDR_L register.The last command in the sequence of reading data is READ PAGE CACHE LAST (write H'0000_3F6B into the COMMAND register).

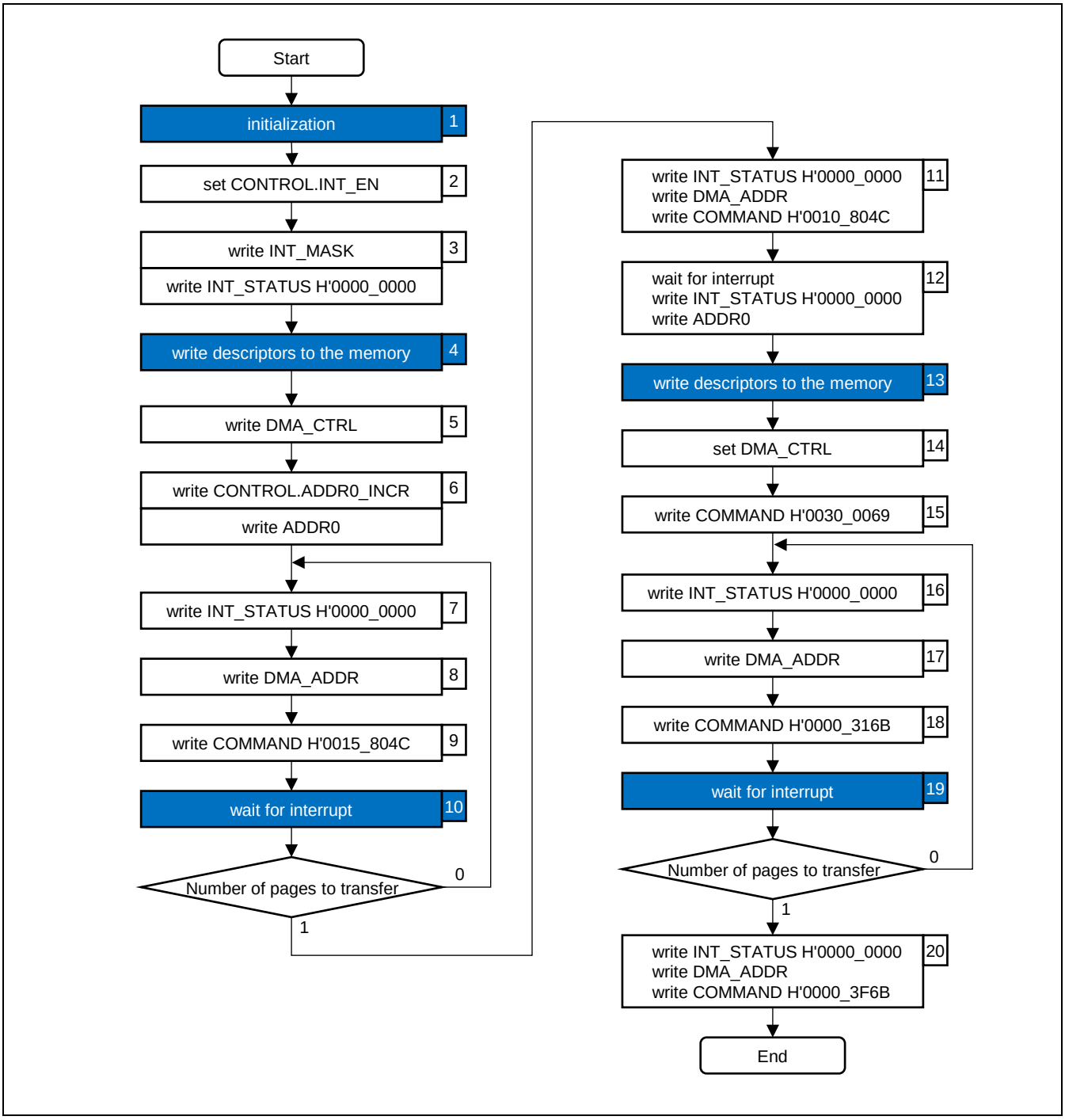


Figure 58.37 Fast Writing and Reading of Several Pages from the Memory Using DMA

(5) Writing Partial Pages

The following procedure need to be used to write partial pages with ECC engine enabled:

1. The NAND Flash controller must be correctly configured before sending data to the NAND Flash memory device. The setup process is described in detail in section 58.3.7, Setup and Configuration and section 58.2, Register Descriptions.
2. Write the address of the data in NAND Flash memory into the address register 0 (ADDR_COL and ADDR_ROW registers). You need to write partial page offset into the ADDR_COL register. Write the number of data which you want to read (DATA_SIZE register) – in this case you need to set partial sector size. Write the offset value of the ecc data into the ECC_OFFSET register.
3. To use the simplest program command, write H’0010_800C to the COMMAND register (PROGRAM PAGE command, FIFO module selected, registers as input).
4. Write data to the FIFO using the FIFO_DATA register. Data is sent to the NAND Flash memory device.

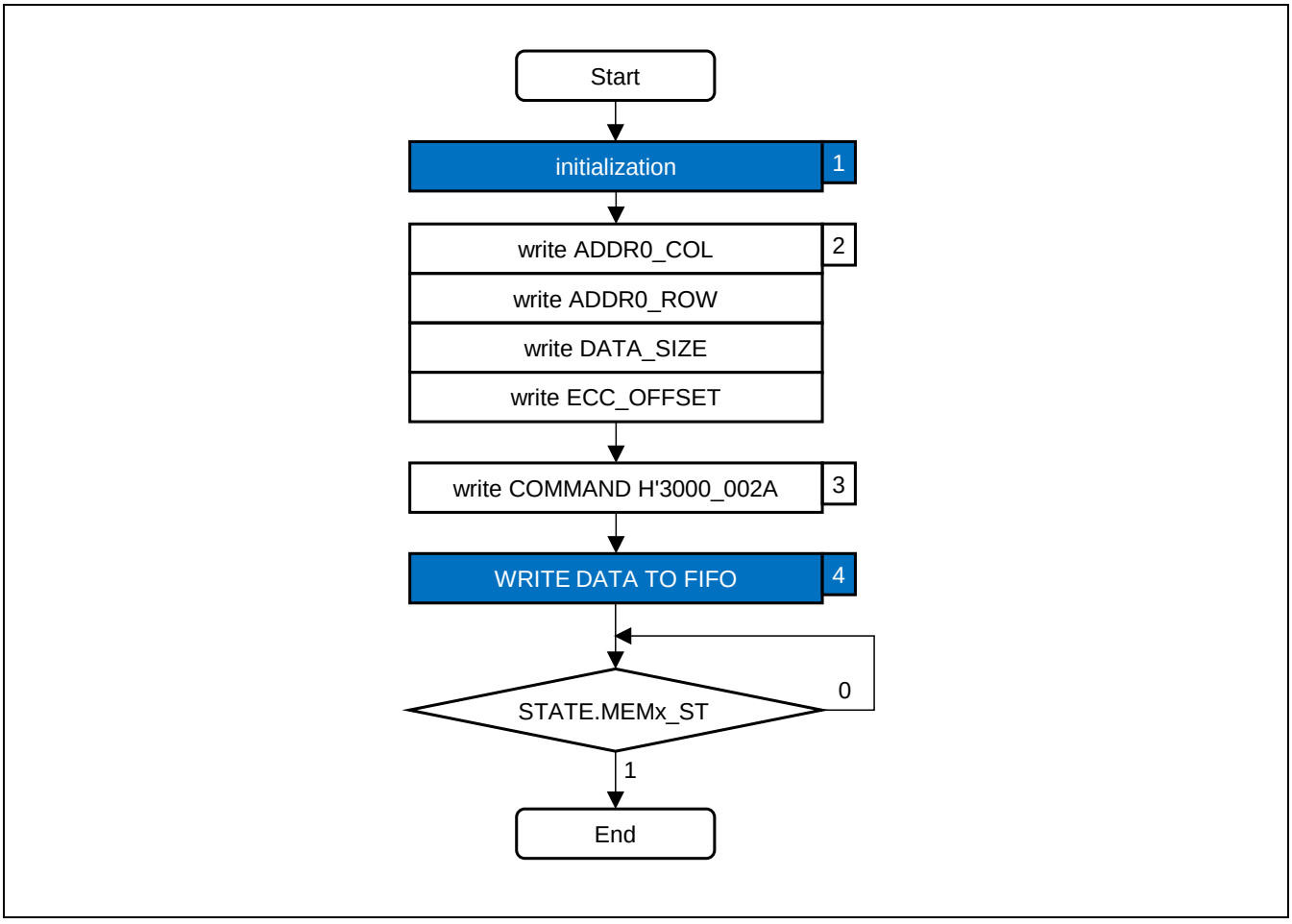


Figure 58.38 Writing Partial Pages

(6) Reading Partial Pages

1. The NAND Flash controller must be correctly configured before sending data to the NAND Flash memory device. The setup process is described in detail in section 58.3.7, Setup and Configuration and section 58.2, Register Descriptions.
2. Write the address of the data in NAND Flash memory into the address register 0 (ADDR_COL and ADDR_ROW registers). You need to write partial page offset into the ADDR_COL register. Write the number of data which you want to read (DATA_SIZE register) – in this case you need to set partial page size.
3. To use the simplest read command, write H'3000_002A to the COMMAND register (READ PAGE command, FIFO module selected, registers as input).
4. You can read data immediately after sending the command but in this case the NAND flash controller will send a very few WAIT replies. If this situation shall be avoided the application program must read FIFO_STATE register and wait when CF_EMPTY bit is set. After that wait for the DF_R_EMPTY bit in the FIFO_STATE register to be clear.
5. Read data from the FIFO using the FIFO_DATA register.

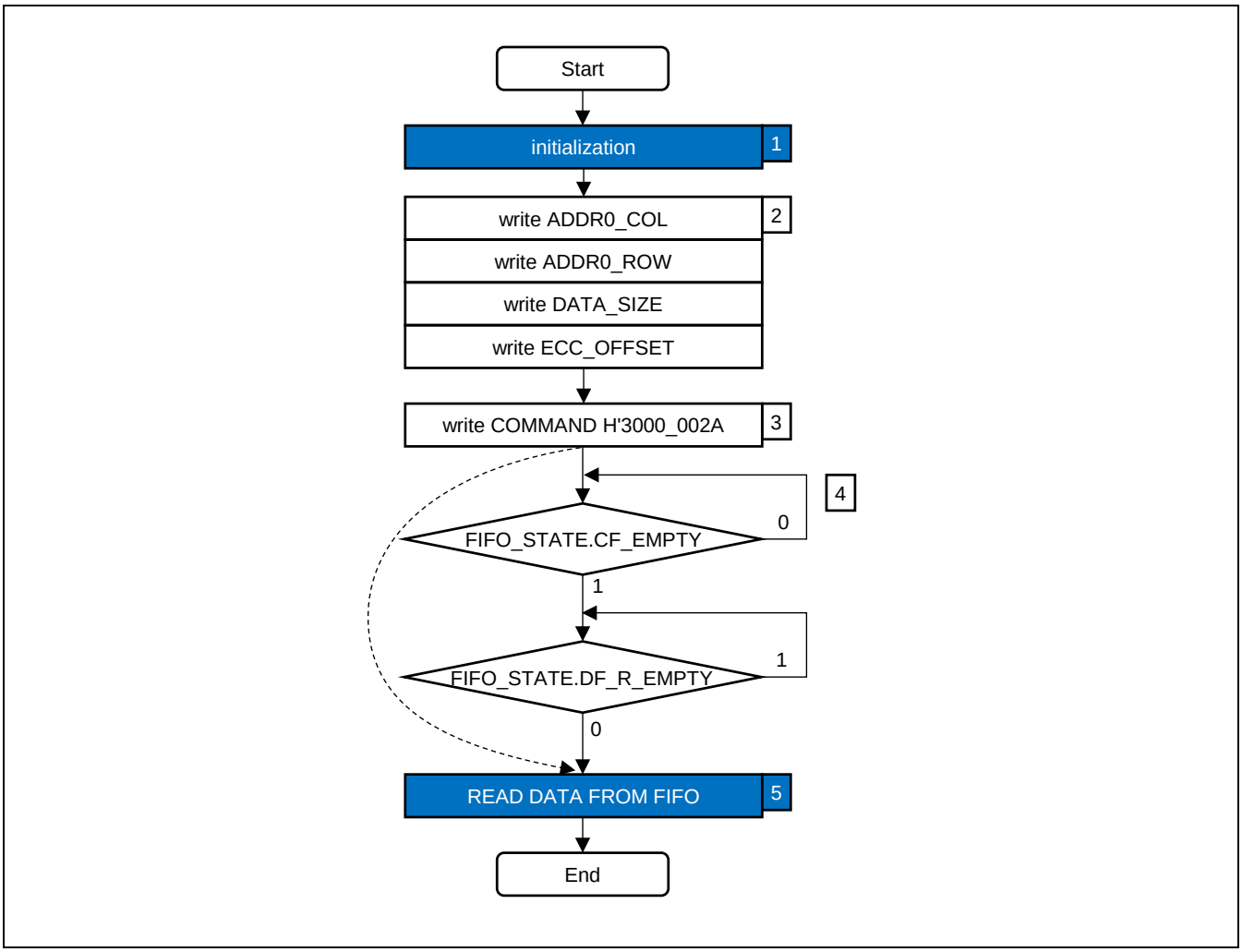


Figure 58.39 Reading Partial Pages

58.4 Functional Details

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

58.4.1 Block Diagram

The figure below shows the NAND Flash controller block diagram.

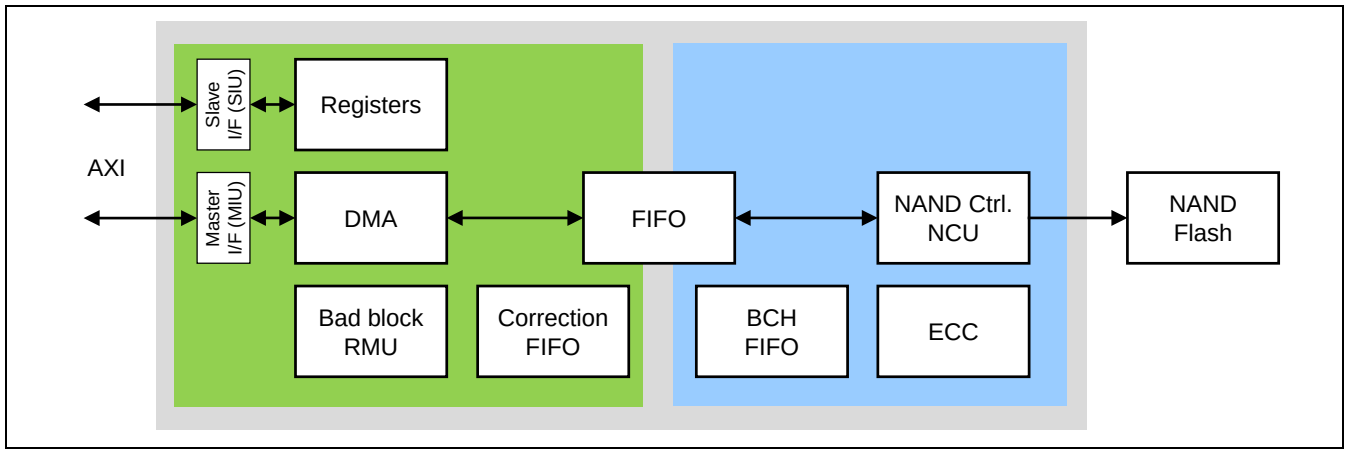


Figure 58.40 Block Diagram

The main components of the controller are:

- **FIFO** – This unit provides the FIFO queue interface to the other controller modules. Using the FIFO interface allows closing of the read and write pointers in the same module; thus, two modules can read and write in parallel. Depending on the controller software configuration, one side of the queue is the SIU or DMA module, the second one is always the NAND Control Unit (NCU).
- **DMA** – This unit is responsible for the fast transfer of data between the external memory location and the controller. The unit can works in two modes: the Scatter-Gather mode and the internally triggered single mode. DMA functions as the master side of the OCP socket. This block is optional and can be disabled during the compile process.
- **NAND control unit (NCU)** – This unit is responsible for the generation of the NAND Flash device access sequences.
- **ECC** – An error correction code calculator. A correction word is calculated for each 256B, 512B or 1024B ECC block of the NAND Flash memory page. During the read operation, the unit can automatically correct bad bits without any interaction with the CPU. It has a status register, the bits of which signal errors occurring during a read, and then it inform when errors are corrected.

  The ECC module has an integrated FIFO that is used to transfer the calculated words to the NCU modules during the encode process and to store the calculated partial syndromes during the decode process. An additional FIFO module is used to transfer correction data between the correction module and the BCH-CHIEN module.
- **Bad block (RMU)** – It is bad block remapping unit. This module remaps blocks excluded from the poll of the usable blocks into the blocks that will be its substitute. Whole process is transparent for the software.

58.4.2 DMA Module

(1) DMA Overview

The DMA engine integrated into the NAND Flash controller has the following properties:

- Two work modes:
  - The registers managed mode
  - The Scatter-Gather mode
- Supported burst types:
  - Imprecise bursts
  - Precise bursts
- Supported burst sequences:
  - The stream burst mode
  - The incrementing mode
- The DMA module preserves the configuration registers. These are copied into the DMA working registers.
- DMA trigger level enables DMA to send packet data.

(2) DMA Description

DMA_ADDR_L gives a 32-bit address when the DMA is configured as 32-bit.

DMA supports two modes:

- The registers managed mode – the DMA does one transfer depending on the contents of DMA_ADDR, DMA_CNT, and DMA_CTRL registers.
- The Scatter-Gather mode – new DMA transfer algorithm.

The DMA mode for the current transfer is selected via the DMA_CTRL.DMA_MODE bit and cannot be changed during each consecutive data transfer. The application program can change the DMA mode when the transfer is completed and the DMA_CTRL.DMA_READY bit is set.

In order to begin the transfer, the DMA should be in an IDLE state (DMA_CTRL.DMA_READY = 1).

Setting the DMA_CTRL.DMA_START bit triggers the DMA after the commands are sent to the NAND Flash memory (writing CONTROL register). When the DMA_START bit is clear, sending commands to the NAND Flash memory will not trigger the DMA. Because of this solution, it is possible to program the DMA to transfer more data than the page size of the NAND Flash memory (example: the DMA is configured to 32 kB data transfer, the size of the page in NAND Flash memory is 4 kB. In order to send 32 kB of data into the NAND Flash memory, it is necessary to set the DMA_START bit in the register DMA_CTRL, then it is necessary to send the PROGRAM PAGE command to the NAND Flash memory, clear the DMA_START bit in the DMA_CTRL register, and send seven commands to the NAND Flash memory). In this example, the DMA is set free only once at the beginning.

The DMA transfers four 32-bit words in one package when working in a 4-beat incrementing burst, eight words in an 8-beat incrementing burst, and sixteen words in a 16-beat incrementing burst. The burst size indicates the number of 32-bit words in the burst, not the number of bytes transferred.

The DMA trigger level enables the DMA to send packet data. It indicates when the DMA has to start transferring data.

The application program must set trigger level depending on arbitration type, system and NAND Flash memory performance. For example:

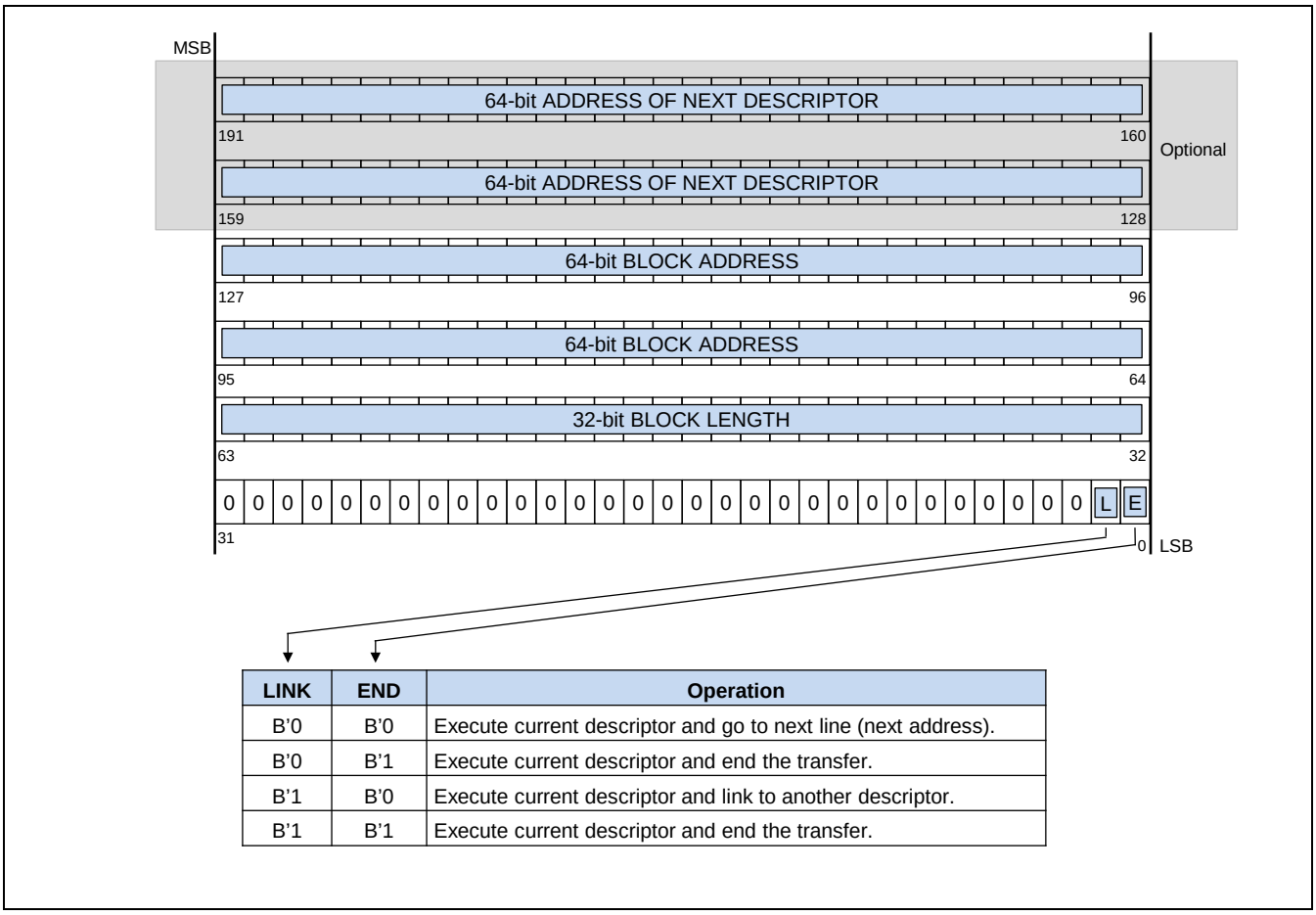
1. If the DMA trigger level equals 0, the DMA does not wait, but transfers data immediately because the trigger level is always exceeded.
2. For read from the NAND Flash memory: If the DMA trigger level equals H'40 (256 bytes), the DMA waits until data level reach the previously programmed trigger level (256 bytes). Then the DMA will transfer data until FIFO gets empty status. Next the wait for required data level cycle is repeated as long as remain data size allow to reach programmed trigger level. The trigger level value should be chosen to ensure that only the continuous data block will be transferred and the FIFO will not be overflowed.
3. For write to NAND Flash memory: If the DMA trigger level equals H'40 (256 bytes), the DMA writes data to the FIFO until the FIFO is full. Then, the DMA waits until 256 bytes are written in to the NAND Flash memory. Next, again the DMA transfers data until FIFO is full. The trigger level value should be chosen to ensure that only the continuous data block will be transferred.

(a) Registers Managed Mode:

When the DMA works in this mode, it transfers only one continuous block (DMA_CNT is block length) to or from the system memory at address DMA_ADDR. Block can be multiple of DATA_SIZE value in the DATA_SIZE register. All the registers which modify this transfer are described in 58.2.19 DMA base address - least significant part register (DMA_ADDR_L), 58.2.21 DMA counter initial value register (DMA_CNT) and 58.2.22 DMA control register (DMA_CTRL).
The DMA_BURST bit in register DMA_CTRL defines the main transfer type used by the DMA to precede the requested transfer.

(b) Scatter-Gather Mode:

The Scatter-Gather Direct Memory Access (SG-DMA) controller implements high-speed data transfer between two components, when DMA transfers and merges non-contiguous memory to a continuous address space, and vice versa.
The DMA in Scatter-Gather mode uses the Descriptors List to describe data transfers. The NAND Flash registers only points to the base address of the Descriptors List. The base address for this list is set in the DMA_ADDR register whether it is a read or write transfer. The base address, sizes of the data blocks, and flags are defined inside the descriptors.
The DMA_BURST bit in register DMA_CTRL defines the main transfer type used by the DMA to precede the requested transfer.
When in Scatter-Gather mode, the DMA transfers data from data blocks. Each descriptor can define only one data block.
The DMA adopts the scatter-gather DMA algorithm so that higher data transfer speed is available. The application program can program a list of data transfers between the system memory and NAND Flash to the Descriptor Table before executing Scatter-Gather mode.



LINK	END	Operation
B'0	B'0	Execute current descriptor and go to next line (next address).
B'0	B'1	Execute current descriptor and end the transfer.
B'1	B'0	Execute current descriptor and link to another descriptor.
B'1	B'1	Execute current descriptor and end the transfer.

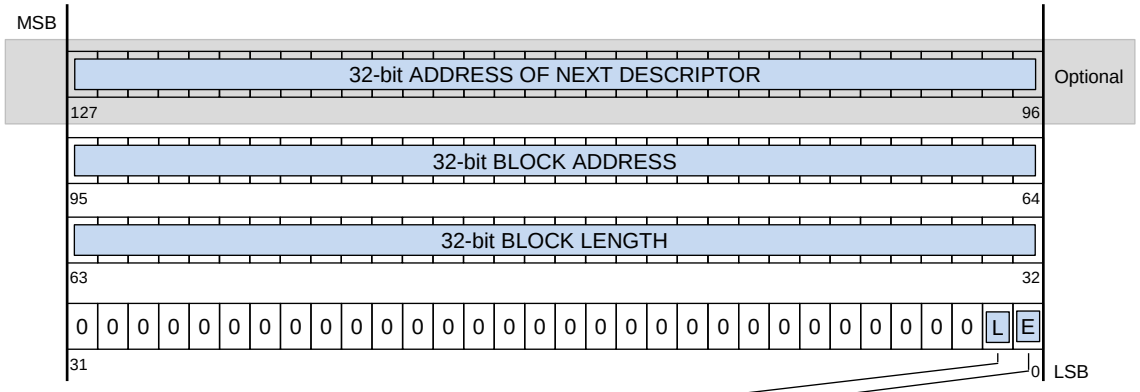
Figure 58.41 Scatter-Gather DMA Descriptor Layout (64-bit system memory addressing)

The table below defines the SG-DMA descriptor fields and their functions:

Table 58.48 Scatter-Gather DMA Descriptor Fields (64-bit system memory addressing)

Bit	Symbol	Description
[191:128]	ADDRESS	This optional field contains the address of the next descriptor list when LINK = 1 and END = 0.
[127:64]	ADDRESS	The field contains the data block address.
[63:32]	LENGTH	The field contains the data page length in bytes (H'0000_0004 - H'FFFF_FFFD). The number of bytes has to be divided by 4 (two least significant bits should equal 00).
[31:2]	—	Reserved for future use.
[1]	LINK	
[0]	END	

LINK	END	Comment
B'0	B'0	Execute current descriptor and go to next descriptor on the list.
B'0	B'1	Execute current descriptor and end the transfer.
B'1	B'0	Execute current descriptor and link to another descriptor.
B'1	B'1	Execute current descriptor and end the transfer.



LINK	END	Operation
B'0	B'0	Execute current descriptor and go to next line (next address).
B'0	B'1	Execute current descriptor and end the transfer.
B'1	B'0	Execute current descriptor and link to another descriptor.
B'1	B'1	Execute current descriptor and end the transfer.

Figure 58.42 Scatter-Gather DMA Descriptor Fields (32-bit system memory addressing)

The table below defines the SG-DMA descriptor fields and their functions:

Table 58.49 Scatter-Gather DMA Descriptor Fields (32-bit system memory addressing)

Bit	Symbol	Description
[127:96]	ADDRESS	This optional field contains the address of the next descriptor lit when LINK = 1 and END = 0.
[96:64]	ADDRESS	The field contains the data block address.
[63:32]	LENGTH	The field contains the data page length in bytes (H'0000_0004 - H'FFFF_FFFD). The number of bytes has to be divided by 4 (two least significant bits should equal 00).
[31:2]	—	Reserved for future use.
[1]	LINK	
[0]	END	

LINK	END	Comment
B’0	B’0	Execute current descriptor and go to next descriptor on the list.
B’0	B’1	Execute current descriptor and end the transfer.
B’1	B’0	Execute current descriptor and link to another descriptor.
B’1	B’1	Execute current descriptor and end the transfer.

Table 58.50 Scatter-Gather DMA Descriptor Fields (32-bit system memory addressing)

Length Field	Value of Length
H'0000_0000	Not Available
H'0000_0001	Not Available
H'0000_0002	Not Available
H'0000_0003	Not Available
H'0000_0004	4 bytes
H'0000_0005	Not Available
H'0000_0006	Not Available
H'0000_0007	Not Available
H'0000_0008	8 bytes
….	….

The Descriptor Table is created in system memory by the application program. SG-DMA can support only 32-bit and 64-bit system memory addressing. Each descriptor line (one executable unit) consists of the address, length and flags. The flags specify operation of the descriptor line.

The figure below shows the example of Scatter-Gather programming:

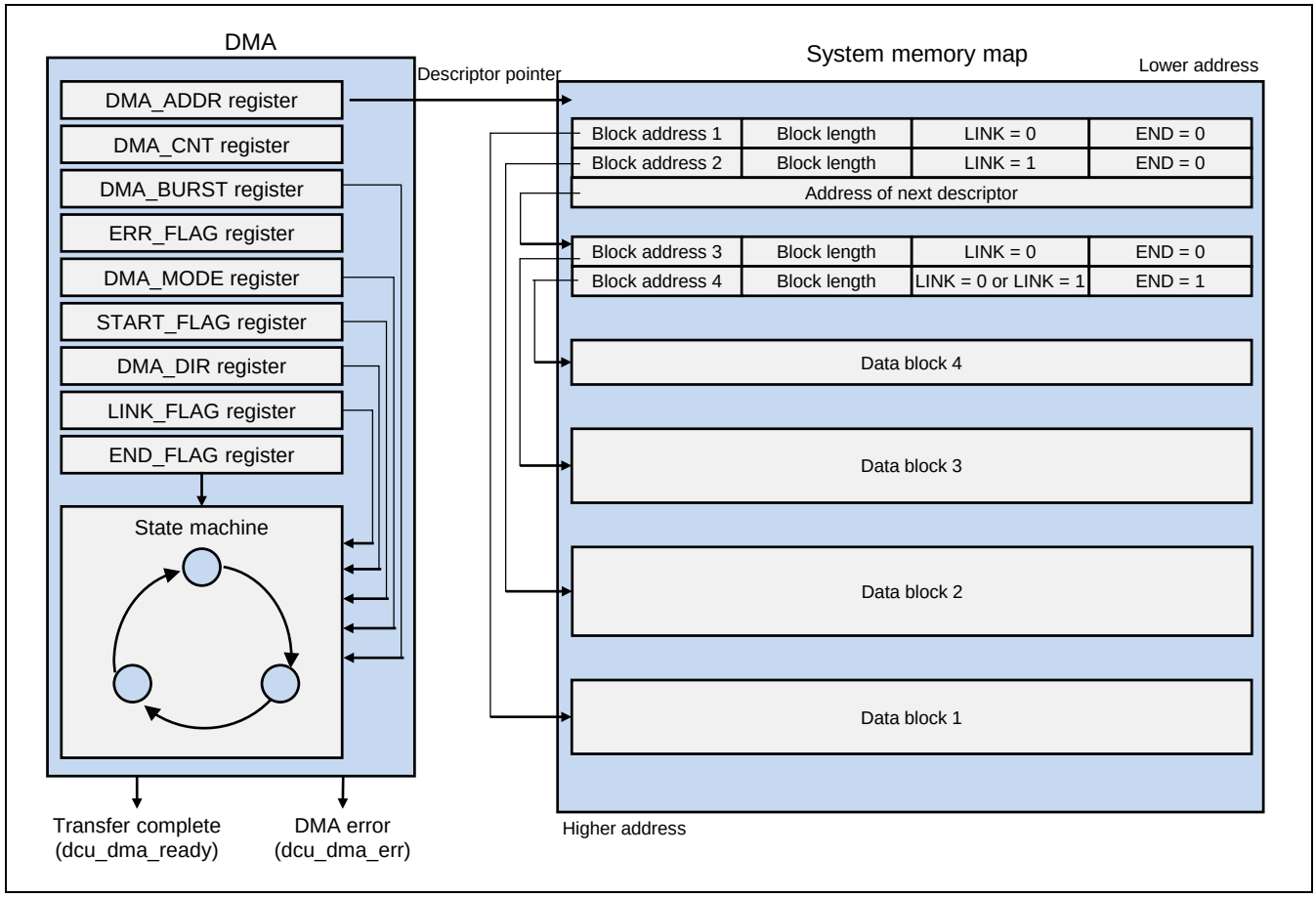


Figure 58.43 Example of Scatter-Gather DMA Data Transfer

58.4.3 ECC Module

(1) Module Overview

The ECC module is based on one of the BCH algorithms and allows correction of multiple bit errors.

The ECC engine integrated into the NAND Flash controller has the following properties:

- The encoder and decoder works on the 256, 512, 1024 bytes data blocks.
- Programmable correction capability: 2, 4, 8, 16, 24 or 32 errors.
- The corrected data words are aligned to the 32 bits.
- The correction words are aligned to the 32 bits.
- Correction words are placed after the data.

(2) Block Diagram

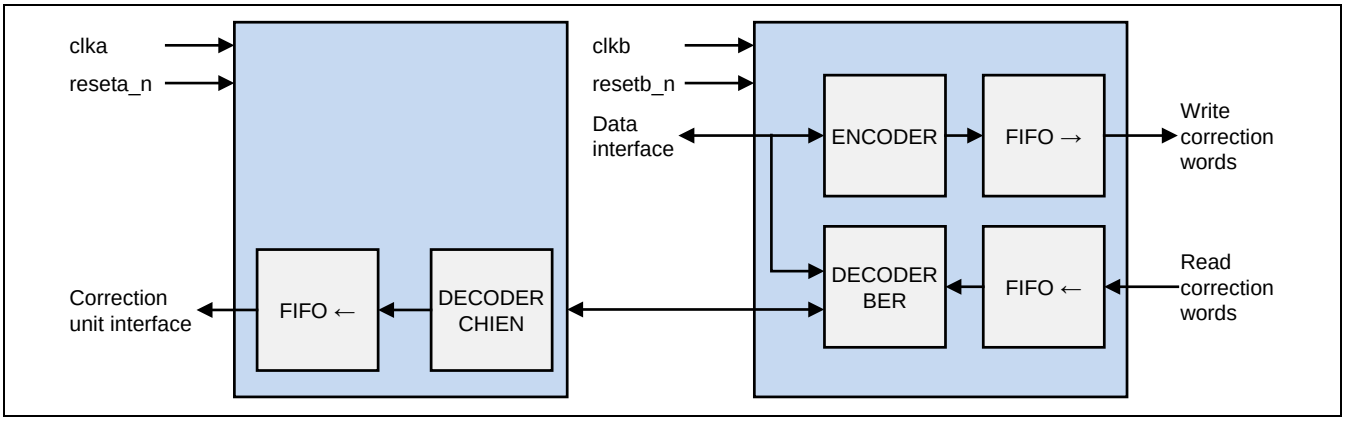


Figure 58.44 ECC Module Block Diagram

58.4.4 BCH Algorithm Implementation

- Data block length:
- Programmable memory page length, multiple of the block length by any power of 2 (optional).
- Programmable correction capability: 2, 4, 8, 16, 24 or 32 errors.
- Separate encoder and decoder modules.
- Calculation of correction data performed during write to memory.
- Error detection performed during read data from memory.
- Internal pipeline allows the correction of errors in one data block simultaneously with detection of errors in the following data block.

Table 58.51 Size of Correction Bytes

Corrction Capability	ECC Block Size	Size of Correction Bytes per one ECC Block(IO_WIDTH = 8)	Size of Correction Bytes per one ECC Block(IO_WIDTH = 16)
2	256/512/1024 B	4	4
4	256/512/1024 B	7	8
8	256/512/1024 B	14	14
16	256/512/1024 B	28	28
24	256/512/1024 B	42	42
32	256/512/1024 B	56	56

58.5 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

58.5.1 Initial Setting

(1) Clock Supply

The clock signal needs to be supplied before R-NANDC is used. Figure 58.45 shows the example of initial setting.

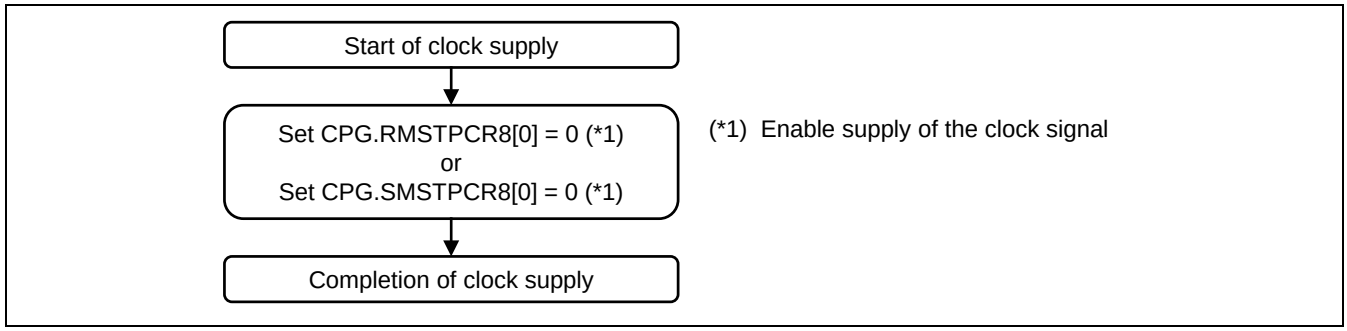


Figure 58.45 Clock Supply Flowchart [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] [RZ/G2E]

58.5.2 Clock Stop

Refer to Figure 58.46 Clock Stop Flowchart when it is necessary to stop the clock signal.

Also, refer to Figure 58.45 Clock Supply Flowchart when restarting clock supply.

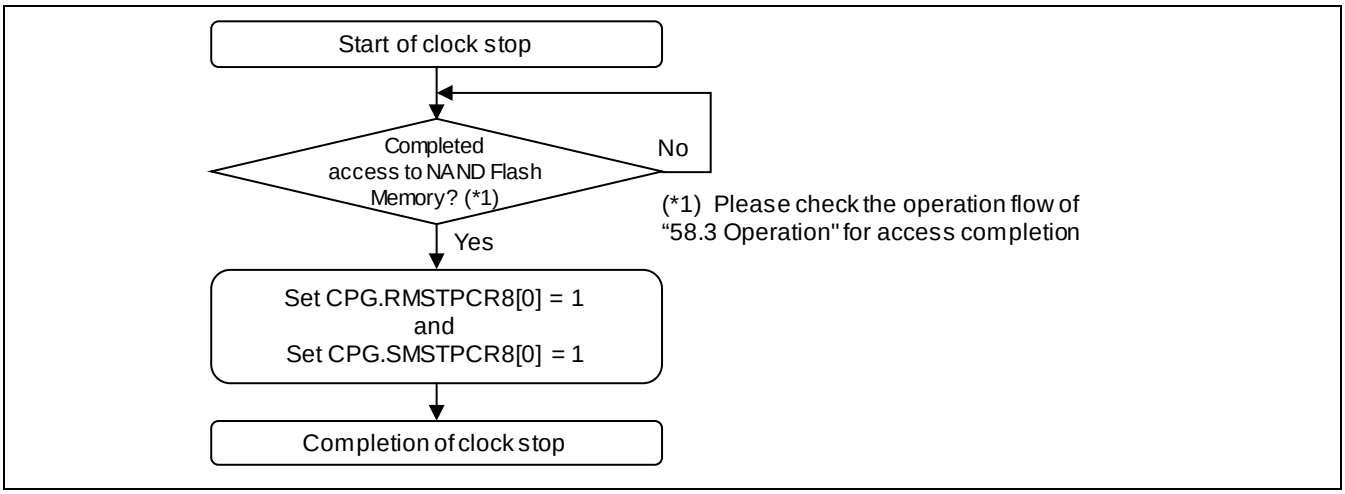


Figure 58.46 Clock Stop Flowchart [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N] [RZ/G2E]

59. Serial-ATA Gen3

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

59.1 Overview

The serial-ATA interface provides a serial ATA physical interface which complies with the serial-ATA standard.

59.1.1 Features

- Supports the following transfer rates: 6.0 Gbps, 3.0 Gbps, and 1.5 Gbps (respectively for the third, second, and first generation of the SATA interface standard)
- Parallel-ATA emulation
- Packet protocol transfer
- Supports SATA standard 8b/10b encoding, cyclic redundancy check (CRC), and scrambling modes.
- Supports the SATA power management mode (partial mode/slumber mode).
- Does not support reset speed negotiation (RSN).
- PHY is shared with PCIE Controller. SATA is supported with MD12 (mode pin) = 1.

59.1.2 Block Diagram

Figure 59.1 shows the block diagram of the SATA interfaces.

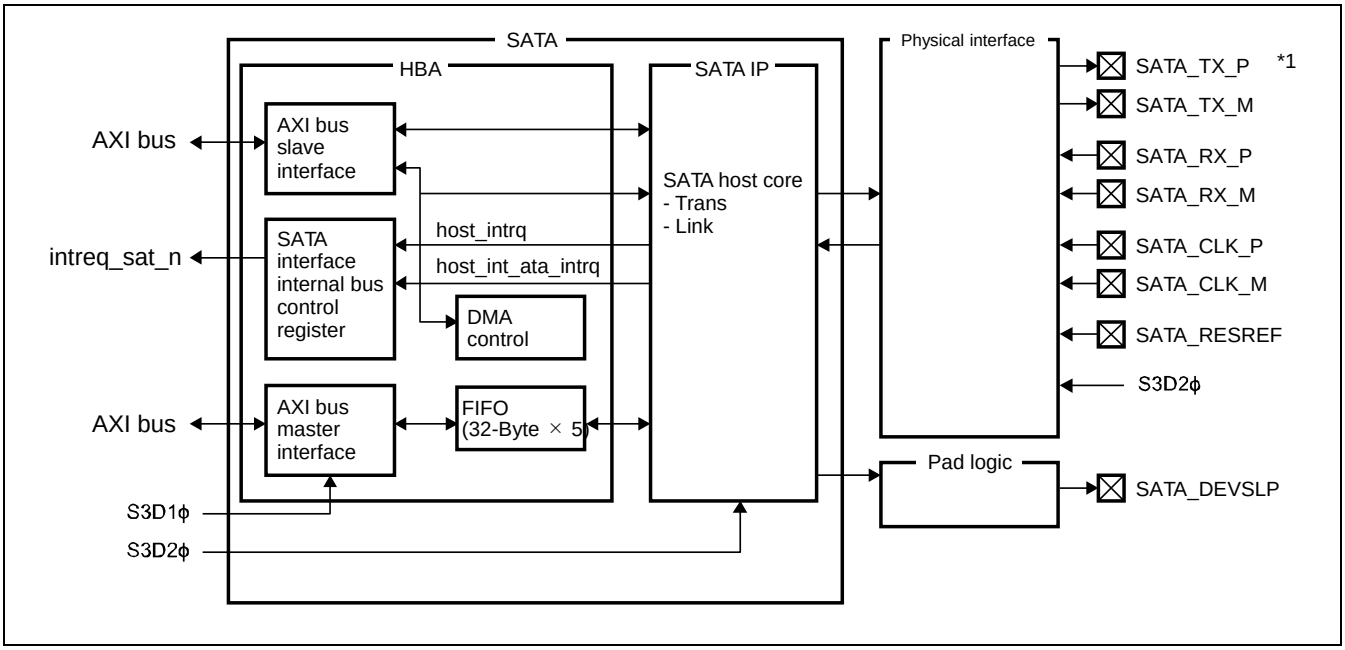


Figure 59.1 Block Diagram of SATA Interfaces

host_intrq and host_int_ata_intrq are internal interrupt request signals. For the interrupt sources of these signals, refer to the description of the SATA INT status register.

Note: 1. Refer Table 59.1.

59.1.3 External Pins

Table 59.1 shows the external pins of the SATA interface.

Table 59.1 External Pins

Name	Pin Name	SATA Symbol	I/O	Description	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Reference clock	PCIE1_CLK_P (SATA_CLK_P) PCIE1_CLK_M (SATA_CLK_M)	—	Input	Reference clock input to the PLL circuit in the Serial-ATA module (differential input). Apply a 100-MHz clock.	√	—	√	—
Transmit data	PCIE1_TX_P (SATA_TX_P) PCIE1_TX_M (SATA_TX_M)	TX+ TX-	Output	Pins for data transmission pins. A 6.0-GHz (third generation) signal or 3.0-GHz (second generation) signal or 1.5-GHz (first generation) signal is transmitted through these pins. The pins with names ending in P and M are combined to provide a differential signal.	√	—	√	—
Receive data	PCIE1_RX_P (SATA_RX_P) PCIE1_RX_M (SATA_RX_M)	RX+ RX-	Input	Pins for data reception. A 1.5-GHz (first generation) or 3.0-GHz (second generation) signal or 6.0-GHz (third generation) signal is received through these pins. The pins with names ending in P and M are combined to provide a differential signal.	√	—	√	—
Reference resistor connection	PCIE1_RESREF (SATA_RESREF)	—	Input/ Output	Attach a 200-Ω ±1% ±100 ppm/°C precision resistor-to-ground on the board.	√	—	√	—
Device Sleep	SATA_DEVSLP	DEVSLP	Output	Low power consumption mode of device(HDD,SSD)	√	—	√	—

59.1.4 Register Configuration

Table 59.2 shows the register configuration of the SATA interface. The set of registers shown below are allocated to the register map space.

The area allocated for the SATA interface is from H'EE30_0000 to H'EE4F_FFFF (2-Mbyte space).

These registers must not be accessed in any access sizes other than those listed in the table.

Addresses other than those listed below must not be write-accessed to. If written to, operation is not guaranteed. If read, an undefined value is read.

Table 59.2 Register Configuration

Add the offsets under “address” below to H'EE30_0000.

						Second Generation RZ/G Series Products			
Name	**Symbol**	**R/W**	**Address**	**Initial Value**	**Access Size (Available Bit Size)**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Serial-ATA HOST control registers									
BIST config register	BISTCONF	R/W	H'102C	H'0000_0000	32	√	—	√	—
Shadow data register	SDATA	R/W	H'1100	H'0000_FFFF	32	√	—	√	—
Shadow error register	SSERR	R	H'1104	H'0000_00FF	32	√	—	√	—
Shadow features register	SSFEATURES	W	H'1104	H'0000_00FF	32	√	—	√	—
Shadow sector CNT register	SSECCNT	R/W	H'1108	H'0000_00FF	32	√	—	√	—
Shadow LBA low register	SLBALOW	R/W	H'110C	H'0000_00FF	32	√	—	√	—
Shadow LBA mid register	SLBAMID	R/W	H'1110	H'0000_00FF	32	√	—	√	—
Shadow LBA high register	SLBAHIGH	R/W	H'1114	H'0000_00FF	32	√	—	√	—
Shadow device/head register	SDEVHEAD	R/W	H'1118	H'0000_00FF	32	√	—	√	—
Shadow status register	SSSTATUS	R	H'111C	H'0000_007F	32	√	—	√	—
Shadow command register	SSCOM	W	H'111C	H'0000_00FF	32	√	—	√	—
Shadow alternate status register	SSALTSTS	R	H'1204	H'0000_007F	32	√	—	√	—
Shadow device control register	SSDEVCON	W	H'1204	H'0000_0000	32	√	—	√	—
SATA extend ICC register	SATAEICCR	R	H’1220	H'0000_0000	32	√	—	√	—
SATA extend auxiliary register	SATAEAUXR	R	H’1224	H'0000_0000	32	√	—	√	—
SATA extend DEVSLP register	SATAEDEVSLPR	R/W	H’1228	H'0000_0000	32	√	—	√	—
SCR Sstatus register	SCRSSTS	R	H’1400	H'0000_0000	32	√	—	√	—
SCR Serror register	SCRSERR	R/WC1	H'1404	H'0000_0000	32	√	—	√	—
SCR Scontrol register	SCRSCON	R/W	H'1408	H'0000_0000	32	√	—	√	—
SCR Sactive register	SCRSACT	R/W	H'140C	H'0000_0000	32	√	—	√	—
SATA INT status register	SATAINTSTAT	RC	H'1508	H'7F00_0000	32	√	—	√	—
SATA INT mask register	SATAINTMASK	R/W	H'150C	H'0000_09FC	32	√	—	√	—
PHY STOP Register	PHYSTOP	R/W	H’1568	H'0000_0000	32	√	—	√	—

Name	Symbol	R/W	Address	Initial Value	Access Size (Available Bit Size)	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Rx DMA setup FIS dword 0 register	DMADW0	R/W	H'1620	H'0000_0000	32	√	—	√	—
Rx DMA setup FIS dword 1 register	DMADW1	R/W	H'1624	H'0000_0000	32	√	—	√	—
Rx DMA setup FIS dword 2 register	DMADW2	R/W	H'1628	H'0000_0000	32	√	—	√	—
Rx DMA setup FIS dword 3 register	DMADW3	R/W	H'162C	H'0000_0000	32	√	—	√	—
Rx DMA setup FIS dword 4 register	DMADW4	R/W	H'1630	H'0000_0000	32	√	—	√	—
Rx DMA setup FIS dword 5 register	DMADW5	R/W	H'1634	H'0000_0000	32	√	—	√	—
Rx DMA setup FIS dword 6 register	DMADW6	R/W	H'1638	H'0000_0000	32	√	—	√	—

Notes: See the descriptions of individual registers for the R/W attributes of the valid bits.

1. Bits 15 to 0 of the data bus are used.
2. Bits 7 to 0 of the data bus are used.

59.1.5 Connected Module

Table 59.3 Connected modules

Module name	Connected module name	Function of connected module
SATA	AP-System Core	Access the Registers
	CPG	Output clocks
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC-AP	Control to interrupt

59.2 Register Description

- Legend:

Address:	Address of the register
Bit map:	Bit configuration of the entire register. The initial value and R/W of the individual bits are also indicated.
Bit:	Bit number and range
Bit name:	Bit name or field name
Initial value:	Register value after a reset
—:	Undefined value
R/W:	Readable/writable. The written value can be read.
R/WC0:	Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.
R/WC1:	Readable/writable. Writing 1 initializes the bit. Writing 0 is ignored.
R:	Read-only. The write value should always be 0. (If a read/write value is specified in the bit description, however, it must be observed.)
—/W:	Write-only. The read value is undefined.
RC:	Read-only. The bit is cleared to 0 after it has been read.

59.2.1 Note on the Access to the Registers Allocated to H'1018 to H'10A8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

No normal access can basically be made to the registers that are allocated to H'1018 to H'10A8 unless the PHYRDY state is established. The PHYRDY state here refers to the state in which the rate of transfer between the host and device is established and they are ready for data transfer. In this state, bits 3-0 of the SCR SStatus register described in section 59.2.27, SCR SStatus Register (SCRSSTS), is set to B'0011*. The integrity of the value of a register that is accessed in the non-PHYRDY state is not guaranteed.

59.2.2 ATAPI Control Register (ATAPI_CONTROL1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ISM
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	DTA32M	—	—	—	RESET	—	—	—	DESE	R/W	STOP	START
Initial value:	0	0	0	0	0	0	0	0	0	1	1	1	0	0	0	0
R/W:	R	R	R	R	R/W	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	—	R	Reserved The write value should always be 0.
16	ISM	B'0	R/W	Interrupt Status mode 0: IP compatible mode Normal operating mode of the SATA INT status register (SATAINTSTAT). 1: CIS interrupt mode A valid interrupt source specified by the SATA INT mask register is set in the SATA INT status register (SATAINTSTAT). No interrupts are generated by valid sources specified in the SATA INT mask register (SATAINTMASK). Read access to the SATA INT status register (SATAINTSTAT) will not negate the ATA-sourced DEVINT interrupt signal. Note: For details, refer to section 59.3.6, Interrupt Modes. Set ISM to 1 while the SATA-IP host core block is being reset (bit 7 (RESET) is 1). Do not change the value of ISM after the SATA-IP host core block has been released from the reset state (bit 7 (RESET) is 0).
15 to 12	—	All 0	R	This bit is fixed to 0 and cannot be set to 1.
11	DTA32M	B'0	R/W	DTA32M enables bits 31 to 29 of the descriptor DMA start address in descriptor table operation mode. This causes the termination flag to be changed from bit 31 to bit 0. 0: Reserved 1: Enabled bits of the descriptor DMA start address are bits 31 to 2.
10 to 8	—	All 0	R	These bits are fixed to 0 and cannot be set to 1.
7	RESET	B'0	R/W	RESET controls the SATA-IP host core block. Setting this bit to 1 resets the SATA-IP host core block.
6 to 4	—	All 1	R	These bits are fixed to 1. Attempting to set these bits to 0 is ignored and not reflected in the value of the bits.

Bit	Bit Name	Initial Value	R/W	Description
3	DESE	B'0	R/W	DESE controls the descriptor table operation mode. 0: Descriptor functions disabled 1: Descriptor functions enabled
2	R/W	B'0	R/W	R/W controls FIFO read/write. 0: FIFO write (data-out operation at DMA transfer) 1: FIFO read (data-in operation at DMA transfer) Set this bit to 1 when reading data from the SATA device. Clear it to 0 when writing data to the SATA device.
1	STOP	B'0	R/W	This bit forces termination of DMA transfer. When writing 0: Ignored 1: Forcibly terminates data transfer When reading 0: Forced termination command is not issued. 1: Forced termination of data transfer command is issued. This bit is cleared to 0 when the next DMA starts. To power down (SATA internal clock turns off) while DMA is active (ACT = 1), DMA transfer should be forcibly terminated. Note: Transfer cannot always be resumed from the address at which DMA transfer has been forcibly terminated.
0	START	B'0	R/W	This bit initiates DMA transfer. If this bit set to 1 then the DMA transfer is started. When cleared to 0, this bit is ignored. When writing 0: Ignored 1: Starts DMA transfer When reading 0: DMA transfer is not active 1: DMA transfer is in busy state Note: Access to the task file register is prohibited while DMA is active.

59.2.3 ATAPI Status Register (ATAPI_STATUS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SSBSY	SSD RDY	—	—	SSDRQ	—	—	SSERR	—	—	—	—	—	—	—	—
Initial value:	0	0	—	—	0	—	—	0	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SATAINT	—	—	SWERR	—	DNEND	DEVTRM	DEVINT	—	ERR	NEND	ACT
Initial value:	—	—	—	—	0	—	—	0	—	0	0	0	—	0	0	0
R/W:	R	R	R	R	R	R	R	R/WC0	R	R/WC0	R/WC0	R	R	R/WC0	R/WC0	R

Bit	Bit Name	Initial Value	R/W	Description
31	SSBSY	B'0	R	SSBSY corresponds to INTBSY of the SATA INT status register (SATAINTSTAT), the BSY bit value of the shadow status register (SSTATUS). This bit is enabled when ISM = 1 and disabled (0) when ISM = 0. The write value should always be 0.
30	SSDRDY	B'0	R	SSDRDY corresponds to INTDRDY of the SATA INT status register (SATAINTSTAT), the DRDY bit value of the shadow status register (SSTATUS). This bit is enabled when ISM = 1 and disabled (0) when ISM = 0. The write value should always be 0.
29, 28	—	—	R	Reserved The write value should always be 0.
27	SSDRQ	B'0	R	SSDRQ corresponds to INTDRQ of the SATA INT status register (SATAINTSTAT), the DRQ bit value of the shadow status register (SSTATUS). This bit is enabled when ISM = 1 and disabled (0) when ISM = 0. The write value should always be 0.
26, 25	—	—	R	Reserved The write value should always be 0.
24	SSERR	B'0	R	SSER corresponds to INTERR of the SATA INT status register (SATAINTSTAT), the ERR bit value of the shadow status register (SSTATUS). This bit is enabled when ISM = 1 and disabled (0) when ISM = 0. The write value should always be 0.
23 to 12	—	—	R	Reserved The write value should always be 0.
11	SATAINT	B'0	R	SATAINT indicates the status of host_intrq of the SATA-IP block. This bit is read-only. host_intrq is the internal interrupt request signal. For the interrupt source of this signal, refer to the description of the SATA INT Status register. The write value should always be 0.
10, 9	—	—	R	Reserved The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
8	SWERR	B'0	R/WC0	Software error bit. 1 in this bit indicates that the task file register is accessed when the DMA is active. This bit is set to 1 when a PIO transfer is performed during DMA transfer. In this case, no output is directed to the SATA-IP block and the access is ignored. Writing 0 resets this bit.
7	—	—	R	Reserved The write value should always be 0.
6	DNEND	B'0	R/WC0	DNEND indicates that all DMAs have successfully ended in the descriptor mode. Writing 0 resets this bit.
5	DEVTRM	B'0	R/WC0	DEVTRM is set to 1 when the DMA mode for the SATA_IP block is terminated before the number of DMA transfer bytes defined in the DMA transfer count register (ATAPI_DMA_TRANS_CNT) is reached (corresponds to P-ATA device's device termination operation). Writing 0 resets this bit.
4	DEVINT	B'0	R	DEVINT indicates the status of host_int_ata_intrq in the SATA-IP block (host_int_ata_intrq signal corresponds to the IDEINT signal of the P-ATA device and ATA of the SATA INT status register (SATAINTSTAT)). This bit is read-only. Since this LSI chip preserves no status, this bit is cleared to 0 when host_int_ata_intrq is set to 0. The SATA_HBA block regards any interrupt signal from the SATA-IP block as a level trigger input. host_int_ata_intrq is negated by the SATA device to clear the interrupt pending state after the shadow status register (SSTATUS) is read out. There is no time specification. The write value should always be 0.
3	—	—	R	Reserved The write value should always be 0.
2	ERR	B'0	R/WC0	ERR is set to 1 when the host forcibly terminated the DMA transfer. Writing 0 resets this bit.
1	NEND	B'0	R/WC0	NEND indicates that DMA has been successfully terminated. Writing 0 resets this bit.
0	ACT	B'0	R	ACT indicates that DMA is active. To power down (SATA internal clock turns off) while DMA is active (ACT = 1), DMA transfer should be forcibly terminated (STOP = 1). The write value should always be 0.

59.2.4 Interrupt Enable Register (ATAPI_INT_ENABLE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

When 1 is written to a bit, the interrupt signal corresponding to the bit in the ATAPI status register (ATAPI_STATUS) is enabled.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	iSATAINT	—	—	iSWERR	—	iDNEND	iDEVTRM	iDEVINT	—	iERR	iNEND	iACT
Initial value:	—	—	—	—	0	—	—	0	—	0	0	0	—	0	0	0
R/W:	R	R	R	R	R/W	R	R	R/W	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	—	R	Reserved The write value should always be 0.
11	iSATAINT	B'0	R/W	SATAINT interrupt enable
10, 9	—	—	R	Reserved The write value should always be 0.
8	iSWERR	B'0	R/W	SWERR interrupt enable
7	—	—	R	Reserved The write value should always be 0.
6	iDNEND	B'0	R/W	DNEND interrupt enable
5	iDEVTRM	B'0	R/W	DEVTRM interrupt enable
4	iDEVINT	B'0	R/W	DEVINT interrupt enable
3	—	—	R	Reserved The write value should always be 0.
2	iERR	B'0	R/W	ERR interrupt enable
1	iNEND	B'0	R/W	NEND interrupt enable
0	iACT	B'0	R/W	ACT interrupt enable bit. Since ACT is cleared automatically when a DMA transfer is completed, interrupt processing should be completed during assertion.

Note: Writing 1 to a bit enables the interrupt signal corresponding to the bit in the ATAPI status register. Do not clear the interrupt mask of the INTC while the SATA module is being reset. For resetting of the SATA module, refer to the descriptions of the CPG module.For the interrupt mask of INTC, refer to the description in the section on the INTC module.

59.2.5 Descriptor Table Base Address Register (ATAPI_DTB_ADR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DTBA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DTBA													—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	DTBA	B'0_0000_0000_0000_ 0000_0000_0000_0000	R/W	These bits indicate the descriptor table base address. Bits 31 to 0 are used to set the descriptor table base address.
2 to 0	—	—	R	Reserved The write value should always be 0.

Note: This address does not change and the set value is retained even after the DMA becomes active.

(1) Descriptor Table

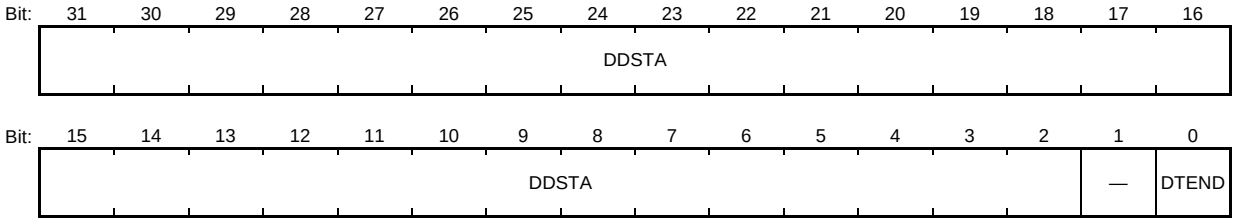
The descriptor table consists of the termination flag, the descriptor DMA start address (DDSTA), and the descriptor DMA transfer count (DDTRC).

(a) When Bits 31 to 29 of Descriptor DMA Start Address are Valid (DTA32M = 1)

Table 59.4 Descriptor Table Map in Memory

Address	Data Description
DTBA	The first termination flag (bit 0 = 0) and DDSTA
DTBA + 4	The first DDTRC
DTBA + 8	The second termination flag (bit 0 = 0) and DDSTA
DTBA + 12	The second DDTRC
…	…
DTBA + 8* (n – 1)	The n-th termination flag (bit 0 = 1) and DDSTA
DTBA + 8* (n – 1) + 4	The n-th DDTRC

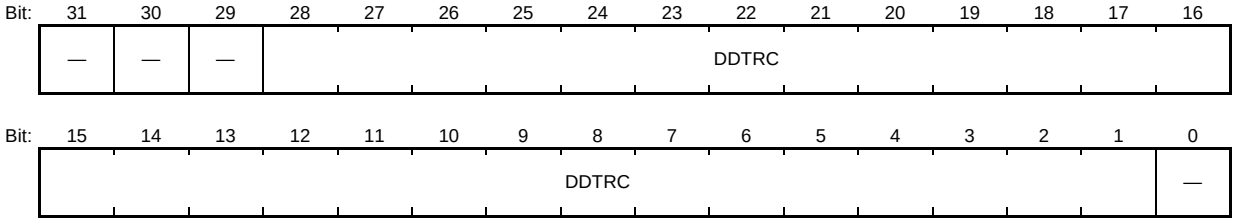
- Termination Flag and Descriptor DMA Start Address



Bit	Bit Name	Description
31 to 2	DDSTA	DDSTA shows the DMA start address in descriptor operation. Bits 31 to 0 are used to set the descriptor table start address on a byte basis. Bits 1 and 0 are ignored because it is necessary to secure the boundary of 32-bit addresses in the DMA start address.
1	—	Reserved The write value should always be 0.
0	DTEND	DTEND controls the termination of a descriptor DMA operation. 0: Validates the descriptor table When DTEND is 0, the DMA transfer count is read, DMA transfer is performed, and the next descriptor table is read. 1: Terminates the descriptor DMA operation When DTEND is 1, the last descriptor table is detected.

The valid flag and descriptor DMA start address should be set in the descriptor table base address + "m" in the memory, where m is multiple of 2 (such as 0, 2, 4 …).

- Descriptor DMA Transfer Count

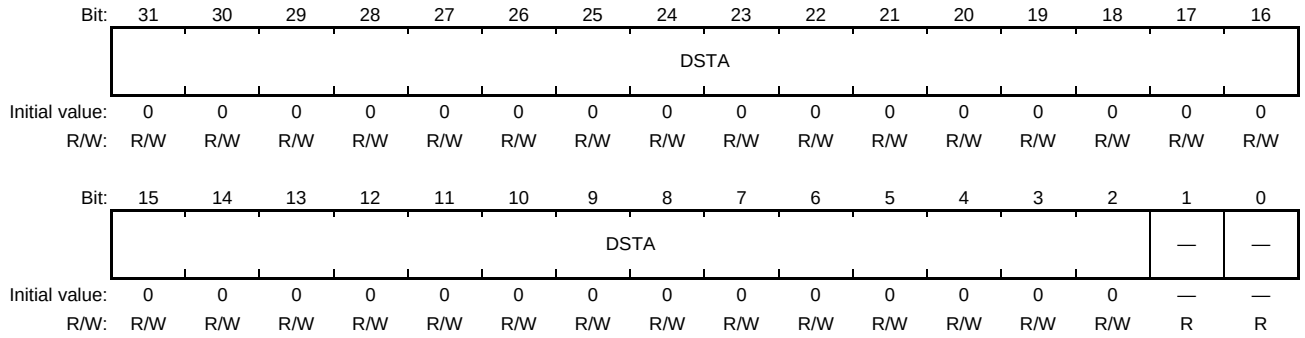


Bit	Bit Name	R/W	Description
31 to 29	—	R	Reserved The write value should always be 0.
28 to 1	DDTRC	R/W	These bits set the DMA transfer count during descriptor operation. Bits 28 to 0 are used to set the DMA transfer count on a byte basis. Bit 0 is ignored because the SATA data bus is handled on a 16-bit basis (on a word basis).
0	—	R	Reserved The write value should always be 0.

The descriptor DMA transfer count should be set in the descriptor table base address + "m" in the memory, where the value of m is any multiple number of 2 plus 1 (such as 1, 3, 5,…).

59.2.6 DMA Start Address Register (ATAPI_DMA_START_ADR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

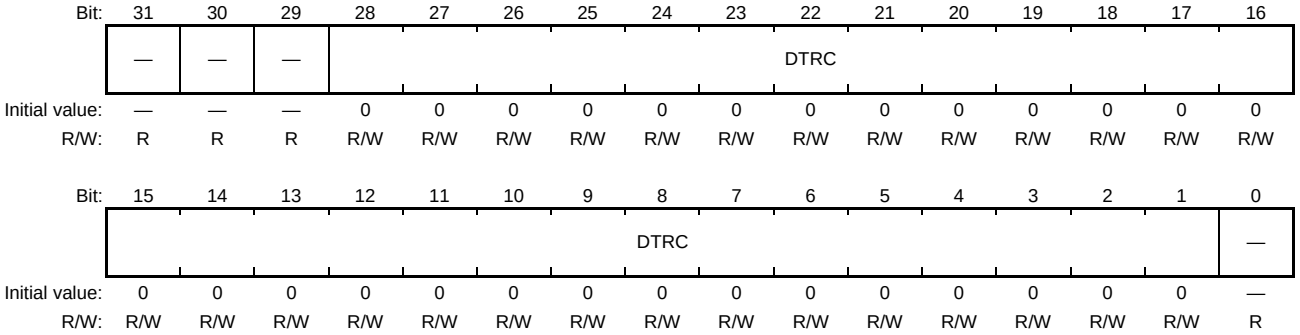


Bit	Bit Name	Initial Value	R/W	Description
31 to 2	DSTA	B'00_0000_0000_0000_ 0000_0000_0000_0000	R/W	DSTA sets a DMA start address that indicates the data transfer start address in the memory. Bits 31 to 0 are used to set the DMA start address on a byte basis. Bits 1 and 0 are ignored because it is necessary to secure the boundary of 32-bit addresses in the DMA start address.
1, 0	—	—	R	Reserved The write value should always be 0.

Note: This address does not change and the set value is retained even after the DMA becomes active.

59.2.7 DMA Transfer Count Register (ATAPI_DMA_TRANS_CNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—



Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	—	R	Reserved The write value should always be 0.
28 to 1	DTRC	H'000_0000	R/W	DTRC sets the DMA transfer count. Bits 28 to 0 are used to set the DMA transfer count on a byte basis. Bit 0 is ignored because the ATAPI data bus is handled on a 16-bit basis (on a word basis).
0	—	—	R	Reserved The write value should always be 0.

Note: This count value does not change and the set value is retained even after the DMA becomes active.

59.2.8 ATAPI Control 2 Register (ATAPI_CONTROL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	LWORD SWAP	WORD SWAP	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	0	0	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	—	R	Reserved The write value should always be 0.
2	LWORDSWAP	B'0	R/W	LWORDSWAP controls the swapping of the upper 32-bit data and the lower 32-bit data on a 2-longword basis (64-bit data) on the AXI bus. 0: Longword swap is not executed. The 64-bit data on the AXI bus appears in a big endian format. 1: Longword swap is executed between the SATA interface and the AXI bus interface. Note that longword swap is only available on data transfer when bit 0 (START) in the ATAPI control register (ATAPI_CONTROL1) = 1: DMA mode start.
1	WORDSWAP	B'0	R/W	WORDSWAP controls the swapping of the upper 16-bit data and the lower 16-bit data on a longword basis when the 64-bit data bus is enabled in the AXI bus. 0: Word swap is not executed. 1: Word swap is executed between the SATA interface and the AXI bus interface. Note that word swap is only available on data transfer when bit 0 (START) in the ATAPI control register (ATAPI_CONTROL1) = 1: DMA mode start.
0	—	—	R	Reserved The write value should always be 0.

59.2.9 ATAPI Signal Status Register (ATAPI_SIG_ST)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DPIORDY	DMARQ
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	—	R	Reserved The write value should always be 0.
1	DPIORDY	—	R	DPIORDY indicates the state of the IF signal for PIO transfer in the SATA_IP block.
0	DMARQ	—	R	DMARQ indicates ATAPIDMARQ (IDEDREQ) signal state.

Note: Since the SATA interface has separate PIO and DMA interfaces, the DDMARDY signal of conventional ATAPI cannot be monitored.
The IORDY signal is not emulated. DPIORDY monitors the PIO-transfer interface signal only. Monitoring of the DMA-transfer interface signals is not possible.

59.2.10 Byte Swap Register (ATAPI_BYTE_SWAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	BYTE SWAP
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	—	R	Reserved The write value should always be 0.
0	BYTESWAP	B'0	R/W	BYTESWAP controls the swapping of the upper 8-bit data and the lower 8-bit data in the SATA interface. 0: Byte swap is not executed between the SATA interface and the AXI bus. 1: Byte swap is executed between the SATA interface and the AXI bus. Note that byte swap is only available on data transfer when START in the ATAPI control register (ATAPI_CONTROL1) = 1: DMA mode start.

59.2.11 BIST Config Register (BISTCONF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The BISTCONF register is used to configure the operation to be performed in BIST mode.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LOOPB
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

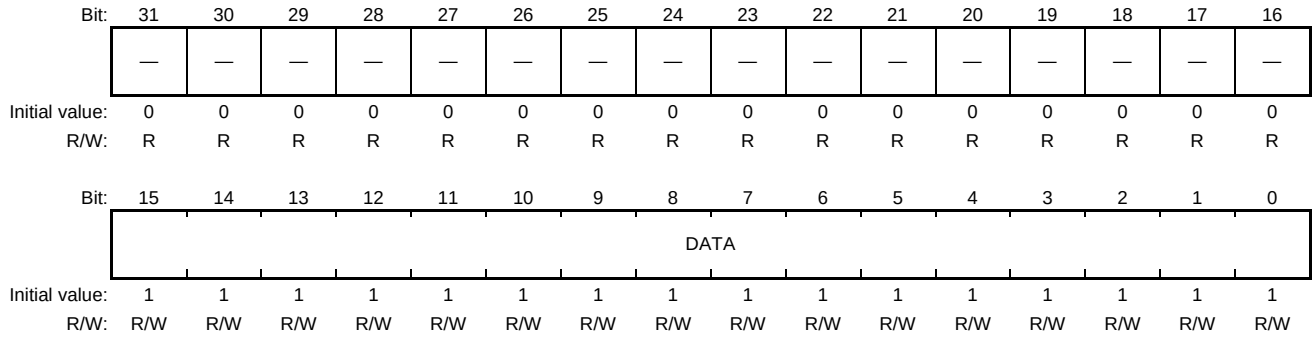
Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	LOOPB	B'0	R/W	Loopback mode bit (Loopback Mode) 0: Loopback (for far-end retimed loopback mode) is not formed in the link layer of the host. 1: Loopback (for far-end retimed loopback mode) is formed in the link layer of the host.

Note: No read access can be made to this register and no correct data can be read from this register until the PHYRDY state is established. (See section 59.2.1, Note on the Access to the Registers Allocated to H'1018 to H'10A8.)

59.2.12 Shadow Data Register (DATA) (SDATA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The Shadow Data Register corresponds to the ATA standard's Data Register/Port. This is a data register that is read and written in PIO transfer mode.



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	DATA	H'FFFF	R/W	Transmit/receive data (SHADOW_DATA)

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register.
2. In PIO transfer mode, that is, except when the host_shdw_stat_DRQ signal is being asserted, both of R/W operations are canceled, and therefore the initial value H'FFFF is not read out but H'0000 is read out. When a read attempt is made after the PIO mode read transfer, the last read value is read out.
3. Access to the data register is prohibited while DMA is active. The SDATA register is accessible.

59.2.13 Shadow Error Register (SERR[Read Mode]) (SSERR[Read Mode])

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow error register corresponds to the ATA standard's error register. (The actual register is on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SERR							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0.
7 to 0	SERR	H'FF	R	Error monitor bit (SHADOW_ERROR) The bit definitions vary with issued commands. (Except for Bit 2) ABRT bit (Bit 2): The value is 1 when issued command is Abort.

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register. Note that a write to the address of this register essentially causes the shadow features register (SFEATURES[Write Mode]) (SSFEATURES[Write Mode]) to be accessed.

2. The initial value of this register cannot be read out since the value of this register is normally rewritten by the device immediately after the interface gets ready for communication following a power-on reset. See section 59.3.13, Signature of the Shadow Register (INFORMATIVE).

3. Access to the SERR register is prohibited while DMA is active. The SSERR register is accessible.

59.2.14 Shadow Features Register (SFEATURES[Write Mode]) (SSFEATURES[Write Mode])

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow features register corresponds to the ATA standard's features register. (* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SFEATURES							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved The write value should always be 0.
7 to 0	SFEATURES	H'FF	W	Subcommand setup bits (SHADOW_FEATURES) The bit definitions vary with the commands.

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register. Note that a read from the address of this register essentially causes the shadow error register (SERR[Read Mode]) (SSERR[Read Mode]) to be accessed.

2. This register functions in a 2-stage FIFO configuration when a device that is compatible with the 48-bit Address features set is connected. For details, see section 59.3.12, Extended ATA Registers.

3. Access to the SFEATURES register is prohibited while DMA is active. The SSFEATURES register is accessible.

59.2.15 Shadow Sector CNT Register (SECCNT) (SSECCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow sector CNT register corresponds to the ATA standard's sector count register.
(* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SECCNT							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	SECCNT	H'FF	R/W	Sector count bits (SHADOW_SECTOR_CNT) The bit definitions vary with the commands.

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register.
2. The initial value of this register cannot be read out since the value of this register is normally rewritten by the device immediately after the interface gets ready for communication following a power-on reset. See section 59.3.13, Signature of the Shadow Register (INFORMATIVE).
3. This register functions in a 2-stage FIFO configuration when a device that is compatible with the 48-bit Address features set is connected. For details, see section 59.3.12, Extended ATA Registers.
4. Access to the SECCNT register is prohibited while DMA is active. The SSECCNT register is accessible.

59.2.16 Shadow LBA Low Register (LBALOW) (SLBALOW)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow LBA low register corresponds to the ATA standard's LBA low (sector number) register.
(* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	LBALOW							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	LBALOW	H'FF	R/W	LBA_low address bits (SHADOW_LBA_LOW) The bit definitions vary with the commands.

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register.
2. The initial value of this register cannot be read out since the value of this register is normally rewritten by the device immediately after the interface gets ready for communication following a power-on reset. See section 59.3.13, Signature of the Shadow Register (INFORMATIVE).
3. This register functions in a 2-stage FIFO configuration when a device that is compatible with the 48-bit Address features set is connected. For details, see section 59.3.12, Extended ATA Registers.
4. Access to the LBALOW register is prohibited while DMA is active. The SLBALOW register is accessible.

59.2.17 Shadow LBA Mid Register (LBAMID) (SLBAMID)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow LBA mid register corresponds to the ATA standard's LBA mid (cylinder low) register. (* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	LBAMID							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	LBAMID	H'FF	R/W	LBA_MID address bits (SHADOW_LBA_MID) The bit definitions vary with the commands.

Notes:
1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register.
2. The initial value of this register cannot be read out since the value of this register is normally rewritten by the device immediately after the interface gets ready for communication following a power-on reset. See section 59.3.13, Signature of the Shadow Register (INFORMATIVE).
3. This register functions in a 2-stage FIFO configuration when a device that is compatible with the 48-bit Address features set is connected. For details, see section 59.3.12, Extended ATA Registers.
4. Access to the LBAMID register is prohibited while DMA is active. The SLBAMID register is accessible.

59.2.18 Shadow LBA High Register (LBAHIGH) (SLBAHIGH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow LBA high register corresponds to the ATA standard's LBA high (cylinder high) register. (* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	LBAHIGH							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	LBAHIGH	H'FF	R/W	LBA_high address bits (SHADOW_LBA_HIGH) The bit definitions vary with the commands.

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register.
2. The initial value of this register cannot be read out since the value of this register is normally rewritten by the device immediately after the interface gets ready for communication following a power-on reset. See section 59.3.13, Signature of the Shadow Register (INFORMATIVE).
3. This register functions in a 2-stage FIFO configuration when a device that is compatible with the 48-bit Address features set is connected. For details, see section 59.3.12, Extended ATA Registers.
4. Access to the LBAHIGH register is prohibited while DMA is active. The SLBAHIGH register is accessible.

59.2.19 Shadow Device/Head Register (DEVHEAD) (SDEVHEAD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow device/head register corresponds to the ATA standard's device/head register.
(* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	DEVHEAD							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7 to 0	DEVHEAD	H'FF	R/W	Device function select bits (SHADOW_DEVHEAD) The bit definitions except those for bits 7, 5, and 4 vary with the commands. Bits 7 and 5: Obsolete Bit 4: DEV bit. Selects either the Master or Slave. This bit must always be set to 0.

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register.
2. The initial value of this register cannot be read out since the value of this register is normally rewritten by the device immediately after the interface gets ready for communication following a power-on reset. See section 59.3.13, Signature of the Shadow Register (INFORMATIVE).
3. Access to the DEVHEAD register is prohibited while DMA is active. The SDEVHEAD register is accessible.

59.2.20 Shadow Status Register (SSTATUS [Read Mode]) (SSSTATUS [Read Mode])

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The SSTATUS or SSSTATUS register corresponds to the ATA standard's status register. Its value can be read out correctly only when the DEV bit (bit 4) of the shadow device/head register (DEVHEAD) (SDEVHEAD) is set to 0. Its read value is always H'0000_0000 when the DEV bit is set to 1.

Accessing this register for read causes the ATA-sourced host_intrq interrupt signal to be negated. (* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	BSY	DRDY	DFSE	SSTATUS	DRQ	—	—	ERR
Initial value:	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0.
7	BSY	B'0	R	BSY bit
6	DRDY	B'1	R	DRDY bit
5	DFSE	B'1	R	DF/SE bit
4	SSTATUS	B'1	R	Definition varies with the command.
3	DRQ	B'1	R	DRQ bit
2, 1	—	B'11	R	Reserved This bit is always read as 1.
0	ERR	B'1	R	ERR/CHK bit

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register. Note that a write to the address of this register essentially causes the shadow command register (SCOM[Write Mode]) (SSCOM[Write Mode]) to be accessed.

2. The initial value of this register cannot be read out since the value of this register is normally rewritten by the device immediately after the interface gets ready for communication following a power-on reset. See section 59.3.13, Signature of the Shadow Register (INFORMATIVE).

3. Access to the SSTATUS register is prohibited while DMA is active. The SSSTATUS register is accessible.

59.2.21 Shadow Command Register (SCOM [Write Mode]) (SSCOM [Write Mode])

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow command register corresponds to the ATA standard's command register. The ATA command code is set by this register.

Accessing this register for write causes the command to be issued to the device (sending command register FIS). (* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	SCOM							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved The write value should always be 0.
7 to 0	SCOM	H'FF	W	Transmit command setup bits (SHADOW_COMMAND)

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register. Note that a read from the address of this register essentially causes the shadow status register (SSTATUS[Read Mode]) (SSSTATUS[Read Mode]) to be accessed.
2. Access to the SCOM register is prohibited while DMA is active. The SSCOM register is accessible.

59.2.22 Shadow alternate status register (SALTSTS [Read Mode]) (SSALTSTS [Read Mode])

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The SALTSTS or SSALTSTS register is the ATA standard's alternate status register. Its value can be read out correctly only when the DEV bit (bit 4) of the shadow device/head register (DEVHEAD) (SDEVHEAD) is set to 0. Its read value is always H'0000_0000 when the DEV bit is set to 1.

The bits of this register always have the same bit value as the corresponding bits of the shadow status register. Any attempt to access this register for read, however, does not cause the ATA-sourced host_intrq interrupt signal to be negated.

(* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

control register (SDEVCON[Write Mode])

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ABSY	ADRDY	ADFSE	SALTSTS	ADRQ	—	—	AERR
Initial value:	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved These bits are always read as 0.
7	ABSY	B'0	R	BSY bit
6	ADRDY	B'1	R	DRDY bit
5	ADFSE	B'1	R	DF/SE bit
4	SALTSTS	B'1	R	Definition varies with the command.
3	ADRQ	B'1	R	DRQ bit
2, 1	—	B'11	R	Reserved These bits are always read as 1.
0	AERR	B'1	R	ERR/CHK bit

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register. Note that a write to the address of this register essentially causes the shadow device control register (SDEVCON[Write Mode]) (SSDEVCON[Write Mode]) to be accessed.
2. The initial value of this register cannot be read out since the value of this register is normally rewritten by the device immediately after the interface gets ready for communication following a power-on reset. See section 59.3.13, Signature of the Shadow Register (INFORMATIVE).
3. Access to the SALTSTS register is prohibited while DMA is active. The SSALTSTS register is accessible.

59.2.23 Shadow Device Control Register (SDEVCON [Write Mode]) (SSDEVCON [Write Mode])

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The shadow device control register is the ATA standard's device control register.

(* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	HOB	—	—	—	—	SRST	NIEN	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	W	R	R	R	R	W	W	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved The write value should always be 0.
7	HOB	B’0	W	HOB bit
6 to 3	—	All 0	R	Reserved The write value should always be 0.
2	SRST	B’0	W	SRST bit
1	NIEN	B’0	W	nIEN bit
0	—	B’0	R	Reserved The write value should always be 0.

Notes: 1. Refer to the ATA/ATAPI-7 and Serial-ATA specification for further information about this register. Note that a read from the address of this register essentially causes the Shadow alternate status register (SALTSTS[Read Mode]) (SSALTSTS[Read Mode]) to be accessed.

2. Access to the SDEVCON register is prohibited while DMA is active. The SSDEVCON register is accessible.

59.2.24 SATA Extend ICC Register (SATAEICCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ICC							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved The write value should always be 0.
7 to 0	ICC	H'00	R	ICC stands for Isochronous Command Completion

Note: Refer to the Serial-ATA specification for further information about this register.

59.2.25 SATA Extend Auxiliary Register (SATAEAUXR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Auxiliary															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Auxiliary															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Auxiliary	H'0000_0000	R	Auxiliary Contains parameter values specified on per command basis

Note: Refer to the Serial-ATA specification for further information about this register.

59.2.26 SATA Extend DEVSLP Register (SATAEDEVSLPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	DEVSLP_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0.
0	DEVSLP_EN	B’0	R/W	Sets the device sleep mode of the SATA host IP. 0: The device sleep mode is not set. 1: The device sleep mode is set.

59.2.27 SCR SStatus Register (SCRSSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	IPM				SPD				DET			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0.
11 to 8	IPM	B’0000	R	Interface power manager state monitor bits These bits indicate the interface's Power Management mode or state. B’0000: No device is connected or the device is not ready for communication. B’0001: Active mode B’0010: Partial mode B’0110: Slumber mode B’1000: DevSleep mode Other: Setting prohibited. After a transition to the slumber mode from the partial mode by automatic partial to slumber, IPM is set to B'0110 to indicate the slumber mode.
7 to 4	SPD	B’0000	R	Communication speed monitor bits These bits indicate the speed at which the interface communicates with the device. B’0000: No device is connected or the device is not ready for communication. B’0001: First generation (1.5 Gbps) B’0010: Second generation (3.0 Gbps) B’0011: Third generation (6.0 Gbps) Other: Setting prohibited.
3 to 0	DET	B’0000	R	Device communication state monitor bits These bits indicate the PHY state with respect to device detection. B’0000: No device is detected or the device is not ready for communication. B’0001: A device is detected but the device is not ready for communication. B’0011: A device is detected and the device is ready for communication. B’0100: Offline mode or loopback mode Other: Setting prohibited.

Note: Refer to the Serial-ATA specification for further information about this register.

59.2.28 SCR SError Register (SCRSERR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	DIAGA	DIAGX	DIAGF	DIAGT	DIAGS	DIAGH	DIAGC	DIAGD	DIAGB	DIAGW	DIAGI	DIAGN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	ERRE	ERRP	ERRC	ERRT	—	—	—	—	—	—	ERRM	ERRI
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R	R	R	R	R	R	R/WC1	R/WC1

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
27	DIAGA	B'0	R/WC1	DIAGA is used to sense COMWAKE before detecting a device. Port Selector Presence Detect (set when COMWAKE is detected before the Phy layer detects a device)
26	DIAGX	B'0	R/WC1	DIAGX is used to sense the change in device connection state. Exchanged (Set when the Phy layer detects a device connection or disconnection)
25	DIAGF	B'0	R/WC1	FIS type error bit Unrecognized FIS Type
24	DIAGT	B'0	R/WC1	Abnormal timing transfer result reception bit Transport state transition error (Set when transfer result notification is received at an invalid timing)
23	DIAGS	B'0	R/WC1	Abnormal state transition bit Link Sequence Error (Set when an illegal state transition occurs in the Link layer)
22	DIAGH	B'0	R/WC1	Handshake error bit
21	DIAGC	B'0	R/WC1	CRC error bit
20	DIAGD	B'0	R/WC1	Disparity error bit
19	DIAGB	B'0	R/WC1	10b/8b decode error bit
18	DIAGW	B'0	R/WC1	COMWAKE detect bit COMWAKE Detect (Set when COMWAKE is detected at any timing)
17	DIAGI	B'0	R/WC1	Error state bit Phy Internal Error (Set when an error occurs in the Phy layer)
16	DIAGN	B'0	R/WC1	Transfer Ready state change bit PHYRDY change (Set when the PhyRdy signal indicating the Phy layer's transfer ready state is toggled)
15 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
11	ERRE	B'0	R/WC1	Internal FIFO flow error bit Internal Error (Set when a flow error occurs in the internal FIFO. Perform a software reset whenever this bit is set.)
10	ERRP	B'0	R/WC1	Protocol error bit Protocol Error (Set when either one of the following conditions occurs): An illegal state transition occurs in the Link layer (same as the DIAGS bit) An unsupported FIS is received (same as the DIAGF bit). The size of the received FIS is found invalid. A transfer result notification is received at an invalid timing (same as the DIAGT bit).
9	ERRC	B'0	R/WC1	FIS transmission PhyRdy signal negated bit Non-recovered persistent communication or data integrity error (Set when the PhyRdy signal is negated during transmission of a FIS except Data FIS (including retries))
8	ERRT	B'0	R/WC1	Data FIS transfer error bit Non-recovered transient data integrity error (Set when an error occurs during Data FIS transfer. Be sure to check this bit during PIO reads.)
7 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	ERRM	B'0	R/WC1	Communication error recovery monitor bit Recovered communications error (The PhyRdy signal indicating the Phy layer's transfer ready state is negated but asserted again within approximately 200 µs.)
0	ERRI	B'0	R/WC1	Retransmission result bit Recovered data integrity error (Set when retransmission of an FIS is successful)

Notes: 1. Refer to the Serial-ATA specification for further information about this register.
2. There are cases in which the DIAGW and DIAGN bits of this register are already set before a first access is made since the initial data is automatically set in the register when it is provided with a clock signal after a power-on reset. Consequently, it is recommended that all bits of this register be cleared (writing H'FFFF_FFFF) at the beginning of the startup sequence.
3. The operation of this register is irrelevant to the settings of the SATA INT status register (SATAINTSTAT) and SATA INT mask register (SATAINTMASK). The way in which the SCR SError register behaves remain unchanged even when bits b1, b2, and b3 of the SATA INT mask register are set (that is, interrupt sources are masked as the result of the update of the SCR SError result).

59.2.29 SCR SControl Register (SCRSCON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CSPM				CIPM				CSPD				CDET			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W*	R/W*	R/W*	R/W*	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 12	CSPM	B’0000	R/W*	Power Management Mode transition request bits (SPM) CSPM is a set of bits that request for the state of the Power Management mode. Set as follows to have Power Management to transit to the required state: B’0000: No request B’0001: Request transition to the Partial Mode. B’0010: Request transition to the Slumber Mode. B’0100: Request to restoration to the Active Mode. Other: Setting prohibited. (* The transition request to the Partial/Slumber Mode is not retried. When using this field, unmask the SLUMMSK and PARTIMSK bits (bits 6 and 5) of the SATA INT mask register (SATAINTMASK) and enable "device rejects transition to Slumber Mode" and "device rejects transition to Partial Mode" interrupts.)
11 to 8	CIPM	B’0000	R/W	Interface Power Management Mode enable bit (IPM) CIPM enables or disables the interface's Power Management mode. B’0000: No limitation. B’0001: Partial Mode Disable B’0010: Slumber Mode Disable B’0011: Partial/Slumber Mode Disable B’0100: DevSleep power management state is disabled. B’0101: Partial and DevSleep power management states are disabled. B’0110: Slumber and DevSleep power management states are disabled. B’0111: Partial, Slumber, and DevSleep power management states are disabled. Other: Setting prohibited.

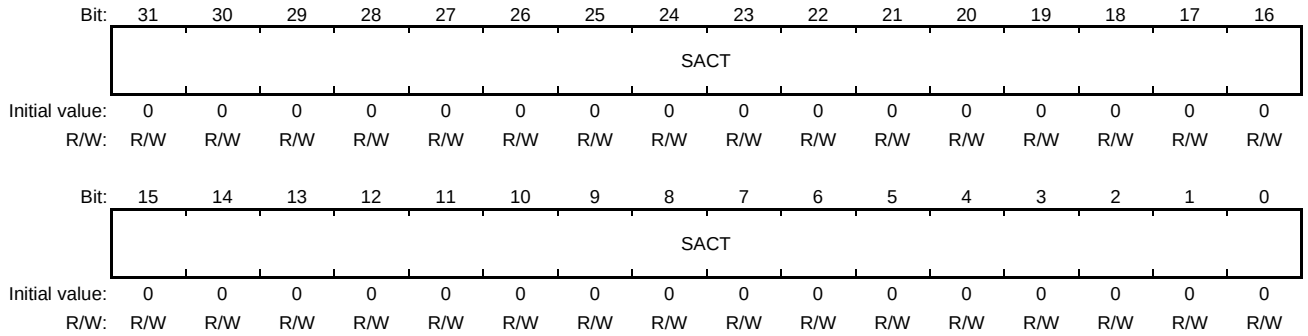
Bit	Bit Name	Initial Value	R/W	Description
7 to 4	CSPD	B’0000	R/W	Communication speed bits (SPD) The CSPD bits define the limiting speed at which communication with the device is to be made. B’0000: No limitation (same as B'0010) B’0001: First generation (1.5 Gbps) B’0010: Second generation (3.0Gbps) or less B’0011: Third generation (6.0 Gbps) or less Other: Setting prohibited. (This field is not initialized by a hardware reset. It is initialized at power-on reset time.)
3 to 0	CDET	B’0000	R/W	RESET/Offline mode bits (DET) The CDET bits specify the RESET/Offline mode. B’0000: No request B’0001: RESET. Handled as a hardware reset. B’0100: Places the PHY in offline mode. Other: Setting prohibited. (The SCR SControl register is initialized after the switching of the CDET field value from B'0001 to B'0000 is detected. Consequently, the values of the CSPM, CIPM, and CSPD fields are invalid when a write access such that the CDET field is set to B'0000 is made to this register.)

Notes: 1. Refer to the Serial-ATA specification for further information about this register.
2. It is impossible to check the value of this field since the field is reset to B'0000 as soon as setting of the value is internally detected.

59.2.30 SCR SActive Register (SCRSACT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The SCR SActive register is used to set up the TAG value to be used for Native Command Queuing.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SACT	H'0000_0000	R/W	b31: Corresponds to a TAG value of B'1_1111. b30: Corresponds to a TAG value of B'1_1110. b29: Corresponds to a TAG value of B'1_1101. b28: Corresponds to a TAG value of B'1_1100. b27: Corresponds to a TAG value of B'1_1011. b26: Corresponds to a TAG value of B'1_1010. b25: Corresponds to a TAG value of B'1_1001. b24: Corresponds to a TAG value of B'1_1000. b23: Corresponds to a TAG value of B'1_0111. b22: Corresponds to a TAG value of B'1_0110. b21: Corresponds to a TAG value of B'1_0101. b20: Corresponds to a TAG value of B'1_0100. b19: Corresponds to a TAG value of B'1_0011. b18: Corresponds to a TAG value of B'1_0010. b17: Corresponds to a TAG value of B'1_0001. b16: Corresponds to a TAG value of B'1_0000. b15: Corresponds to a TAG value of B'0_1111. b14: Corresponds to a TAG value of B'0_1110. b13: Corresponds to a TAG value of B'0_1101. b12: Corresponds to a TAG value of B'0_1100. b11: Corresponds to a TAG value of B'0_1011. b10: Corresponds to a TAG value of B'0_1010. b9: Corresponds to a TAG value of B'0_1001. b8: Corresponds to a TAG value of B'0_1000. b7: Corresponds to a TAG value of B'0_0111. b6: Corresponds to a TAG value of B'0_0110. b5: Corresponds to a TAG value of B'0_0101. b4: Corresponds to a TAG value of B'0_0100. b3: Corresponds to a TAG value of B'0_0011. b2: Corresponds to a TAG value of B'0_0010. b1: Corresponds to a TAG value of B'0_0001. b0: Corresponds to a TAG value of B'0_0000.

Notes: 1. Refer to the Serial-ATA specification for further information about this register.
2. This register is write-only. To reset this register, it is necessary to reset the device (Software Reset will do).

59.2.31 SATA INT Status Register (SATAINTSTAT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bits 31 to 24 of the SATA INT status register are Shadow Status bits and mirror the value of the shadow status register. As with the shadow status register, accessing this register for read causes the ATA-sourced host_int_ata_intrq interrupt signal to be negated. (* The real entity of the register lies on the device side; the host side value is handled as a mirror value.)

Bits 11 to 0 of this register identify the interrupt source of the host_intrq signal. The bits that are masked by the SATA INT mask register (SATAINTMASK) do not cause the host_intrq signal to be asserted when the corresponding interrupt source event occurs. In this case, the pertinent bit is not set either.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	INT BSY	INT DRDY	INT DFSE	INTSST ATUS	INT DRQ	—	—	INT ERR	—	—	—	—	—	—	—	—
Initial value:	0	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SDBF	SLUMR	PARTI R	VEND	BIST	SLUM	PARTI	DMAST	SERR	ERR	ERR CRT	ATA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	RC	RC	RC	RC	RC	RC	RC	RC	RC	RC	RC	RC

Bit	Bit Name	Initial Value	R/W	Description
31	INTBSY	B'0	R	BSY bit
30	INTDRDY	B'1	R	DRDY bit
29	INTDFSE	B'1	R	DF/SE bit
28	INTSSTATUS	B'1	R	Definition varies with the command.
27	INTDRQ	B'1	R	DRQ bit.
26, 25	—	B'11	R	Reserved These bits are always read as 1.
24	INTERR	B'1	R	ERR/CHK bit
23 to12	—	All 0	R	Reserved These bits are always read as 0.
11	SDBF	B'0	RC	Set Device Bits FIS reception
10	SLUMR	B'0	RC	A request for transition to the Slumber state has been received (for device-initiated power management, i.e. DIPM).
9	PARTIR	B'0	RC	A request for transition to the Partial state has been received (for device-initiated power management, i.e. DIPM).
8	VEND	B'0	RC	Vendor Specific FIS reception
7	BIST	B'0	RC	BIST Active FIS reception
6	SLUM	B'0	RC	Device rejects transition to Slumber Mode. Refer to notes 2.
5	PARTI	B'0	RC	Device rejects transition to Partial Mode. Refer to notes 2.
4	DMAST	B'0	RC	Same meaning as DMA Setup FIS reception (fpdma_req signal asserted)
3	SERR	B'0	RC	SCR SERROR register update

Bit	Bit Name	Initial Value	R/W	Description
2	ERR	B'0	RC	SCR SERROR register (SCRSERR) ERRE, ERRP, ERRC, ERRT, ERRM, and ERRI bits update
1	ERRCRT	B'0	RC	SCR SERROR register (SCRSERR) ERRE, ERRP, and ERRT bits update Refer to notes 1.
0	ATA	B'0	RC	ATA source (equivalent to P-ATA's INTRQ)

Notes: 1. When the "SCR SError register ERRE, ERRP, and ERRT bits update" interrupt bit is set, it indicates that the condition cannot be recovered by this host controller module. In such a case, take appropriate actions according to the operating state established before the error occurred and the value of the SCR SError register (SCRSERR).
Example:
1) When the ERRT bit of the SCR SError register (SCRSERR) is set on completion of a PIO Read (data-in) transfer:
The read data contains an error bit. Restart processing at the issuance of the command.
2) When the ERRE bit of the SCR SError register (SCRSERR) is set during DMA transfer:
The data that is being transferred contains an error but since it cannot be detected by the device, it is necessary to perform a software reset and restart processing at the issuance of the command.
3) When the ERRP bit of the SCR SError register (SCRSERR) is set:
Perform a hardware reset and re-execute the preceding operation.

2. When a "device rejects transition to Slumber Mode" or "device rejects transition to Partial Mode" interrupt occurs, no request is reissued (retried) to the device. If requests should be made again, reset the SCR SControl register with a correct value.

59.2.32 SATA INT Mask Register (SATAINTMASK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The SATA INT mask register is used to mask the interrupt sources configured in the SATA INT status register (SATAINTSTAT). Interrupt sources corresponding to bits for which 1s have been specified are masked.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	SDBF MSK	SLUMR MSK	PARTIT MSK	VEND MSK	BIST MSK	SLUM MSK	PARTI MSK	DMAST MSK	SERR MSK	ERR MSK	ERRCRT MSK	ATA MSK
Initial value:	0	0	0	0	1	0	0	1	1	1	1	1	1	1	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
11	SDBFMSK	B'1	R/W	Masks the "Set Device Bits FIS received" interrupt.
10	SLUMRMSK	B'0	R/W	Mask for the "request for transition to Slumber mode" interrupt (for DIPM).
9	PARTITMSK	B'0	R/W	Mask for the "request for transition to Partial mode" interrupt (for DIPM).
8	VENDMSK	B'1	R/W	Masks the "Vendor Specific FIS received" interrupt.
7	BISTMSK	B'1	R/W	Masks the "BIST Activate FIS received" interrupt.
6	SLUMMSK	B'1	R/W	Masks the "device reject transition to Slumber mode" interrupt.
5	PARTIMSK	B'1	R/W	Masks the "device reject transition to Partial mode" interrupt.
4	DMASTMSK	B'1	R/W	Masks the "DMA Setup FIS received" interrupt.
3	SERRMSK	B'1	R/W	Masks the "SCR SError register (SCRSERR) update" interrupt.
2	ERRMSK	B'1	R/W	Masks the "SCR SError register (SCRSERR) ERRE, ERRP, ERRC, ERRT, ERRM, and ERRI bits update" interrupt.
1	ERRCRTMSK	B'0	R/W	Masks the "SCR SError register (SCRSERR) ERRE, ERRP, and ERRT bits update" interrupt.
0	ATAMSK	B'0	R/W	Masks the "ATA source (equivalent to P-ATA's INTRQ)" interrupt. The NIEN bit of the shadow device control register (SDEVCON) provides the same effect.

59.2.33 PHY STOP Register (PHYSTOP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PHY STOP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are read as 0. The write value should be 0.
0	PHY STOP	B'0	R/W	0: Normal 1: PHY STOP

Note: PHY STOP mode is used to stop the AFE. Apply a power-on reset to return the AFE from the PHY STOP mode (a software reset will not do this).

59.2.34 Rx DMA Setup FIS Dword0 Register (DMADW0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The Rx DMA setup FIS Dword0 Register contains the most recently received DMA Setup FIS information. It should be referenced when a DMA Setup FIS received interrupt occurs as indicated in the SATA INT status register (SATAINTSTAT).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AUTO ACT	DMA INT	DMA DIR	—	PMPORT				FISTYPE							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

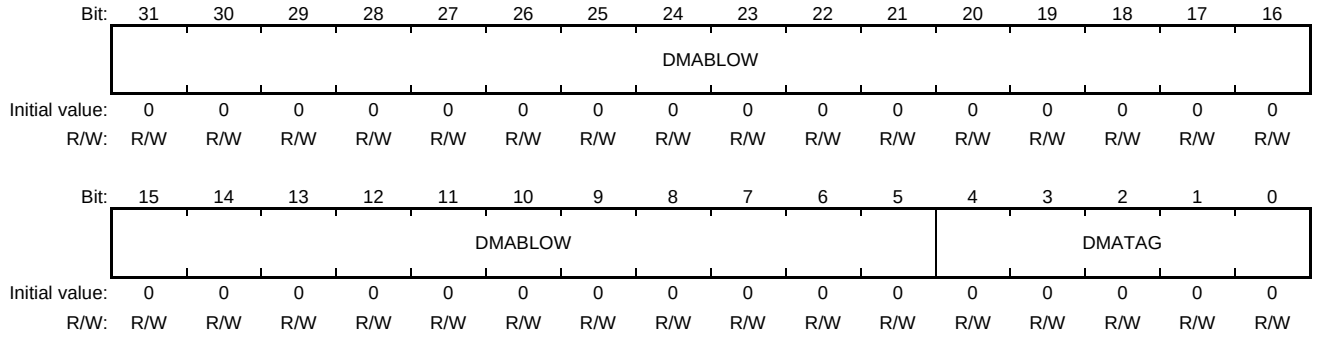
Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	AUTOACT	B'0	R/W	Auto-Activation bit 1 indicates Auto-Activation.
14	DMAINT	B'0	R/W	Interrupt bit
13	DMADIR	B'0	R/W	Data transfer direction bit The direction of the next data transfer. 0: Host → device 1: Device → host
12	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
11 to 8	PMPORT	All 0	R/W	Source device ID Always set to B'0000 in NCQ mode.
7 to 0	FISTYPE	All 0	R/W	FIS type bits FISTYPE indicates the type of a received FIS. The value is "41" when a DMA setup FIS is received.

Note: Refer to the Serial-ATA specification for further information about this register.

59.2.35 Rx DMA Setup FIS Dword1 Register (DMADW1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The Rx DMA setup FIS Dword1 Register contains the most recently received DMA Setup FIS information. It should be referenced when a DMA Setup FIS received interrupt occurs as indicated in the SATA INT status register (SATAINTSTAT).



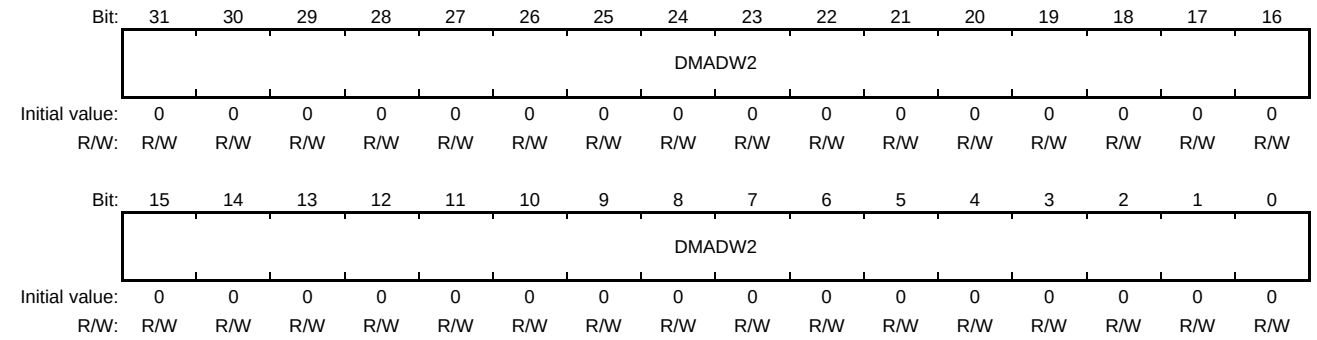
Bit	Bit Name	Initial Value	R/W	Description
31 to 5	DMABLOW	B'000_0000_0000_0000_0000_0000_0000	R/W	DMA Buffer Identifier Low field value in the DMA Setup FIS (set to H'0000_0000 in NCQ mode)
4 to 0	DMATAG	B'0_0000	R/W	TAG field for NCQ

Note: Refer to the Serial-ATA specification for further information about this register.

59.2.36 Rx DMA Setup FIS Dword2 Register (DMADW2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The Rx DMA setup FIS Dword2 Register contains the most recently received DMA Setup FIS information. It should be referenced when a DMA Setup FIS received interrupt occurs as indicated in the SATA INT status register (SATAINTSTAT).



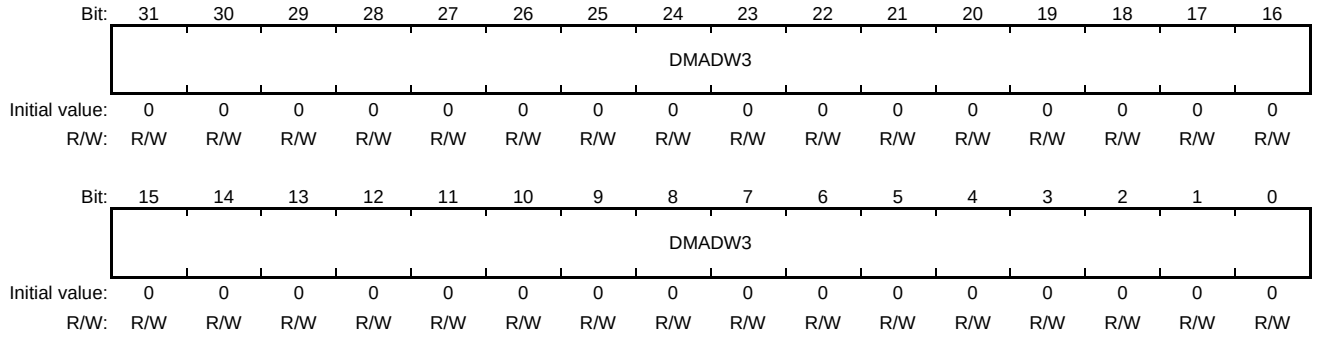
Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DMADW2	H'0000_0000	R/W	DMA Buffer Identifier High field value (Set to H'0000_0000 in NCQ mode)

Note: Refer to the Serial-ATA specification for further information about this register.

59.2.37 Rx DMA Setup FIS Dword3 Register (DMADW3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The Rx DMA setup FIS Dword3 Register contains the most recently received DMA Setup FIS information. It should be referenced when a DMA Setup FIS received interrupt occurs as indicated in the SATA INT status register (SATAINTSTAT).



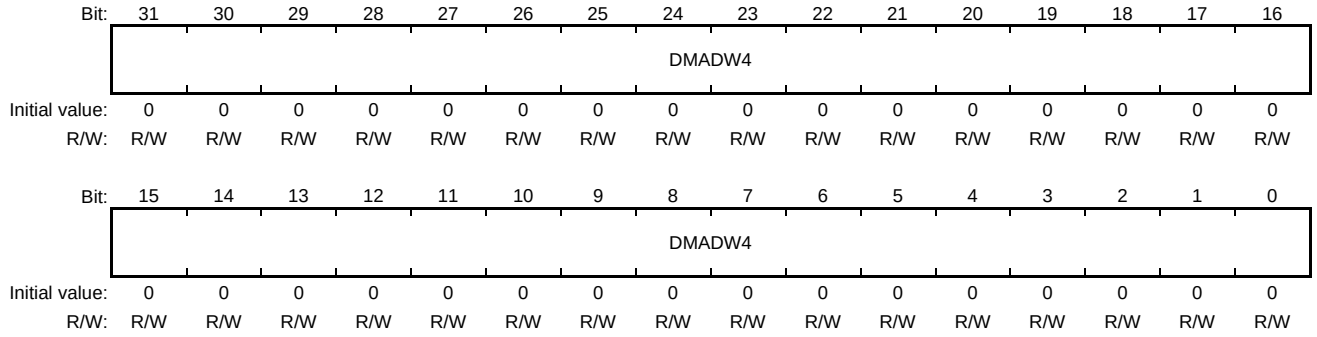
Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DMADW3	H'0000_0000	R/W	Dword3 value in the DMA Setup FIS (Normally set to H'0000_0000 as DMADW3 is handled as Reserved)

Note: Refer to the Serial-ATA specification for further information about this register.

59.2.38 Rx DMA Setup FIS Dword4 Register (DMADW4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The Rx DMA setup FIS Dword4 Register contains the most recently received DMA Setup FIS information. It should be referenced when a DMA Setup FIS received interrupt occurs as indicated in the SATA INT status register (SATAINTSTAT).



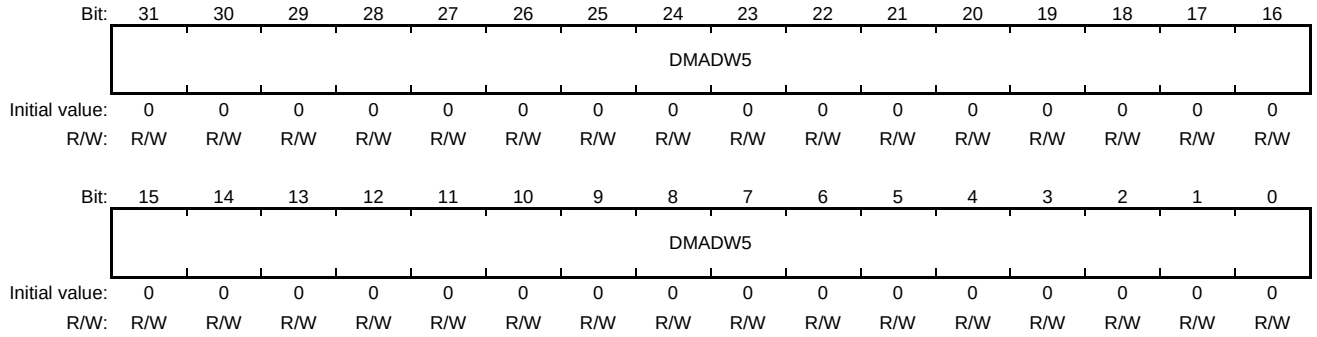
Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DMADW4	H'0000_0000	R/W	DMA Buffer Offset value in the DMA Setup FIS

Note: Refer to the Serial-ATA specification for further information about this register.

59.2.39 Rx DMA Setup FIS Dword5 Register (DMADW5)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The Rx DMA setup FIS Dword5 Register contains the most recently received DMA Setup FIS information. It should be referenced when a DMA Setup FIS received interrupt occurs as indicated in the SATA INT status register (SATAINTSTAT).



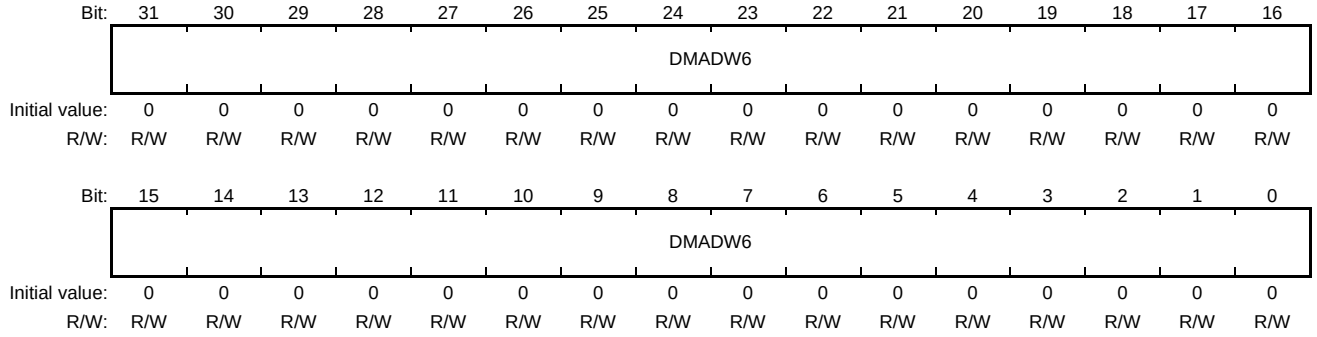
Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DMADW5	H'0000_0000	R/W	DMA Transfer Count value in the DMA Setup FIS

Note: Refer to the Serial-ATA Specification for further information about this register.

59.2.40 Rx DMA Setup FIS Dword6 Register (DMADW6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	—	√	—

The Rx DMA setup FIS Dword6 register contains the most recently received DMA Setup FIS information. It should be referenced when a DMA Setup FIS received interrupt occurs as indicated in the SATA INT status register (SATAINTSTAT).



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DMADW6	H'0000_0000	R/W	Dword6 value in the DMA Setup FIS (Normally set to H'0000_0000 as DMADW6 is handled as Reserved)

Note: Refer to the Serial-ATA specification for further information about this register.

59.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

59.3.1 Power Management Mode

The SATA interface can be switched into Partial, Slumber, or Active mode by setting up the CSPM field of the SCR SControl register (SCRSCON) for the required mode.

Note: Whenever restoring the SATA interface from Partial or Slumber mode to Active mode, be sure to verify with the SCR SStatus register (SCRSSTS) that the SATA interface is in Partial or Slumber mode. Any request issued to the device to switch into Power Management Mode with this register setting is not retried when it is rejected. To reissue the request, it is necessary to set up the SCR SControl register (SCRSCON) again.

59.3.2 Device Sleep

The device sleep (DevSleep) mode is a low power consumption mode which has been added to revision 3.2 of the SATA standard. The DevSleep mode dramatically reduces power consumption for devices (HDD and SSD) while the devices are placed in the standby state. To support the DevSleep mode, a side-band signal (DEVSLP pin) must be added to the host chip. For this SATA host IP, we recommend use of bit 0 (DEVSLP_EN) of the SATA extend DEVSLP register to control the DEVSLP pin.

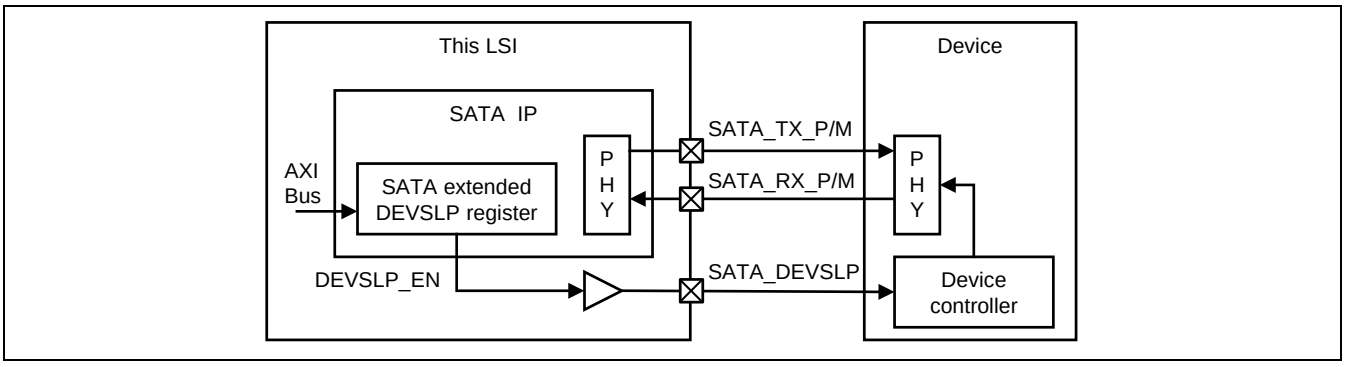
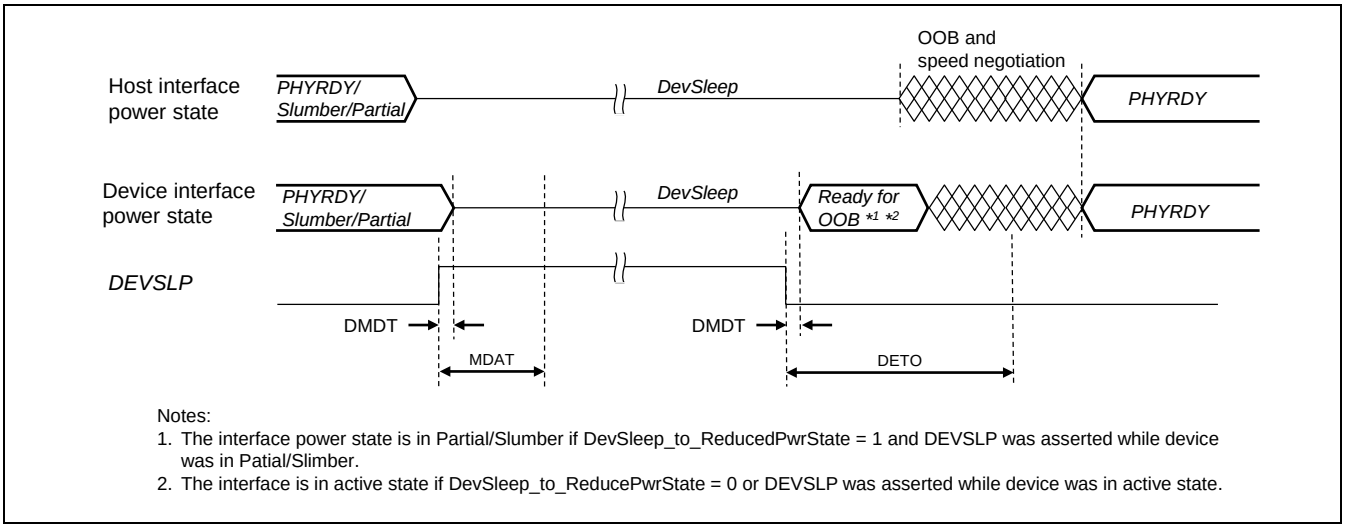


Figure 59.2 Example of DEVSLP Connection



Notes:
1. The interface power state is in Partial/Slumber if DevSleep_to_ReducedPwrState = 1 and DEVSLP was asserted while device was in Patial/Slimber.
2. The interface is in active state if DevSleep_to_ReducePwrState = 0 or DEVSLP was asserted while device was in active state.

Figure 59.3 DEVSLP Protocol Overview (Source: Serial ATA Revision 3.2)

Table 59.5 DevSleep Timing Parameters (Source: Serial ATA Revision 3.2)

Symbol	Parameter	Value
MDAT	Minimum DEVSLP Assertion Time, minimum time that the host shall assert DEVSLP, once it has been asserted.	10 ms unless otherwise specified in Identify Device Data Log.
DMDT	DEVSLP Minimum Detection Time, minimum time the device needs to de-bounce the DEVSLP signal after detecting it has been asserted.	10 µs
DETO	DevSleep Exit Timeout, maximum time from when DEVSLP is negated, to when the device shall be ready to detected OOB Signals.	20 ms unless otherwise specified in Identify Device Data Log.

59.3.3 Initialization

To perform communication using this module, it is necessary to set up the bridge function and establish a SATA connection.

Follow the procedure shown below to initialize the SATA.

(1) Release the Module from Standby

After resetting, release the module from the standby state. Refer to section 12, Module Standby, Software Reset, for details on module standby. The module enters the module standby state after release from the power-on reset state.

(2) Establishing OOB and Speed Negotiation

Start OOB and speed negotiation at the resetting of the standby state.

59.3.4 Interrupt Modes

The Link block supports two operating modes in addition to the ATA compliant registers.

This section describes the interrupt source masks and the specifications with respect to the clearing of the interrupt sources.

Figure 59.4 illustrates interrupt functions.

(1) IP Compatible Mode (Initial Value, when ISM = 0)

(a) Interrupt Source Mask

When an interrupt is masked, the corresponding interrupt flag is not set in the status register.

(b) Clearing Interrupt Sources

Interrupt sources are cleared by reading the SATA INT status register (SATAINTSTAT).

As with the shadow status register (SSTATUS), a read access causes the ATA-sourced (corresponding to INTRQ of P-ATA) host_intrq interrupt signal to be negated.

The ATA-specified interrupt source, SCR SError register (SCRSERR), is cleared by writing 1.

(2) CIS Interrupt Mode (when ISM = 1)

(a) Interrupt Source Mask

Interrupts are masked but corresponding flags are still set in the status register.

During negotiation, bit 3 in the Interrupt Status register is set. After negotiation ends, all bits in the Interrupt Status register must be cleared to 0.

(b) Clearing Interrupt Sources

Interrupt sources are cleared by writing 0.

A read access does not cause the ATA-sourced (corresponding to INTRQ of P-ATA) host_intrq interrupt signal to be negated.

The ATA-specified interrupt source, SCR SError register (SCRSERR), is cleared by writing 1; there is no change with this respect.

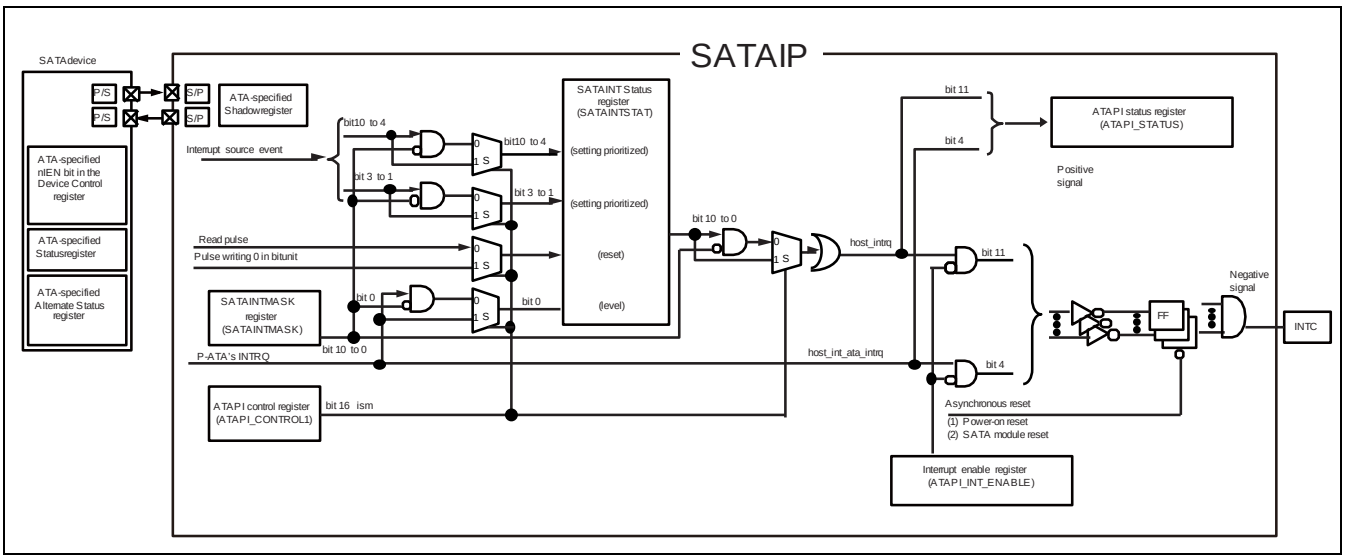


Figure 59.4 Interrupt Functions

59.3.5 Interrupt Processing Flow

The end of host device transfer interrupt and the ERR interrupt need to be considered.

The use of a timer in the wait processing is recommended to detect abnormal operations.

The device and host sources conflict. Figure 59.5 to 59.12 show the flow diagrams of interrupt processing.

The meanings of the words in the flow diagrams are given below.

CMD:	The CPU requests data transfer by writing to the SATA host and device registers.
Data ready:	Data for writing to (DATA-OUT) the SATA device by the CPU are prepared in memory.
DATA:	Data to be transferred (data to be transferred by DMA)
Data reference:	The CPU refers to data to be read from (DATA-IN) the SATA device in memory.
DMA request:	Request for DMA transfer from the SATA device
DEVINT, SERR, SATAINT:	Interrupt request originating in the device, such as the request corresponding to DEVINT (bit 4) in the ATAPI status register (ATAPI_STATUS)
NEND:	Interrupt request for the end of normal transfer of the SATA host, such as the requests corresponding to NEND (bit 1) in the ATAPI status register (ATAPI_STATUS)
Response:	Response to completion of writing to memory of data read from the SATA device
'Order may be reversed.’	The order of the error interrupt or the interrupt at the end of normal transfer to or from the device may be reversed before or after the end of normal transfer.
End of normal transfer:	The time of generation of the interrupt request corresponding to NEND (bit 1) or DNEND (bit 6) in the ATAPI status register (ATAPI_STATUS) as the source

One of the two sets of events listed below will occur according to the response time of the device and the internal response time.

States (1) to (3) occur at the end of normal transfer of DATA-OUT:

(1) Errors originating in the SATA device overlap.
(2) Errors due to SATA communications and the host overlap.
(3) The device's end interrupts will overlap if the device response is fast.

States (4) to (6) occur at the end of normal transfer of DATA-IN:

(4) Errors originating in the SATA device overlap.
(5) Errors due to SATA communications or the host overlap.
(6) The device's end interrupts will overlap if the internal response is fast.

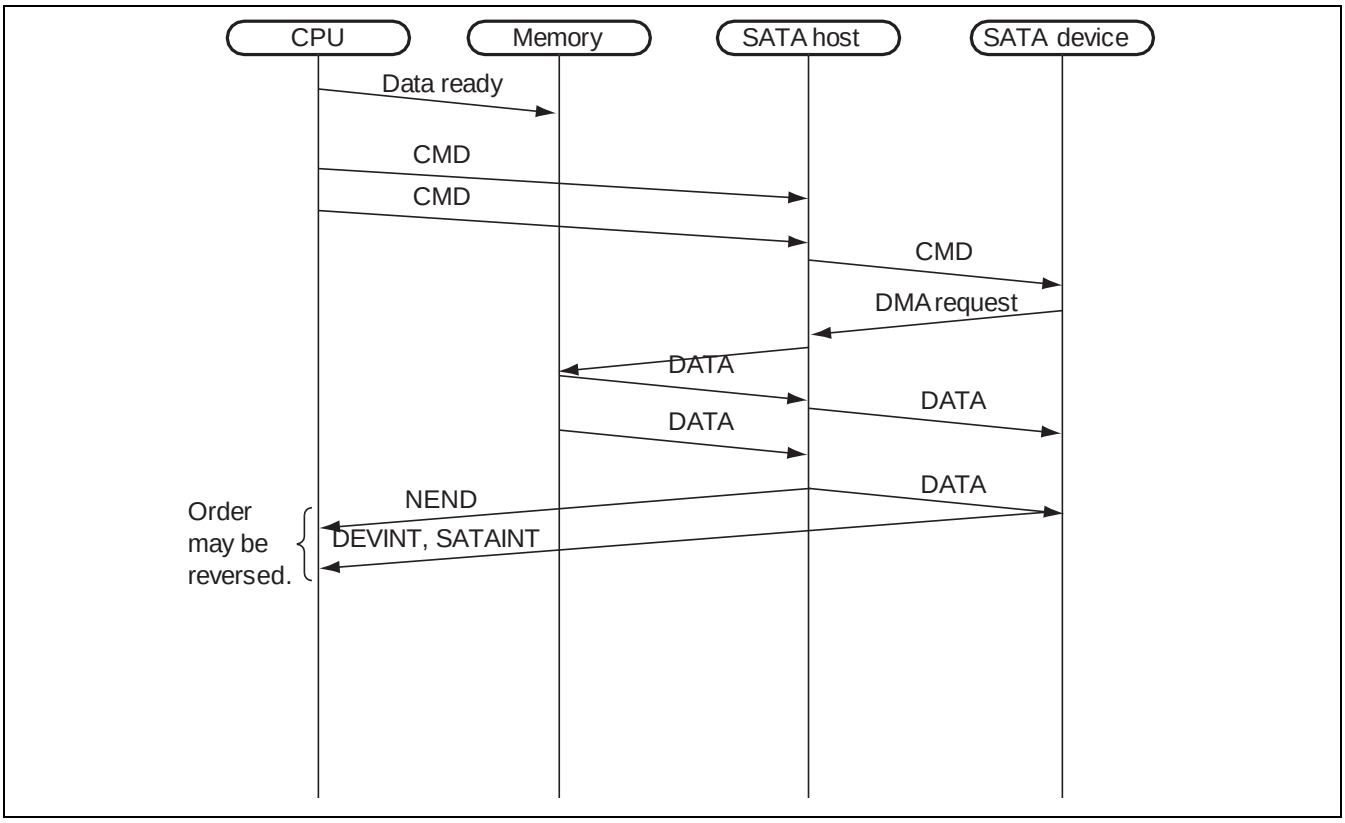


Figure 59.5 DATA-OUT (Normal Mode Interrupts)

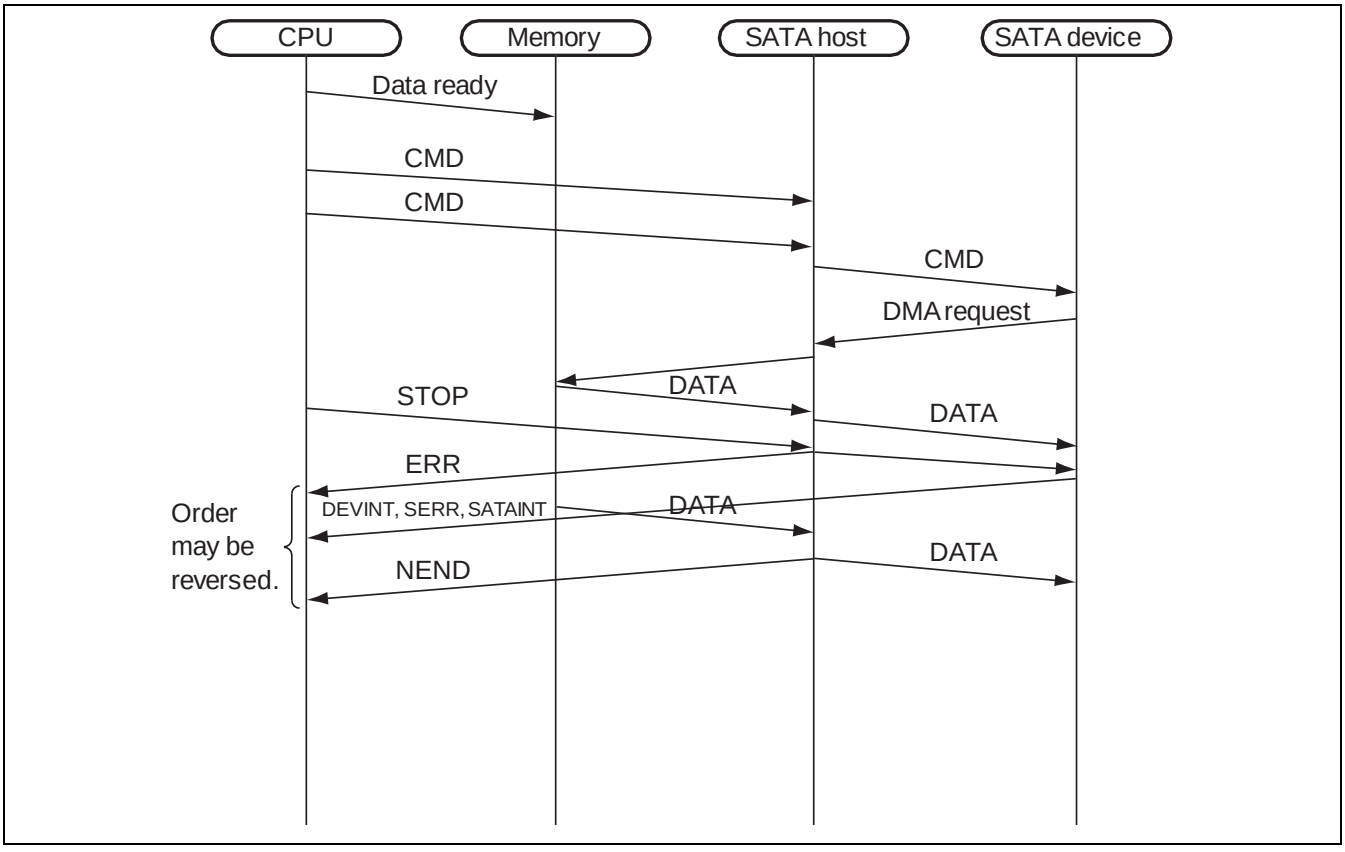


Figure 59.6 DATA-OUT (Internal Bus or CPU Sources)

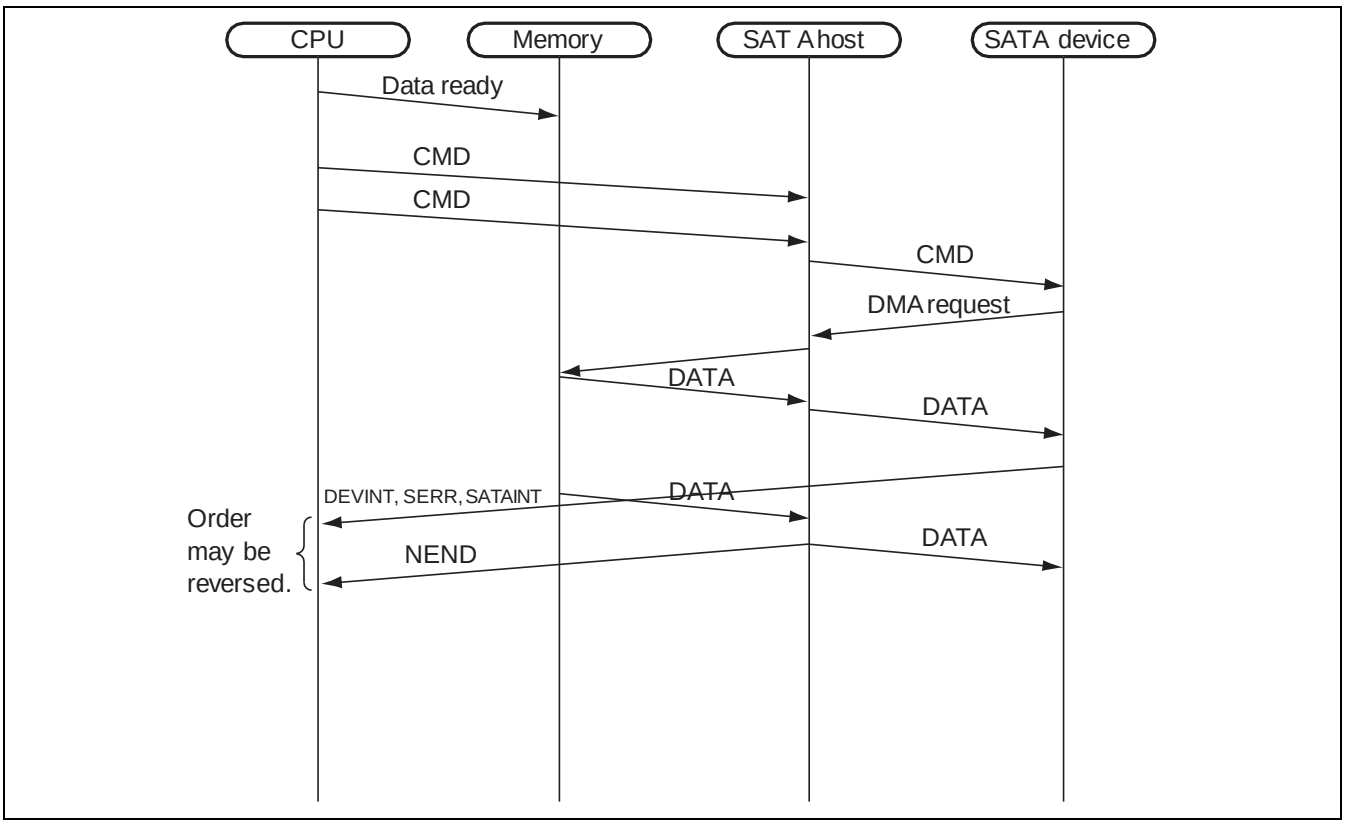


Figure 59.7 DATA-OUT (SATA Device Error)

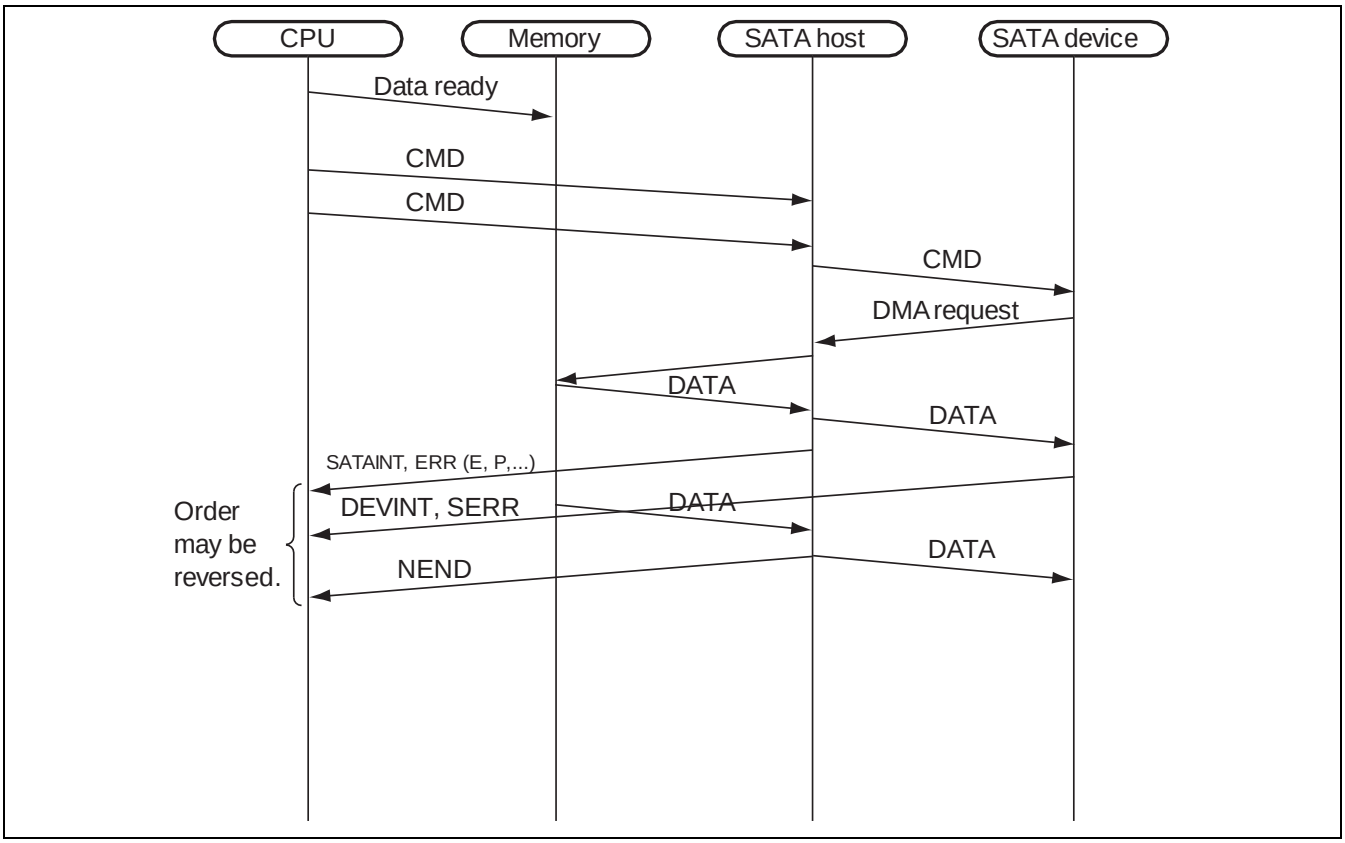


Figure 59.8 DATA-OUT (SATA Communication/Host-Sourced Error)

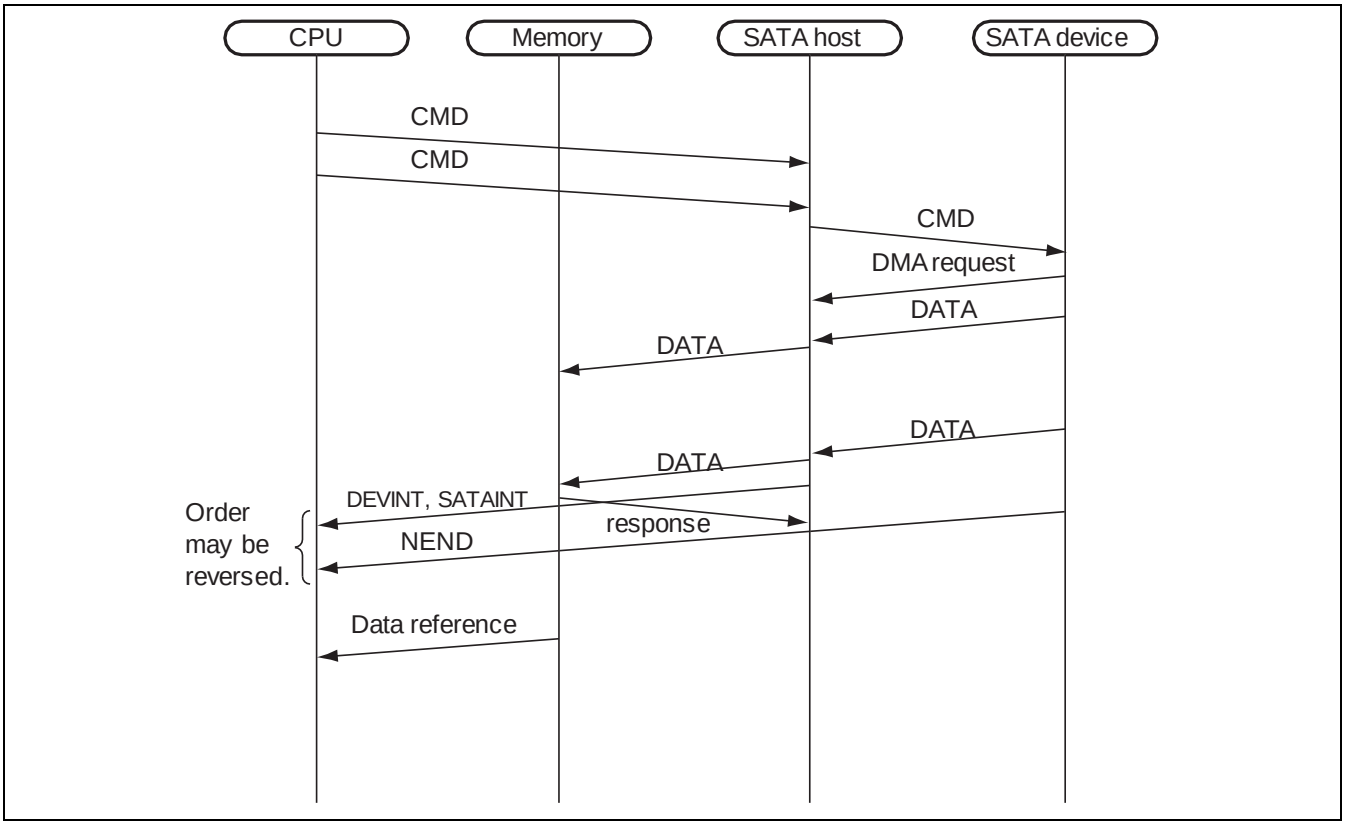


Figure 59.9 DATA-IN (Normal Mode Interrupts)

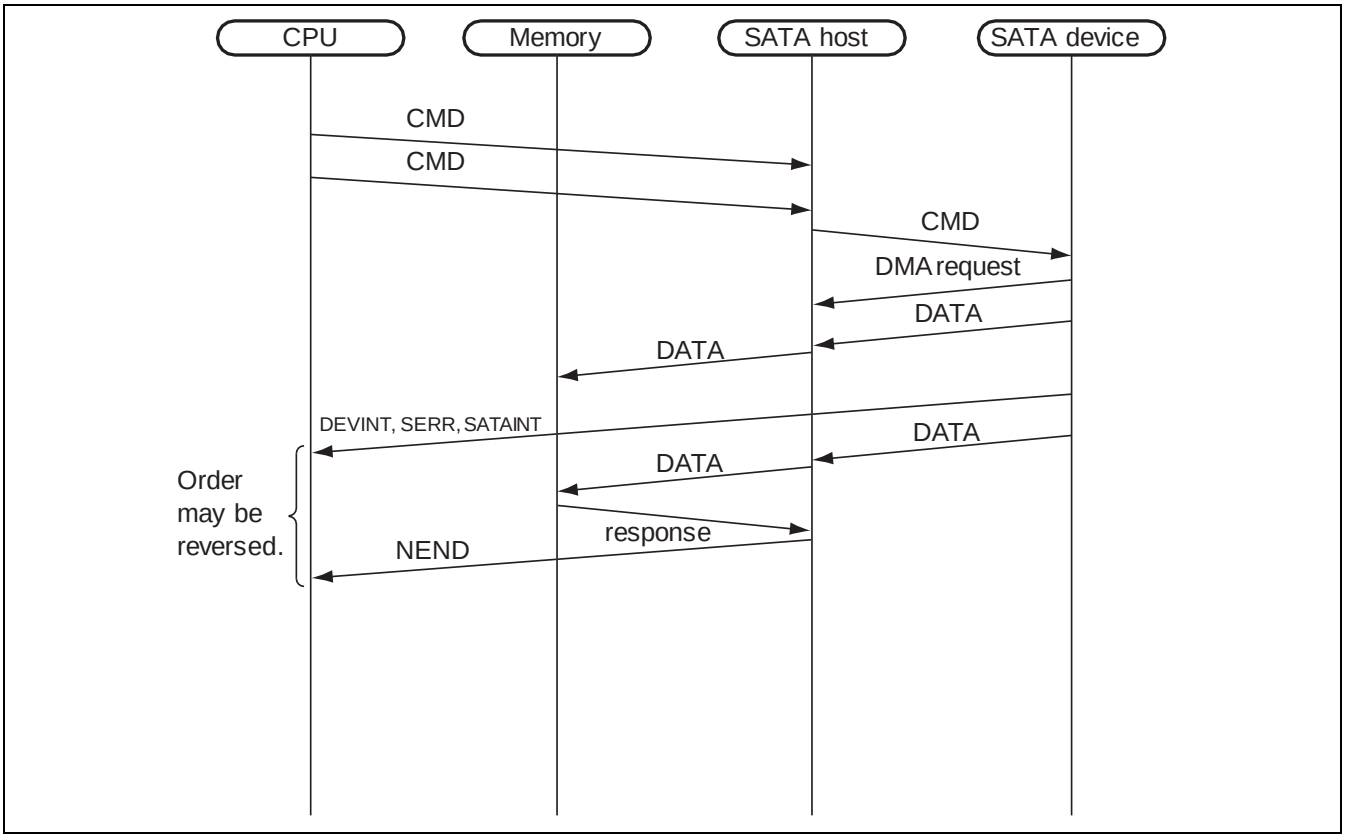


Figure 59.10 DATA-IN (SATA Device Error)

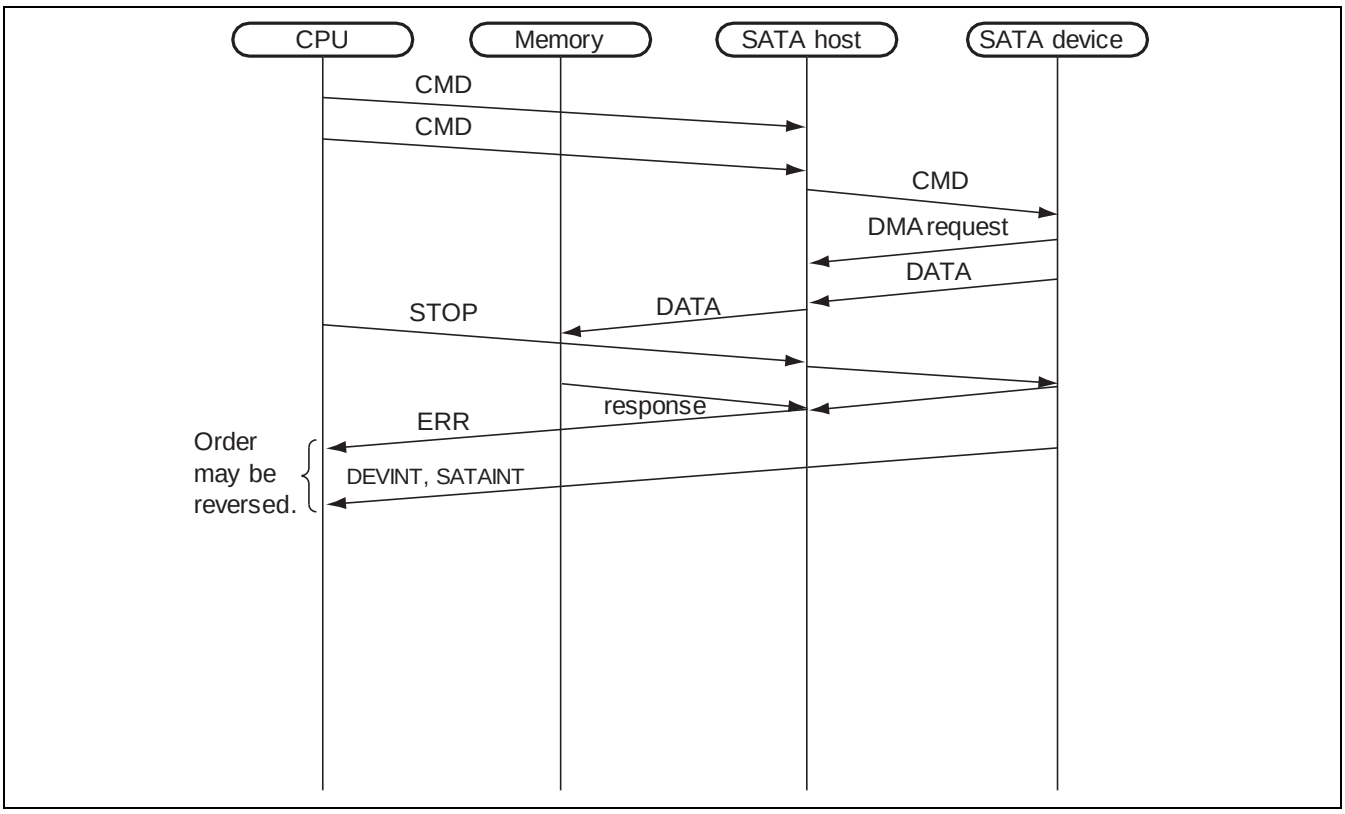


Figure 59.11 DATA-IN (Internal Bus or CPU Sources)

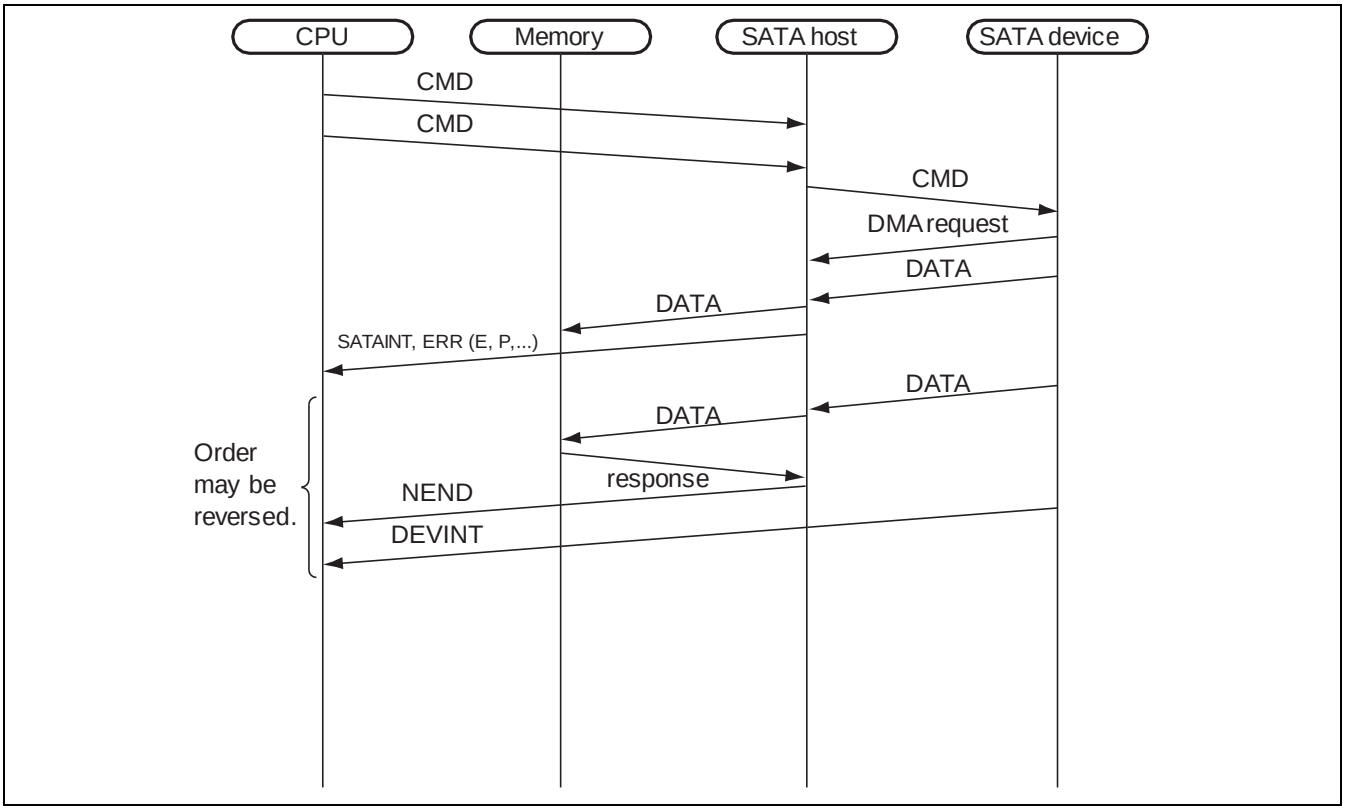


Figure 59.12 DATA-IN (SATA Communication/Host-Sourced Error)

59.3.6 Endian

This module adopts little endian. Consequently, data is represented in the same way as specified in the ATA/ATAPI-7 Specification and Serial-ATA Specification.

The bits of the registers are assigned in the order shown in Figure 59.13.

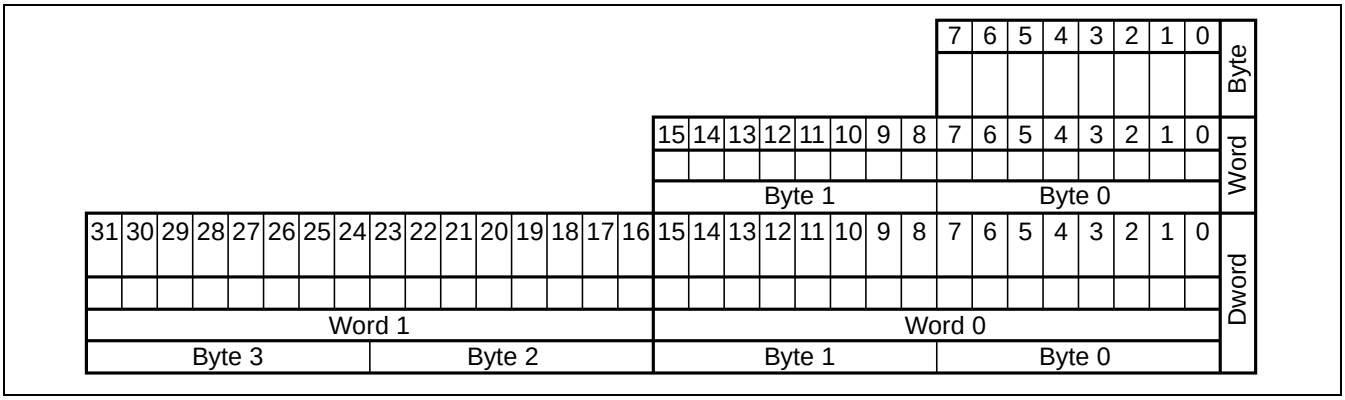


Figure 59.13 Endian and Bit Order

59.3.7 SATA BIST Modes

This module supports the Far-end Retimed Loopback and Far-end Analog Loopback modes that are stipulated in the Serial-ATA standard. The SATA BIST mode is the Loopback mode in which Loopback is formed on the host side. This mode can be configured and controlled for operation using the BIST config register (BISTCONF).

No match is performed between the transmit data from this module and the receive data from the device.

(1) Loopback Mode

In this mode, the data characters that are received are looped back to the sending side. The processing passes through the steps of input for reception → 10b/8b conversion → (Loopback)→ 8b/10b conversion → output for transmission. This corresponds to the Serial-ATA Specification's Far-end Retimed Loopback (Figure 59.14).

There are cases in which some action is requested by the device side in this mode. More specifically, the device side will request the module to transmit the BIST Activate FIS. The module, however, can reject the request.

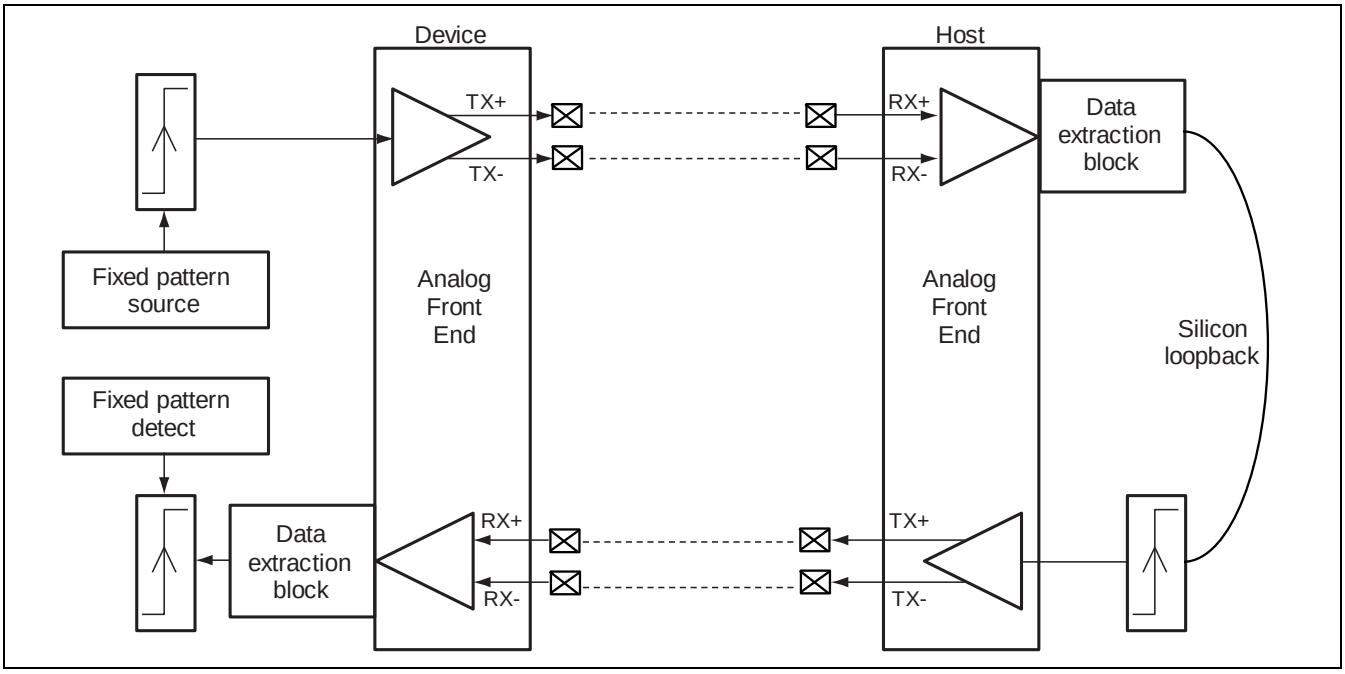


Figure 59.14 Far-End Retimed Loopback

(2) Analog Loopback Mode

This module does not support the Far-End Analog Loopback Mode (Figure 59.15) that is stipulated in the Serial-ATA Specification. In this mode, the received signal loops back through the AFE and output without modification as the result of which none of the Link and Transport layers get activated.

There are cases in which some action is requested by the device side in this mode. More specifically, the device side will request the module to transmit the BIST Activate FIS. The module, however, can reject the request.

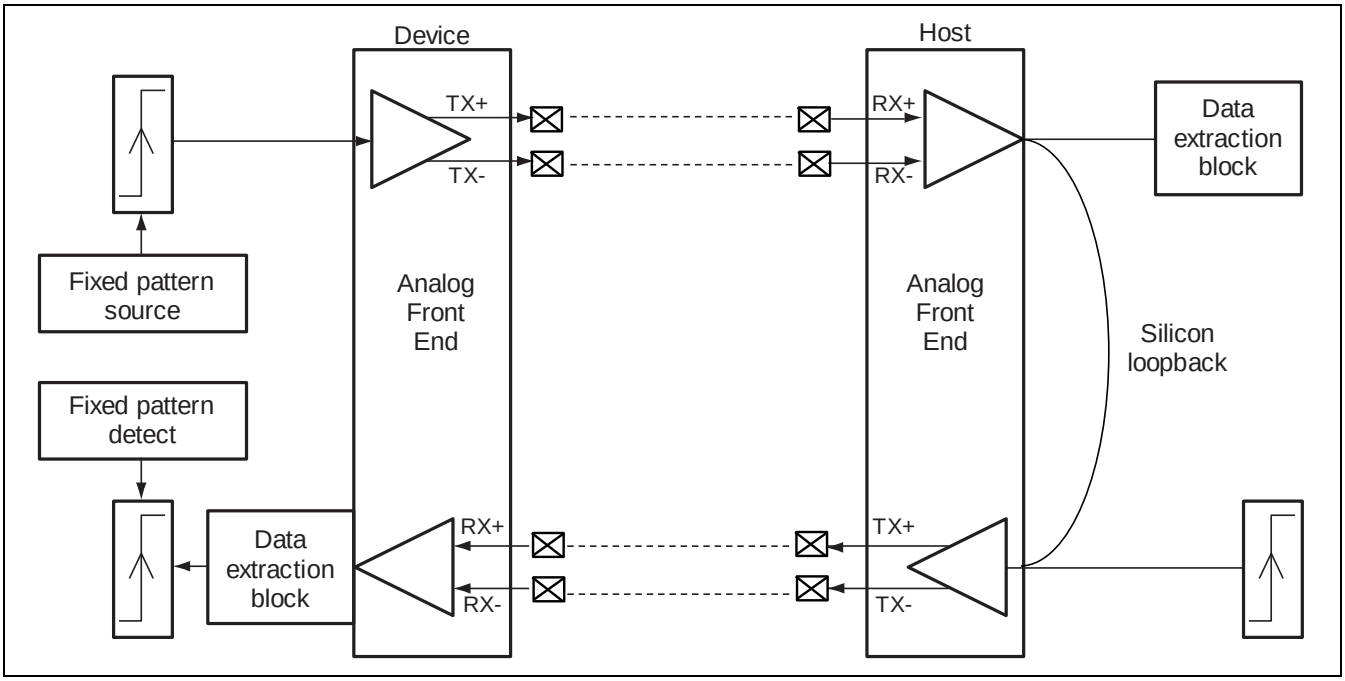


Figure 59.15 Far-End Analog Loopback

59.3.8 Operation Flow

Figure 59.16 shows the flow of operations for turning on the power, setting the interrupt mode, and initializing the PHY layer.

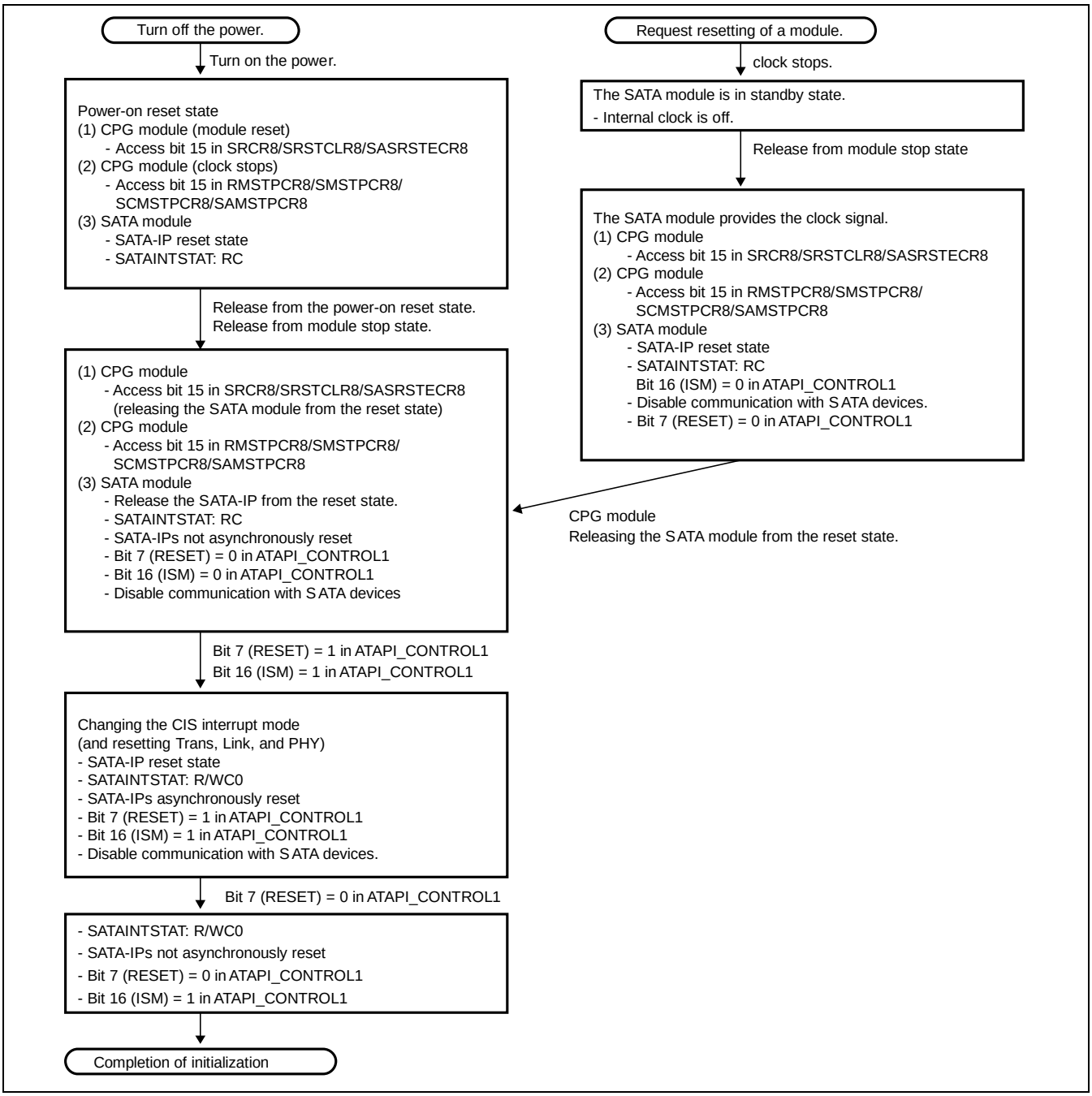


Figure 59.16 Operation Flow

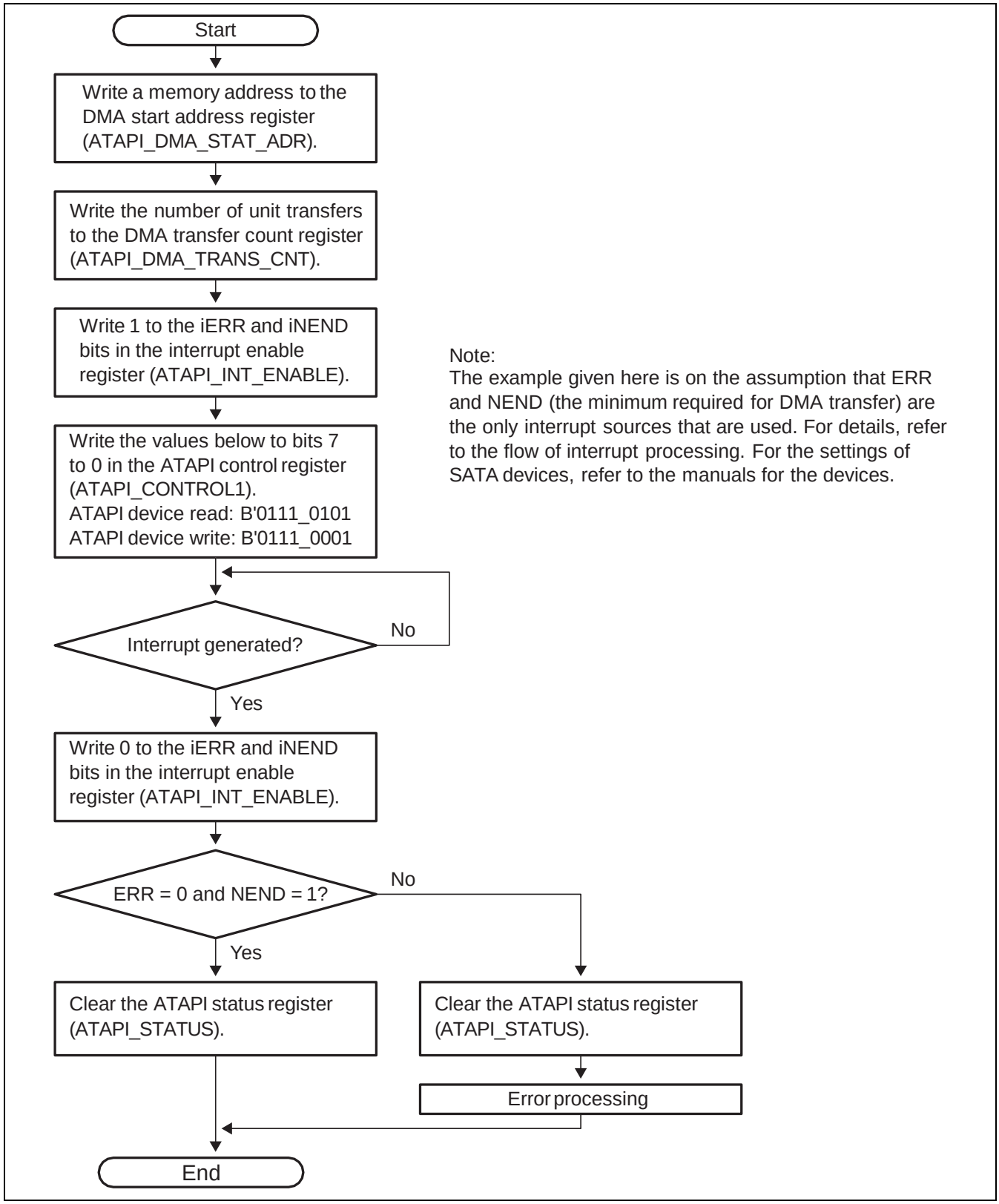


Figure 59.17 Flow of Data Transfer

59.3.9 Resets

(1) Power-on Reset

It is possible to reset this module into the initial state that is entered when the module is started by performing a power-on reset. Set and hold this line low for 25 µs or longer before releasing the signal. When the reset sequence subsequently gets completed, the BSY bit of the shadow status register (SSTATUS) is set to 0 (the same sequence as in a hardware reset is carried out after the SATA interface is stabilized).

(2) Resetting the SATA Module

The CPG module has reset functions equivalent to those of a power-on reset. For resetting of the SATA module, refer to the descriptions of the CPG module.

(3) Hardware Reset

Changing the value of the CDET field of the SCR SControl register (SCRSCON) from B'0001 to B'0000 resets the device and the Phy, Link, and Transport layers' state machines. This handling corresponds to the Hardware Reset stipulated in the ATA standard. Reset the CDET field to B'0001 and, after the lapse of 25 µs or longer, reset it to B'0000. When the reset sequence subsequently is completed, the BSY bit of the shadow status register (SSTATUS) is set to 0.

The hardware reset causes all of the shadow task registers (shadow data (DATA), shadow error (SERR), shadow features (SFEATURES), shadow sector CNT (SECCNT), shadow LBA low (LBALOW), shadow LBA mid (LBAMID), shadow LBA high (LBAHIGH), shadow device/head (DEVHEAD), shadow status (SSTATUS), shadow command (SCOM), shadow alternates status (SALTSTS), and shadow device control (SDEVCON) registers), SATA extend register and SCR registers (SCR SStatus (SCRSSTS), SCR SError (SCRSERR), SCR SControl (SCRSCON), and SCR SActive (SCRSACT) registers) to be reset.

Note: Refer also to the ATA/ATAPI-7 specification and Serial-ATA specification for further information about register update and hardware reset.

(4) Software Reset

The ATA specified software reset can be carried out by setting and resetting the SRST bit of the shadow device control register (DEVHEAD). Set the SRST bit to 1 and, after the lapse of 5 µs or longer, reset the bit to 0. When the reset sequence subsequently is completed, the BSY bit of the shadow status register (SSTATUS) is set to 0.

Note: Refer also to the ATA/ATAPI-7 specification and Serial-ATA specification for further information about register update and software reset.

59.3.10 Extended ATA Registers

The five ATA stipulated registers, i.e., Features, sector count, LBA low, LBA mid, and LBA high registers, are provided with an 8-bit extended (exp) register. This register is used by the 48-bit Address feature set commands, WRITE FPDMA QUEUED, and READ FPDMA QUEUED commands.

This host controller module implements the exp registers for the above registers according to the ATA standard.

The following steps are required when writing data into the exp register of, for example, the Sector Count register:

1) Write a desired value to be set in sector count exp register to the sector count register.
2) Write a desired value to be set in sector count register to the sector count register.

Consequently, the value that is written in step 1) is pushed into the exp register by the access that is made in step 2).

This host controller module transmits the data corresponding to the exp register as contents of the (H2D) Register FIS irrespective of the command code specified. Whether the data corresponding to the exp register is used or not is at the discretion of the command interpreter on the device side and the host side makes no intervention.

59.3.11 Signature of the Shadow Register (INFORMATIVE)

The Serial-ATA Specification stipulates that the device shall transmit a Register FIS*[1] immediately after a power-on reset, hardware reset, or software reset*[2] for the purpose of loading a shadow register with a value called the signature. This is also stipulated in the ATA/ATAPI-7 standard in the same way. Even when this SATA module reads out the shadow register for the purpose of receiving this register FIS and having its value reflected in the shadow register, for example, following the completion of OOB processing at power-on time, it cannot read the original initial value of the register because its value has already been modified.

For details on the signature, refer to the section on "Device command layer protocol" in the Serial-ATA Specification.

Notes: 1. There are commands such as EXECUTE DEVICE DIAGNOSTIC which take the signature as their return value. Their detailed description is omitted here. For details, refer to the Serial-ATA Specification.
2. This refers to the PHYRDY state, that is, immediately after bits 3-0 of the SCR SStatus register (SCRSSTS) are set to B'0011 for power-on reset and hardware reset, and to the time immediately after the reset processing is completed on the device side for software reset.

59.3.12 Reference Clock Source

Reference clock of SATA module is supplied from the external pin.

59.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

59.4.1 Host Termination

(1) Restriction

Immediately after host termination is executed in this IP, conduct a power-on reset or reset the hardware immediately.

(2) Fractional Data in DOUT Transfer

For host termination in DOUT transfer, the last DWORD is copied, including the end of the data management unit for the device. Zero padding is applied where data do not take up 16 bits.

59.4.2 Clock Input in the Partial and Slumber States

Do not stop input of the reference clock signal while the interface is in the Partial or Slumber state.

60. USB2.0 Host (EHCI/OHCI)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

60.1 Overview

This module is a USB2.0 host controller conforming to the Enhanced Host Controller Interface (EHCI) Specification for USB Rev. 1.1.

Channel 0/3 can also be used as a dual-role device (DRD) or an OTG device in combination with a peripheral link module connected to the external UTMI+ interface.

60.1.1 Features

The descriptions in this section are compliant with the following USB 2.0 standards: "Universal Serial Bus Specification Revision 2.0" and "On-The-Go and Embedded Host Supplement to the USB Revision 2.0 Specification".

The following shows the features of this module.

Function	Description
Host function	• Supports High-speed (480 Mbps), Full-speed (12 Mbps), and Low-speed (1.5 Mbps) transfer. • Conforms to the Open Host Controller Interface (OHCI) Specification for USB Rev. 1.0a. • Conforms to the Enhanced Host Controller Interface (EHCI) Specification for USB Rev. 1.1.*1
Peripheral function	The peripheral function is available through a peripheral controller module connected to the external UTMI+ interface (only for channel 0).
Accessible memory space	32 bits
USB port count	Downstream port: 1 port for each channel Upstream port: 1 port
Other functions	• Battery charging function (supporting SDP and CDP conforming to Battery Charging Specification Rev. 1.2) • Dual-role device function (static switching between the USB host and peripheral functions) • OTG function*2 (supporting HNP and SRP conforming to Specification Rev. 2.0)

Notes: 1. Some functions (specifications) are not supported.
2. This function isn't supported RZ/G2E.

60.1.1.1 OTG Function

This module provides a function (registers) necessary to implement the OTG function using this module (host core) and the HS-USB module (peripheral). The registers necessary for OTG control are implemented in the UCOM module.

The OTG function can be used through appropriate control of these registers, EHCI registers, and HS-USB module registers by firmware according to the following policies.

[Basic policies of OTG control]

1. When this module is used for the OTG function, USB0SEL[1:0] in UGCTRL2 register of HS-USB should be set to B'11 and the host and peripheral modes should be switched through the UCOM registers.
2. The host function should be controlled through the EHCI registers and the peripheral function should be controlled through the HS-USB module registers in principle. The UCOM registers are used to control only the following.

- Host and peripheral mode switching
- VBUS supply control (A-device)
- Interrupt control (ID interrupt, VBUS interrupt, etc.)
- USB bus monitoring
- 15-kΩ pulldown resistor control

60.1.1.2 Battery Charging Function

The UCOM module in this module provides registers for controlling battery charging. The battery charging function of the UTMI+ PHY connected to this module is controlled by these registers of UCOM.

60.1.1.3 Core Setting

60.1.1.4 Host/Peripheral Switching Specifications

This module controls whether to use channel 0 as a downstream port (host function) or an upstream port (peripheral function) through a register setting. Control the OTG_PERI bit according to the user system specifications.

Switching between the host and peripheral functions is controlled through bit 31 (OTG_PERI) in the common control register in the UCOM when USB0SEL[1:0] in UGCTRL2 register of HS-USB be set to B'11. This control assumes the case where this module is used for OTG.

Channel	OTG_PERI (Register Bit)	Function
1	—	Fixed to host
0	0	Host
	1	Peripheral

60.1.2 External Pins

Table 60. 1 External Pins of USB

				Second Generation RZ/G Series Products			
Name	**Pin Name**	**I/O**	**Description**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Clock input for USB	USB_EXTAL	I	Used as an external clock input pin (50MHz)	√	√	√	—
	USB_XTAL	O	Outputs amplified negative feedback of EXTAL (50MHz)	√	√	√	—
USB D+ data	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] DPn [RZ/G2E] USB0_DP0	I/O	D+ Input/output of the on-chip transceiver Connect this pin to the D+ pin of the USB bus.	√	√	√	√
USB D- data	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] DMn [RZ/G2E] USB0_DM0	I/O	D- Input/output of the on-chip transceiver Connect this pin to the D- pin of the USB bus.	√	√	√	√
USB Identification	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] IDn [RZ/G2E] USB0_ID	I/O	Connect to the pin on the Micro connectors that is used to differentiate a Micro-A plug from a Micro-B plug.	√	√	√	√
USB VBUS	VBUSn	I/O	Connect to USB VBUS with external 30kΩ±1% series resistor.	√	√	√	—
USB external reference resistor	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] TXRTUNEn [RZ/G2E] USB0_RREF	I/O	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Connect to external 200Ω±1% resistor. [RZ/G2E] Connect to external 1.8kΩ±1% resistor.	√	√	√	√

Notes: 1. The VBUS of USB connecter must not connect directly to VBUSn pin.
2. VBUSn pin must be isolated by an external 30kΩ±1% series resistor.
3. ‘n’ in Pin Name column are 0 or 1 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, 0 for RZ/G2E.
4. A charge pump external to the USB PHY must provide power to VBUSn pin.

60.1.3 Register Configuration

60.1.3.1 Register Attributes

Table 60. 2 Register Bit-field types

Register Attribute	Description
R/W	Register bits can be read and written.
R/WC1	Register bits can be read. A clear bit may be set by writing “1”; writing 0 to R/WC1 bits has no effect.
R	Register bits can only be read.
W	Register bits can only be written.
Reserved	Reserved bits are Read Only field.

60.1.3.2 Address Mappings

Table 60.3 EHCI/OHCI Base Address

EHCI/OHCI Base Address	Base Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Channel 0	H'EE08_0000	√	√	√	√
Channel 1	H'EE0A_0000	√	√	√	—

Note: √: Supported, —: Not Supported

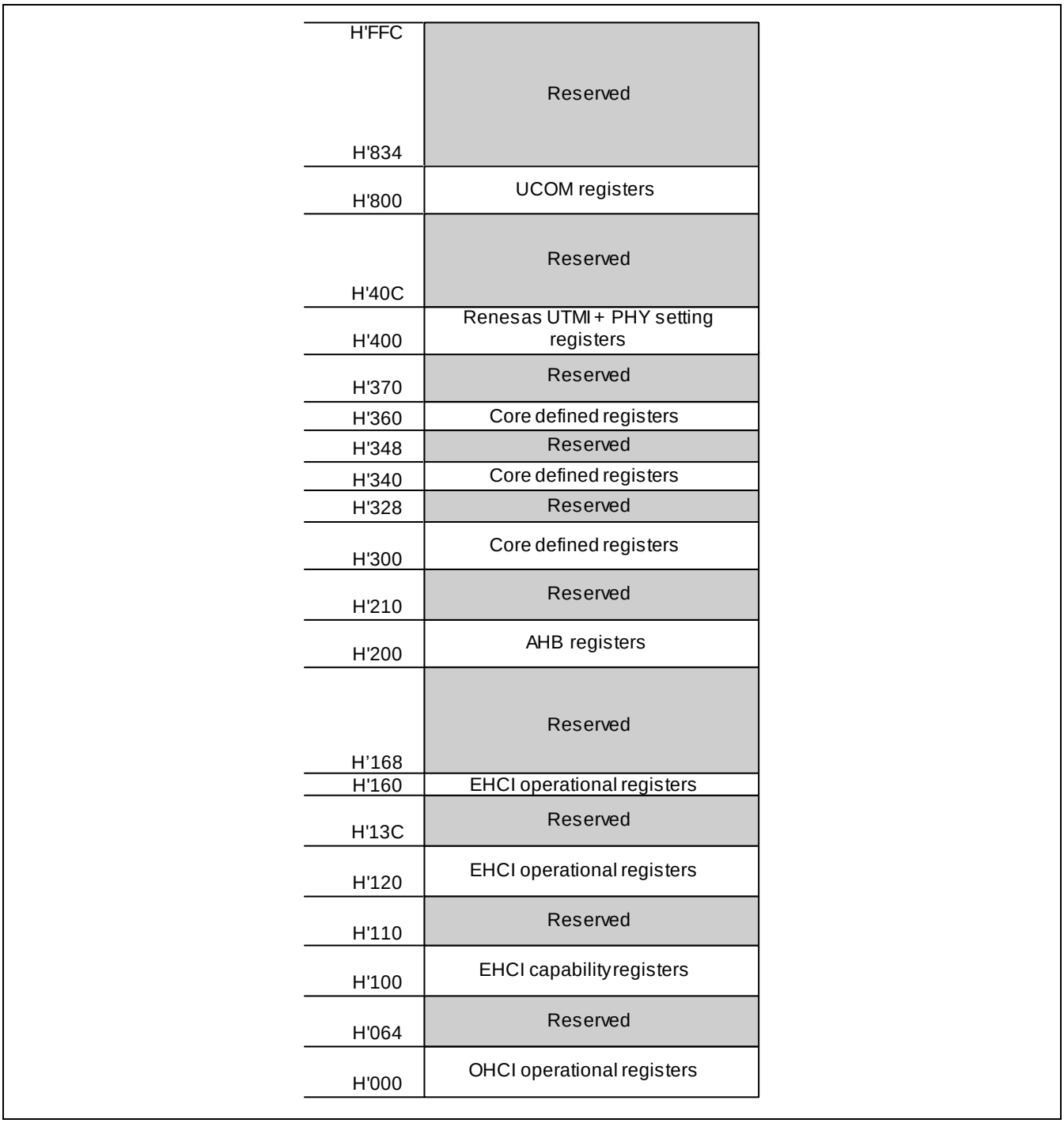


Figure 60.1 Address Map

60.1.3.3 Register Configuration

Table 60.4 Register Configuration (1)

Register Name	Abbreviation	Address Offset	Access Size	Remarks	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
HcRevision	HcRevision	H'000	32	OHCI operational registers	√	√	√	√
HcControl	HcControl	H'004	32		√	√	√	√
HcCommandStatus	HcCommandStatus	H'008	32		√	√	√	√
HcInterruptStatus	HcInterruptStatus	H'00C	32		√	√	√	√
HcInterruptEnable	HcInterruptEnable	H'010	32		√	√	√	√
HcInterruptDisable	HcInterruptDisable	H'014	32		√	√	√	√
HcHCCA	HcHCCA	H'018	32		√	√	√	√
HcPeriodCurrentED	HcPeriodCurrentED	H'01C	32		√	√	√	√
HcControlHeadED	HcControlHeadED	H'020	32		√	√	√	√
HcControlCurrentED	HcControlCurrentED	H'024	32		√	√	√	√
HcBulkHeadED	HcBulkHeadED	H'028	32		√	√	√	√
HcBulkCurrentED	HcBulkCurrentED	H'02C	32		√	√	√	√
HcDoneHead	HcDoneHead	H'030	32		√	√	√	√
HcFmInterval	HcFmInterval	H'034	32		√	√	√	√
HcFmRemaining	HcFmRemaining	H'038	32		√	√	√	√
HcFmNumber	HcFmNumber	H'03C	32		√	√	√	√
HcPeriodicStart	HcPeriodicStart	H'040	32		√	√	√	√
HcLSThreshold	HcLSThreshold	H'044	32		√	√	√	√
HcRhDescriptorA	HcRhDescriptorA	H'048	32		√	√	√	√
HcRhDescriptorB	HcRhDescriptorB	H'04C	32		√	√	√	√
HcRhStatus	HcRhStatus	H'050	32		√	√	√	√
HcRhPortStatus1	HcRhPortStatus1	H'054	32		√	√	√	√
Reserved	—	H'058	—		√	√	√	√
Reserved *	—	H'064 to H'0FC	—		√	√	√	√

Note: * This area is read as 0. The write value should be 0.

Table 60.5 Register Configuration (2)

Register Name	Abbreviation	Address Offset	Access Size	Remarks	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
HCIVERSION / CAPLENGTH	CAPL_VERSION	H'100	32	EHCI capability registers	√	√	√	√
HCSPARAMS	HCSPARAMS	H'104	32		√	√	√	√
HCCPARAMS	HCCPARAMS	H'108	32		√	√	√	√
HCSP_PORTROUTE	HCSP_PORTROUTE	H'10C	32		√	√	√	√
Reserved *	—	H'110 to H'11C	—		√	√	√	√
USBCMD	USBCMD	H'120	32	EHCI operational registers	√	√	√	√
USBSTS	USBSTS	H'124	32		√	√	√	√
USBINTR	USBINTR	H'128	32		√	√	√	√
FRINDEX	FRINDEX	H'12C	32		√	√	√	√
CTRLDSSEGMENT	CTRLDSSEGMENT	H'130	32		√	√	√	√
PERIODICLISTBASE	PERIODICLISTBASE	H'134	32		√	√	√	√
ASYNCLISTADDR	ASYNCLISTADDR	H'138	32		√	√	√	√
Reserved *	—	H'13C to H'15C	—		√	√	√	√
CONFIGFLAG	CONFIGFLAG	H'160	32		√	√	√	√
PORTSC1	PORTSC1	H'164	32		√	√	√	√
Reserved	—	H'168	—		√	√	√	√
Reserved *	—	H'16C to H'1FC	—		√	√	√	√
INT_ENABLE	INT_ENABLE	H'200	32	AHB bridge registers	√	√	√	√
INT_STATUS	INT_STATUS	H'204	32		√	√	√	√
AHB_BUS_CTR	AHB_BUS_CTR	H'208	32		√	√	√	√
USBCTR	USBCTR	H'20C	32		√	√	√	√
Reserved *	—	H'210 to H'2FC	—		√	√	√	√
REVID	REVID	H'300	32	Core defined registers	√	√	√	√
Register Enable/Clock Gating Control	REGEN_CG_CTRL	H'304	32		√	√	√	√
Suspend Control	SPD_CTRL	H'308	32		√	√	√	√
Suspend/Resume Timer Setting	SPD_RSM_TIMSET	H'30C	32		√	√	√	√
Overcurrent Detection Timer Setting	OC_TIMSET	H'310	32		√	√	√	√
SBRN, FLADJ, PORTWAKECAP	SBRN_FLADJ_PW	H'314	32		√	√	√	√

Register Name	Abbreviation	Address Offset	Access Size	Remarks	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Reserved *	—	H'318 to H'7FC	—					
Common Control	COMMCTRL	H'800	32	OTG/BC module control register	√	√	√	√
OTG-BC Interrupt Status	OBINTSTA	H'804	32	OTG/BC interrupt status register	√	√	√	√
OTG-BC Interrupt Enable	OBINTEN	H'808	32	OTG/BC interrupt enable register	√	√	√	√
VBUS Control	VBCTRL	H'80C	32	OTG VBUS control register	√	√	√	—
Line Control Port1	LINECTRL1	H'810	32	OTG USB bus control register (port 1)	√	√	√	√
Reserved *	—	H'814 to H'81C	—					
BC Control Port1	BCCTRL1	H'820	32	Battery charging control register (port 1)	√	√	√	√
Reserved *	—	H'824 to H'82C	—					
ADP Control	ADPCTRL	H'830	32	ADP function control register	√	√	√	√
Reserved *	—	H'834 to H'BFC	—					

Note: * An undefined value is read. When this area is written to, operation is not defined.

60.1.4 Connected Module

Table 60.6 The connected modules to the EHCI/OHCI

Module name	Connected module name	Function of connected module
EHCI/OHCI	AP-System Core	Access the Register
	CPG	Output Clocks
	PFC	Select External pins
	Module Standby, Software Reset	Control to stop clocks, Execute software reset
	INTC, INTC-AP	Control to interrupt
	HS-USB	HS-USB module (peripheral) for OTG function

60.2 Register Description

60.2.1 OHCI Operational Registers

60.2.1.1 HcRevision Register (offset: H'000)

Register symbol: HcRevision

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Revision							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 8	—	R	R	All 0	Reserved
7 to 0	Revision	R	R	H'10	This field contains the BCD representation of the version of the OHCI specification that is implemented by this host controller core. This core supports OHCI 1.0a and this field shows H'10.

60.2.1.2 HcControl Register (offset: H'004)

Register symbol: HcControl

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcControl register defines the operating modes as the classic host controller. Most of the fields in this register are modified only by software, except HostControllerFunctionalState and RemoteWakeupConnected.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	RWE	RWC	IR	HCFS		BLE	CLE	IE	PLE	CBSR	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 11	Reserved	R	R	All 0	This field shows a BCD encoding of the EHCI revision number supported by this host controller core. This host controller core supports EHCI v.1.1.
10	RWE	R/W	R	B'0	RemoteWakeupEnable This bit is used by software to enable or disable the remote wakeup feature upon the detection of upstream resume signaling. When this bit is set and the ResumeDetected bit in HcInterruptStatus is set, a remote wakeup is signaled to the host system. Setting this bit has no impact on the generation of hardware interrupt. 0: An interrupt due to remote wakeup is not generated. 1: An interrupt due to remote wakeup is generated.
9	RWC	R/W	RW	B'0	RemoteWakeupConnected This bit indicates whether the host controller supports remote wakeup signaling. Software should set this bit to 1 in the initialization sequence if it is required to support remote wakeup. The host controller clears this bit to 0 upon hardware reset but does not alter it upon software reset. 0: The remote wakeup is not supported. 1: The remote wakeup is supported.
8	IR	R/W	R	B'0	InterruptRouting This bit determines the routing of interrupts generated by events registered in HcInterruptStatus. If this bit is 0, all interrupts are routed to the normal host bus interrupt mechanism. If this bit is set to 1, interrupts are routed to the System Management Interrupt. Software clears this bit upon a hardware reset, but it does not alter this bit upon a software reset.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
7, 6	HCFS	R/W	R/W	B’00	HostControllerFunctionalState B’00: USB Reset B’01: USB Resume B’10: USB Operational B’11: USB Suspend. This field defines the functional state of the host controller. The transition to USB Operational state from another state causes SOF generation to show 1-ms frame boundary. Software controls this bit basically; this field may be changed by the host controller only when in the USB Suspend state. The host controller may move from the USB Suspend state to the USB Resume state after detecting the resume signaling from a downstream port. The host controller enters USB Suspend state after software reset, whereas it enters USB Reset state after hardware reset.
5	BLE	R/W	R	B’0	BulkListEnable This bit is set to 1 in order to enable the processing of the Bulk list in the next Frame. If this bit is 0, processing of the Bulk list does not occur after the next SOF. The host controller checks this bit whenever it determines to process the list. When software modifies the Bulk list, it should set this bit to 0 before modifying the list. 0: The processing of the Bulk list is disabled. 1: The processing of the Bulk list is enabled.
4	CLE	R/W	R	B’0	ControlListEnable This bit is set to 1 in order to enable the processing of the Control list in the next Frame. If this bit is 0, processing of the Control list does not occur after the next SOF. The host controller checks this bit whenever it determines to process the list. When software modifies the Control list, it should set this bit to 0 before modifying the list. 0: The processing of the Control list is disabled. 1: The processing of the Control list is enabled.
3	IE	R/W	R	B’0	IsochronousEnable This bit is set to 1 in order to enable the processing of isochronous EDs. While processing the periodic list in a Frame, the host controller checks the status of this bit when it finds an Isochronous ED (F = 1). If this bit is 1 (enabled), the host controller continues processing the EDs. If this bit is 0 (disabled), the host controller halts processing of the periodic list (which contains only isochronous EDs right now) and begins processing the Bulk/Control lists. Setting this bit is guaranteed to take effect in the next Frame (not the current Frame). 0: The processing of the isochronous ED is disabled. 1: The processing of the isochronous ED is enabled.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
2	PLE	R/W	R	B’0	PeriodicListEnable This bit is set to enable the processing of the periodic list in the next Frame. If cleared to 0 by software, processing of the periodic list does not occur after the next SOF. The host controller checks this bit before it starts processing the periodic list. 0: The processing of the periodic list is disabled. 1: The processing of the periodic list is enabled.
1, 0	CBSR	R/W	R	B’00	ControlBulkServiceRatio This field specifies the service ratio between Control and Bulk EDs. In case of reset, software should restore the value in this field. **CBSR No. of Control EDs Over Bulk EDs Served** B’00: 1:1 B’01: 2:1 B’10: 3:1 B’11: 4:1

60.2.1.3 HcCommandStatus Register (offset: H'008)

Register symbol: HcCommandStatus

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcCommandStatus register is used by the host controller to receive commands issued by software, as well as reflecting the current status of the host controller.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SOC	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	OCR	BLF	CLF	HCR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	W	R/W	R/W	W

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 18	—	R	R	All 0	Reserved
17, 16	SOC	R	R/W	B’00	SchedulingOverrunCount This field is incremented on each scheduling overrun error. It is initialized to B'00 and wraps around at B'11. This field is incremented when a scheduling overrun is detected even if SchedulingOverrun in HcInterruptStatus register has already been set.
15 to 4	—	R	R	All 0	Reserved
3	OCR	W	R/W	B’0	OwnershipChangeRequest This bit is set by software to request a change of control of the host controller. When this bit is set to 1, the host controller sets the OwnershipChange bit in HcInterruptStatus register. After the changeover, this bit is cleared to 0. 0: The change of control of the host controller is not requested. 1: The change of control of the host controller is requested.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
2	BLF	R/W	R/W	B'0	BulkListFilled This bit is used to indicate whether there are any TDs on the Bulk list. It is set by software whenever it adds a TD to an ED in the Bulk list. When the host controller begins to process the head of the Bulk list, it checks BLF bit. As long as BLF bit is 0, the host controller does not start processing the Bulk list. If BLF bit is 1, the host controller starts processing the Bulk list and sets BLF bit to 0. If the host controller finds a TD on the list, then the host controller set BLF bit to 1 causing the Bulk list processing to continue. If no TD is found on the Bulk list, and if software does not set BLF bit, then BLF bit remains at 0 when the host controller completes processing the Bulk list and Bulk list processing will stop. 0: TD exists in the Bulk list. 1: TD does not exist in the Bulk list.
1	CLF	R/W	R/W	B'0	ControlListFilled This bit is used to indicate whether there are any TDs on the Control list. It is set by software whenever it adds a TD to an ED in the Control list. When the host controller begins to process the head of the Control list, it checks CLF bit. As long as CLF bit is 0, the host controller does not start processing the Control list. If CLF bit is 1, the host controller starts processing the Control list and sets CLF bit to 0. If the host controller finds a TD on the list, then the host controller set CLF bit to 1 causing the Control list processing to continue. If no TD is found on the Control list, and if software does not set CLF bit, then CLF bit remains at 0 when the host controller completes processing the Control list and Control list processing will stop. 0: TD exists in the Control list. 1: TD does not exist in the Control list.
0	HCR	W	R/W	B'0	HostControllerReset This bit is set by software to initiate software reset of the host controller. Regardless of the functional state of the host controller, it moves to the USB Suspend state. This bit is cleared to 0 by the host controller upon the completion of the reset operation. 0: The software reset of the host controller is not requested. 1: The software reset of the host controller is requested.

60.2.1.4 HcInterruptStatus Register (offset: H'00C)

Register symbol: HcInterruptStatus

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides status on various events that cause hardware interrupts. When an event occurs, the host controller sets the corresponding bit in this register. When a bit becomes set, an interrupt is generated if the interrupt is enabled in the HcInterruptEnable register and the MasterInterruptEnable bit is set.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	OC	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	RHSC	FNO	UE	RD	SF	WDH	SO
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31	—	R	R	B'0	Reserved
30	OC	R/W	R/W	B'0	OwnershipChange This bit is set by the host controller when software sets the OwnershipChangeRequest field in HcCommandStatus register. 0: The ownership change has not been requested. 1: The ownership change has been requested.
29 to 7	—	R	R	All 0	Reserved
6	RHSC	R/W	R/W	B'0	RootHubStatusChange This bit is set when the content of HcRhStatus or the content of any of HcRhPortStatus [NumberofDownstreamPort] has changed. 0: The status of root hub has not changed. 1: The status of root hub has changed.
5	FNO	R/W	R/W	B'0	FrameNumberOverflow This bit is set when the MSB of HcFmNumber (bit 15) changes value, from 0 to 1 or from 1 to 0, and after HccaFrameNumber has been updated. 0: The overflow of frame number has not occurred. 1: The overflow of frame number has occurred.
4	UE	R/W	R/W	B'0	UnrecoverableError This bit is set when the host controller detects a system error not related to USB (system bus error, for example). The host controller should not proceed with any processing nor signaling before the system error has been corrected. Software clears this bit after the host controller has been reset in that case. 0: The unrecoverable error has not occurred. 1: The unrecoverable error has occurred.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
3	RD	R/W	R/W	B'0	ResumeDetected This bit is set when the host controller detects that USB device is asserting resume signaling. This bit is not set when Software sets the USB Resume state. 0: The host controller has not detected resume signaling. 1: The host controller has detected resume signaling.
2	SF	R/W	R/W	B'0	StartofFrame This bit is set by the host controller at each start of a frame and after the update of HccaFrameNumber. The host controller also generates a SOF token at the same time. 0: The host controller has not started new frame. 1: The host controller has started new frame.
1	WDH	R/W	R/W	B'0	WritebackDoneHead This bit is set immediately after the host controller has written HcDoneHead to HccaDoneHead. Further updates of the HccaDoneHead will not occur until this bit has been cleared. Software should only clear this bit after it has saved the content of HccaDoneHead. 0: The write back to HccaDoneHead has not occurred. 1: The write back to HccaDoneHead has occurred.
0	SO	R/W	R/W	B'0	SchedulingOverrun This bit is set when the USB schedule for the current Frame overruns and after the update of HccaFrameNumber. A scheduling overrun also increments the SchedulingOverrunCount of HcCommandSttus register. 0: The scheduling overrun has not occurred. 1: The scheduling overrun has occurred.

60.2.1.5 HcInterruptEnable Register (offset: H'010)

Register symbol: HcInterruptEnable

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Each enable bit in the HcInterruptEnable register corresponds to an associated interrupt bit in the HcInterruptStatus register. The HcInterruptEnable register is used to control which events generate a hardware interrupt.

A hardware interrupt is generated when all conditions below are satisfied.

1. A bit is set in HcInterruptStatus register
2. The corresponding bit in HcInterruptEnable register is set
3. MIE (MasterInterruptEnable) bit in HcInterruptEnable register is set

Writing 1 to a bit in this register sets the corresponding bit, whereas writing 0 to a bit in this register leaves the corresponding bit unchanged. On read, the current value of this register is returned.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MIE	OCE	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	RHSCE	FNOE	UEE	RDE	SFE	WDHE	SOE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31	MIE	R/W	R	B'0	MasterInterruptEnable Writing 1 to this bit enables an interrupt generation due to events specified in the other bits of this register. This bit is used by software as a Master interrupt Enable. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to events specified in the other bits of this register is disabled. 1: An interrupt generation due to events specified in the other bits of this register is enabled.
30	OCE	R/W	R	B'0	Writing 1 to this bit enables an interrupt generation due to the request of ownership change. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to the request of ownership change is disabled. 1: An interrupt generation due to the request of ownership change is enabled. Write 1 to OC bit in HcInterruptDisable register in order to clear this bit.
29 to 7	—	R	R	All 0	Reserved

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
6	RHSCE	R/W	R	B'0	Writing 1 to this bit enables an interrupt generation due to the change of the status of root hub. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to the change of the status of root hub is disabled. 1: An interrupt generation due to the change of the status of root hub is enabled. Write 1 to RHSC bit in HcInterruptDisable register in order to clear this bit.
5	FNOE	R/W	R	B'0	Writing 1 to this bit enables an interrupt generation due to the overflow of frame number. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to the overflow of frame number is disabled. 1: An interrupt generation due to the overflow of frame number is enabled. Write 1 to FNO bit in HcInterruptDisable register in order to clear this bit.
4	UEE	R/W	R	B'0	Writing 1 to this bit enables an interrupt generation due to the unrecoverable error. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to the unrecoverable error is disabled. 1: An interrupt generation due to the unrecoverable error is enabled. Write 1 to UE bit in HcInterruptDisable register in order to clear this bit.
3	RDE	R/W	R	B'0	Writing 1 to this bit enables an interrupt generation due to the detection of resume signaling. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to the detection of resume signaling is disabled. 1: An interrupt generation due to the detection of resume signaling is enabled. Write 1 to RD bit in HcInterruptDisable register in order to clear this bit.
2	SFE	R/W	R	B'0	Writing 1 to this bit enables an interrupt generation due to the start of frame. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to the start of frame is disabled. 1: An interrupt generation due to the start of frame is enabled. Write 1 to SF bit in HcInterruptDisable register in order to clear this bit.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
1	WDHE	R/W	R	B'0	Writing 1 to this bit enables an interrupt generation due to the write back to HccaDoneHead. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to the write back to HccaDoneHead is disabled. 1: An interrupt generation due to the write back to HccaDoneHead is enabled. Write 1 to WDH bit in HcInterruptDisable register in order to clear this bit.
0	SOE	R/W	R	B'0	Writing 1 to this bit enables an interrupt generation due to the scheduling overrun. Writing 0 to this bit is ignored by the host controller. 0: An interrupt generation due to the scheduling overrun is disabled. 1: An interrupt generation due to the scheduling overrun is enabled. Write 1 to SO bit in HcInterruptDisable register in order to clear this bit.

60.2.1.6 HcInterruptDisable Register (offset: H'014)

Register symbol: HcInterruptDisable

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Each disable bit in the HcInterruptDisable register corresponds to an associated interrupt bit in the HcInterruptStatus register. The HcInterruptDisable register is coupled with the HcInterruptEnable register. Thus, writing 1 to a bit in this register clears the corresponding bit in the HcInterruptEnable register, whereas writing 0 to a bit in this register leaves the corresponding bit in the HcInterruptEnable register unchanged.

When this register is read, the current value of the HcInterruptEnable register is returned.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MID	OCD	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	RHSCD	FNOD	UED	RDD	SFD	WDHD	SOD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

		R/W			
Bit	**Bit Name**	**HWD**	**HC**	**Initial Value**	**Description**
31	MID	R/W	R	B’0	MasterInterruptDisable Writing 1 to this bit disables interrupt generation due to events specified in the other bits of this register. Writing 0 to this bit is ignored by the host controller. When read, the value of MIE bit in HcInterruptEnable register is returned.
30	OCD	R/W	R	B’0	Writing 1 disables an interrupt generation due to the request of ownership change. Writing 0 is ignored by the host controller. When read, the value of OC bit in HcInterruptEnable register is returned.
29 to 7	—	R	R	All 0	Reserved
6	RHSCD	R/W	R	B’0	Writing 1 disables an interrupt generation due to the change of the status of root hub. Writing 0 is ignored by the host controller. When read, the value of RHSC bit in HcInterruptEnable register is returned.
5	FNOD	R/W	R	B’0	Writing 1 disables an interrupt generation due to the overflow of frame number. Writing 0 is ignored by the host controller. When read, the value of FNO bit in HcInterruptEnable register is returned.

Bit	Bit Name	R/W		Initial Value	Description
		HWD	HC		
4	UED	R/W	R	B'0	Writing 1 disables an interrupt generation due to the unrecoverable error. Writing 0 is ignored by the host controller. When read, the value of UE bit in HcInterruptEnable register is returned.
3	RDD	R/W	R	B'0	Writing 1 disables an interrupt generation due to the detection of resume signaling. Writing 0 is ignored by the host controller. When read, the value of RD bit in HcInterruptEnable register is returned.
2	SFD	R/W	R	B'0	Writing 1 disables an interrupt generation due to the start of frame. Writing 0 is ignored by the host controller. When read, the value of SF bit in HcInterruptEnable register is returned.
1	WDHD	R/W	R	B'0	Writing 1 disables an interrupt generation due to the write back to HccaDoneHead. Writing 0 is ignored by the host controller. When read, the value of WDH bit in HcInterruptEnable register is returned.
0	SOD	R/W	R	B'0	Writing 1 disables an interrupt generation due to the scheduling overrun. Writing 0 is ignored by the host controller. When read, the value of SO bit in HcInterruptEnable register is returned.

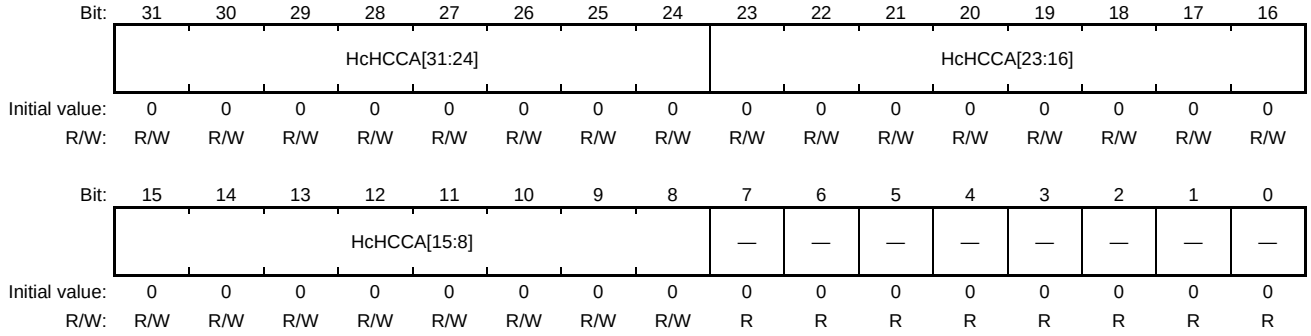
60.2.1.7 HcHCCA Register (offset: H'018)

Register symbol: HcHCCA

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcHCCA register contains the physical address of the Host Controller Communication Area.

As HCCA has 256-byte structure, this host controller core requires 256-byte alignment for HcHCCA register. Therefore, bit 0 through bit 7 always return 0 even after 1 is written to them.



		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 8	HcHCCA	R/W	R	H'00_0000	This field contains the base address of the Host Controller Communication Area. This host controller requires 256-byte alignment for the base address.
7 to 0	—	R	R	All 0	Reserved

60.2.1.8 HcPeriodCurrentED Register (offset: H'01C)

Register symbol: HcPeriodCurrentED

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcPeriodCurrentED register contains the physical address of the current Isochronous or Interrupt Endpoint Descriptor.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PECD[31:24]								PECD[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PECD[15:8]								PECD[7:4]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 4	PECD	R	R/W	H'000_0000	PeriodCurrentED This is used by the host controller to point to the head of one of the Periodic lists which will be processed in the current Frame. The content of this register is updated by the host controller after a periodic ED has been processed.
3 to 0	—	R	R	All 0	Reserved

60.2.1.9 HcControlHeadED Register (offset: H'020)

Register symbol: HcControlHeadED

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcControlHeadED register contains the physical address of the first Endpoint Descriptor of the Control list.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CHED[31:24]								CHED[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CHED[15:8]								CHED[7:4]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 4	CHED	R/W	R	H'000_0000	ControlHeadED The host controller traverses the Control list starting with the HcControlHeadED pointer. The content is loaded from HCCA during the initialization of the host controller.
3 to 0	—	R	R	All 0	Reserved

60.2.1.10 HcControlCurrentED Register (offset: H'024)

Register symbol: HcControlCurrentED

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcControlCurrentED register contains the physical address of the current Endpoint Descriptor of the Control list.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CCED[31:24]								CCED[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CCED[15:8]								CCED[7:4]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 4	CCED	R/W	R/W	H'000_0000	ControlCurrentED This pointer is advanced to the next ED after serving the present one. The host controller will continue processing the list from where it left off in the last Frame. When it reaches the end of the Control list, the host controller checks the ControlListFilled of in HcCommandStatus. If set, it copies the content of HcControlHeadED to HcControlCurrentED and clears the bit. If not set, it does nothing. Software is allowed to modify this register only when the ControlListEnable of HcControl is cleared. When set, software only reads the instantaneous value of this register. Initially, this is set to zero to indicate the end of the Control list.
3 to 0	—	R	R	All 0	Reserved

60.2.1.11 HcBulkHeadED Register (offset: H'028)

Register symbol: HcBulkHeadED

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcBulkHeadED register contains the physical address of the first Endpoint Descriptor of the Bulk list.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BHED[31:24]								BHED[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BHED[15:8]								BHED[7:4]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 4	BHED	R/W	R	H'000_0000	BulkHeadED The host controller traverses the Bulk list starting with the HcBulkHeadED pointer. The content is loaded from HCCA during the initialization of the host controller.
3 to 0	—	R	R	All 0	Reserved

60.2.1.12 HcBulkCurrentED Register (offset: H'02C)

Register symbol: HcBulkCurrentED

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcBulkCurrentED register contains the physical address of the current endpoint of the Bulk list.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	BCED[31:24]								BCED[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BCED[15:8]								BCED[7:4]				—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

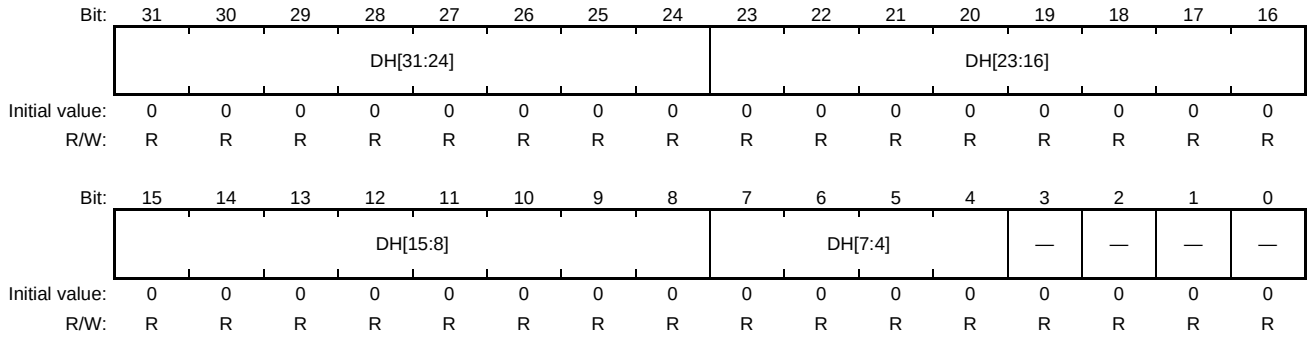
		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 4	BCED	R/W	R/W	H'000_0000	BulkCurrentED This is advanced to the next ED after the host controller has served the present one. The host controller continues processing the list from where it left off in the last Frame. When it reaches the end of the Bulk list, the host controller checks the ControlListFilled of HcControl. If set, it copies the content of HcBulkHeadED to HcBulkCurrentED and clears the bit. If it is not set, it does nothing. Software is only allowed to modify this register when the BulkListEnable of HcControl is cleared. When set, software only reads the instantaneous value of this register. This is initially set to zero to indicate the end of the Bulk list.
3 to 0	—	R	R	All 0	Reserved

60.2.1.13 HcDoneHead Register (offset: H'030)

Register symbol: HcDoneHead

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcDoneHead register contains the physical address of the last completed Transfer Descriptor that was added to the Done queue. In normal operation, software is not required to read this register as its content is periodically written to the HCCA.



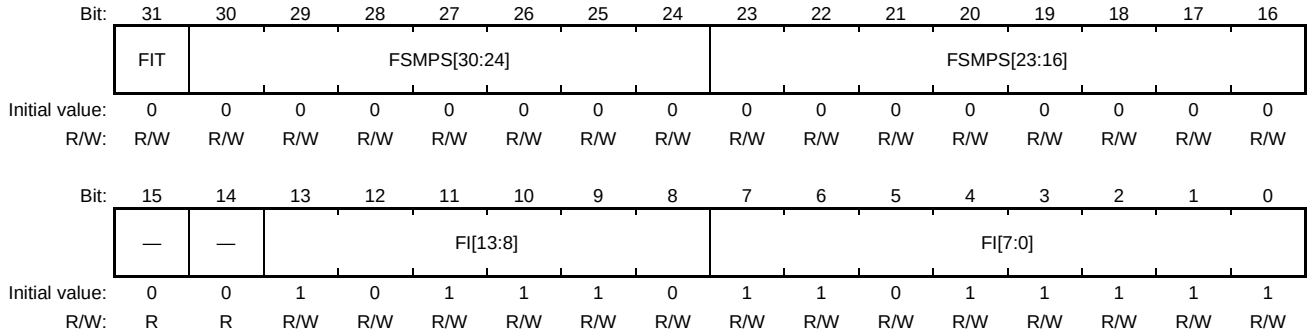
		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 4	DH	R	R/W	H'000_0000	DoneHead When a TD is completed, the host controller writes the content of HcDoneHead to the NextTD field of the TD. The host controller then overwrites the content of HcDoneHead with the address of this TD. This is set to zero whenever the host controller writes the content of this register to HCCA. It also sets the WritebackDoneHead of HcInterruptStatus.
3 to 0	—	R	R	All 0	Reserved

60.2.1.14 HcFmInterval Register (offset: H'034)

Register symbol: HcFmInterval

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcFmInterval register contains a 14-bit value which indicates the bit time interval in a Frame, (i.e., between two consecutive SOFs), and a 15-bit value indicating the Full Speed maximum packet size that the host controller may transmit or receive without causing scheduling overrun. Software can carry out minor adjustment on the FrameInterval by writing a new value over the present one at each SOF.



		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31	FIT	R/W	R	B’0	FrameIntervalToggle Software writes the toggled value to this bit whenever it writes a new value to FI field. The value in this bit is also loaded to FRT bit in HcFmRemaining register whenever the value in FI field is loaded to FR field of the same register. Software can confirm that the value in FI field is loaded to FR field in HcFmReamining register by seeing the toggled value in FRT field in the same register.
30 to 16	FSMPS	R/W	R	H'0000	FSLargestDataPacket The field specifies the largest amount of data in bits which can be sent or received by the HC in a single transaction at any given time without causing scheduling overrun. The host controller decides whether it can still continue the transfer by comparing the current position in frame with the value in this field. Software calculates the value and set it to this field.
15, 14	—	R	R	All 0	Reserved
13 to 0	FI	R/W	R	H'2EDF	FrameInterval This specifies the interval between two consecutive SOFs in bit times for full speed mode of USB. Use with the value “H'2EDF” (=11,999) to satisfy 1 ms length of frame.

60.2.1.15 HcFmRemaining Register (offset: H'038)

Register symbol: HcFmRemaining

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcFmRemaining register is a 14-bit down counter showing the bit time remaining in the current Frame.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	FRT	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	FR[13:8]						FR[7:0]							
Initial value:	0	0	1	0	1	1	1	0	1	1	0	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

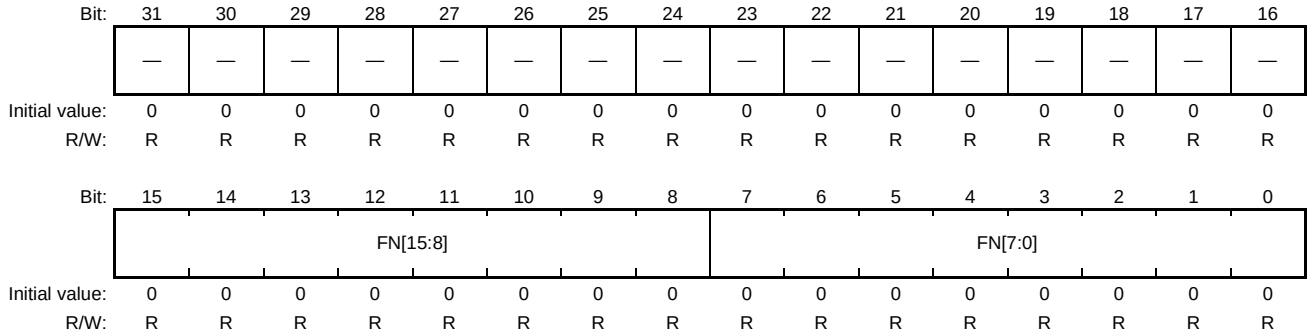
Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31	FRT	R	R/W	B'0	FrameRemainingToggle When FR field reaches 0, the value in FI field in HcFmInterval register is loaded to FR field. At the same time, the value in FIT bit in HcFmInterval register is loaded to this bit. Software can use this bit to confirm that the value in FI field in HcFmInterval register is exactly copied to FR field.
30 to 14	—	R	R	All 0	Reserved
13 to 0	FR	R	R/W	H'2EDF	FrameRemaining This counter is decremented at each bit time. When it reaches 0, the value in FI field in HcFmInterval register is loaded to it at the next bit time boundary. When entering USB Operational state, the host controller re-loads the value in FI field in HcFmInterval register and uses the updated value from the next SOF.

60.2.1.16 HcFmNumber Register (offset: H'03C)

Register symbol: HcFmNumber

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcFmNumber register is a 16-bit counter. It provides a timing reference among events happening in the host controller and software.



		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 16	—	R	R	All 0	Reserved
15 to 0	FN	R	R/W	H'0000	FrameNumber This field is incremented when HcFmRemaining register is re-loaded. It will be rolled over to H'0 after H'FFFF. When entering the USB Operational state, this will be incremented automatically. The content will be written to HCCA after the host controller has incremented the FrameNumber at each frame boundary and sent a SOF but before the host controller reads the first ED in that Frame. After writing to HCCA, the host controller will set SF bit in HcInterruptStatus register.

60.2.1.17 HcPeriodicStart Register (offset: H'040)

Register symbol: HcPeriodicStart

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcPeriodicStart register has a 14-bit programmable value which determines when is the earliest time the host controller should start processing the periodic list.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	PS[13:8]						PS[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 14	—	R	R	All 0	Reserved
13 to 0	PS	R/W	R	H'0000	PeriodicStart This field specifies when host controller starts processing the periodic list. Software calculates the adequate value and set it to this filed during initialization. The value is calculated roughly as 10% off from FI field in HcFmInterval register. When FR field in HcFmRemaining register reaches the value specified, processing of the periodic lists has priority over Control/Bulk processing. Therefore the host controller starts processing the Interrupt list after completing the current Control or Bulk transaction that is in progress.

60.2.1.18 HcLSThreshold Register (offset: H'044)

Register symbol: HcLSThreshold

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcLSThreshold register contains an 12-bit value used by the host controller to determine whether to commit to the transfer of a maximum of 8-byte LS packet before EOF. Neither the host controller nor software is allowed to change this value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	LST[11:8]				LST[7:0]							
Initial value:	0	0	0	0	0	1	1	0	0	0	1	0	1	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 12	—	R	R	All 0	Reserved
11 to 0	LST	R/W	R	H'628	LSThreshold This field specifies the threshold to decide whether the transfer can be still continued in the remaining time of the current frame for LS transfer. Only when the value in FR field of HcFrameRemaining register is larger than that in this field, the host controller can start LS transfer.

60.2.1.19 HcRhDescriptorA Register (offset: H'048)

Register symbol: HcRhDescriptorA

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcRhDescriptorA register is the first register of two describing the characteristics of the Root Hub.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	POTPGT								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	NOCP	OCPM	DT	NPS	PSM	NDP							
Initial value:	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	1
R/W:	R	R	R	R/W	R/W	R	R/W	R/W	R	R	R	R	R	R	R	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 24	POTPGT	R/W	R	H'0F	PowerOnToPowerGoodTime This byte specifies the duration the host controller has to wait before accessing a powered-on port of the Root Hub. The unit of time is 2 ms. The duration is calculated as POTPGT * 2 ms.
23 to 13	—	R	R	All 0	Reserved
12	NOCP	R/W	R	B'0	NoOverCurrentProtection This bit defines how the overcurrent status for the Root Hub ports is reported. When this bit is cleared, OCPM bit specifies global or per-port reporting. 0: Over-current status is reported collectively for all downstream ports 1: No overcurrent protection supported
11	OCPM	R/W	R	B'1	OverCurrentProtectionMode This bit defines how the overcurrent status for the Root Hub ports is reported. This bit shows the same mode as PSM bit when it is reset. This bit is valid only if NOCP bit is cleared. 0: over-current status is reported collectively for all downstream ports. 1: over-current status is reported on a per-port basis.
10	DT	R	R	B'0	DeviceType This bit is always 0 in order to show that the root hub is not a compound device.

Bit	Bit Name	R/W		Initial Value	Description
		HCD	HC		
9	NPS	R/W	R	B'0	NoPowerSwitching This bit is used to specify whether power switching is supported or port is always powered. When this bit is cleared, PSM bit specifies global or per-port switching. 0: Ports are power switched 1: Ports are always powered on when the HC is powered on
8	PSM	R/W	R	B'1	PowerSwitchingMode This bit is used to specify how the power switching of the Root Hub ports is controlled. This bit is only valid if the NPS bit is cleared. 0: all ports are powered at the same time. 1: each port is powered individually. This mode allows port power to be controlled by either the global switch or per-port switching. If the PPCM bit in HcRhDescriptorB register is set, the port responds only to port power commands (Set/ClearPortPower). If the port mask is cleared, then the port is controlled only by the global power switch (Set/ClearGlobalPower).
7 to 0	NDP	R/W	R	H'01	NumberDownstreamPorts This field specifies the number of downstream ports supported by the Root Hub.

60.2.1.20 HcRhDescriptorB Register (offset: H'04C)

Register symbol: HcRhDescriptorB

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcRhDescriptorB register is the second register of two describing the characteristics of the Root Hub.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PPCM[15:8]								PPCM[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DR[15:8]								DR[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 16	PPCM	R/W	R	H'0002	PortPowerControlMask Each bit indicates if a port is affected by a global power control command when PSM bit in HcRhDescriptorA register is set. When set, the port's power state is only affected by per-port power control (Set/ClearPortPower). When cleared, the port is controlled by the global power switch (Set/ClearGlobalPower). If the device is configured to global switching mode (PSM bit = 0), this field is not valid. bit 0: Reserved bit 1: Ganged-power mask on Port #1 bit 15 to 2: Reserved
15 to 0	DR	R/W	R	H'0000	DeviceRemovable Each bit is dedicated to a port of the Root Hub. When cleared, the attached device is removable. When set, the attached device is not removable. bit 0: Reserved bit 1: Device attached to Port #1 bit 15 to 2: Reserved

60.2.1.21 HcRhStatus Register (offset: H'050)

Register symbol: HcRhStatus

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The HcRhStatus register is divided into two parts. The lower word of this dword represents the Hub Status field and the upper word represents the Hub Status Change field. Reserved bits should always be written 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CRWE	—	—	—	—	—	—	—	—	—	—	—	—	—	OCIC	LPSC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	DRWE	—	—	—	—	—	—	—	—	—	—	—	—	—	OCI	LPS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31	CRWE	W	R	B’0	ClearRemoteWakeupEnable Writing 1 clears DRWE bit. Writing 0 has no effect.
30 to 18	—	R	R	All 0	Reserved
17	OCIC	R/W	R/W	B’0	OverCurrentIndicatorChange This bit is set by hardware when a change has occurred to the OCI bit. Writing 1 clears this bit when it is set. Writing 0 has no effect. 0: No change has occurred in over-current status. 1: A change has occurred in over-current status.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
16	LPSC	R/W	R	B'0	This bit has different meanings for read and write. (read) LocalPowerStatusChange This bit always returns 0 for read, since the Root Hub does not support the local power status feature. (write) SetGlobalPower In global power mode (PSM bit = 0 in HcRhDescriptorA register), this bit is written to 1 in order to turn on power to all ports (PPS bit in HcRhPortStatus[N] register is cleared). In per-port power mode, it sets PPS bit in HcRhPortStatus[N] register only on port whose PPCM bit in HcRhDescriptorB register is not set. Writing 0 has no effect.

written to this bit	PSM	PPCM[N]	description
0	—	—	no effect
1	0	—	PPS bit is set
	1	0	PPS bit is set
		1	no effect

15	DRWE	R/W	R	B'0	(read) DeviceRemoteWakeupEnable This bit enables a CCS bit in HcRhPortStatus[N] register as a resume event, causing the transition from USB Suspend state to USB Resume state and setting the ResumeDetected interrupt. 0: CCS bit does not show a remote wakeup event. 1: CCS bit shows a remote wakeup event. (write) SetRemoteWakeupEnable Writing 1 sets this bit. Writing 0 has no effect.
14 to 2	—	R	R	All 0	Reserved
1	OCI	R	R	B'0	OverCurrentIndicator This bit reports overcurrent conditions when the global reporting is implemented. When set, an overcurrent condition exists. When cleared, all power operations are normal. If per-port overcurrent protection is implemented this bit is always '0' 0: all power operations are normal 1: an overcurrent condition exists.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
0	LPS	R/W	R/W	B’0	This bit has different meanings for read and write. (read) LocalPowerStatus This bit always returns 0 for read, since the Root Hub does not support the local power status feature. (write) ClearGlobalPower In global power mode (PSM bit = 0 in HcRhDescriptorA register), this bit is written to 1 in order to turn off power to all ports (PPS bit in HcRhPortStatus[N] register is cleared). In per-port power mode, it clears PPS bit in HcRhPortStatus[N] register only on port whose PPCM bit in HcRhDescriptorB register is not set. Writing 0 has no effect.

written to this bit	PSM	PPCM[N]	description
0	—	—	no effect
1	0	—	PPS bit is set
	1	0	PPS bit is set
		1	no effect

60.2.1.22 HcRhPortStatus[1] Register (offset: H'054)

Register symbol: HcRhPortStatus1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	PRSC	OCIC	PSSC	PESC	CSC
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	LSDA	PPS	—	—	—	PRS	POCI	PSS	PES	CCS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 21	—	R	R	All 0	Reserved
20	PRSC	R/W	R/W	B'0	PortResetStatusChange This bit shows the port reset has been completed. This bit is set at the end of the 10-ms port reset signal. Writing 1 clears this bit. Writing 0 has no effect. 0: port reset has not been completed. 1: port reset has been completed
19	OCIC	R/W	R/W	B'0	PortOverCurrentIndicatorChange This bit shows that overcurrent condition has been detected, and is set when the host controller changes POCI bit. This bit is valid only if overcurrent conditions are reported on a per-port basis. Writing 1 clears this bit. Writing 0 has no effect. 0: no change has occurred in POCI bit. 1: change has occurred in POCI bit.
18	PSSC	R/W	R/W	B'0	PortSuspendStatusChange This bit is set when the full resume sequence has been completed. This sequence includes the 20-s resume pulse, LS EOP, and 3-ms resynchronization delay. Writing 1 clears this bit. Writing 0 has no effect. This bit is also cleared when PRSC bit is set. 0: resume sequence has not been completed. 1: resume sequence has been completed.
17	PESC	R/W	R/W	B'0	PortEnableStatusChange This bit is set when hardware events cause PES bit to be cleared. Writing 1 clears this bit. Writing 0 has no effect. 0: no change has occurred in PES bit 1: change has occurred in PES bit

Bit	Bit Name	R/W		Initial Value	Description
		HCD	HC		
16	CSC	R/W	R/W	B'0	ConnectStatusChange This bit is set whenever connect or disconnect event occurs. Writing 1 means to clear this bit. Writing 0 has no effect. If CCS bit is cleared and writing to SetPortReset, SetPortEnable, or SetPortSuspend occurs, this bit is set to force the driver to re-evaluate the connection status since these write should not occur if the port is disconnected. 0: no change has occurred in CCS bit 1: change has occurred in CCS bit
15 to 10	—	R	R	All 0	Reserved
9	LSDA	R/W	R/W	B'0	This bit has different meanings for read and write. (read) LowSpeedDeviceAttached This bit indicates the speed of the device attached to this port. When set, a Low Speed device is attached to this port. When cleared, a Full Speed device is attached to this port. This field is valid only when the CCS bit is set (which means device is connected). 0: full speed device attached 1: low speed device attached (write) ClearPortPower Writing 1 clears PPS bit. Writing 0 has no effect.
8	PPS	R/W	R/W	B'0	This bit has different meanings for read and write. (read) PortPowerStatus This bit reflects the port's power status. This bit is cleared if an overcurrent condition is detected. 0: port power is off. 1: port power is on. (write) SetPortPower Writing 1 sets PPS bit. Writing 0 has no effect. The HCD writes a 1 to set the PortPowerStatus bit. Writing 0 has no effect.
7 to 5	—	R	R	All 0	Reserved

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
4	PRS	R/W	R/W	B'0	This bit has different meanings for read and write. (read) PortResetStatus When this bit is set by writing to SetPortReset, port reset signaling is asserted. When reset is completed, this bit is cleared when PRSC bit is set. This bit cannot be set if CCS bit is cleared (which means no device is connected) 0: port reset signal is not active 1: port reset signal is active (write) SetPortReset Writing 1 asserts the port reset signaling. Writing 0 has no effect. When CCS bit is cleared (which means no device is connected), PRS bit is not set even with writing 1. But it causes CSC bit to be set instead. This informs that a disconnected port is attempted to be reset.
3	POCI	R/W	R/W	B'0	This bit has different meanings for read and write. (read) PortOverCurrentIndicator This bit is only valid when the host controller is configured in such a way that overcurrent conditions are reported on a per-port basis. If per-port overcurrent reporting is disabled, this bit always returns 0 for read. If cleared, all power operations are normal for this port. If set, an overcurrent condition exists on this port. 0: no overcurrent condition exists 1: overcurrent condition exists. (write) ClearSuspendStatus Writing 1 initiates the resume sequence. Writing 0 has no effect. A resume is initiated only if PSS bit is set.
2	PSS	R/W	R/W	B'0	This bit has different meanings for read and write. (read) PortSuspendStatus This bit indicates the port is suspended or in the resume sequence. This bit cannot be set when CCS bit is cleared (which means no device is connected). This bit is cleared with following conditions. The resume sequence is completed and PSSC bit is set. The port reset is completed and PRSC bit asset. The host controller is placed in USB Resume state. 0: Port is not suspended. 1: Port is suspended. (write) SetPortSuspend Writing 1 sets PSS bit. Writing 0 has no effect. When CCS bit is cleared (which means no device is connected), PSS bit is not set even with writing 1. But it causes CSC bit to be set instead. This informs that a disconnected port is attempted to be suspended.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
1	PES	R/W	R/W	B'0	This bit has different meanings for read and write. (read) PortEnableStatus This bit indicates whether the port is enabled or disabled. This host controller core clears this bit in case of an overcurrent condition, disconnect event, switched-off power, or operational bus error such as babble is detected. This change also sets PESC bit. This bit cannot be set when CCS bit is cleared (which means no device is connected). This bit is also set when port reset is completed and PRSC bit is set or when port is suspended and PSSC bit is set. 0: Port is disabled 1: Port is enabled. (write) SetPortEnable Writing 1 sets PES bit. Writing 0 has no effect. If CCS bit is cleared, this write does not set PES bit, but instead sets CSC bit. This informs the driver that it attempted to enable a disconnected port.
0	CCS	R/W	R/W	B'0	This bit has different meanings for read and write. (read) CurrentConnectStatus This bit reflects the current state of the downstream port. 0: no device is connected 1: device is connected (write) ClearPortEnable Writing 1 to this bit clears PES bit. Writing 0 has no effect.

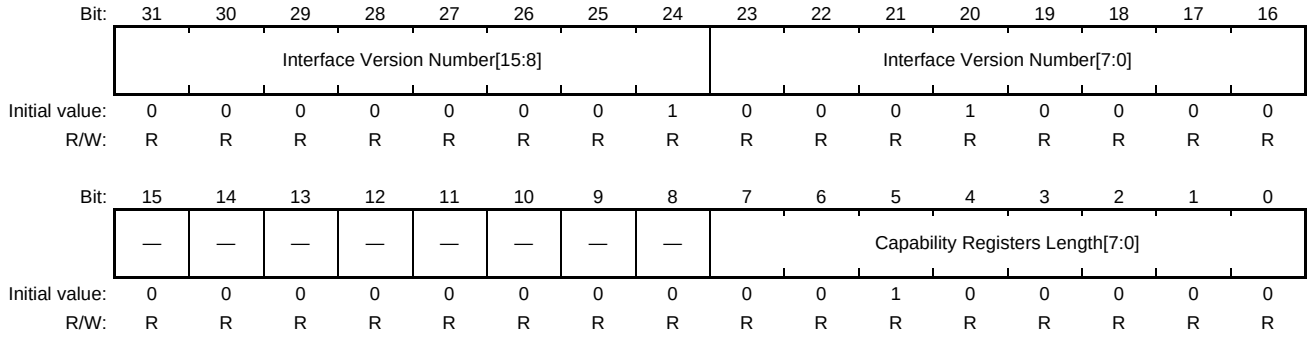
60.2.2 EHCI Controller Capability Registers

60.2.2.1 HCIVERSION/CAPLENGTH Register (offset: H'100)

Register symbol: CAPL_VERSION

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register is used as an offset to add to register base to find the beginning of the operational register space.



Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 16	Interface Version Number	R	R	H'0110	This field shows a BCD encoding of the EHCI revision number supported by this host controller core. This host controller core supports EHCI v.1.1.
15 to 8	—	R	R	All 0	Reserved
7 to 0	Capability Registers Length	R	R	H'20	This field is used as an offset to add to register base to find the beginning of the operational register space. This field is prepared considering the compatibility with EHCI specification. This field has the value of H'20 since the operational register starts from H'20 offset.

60.2.2.2 HCSPARAMS Register (offset: H'104)

Register symbol: HCSPARAMS

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	Debug Port Number[3:0]				—	—	—	P_INDICATOR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

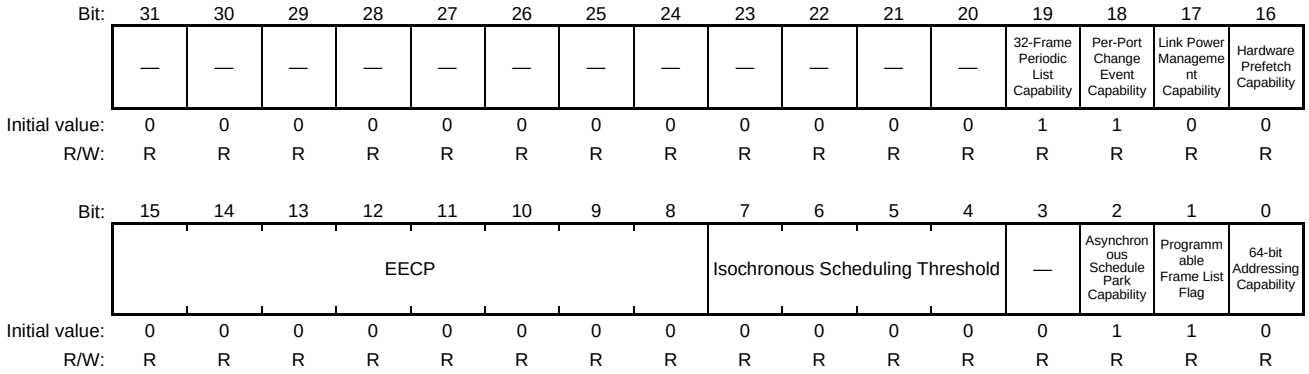
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	N_CC				N_PCC				Port Routing	—	—	PPC	N_PORTS[3:0]			
Initial value:	0	0	0	1	0	0	0	1	1	0	0	1	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 24	—	R	R	All 0	Reserved
23 to 20	Debug Port Number	R	R	H'0	This field always shows H'0 since this host controller core has no debug port.
19 to 17	—	R	R	All 0	Reserved
16	P_INDICATOR	R	R	B’0	Port Indicators (P_INDICATOR). This field always shows 0 since this host controller core does not have the function of port indicator.
15 to 12	N_CC	R	R	H’1	Number of Companion Controller This field indicates the number of companion controllers.
11 to 8	N_PCC	R	R	H’1	Number of Ports per Companion Controller (N_PCC). This field indicates the number of ports supported per companion host controller. It is used to indicate the port routing configuration to software.
7	Port Routing Rules	R	R	B’1	Port Routing Rules. This field indicates the method used by this implementation for how all ports are mapped to companion controllers. 0: The first N_PCC ports are routed to the lowest numbered function companion host controller, the next N_PCC port are routed to the next lowest function companion controller, and so on. 1: The port routing is explicitly enumerated by the first N_PORTS elements of the HCSP-PORTROUTE array.
6, 5	—	R	R	All 0	Reserved
4	PPC	R	R	B’1	Port Power Control (PPC). This field indicates whether the host controller implementation includes port power control.
3 to 0	N_PORTS	R	R	H’1	This field specifies the number of physical downstream ports implemented as host controller

60.2.2.3 HCCPARAMS Register (offset: H'108)

Register symbol: HCCPARAMS

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 20	—	R	R	All 0	Reserved
19	32-Frame Periodic List Capability	R	R	B’1	This bit shows 1 since this host controller has 32-Frame Periodic List Capability. When set (1) this optional field indicates the host controller supports a 32 frame periodic schedule as specified by using the value B'11 in the USBCMD Frame List Size field. Software must treat a Flame List Size values (B'01 = 512 frames, B'10 = 256 frames) continues to be indicated through the Programmable Frame List Flag, where this bit only indicates programmability for a 32-frame list.
18	Per-Port Change Event Capability	R	R	B’1	This bit shows 1 since this host controller has Per-Port Change Event Capability. When set (1) this optional field indicates host controller support for pre-port change events and associated USBCMD Pre-Port Change Event Enable, USBSTS Port-n Change Detect, and USBINT Port-n Change Interrupt Enable fields. Note that software should treat those fields as reserved when this bit is cleared (0).
17	Link Power Management Capability	R	R	B’0	This bit shows 0 since this host controller doesn't have Link Power Management Capability. When set (1) this optional field indicates host controller support for this the Link Power Management L1 state and associated PORTSC Suspend using L1, Suspend Status, and Device Address field. Note that software should treat those fields as reserved then this bit is cleared (0).
16	Hardware Prefetch Capability	R	R	B’0	This bit shows 0 since this host controller does not have Hardware Prefetch Capability. This host controller doesn’t support this function.
15 to 8	EECP	R	R	H'00	EHCI Extended Capabilities Pointer (EECP).
7 to 4	Isochronous Scheduling Threshold	R	R	H'0	This field shows 0 since this host controller core does not support the function to cache the isochronous data structure.
3	—	R	R	B’0	Reserved

Bit	Bit Name	R/W		Initial Value	Description
		HCD	HC		
2	Asynchronous Schedule Park Capability	R	R	B’1	This bit shows 1 since this host controller core has Asynchronous Schedule Park Capability.
1	Programmable Frame List Flag	R	R	B’1	This bit shows 1 since this host controller core supports Programmable Frame List.
0	64-bit addressing Capability	R	R	B’0	This field shows 0 since this host controller core does not support 64-bit addressing.

60.2.2.4 HCSP-PORTROUTE Register (offset: H'10C)

Register symbol: HCSP_PORTROUTE

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This operational register is valid only if Port Routing Rules field in HCSPARAMs register.

In that case, this register shows how OHCI controller is routed to each port.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Companion Port Route[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Companion Port Route[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	R/W	Initial Value	Description
31 to 0	Companion Port Route[31:0]	R	H'0000_0000	These bits show the port controlled by the OHCI host controller. This module provides only one OHCI host controller and this bit is read as 0.

60.2.3 EHCI Operational Registers

60.2.3.1 USBCMD Register (offset: H'120)

Register symbol: USBCMD

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The Command Register indicates the command to be executed by the serial bus host controller. Writing to the register causes a command to be executed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	Host-Initiated Resume Duration				Interrupt Threshold Control							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Per-Port Change Events Enable	Full Synchro-nized Prefetch	Asynchro-nous Schedule Prefetch Enable	Periodic Schedule Prefetch Enable	Asynchro-nous Schedule Park Mode Enable	—	Asynchronous Schedule Park Mode Count		Light Host Controller Reset	Interrupt on Async Advance Door-bell	Asynchron ous Schedule Enable	Periodic Schedule Enable	Frame List Size		HCRES ET	RS
Initial value:	0	0	0	0	1	0	1	1	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R/W	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 28	—	R	R	All 0	Reserved
27 to 24	Host-Initiated Resume Duration	R/W	R	H'0	This field is used by software to specify the minimum amount of time the host controller will drive the K-state during a host-initiated resume from LPM (L1) state and is conveyed to each LPM-enabled device (via the HIRD bits within an LPM Token's bmAttributes field) upon entry into a low-power state. Encoding for this field is identical to the definition for the similarly named HIRD field within an LPM Token. Specifically, a value H'0 equals to 50 µs and each additional increment adds 75 µs. For example, the value H'1 equals 125 µs and H'F equals 1175 µs.
23 to 16	Interrupt Threshold Control	R/W	R	H'08	This field is used by system software to select the maximum rate at which the host controller core issue interrupts. If software writes an invalid value to this field, the results are undefined. **Value Maximum Interrupt Interval** H'00: Reserved H'01: 1 micro-frame H'02: 2 micro-frames H'04: 4 micro-frames H'08: 8 micro-frames (default, equals to 1 MS) H'10: 16 micro-frames (2 MS) H'20: 32 micro-frames (4 MS) H'40: 64 micro-frames (8 MS) Software should not set this bit to 0 while Halted bit is equal to 0.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
15	Per-Port Change Events Enable	R/W	R	B'0	This field is used by software to enable the per-port change event capability as defined by the Port-n Change Detect field in the USBSTS register and Port-n Change Detect Enable field in the USBINTR register. When this bit is set to 1, the per-port change event is enabled. When this bit is set to 0, the per-port change event is disabled.
14	Full Synchronized Prefetch	R	R	B'0	Since this host controller core does not have Hardware Prefetch Capability, this bit is fixed to 0.
13	Asynchronous Schedule Prefetch Enable	R	R	B'0	Since this host controller core does not have Hardware Prefetch Capability, this bit is fixed to 0.
12	Periodic Schedule Prefetch Enable	R	R	B'0	Since this host controller core does not have Hardware Prefetch Capability, this bit is fixed to 0.
11	Asynchronous Schedule Park Mode Enable	R/W	R	B'1	Software uses to enable or disable Asynchronous Schedule Park Mode. When this bit is set to 1, Park mode is enabled. When this bit is set to 0, Park mode is disabled.
10	—	R	R	B'0	Reserved
9, 8	Asynchronous Schedule Park Mode Count	R/W	R	B'11	This field defines a count of the number of successive transactions the host controller core is allowed to execute from a high-speed queue head on the Asynchronous schedule before continuing traversal of the Asynchronous schedule. This function is enabled when Asynchronous Schedule Park Mode Enable is set to 1. Software should not write 0 to this bit.
7	Light Host Controller Reset	R	R	B'0	Since this host controller core does not support the function of Light Host Controller Reset, this bit is fixed to 0.
6	Interrupt on Async Advance Doorbell	R/W	R/W	B'0	This bit is used as a doorbell by software to tell the host controller to issue an interrupt the next time it advances asynchronous schedule. Software must write 1 to this bit to ring the doorbell. When the host controller has evicted all appropriate cached schedule state, it sets the Interrupt on Async Advance status bit in the USBSTS register. If the Interrupt on Async Advance Enable bit in the USBINTR register is 1 then the host controller will assert an interrupt at the next interrupt threshold. The host controller sets this bit to 0 after it has set the Interrupt on Async Advance status bit in the USBSTS register to 1. Software should not write 1 to this bit when the asynchronous schedule is disabled.
5	Asynchronous Schedule Enable	R/W	R	B'0	This bit controls whether the host controller skips processing the Asynchronous Schedule. 0: Do not process the Asynchronous Schedule 1: Use the ASYNCLISTADDR register to access the Asynchronous Schedule.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
4	Periodic Schedule Enable	R/W	R	B'0	This bit controls whether the host controller skips processing the Periodic Schedule. 0: Do not process the Periodic Schedule 1: Use the PERIODICLISTBASE register to access the Periodic Schedule.
3, 2	Frame List Size	R/W	R	B'00	This field specifies the size of the frame list. The size the frame list and controls which bits in the Frame Index Register should be used for the Frame List Current index. This host controller core has 32-Frame Periodic List Capability. Value the number of frames in Frame List B'00: 1024 frames (default) B'01: 512 frames B'10: 256 frames B'11: 32 frames
1	HCRESET	R/W	R/W	B'0	Host Controller Reset (HCRESET). This control bit is used by software to reset the host controller. When software writes 1 to this bit, the Host Controller resets its internal pipelines, timers, counters, state machines, etc. to their initial value. Any transaction currently in progress on USB is immediately terminated. A USB reset is not driven on downstream ports. All registers except EHCI operational registers are not affected by this reset. All operational registers, including port registers and port state machines are set to their initial values. Port ownership reverts to the companion host controller(s). Software must reinitialize the host controller in order to return the host controller to an operational state. This bit is set to 0 by the Host Controller when the reset process is complete. Software cannot terminate the reset process early by writing 0 to this register. Software should not set this bit to 1 when the HCHalted bit in the USBSTS register is 0.
0	RS	R/W	R/W	B'0	Run/Stop (RS). When this bit is set to 1, the host controller proceeds with execution of the schedule. The host controller continues execution as long as this bit is set to 1. When this bit is set to 0, the host controller completes the current and any actively pipelined transactions on the USB and then halts. The HCHalted bit in the status register indicates when the host controller has finished its pending pipelined transactions and has entered the stopped state. Software should not write 1 to this field unless the host controller is in the Halted state (i.e. HCHalted in the USBSTS register is 1).

60.2.3.2 USBSTS Register (offset: H'124)

Register symbol: USBSTS

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register indicates pending interrupts and various states of the host controller. The status resulting from a transaction on the serial bus is not indicated in this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Port-n Change Detect[15:8]								Port-n Change Detect[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Asynchro-nous Schedule Status	Periodic Schedule Status	Reclama tion	HCHalte d	—	—	—	—	—	—	Interrupt on Async Advance	Host System Error	Frame List Rollover	Port Change Detect	USBERR INT	USBINT
Initial value:	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 16	Port-n Change Detect	R/W	R/W	H'0000	The definition of each bit is identical to the Port Change Detect field (bit 2 of this register) except these bits are specific to a given port, where bit 16 = Port 1, 17 = Port 2, etc. For example, if bit 17 is set to 1 then a port change event was detected on Port 2, the N_PORTS field in HCSPARAMS specifies how many ports are exposed by the host controller and thus how many bits in this field are valid. The behavior of the Port Change Detect and related fields even when Per-Port Change Events are enabled. This field is only used by software when the Per-Port Change Events Enable bit within the USBCMD register is set to 1. bit 31 to 17: Reserved
15	Asynchronous Schedule Status	R	R/W	B'0	This bit reports the current real status of the Asynchronous Schedule. If this bit is 0 then the status of the Asynchronous Schedule is disabled. If this bit is 1 then the status of the Asynchronous Schedule is enabled. When this bit and the Asynchronous Schedule Enable bit are the same value, the Asynchronous Schedule is either enabled (1) or disabled (0).
14	Periodic Schedule Status	R	R/W	B'0	This bit reports the current real status of the Periodic Schedule. If this bit is 0 then the status of the Periodic Schedule is disabled. If this bit is 1 then the status of the Periodic Schedule is enabled. When this bit and the Periodic Schedule Enable bit are the same value, the Periodic Schedule is either enabled (1) or disabled (0).

Bit	Bit Name	R/W		Initial Value	Description
		HCD	HC		
13	Reclamation	R	R/W	B'0	This is a read-only status bit, which is used to detect an empty asynchronous schedule. When this bit is 1, asynchronous schedule is empty.
12	HCHalted	R	R/W	B'1	This bit is 0 whenever the Run/Stop bit is 1. The host controller sets this bit to 1 after it has stopped executing as a result of the Run/Stop bit being set to 0, either by software or by the host controller hardware (e.g. internal error).
11 to 6	—	R	R/W	All 0	Reserved
5	Interrupt on Async Advance	R/W	R/W	B'0	System software can force the host controller to issue an interrupt the next time the host controller advances the asynchronous schedule by writing 1 to the Interrupt on Async Advance Doorbell bit in the USBCMD register. This status bit indicates the assertion of that interrupt source. This bit is cleared to 0 by writing 1 to it. Writing 0 occurs no effect.
4	Host System Error	R/W	R/W	B'0	The host controller sets this bit to 1 when a serious error occurs. When this error occurs, the host controller clears the Run/Stop bit in the Command register to prevent further execution of the scheduled TDs. This bit is cleared to 0 by writing 1 to it. Writing 0 occurs no effect.
3	Frame List Rollover	R/W	R/W	B'0	The host controller sets this bit to 1 when a frame list rollover event occurs. The exact Frame List Index value at which the rollover occurs depends on the frame list size, nothing this generally occurs when FRINDEX rolls over from its maximum value to 0. For example, if the frame list size (as programmed in the Frame List Size field of the USBCMD register) is 1024 then a frame list rollover would occur every time FRINDEX[13] toggles. Similarly, a frame list rollover event would occur every time FRINDEX[12] toggles for a 512 frame list, and when FRINDEX[11] toggles for a 256 frame list. Note this behavior is different for a 32 frame list where a rollover event occurs every time FRINDEX[13] toggles (same as 1024). This bit is cleared to 0 by writing 1 to it. Writing 0 occurs no effect.
2	Port Change Detect	R/W	R/W	B'0	The host controller sets this bit to 1 when it detects any change of port status. The detailed conditions those set this bit to 1 are as follows. The connection or disconnection of device is detected and Connect Status Change bit (bit 1) of PORTSC[n] register is changed from 0 to 1. The enabled status of port is detected and Port Enable/Disable bit (bit 3) of PORTSC[n] register is changed from 0 to 1. The over current is detected and Over-current Change bit (bit 5) of PORTSC[n] register is changed from 0 to 1. J-K transition is detected on the suspended port and Force Port Resume bit (bit 6) of PORTSC[n] register is changed from 0 to 1. This bit is cleared to 0 by writing 1 to it. Writing 0 occurs no effect.

Bit	Bit Name	R/W		Initial Value	Description
		HCD	HC		
1	USBERRINT	R/W	R/W	B'0	USB Error Interrupt (USBERRINT). The host controller sets this bit to 1 when completion of a USB transaction results in an error condition. If the TD on which the error interrupt occurred also had its IOC bit set, both this bit and USBINT bit are set. This bit is cleared to 0 by writing 1 to it. Writing 0 occurs no effect.
0	USBINT	R/W	R/W	B'0	USB Interrupt (USBINT). The host controller sets this bit to 1 on the completion of a USB transaction, which results in the retirement of a Transfer Descriptor that had its IOC bit set. The host controller also sets this bit to 1 when a short packet is detected (actual number of bytes received was less than the expected number of bytes). This bit is cleared to 0 by writing 1 to it. Writing 0 occurs no effect.

60.2.3.3 USBINTR Register (offset: H'128)

Register symbol: USBINTR

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register enables and disables reporting of the corresponding interrupt to the software. When a bit is set and the corresponding interrupt is active, an interrupt is generated to the host. Interrupt sources that are disabled in this register still appear in the USBSTS to allow the software to poll for events.

Each interrupt enable bit description indicates whether it is dependent on the interrupt threshold mechanism.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Port-n Change Event Enable[15:8]								Port-n Change Event Enable[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	Interrupt on Async Advance Enable	Host System Error Enable	Frame List Rollover Enable	Port Change Detect Enable	USB Error Interrupt Enable	USB Interrupt Enable
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 16	Port-n Change Event Enable	R/W	R	H'0000	The definition for each bit in this field is identical to bit 2 of this register (Port Change Interrupt Enable bit) except these bits are specific to a given port, where bit 16 = Port 1, 17= Port 2, etc. For example, if bit 17 is set to 1 then a port change event was detected on Port 2. When a bit in this field is 1 and the corresponding Port-n Change Detect bit in the USBSTS register is 1, the host controller will issue an interrupt. The interrupt is acknowledged by software clearing the Port-n Change Detect bit. bit 31 to 17: Reserved
15 to 6	—	R	R	All 0	Reserved
5	Interrupt on Async Advance Enable	R/W	R	B’0	When this bit is a one, and the Interrupt on Async Advance bit in the USBSTS register is 1, the host controller will issue an interrupt at the next interrupt threshold. The interrupt is acknowledged by software clearing the Interrupt on Async Advance bit.
4	Host System Error Enable	R/W	R	B’0	When this bit is 1, and the Host System Error Status bit in the USBSTS register is 1, the host controller will issue an interrupt. The interrupt is acknowledged by software clearing the Host System Error bit.
3	Frame List Rollover Enable	R/W	R	B’0	When this bit is 1, and the Frame List Rollover bit in the USBSTS register is 1, the host controller will issue an interrupt. The interrupt is acknowledged by software clearing the Frame List Rollover bit.
2	Port Change Detect Enable	R/W	R	B’0	When this bit is 1, and the Port Change Detect bit in the USBSTS register is 1, the host controller will issue an interrupt. The interrupt is acknowledged by software clearing the Port Change Detect bit.

Bit	Bit Name	R/W		Initial Value	Description
		HCD	HC		
1	USB Error Interrupt Enable	R/W	R	B'0	When this bit is 1, and the USBERRINT bit in the USBSTS register is 1, the host controller will issue an interrupt at the next interrupt threshold. The interrupt is acknowledged by software clearing the USBERRINT bit.
0	USB Interrupt Enable	R/W	R	B'0	When this bit is 1, and the USBINT bit in the USBSTS register is 1, the host controller will issue an interrupt at the next interrupt threshold. The interrupt is acknowledged by software clearing the USBINT bit.

60.2.3.4 FRINDEX Register (offset: H'12C)

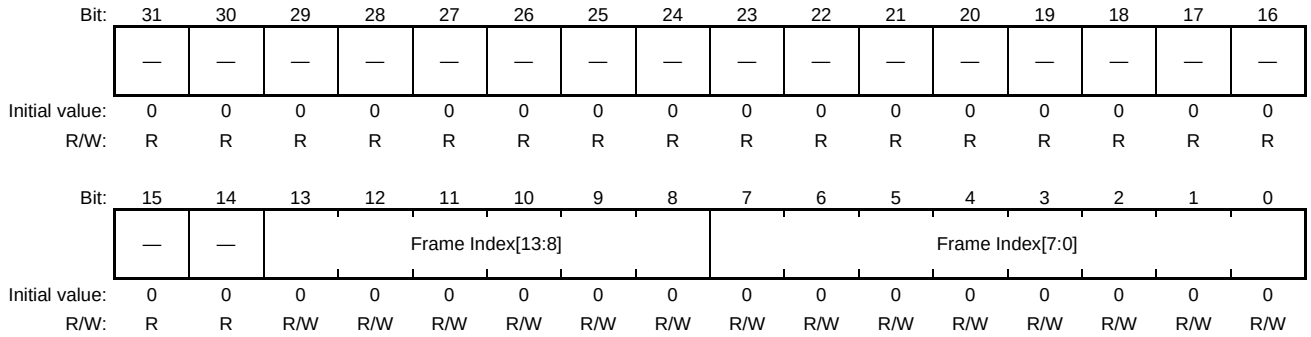
Register symbol: FRINDEX

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register is used by the host controller to index into the periodic frame list. The register updates every 125 microseconds (once each micro-frame). Bits [N:3] are used to select a particular entry in the Periodic Frame List during periodic schedule execution. The number of bits used for the index depends on the size of the frame list as set by system software in the Frame List Size field in the USBCMD register

This register can't be written unless the host controller is in the Halted state as indicated by HCHalted bit of USBSTS register. It is not allowed to write to this register while the Run/Stop bit is 1 either.

The host controller behaves slightly different when using a 32-frame Frame List Size, specifically it continues to count FRINDEX up to a full 1024 frames, transmit SOF values from 0 to 2047, and generate Frame List Rollover events (when enabled) every 1024 frames - exactly as if a 1024 frame list size was employed. The host controller will only reference 32 elements on the periodic schedule, however. This is accomplished by formulating the Periodic Frame List Element Address using {FRINDEX[N:3] modulo 32} rather than FRINDEX[N:3]. The same mapping should be done by system software whenever it needs to correlate the current FRINDEX value to a specific periodic schedule element. Note this new behavior only applies to a 32-frame list.



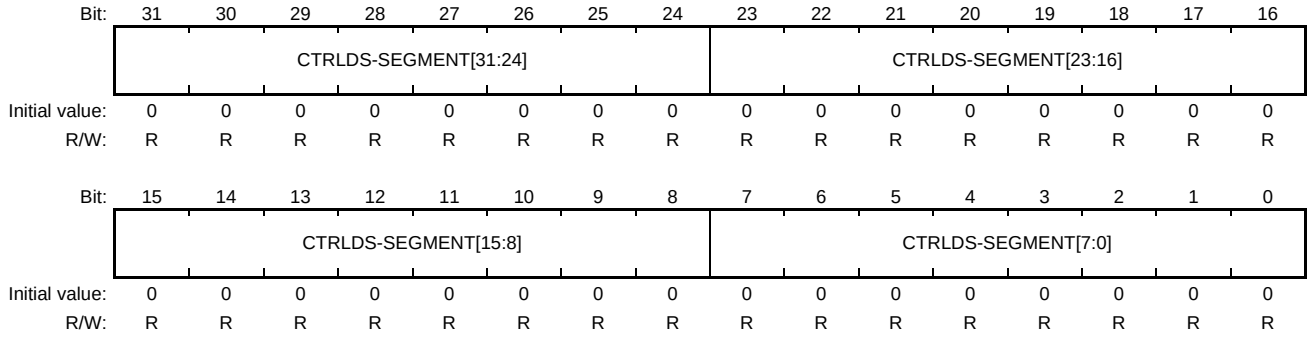
Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
31 to 14	—	R	R	All 0	Reserved
13 to 0	Frame Index[13:0]	R/W	R/W	H'0000	The value in this register increments at the end of each time frame (e.g. micro-frame). Bits [N:3] are used for the Frame List current index. This means that each location of the frame list is accessed 8 times (frames or micro-frames) before moving to the next index. The following illustrates values of N based on the value of the Frame List Size field in the USBCMD register. **Frame List Size** / **Number of Frames** / **N** B'00 / 1024 / 12 B'01 / 512 / 11 B'10 / 256 / 10 B'11 / 32 / 12

60.2.3.5 CTRLDSSEGMENT Register (offset: H'130)

Register symbol: CTRLDSSEGMENT

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Since this host controller does not have the 64-bit Addressing Capability and the 64-bit Addressing Capability bit in HCCPARAMS is 0, CTRLDSSEGMENT register is not used and fixed to H'0000_0000.



		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 0	CTRLDS-SEGMENT	R	R	H'0000_0000	This host controller does not support 64-bit addressing.

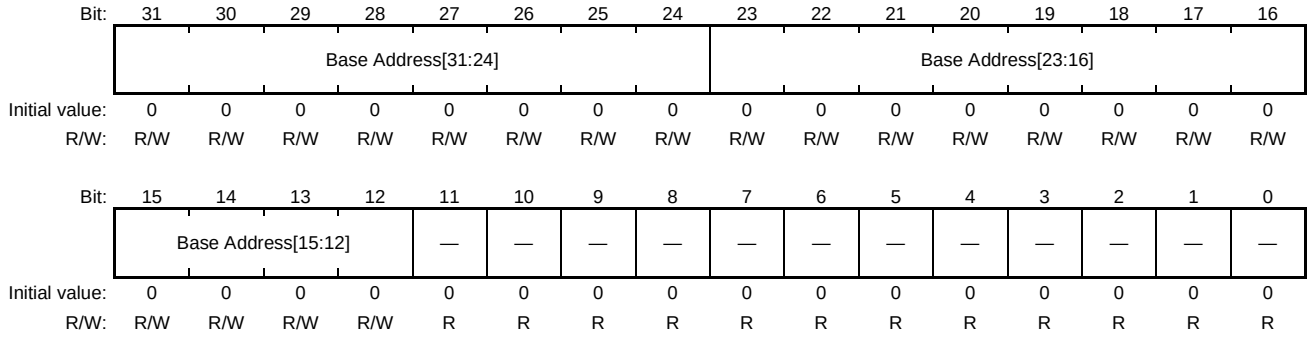
60.2.3.6 PERIODICLISTBASE Register (offset: H'134)

Register symbol: PERIODICLISTBASE

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register contains the beginning address of the Periodic Frame List in the system memory.

Software loads this register prior to starting the schedule execution by the host controller. The memory structure referenced by this physical memory pointer is assumed to be 4-Kbyte aligned. The contents of this register are combined with the Frame Index Register (FRINDEX) to enable the Host Controller to step through the Periodic Frame List in sequence.



		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 12	Base Address	R/W	R	H'0_0000	This field defines the beginning address of the Periodic Frame List in the system memory. The pointer contained in this field should be 4-Kbyte aligned.
11 to 0	—	R	R	All 0	Reserved

60.2.3.7 ASYNCLISTADDR Register (offset: H'138)

Register symbol: ASYNCLISTADDR

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register contains the address of the next asynchronous queue head to be executed.

Bits [4:0] of this register cannot be modified by software and will always return H'00 when read. The memory structure referenced by this physical memory pointer is assumed to be 32-byte (cache line) aligned.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	LPL[31:24]								LPL[23:16]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LPL[15:8]								LPL[7:5]			—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 5	LPL	R/W	R/W	H'000_0000	Link Pointer Low (LPL). This field defines the address of the next asynchronous queue head to be executed. The pointer contained in this field should be 32-byte aligned.
4 to 0	—	R	R	All 0	Reserved

60.2.3.8 CONFIGFLAG Register (offset: H'160)

Register symbol: CONFIGFLAG

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	CF
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 1	—	R	R	All 0	Reserved This field defines the address of the next asynchronous queue head to be executed. The pointer contained in this field should be 32-byte aligned.
0	CF	R/W	R	B’0	Configuration Flag (CF). Software sets this bit as the last action in its process of configuring the host controller. This bit controls the default port-routing control logic. Bit values and side-effects are listed below. 0: Port routing control logic default-routes each port to OHCI host controller. 1: Port routing control logic default-routes all ports to this (EHCI) host controller.

60.2.3.9 PORTSC[1] Register (offset: H'164)

Register symbol: PORTSC1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device Address							Suspend Status		WKOC_E	WKDSCNNT_E	WKCNNT_E	Port Test Control			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Port Indicator Control		Port Owner	PP	Line Status		Suspend using L1	Port Reset	Suspend	Force Port Resume	Over-current Active Change	Over-current Active	Port Enabled/ Disabled Change	Port Enabled/ Disabled	Connect Status Change	Current Connect Status
Initial value:	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R

		R/W			
Bit	**Bit Name**	**HCD**	**HC**	**Initial Value**	**Description**
31 to 25	Device Address	R/W	R/W	H'00	The 7-bit USB device address for the device attached to and immediately downstream of the associated root port. A value of zero indicates no device is present or support for this feature is not present.
24, 23	Suspend Status	R	R/W	B'00	These two bits are used by software to determine whether the most recent L1 suspend request was successful, specifically B'00: Success: State transition was successful (ACK) B'01: Not Yet: Device was unable to enter the L1 state at this time (NYET). B'10: Not Supported: Device does not support the L1 state (STALL) B'11: Timeout/Error: Device failed to respond or an error occurred This field is updated by hardware immediately following the completion of an L1 transition request (via an LPM token). To avoid any race conditions with hardware, software should only consume the contents of this field when Suspend = 0 (port no longer in L1).
22	WKOC_E	R/W	R/W	B'0	Wake on Over-current Enable. Writing 1 to this bit enables the port to detect the over-current conditions as wake-up events. Writing 0 to this bit has no effect. This bit is zero if PP bit is zero.
21	WKDSCNNT_E	R/W	R/W	B'0	Wake on Disconnect Enable. Writing 1 to this bit enables the port to detect the device disconnects as wake-up events. Writing 0 to this bit has no effect. This bit is zero if PP bit is zero.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
20	WKCNNT_E	R/W	R/W	B'0	Wake on Connect Enable. Writing 1 to this bit enables the port to detect the device connects as wake-up events. Writing 0 to this bit has no effect. This field is zero if PP bit is zero.
19 to 16	Port Test Control	R/W	R	B'0000	Port Test Control. A non-zero value indicates that it is operating in test mode and the specific test mode is indicated by the specific value. When this field is zero, the port is NOT operating in a test mode. Value test mode B'0000: Test mode not enabled B'0001: Test J_STATE B'0010: Test K_STATE B'0011: Test SE0_NAK B'0100: Test Packet B'0101: Test FORCE_ENABLE Other: Reserved
15, 14	Port Indicator Control	R	R	B'00	This field always shows B'00 since this host controller does not support Port Indicator Control.
13	Port Owner	R/W	R/W	B'1	This bit unconditionally goes to 0 when the Configured bit in the CONFIGFLAG register makes a transition from 0 to 1. This bit unconditionally goes to 1 whenever the Configured bit is zero. Software uses this field to release ownership of the port to a selected host controller (in the event that the attached device is not a high-speed device). Software writes 1 to this bit when the attached device is not a high-speed device. 0: EHCI controller owns the port. 1: OHCI controller owns the port.
12	PP	R/W	R/W	B'0	Port Power (PP). The function of this bit depends on the value of PPC bit in HCSPARAMS register. The behavior is as follows: PPC PP Operation 0 1 RO – The host controller does not have port power control switches. Each port is hard-wired to power. 1 1/0 R/W – The host controller has port power control switches. This bit represents the current setting of the switch (0 = off, 1 = on). When power is not available on a port (i.e. PP equals to 0), the port is non-functional and will not report attaches, detaches, etc. When an over-current condition is detected on a powered port and PPC bit is 1, the PP bit in each affected port may be transitioned by the host controller from 1 to 0 (which means removing power from the port).

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
11, 10	Line Status	R	R/W	B'00	This field reflects the current logical levels of the D+ (bit 11) and D- (bit 10) signal lines. This field is used for detection of low-speed USB devices prior to the port reset and enable sequence. This field is valid only when Port Enable/Disable bit is 0 and Current Connect Status bit is set to 1. {bit11, bit10} USB state description B'00 SE0 Not LS-device, perform EHCI reset. B'10 J-state Not LS-device, perform EHCI reset. B'01 K-state LS-device, change ownership from EHCI to OHCI. B'11 Undefined Not LS-device, perform EHCI reset. The value in this field is undefined if PP bit is 0.
9	Suspend using L1	R	R	B'0	0: Suspend using L2
8	Port Reset	R/W	R/W	B'0	This bit shows the reset status of the port. When software writes 1 to this bit (from a zero), the bus reset is started. Software is required to write 0 to this bit to terminate the bus reset sequence. Software should keep this bit at 1 long enough to ensure the reset sequence completes as specified in the USB Specification. Do not write 1 to this bit when HCHalted bit in USBSTS register is 0. This bit is 0 if PP bit is 0. 0: The port is not in reset. 1: The port is in reset.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
7	Suspend	R/W	R/W	B’0	P*ort Enabled* Bit and *Suspend* bit of this register define the port states as follows: {Port Enabled, Suspend} Port Status B’0x Disable B’10 Enable B’11 Suspend Software writes a one to this bit to transition a port to either the L1 or L2 suspend state. Which suspend state the host controller attempts depends on the value of the Suspend Using L1 field. When in suspend state, downstream propagation of data is blocked on this port, except for port reset. If this bit is set to a one when a transaction is in progress then the blocking will not occur until the end of the current transaction. In the suspend state, the port is sensitive to resume detection. Note that the status of this bit does not change until the port is fully suspended and there may be a delay in suspending a port if a transaction is currently in progress on the USB. Addition status for L1-based transitions is provided to software via the Suspend Status field. Software writes 1 to this bit in order to set it. Writing 0 to this bit has no effect. Software can writes to this bit only when PP bit is 1 and Port Owner bit is 0 and Current Connect Status bit is 1. The host controller unconditionally sets this bit to 0 when: Software sets Force Port Resume bit to 0 (from 1). Software sets Port Reset bit to 1 (from 0). Whenever Port Power is 0 This field is 0 if PP bit is 0.

Bit	Bit Name	R/W HCD	R/W HC	Initial Value	Description
6	Force Port Resume	R/W	R/W	B'0	This bit indicates that the resume on the port is detected. 0: No resume signaling is detected or driven on the port. 1: The resume signaling is detected or driven on the port. The host controller set this bit to 1 if a J-to-K transition is detected while the port is in the Suspend state. When this bit transitions to 1 because a J-to-K transition is detected, the Port Change Detect and/or Port-n Changes Detect bits in the USBSTS register are also set to 1. If software sets this bit to 1, the host controller must not set the Port Change Detect and/or Port-n Change Detect bits. This functionality defined for manipulating this bit depends on the value of the Suspend and Suspend Using L1 bits. For example, if the port is not suspended (Suspend and Enabled bits are a one) and software transitions this bit to a one, then the effects on the bus are undefined. The resume signaling (Full-speed 'K') is driven on the port as long as this bit remains a one. For legacy (L2) transitions, Software should set this bit to 0 when the appropriate amount of time has elapsed. Writing 0 (from 1) causes the port to return to high speed mode (forcing the bus below the port into a high-speed idle). This bit will remain 1 until the port has switched to the high-speed idle. The host controller must complete this transition within 2 milliseconds of software setting this bit to 0. Software does not need to time resume signaling for L1 transactions as host controller hardware will automatically enforce the necessary timing and clear this bit when the port has fully resumed. Software can influence the amount of time hardware will drive resume signaling during L1 exit via the Host-Initiated Resume Duration field within the USBCMD register. This bit is 0 if PP bit is 0
5	Over-current Change	R/W	R/W	B'0	This bit indicates whether Over-current Active bit has been changed or not. Writing 1 to this bit clears it. Writing 0 to this bit has no effect. 0: Over-current Active bit has not changed. 1: Over-current Active bit has changed.
4	Over-current Active	R	R/W	B'0	This bit shows the over-current status of the port. When the host controller detects the over-current condition, it disables the port and then sets this bit to 1. The host controller automatically clears this bit when the over-current condition has been removed. 0: No over-current condition exists on the port. 1: The over-current condition exists on the port.
3	Port Enable/Disable Change	R/W	R/W	B'0	This bit indicates whether Port Enabled/Disabled bit has been changed or not. This bit is set 1 only when a port is disabled due to the appropriate conditions existing at EOF2 point. Writing 1 to this bit clears it. Writing 0 to this bit has no effect. This bit is 0 if PP bit is 0.

Bit	Bit Name	R/W		Initial Value	Description
		HCD	HC		
2	Port Enabled/ Disabled	R/W	R/W	B’0	Ports can only be enabled by the host controller as a part of the reset and enable. Software cannot enable a port by writing 1 to this field. The host controller will only set this bit to 1 the reset sequence determines that the attached device is a high-speed device. Ports can be disabled by either a fault condition (disconnect event or other fault condition) or by software. When the port is disabled (0) downstream propagation of data is blocked on this port, except for reset. When Port Test Control is B'0101, the port is always enabled and this bit is set to 1 independent of the port status. This bit is 0 if PP bit is 0. 0: The port is disabled 1: The port is enabled.
1	Connect Status Change	R/W	R/W	B’0	This bit indicates a change has occurred in the port’s Current Connect Status. The host controller sets this bit for all changes to the port device connect status, even if software has not cleared an existing connect status change. Writing 1 to this bit clears it. Writing 0 to this bit has no effect. This field is 0 if PP bit is 0.
0	Current Connect Status	R	R/W	B’0	This bit reflects the current state of the connection of the port. The host controller sets this bit to 1 when it detects the connection of device to the port. It also sets 1 to this bit with Port Test Control = B'0101, even when device is not connected. If it detects the device is disconnected, this bit is reset to 0. This bit is 0 if PP bit is 0 or if Port Owner bit is 0. 0: No device is present. 1: Device is present.

60.2.4 AHB Bridge Registers

60.2.4.1 INT_ENABLE Register (offset: H'200)

Register symbol: INT_ENABLE

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register enables or disables interrupt generation for each interrupt source bit in the INT_STATUS register. When a bit in this register is set to disabled, the interrupt signal is not asserted even when the interrupt condition for the corresponding source is satisfied and the corresponding source bit in the INT_STATUS register is set to 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	WAKEON_INTEN	UCOM_INTEN	USBH_INTBEN	USBH_INTAEN	AHB_INTEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved The write value should be 0.
4	WAKEON_INTEN	B'0	R/W	Enables or disables interrupt generation due to WAKEON_INT (bit 4) in INT_STATUS. 0: Disabled 1: Enabled
3	UCOM_INTEN	B'0	R/W	Enables or disables interrupt generation due to UCOM_INT (bit 3) in INT_STATUS. 0: Disabled 1: Enabled
2	USBH_INTBEN	B'0	R/W	Enables or disables interrupt generation due to USBH_INTB (bit 2) in INT_STATUS. 0: Disabled 1: Enabled
1	USBH_INTAEN	B'0	R/W	Enables or disables interrupt generation due to USBH_INTA (bit 1) in INT_STATUS. 0: Disabled 1: Enabled
0	AHB_INTEN	B'0	R/W	Enables or disables interrupt generation due to AHB_ INT (bit 0) in INT_STATUS. 0: Disabled 1: Enabled

60.2.4.2 INT_STATUS Register (offset: H'204)

Register symbol: INT_STATUS

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register indicates the state of the interrupt source in the AHB bridge and the state of each signal from the OHCI, EHCI, and UCOM modules.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	WAKEON_INT	UCOM_INT	USBH_INTB	USBH_INTA	AHB_INT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved The write value should be 0.
4	WAKEON_INT	B'0	R/W	This bit indicates the state of the WAKEON interrupt from the host core. Writing 1 clears this bit. 0: No WAKEON interrupt has occurred. 1: A WAKEON interrupt has occurred.
3	UCOM_INT	B'0	R	This bit indicates the state of the interrupt from the UCOM registers. Use the UCOM2 registers to clear the interrupt. 0: No external register interrupt has occurred. 1: An external register interrupt has occurred.
2	USBH_INTB	B'0	R	This bit indicates the state of the EHCI interrupt. Use the HcInterruptStatus register (an OHCI operational register) to clear the interrupt. 0: No INTB interrupt has occurred. 1: An INTB interrupt has occurred.
1	USBH_INTA	B'0	R	This bit indicates the state of the OHCI interrupt. Use the USBSTS register (an EHCI operational register) to clear the interrupt. 0: No INTA interrupt has occurred. 1: An INTA interrupt has occurred.
0	AHB_INT	B'0	R/W	This bit indicates occurrence of an AHB bus error. Writing 1 clears this bit. 0: No AHB bus error has occurred. 1: An AHB bus error has occurred.

60.2.4.3 AHB_BUS_CTR Register (offset: H'208)

Register symbol: AHB_BUS_CTR

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register specifies the AHB master and slave functions.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PROT_TYPE				—	—	—	PROT_ MODE	—	—	ALIGN_ ADDRESS		—	—	MAX_BURST_ LEN	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved The write value should be 0.
15 to 12	PROT_TYPE	B'0000	R/W	These bits specify the MHPROT[3:0] value for transfer from the AHB master interface. Bit [15] 0: Indicates a non-cacheable transfer. 1: Indicates a cacheable transfer. Bit [14] 0: Indicates a non-bufferable transfer. 1: Indicates a bufferable transfer. Bit [13] 0: Indicates user access. 1: Indicates privileged access. Bit [12] 0: Indicates an opcode. 1: Indicates data. For details of each bit meaning, refer to the AMBA AHB specifications
11 to 9	—	All 0	R	Reserved The write value should be 0.
8	PROT_MOD E	B'0	R/W	This bit selects the MHPROT[3:0] mode for transfer from the AHB master interface. 0: The PROT_TYPE value is output as MHPROT[3:0]. 1: During DMA transfer, H'0000 is output as MHPROT[3:0] in the last burst and the PROT_TYPE value is output in other burst transfers.
7, 6	—	All 0	R	Reserved The write value should be 0.

Bit	Bit Name	Initial Value	R/W	Description
5, 4	ALIGN_ADDRESS	B’00	R/W	These bits specify the address alignment for transfer from the AHB master interface. B’00: Burst transfer is issued so as not to extend beyond a 1-Kbyte boundary. B’01: Burst transfer is issued so as not to extend beyond a 64-byte boundary. B’10: Burst transfer is issued so as not to extend beyond a 32 -byte boundary. (The maximum burst length is limited to INCR8 because transfer goes beyond a 32-byte boundary if INCR16 is specified.) B’11: Burst transfer is issued so as not to extend beyond a 16-byte boundary. (The maximum burst length is limited to INCR4 because transfer goes beyond a 16-byte boundary if INCR8 or a longer length is specified.)
3, 2	—	All 0	R	Reserved The write value should be 0.
1, 0	MAX_BURST_LEN	B’00	R/W	These bits specify the maximum burst length for transfer from the AHB master interface. B’00: INCR16 B’01: INCR8 B’10: INCR4 B’11: SINGLE

60.2.4.4 USBCTR Register (offset: H'20C)

Register symbol: USBCTR

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register makes settings for the host core.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	DIRPD	PLL_RST	*Renesas Private*
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved The write value should be 0.
2	DIRPD	B'0	R/W	This bit controls the direct power-down (DIRPD) pin of the UTMI+ PHY developed by Renesas. Setting this bit to 1 places the PHY in the power-down state. Writing 0 to this bit while it is 1 releases the PHY from the direct power-down state. For setting and cancellation of direct power-down state, refer to the manual of the Renesas UTMI+ core. 0: Normal operation 1: Renesas UTMI+ PHY is placed in the power-down state.
1	PLL_RST	B'0	R/W	This bit controls the PLLRESET pin of the UTMI+ PHY developed by Renesas. 0: PLL reset is canceled. 1: PLL reset is issued.
0	*Renesas Private*	B'0	W	Do not write 1 to this bit.

60.2.5 Core Defined Registers

60.2.5.1 REVID Register (offset: H'300)

Register symbol: REVID

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Core ID								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Major Version								Minor Version							
Initial value:	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Core ID	H'00	R	These bits indicate the ID of the host core.
23 to 16	—	All 0	R	Reserved The write value should be 0.
15 to 8	Major Version	H'02	R	These bits indicate the major version number of the host core.
7 to 0	Minor Version	H'01	R	These bits indicate the minor version number of the host core.

60.2.5.2 Register Enable/Clock Gating Control Register (offset: H'304)

Register symbol: REGEN_CG_CTRL

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Some registers are read-only in the initial state.

When such registers should be written to, set the corresponding bits in this register.

In addition, the clock can be gated for the unused sections in the host and peripheral function circuits.

Set the corresponding bits as necessary.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	NONUSE_CLK_MSK	—	HOST_CLK_MSK	PERI_CLK_MSK	—	—	—	*Renesas Private*	—	—	—	—	—	—	—	*Renesas Private*
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R/W	R/W	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	*Renesas Private*
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	NONUSE_CLK_MSK	B'0	R/W	This bit enables masking of the clock for the unused one of the host and peripheral function circuits. 0: Not masked. 1: Masked.
30	—	B'0	R	Reserved The write value should be 0.
29	HOST_CLK_MSK	B'0	R/W	This bit forcibly masks the clock to some circuits in the host core. 0: Not masked. 1: Masked.
28	PERI_CLK_MSK	B'0	R/W	This bit forcibly masks the clock to some circuits in the peripheral controller. 0: Not masked. 1: Masked.
27 to 25	—	All 0	R	Reserved The write value should be 0.
24	*Renesas Private*	B'0	R/W	Do not write 1 to this bit.
23 to 17	—	All 0	R	Reserved The write value should be 0.
16	*Renesas Private*	B'0	R/W	Do not write 1 to this bit.
15 to 1	—	All 0	R	Reserved The write value should be 0.
0	*Renesas Private*	B'0	R/W	Do not write 1 to this bit.

60.2.5.3 Suspend Control Register (offset: H'308)

Register symbol: SPD_CTRL

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register controls the SUSPENDM pin in the UTMI+ interface.

Through this register setting, SUSPENDM can be asserted when the Suspend state is entered, and UTMI+ interface SUSPENDM can be forcibly asserted.

The equivalent control is also applied to the SLEEPM pin.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SUSPENDM_ENABLE	*Renesas Private*	—	—	—	—	—	—	WKCNNT_ENABLE	*Renesas Private*	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	*Renesas Private*	*Renesas Private*	—	—	—	—	—	—	*Renesas Private*	GLOBAL_SUSPENDM_P1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	SUSPENDM_ENABLE	B'0	R/W	This bit provides a function to assert the UTMI+ interface SUSPENDM signal when the Suspend bit in the related OHCI or EHCI operational register is asserted. Setting this bit to 1 asserts the UTMI+ interface SUSPENDM signal in the target port after the Suspend-related bit in the OHCI or EHCI operational register shown below is set. This function is intended to reduce the power consumption in the UTMI+ PHY when this module enters the Suspend state. [Target OHCI and EHCI operational registers of this function] OHCI: Bit [2] (PSS bit) in the HcRhPortStatus register EHCI: Bit [7] (Suspend bit) in the PORTSC register
30	*Renesas Private*	B'0	R/W	Do not write 1 to this bit.
29 to 24	—	All 0	R	Reserved The write value should be 0.
23	WKCNNT_ENABLE	B'0	R/W	Setting this bit to 1 deasserts SUSPENDM and SLEEPM when a change in the connection state is detected. This setting is valid when SUSPENDM_ENABLE or SLEEP_ENABLE is 1.
22	*Renesas Private*	B'0	R/W	Do not write 1 to this bit.
21 to 10	—	All 0	R	Reserved The write value should be 0.
9	*Renesas Private*	B'0	R/W	Do not write 1 to this bit.
8	*Renesas Private*	B'0	R/W	Do not write 1 to this bit.

Bit	Bit Name	Initial Value	R/W	Description
7 to 1	—	All 0	R	Reserved The write value should be 0.
0	GLOBAL_SUSPENDM_P1	B’0	R/W	This bit provides a function to forcibly assert UTMI_P1SUSPENDM to 0. Setting this bit to 1 asserts the UTMI+ interface SUSPENDM pin (UTMI_P1SUSPENDM) for port 1. This function is intended to reduce the power consumption of the UTMI+ PHY by controlling this bit appropriately. [Note] Writing 1 to this bit is prohibited when the SUSPENDM_ENABLE bit is 1.

60.2.5.4 Suspend/Resume Timer Setting Register (offset: H'30C)

Register symbol: SPD_RSM_TIMSET

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register specifies the Connect/Disconnect detection time and Resume detection time when the clock from the UTMI+ PHY is stopped in the Suspend state.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TIMER_CONNECT[15:0]															
Initial value:	0	0	0	0	0	0	0	1	0	1	0	0	1	1	1	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TIMER_RESUME[15:0]															
Initial value:	0	0	0	0	0	0	1	0	1	0	0	1	1	0	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	TIMER_CONNECT[15:0]	H'014E	R/W	These bits specify the timer value used to detect Device Connect or Disconnect while the UTMI+ interface SUSPENDM is asserted. Assuming that the clock from the UTMI+ PHY stops while SUSPENDM is asserted, whether Connect or Disconnect has occurred is checked using the AHB clock (HCLK). * Set this timer value so that the detection time is 2.5 µs or longer according to the AHB clock frequency used. A value of 1 specifies one cycle (µs). Reference setting values: AHB clock is 133 MHz: H'014E or a greater value AHB clock is 200 MHz: H'1F4 or a greater value
15 to 0	TIMER_RESUME[15:0]	H'029B	R/W	These bits specify the timer value used to detect the RemoteWakeup signal from the device while the UTMI+ interface SUSPENDM is asserted. Assuming that the clock from the UTMI+ PHY stops while SUSPENDM is asserted, whether the RemoteWakeup signal has been received is checked using the AHB clock (HCLK). Set this timer value so that the detection time is 5 µs or longer according to the AHB clock frequency used. A value of 1 specifies one cycle (µs). Reference setting values: AHB clock is 133 MHz: H'029B or a greater value

Note: Frequency of AHB clock (HCLK) is 133MHz (S3D2ϕ).

60.2.5.5 Overcurrent Detection Timer Setting Register (offset: H'310)

Register symbol: OC_TIMSET

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register specifies the overcurrent detection time.

When the overcurrent detection input signal (EXT_P1OCI) is asserted to 0 continuously for the time specified in this register, occurrence of an overcurrent is detected.

[Note]
This register setting is ignored when the OCISEL bit (bit [5]) in the host COMMON/OHCI extended register (offset: H'360) is 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	TIMER_OC[19:16]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TIMER_OC[15:0]															
Initial value:	0	0	0	0	1	0	0	1	1	0	1	0	1	0	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

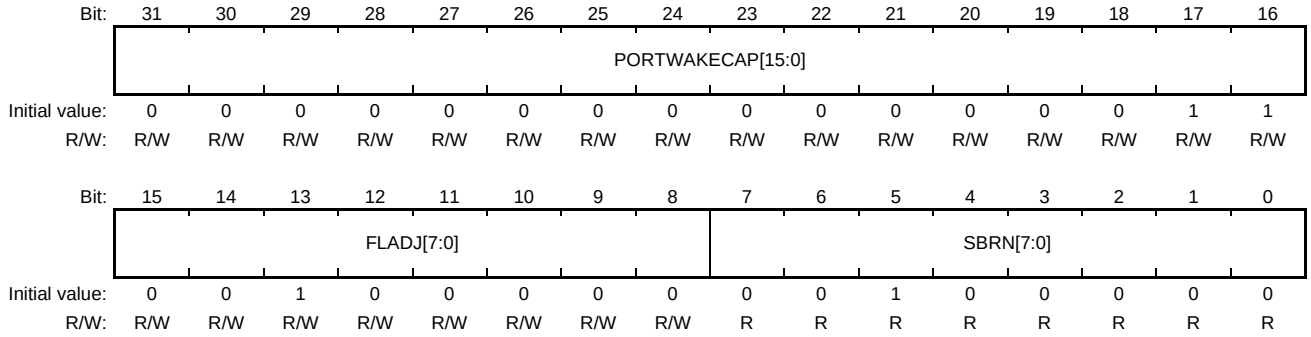
Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved The write value should be 0.
19 to 0	TIMER_OC [19:0]	H'2_09AB	R/W	These bits specify the timer value used to detect an overcurrent. When the overcurrent detection input signal (EXT_P1OCI) is asserted to 0 continuously for the time specified in this field, this module determines that an overcurrent has occurred. Set this timer value so that the detection time is 1 to 2 ms or longer according to the AHB clock frequency used. A value of 1 specifies one cycle (µs). Note that occurrence of an overcurrent is detected when EXT_P1OCI is asserted to 0 continuously over a certain period. Specify the period in these bits according to the AHB clock frequency. Reference setting values: To specify 1 ms when AHB clock (HCLK) is 133 MHz: H'2 09AB or a greater value.

Note: Frequency of AHB clock (HCLK) is 133MHz (S3D2ϕ).

60.2.5.6 SBRN, FLADJ, PORTWAKECAP Register (offset: H'314)

Register symbol: SBRN_FLADJ_PW

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	PORTWAKECAP[15:0]	H'0003	R/W	The intended use of these bits are to establish a policy about which ports are to be used for wake events. This bit setting does not affect the operation of the host core.
15 to 8	FLADJ[7:0]	H'20	R/W	These bits adjust the length of one micro-frame in units of 16-HS-bit time. The initial value is H'20 (60000 HS-bit time).
7 to 0	SBRN[7:0]	H'20	R	These bits indicate the serial bus release number. This value is fixed to H'20.

60.2.6 UCOM Registers

60.2.6.1 Common Control Register (offset: H'800)

Register symbol: COMMCTRL

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register selects either the host or peripheral mode for each of the OTG and battery charging functions.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	OTG_PERI	BC_PERI	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	OTG_PERI	B’1	R/W	This bit specifies whether to place this module in the host mode or peripheral mode when using this module as an OTG device. 0: Host mode 1: Peripheral mode
30	BC_PERI	B’0	R/W	This bit specifies whether to control the battery charging function through host core registers or peripheral core registers. 0: Controlled by the host core. 1: Controlled by the peripheral core.
29 to 0	—	All 0	R	Reserved

60.2.6.2 OTG-BC Interrupt Status Register (offset: H'804)

Register symbol: OBINTSTA

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register indicates the states of the OTG and BC-related interrupts. An OBINT interrupt occurs when any of the bits in this register is asserted and occurrence of the interrupt is enabled in the OBINTEN register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	VGPICHG_STA3	VGPICHG_STA2	VGPICHG_STA1	VGPICHG_STA0	—	—	—	—	—	DPMSTAINT_STA	DPMONCHG_STA	DMMONCHG_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R	R	R	R	R	R/WC1	R/WC1	R/WC1

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SESSVLDCHG_STA	IDDIGCHG_STA	VVLDCHG_STA	APRBCHG_STA	ASNSCHG_STA	—	—	PDDETCHG2_STA	PDDETCHG1_STA	VBSTAINT_STA	VBSTACHG_STA	OCINT_STA	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R	R	R/WC1	R/WC1	R/WC1	R/WC1	R/WC1	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved
27	VGPICHG_STA3*	B'0	R/WC1	This bit is set when the input to the EXT_VGPI[3] pin changes. 0: EXT_VGPI[3] input has not changed. 1: EXT_VGPI[3] input has changed.
26	VGPICHG_STA2*	B'0	R/WC1	This bit is set when the input to the EXT_VGPI[2] pin changes. 0: EXT_VGPI[2] input has not changed. 1: EXT_VGPI[2] input has changed.
25	VGPICHG_STA1*	B'0	R/WC1	This bit is set when the input to the EXT_VGPI[1] pin changes. 0: EXT_VGPI[1] input has not changed. 1: EXT_VGPI[1] input has changed.
24	VGPICHG_STA0*	B'0	R/WC1	This bit is set when the input to the EXT_VGPI[0] pin changes. 0: EXT_VGPI[0] input has not changed. 1: EXT_VGPI[0] input has changed.
23 to 19	—	All 0	R	Reserved
18	DPMSTAINT_STA	B'0	R/WC1	This bit is set when D+ and D- in port 1 become equal to the value specified in LINECTRL1.DPMLVL[1:0]. However, if this bit was set when LINECTRL1.DMMON and DPMON became equal to LINECTRL1.DMPLVL[1:0] and then this bit was cleared but LINECTR1L.DMMON and DPMON have not changed, this bit is not set even if LINECTRL1.DPMON and DMMON are equal to LINECTRL.DPMLVL[1:0]. In this case, this bit is set only when LINECTRL1.DPMON or DMMON changes (a change in either of them will suffice in this case) and then LINECTRL1.DPMON and DMMON become equal to LINECTRL1.DPMLVL[1:0] again. 0: D+ and D- have not become equal to the value specified in LINECTRL1.DPMLVL[1:0]. 1: D+ and D- have become equal to the value specified in LINECTRL1.DPMLVL[1:0].

Bit	Bit Name	Initial Value	R/W	Description
17	DPMONCHG_STA	B'0	R/WC1	This bit is set when LINECTRL1.DPMON changes — that is, when the input to D+ in port 1 changes. 0: LINECTRL1.DPMON has not changed. 1: LINECTRL1.DPMON has changed.
16	DMMONCHG_STA	B'0	R/WC1	This bit is set when LINECTRL1.DMMON changes — that is, when the input to D- in port 1 changes. 0: LINECTRL1.DMMON has not changed. 1: LINECTRL1.DMMON has changed.
15 to 13	—	All 0	R	Reserved
12	SESSVLDCHG_STA*	B'0	R/WC1	This bit is set when ADPCTRL.OTGSESSVLD changes. 0: ADPCTRL.OTGSESSVLD has not changed. 1: ADPCTRL.OTGSESSVLD has changed.
11	IDDIGCHG_STA	B'0	R/WC1	This bit is set when ADPCTRL.IDDIG changes. 0: ADPCTRL.IDDIG has not changed. 1: ADPCTRL.IDDIG has changed.
10	VVLDCHG_STA*	B'0	R/WC1	This bit is set when ADPCTRL.VBUSVALID changes. 0: ADPCTRL.VBUSVALID has not changed. 1: ADPCTRL.VBUSVALID has changed.
9	APRBCHG_STA	B'0	R/WC1	This bit is set when ADPCTRL.ADPPRB changes. 0: ADPCTRL.ADPPRB has not changed. 1: ADPCTRL.ADPPRB has changed.
8	ASNSCHG_STA	B'0	R/WC1	This bit is set when ADPCTRL.ADPSNS changes. 0: ADPCTRL.ADPSNS has not changed. 1: ADPCTRL.ADPSNS has changed.
7, 6	—	All 0	R	Reserved
5	PDDETCHG2_STA	B'0	R/WC1	This bit is set when BCCTRL2.PDDETSTS changes from 0 to 1. 0: BCCTRL2.PDDETSTS has not changed from 0 to 1. 1: BCCTRL2.PDDETSTS has changed from 0 to 1.
4	PDDETCHG1_STA	B'0	R/WC1	This bit is set when BCCTRL1.PDDETSTS changes from 0 to 1. 0: BCCTRL1.PDDETSTS has not changed from 0 to 1. 1: BCCTRL1.PDDETSTS has changed from 0 to 1.
3	VBSTAINT_STA*	B'0	R/WC1	This bit is set when VBCTRL.VBSTA[3:0] becomes equal to the value specified in VBCTRL.VBLVL[3:0]. However, if this bit was set when VBCTRL.VBSTA[3:0] became equal to VBCTRL.VBLVL[3:0] and then this bit was cleared but VBCTRL.VBSTA[3:0] has not changed, this bit is not set even if VBCTRL.VBSTA[3:0] is equal to VBCTRL.VBLVL[3:0]. In this case, this bit is set only when VBCTRL.VBSTA[3:0] changes and then VBCTRL.VBSTA[3:0] becomes equal to VBCTRL.VBLVL[3:0] again. 0: VBCTRL.VBSTA[3:0] has not become equal to the value specified in VBCTRL.VBLVL[3:0]. 1: VBCTRL.VBSTA[3:0] has become equal to the value specified in VBCTRL.VBLVL[3:0].
2	VBSTACHG_STA*	B'0	R/WC1	This bit is set when the VBCTRL.VBSTA[3:0] state changes. 0: VBCTRL.VBSTA[3:0] has not changed. 1: VBCTRL.VBSTA[3:0] has changed.

Bit	Bit Name	Initial Value	R/W	Description
1	OCINT_STA	B'0	R/WC1	This bit is set when the input to the EXT_P1OCI pin is asserted. 0: EXT_P1OCI has not been asserted (remains at 1). 1: EXT_P1OCI has been asserted (has become 0).
0	—	B'0	R	Reserved

Note: * These bits are not supported RZ/G2E

60.2.6.3 OTG-BC Interrupt Enable Register (offset: H'808)

Register symbol: OBINTEN

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register enables or disables interrupts due to the status bits in the OBINTSTA register. When any of the bits in OBINTSTA is asserted and occurrence of the interrupt is enabled through the corresponding bit in the OBINTEN register, an OBINT interrupt occurs.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	VGPICHG_EN3	VGPICHG_EN2	VGPICHG_EN1	VGPICHG_EN0	—	—	—	—	—	DPMSTAINT_EN	DPMONCHG_EN	DMMONCHG_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SESSVLDCHG_EN	IDDIGCHG_EN	VVLDCHG_EN	APRBCHG_EN	ASNSCHG_EN	—	—	PDDETCHG2_EN	PDDETCHG1_EN	VBSTAINT_EN	VBSTACHG_EN	OCINT_EN	IDCHG_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved
27	VGPICHG_EN3*	B'0	R/W	This bit enables VGPICHG_STA3 interrupts. 0: Interrupts due to VGPICHG_STA3 are disabled. 1: Interrupts due to VGPICHG_STA3 are enabled.
26	VGPICHG_EN2*	B'0	R/W	This bit enables VGPICHG_STA2 interrupts. 0: Interrupts due to VGPICHG_STA2 are disabled. 1: Interrupts due to VGPICHG_STA2 are enabled.
25	VGPICHG_EN1	B'0	R/W	This bit enables VGPICHG_STA1 interrupts. 0: Interrupts due to VGPICHG_STA1 are disabled. 1: Interrupts due to VGPICHG_STA1 are enabled.
24	VGPICHG_EN0*	B'0	R/W	This bit enables VGPICHG_STA0 interrupts. 0: Interrupts due to VGPICHG_STA0 are disabled. 1: Interrupts due to VGPICHG_STA0 are enabled.
23 to 19	—	All 0	R	Reserved
18	DPMSTAINT_EN	B'0	R/W	This bit enables DPMSTAINT_STA interrupts. 0: Interrupts due to DPMSTAINT_STA are disabled. 1: Interrupts due to DPMSTAINT_STA are enabled.
17	DPMONCHG_EN	B'0	R/W	This bit enables DPMONCHG_STA interrupts. 0: Interrupts due to DPMONCHG_STA are disabled. 1: Interrupts due to DPMONCHG_STA are enabled.

Bit	Bit Name	Initial Value	R/W	Description
16	DMMONCHG_EN	B'0	R/W	This bit enables DMMONCHG_STA interrupts. 0: Interrupts due to DMMONCHG_STA are disabled. 1: Interrupts due to DMMONCHG_STA are enabled.
15 to 13	—	All 0	R	Reserved
12	SESSVLDCHG_EN*	B'0	R/W	This bit enables SESSVLDCHG_STA interrupts. 0: Interrupts due to SESSVLDCHG_STA are disabled. 1: Interrupts due to SESSVLDCHG_STA are enabled.
11	IDDIGCHG_EN	B'0	R/W	IDDIGCHG_STA interrupt enable 0: Interrupts due to IDDIGCHG_STA are disabled. 1: Interrupts due to IDDIGCHG_STA are enabled.
10	VVLDCHG_EN*	B'0	R/W	This bit enables VVLDCHG_STA interrupts. 0: Interrupts due to VVLDCHG_STA are disabled. 1: Interrupts due to VVLDCHG_STA are enabled.
9	APRBCHG_EN*	B'0	R/W	This bit enables APRBCHG_STA interrupts. 0: Interrupts due to APRBCHG_STA are disabled. 1: Interrupts due to APRBCHG_STA are enabled.
8	ASNSCHG_EN*	B'0	R/W	This bit enables ASNSCHG_STA interrupts. 0: Interrupts due to ASNSCHG_STA are disabled. 1: Interrupts due to ASNSCHG_STA are enabled.
7, 6	—	All 0	R	Reserved
5	PDDETCHG2_EN	B'0	R/W	This bit enables PDDETCHG2_STA interrupts. 0: Interrupts due to PDDETCHG2_STA are disabled. 1: Interrupts due to PDDETCHG2_STA are enabled.
4	PDDETCHG1_EN	B'0	R/W	This bit enables PDDETCHG1_STA interrupts. 0: Interrupts due to PDDETCHG1_STA are disabled. 1: Interrupts due to PDDETCHG1_STA are enabled.
3	VBSTAINT_EN*	B'0	R/W	This bit enables VBSTAINT_STA interrupts. 0: Interrupts due to VBSTAINT_STA are disabled. 1: Interrupts due to VBSTAINT_STA are enabled.
2	VBSTACHG_EN*	B'0	R/W	This bit enables VBSTACHG_STA interrupts. 0: Interrupts due to VBSTACHG_STA are disabled. 1: Interrupts due to VBSTACHG_STA are enabled.
1	OCINT_EN	B'0	R/W	This bit enables OCINT_STA interrupts. 0: Interrupts due to OCINT_STA are disabled. 1: Interrupts due to OCINT_STA are enabled.
0	IDCHG_EN*	B'0	R/W	This bit enables IDCHG_STA interrupts. 0: Interrupts due to IDCHG_STA are disabled. 1: Interrupts due to IDCHG_STA are enabled.

Note: * These bits are not supported RZ/G2E

60.2.6.4 VBUS Control Register (offset: H'80C)

Register symbol: VBCTRL

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

This register controls VBUS when this LSI works as an OTG device.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VBSTA[3:0]				—	—	—	—	VBLVL[3:0]				—	—	—	OCCLREN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	DRVVBUSSEL	VGPUO[3:0]				VGPLO[2:0]			VBOUT
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	VBSTA[3:0]	H'0	R	These bits indicate the VBUS voltage level. The input to the EXT_VBSTA_IN[3:0] core pins is shown without change.
27 to 24	—	H'0	R	Reserved
23 to 20	VBLVL[3:0]	H'0	R/W	These bits are used to detect through an interrupt that VBUS reaches a specified level. When the value of the EXT_VBSTA_IN[3:0] core pins reaches the value specified in these bits, OBINTSTA.VBSTAINT_STA is set and a corresponding interrupt occurs if its occurrence is not masked.
19 to 17	—	All 0	R	Reserved
16	OCCLREN	B'0	R/W	This bit specifies whether to automatically clear VBCTRL.VBOUT and ADPCTRL.DRVVBUS when an overcurrent occurs. When an overcurrent occurs, OBINTSTA.OCINT_STA is set. 0: VBCTRL.VBOUT and ADPCTRL.DRVVBUS are not automatically cleared when an overcurrent occurs. 1: VBCTRL.VBOUT and ADPCTRL.DRVVBUS are automatically cleared when an overcurrent occurs.
15 to 9	—	All 0	R	Reserved
8	DRVVBUSSEL	B'0	R/W	This bit specifies whether to use VBCTRL.VBOUT or ADPCTRL.DRVVBUS to control the VBUS output control pin (EXT_VBOUT). 0: VBCTRL.VBOUT is used. 1: ADPCTRL.DRVVBUS is used. The output logic level can be specified through the EXT_VGPLO_INV core pin. EXT_VGPLO_INV = 0: The value is output without change. EXT_VGPLO_INV = 1: The inverted value is output.

Bit	Bit Name	Initial Value	R/W	Description
7 to 4	VGPUO[3:0]	H'0	R/W	The value in these bits is output through the EXT_VGPUO[3:0] core pins. This value is used to control the external power-supply IC. The output logic level can be specified through the EXT_VGPUO_INV core pin. EXT_VGPUO_INV = 0: The value is output without change. EXT_VGPUO_INV = 1: The inverted value is output.
3 to 1	VGPLO[3:1]	B'000	R/W	The value in these bits is output through the EXT_VGPLO[3:0] core pins. This value is used to control the external power-supply IC. The output logic level can be specified through the EXT_VGPLO_INV core pin. EXT_VGPLO_INV = 0: The value is output without change. EXT_VGPLO_INV = 1: The inverted value is output.
0	VBOUT	B'0	R/W	The VBOUT pin is one of the VBUS output control pins. It is used to control the external power-supply IC and assert VBUS. When VBCTRL.DRVVBUSSEL = 0, the EXT_VBOUT core pin reflects the value specified in this bit. 0: VBUS output is disabled. 1: VBUS output is enabled. Whether to output this bit value to the EXT_VBOUT core pin without change or invert it before output can be selected through the EXT_VGPLO_INV core pin. EXT_VGPLO_INV = 0: The value is output without change. EXT_VGPLO_INV = 1: The inverted value is output. Whether to automatically clear this bit when an overcurrent occurs can be specified in OCCLREN (bit 16).

60.2.6.5 Line Control Port1 Register (offset: H'810)

Register symbol: LINECTRL1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register mainly controls D+ and D- in port 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	DPMLVL[1:0]		—	—	DPRPU_EN	DP_RPU	DPRPD_EN	DP_RPD	DMRPD_EN	DM_RPD
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CNEN_EN	CNEN	—	OPMODE_NODRV	—	—	DPMON	DMMON	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R/W	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved
25, 24	DPMLVL[1:0]	B'00	R/W	These bits are used to detect through an interrupt that D+ and D- in port 1 change to specified states. Specify the state of D+ in port 1 in DPMLVL[1] and the state of D- in DPMLVL[0]; when both D+ and D- in port 1 become equal to the specified values (not when only either of the two is equal to the specified value), OBINTSTA.DPMINTSTA is set and a corresponding interrupt occurs if its occurrence is not masked. This function is used to detect a specified bus state such as J-state, K-state, or SE0.
23, 22	—	All 0	R	Reserved
21	DPRPU_EN	B'0	R/W	This bit enables the DP_RPU (bit 20) setting for pullup control of D+ in port 1. 0: DP_RPU (bit 20) setting for pullup control of D+ in port 1 is disabled. 1: DP_RPU (bit 20) setting for pullup control of D+ in port 1 is enabled.
20	DP_RPU	B'0	R/W	This bit controls pullup of D+ in port 1. This control is enabled only when DPRPU_EN (bit 21) = 1. Note that if this bit is cleared to 0 when DPRPU_EN (bit 21) = 1, D+ is in the floating state while no device drives the USB bus. Note also that setting DPRPD_EN (bit 19) and DP_RPD (bit 18) to enabled is prohibited while this bit is set to enabled — that is, enabling both pullup and pulldown of D+ together is prohibited. 0: Pullup of D+ in port 1 is disabled. 1: Pullup of D+ in port 1 is enabled.
19	DPRPD_EN	B'0	R/W	This bit enables the DP_RPD (bit 18) setting for pulldown control of D+ in port 1. 0: DP_RPD (bit 18) setting for pulldown control of D+ in port 1 is disabled. 1: DP_RPD (bit 18) setting for pulldown control of D+ in port 1 is enabled.

Bit	Bit Name	Initial Value	R/W	Description
18	DP_RPD	B'0	R/W	This bit controls pulldown of D+ in port 1. This control is enabled only when DPRPD_EN (bit 19) = 1. Note that if this bit is cleared to 0 when DPRPD_EN (bit 19) = 1, D+ is in the floating state while no device drives the USB bus. Note also that setting DPRPU_EN (bit 21) and DP_RPU (bit 20) to enabled is prohibited while this bit is set to enabled — that is, enabling both pullup and pulldown of D+ together is prohibited. 0: Pulldown of D+ in port 1 is turned off. 1: Pulldown of D+ in port 1 is turned on.
17	DMRPD_EN	B'0	R/W	This bit enables the DM_RPD (bit 16) setting for pulldown control of D- in port 1. 0: DM_RPD (bit 16) setting for pulldown control of D- in port 1 is disabled. 1: DM_RPD (bit 16) setting for pulldown control of D- in port 1 is enabled.
16	DM_RPD	B'0	R/W	This bit controls pulldown of D- in port 1. This control is enabled only when DMRPD_EN (bit 17) = 1. Note that if this bit is cleared to 0 when DMRPD_EN (bit 17) = 1, D- is in the floating state while no device drives the USB bus. 0: Pulldown of D- in port 1 is disabled. 1: Pulldown of D- in port 1 is enabled
15 to 10	—	All 0	R	Reserved
9	CNEN_EN	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Not used. [RZ/G2E] Enable UTMI_P1CONNECT pin control by CNEN (bit 8). 0: UTMI_P1CONNECT pin control by CNEN is disable. 1: UTMI_P1CONNECT pin control by CNEN is enable.
8	CNEN	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Not used. [RZ/G2E] This bit controls the single-end receiver in port 1. This control is valid only when CNEN_EN (bit 9) = 1. When this module is used in the peripheral mode, this function is used to prevent the USB signals from becoming Hi-Z and entering the floating state if nothing is connected through USB. Set this bit to 0 when nothing is connected in the peripheral mode. 0: Single-end receiver in port 1 is disabled. (The value of the UTMI_P1CONNECT core pin becomes 0.) 1: Single-end receiver in port 1 is enabled. (The value of the UTMI_P1CONNECT core pin becomes 1.)
7	—	B'0	R	Reserved
6	OPMODE_NODRV	B'0	R/W	This pin controls OPMODE[1:0] in port 1 (UTMI_P1OPMODE) in the UTMI+ interface. Set this bit to 1 when OPMODE should be set to the non-driving state (B'01). 0: UTMI_P1OPMODE[1:0] is controlled by the host or peripheral device. 1: UTMI_P1OPMODE[1:0] is fixed to B'01 (non-driving state)
5, 4	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
3	DPMON	B'0	R	This bit indicates the state of the D+ signal in port 1. The value of the UTMI_P1LINESTATE[0] core pin is shown without change.
2	DMMON	B'0	R	This bit indicates the state of the D- signal in port 1. The value of the UTMI_P1LINESTATE[1] core pin is shown without change.
1	—	B'0	R	Reserved
0	—	B'0	R	Reserved

60.2.6.6 BC Control Port1 Register (offset: H'820)

Register symbol: BCCTRL1

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register controls battery charging for port 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	BCPWRDWNB	PWRDWNB	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PDDETSTS	CHGDETSTS	—	—	DCPMODE	VDMSRCE	IDPSINKE	VDPSRCE	IDMSINKE	IDPSRCE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved
25	BCPWRDWNB	B'1	R/W	Not used. This value should be left at 1.
24	PWRDWNB	B'1	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Not used. [RZ/G2E] This bit controls the PHY_P1PWRDWNB pin in port 1. 0: Power down state 1: Power on state
23 to 10	—	All 0	R	Reserved
9	PDDETSTS	B'0	R	This bit indicates the result of portable device detection in port 1. The value input to the PHY_P1PRTBLDET core pin is shown. (The CHGET value output from the PHY is shown.)
8	CHGDETSTS	B'0	R	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Not used. [RZ/G2E] This bit indicates the result of Charging Port detection in port 1. The value input to the PHY_P1CHGDET core pin is shown. (The CHGDET value output from PHY is shown)

Bit	Bit Name	Initial Value	R/W	Description
7, 6	—	All 0	R	Reserved
5	DCPMODE	B'0	R/W	Not used. This value should be left at 0.
4	VDMSRCE (VDATSRCENB)	B'0	R/W	This bit controls the PHY VDATSRCENB pin in port 1. This setting is valid when COMMCTRL.BC_PERI (bit 30) = 0. When BC_PERI = 0, this bit value is output to PHY_P1VDMSRCEN to control VDATSRCENB in the PHY. 0: VDAT_SRC is disabled. 1: VDAT_SRC is enabled.
3	IDPSINKE (VDATDETENB)	B'0	R/W	This bit enables detection of Attach or Connect for port 1 in PHY battery charging. This setting is valid when COMMCTRL.BC_PERI (bit 30) = 0. When BC_PERI = 0, this bit value is output to PHY_P1PRTBLDETEN to control whether to enable or disable detection by CGDETSTS in the PHY. 0: Detection by CHDGETSTS is disabled. 1: Detection by CHDGETSTS is enabled.
2	VDPSRCE (DCDENB)	B'0	R/W	This bit enables or disables the data contact detection for port 1 in the PHY. This setting is valid when COMMCTRL.BC_PERI (bit 30) = 0. When BC_PERI = 0, this bit value is output to PHY_P1VDPSRCEN to control the DCDENB pin in the PHY. 0: Data contact detection is disabled. 1: Data contact detection is enabled.
1	IDMSINKE (VDATDETENB)	B'0	R/W	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Not used. [RZ/G2E] This bit enables detection of Attach or Connect for port 1 in PHY battery charging when this module is Portable Device mode. This setting is valid when COMMCTRL.BC_PERI (bit 30) = 0. When BC_PERI = 0, this bit value is output to PHY_P1CHGDETEN to control whether to enable or disable detection by CHGDET in the PHY. 0: Detection by CHGDETSTS is disabled. 1: Detection by CHGDETSTS is enabled.
0	IDPSRCE (CHARGSEL)	B'0	R/W	This bit selects the battery charging source for port 1 in the PHY. This setting is valid when COMMCTRL.BC_PERI (bit 30) = 0. This bit selects whether to apply the VDAT_SRC voltage to D+ or D-. In the CDP mode, set this bit to 1 because the voltage should be applied to D-. 0: VDAT_SRC is applied to D+ and SINK for D+ is enabled. 1: VDAT_SRC is applied to D- and SINK for D- is enabled.

60.2.6.7 ADP Control Register (offset: H'830)

Register symbol: ADPCTRL

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register controls the ADP function.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	OTGSESSVLD	IDDIG	VBUSVALID	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	VBUSVLDEXT	VBUSVLDEXTSEL	—	—	IDPULLUP	DRVVBUS	OTGDISABLE	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved
20	OTGSESSVLD	B'0	R	This bit indicates the result from the OTG device session valid comparator. 0: The voltage on VBUS is below the OTG Device Session Valid threshold. 1: The voltage on VBUS is above the OTG Device Session Valid threshold.
19	IDDIG	B'0	R	This bit indicates the result of ID pin sampling. 0: A mini-A plug is connected. 1: A mini-B plug is connected.
18	VBUSVALID	B'0	R	This bit indicates the result from the VBUS valid comparator in the PHY. 0: VBUS is not valid. 1: VBUS is valid.
17 to 10	—	All 0	R	Reserved
9	VBUSVLDEXT	B'0	R/W	This bit controls the PHY_P1VBUSVLDEXT pin of this module and the VBUSVLDEXT pin of the PHY. The VBUSVLDEXT signal is valid and used for DP pullup control when VBUSVLDEXTSEL = 1. 0: DP pullup resistor is disabled when VBUSVDLEXTSEL = 1. 1: DP pullup resistor is enabled when VBUSVDLEXTSEL = 1. When this module is used for OTG, the VBUS supply is turned off. Therefore, to execute SRP as a B-device, set both this bit and VBUSVLDEXTSEL to 1. DP can be pulled up only when the UTMI+ interface is controlled (XCVRSELECT == 01, TERMSELECT == 1, and OPMODE != 01).

Bit	Bit Name	Initial Value	R/W	Description
8	VBUSVLDEXTSEL	B'0	R/W	This bit controls the PHY_P1VBUSVLDEXTSEL pin of this module and the VBUSVLDEXTSEL pin of the PHY. The VBUSVLDEXTSEL signal is used to detect VBUS in the PHY and to select whether to control DP pullup by the session valid comparator in the PHY or through an external pin (PHY_P1 VBUSVLDEXT) of the core. 0: Controlled by the session valid comparator in the PHY. 1: Controlled through the PHY_P1 VBUSVLDEXT core pin (VBUSVLDEXT pin of the PHY). When this module is used for OTG, the VBUS supply is turned off. Therefore, to execute SRP as a B-device, set both this bit and VBUSVLDEXT to 1. DP can be pulled up only when the UTMI+ interface is controlled (XCVRSELECT == 01, TERMSELECT == 1, and OPMODE != 01).
7, 6	—	All 0	R	Reserved
5	IDPULLUP	B'0	R/W	This bit controls the PHY_P1IDPULLUP pin of this module and the IDPULLUP pin of the PHY. Set this bit to 1 when the ID signal of a mini-AB plug is connected to ID0 of the PHY and sampling of the ID value should be enabled. The sampling result is indicated in ADPCTRL.IDDIG. 0: ID sampling is disabled. 1: ID sampling is enabled.
4	DRVVBUS	B'0	R/W	This bit controls the PHY_P1DRVVBUS pin of this module and the DRVVBUS pin of the PHY. This signal is input to the PHY and is also used to enable or disable VBUS control in the external charge pump. For the PHY, this signal enables or disables the VBUS valid comparator. 0: DRVVBUS is set to 0. 1: DRVVBUS is set to 1.
3	OTGDISABLE	B'0	R/W	This bit works as the VBUS valid comparator disable signal and controls the PHY_P1OTGDISABLE pin of this module and the OTGDISABLE pin of the PHY. Setting this bit to 1 turns off the power to the VBUS valid comparator. However, this bit does not affect the session valid comparator, ADP probing or sensing, or ID detection. When not using the OTG function, set this bit to 1 to reduce the power consumed by the VBUS valid comparator. 0: VBUS valid comparator is enabled. 1: VBUS valid comparator is disabled.
2 to 0	—	All 0	R/W	Reserved

60.3 Clock Specifications

60.3.1 Clock Gating Specifications

60.3.1.1 Overview

This module has a function for switching between the host and peripheral modes. In some case, no clock supply is needed for the unused circuits (stopping the clock causes no problem).

To reduce the power consumption through clock gating for the circuits that do not need clock supply, this module provides three clock control gating bits in the register enable/clock gating control register.

Control these bits of REGEN_CG_CTRL appropriately to gate the clock supply to some circuits in the host core and peripheral controller.

Bit	Symbol
[31]	NONUSE_CLK_MSK
[29]	HOST_CLK_MSK
[28]	PERI_CLK_MSK

It is the outside targeted of clock gating for the common function part (UCOM register and so on) in this core which has no dependence of core operation.

60.3.1.2 NONUSE_CLK_MSK Function Specifications

This bit is intended to reduce the power consumption when the function of this module is fixed to either the host or the peripheral and no clock needs to be supplied to the unused function or when no clock needs to be supplied to a function that is not assigned as the role of this module in OTG operation. After this bit is set, the clock is automatically gated for the host or peripheral function that is not assigned as the role.

The clock is gated as follows according to the target USB channel, USB0SEL[1:0] in UGCTRL2 register of HS-USB and the OTG_PERI bit setting.

Table 60.7 NONUSE_CLK_MSK Function

Clock Gating Register Bit Settings			Host/Peripheral Switch Setting			Clock to be Gated	
				Register Bit			
NONUSE_CLK_MSK	HOST_CLK_MSK	PERI_CLK_MSK	Channel	USB0SEL[1:0]*	OTG_PERI	Host	Peripheral
B’1	B’0	B’0	Channel 1/2	—	—	Gated	—
			Channel 0/3	2’b00	—	Gated	Gated
				2’b01	—	Not Gated	Gated
				2’b10	—	Not Gated	Not Gated
				2’b11	B’0	Not Gated	Gated
					B’1	Gated	Not Gated

[Note on Using the NONUSE_CLK_MSK Bit]

When using the NONUSE_CLK_MSK bit, the HOST_CLK_MSK and PERI_CLK_MSK bits should be cleared to 0 in principle. If either of them is set to 1, the effect of clock gating is determined by a logical OR of all these bit settings.

Note: USB0SEL[1:0] is in UGCTRL2 register of HS-USB

60.3.1.3 PERI_CLK_MSK and HOST_CLK_MSK Function Specifications

The PERI_CLK_MSK and HOST_CLK_MSK bits respectively provide functions for forcibly gating the 60-MHz clock to the peripheral controller and the internal clock for the host core.

Their purposes and prerequisites are the same as those of NONUSE_CLK_MSK, but they provide manual gating functions that do not depend on the settings through the USB0SEL[1:0] in UGCTRL2 register of HS-USB and the OTG_PERI bit.

Table 60.8 PERI_CLK_MSK and HOST_CLK_MSK Function

Clock Gating Register Bit Settings			Host/Peripheral Switch Setting			Clock to be Gated	
				Register Bit			
NONUSE _CLK_MSK	HOST _CLK_MSK	PERI_ CLK_MSK	Channel	USB0SEL [1:0]*	OTG_PERI	Host	Peripheral
B’0	B’1	B’0	Channel 1/2	—	—	Gated	—
			Channel 0/3	—	—	Gated	—
	B’0	B’1	Channel 1/2	—	—	—	—
			Channel 0/3	—	—	—	Gated
	B’1	B’1	Channel 1/2	—	—	Gated	—
			Channel 0/3	—	—	Gated	Gated

[Note on Using the HOST_CLK_MSK and PERI_CLK_MSK Bits]

When using the HOST_CLK_MSK and PERI_CLK_MSK bits, the NONUSE_CLK_MSK bit should be cleared to 0 in principle. If it is set to 1, the effect of clock gating is determined by a logical OR of all these bit settings.

Note: USB0SEL[1:0] is in UGCTRL2 register of HS-USB

60.4 Reset Specifications

60.4.1 Input Reset Specifications

This module has a software reset input from CPG module. Asserting this reset signal initializes all FFs in this module.

60.5 Interrupt Specifications

60.5.1 Interrupt Signal List

This module has the following six interrupt signal lines.
Use all of them as level interrupts.

Interrupt Pin Name	Interrupt Type	Pulse/ Level	Minimum Pulse Width	Active Level	Synchro-nized with
U2H_INT	An interrupt signal output from the AHB_IF module. This is generated when a bus error occurs in the AHB master. It is controlled through the related AHB bridge register.	Level	—	H	AHB clock (HCLK)*
U2H_OHCI_INT	An interrupt signal output from OHCI. This is generated when data transfer is completed or a change in the USB bus state is detected in the FS or LS transfer. It is controlled through the related OHCI operational register.	Level	—	H	AHB clock (HCLK)*
U2H_EHCI_INT	An interrupt signal output from EHCI. This is generated when data transfer is completed or a change in the USB bus state is detected in the HS transfer. It is controlled through the related EHCI operational register.	Level	—	H	AHB clock (HCLK)*
U2H_WAKEON_INT	An interrupt signal output from EHCI. This is generated due to an EHCI wakeup event. It is controlled through the related EHCI operational register.	Level	—	H	AHB clock (HCLK)*
U2H_OBINT	An interrupt signal output from the UCOM2 module. This is generated due to an event related to OTG or battery charging. It is controlled through the related UCOM2 register.	Level	—	H	AHB clock (HCLK)*
U2H_BIND_INT	Logical OR of the interrupt signals. (U2H_INT + U2H_OHCI_INT + U2H_EHCI_INT + U2H_WAKEON_INT + U2H_OBINT)	Level	—	H	AHB clock (HCLK)*

Note: Frequency of AHB clock (HCLK) is 133MHz (S3D2ϕ).

60.5.2 Interrupt Sources and Control

60.5.2.1 U2H_INT Assertion Source and Control

Interrupt Enable Control in Register:

This interrupt signal is asserted when an interrupt source event occurs while the interrupt enable bit in the following register is set to enabled (1).

AHB bridge register: INT_ENABLE register (offset: H'200) Bit [0] (AHB_INTEN)

Interrupt Source:

A bus error occurs (MHRESP = 1) in the AHB bridge.

Clearing Interrupt:

To clear the interrupt, write 1 to the following register bit.

AHB bridge register: INT_STATUS register (offset: H'204) Bit [0] (AHB_INT)

60.5.2.2 U2H_OHCI_INT Assertion Sources and Control

Interrupt Enable Control in Registers:

This interrupt signal is asserted when an interrupt source event occurs while the interrupt enable bits in the following registers are set to enabled (1).

AHB bridge register: INT_ENABLE register (offset: H'200) Bit [1] (USBH_INTAEN)
OHCI operational register: HcInterruptEnable Register (offset: H'010) Bit [31] and Bits [6:0]*

Note: * Set the necessary bits enabled as interrupt assertion source bits.

Interrupt Sources:

		Necessary Enable Settings in Register Bits							
			HcInterruptEnable						
			Bit[31]	Bit[6]	Bit[5]	Bit[3]	Bit[2]	Bit[1]	Bit[0]
	Interrupt Source	USBH_INTAEN	MIE	RHSCE	FNOE	ROE	SFE	WDHE	SOE
1	Device connection is detected.	√	√	√	—	—	—	—	—
2	Device disconnection is detected.	√	√	√	—	—	—	—	—
3	Port power is turned off (overcurrent detection is not included).	√	√	√	—	—	—	—	—
4	Babble error is detected during USB transfer.	√	√	√	—	—	—	—	—
5	Resume process is completed.	√	√	√	—	—	—	—	—
6	Overcurrent is detected.	√	√	√	—	—	—	—	—
7	Bus reset process is completed.	√	√	√	—	—	—	—	—
8	OHCI enters the Operational state (HCFS[1:0] = B'10) or Suspend state (HCFS[1:0] = B'11]) while the DR bit in the HcRhDescritorB register is 1.	√	√	√	—	—	—	—	—
9	1 is written to the OHCI HcRhPort status bit [0] (ClearPortEnable) while no device is connected (CCS bit = 0).	√	√	√	—	—	—	—	—

		Necessary Enable Settings in Register Bits							
			HcInterruptEnable						
			Bit[31]	Bit[6]	Bit[5]	Bit[3]	Bit[2]	Bit[1]	Bit[0]
Interrupt Source		USBH_INTAEN	MIE	RHSCE	FNOE	ROE	SFE	WDHE	SOE
10	1 is written to the OHCI HcRhPort status bit [1] (SetPortEnable) while no device is connected (CCS bit = 0).	√	√	√	—	—	—	—	—
11	1 is written to the OHCI HcRhPort status bit [2] (SetPortSuspend) while no device is connected (CCS bit = 0).	√	√	√	—	—	—	—	—
12	1 is written to the OHCI HcRhPort status bit [3] (ClearSuspendStatus) while no device is connected (CCS bit = 0).	√	√	√	—	—	—	—	—
13	1 is written to the OHCI HcRhPort status bit [4] (SetPortReset) while no device is connected (CCS bit = 0).	√	√	√	—	—	—	—	—
14	Port power is turned off while no device is connected (CCS bit = 0).	√	√	√	—	—	—	—	—
15	MSB of bits [15:0] (FrameNumber) in the HcFmNumber register changes.	√	√	—	√	—	—	—	—
16	RemoteWakeup signal (Resume signal) from a device is detected.	√	√	—	—	√	—	—	—
17	HccaFrameNumber is updated (this means almost the same as an SOF transmission).	√	√	—	—	—	√	—	—
18	Transfer (including an error) ends and the host core updates HccaDoneHead.	√	√	—	—	—	—	√	—
19	USB schedule overrun occurs for a frame.	√	√	—	—	—	—	—	√

√: Necessary

Clearing Interrupt:

To clear the interrupt, write 1 to one of the following register bits that corresponds to the interrupt source.

OHCI operational register: HcInterruptStatus register (offset: H'00C) Bits [6:0]

60.5.2.3 U2H_EHCI_INT Assertion Sources and Control

Interrupt Enable Control in Registers:

This interrupt signal is asserted when an interrupt source event occurs while the interrupt enable bits in the following registers are set to enabled (1).

AHB bridge register: INT_ENABLE register (offset: H'200) Bit [2] (USBH_INTBEN)
EHCI operational register: USBINTR register (offset: H'128) Bits [17:16] and Bits [5:0]*

Note: * Set the necessary bits enabled as interrupt assertion source bits.

In addition, control the following register bits as necessary.

EHCI operational register: USBCMD register (offset: H'120) Bit [15] and Bit [6]

Interrupt Sources:

		Necessary Enable Settings in Register Bits								
			USBCMD		USBINTR					
			Bit[15]	Bit[6]	Bit[17]	Bit[16]	Bit[5]	Bit[3]	Bit[2]	Bit[1]	Bit[0]
	Interrupt Source	USBH_INTBEN	Per-Port Change Event	Door-bell	Port-n Change Event		Async Advance	Frame List Roll-over	Port Change	USB ERRINT	USB INT
1	Device connection is detected.	√	—	—	—	—	—	—	√	—	—
2	Device disconnection is detected.	√	—	—	—	—	—	—	√	—	—
3	Overcurrent is detected.	√	—	—	—	—	—	—	√	—	—
4	RemoteWakeup signal (Resume signal) from a device is detected.	√	—	—	—	—	—	—	√	—	—
5	Babble state is detected on the USB bus.	√	—	—	—	—	—	—	√	—	—
6	USB transfer with qTD IOC = 1 is successfully completed.	√	—	—	—	—	—	—	—	—	√
7	Short packet is received.	√	—	—	—	—	—	—	—	—	√
8	USB transfer ends with an error. (Retry fails three times, a babble error is detected, or STALL is received.)	√	—	—	—	—	—	—	—	√	—
9	QH processing with bit [6] (Interrupt on Async Advance Doorbell) in the USBCMD register set to 1 is successfully completed.	√	—	√	—	—	√	—	—	—	—
10	FrameIndex bit in the FRINDEX register returns from the maximum value to H'000 (rollover is detected).	√	—	—	—	—	—	√	—	—	—
11	Port Change Detect event (interrupt sources 1 to 5) is detected in USB port 1.	√	√	—	—	√	—	—	—	—	—

√: Necessary

Clearing Interrupt:

To clear the interrupt, write 1 to one of the following register bits that corresponds to the interrupt source.

EHCI operational register: USBSTS register (offset: H'124) Bits [17:16] and Bits [5:0]

60.5.2.4 U2H_WAKEON_INT Assertion Sources and Control

Interrupt Enable Control in Registers:

This interrupt signal is asserted when an interrupt source event occurs while the interrupt enable bits in the following registers are set to enabled (1).

AHB bridge register: INT_ENABLE register (offset: H'200) Bit [4] (WAKEON_INTEN)
EHCI operational register: PORTSC[1:2] registers (offset: H'164 and H'168) Bits [22:20]*

Note: * Set the necessary bits enabled as interrupt assertion source bits.

Interrupt Sources:

		Necessary Enable Settings in Register Bits			
			PORTSC		
			Bit[22]	Bit[21]	Bit[20]
	Interrupt Source	WAKEON_INTEN	WKOC_E	WKDSCNNT_E	WKCNNT_E
1	Device connection is detected.	√	—	—	√
2	Device disconnection is detected.	√	—	√	—
3	Overcurrent is detected.	√	√	—	—
4	RemoteWakeup signal (Resume signal) from a device is detected.	√	—	—	—

√: Necessary

Clearing Interrupt:

To clear the interrupt, write 1 to the following register bit.

AHB bridge register: INT_STATUS register (offset: H'204) Bit [4] (WAKEON_INT)

60.5.2.5 U2H_OBINT Assertion Sources and Control

Interrupt Enable Control in Registers:

This interrupt signal is asserted when an interrupt source event occurs while the interrupt enable bits in the following registers are set to enabled (1).

AHB bridge register: INT_ENABLE register (offset: H'200) Bit [3] (UCOM_INTEN)
UCOM register*[1]: OTG-BC interrupt enable register (offset: H'808) Bits [27:24], Bits [18:16], Bits [12:8], and Bits [3:0]*[2]

Notes: 1. Bits [27:24], Bits [12:8], and Bits [3:2] are not supported RZ/G2E
2. Set the necessary bits enabled as interrupt assertion source bits.

Interrupt Sources:

		Necessary Enable Settings in Register Bits				
			OTG-BC Interrupt Enable			
			Bit[27]	Bit[26]	Bit[25]	Bit[24]
	Interrupt Source	UCOM_INTEN	VGPICHG_EN3	VGPICHG_EN2	VGPICHG_EN1	VGPICHG_EN0
1	Bit 3 of the EXT_VGPI[3:0] input pins changes. *[1]	√	√	—	—	—
2	Bit 2 of the EXT_VGPI[3:0] input pins changes. *[1]	√	—	√	—	—
3	Bit 1 of the EXT_VGPI[3:0] input pins changes. *[1]	√	—	—	√	—
4	Bit 0 of the EXT_VGPI[3:0] input pins changes. *[1]	√	—	—	—	√

		Necessary Enable Settings in Register Bits			
			OTG-BC Interrupt Enable		
			Bit[18]	Bit[17]	Bit[16]
	Interrupt Source	UCOM_INTEN	DPMSTAINT_EN	DPMONCHG_EN	DMMONCHG_EN
1	Change of the USB bus state in port 1 into the same value as that specified in bits [25:24] (DPMLVL[1:0]) in the line control port1 register is detected.	√	√	—	—
2	DP1 in the USB bus changes.	√	—	√	—
3	DM1 in the USB bus changes.	√	—	—	√

		Necessary Enable Settings in Register Bits					
			OTG-BC Interrupt Enable				
			Bit[12]	Bit[11]	Bit[10]	Bit[9]	Bit[8]
	Interrupt Source	UCOM_INTEN	SESSVLDCHG_EN	IDDIGCHG_EN	VVLDCHG_NE	APRBCHG_EN	ASNSCHG_EN
1	Value of the PHY_P1OTGSESSVLD input pin changes. *[1]	√	√	—	—	—	—
2	Value of the PHY_P1IDDIG input pin changes. *[1]	√	—	√	—	—	—
3	Value of the PHY_P1VBUSVALID input pin changes. *[1]	√	—	—	√	—	—
4	Value of the PHY_P1ADPPRB input pin changes. *[1]	√	—	—	—	√	—
5	Value of the PHY_P1ADPSNS input pin changes. *[1]	√	—	—	—	—	√

	Interrupt Source	Necessary Enable Settings in Register Bits		
			OTG-BC Interrupt Enable	
			Bit[5]	Bit[4]
		UCOM_INTEN	PDDETCHG2_EN	PDDETCHG1_EN
1	Portable device detection signal (PHY_P1PRTBLDET) changes in port 1.	√	—	√

	Interrupt Source	Necessary Enable Settings in Register Bits				
			OTG-BC Interrupt Enable			
			Bit[3]	Bit[2]	Bit[1]	Bit[0]
		UCOM_INTEN	VBSTAINT_EN	VBSTACHG_EN	OCINT_EN	IDCHG_EN
1	Change of the EXT_VBSTA_IN[3:0] pins into the same value as that specified in bits [23:20] (VBLVL[3:0]) in the VBUS control register is detected.	√	√	—	—	—
2	Value of the EXT_VBSTA_IN[3:0] input pins changes. *1	√	—	√	—	—
3	Overcurrent is detected (change of EXT_P1OCI from 1 to 0 is detected).	√	—	—	√	—
4	Value of the EXT_OTG_ID input pin changes. *1	√	—	—	—	√

√: Necessary

Note: These bits are not supported RZ/G2E

Clearing Interrupt:

To clear the interrupt, write 1 to one of the following register bits that corresponds to the interrupt source.

UCOM register*1: OTG-BC interrupt status register (offset: H'804) Bits [27:24], Bits [18:16], Bits [12:8], and Bits [3:0]

Note: Bits [27:24], Bits [12:8], and Bits [3:2] are not supported RZ/G2E

60.5.3 Interrupt Signal Deassertion Timing

After a register is accessed to clear an interrupt source, it may take a certain period of time until the corresponding interrupt is actually cleared. Therefore, a measure should be taken to prevent misdetection of the previous interrupt between register access for clearing and correct detection of the next interrupt.

60.5.3.1 Connection of Interrupt Signal Lines

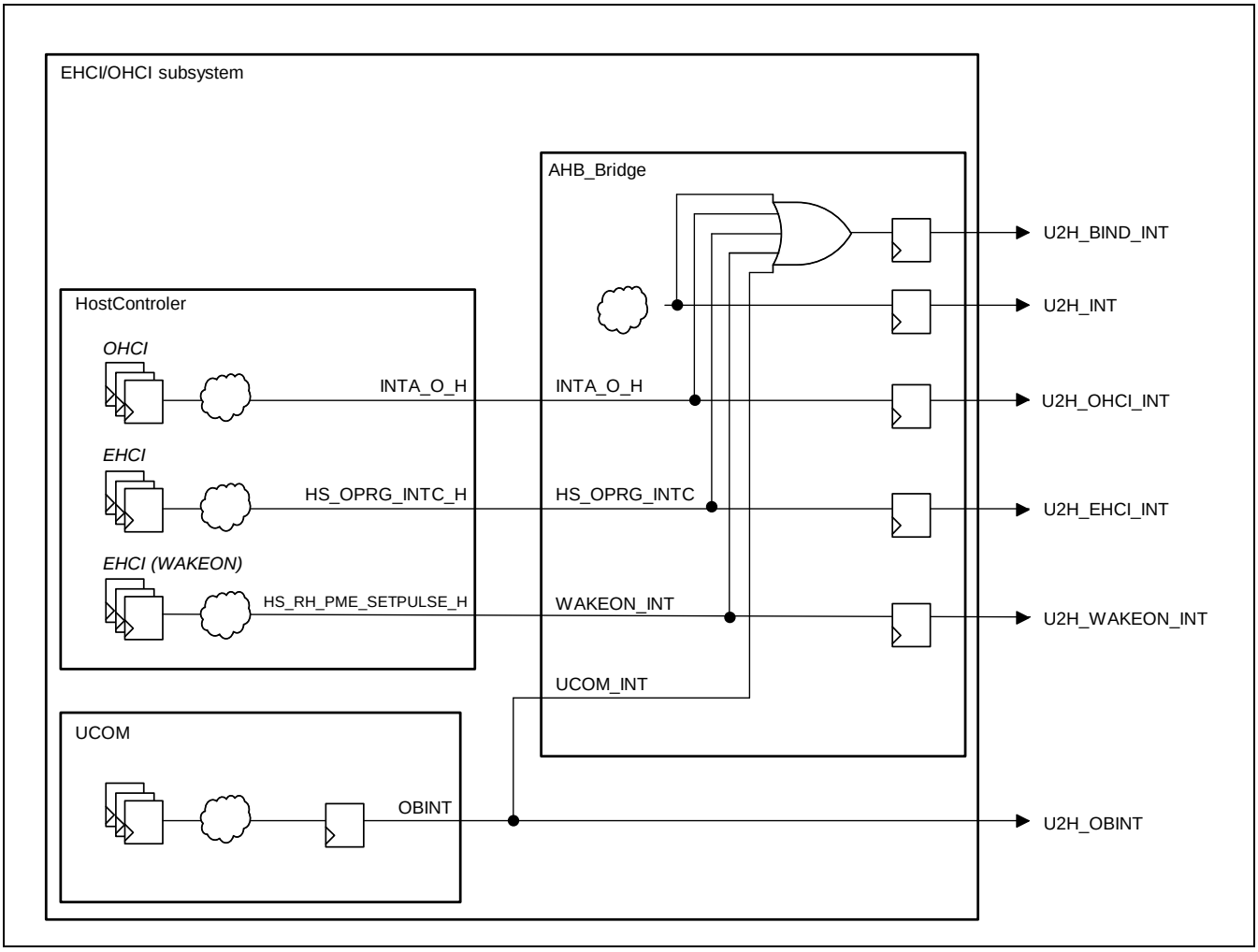


Figure 60.2 Connection diagram of Interrupt Signal Lines

60.6 Power Management

The system implementing this module provides the following two types of low-power control for the USB 2.0 core (including the UTMI+ PHY).

1. Controls the SUSPENDM and SLEEPM pins of the UTMI+ PHY.
2. Stops unnecessary clock supply to the host core internal circuits and the peripheral core through clock gating.

60.6.1 Controlling SUSPENDM and SLEEPM Pins of UTMI+ PHY

The following power-reducing effects are expected from assertion of the SUSPENDM and SLEEPM pins of the UTMI+ PHY.

- The power consumption in the UTMI+ PHY can be reduced.
- The power consumption in the host core can be reduced because the clock from the PHY is stopped.

The SUSPENDM and SLEEPM pins of the UTMI+ PHY are not asserted in the default settings even when the EHCI or OHCI is placed in the Suspend state as described earlier.

See section 60.2.5.3, Suspend Control Register (offset: H'308), and set up the register appropriately.

60.6.2 Controlling Clock Gating Function

The clock supply to the unused one of the host and peripheral functions can be gated through register settings.

See section 60.2.5.2, Register Enable/Clock Gating Control Register (offset: H'304), and set up the register appropriately.

60.7 OTG Control

60.7.1 Conditions for Using This Module for OTG

60.7.1.1 Core Pin and define Item Settings

Make the following settings and define items shown below when using this module for OTG.

1. Set the USB0SEL[1:0] in UGCTRL2 register of HS-USB module to B'11.

60.7.1.2 ID Pin Connections

This module has an ID detection pin; use this pin to detect ID.

60.7.1.3 Port Power (VBUS) Control and Connection with External Power-Supply IC

The following describes how to control the port power (VBUS) when using this module for OTG.

1. Control the port power through the related UCOM register.
   An example for connection is described later.
2. Connect the external power-supply IC and the corresponding pins of this module as follows.

LSI Pin Name	I/O	Connection
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] USB*_PWEN [RZ/G2E] USB0_PWEN_A/B	O	Connect this as output to the power-supply IC.
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] USB*_OVC [RZ/G2E] USB0_OVC_A/B	I	Connect this as input from the power-supply IC.

Notes: OTG function isn't supported RZ/G2E
'*' in LSI Pin Name column are 0 or 1 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N.

60.7.1.4 OTG System Configuration Example

The following shows an example of connections to support the OTG function[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N].

This configuration includes an external power-supply IC and a peripheral controller (HS-USB module).

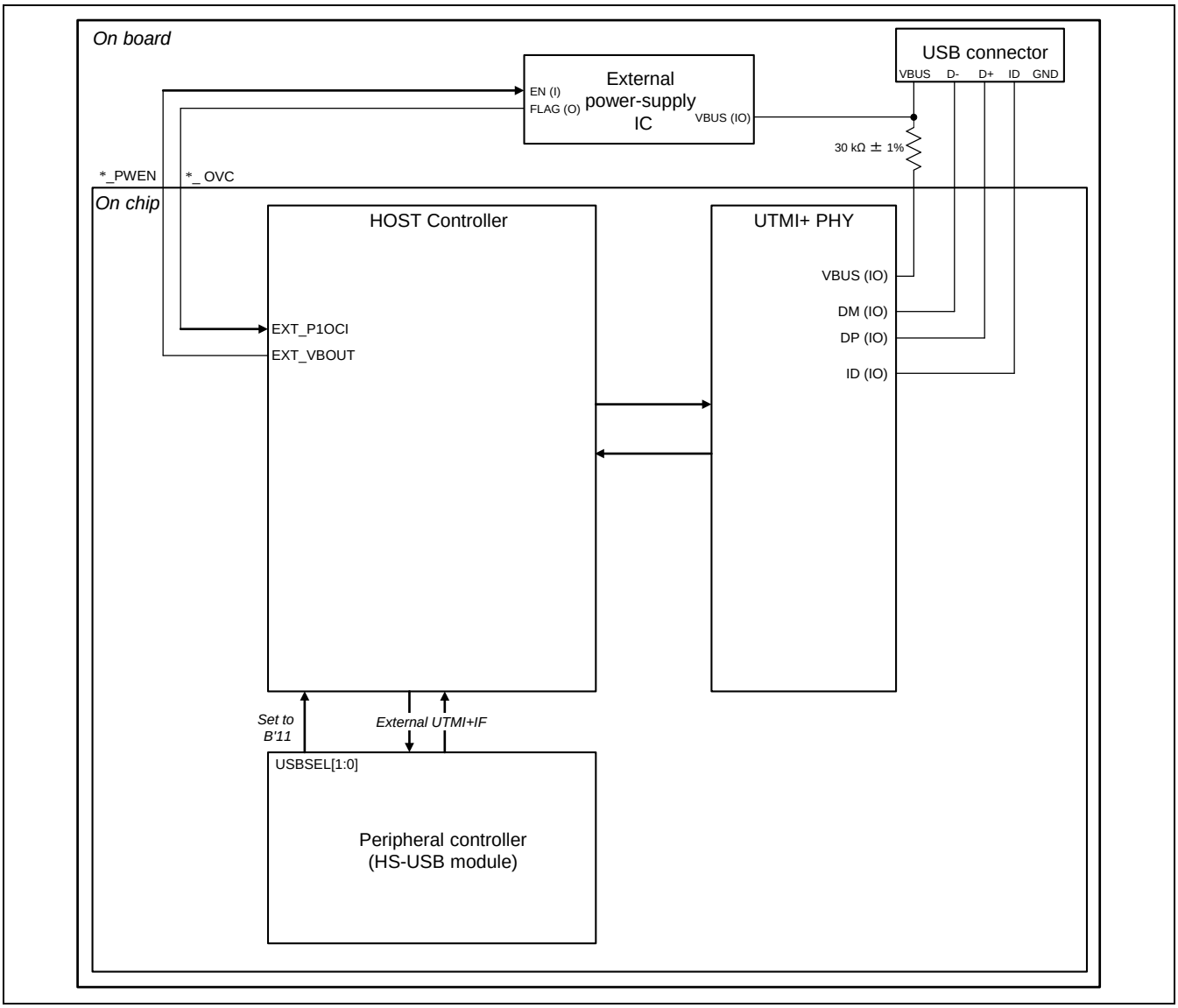


Figure 60.3 OTG System Configuration Example

60.7.2 Initial Setting Procedure

The following shows the initial setting procedure when this module is used for OTG.

This shows the steps before detection of A-plug or B-plug connection through the ID or VBUS pin.

60.7.2.1 OTG Initial Setting Procedure

Assumed control of ID and VBUS: VBUS control: ADPCTRL.DRVVBUS
ID detection: PHY

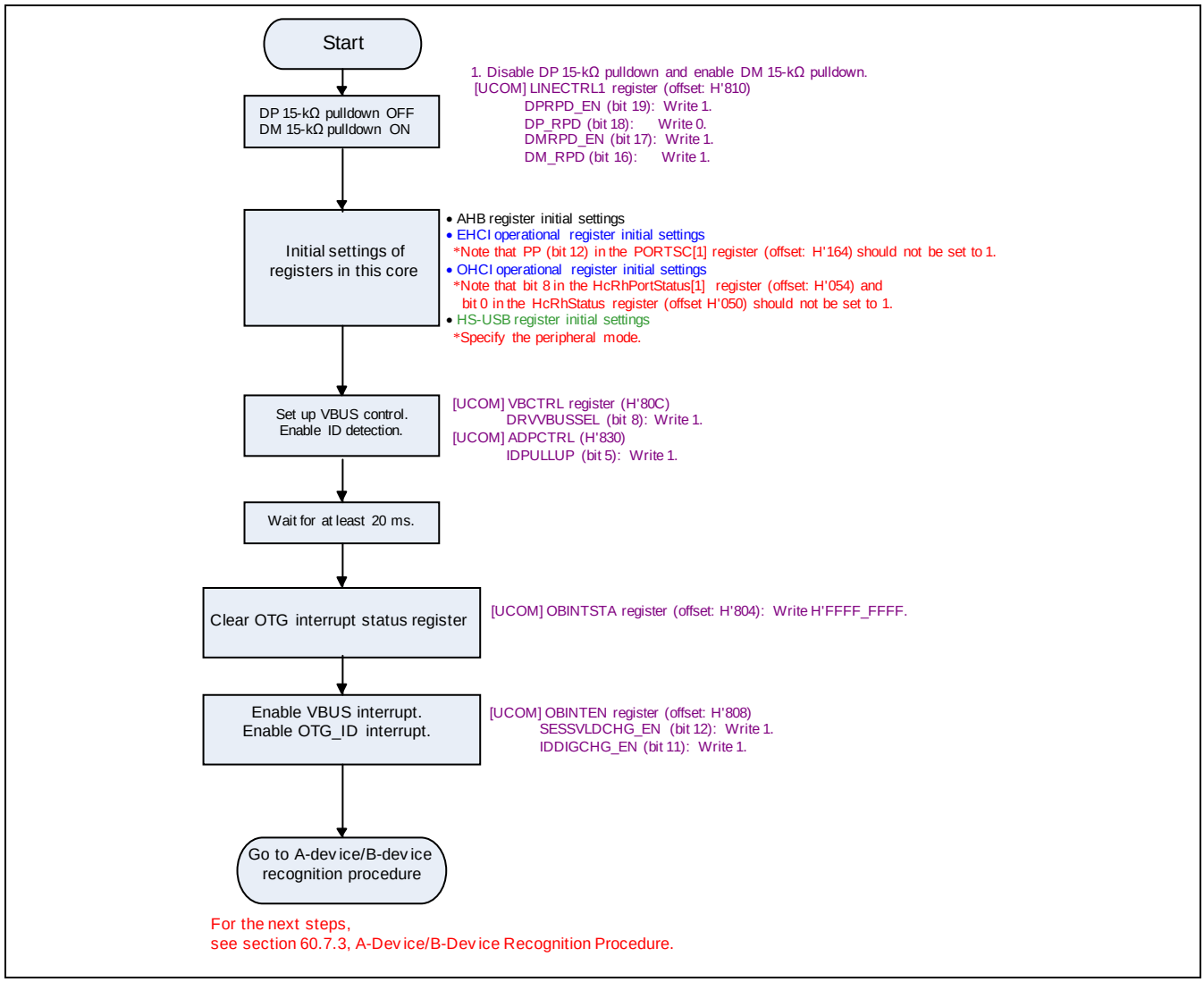


Figure 60.4 OTG Initial Setting Procedure

60.7.3 A-Device/B-Device Recognition Procedure

The following shows the control procedure for operating this module as an A-device or a B-device through A-plug or B-plug connection after the steps described in section 60.7.2, Initial Setting Procedure, or section 60.7.4, Disconnect Detection Procedure.

60.7.3.1 A-Device/B-Device Recognition Procedure

Assumed control of ID and VBUS: VBUS control: ADPCTRL.DRVVBUS
ID detection: PHY

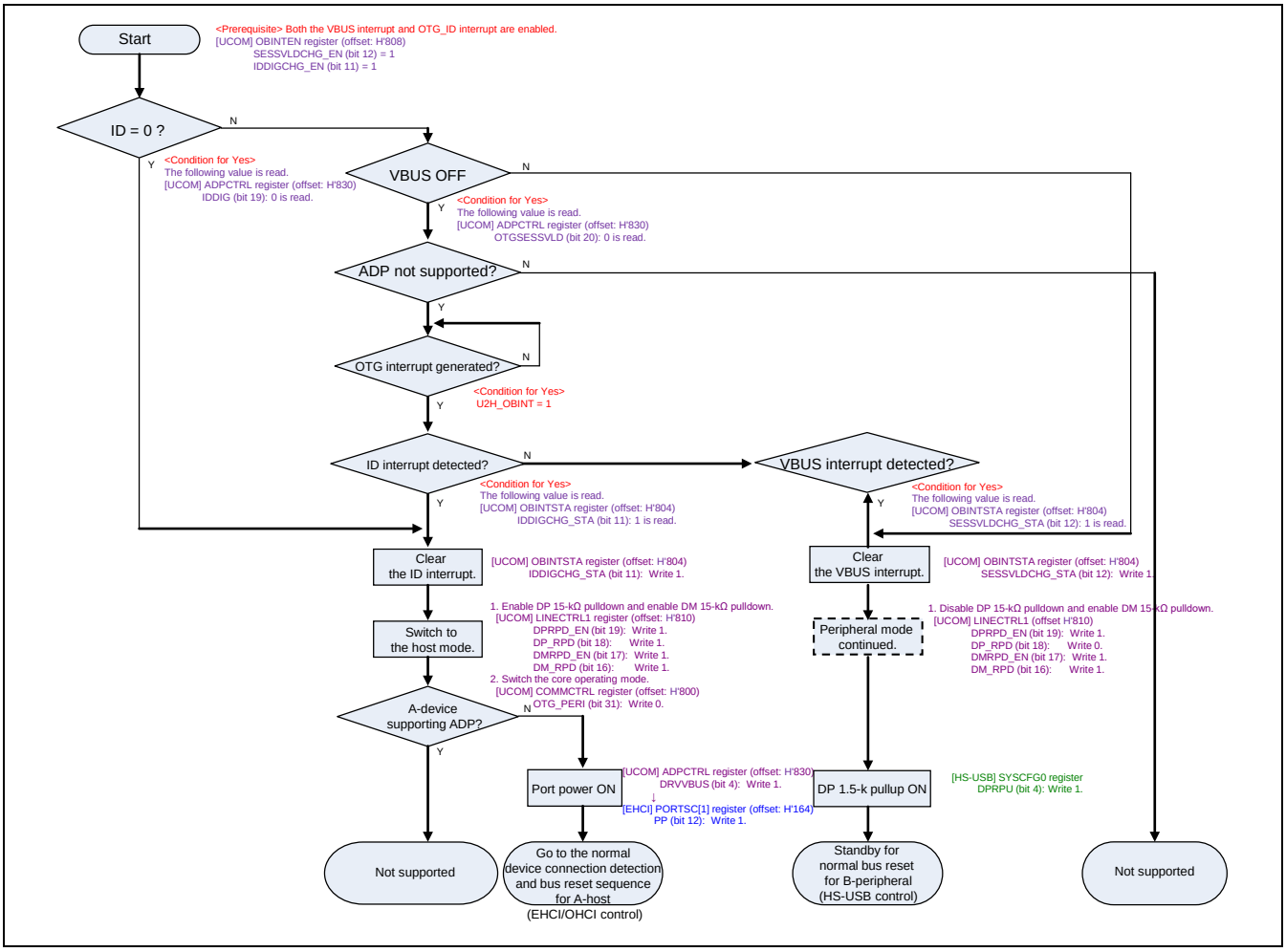


Figure 60.5 A-Device/B-Device Recognition Procedure

60.7.4 Disconnect Detection Procedure

The following shows the Disconnect detection procedure.

Here, "Disconnect detection" means detection of physical disconnection of an A-plug or B-plug from a USB port.

60.7.4.1 Disconnect Detection Procedure

Assumed control of ID and VBUS: VBUS control: ADPCTRL.DRVVBUS
ID detection: PHY

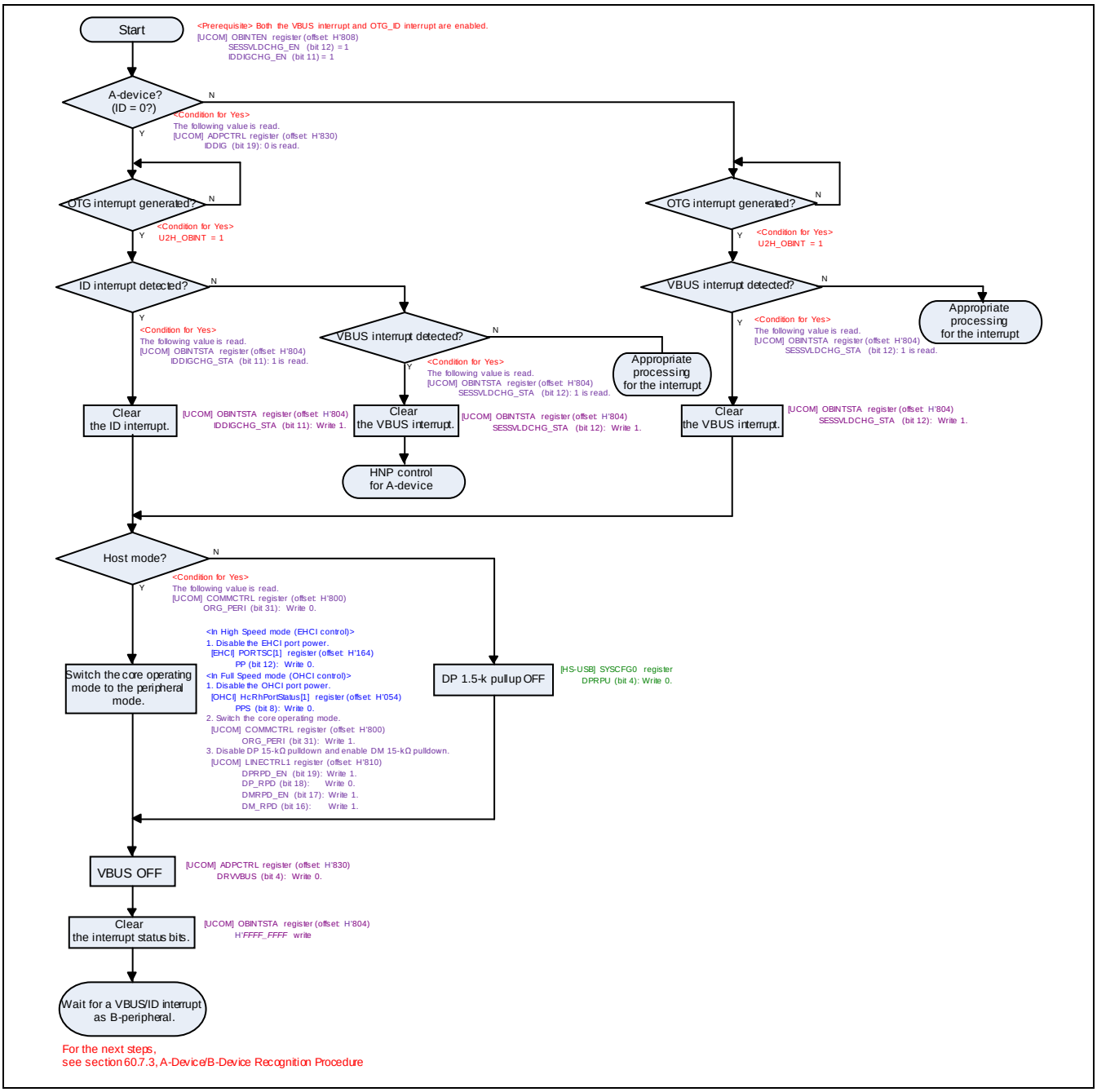


Figure 60.6 Disconnect Detection Procedure

60.7.5 HNP Control Procedure (Conforming to OTG Revision 2.0)

60.7.5.1 HNP Control Procedure for A-Device (Switching from A-Host to A-Peripheral)

The following shows the control procedure after a B-device's request for the host role is detected from the result of HNP polling for the B-device.

For HNP Control in High Speed Mode (Controlled by EHCI):

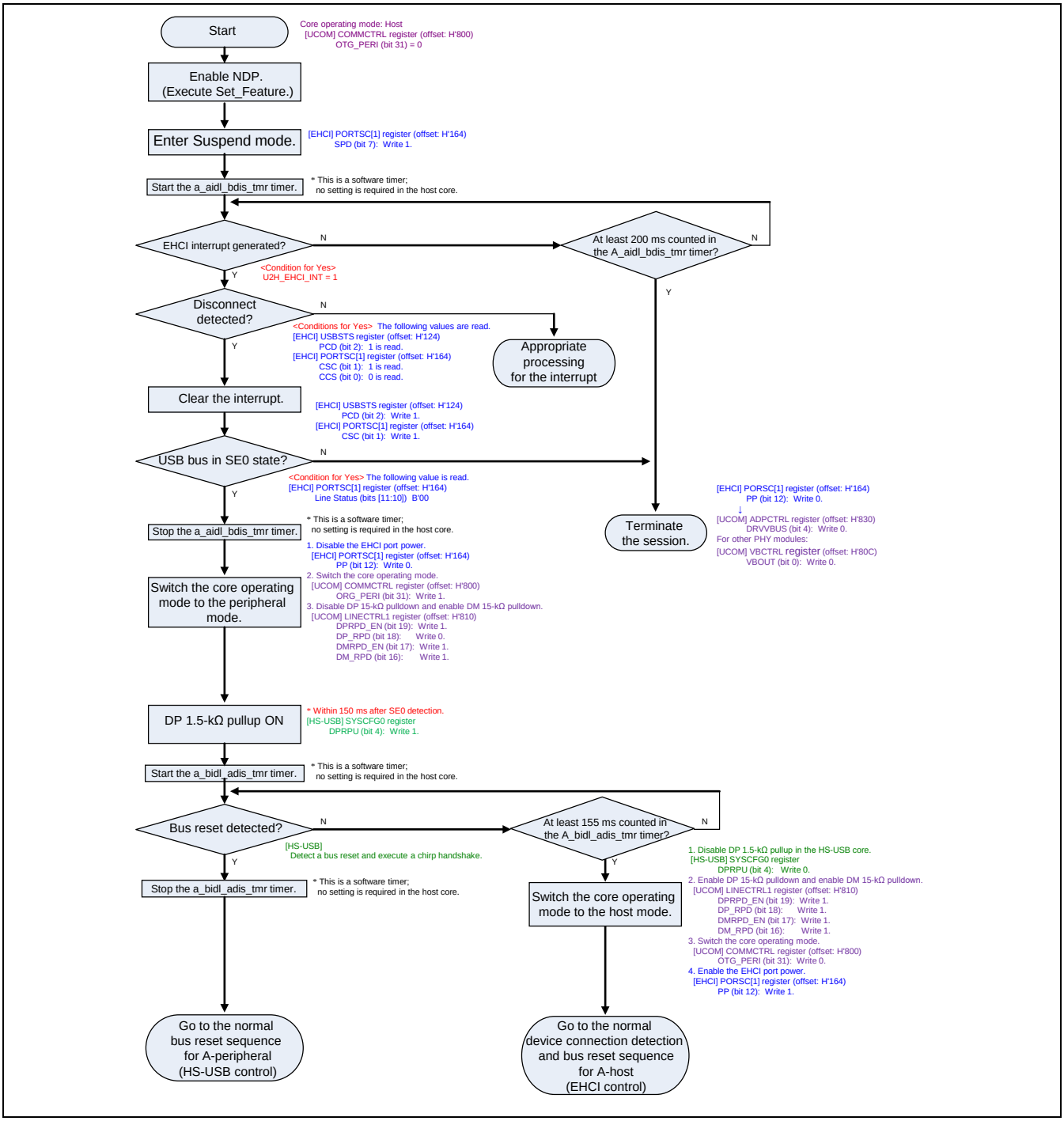


Figure 60.7 HNP Control Procedure for A-Device (Switching from A-Host to A-Peripheral in High Speed Mode)

For HNP Control in Full Speed Mode (Controlled by OHCI):

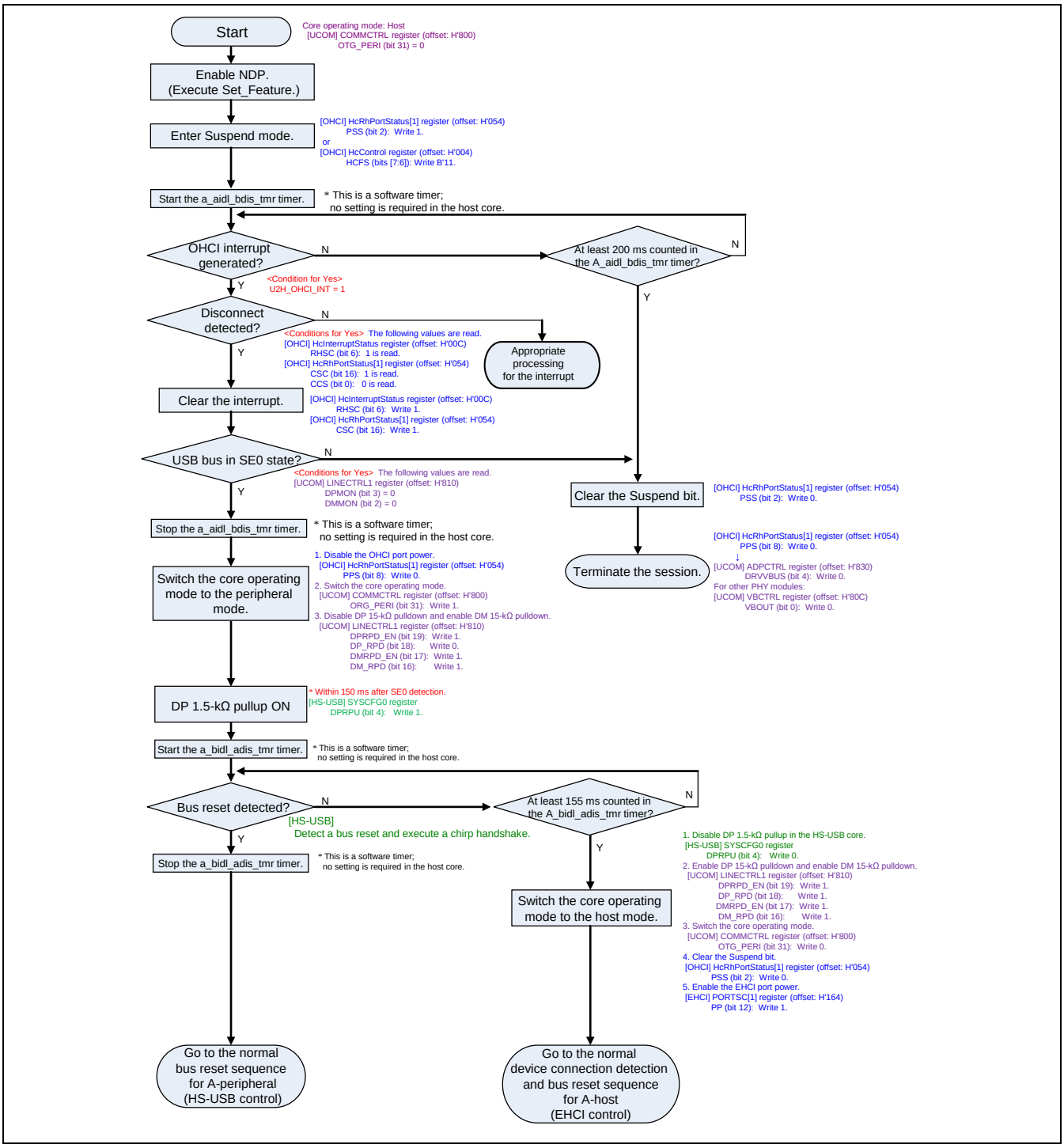


Figure 60.8 HNP Control Procedure for A-Device
(Switching from A-Host to A-Peripheral in Full Speed Mode)

60.7.5.2 HNP Control Procedure for A-Device (Switching from A-Peripheral to A-Host)

<Assumed Conditions>

Even for FS OTG, EHCI is assumed to be the port owner after switching of the role from the peripheral to the host. Therefore, the procedure for switching from the A-peripheral to the A-host is not separately prepared for each of OHCI and EHCI.

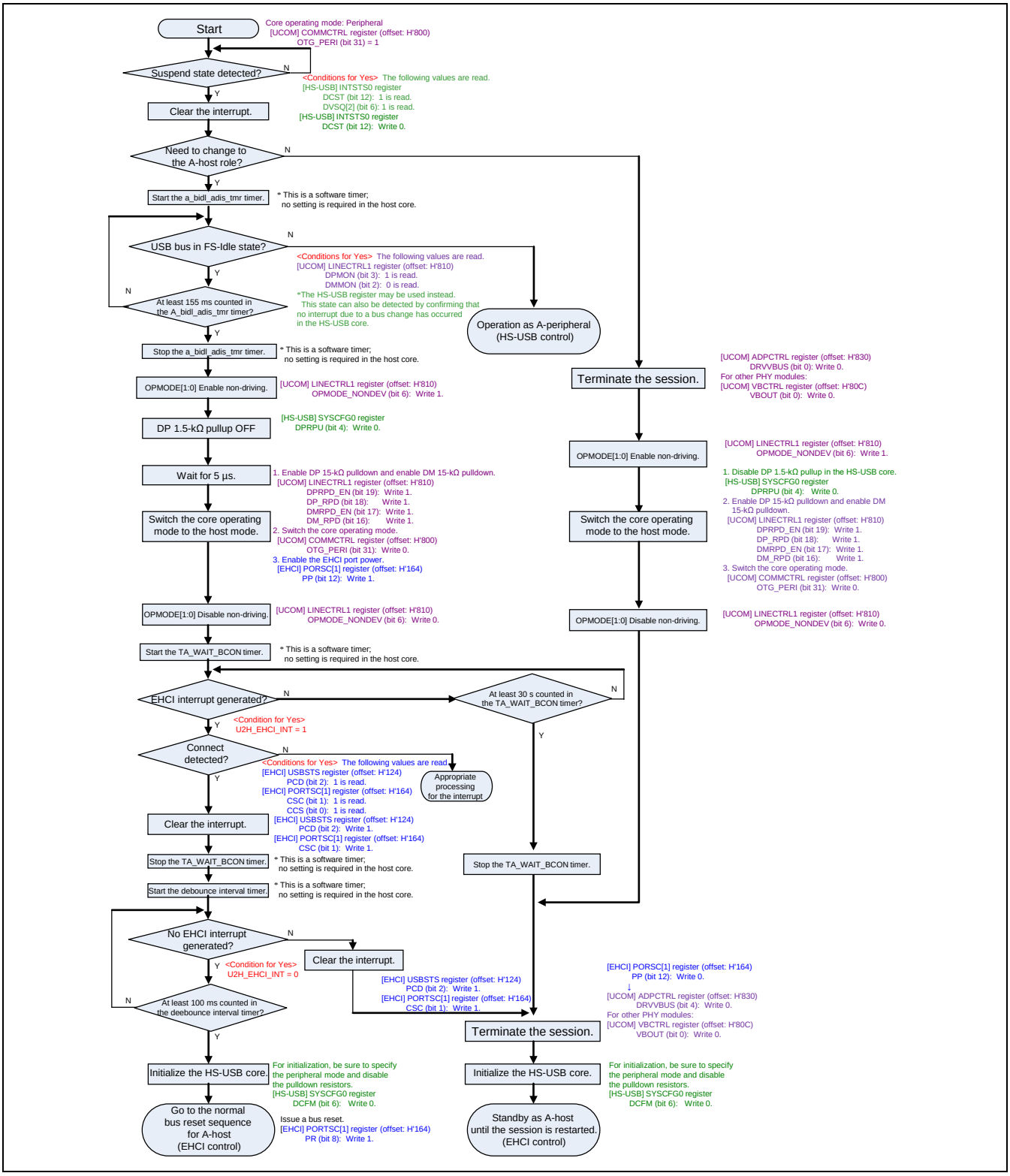


Figure 60.9 HNP Control Procedure for A-Device (Switching from A-Peripheral to A-Host)

60.7.5.3 HNP Control Procedure for B-Device (Switching from B-Peripheral to B-Host)

The following shows the procedure after the A-device issues Set Feature.

<Assumed conditions>

Even for FS OTG, EHCI is assumed to be the port owner after switching of the role from the peripheral to the host. Therefore, the procedure for switching from the B-peripheral to the B-host is not separately prepared for each of OHCI and EHCI.

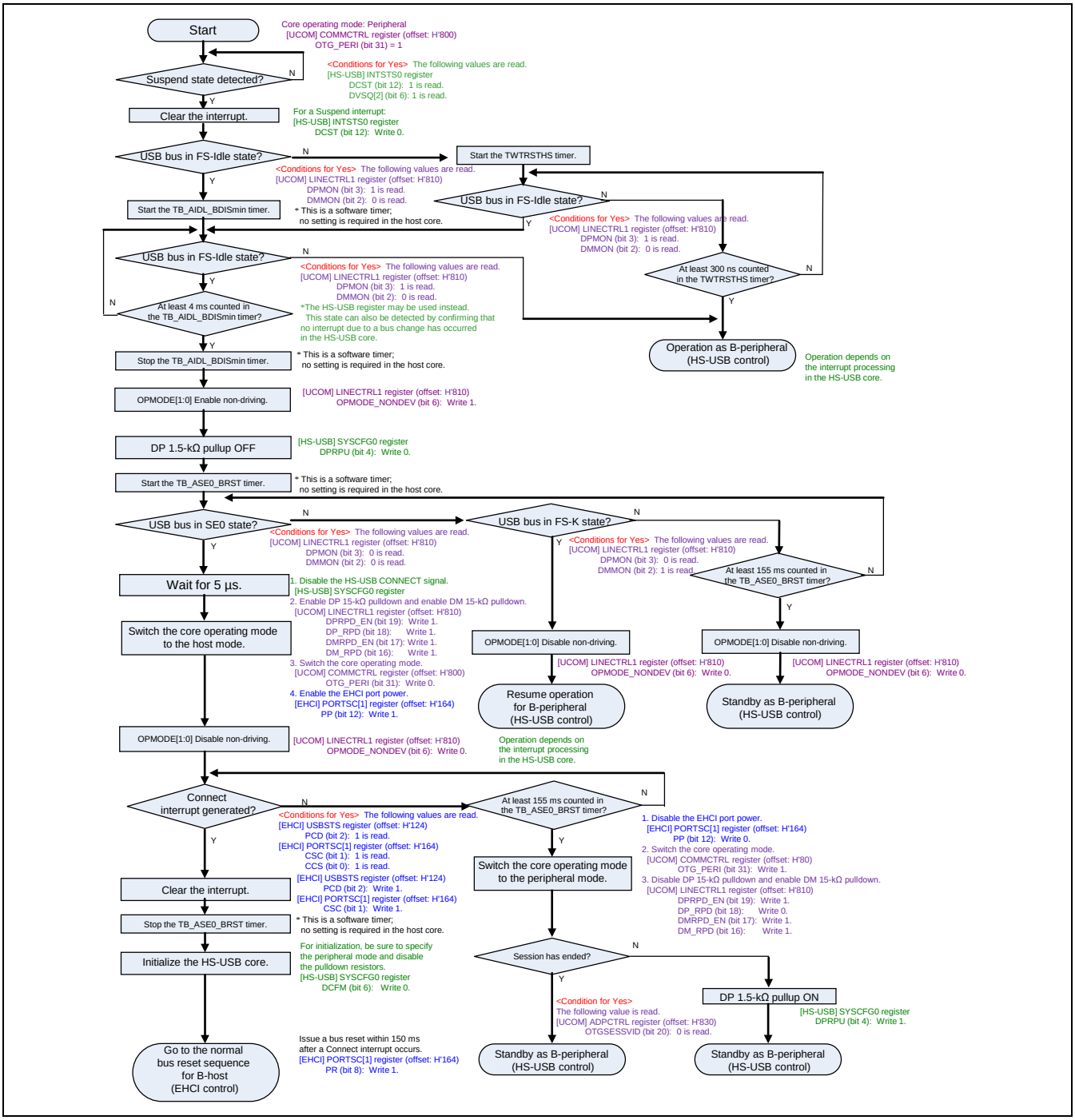


Figure 60.10 HNP Control Procedure for B-Device (Switching from B-Peripheral to B-Host)

60.7.5.4 HNP Control Procedure for B-Device (Switching from B-Host to B-Peripheral)

The following shows the procedure after no transfer is done by the B-Host.

<VBUS control: ADPCTRL.DRVVBUS; ID detection: PHY>

For HNP Control in High Speed Mode (Controlled by EHCI):

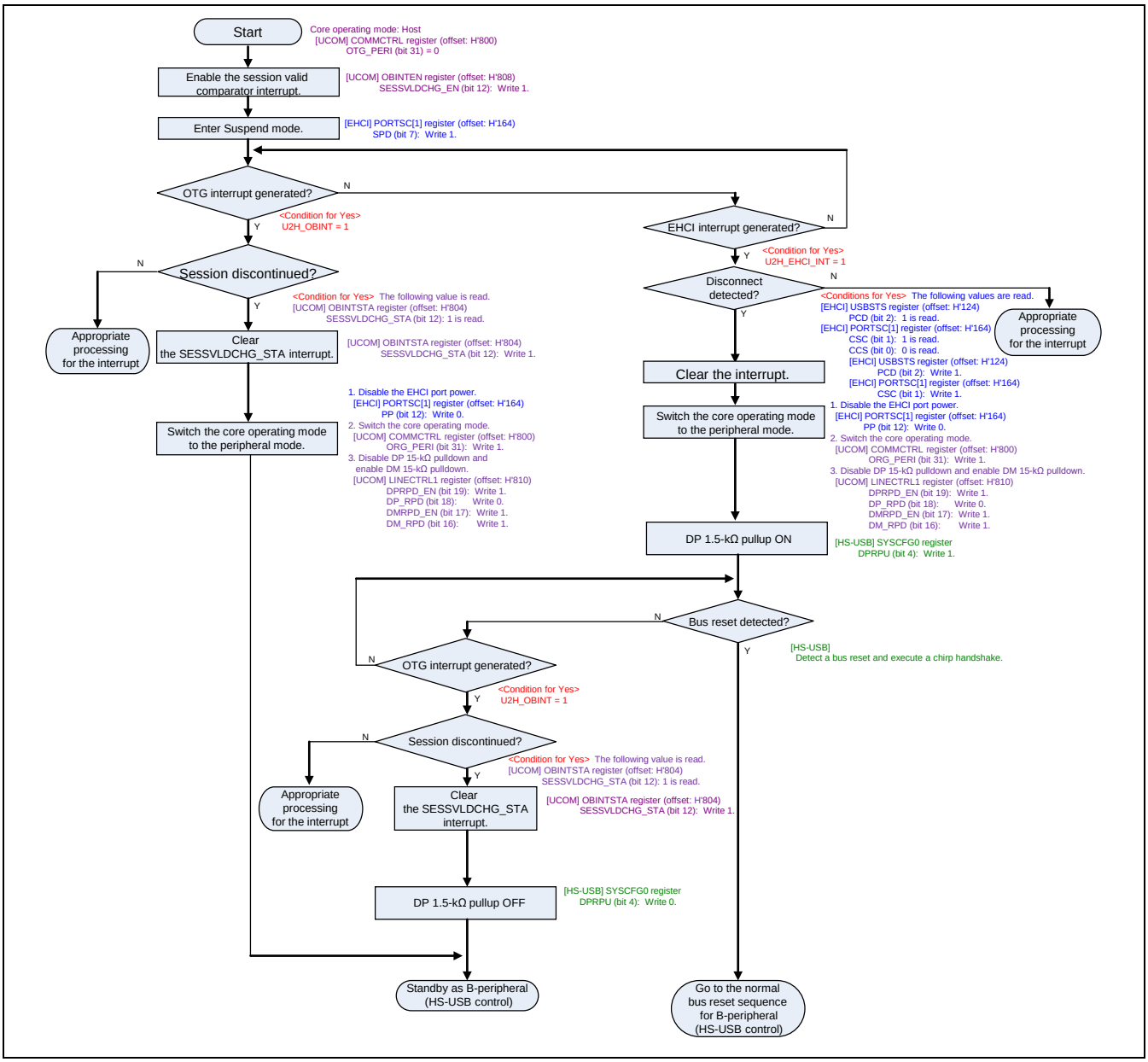


Figure 60.11 HNP Control Procedure for B-Device (Switching from B-Host to B-Peripheral in High Speed Mode)

For HNP Control in Full Speed Mode (Controlled by OHCI):

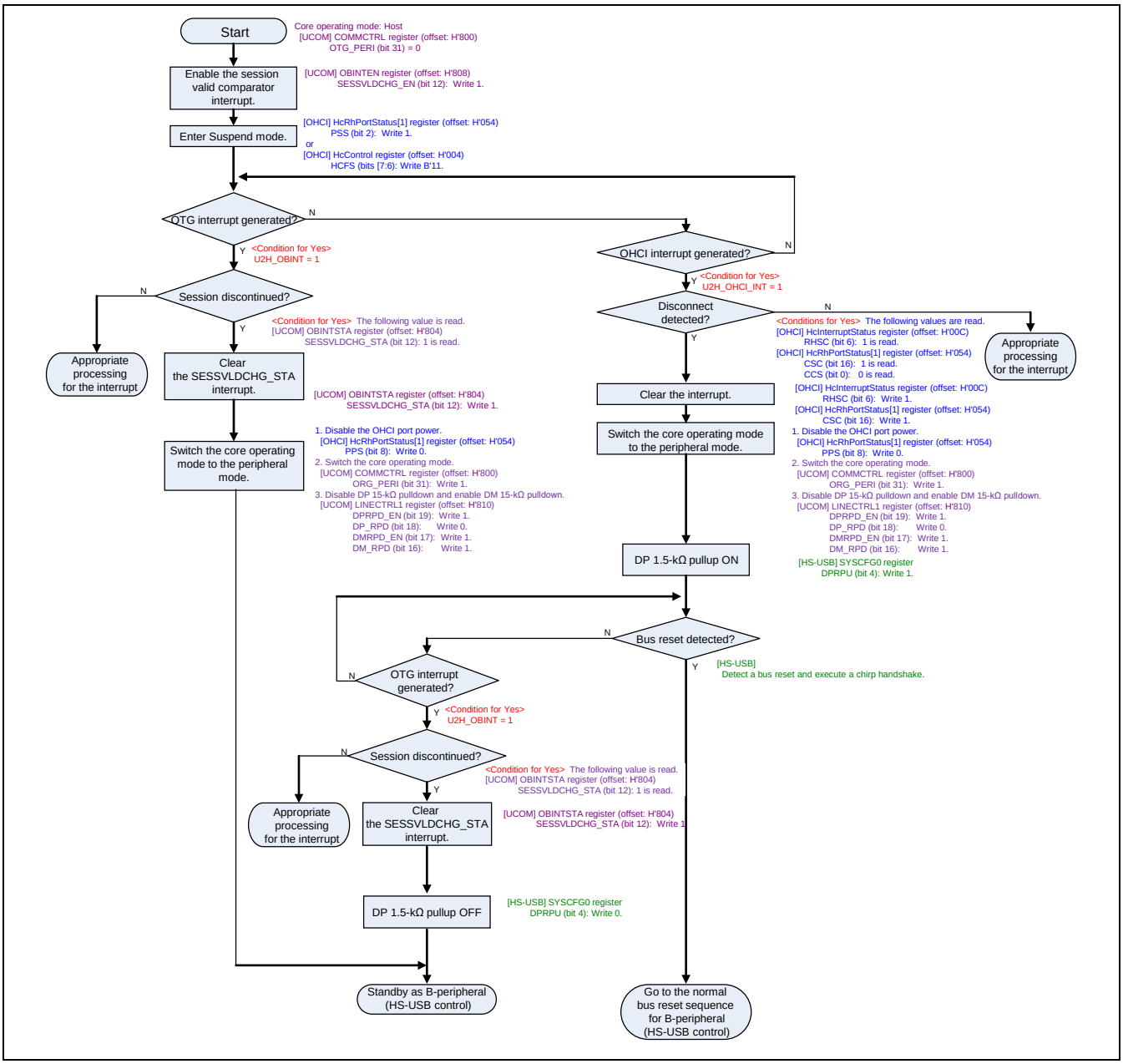


Figure 60.12 HNP Control Procedure for B-Device
(Switching from B-Host to B-Peripheral in Full Speed Mode)

60.7.6 SRP Control Procedure (Conforming to OTG Revision 2.0)

60.7.6.1 SRP Control Procedure for A-Device

The following shows the procedure starting with the step for terminating a session because the B-device issues no request for the host role and the A-device does not need to transfer data.

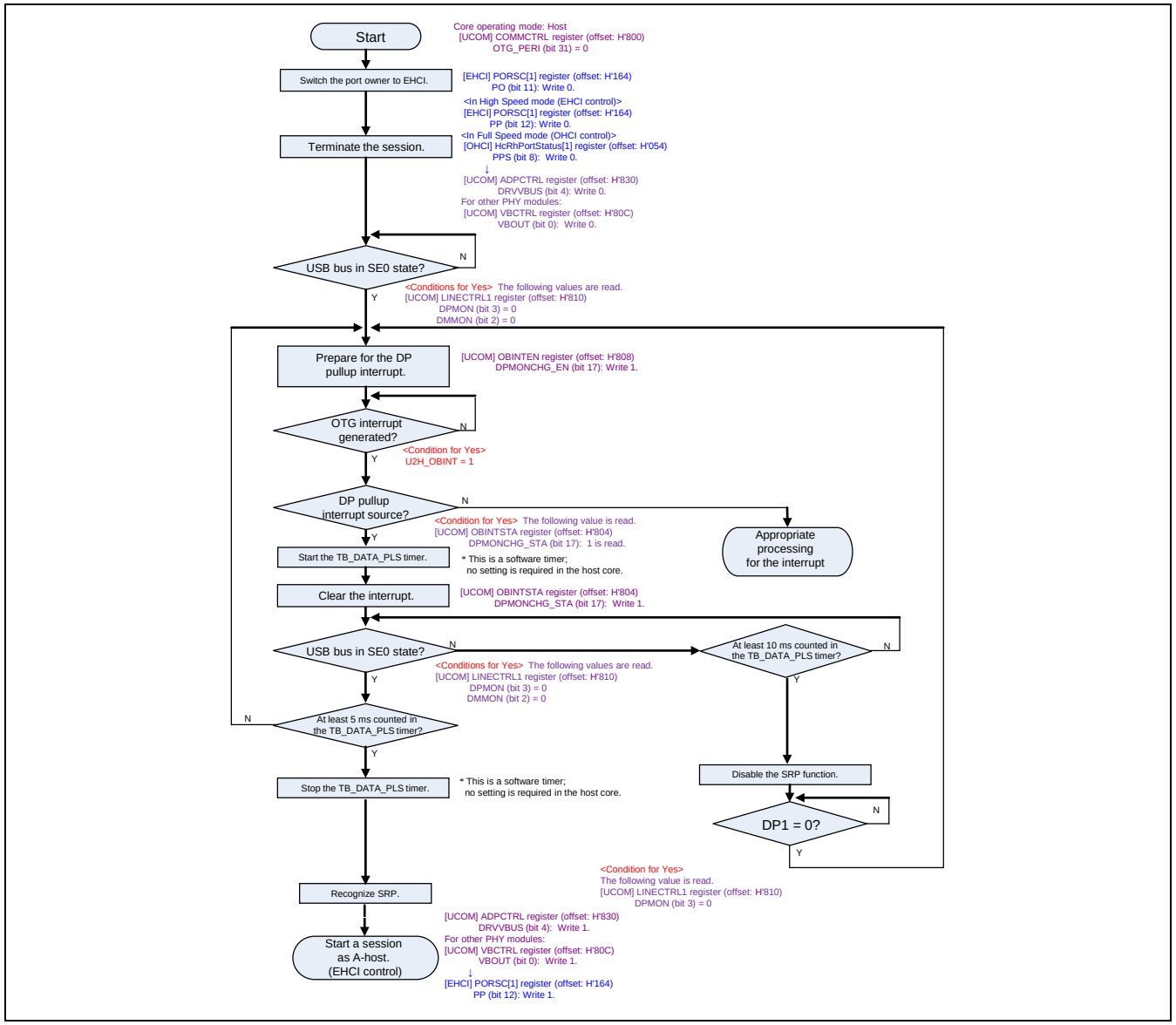


Figure 60.13 SRP Control Procedure for A-Device

60.7.6.2 SRP Control Procedure for B-Device

The following shows the procedure starting from the state of standby for a session termination request from the A-device.

<VBUS control: ADPCTRL.DRVVBUS; ID detection: PHY>

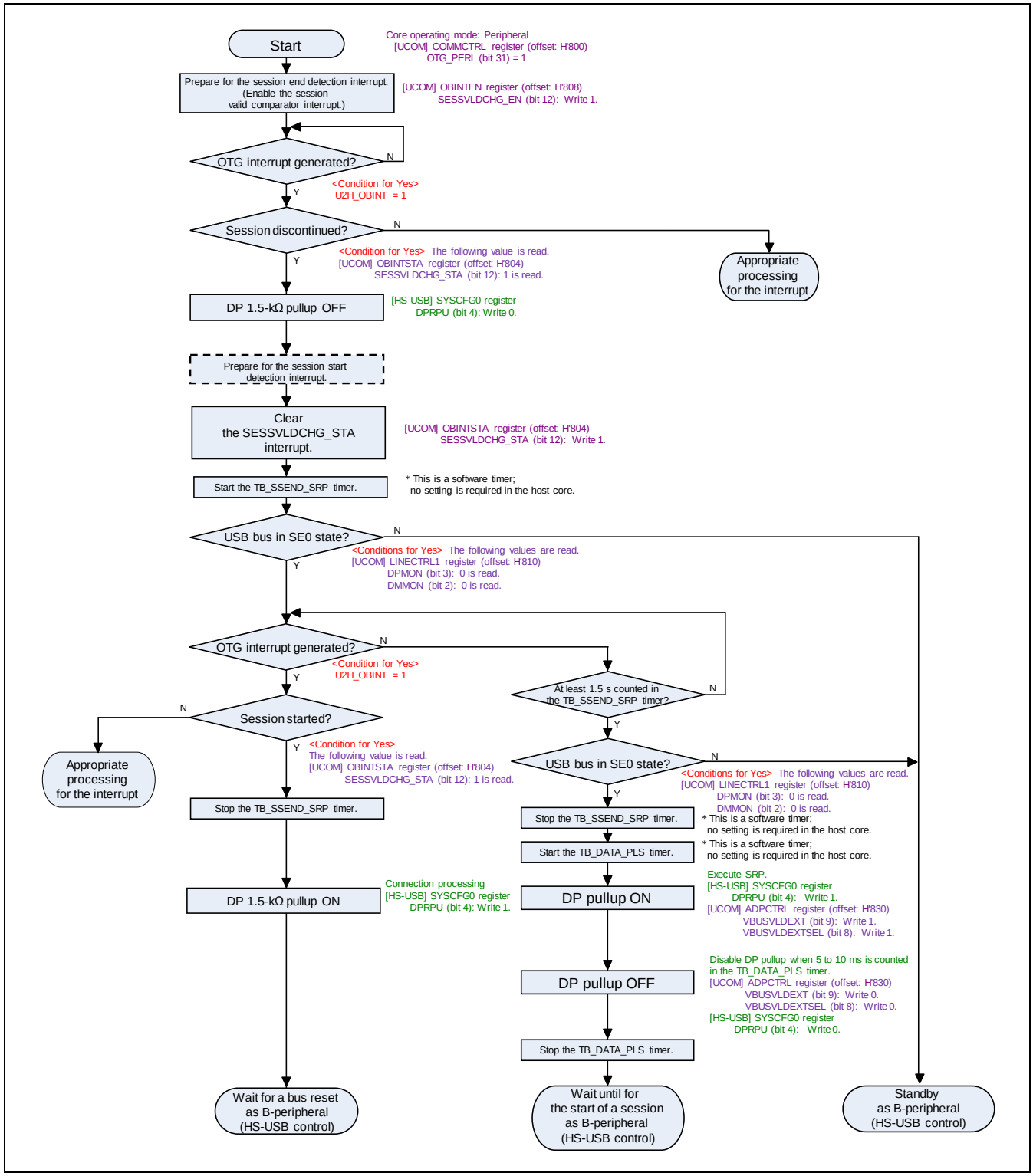


Figure 60.14 SRP Control Procedure for B-Device

60.8 Battery Charging Control

60.8.1 Conditions for Using Battery Charging Function in this Module

60.8.1.1 Limitations on Support of Charging Ports

A port that supplies power conforming to the Battery Charging Specification is called a charging port, and it is implemented in the host side in most cases.

Charging Ports are classified into the following types according to the function.

Type	Function	Support in This Module
CDP (Charging Downstream Port)	This is a downstream port that supplies power conforming to the Battery Charging Specification. After a portable device is detected and a handshake for battery charging is completed, the normal device connect sequence is entered (the port works as a normal host).	Supported
DCP (Dedicated Charging Port)	This is a port dedicated to the power supply function conforming to the Battery Charging Specification. This port does not perform normal host operation.	—
SDP (Standard Downstream Port)	This is a normal downstream port that does not conform to the Battery Charging specification. It supplies power within the conventional power range prescribed in the USB 2.0 specification. It works as a normal host.	Supported

60.8.1.2 Portable Device Control

A device that receives (requests) power supply conforming to the Battery Charging Specification is called a portable device, and it is implemented in the peripheral side in most cases.

This module assumes the Renesas HS-USB module as the peripheral controller.

A portable device can be controlled through either the HS-USB module or the registers of this module (UCOM registers).

Select a controller in accordance with the target system.

60.8.2 Controlling Method

The following describes control procedure for the Battery Charging function.

60.8.2.1 How to Control

(1) Notes on CDP Mode

Note the following two points in the CDP mode.

1. Use the following UCOM register bits to control the OPMODE[1:0] in the UTMI+ interface and 15-kΩ pulldown resistors for DP and DM as shown below.

Register		Setting	Function
[UCOM]	LINECTRLx.OPMODE_NODRV (bit 6)	B’1	Set UTMI_PxOPMODE[1:0] to output B'01 and set the USB bus control in the PHY to the non-driving state (actually, to the weak pulldown state). This bit is not supported RZ/G2E.
	LINECTRLx.DPRPD_EN (bit 19)	B’1	Disable the 1.5-kΩ pulldown resistor for DP.
	LINECTRLx.DP_RPD (bit 18)	B’0	
	LINECTRLx.DMRPD_EN (bit 17)	B’1	Disable the 1.5-kΩ pulldown resistor for DM.
	LINECTRLx.DM_RPD (bit 16)	B’0	

2. Use the Global Suspend function to forcibly assert UTMI_PxSUSPENDM to 0.

Register		Setting
[Core Defined]	Port 1: SPD_CTRL.GLOBAL_SUSPENDM_P1 (bit 0)	B’1

(2) CDP Mode Control

The following shows control on the port 1 side.

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Port 1: UTMI+ PHY SUSPENDM is Asserted in CDP Mode:

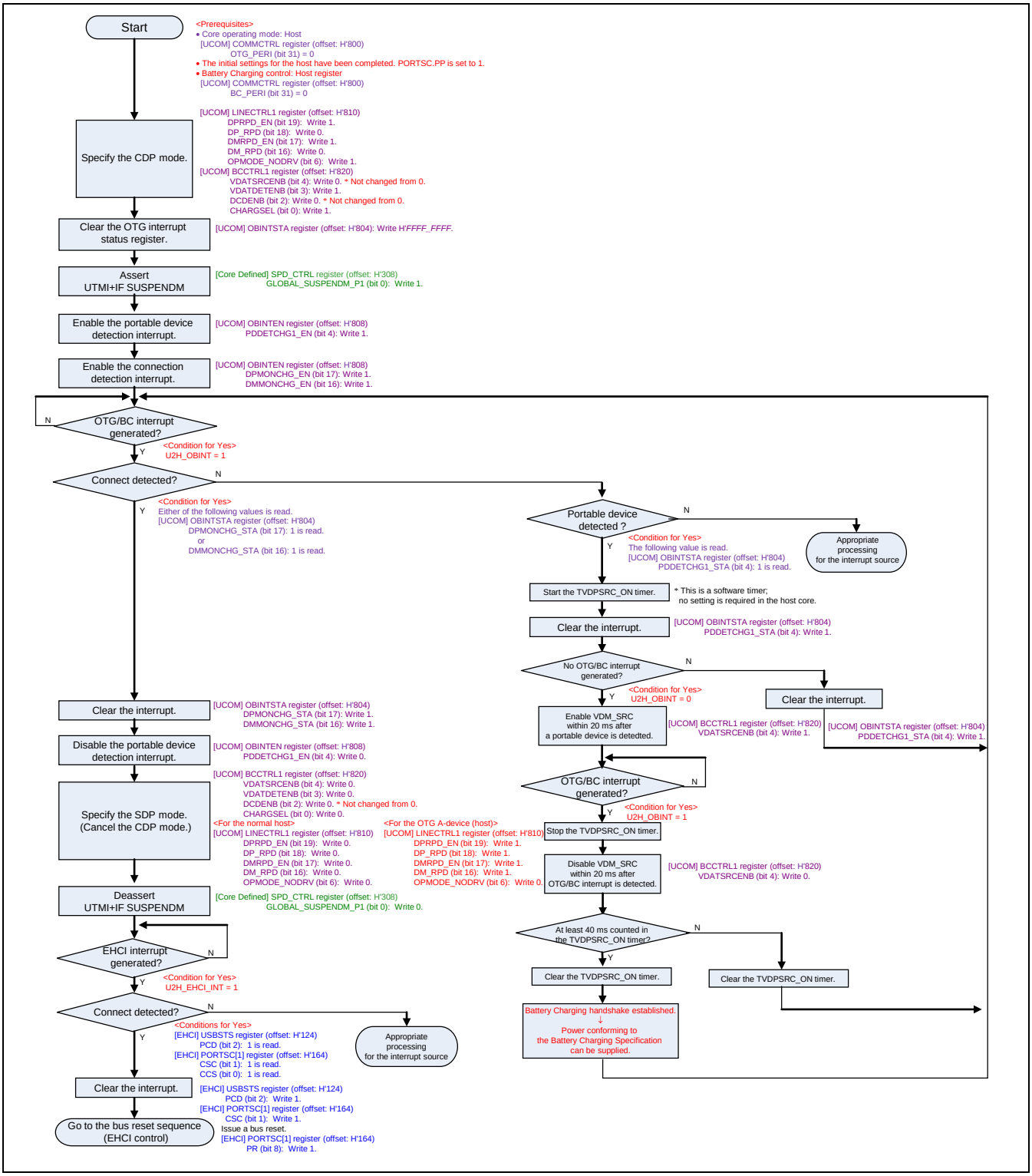


Figure 60.15 CDP Mode Control (UTMI+ PHY SUSPENDM is Asserted in CDP Mode)

Port 1: UTMI+ PHY SUSPENDM is Not Asserted in CDP Mode:

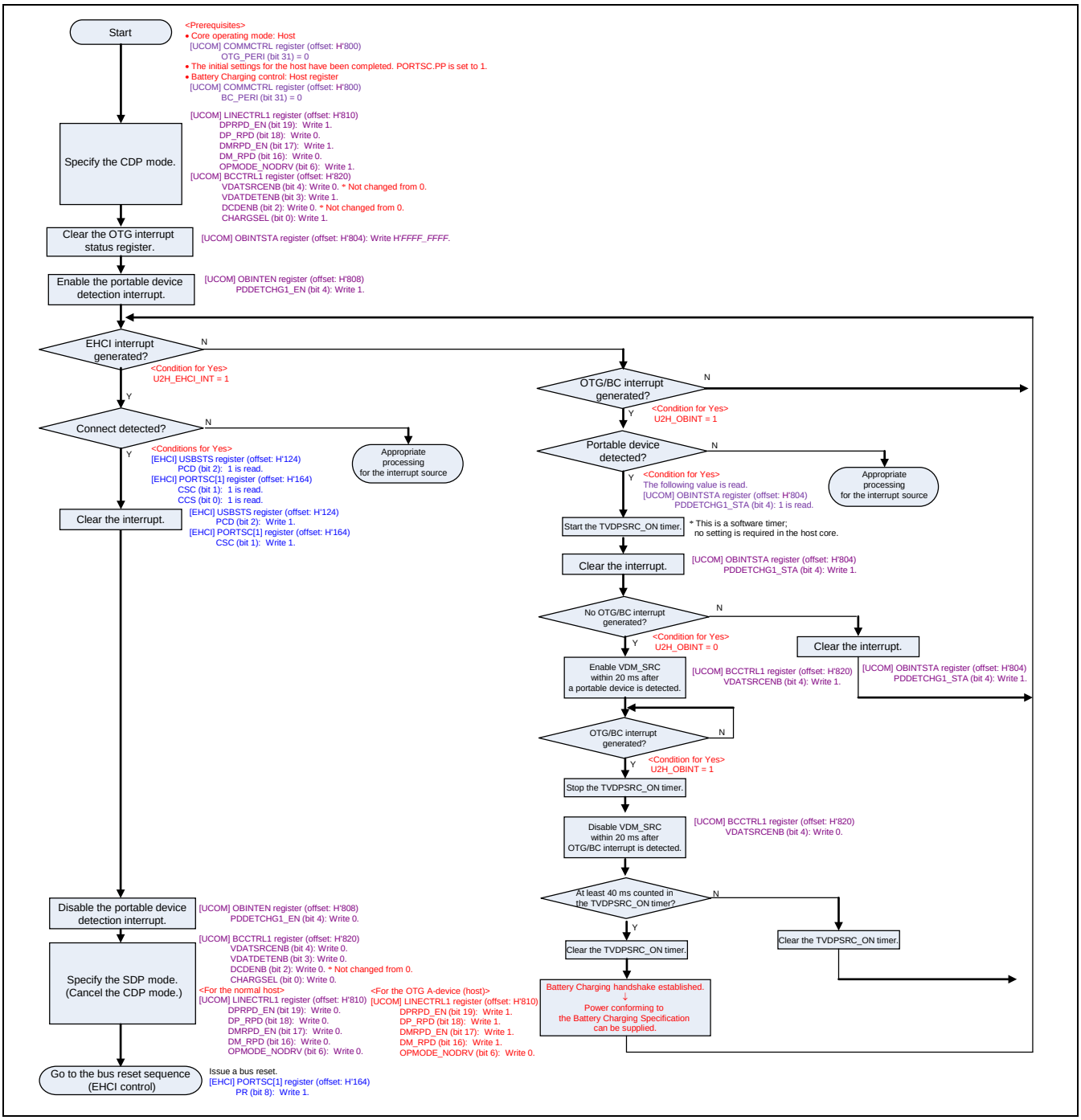


Figure 60.16 CDP Mode Control (UTMI+ PHY SUSPENDM is Not Asserted in CDP Mode)

[RZ/G2E]

Port 1: UTMI+ PHY SUSPENDM is Asserted in CDP Mode:

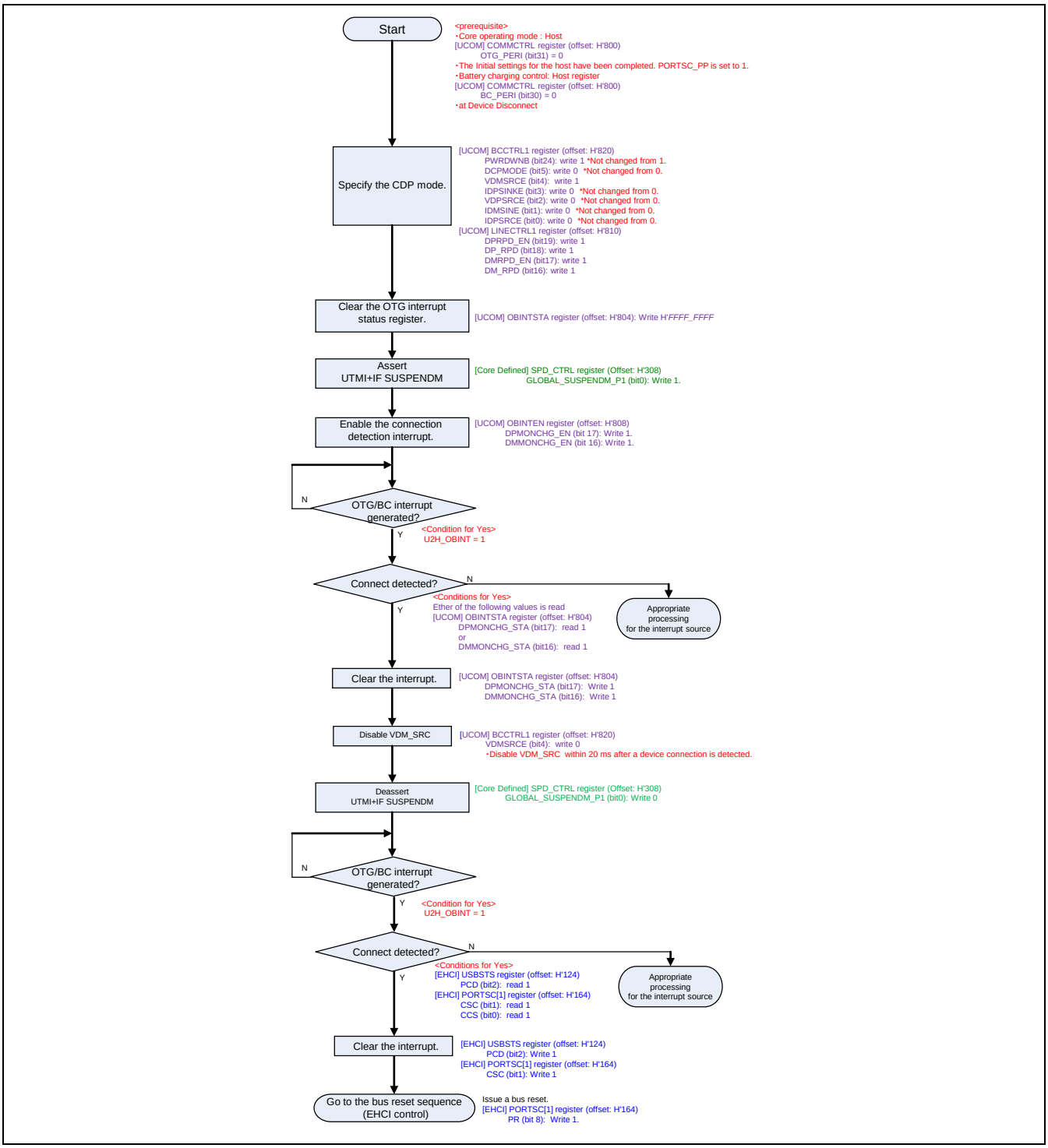


Figure 60.17 CDP Mode Control (UTMI+ PHY SUSPENDM is Asserted in CDP Mode)

Port 1: UTMI+ PHY SUSPENDM is Not Asserted in CDP Mode:

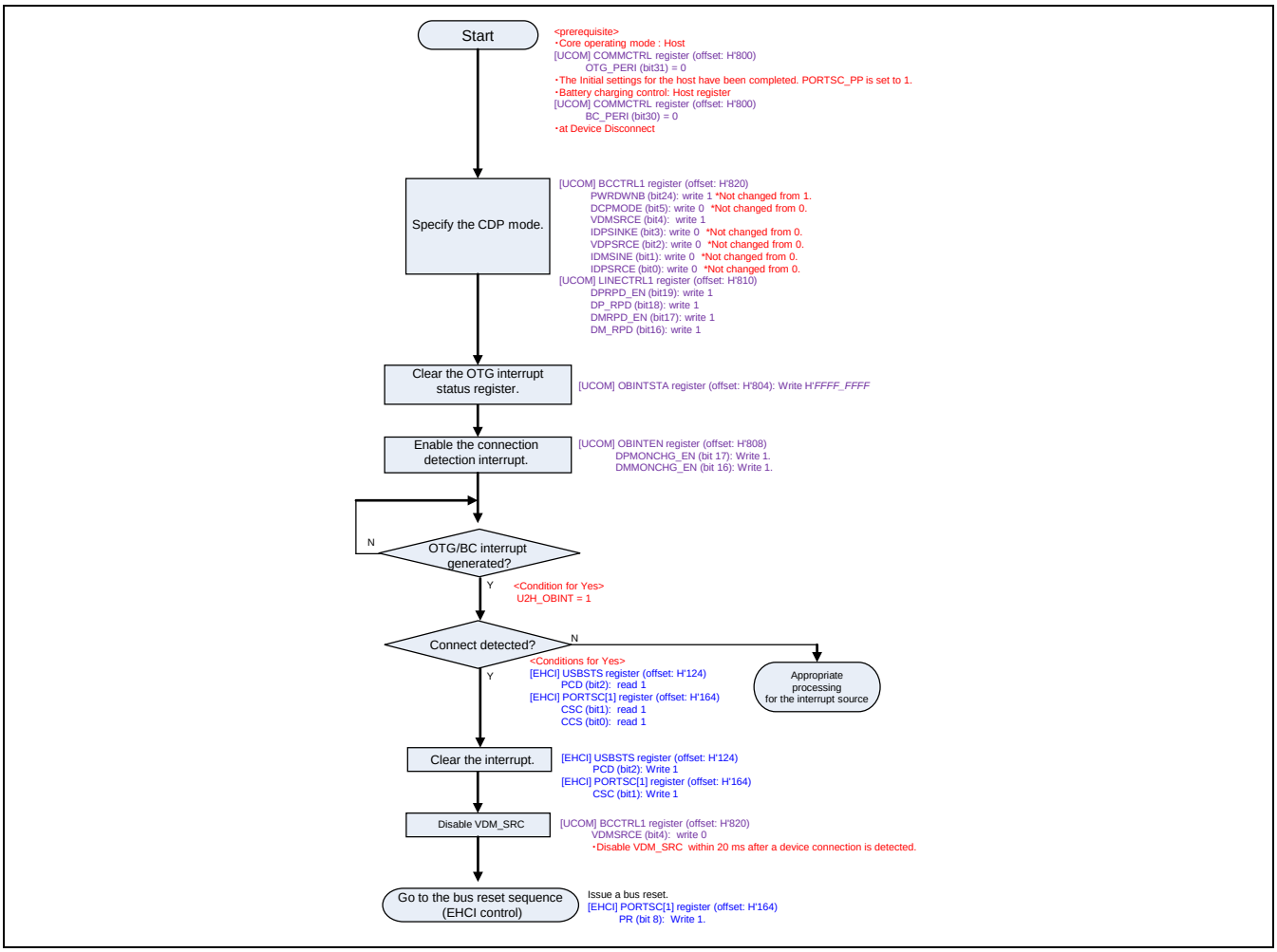


Figure 60.18 CDP Mode Control (UTMI+ PHY SUSPENDM is Asserted in CDP Mode)

(3) Portable Device Control

The following figures respectively show the procedures when a portable device is controlled through the register in this module (UCOM register) and when it is controlled through the peripheral controller (HS-USB module).

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Portable Device Control through UCOM Register:

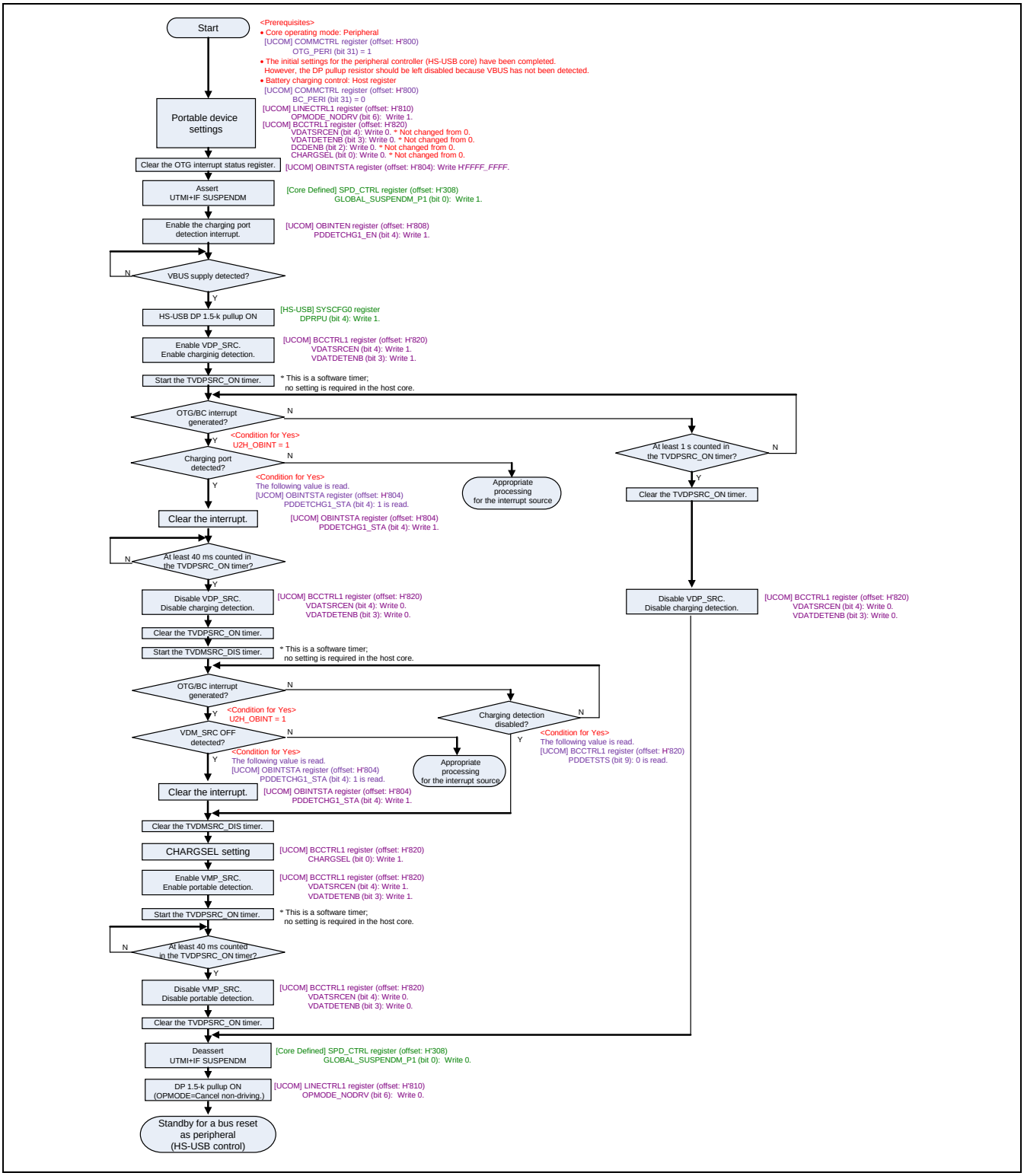


Figure 60.19 Portable Device Control through UCOM Register

Portable Device Control through Peripheral Controller (HS-USB module):

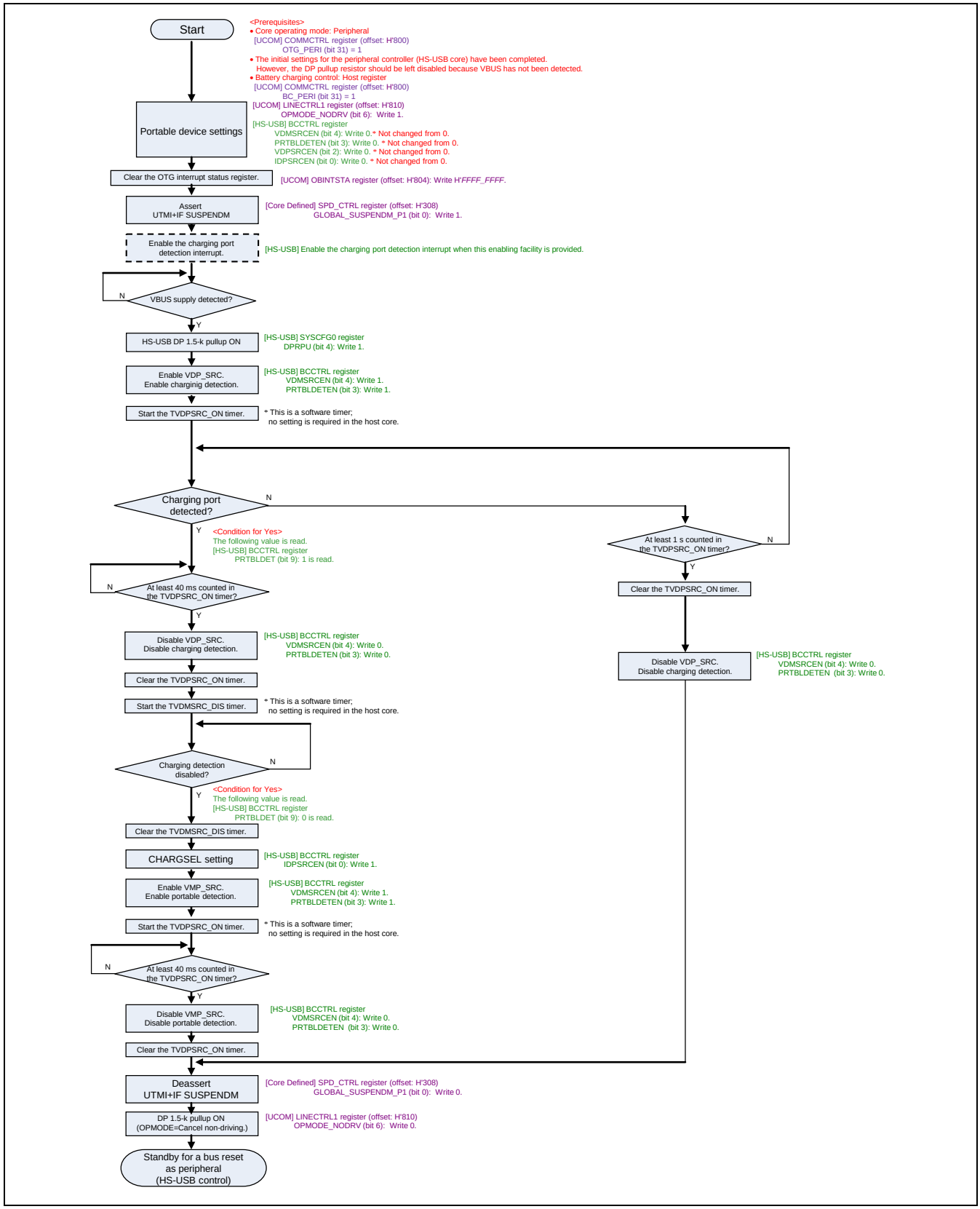


Figure 60.20 Portable Device Control through Peripheral Controller (HS-USB module)

[RZ/G2E]

Portable Device Control through UCOM Register:

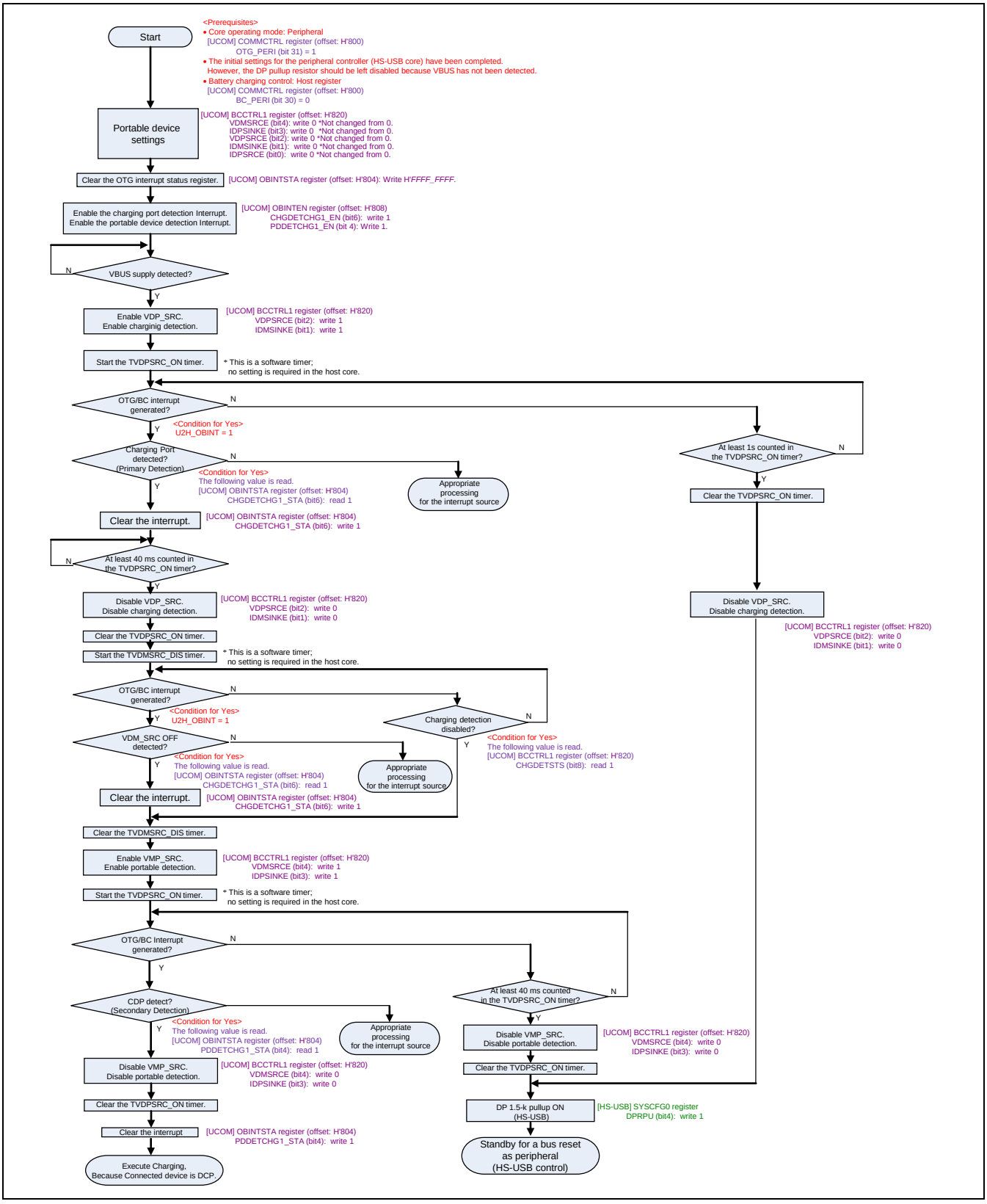


Figure 60.21 Portable Device Control through UCOM Register

Portable Device Control through Peripheral Controller (HS-USB module):

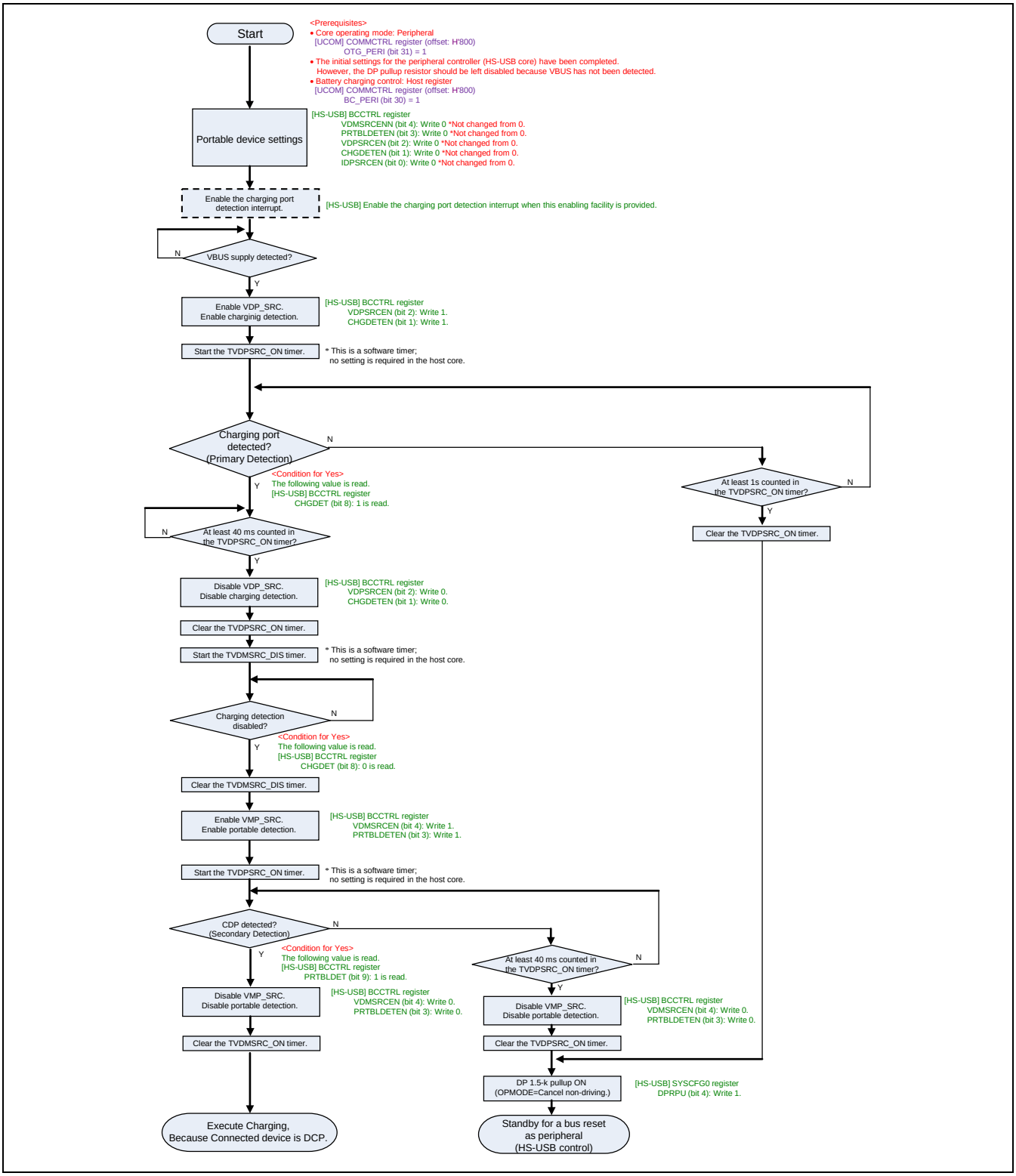


Figure 60.22 Portable Device Control through Peripheral Controller (HS-USB module)

60.9 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

This section describes register operations required for the initial settings of this module and the registers required for the power consumption control.

60.9.1 Power control and Initialization

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

1. EHCI/OHCI and HS-USB module stop release and module reset assert.
2. USB0SEL[1:0] in UGCTRL2 register of HS-USB should be set to B'01 for EHCI/OHCI (Host function). In case of OTG function, it should be set to B’11.
3. Starting normal operation.

[RZ/G2E]

1. EHCI/OHCI and HS-USB module stop release and module reset assert.
2. PLLRESET release.
3. USB0SEL[1:0] in UGCTRL2 register of HS-USB should be set to B'01 for EHCI/OHCI (Host function).
4. LPSTS.SUSPM set to normal mode.
5. Check PLL Lock status by UGSTS.PLLRESET.
6. Starting normal operation after PLL Lock status enabled.
7. UGCTRL.CONNECT bit set to 1

60.9.2 Transfer Overview

Transfer by the host controller must be performed in compliance with the following OHCI and EHCI specifications.

Open Host Controller Interface Specification for USB Rev 1.0a

Enhanced Host Controller Interface Specification for Universal Serial Bus Revision 1.0

61. USB High-Speed Module (HS-USB)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

61.1 Overview

This module is a USB controller provided with the function controller function, and high-speed transfer and full-speed transfer are available. Provided with an on-chip USB transceiver, this module also supports all transfer types defined by the USB Specification.

This module can use up to twelve pipes when the function controller is selected. Furthermore, for pipes 1 to F, arbitrary endpoint numbers can be allocated according to peripheral devices to be communicated and user systems.

61.1.1 Features

(1) On-chip USB transceiver

(2) Achieves space-saving mount with less external elements

- On-chip D+ pull-up resistor (function operation mode)
- On-chip D+/D- terminating resistors (high-speed operation mode)
- On-chip D+/D- output resistors (full-speed operation mode)

(3) All Types of USB Transfers Supported

- Control transfer
- Bulk transfer
- Interrupt transfer (except for high bandwidth)
- Isochronous transfer (except for high bandwidth)

(4) Dedicated DMA interface

- On-chip 4-channel DMA interface

(5) Pipe configuration

- Up to sixteen pipes are selectable (including the default control pipe)
- Programmable pipe configuration
- Arbitrary endpoint numbers can be allocated to pipes 1 to F.
- Settable transfer conditions for each pipe are as follows:

Pipe 0:	A pipe only for control transfer with a 64-byte (fixed) single buffer
Pipes 1 and 2:	Bulk transfers/isochronous transfer, continuous transfer mode, programmable buffer size (up to 2-Kbytes: double buffer can be specified)
Pipes 3 to 5 and B to F:	Bulk transfer, continuous transfer mode, programmable buffer size (up to 2-Kbytes: double buffer can be specified)
Pipes 6 to 8:	Interrupt transfer, 64-byte fixed single buffer
Pipes 9:	Bulk transfer, programmable buffer size (up to 512-bytes: double buffer can be specified)
Pipes A:	Bulk transfer, continuous transfer mode, programmable buffer size (up to 64-bytes: double buffer can be specified)/Interrupt transfer, 64-byte fixed single buffer

(6) Other functions

- Transfer ending function using transaction count
- DMA transfer ending function using external triggers (TEND or WREND signal)
- SOF pulse output function
- BRDY interrupt event notification timing change function (BFRE)
- Function that automatically clears the buffer memory after the data for the pipe specified at the DnFIFO (n = 0 to 3) port has been read (DCLRM)
- NAK setting function (SHTNAK) for the response PID due to the transfer end
- The suspend and resume of whole LSI can be done by using USBHS.

(7) Embedded USB PHY

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

The embedded USB PHY consists of the following features.

- Contains the USB functions drivers and receivers for D+ and D- signaling
- Supports battery charger detection (Battery Charging Specification revision 1.2)
- Supports On-The-Go function (On-The-Go Specification revision 2.0)

This USB subsystem support external device interface for external device control. These signals inform the vbus status, vbus valid and the OTG SRP, HNP

[RZ/G2E]

The embedded USB PHY consists of the following features.

- Contains the USB functions drivers and receivers for D+ and D- signaling
- Supports battery charger detection (Battery Charging Specification revision 1.2)

The embedded USB PHY does not support ID pin detection and VBUS detection. This function is exported to the external device (for example, MAX3355E). This product support only OVC signals for vbus detection.

This USB subsystem support external device interface for external device control. These signals inform the vbus status, vbus valid and the OTG SRP

61.1.2 External Pins

Table 61.1 lists the input and output pins of the USB.

Table 61.1 Pin Configuration of USB

				Second Generation RZ/G Series Products			
Name	**Pin Name**	**I/O**	**Description**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Clock input for USB	USB_EXTAL	I	Used as an external clock input pin(50MHz)	√	√	√	—
	USB_XTAL	O	Outputs amplified negative feedback of EXTAL (50MHz)	√	√	√	—
USB D+ data	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] DPn/USB2_CH3_DP [RZ/G2E] USB0_DP0	I/O	D+ Input/output of the on-chip transceiver Connect this pin to the D+ pin of the USB bus.	√	√	√	√
USB D- data	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] DMn/USB2_CH3_DM [RZ/G2E] USB0_DM0	I/O	D- Input/output of the on-chip transceiver Connect this pin to the D- pin of the USB bus.	√	√	√	√
USB Identification	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] IDn/USB2_CH3_ID [RZ/G2E] USB0_ID	I/O	Connect to the pin on the Micro connectors that is used to differentiate a Micro-A plug from a Micro-B plug.	√	√	√	√
USB VBUS	VBUSn	I/O	Connect to USB VBUS with external 30kΩ±1% series resistor.	√	√	√	—
USB external reference resistor	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] TXRTUNEn [RZ/G2E] USB0_RREF	I/O	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Connect to external 200Ω±1% resistor. [RZ/G2E] Connect to external 1.8kΩ±1% resistor.	√	√	√	√

Notes: 1. The VBUS of USB connecter must not connect directly to VBUSn pin.
2. VBUSn pin must be isolated by an external 30kΩ±1% series resistor.
3. Suffix "n" of pin names is 0 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E.

61.1.3 Register Configuration

Table 61.2 HS-USB Base Address

HS-USB Base Address	Base Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Channel 0	H'E659_0000	√	√	√	√

Table 61.3 lists the registers used in this module. Table 61.4 lists the register states in each processing mode.

Table 61.3 Register Configuration

					Second Generation RZ/G Series Products			
Register Name	Abbreviation	R/W	Address Offset	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
System configuration control register	SYSCFG	R/W	H'000	16	√	√	√	√
CPU bus wait register	BUSWAIT	R/W	H'002	16	√	√	√	√
System configuration status register	SYSSTS	R	H'004	16	√	√	√	√
Device state control register	DVSTCTR	R/W	H'008	16	√	√	√	√
Test mode register	TESTMODE	R/W	H'00C	16	√	√	√	√
CFIFO port register	CFIFO	R/W	H'014	32	√	√	√	√
CFIFO port select register	CFIFOSEL	R/W	H'020	16	√	√	√	√
CFIFO port control register	CFIFOCTR	R/W	H'022	16	√	√	√	√
D0FIFO port select register	D0FIFOSEL	R/W	H'028	16	√	√	√	√
D0FIFO port control register	D0FIFOCTR	R/W	H'02A	16	√	√	√	√
D1FIFO port select register	D1FIFOSEL	R/W	H'02C	16	√	√	√	√
D1FIFO port control register	D1FIFOCTR	R/W	H'02E	16	√	√	√	√
Interrupt enable register 0	INTENB0	R/W	H'030	16	√	√	√	√
BRDY interrupt enable register	BRDYENB	R/W	H'036	16	√	√	√	√
NRDY interrupt enable register	NRDYENB	R/W	H'038	16	√	√	√	√
BEMP interrupt enable register	BEMPENB	R/W	H'03A	16	√	√	√	√
SOF output configuration register	SOFCFG	R/W	H'03C	16	√	√	√	√
Interrupt status register 0	INTSTS0	R/W	H'040	16	√	√	√	√
BRDY interrupt status register	BRDYSTS	R/W	H'046	16	√	√	√	√
NRDY interrupt status register	NRDYSTS	R/W	H'048	16	√	√	√	√
BEMP interrupt status register	BEMPSTS	R/W	H'04A	16	√	√	√	√
Frame number register	FRMNUM	R/W	H'04C	16	√	√	√	√
µ frame number register	UFRMNUM	R/W	H'04E	16	√	√	√	√
USB address register	USBADDR	R	H'050	16	√	√	√	√

Register Name	Abbreviation	R/W	Address Offset	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
USB request type register	USBREQ	R	H'054	16	√	√	√	√
USB request value register	USBVAL	R	H'056	16	√	√	√	√
USB request index register	USBINDX	R	H'058	16	√	√	√	√
USB request length register	USBLENG	R	H'05A	16	√	√	√	√
DCP maximum packet size register	DCPMAXP	R/W	H'05E	16	√	√	√	√
DCP control register	DCPCTR	R/W	H'060	16	√	√	√	√
Pipe window select register	PIPESEL	R/W	H'064	16	√	√	√	√
Pipe configuration register	PIPECFG	R/W	H'068	16	√	√	√	√
Pipe buffer register	PIPEBUF	R/W	H'06A	16	√	√	√	√
Pipe maximum packet size register	PIPEMAXP	R/W	H'06C	16	√	√	√	√
Pipe cycle control register	PIPEPERI	R/W	H'06E	16	√	√	√	√
Pipe 1 control register	PIPE1CTR	R/W	H'070	16	√	√	√	√
Pipe 2 control register	PIPE2CTR	R/W	H'072	16	√	√	√	√
Pipe 3 control register	PIPE3CTR	R/W	H'074	16	√	√	√	√
Pipe 4 control register	PIPE4CTR	R/W	H'076	16	√	√	√	√
Pipe 5 control register	PIPE5CTR	R/W	H'078	16	√	√	√	√
Pipe 6 control register	PIPE6CTR	R/W	H'07A	16	√	√	√	√
Pipe 7 control register	PIPE7CTR	R/W	H'07C	16	√	√	√	√
Pipe 8 control register	PIPE8CTR	R/W	H'07E	16	√	√	√	√
Pipe 9 control register	PIPE9CTR	R/W	H'080	16	√	√	√	√
Pipe A control register	PIPEACTR	R/W	H'082	16	√	√	√	√
Pipe B control register	PIPEBCTR	R/W	H'084	16	√	√	√	√
Pipe C control register	PIPECCTR	R/W	H'086	16	√	√	√	√
Pipe D control register	PIPEDCTR	R/W	H'088	16	√	√	√	√
Pipe E control register	PIPEECTR	R/W	H'08A	16	√	√	√	√
Pipe F control register	PIPEFCTR	R/W	H'08C	16	√	√	√	√
Pipe 1 transaction counter enable register	PIPE1TRE	R/W	H'090	16	√	√	√	√
Pipe 1 transaction counter register	PIPE1TRN	R/W	H'092	16	√	√	√	√
Pipe 2 transaction counter enable register	PIPE2TRE	R/W	H'094	16	√	√	√	√
Pipe 2 transaction counter register	PIPE2TRN	R/W	H'096	16	√	√	√	√
Pipe 3 transaction counter enable register	PIPE3TRE	R/W	H'098	16	√	√	√	√
Pipe 3 transaction counter register	PIPE3TRN	R/W	H'09A	16	√	√	√	√

Register Name	Abbreviation	R/W	Address Offset	Access Size	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Pipe 4 transaction counter enable register	PIPE4TRE	R/W	H'09C	16	√	√	√	√
Pipe 4 transaction counter register	PIPE4TRN	R/W	H'09E	16	√	√	√	√
Pipe 5 transaction counter enable register	PIPE5TRE	R/W	H'0A0	16	√	√	√	√
Pipe 5 transaction counter register	PIPE5TRN	R/W	H'0A2	16	√	√	√	√
Pipe B transaction counter enable register	PIPEBTRE	R/W	H'0A4	16	√	√	√	√
Pipe B transaction counter register	PIPEBTRN	R/W	H'0A6	16	√	√	√	√
Pipe C transaction counter enable register	PIPECTRE	R/W	H'0A8	16	√	√	√	√
Pipe C transaction counter register	PIPECTRN	R/W	H'0AA	16	√	√	√	√
Pipe D transaction counter enable register	PIPEDTRE	R/W	H'0AC	16	√	√	√	√
Pipe D transaction counter register	PIPEDTRN	R/W	H'0AE	16	√	√	√	√
Pipe E transaction counter enable register	PIPEETRE	R/W	H'0B0	16	√	√	√	√
Pipe E transaction counter register	PIPEETRN	R/W	H'0B2	16	√	√	√	√
Pipe F transaction counter enable register	PIPEFTRE	R/W	H'0B4	16	√	√	√	√
Pipe F transaction counter register	PIPEFTRN	R/W	H'0B6	16	√	√	√	√
Pipe 9 transaction counter enable register	PIPE9TRE	R/W	H'0B8	16	√	√	√	√
Pipe 9 transaction counter register	PIPE9TRN	R/W	H'0BA	16	√	√	√	√
Pipe A transaction counter enable register	PIPEATRE	R/W	H'0BC	16	√	√	√	√
Pipe A transaction counter register	PIPEATRN	R/W	H'0BE	16	√	√	√	√
D2FIFO port select register	D2FIFOSEL	R/W	H'0F0	16	√	√	√	√
D2FIFO port control register	D2FIFOCTR	R/W	H'0F2	16	√	√	√	√
D3FIFO port select register	D3FIFOSEL	R/W	H'0F4	16	√	√	√	√
D3FIFO port control register	D3FIFOCTR	R/W	H'0F6	16	√	√	√	√
Low power status register	LPSTS	R/W	H'102	16	√	√	√	√
Battery charging control register	BCCTRL	R/W	H'140	16	√	√	√	√
USB general control register	UGCTRL	R/W	H'180	32	—	—	—	√

Register Name	Abbreviation	R/W	Address Offset	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
USB general control register 2	UGCTRL2	R/W	H'184	32	√	√	√	√
USB General Status Register	UGSTS	R	H'188	32	—	—	—	√
USB XTAL/EXTTAL control register *	USB20_CLKSET0	R/W	H'630	16	√	√	√	—

Note: * USB XTAL/EXTTAL control register is only in Channel 0.

Table 61.4 Register States in Each Processing Mode

Abbreviation	Power-On Reset	Module Standby
SYSCFG	Initialized	Retained
BUSWAIT	Initialized	Retained
SYSSTS	Initialized	Retained
DVSTCTR	Initialized	Retained
TESTMODE	Initialized	Retained
CFIFO	Initialized	Retained
CFIFOSEL	Initialized	Retained
CFIFOCTR	Initialized	Retained
D0FIFOSEL	Initialized	Retained
D0FIFOCTR	Initialized	Retained
D1FIFOSEL	Initialized	Retained
D1FIFOCTR	Initialized	Retained
INTENB0	Initialized	Retained
BRDYENB	Initialized	Retained
NRDYENB	Initialized	Retained
BEMPENB	Initialized	Retained
SOFCFG	Initialized	Retained
INTSTS0	Initialized	Retained
BRDYSTS	Initialized	Retained
NRDYSTS	Initialized	Retained
BEMPSTS	Initialized	Retained
FRMNUM	Initialized	Retained
UFRMNUM	Initialized	Retained
USBADDR	Initialized	Retained
USBREQ	Initialized	Retained
USBVAL	Initialized	Retained
USBINDX	Initialized	Retained
USBLENG	Initialized	Retained
DCPMAXP	Initialized	Retained
DCPCTR	Initialized	Retained
PIPESEL	Initialized	Retained

Abbreviation	Power-On Reset	Module Standby
PIPECFG	Initialized	Retained
PIPEBUF	Initialized	Retained
PIPEMAXP	Initialized	Retained
PIPEPERI	Initialized	Retained
PIPE1CTR	Initialized	Retained
PIPE2CTR	Initialized	Retained
PIPE3CTR	Initialized	Retained
PIPE4CTR	Initialized	Retained
PIPE5CTR	Initialized	Retained
PIPE6CTR	Initialized	Retained
PIPE7CTR	Initialized	Retained
PIPE8CTR	Initialized	Retained
PIPE9CTR	Initialized	Retained
PIPEACTR	Initialized	Retained
PIPEBCTR	Initialized	Retained
PIPECCTR	Initialized	Retained
PIPEDCTR	Initialized	Retained
PIPEECTR	Initialized	Retained
PIPEFCTR	Initialized	Retained
PIPE1TRE	Initialized	Retained
PIPE1TRN	Initialized	Retained
PIPE2TRE	Initialized	Retained
PIPE2TRN	Initialized	Retained
PIPE3TRE	Initialized	Retained
PIPE3TRN	Initialized	Retained
PIPE4TRE	Initialized	Retained
PIPE4TRN	Initialized	Retained
PIPE5TRE	Initialized	Retained
PIPE5TRN	Initialized	Retained
PIPEBTRE	Initialized	Retained
PIPEBTRN	Initialized	Retained
PIPECTRE	Initialized	Retained
PIPECTRN	Initialized	Retained
PIPEDTRE	Initialized	Retained
PIPEDTRN	Initialized	Retained
PIPEETRE	Initialized	Retained
PIPEETRN	Initialized	Retained
PIPEFTRE	Initialized	Retained
PIPEFTRN	Initialized	Retained
PIPE9TRE	Initialized	Retained
PIPE9TRN	Initialized	Retained
PIPEATRE	Initialized	Retained
PIPEATRN	Initialized	Retained
D2FIFOSEL	Initialized	Retained

Abbreviation	Power-On Reset	Module Standby
D2FIFOCTR	Initialized	Retained
D3FIFOSEL	Initialized	Retained
D3FIFOCTR	Initialized	Retained
LPSTS	Initialized	Retained
BCCTRL	Initialized	Retained
UGCTRL*1	Initialized	Retained
UGCTRL2	Initialized	Retained
UGSTS*1	Initialized	Retained
USB20_CLKSET0*2	Initialized	Retained

Notes: 1. UGCTRL and UGSTS registers are implemented RZ/G2E
2. USB20_CLKSET0 is only in Channel 0

61.1.4 Connected Module

Table 61.5 The connected modules to the HS-USB

Module name	Connected module name	Function of connected module
HS-USB	AP-System Core	Access the Register
	CPG	Output Clocks
	PFC	Select External pins
	Module Standby, Software Reset	Control to stop clocks, Execute software reset
	INTC, INTC-AP	Control to interrupt
	EHCI/OHCI	USB2.0 Host (EHCI/OHCI)

61.2 Register Description

[Legend for the Register Description]

A bit assignment figure is shown for each register. The initial value and R/W attribute are indicated for each bit.

Bit:	Bit number or bit range
Bit Name:	Bit name or field name
Initial value:	Register value after a reset
—:	Undefined value
R/W:	Readable/writable. The written value can be read.
RW0C:	Readable/writable. The bit is initialized when 0 is written. Writing 1 is ignored.
RW1C:	Readable/writable. The bit is initialized when 1 is written. Writing 0 is ignored.
R:	Read-only. The write value should always be 0. (If there is a direction on a read or write value in the Description column, set the bit as directed.)

61.2.1 System Configuration Control Register (SYSCFG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SYSCFG enables or disables high-speed operation, controls the DPn/USB_DP pin, and enables or disables the operation of this module.

Note: "n" of pin names is 0 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	HSE	—	—	DPRPU	—	—	—	USBE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10	—	B'0	R	Reserved This bit is always read as 0. Writes have no effect.
9, 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	HSE	B'0	R/W	High-Speed Operation Enable 0: High-speed operation is disabled. Full-speed operation only 1: High-speed operation is enabled. (This module detects the transmission rate.) When HSE is 0, this module performs full-speed operation. When HSE is 1, this module executes the reset handshake protocol, and according to the result, this module automatically performs high-speed or full-speed operation. Change this bit while the DPRPU bit is 0.
6, 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	DPRPU	B'0	R/W	D+ Line Resistance Control Enables or disables pull-up of the D+ line. 0: Pull-up is disabled. 1: Pull-up is enabled. When this bit is set to 1, this module pulls up the D+ line at 3.3V, and informs the USB host of ATTACH. Clearing this bit to 0 cancels the pull-up of the D+ line, and informs the USB host of DETACH. Set this bit to 1 before using this module. Set this bit to 0 when this module is not used. (when EHCI/OHCI Host function is used or USB is not used).
3 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
0	USBE	B'0	R/W	USB Module Operation Enable Enables or disables the USB module operation. 0: The USB module operation is disabled. 1: The USB module operation is enabled. Table 61.6 list the registers and bit names initialized when this bit is cleared to 0.

Table 61.6 Registers Initialized by Writing 0 in the USBE Bit

Register Name	Bit Name
SYSSTS	LNST
DVSTCTR	RHST
INTSTS0	DVSQ
USBADDR	USBADDR
USBREQ	BRequest, bmRequestType
USBVAL	wValue
USBINDX	wIndex
USBLENG	wLength

61.2.2 CPU Bus Wait Register (BUSWAIT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

BUSWAIT specifies the number of access waits from the CPU to this module.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	BWAIT[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	BWAIT[3:0]	B’1111	R/W	CPU Bus Wait Specify the number of access waits to this module. 0000: 0 waits (2 access cycles) 0001: 1 wait (3 access cycles) 0010 to 1110: 2 to 14 waits (4 to 16 access cycles) 1111: 15 waits (17 access cycles) initial value The following restriction is provided for access cycles to the registers of addresses beginning with H'04 of this controller. Restriction for wait: The cycle of continuous accesses to the registers of this controller must be 80 ns or more. To satisfy this restriction, control waits using the frequency of system clock S3D2ϕ. Choose the best value within the initial value of 17 clock cycles (maximum). This setting is the same as the waits in accesses to the FIFO port register. The maximum speed of accesses to the FIFO port is as follows: MBW = B'10 (32-bit width): Max. 48 Mbytes/s MBW = B'01 (16-bit width): Max. 24 Mbytes/s MBW = B'00 (8-bit width) : Max. 12 Mbytes/s

61.2.3 System Configuration Status Register (SYSSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SYSSTS monitors the USB data bus line status (D+ and D- lines).

This register is initialized by a power-on reset or a USB reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LNST[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1, 0	LNST[1:0]	Undefined*	R	USB Data Line Status Monitor Indicate the USB data bus line (D+ and D- lines) status. Table 61.7 shows the USB data bus line status. Read these bits after the attach processing (DPRPU = 1).

Note: * These bits depend on the state of the DPn/USB_DP and DMn/USB_DM pins.
"n" of pin name is 0 for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E

Table 61.7 USB Data Bus Line Status

LNST[1]	LNST[0]	Full-Speed Operation	High-Speed Operation	Chirp Operation
0	0	SE0	Squelch	Squelch
0	1	J-State	UnSquelch	Chirp J
1	0	K-State	Invalid	Chirp K
1	1	SE1	Invalid	Invalid

Legend:
Chirp: The reset handshake protocol (RHSP) is being executed with high-speed operation is enabled (HSE = 1 in SYSCFG).
Squelch: SE0 or idle state
UnSquelch: High-speed J-State or high-speed K-State
Chirp J: Chirp J-State
Chirp K: Chirp K-State
Invalid: Invalid

61.2.4 Device State Control Register (DVSTCTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DVSTCTR controls and monitors the USB data bus state.

This register is initialized by a power-on reset. The WKUP bit is initialized and the RESUME bit becomes undefined by a USB bus reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	WKUP	—	—	—	—	—	RHST[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	WKUP	B’0	R/W	Wakeup Output Enables or disables the remote wakeup (resume signal output) to the USB bus. 0: The remote wakeup signal is not output. 1: The remote wakeup signal is output. This module controls the remote wakeup signal output time. When this bit is set to 1, this module outputs 10 ms K-State and then clears this bit. The USB Specification requires the USB bus idle state to be maintained for at least 5 ms before transmitting the remote wakeup signal. For this reason, this module outputs K-State after waiting for 2 ms even if 1 is written in this bit immediately after the suspended state is detected. Write 1 in this bit only when the device is in the suspended state (DVSQ = 1xx in INTSTS0) and remote wakeup is enabled by the USB host. When setting this bit to 1, do not stop the internal clock even in the suspended state (Write 1 in this bit with SUSPM set to 1).
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	RHST[2:0]	B’000	R	Reset Handshake Indicate the reset handshake state. B’000: Transmission rate is undefined. B’100: The reset handshake processing is in progress. B’010: Full-speed connection B’011: High-speed connection When this module detects a USB bus reset with the HSE bit set to 1 for the port, these bits become B'100. After that, when this module outputs ChirpK and detects ChirpJK from the USB host three times, these bits become B'011. Unless high-speed mode is fixed within 2.5 ms after the ChirpK output, these bits become B'010. When this module detects a USB bus reset with the HSE bit set to 0 for the port, these bits become B'010. When the RHST bits are fixed to B'010 or B'011 after this module detected a USB bus reset, the DVST interrupt occurs.

61.2.5 Test Mode Register (TESTMODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TESTMODE controls the USB test signal output in high-speed operation mode.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	UTST[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	UTST[3:0]	B'0000	R/W	Test Mode Table 61.8 shows the test mode operation of this module. Control the USB test signal output in high-speed operation mode. These bits are valid only in high-speed operation mode. Use this test mode when the RHST bits in DVSTCTR are B'011. After the test with these bits, cancel this test mode by a power-on reset. Set these bits according to the SetFeature request from the USB host during high-speed communication. While these bits are B'0001 to B'0100, this module does not enter the suspended state.

Table 61.8 Test Mode Operation

Test Mode	UTST Bits Setting
Normal operation	B'0000
Test_J	B'0001
Test_K	B'0010
Test_SE0_NAK	B'0011
Test_Packet	B'0100
Test_Force_Enable	—
Reserved	B'0101 to B'0111

61.2.6 CFIFO Port Register (CFIFO)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

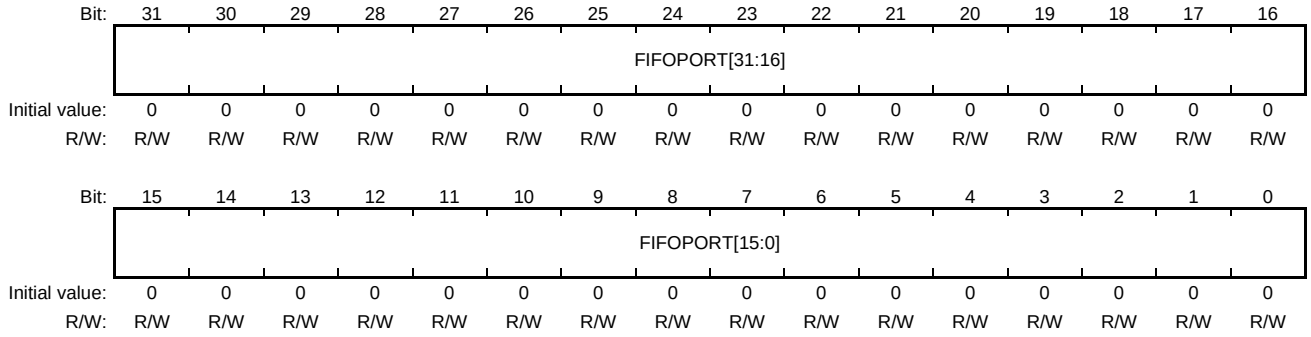
CFIFO is a port register to read data from or write data to the FIFO buffer memory.

Each FIFO port consists of this register (CFIFO) for data read/write from/to the FIFO buffer memory, the select registers (CFIFOSEL, D0FIFOSEL, D1FIFOSEL, D2FIFOSEL and D3FIFOSEL) to select pipes to be allocated to a FIFO port, and the control registers (CFIFOCTR, D0FIFOCTR, D1FIFOCTR, D2FIFOCTR and D3FIFOCTR).

Each FIFO port provides the following features.

- Make accesses to the FIFO buffer for DCP through the CFIFO port.
- Make accesses to the FIFO buffer with DMA transfers through the DMAC module for USB high-speed only.
- When using a function specific to FIFO ports (DMA transfer function, etc.), the pipe number (selected pipe) specified by the CURPIPE bits cannot be changed.
- Register groups of a FIFO port do not affect other FIFO ports.
- Do not allocate the same pipe number to different FIFO ports.
- There are two FIFO buffer states where the access mastership is on the CPU side and on the SIE side. When the FIFO buffer access mastership is on the SIE side, the CPU cannot make an access to the FIFO buffer.

This register is initialized by a power-on reset.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	FIFOPORT [31:0]	H'0000_0000	R/W	FIFO Port Read receive data from the FIFO buffer or write transmit data to the FIFO buffer using these bits. Access to this register is enabled only when the FRDY bit in each control register (CFIFOCTR, D0FIFOCTR, D1FIFOCTR, D2FIFOCTR and D3FIFOCTR) is set to 1. Valid bits in this register vary with the value of the MBW bits. Table 61.9 shows the valid bits in this register.

Table 61.9 Operation of This Register when Accessed

Access Size	Bits 31 to 24	Bits 23 to 16	Bits 15 to 8	Bits 7 to 0
32 bits	N + 3 address	N + 2 address	N + 1 address	N + 0 address
16 bits	Write: Invalid, Read: Prohibited*		N + 1 address	N + 0 address
8 bits	Write: Invalid, Read: Prohibited*			N + 0 address

Note: * Reading an invalid register with word access or byte access is prohibited.

61.2.7 FIFO Port Select Registers (CFIFOSEL, D0FIFOSEL, D1FIFOSEL, D2FIFOSEL, D3FIFOSEL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CFIFOSEL, D0FIFOSEL, D1FIFOSEL, D2FIFOSEL and D3FIFOSEL select pipes to be allocated to FIFO ports and control accesses to each FIFO port.

Do not specify the same pipe number for the CURPIPE bits in CFIFOSEL, D0FIFOSEL, D1FIFOSEL, D2FIFOSEL and D3FIFOSEL When the CURPIPE bits in D0FIFOSEL, D1FIFOSEL, D2FIFOSEL and D3FIFOSEL are set to B'000, no pipe is specified.

Do not change any pipe number when DMA transfer is enabled.

This register is initialized by a power-on reset.

(1) CFIFOSEL

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RCNT	REW	—	—	MBW[1:0]		—	—	—	—	ISEL	—	CURPIPE[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R/W	R/W	R	R	R	R	R/W	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	RCNT	B’0	R/W	Read Count Mode Specifies read mode of the DTLN bits in CFIFOCTR. 0: Clears the DTLN bits after reading all receive data in the CFIFO (or after reading receive data of one side of the double buffer). 1: Counts down the DTLN bits at each reading of CFIFO receive data.
14	REW	B’0	R/W*	Buffer Pointer Rewind Specifies whether to rewind the buffer pointer or not. 0: The buffer pointer is not rewound. 1: The buffer pointer is rewound. When the selected pipe is in the receive direction and this bit is set to 1 during FIFO buffer reading, the FIFO buffer can be read from the first data. (In the case of a double buffer, the first data of one side that is being read can be read again.) Do not set this bit to 1 concurrently with the CURPIPE setting change. Be sure to confirm that the FRDY bit is 1 when setting this bit to 1. To rewrite the FIFO buffer data from the first data for a pipe in the transmit direction, use the BCLR bit.
13, 12	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
11, 10	MBW[1:0]	B’00	R/W	CFIFO Port Access Bit Width Specify the bit width for accesses to the CFIFO port. B’00: 8 bits B’01: 16 bits B’10: 32 bits B’11: Setting prohibited When the selected pipe is in the receive direction and data read is started after these bits are set, do not change these bits until all data is completely read. When the selected pipe is in the receive direction, set the CURPIPE and MBW bits at the same time. When the selected pipe is in the transmit direction, no bit width can be changed (from 8 bits to 16/32 bits or from 16 bits to 32 bits) during data write to the buffer memory. When 8-bit width or 16-bit width is selected, data of odd bytes can also be written by controlling the byte access.
9 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5	ISEL	B’0	R/W	CFIFO Port Access Direction when DCP is Selected 0: Buffer memory read is selected. 1: Buffer memory write is selected. To change this bit when the selected pipe is DCP, write 1 or 0 in this bit, read the value of this bit, confirm that the write value equals the read value, and then proceed with the next processing. If this bit is changed in the middle of access to the FIFO buffer, accesses made before that time are retained, the value of this bit is rewritten, and then further access is enabled. Set this bit concurrently with the CURPIPE bits.
4	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	CURPIPE [3:0]	B’0000	R/W	CFIFO Port Access Pipe Select Set the number of pipe to be used for data read or write through the CFIFO port. B’0000: DCP B’0001: Pipe 1 B’0010: Pipe 2 B’0011: Pipe 3 B’0100: Pipe 4 B’0101: Pipe 5 B’0110: Pipe 6 B’0111: Pipe 7 B’1000: Pipe 8 B’1001: Pipe 9 B’1010: Pipe A B’1011: Pipe B B’1100: Pipe C B’1101: Pipe D B’1110: Pipe E B’1111: Pipe F To change these bits, write a value in these bits, read the value of these bits, confirm that the write value equals the read value, and then proceed with the next processing. Do not write the same pipe number in the CURPIPE bits in CFIFOSEL, D0FIFOSEL, D1FIFOSEL, D2FIFOSEL and D3FIFOSEL. If these bits are changed in the middle of access to the FIFO buffer, accesses made before that time are retained, the value of these bits is rewritten, and then further access is enabled.

Note: * Only reading 0 is enabled.

(2) D0FIFOSEL, D1FIFOSEL, D2FIFOSEL, D3FIFOSEL

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RCNT	REW	DCLRM	DREQE	MBW[1:0]		—	—	DEZPM	—	—	—	CURPIPE[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	RCNT	B'0	R/W	Read Count Mode Specifies read mode of the DTLN bits in DnFIFOCTR. 0: Clears the DTLN bits after reading all receive data in the DnFIFO (or after reading receive data of one side of the double buffer). 1: Counts down the DTLN bits at each reading of DnFIFO receive data. When making an access to the DnFIFO with the BFRE bit set to 1, set this bit to 0.
14	REW	B'0	R/W*	Buffer Pointer Rewind Specifies whether to rewind the buffer pointer or not. 0: The buffer pointer is not rewound. 1: The buffer pointer is rewound. When the selected pipe is in the receive direction and this bit is set to 1 during FIFO buffer reading, the FIFO buffer can be read from the first data. (In the case of a double buffer, the first data of one side that is being read can be read again.) Do not set this bit to 1 concurrently with the CURPIPE setting change. Be sure to confirm that the FRDY bit is 1 when setting this bit to 1. To rewrite the FIFO buffer data from the first data for a pipe in the transmit direction, use the BCLR bit.
13	DCLRM	B'0	R/W	Buffer Memory Auto-Clear Mode after Reading Data of Selected Pipe Enables or disables buffer memory auto-clear mode after reading data of the selected pipe. 0: Buffer memory auto-clear mode is disabled. 1: Buffer memory auto-clear mode is enabled. When this bit is 1 and a Zero-Length packet is received while the FIFO buffer allocated to the selected pipe is empty or when a short packet is received with the BFRE bit set to 1 and the packet data is completely read, this module performs buffer clear (BCLR = 1 processing) of the FIFO buffer. When using this module with the BRDYM bit set to 1, be sure to set this bit to 0.
12	DREQE	B'0	R/W	DMA Transfer Request Enable Enables or disables making a DMA transfer request. 0: DMA transfer request is disabled. 1: DMA transfer request is enabled. To enable a DMA transfer request, set the CURPIPE bits and then set this bit to 1. Set this bit to 0 before changing the CURPIPE setting.

Bit	Bit Name	Initial Value	R/W	Description
11, 10	MBW[1:0]	B'00	R/W	FIFO Port Access Bit Width Specify the bit width for accesses to the DnFIFO port. B'00: 8 bits B'01: 16 bits B'10: 32 bits B'11: Setting prohibited When the selected pipe is in the receive direction and data read is started after these bits are set, do not change these bits until all data is completely read. When the selected pipe is in the receive direction, set the CURPIPE and MBW bits at the same time. When the selected pipe is in the transmit direction, no bit width can be changed (from 8 bits to 16/32 bits or from 16 bits to 32 bits) during data write to the buffer memory. When 8-bit width or 16-bit width is selected, data of odd bytes can also be written by controlling the byte access.
9, 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
7	DEZPM	B'0	R/W	DEZPM: Zero-Length Packet Addition Mode If the DMA transfer size that is set for the USB-DMAC modules is an integral multiple of the maximum packet size, a null packet is added after all of the data has been sent. 0: Disables addition of packets. 1: Enables addition of packets. This bit is applied to pipes used to write to the FIFO buffer. DEZPM must be set before starting DMA transfers. If the DEZPM bit is set after DMA transfers complete, no null packets are added. Note: This mode depends on the buffer size (PIPEBUF.BUFSIZE[4:0]). A null packet is added after transferring data up to buffer size which is defined by PIPEBUF.BUFSIZE[4:0]. When transfer data size is over 2Kbytes, this mode must not be used because max size of buffer is 2Kbytes. In that case, add the null packet by SW with BVAL bit of FIFO Port Control Registers.
6 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	CURPIPE [3:0]	B'0000	R/W	FIFO Port Access Pipe Select Set the number of pipe to be used for data read or write through the DnFIFO ports. B'0000: No pipe B'0001: Pipe 1 B'0010: Pipe 2 B'0011: Pipe 3 B'0100: Pipe 4 B'0101: Pipe 5 B'0110: Pipe 6 B'0111: Pipe 7 B'1000: Pipe 8 B'1001: Pipe 9 B'1010: Pipe A B'1011: Pipe B B'1100: Pipe C B'1101: Pipe D B'1110: Pipe E B'1111: Pipe F To change these bits, write a value in these bits, read the value of these bits, confirm that the write value equals the read value, and then proceed with the next processing. Do not write the same pipe number in the CURPIPE bits in CFIFOSEL, DnFIFOSEL (n = 0 to 3). If these bits are changed in the middle of access to the FIFO buffer, accesses made before that time are retained, the value of these bits is rewritten, and then further access is enabled.

Note: * Only reading 0 is enabled.

61.2.8 FIFO Port Control Registers (CFIFOCTR, D0FIFOCTR, D1FIFOCTR, D2FIFOCTR, D3FIFOCTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CFIFOCTR and D0FIFOCTR, D1FIFOCTR, D2FIFOCTR and D3FIFOCTR specify buffer memory write end and CPU buffer clear, as well as indicate whether the FIFO port is accessible or not. These registers correspond to each FIFO port.

These registers are initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BVAL	BCLR	FRDY	—	DTLN[11:0]											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15	BVAL	B'0	R/W*1	Buffer Memory Enable Flag This flag is set to 1 upon completion of data write in the FIFO buffer of the CPU of the pipe selected by the CURPIPE bits. 0: Invalid 1: Write end When the selected pipe is in the transmit direction, set this bit to 1 in the following cases. This module sets the FIFO buffer of the CPU to the SIE side to enable data transmission. To send a short packet, set this bit to 1 upon completion of data write. To send a Zero-Length packet, set this bit to 1 before writing data to the FIFO buffer. For pipes of continuous transfer mode, set this bit to 1 after writing data that is a positive integer multiple of MaxPacketSize and less than the BufferSize value. When data with the size specified by MaxPacketSize is written to a pipe of continuous transfer mode, this module writes 1 in this bit and sets the FIFO buffer of the CPU to the SIE side to enable data transmission. Set this bit to 1 when this module shows FRDY = 1. When the selected pipe is in the receive direction, do not set this bit to 1.
14	BCLR	B'0	R/W*2	CPU buffer clear Clears the CPU side FIFO buffer of the selected pipe. 0: Invalid 1: Clears the CPU side FIFO buffer. When the FIFO buffer assigned to the selected pipe is set to a double buffer, and even when both sides of the buffer are readable, this module clears only one side of the FIFO buffer. When the selected pipe is DCP, this module clears the FIFO buffer when this bit is set to 1 irrespective of whether the FIFO buffer is on the CPU side or SIE side. When clearing the SIE side FIFO buffer, be sure to set the PID bits in DCP to NAK and then set the BCLR bit to 1. When the selected pipe is in the transmit direction, and if 1 is written in the BVAL and BCLR bits at the same time, this module clears the previously written data, and makes a Zero-Length packet transmittable. When the selected pipe is not DCP, write 1 in this bit while the FRDY flag indicates 1.

Bit	Bit Name	Initial Value	R/W	Description
13	FRDY	B'0	R	FIFO Port Ready Indicates whether the CPU (DMAC) can access the FIFO port. 0: The FIFO port is not accessible. 1: The FIFO port is accessible. This module indicates FRDY = 1 in the following cases. However, since there is no data to read, no data can be read from the FIFO port. In these cases, set the BCLR bit to 1 to clear the FIFO buffer to make transmission/reception of the next data available. When a Zero-Length packet is received with the FIFO buffer assigned to the selected pipe empty When a short packet is received with BFRE set to 1 and the packet data is completely read
12	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
11 to 0	DTLN[11:0]	H'000	R	Receive Data Length Indicate the receive data length. The value of these bits during FIFO buffer reading varies as follows depending on the setting of the RCNT bit. When RCNT = 0: This module indicates the receive data length with these bits until the CPU (DMAC) finishes reading one side of the FIFO buffer. When BFRE is 1, this module retains the receive data length until the BCLR bit is set to 1 after the FIFO buffer read is completed. When RCNT = 1: This module decrements the value of the DTLN bits in each read cycle (-1 when MBW = 0, and -2 when MBW = 1) When reading out from a single FIFO buffer is complete, DTLN = 0 for this module. However, the behavior is different when double-buffering has been specified. If reading out of data from one side is not finished before the other side is full of received data, when all data have been read out from the first side, the DTLN bits reflect the amount of data received in the other side. When reading these bits during FIFO buffer reading while the RCNT bit is 1, note that this module updates the value in these bits within 150 ns after each FIFO port read cycle.

Notes: 1. Only writing 1 is enabled.
2. Only reading 0 and writing 1 are enabled.

61.2.9 Interrupt Enable Register 0 (INTENB0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

INTENB0 specifies masking of each interrupt when selection for function controller. When this module detects an interrupt for which 1 is written in the corresponding bit in this register by the software, this module generates a USB interrupt.

When interrupt source detection conditions are satisfied irrespective of the register setting (interrupt enable/disable), this module sets the corresponding status bit in INTSTS0.

When the software changes an interrupt enable bit (0 to 1) whose interrupt source status bit in INTSTS0 is set to 1, this module generates a USB interrupt.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VBSE	RSME	SOFE	DVSE	CTRE	BEMPE	NRDYE	BRDYE	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15	VBSE	B’0	R/W	VBUSn [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] /OVC signal status [RZ/G2E] Interrupt Enable Enables or disables USB interrupt outputs when the VBINT interrupt is detected. 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	RSME	B’0	R/W	Resume Interrupt Enable Enables or disables USB interrupt outputs when the RESM interrupt is detected. 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	SOFE	B’0	R/W	Frame Number Update Interrupt Enable Enables or disables USB interrupt outputs when the SOFR interrupt is detected. 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	DVSE	B’0	R/W	Device State Transition Interrupt Enable Enables or disables USB interrupt outputs when the DVST interrupt is detected. 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	CTRE	B’0	R/W	Control Transfer Stage Transition Interrupt Enable Enables or disables USB interrupt outputs when the CTRT interrupt is detected. 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
10	BEMPE	B'0	R/W	Buffer Empty Interrupt Enable Enables or disables USB interrupt outputs when the BEMP interrupt is detected. 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	NRDYE	B'0	R/W	Buffer Not Ready Response Interrupt Enable Enables or disables USB interrupt outputs when the NRDY interrupt is detected. 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	BRDYE	B'0	R/W	Buffer Ready Interrupt Enable Enables or disables USB interrupt outputs when the BRDY interrupt is detected. 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

61.2.10 BRDY Interrupt Enable Register (BRDYENB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

BRDYENB enables or disables the BRDY bit to be set to 1 when the BRDY interrupt of a pipe is detected.

When this module detects the BRDY interrupt of a pipe for which the software sets the corresponding bit in this register to 1, this module sets the PIPEBRDY bit of the pipe in BRDYSTS and also sets the BRDY bit in INTSTS0 and generates the BRDY interrupt.

When one or more PIPEBRDY bits in BRDYSTS are 1 and the software changes the corresponding interrupt enable bit(s) in this register from 0 to 1, this module generates the BRDY interrupt.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPEF BRDYE	PIPEE BRDYE	PIPED BRDYE	PIPEC BRDYE	PIPEB BRDYE	PIPEA BRDYE	PIPE9 BRDYE	PIPE8 BRDYE	PIPE7 BRDYE	PIPE6 BRDYE	PIPE5 BRDYE	PIPE4 BRDYE	PIPE3 BRDYE	PIPE2 BRDYE	PIPE1 BRDYE	PIPE0 BRDYE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	PIPEF BRDYE	B'0	R/W	Pipe F BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	PIPEE BRDYE	B'0	R/W	Pipe E BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	PIPED BRDYE	B'0	R/W	Pipe D BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	PIPEC BRDYE	B'0	R/W	Pipe C BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	PIPEB BRDYE	B'0	R/W	Pipe B BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
10	PIPEA BRDYE	B'0	R/W	Pipe A BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	PIPE9 BRDYE	B'0	R/W	Pipe 9 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	PIPE8 BRDYE	B'0	R/W	Pipe 8 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	PIPE7 BRDYE	B'0	R/W	Pipe 7 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
6	PIPE6 BRDYE	B'0	R/W	Pipe 6 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	PIPE5 BRDYE	B'0	R/W	Pipe 5 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	PIPE4 BRDYE	B'0	R/W	Pipe 4 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	PIPE3 BRDYE	B'0	R/W	Pipe 3 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	PIPE2 BRDYE	B'0	R/W	Pipe 2 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	PIPE1 BRDYE	B'0	R/W	Pipe 1 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	PIPE0 BRDYE	B'0	R/W	Pipe 0 BRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

61.2.11 NRDY Interrupt Enable Register (NRDYENB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

NRDYENB enables or disables the NRDY bit to be set to 1 when the NRDY interrupt of a pipe is detected.

When this module detects the NRDY interrupt of a pipe for which the software sets the corresponding bit in this register to 1, this module sets the PIPENRDY bit of the pipe in NRDYSTS and also sets the NRDY bit in INTSTS0and generates an NRDY interrupt.

When one or more PIPENRDY bits in NRDYSTS are 1 and the software changes the corresponding interrupt enable bit(s) in this register from 0 to 1, this module generates an NRDY interrupt.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPEF NRDYE	PIPEE NRDYE	PIPED NRDYE	PIPEC NRDYE	PIPEB NRDYE	PIPEA NRDYE	PIPE9 NRDYE	PIPE8 NRDYE	PIPE7 NRDYE	PIPE6 NRDYE	PIPE5 NRDYE	PIPE4 NRDYE	PIPE3 NRDYE	PIPE2 NRDYE	PIPE1 NRDYE	PIPE0 NRDYE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	PIPEF NRDYE	B'0	R/W	Pipe F NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	PIPEE NRDYE	B'0	R/W	Pipe E NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	PIPED NRDYE	B'0	R/W	Pipe D NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	PIPEC NRDYE	B'0	R/W	Pipe C NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	PIPEB NRDYE	B'0	R/W	Pipe B NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
10	PIPEA NRDYE	B'0	R/W	Pipe A NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	PIPE9 NRDYE	B'0	R/W	Pipe 9 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	PIPE8 NRDYE	B'0	R/W	Pipe 8 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	PIPE7 NRDYE	B'0	R/W	Pipe 7 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
6	PIPE6 NRDYE	B'0	R/W	Pipe 6 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	PIPE5 NRDYE	B'0	R/W	Pipe 5 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	PIPE4 NRDYE	B'0	R/W	Pipe 4 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	PIPE3 NRDYE	B'0	R/W	Pipe 3 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	PIPE2 NRDYE	B'0	R/W	Pipe 2 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	PIPE1 NRDYE	B'0	R/W	Pipe 1 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	PIPE0 NRDYE	B'0	R/W	Pipe 0 NRDY Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

61.2.12 BEMP Interrupt Enable Register (BEMPENB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

BEMPENB enables or disables the BEMP bit to be set to 1 when the BEMP interrupt of a pipe is detected.

When this module detects the BEMP interrupt of a pipe for which the software sets the corresponding bit in this register to 1, this module sets the PIPEBEMP bit of the pipe in BEMPSTS and the BEMP bit in INTSTS0 and generates the BEMP interrupt.

When one or more PIPEBEMP bits in BEMPSTS are 1 and the software changes the corresponding interrupt enable bit(s) in this register from 0 to 1, this module generates the BEMP interrupt.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPEF BEMPE	PIPEE BEMPE	PIPED BEMPE	PIPEC BEMPE	PIPEB BEMPE	PIPEA BEMPE	PIPE9 BEMPE	PIPE8 BEMPE	PIPE7 BEMPE	PIPE6 BEMPE	PIPE5 BEMPE	PIPE4 BEMPE	PIPE3 BEMPE	PIPE2 BEMPE	PIPE1 BEMPE	PIPE0 BEMPE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	PIPEF BEMPE	B'0	R/W	Pipe F BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
14	PIPEE BEMPE	B'0	R/W	Pipe E BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
13	PIPED BEMPE	B'0	R/W	Pipe D BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
12	PIPEC BEMPE	B'0	R/W	Pipe C BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
11	PIPEB BEMPE	B'0	R/W	Pipe B BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
10	PIPEA BEMPE	B'0	R/W	Pipe A BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
9	PIPE9 BEMPE	B'0	R/W	Pipe 9 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
8	PIPE8 BEMPE	B'0	R/W	Pipe 8 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
7	PIPE7 BEMPE	B'0	R/W	Pipe 7 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

Bit	Bit Name	Initial Value	R/W	Description
6	PIPE6 BEMPE	B'0	R/W	Pipe 6 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
5	PIPE5 BEMPE	B'0	R/W	Pipe 5 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
4	PIPE4 BEMPE	B'0	R/W	Pipe 4 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
3	PIPE3 BEMPE	B'0	R/W	Pipe 3 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
2	PIPE2 BEMPE	B'0	R/W	Pipe 2 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
1	PIPE1 BEMPE	B'0	R/W	Pipe 1 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.
0	PIPE0 BEMPE	B'0	R/W	Pipe 0 BEMP Interrupt Enable 0: Interrupt outputs are disabled. 1: Interrupt outputs are enabled.

61.2.13 SOF Output Configuration Register (SOFCFG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SOFCFG specifies an effective period of transactions, the BRDY interrupt status clear timing, and others.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	BRDYM	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6	BRDYM	B'0	R/W	Status Clear Timing of Each Pipe BRDY Interrupt Specifies the timing to clear the BRDY interrupt status of each pipe. 0: The software clears the status. 1: This module clears the status by reading or writing the FIFO buffer.
5 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

61.2.14 Interrupt Status Register 0 (INTSTS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

INTSTS0 can know the interrupt generation by referring to the register when the function controller is selected.

Permit interrupt by the status change that each bit of this register shows only when you select the function.

This register is initialized by a power-on reset. The DVSQ2 to DVSQ0 bits are also initialized by a USB bus reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VBINT	RESM	SOFR	DVST	CTRT	BEMP	NRDY	BRDY	VBSTS	DVSQ[2:0]			VALID	CTSQ[2:0]		
Initial value:	0	0	0	0/1	0	0	0	0	0/1	0	0	0/1	0	0	0	0
R/W:	RW0C	RW0C	RW0C	RW0C	RW0C	R	R	R	R	R	R	R	RW0C	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15	VBINT	B'0	RW0C	VBUSn [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] / OVC signal status [RZ/G2E] Interrupt Status*4*5 0: No VBUS interrupt is generated. 1: A VBUS interrupt is generated. This bit indicates 1 when this module detects a change in the VBUSn [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] /OVC signal status [RZ/G2E] pin input level (high to low or low to high level). This module indicates the VBUSn [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] /OVC signal status [RZ/G2E] pin input value using the VBSTS bit. When a VBINT interrupt occurs, read the VBSTS bit several times by the software and confirm that the read value is equal each time to eliminate chattering.
14	RESM	B'0	RW0C	Resume Interrupt Status*4*5 0: No resume interrupt is generated. 1: A resume interrupt is generated. This bit indicates 1 when this module detects a falling of the DP_0 pin level in the suspended state (DVSQ = 1XX).
13	SOFR	B'0	RW0C	Frame Number Update Interrupt Status*4 0: No SOF interrupt is generated. 1: An SOF interrupt is generated. This module indicates SOFR = 1 at the frame number update timing. (This interrupt is detected every millisecond.) Even when an SOF packet from the USB host is corrupted, this module detects an SOFR interrupt using the internal interpolation.
12	DVST	B'0/B'1 *1	RW0C	Device State Transition Interrupt Status*4 0: No device state transition interrupt is generated. 1: A device state transition interrupt is generated. When this module detects a change in device state, this module updates the DVSQ value and set this bit to 1. When this interrupt occurred, clear the status before this module detects the next device state transition.

Bit	Bit Name	Initial Value	R/W	Description
11	CTRT	B'0	RW0C	Control Transfer Stage Transition Interrupt Status*4 0: No control transfer stage transition interrupt is generated. 1: A control transfer stage transition interrupt is generated. When this module detects a control transfer stage transition, this module updates the CTSQ value and set this bit to 1. When this interrupt occurred, clear the status before this module detects the next stage transition in control transfers.
10	BEMP	B'0	R	Buffer Empty Interrupt Status 0: No BEMP interrupt is generated. 1: A BEMP interrupt is generated. This module indicates BEMP = 1 when at least one of the PIPEBEMP bits in BEMPSTS corresponding to the pipes for which 1 is set in the PIPEBEMPE bits in BEMPENB is set to 1 (when this module detects a BEMP interrupt of one or more pipes for which BEMP interrupts are enabled by the software). For PIPEBEMP status assertion conditions, see section 61.3.2 (3), BEMP Interrupt. When the software writes 0 to all PIPEBEMP bits corresponding to the pipes for which interrupts are enabled by the PIPEBEMPE bits, this module clears this bit to 0. This bit cannot be cleared to 0 by writing 0 by the software.
9	NRDY	B'0	R	Buffer Not Ready Interrupt Status 0: No NRDY interrupt is generated. 1: An NRDY interrupt is generated. This module indicates NRDY = 1 when at least one of the PIPENRDY bits in NRDYSTS corresponding to the pipes for which 1 is set in the PIPENRDYE bits in NRDYENB is set to 1 (when this module detects an NRDY interrupt of one or more pipes for which NRDY interrupts are enabled by the software). For PIPENRDY status assertion conditions, see section 61.3.2 (2), NRDY Interrupt. When the software writes 0 to all PIPENRDY bits corresponding to the pipes for which interrupts are enabled by the PIPENRDYE bits, this module clears this bit to 0. This bit cannot be cleared to 0 by writing 0 by the software.
8	BRDY	B'0	R	Buffer Ready Interrupt Status Indicates the BRDY interrupt status. 0: No BRDY interrupt is generated. 1: A BRDY interrupt is generated. This module indicates BRDY = 1 when at least one of the PIPEBRDY bits in BRDYSTS corresponding to the pipes for which 1 is set in the PIPEBRDYE bits in BRDYENB is set to 1 (when this module detects a BRDY interrupt of one or more pipes for which BRDY interrupts are enabled by the software). For PIPEBRDY status assertion conditions, see section 61.3.2 (1), BRDY Interrupt. When the software writes 0 to all PIPEBRDY bits corresponding to the pipes for which interrupts are enabled by the PIPEBRDYE bits, this module clears this bit to 0. This bit cannot be cleared to 0 by writing 0 by the software.

Bit	Bit Name	Initial Value	R/W	Description
7	VBSTS	B’0/B’1 *3	R	VBUS Input Status 0: The VBUS pin is low level. 1: The VBUS pin is high level. [RZ/G2E] This value is 1, when USB0_OVC function is not selected by PFC.
6 to 4	DVSQ[2:0]	B’000/B’001*2	R	Device State B’000: Powered state B’001: Default state B’010: Address state B’011: Configuration state B’1xx: Suspended state
3	VALID	B’0	RW0C	USB Request Receive 0: Not detected 1: A setup packet is received.
2 to 0	CTSQ[2:0]	B’000	R	Control Transfer Stage B’000: Idle stage or setup stage B’001: Control read data stage B’010: Control read status stage B’011: Control write data stage B’100: Control write status stage B’101: Control write (NoData) status stage B’110: Control transfer sequence error B’111: Setting prohibited

Notes:
1. The initial value is B'0 after a power-on reset, and B'1 after a USB bus reset.
2. The initial value is B'000 after a power-on reset, and B'001 after a USB bus reset.
3. The initial value is 1 when the VBUS pin is high level, and is 0 when the VBUS pin is low level.
4. To clear the VBINT, RESM, SOFR, DVST, or CTRT bit, write 0 only to bits to be cleared and write 1 to the other bits. Do not write 0 to status bits that indicate 0.
5. When a status change shown in the VBINT or RESM bit is detected while the clock is halted (SUSPM = 0) and the corresponding interrupt is enabled, the interrupt is output. Clear the interrupt status of these bits by the software after the clock is enabled.

61.2.15 BRDY Interrupt Status Register (BRDYSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

BRDYSTS indicates the BRDY interrupt status of each pipe.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPEF BRDY	PIPEE BRDY	PIPED BRDY	PIPEC BRDY	PIPEB BRDY	PIPEA BRDY	PIPE9 BRDY	PIPE8 BRDY	PIPE7 BRDY	PIPE6 BRDY	PIPE5 BRDY	PIPE4 BRDY	PIPE3 BRDY	PIPE2 BRDY	PIPE1 BRDY	PIPE0 BRDY
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	PIPEFBRDY	B'0	R/W*1	Pipe F BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
14	PIPEEBRDY	B'0	R/W*1	Pipe E BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
13	PIPEDBRDY	B'0	R/W*1	Pipe D BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
12	PIPECBRDY	B'0	R/W*1	Pipe C BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
11	PIPEBBRDY	B'0	R/W*1	Pipe B BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
10	PIPEABRDY	B'0	R/W*1	Pipe A BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
9	PIPE9BRDY	B'0	R/W*1	Pipe 9 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
8	PIPE8BRDY	B'0	R/W*1	Pipe 8 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
7	PIPE7BRDY	B'0	R/W*1	Pipe 7 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
6	PIPE6BRDY	B'0	R/W*1	Pipe 6 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
5	PIPE5BRDY	B'0	R/W*1	Pipe 5 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.

Bit	Bit Name	Initial Value	R/W	Description
4	PIPE4BRDY	B'0	R/W*1	Pipe 4 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
3	PIPE3BRDY	B'0	R/W*1	Pipe 3 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
2	PIPE2BRDY	B'0	R/W*1	Pipe 2 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
1	PIPE1BRDY	B'0	R/W*1	Pipe 1 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.
0	PIPE0BRDY	B'0	R/W*1	Pipe 0 BRDY Interrupt Status*2 0: No interrupt is generated. 1: An interrupt is generated.

Notes: 1. To clear the status of each bit in this register when BRDYM is 0, write 0 only to bits to be cleared and write 1 to the other bits.
2. When BRDYM is 0, be sure to clear this interrupt before making an access to the FIFO.

61.2.16 NRDY Interrupt Status Register (NRDYSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

NRDYSTS indicates the NRDY interrupt status of each pipe.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPEF NRDY	PIPEE NRDY	PIPED NRDY	PIPEC NRDY	PIPEB NRDY	PIPEA NRDY	PIPE9 NRDY	PIPE8 NRDY	PIPE7 NRDY	PIPE6 NRDY	PIPE5 NRDY	PIPE4 NRDY	PIPE3 NRDY	PIPE2 NRDY	PIPE1 NRDY	PIPE0 NRDY
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	PIPEFNRDY	B'0	R/W*	Pipe F NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
14	PIPEENRDY	B'0	R/W*	Pipe E NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
13	PIPEDNRDY	B'0	R/W*	Pipe D NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
12	PIPECNRDY	B'0	R/W*	Pipe C NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
11	PIPEBNRDY	B'0	R/W*	Pipe B NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
10	PIPEANRDY	B'0	R/W*	Pipe A NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
9	PIPE9NRDY	B'0	R/W*	Pipe 9 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
8	PIPE8NRDY	B'0	R/W*	Pipe 8 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
7	PIPE7NRDY	B'0	R/W*	Pipe 7 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
6	PIPE6NRDY	B'0	R/W*	Pipe 6 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
5	PIPE5NRDY	B'0	R/W*	Pipe 5 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.

Bit	Bit Name	Initial Value	R/W	Description
4	PIPE4NRDY	B'0	R/W*	Pipe 4 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
3	PIPE3NRDY	B'0	R/W*	Pipe 3 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
2	PIPE2NRDY	B'0	R/W*	Pipe 2 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
1	PIPE1NRDY	B'0	R/W*	Pipe 1 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
0	PIPE0NRDY	B'0	R/W*	Pipe 0 NRDY Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.

Note: * To clear the status of each bit in this register, write 0 only to bits to be cleared and write 1 to the other bits.

61.2.17 BEMP Interrupt Status Register (BEMPSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

BEMPSTS indicates the BEMP interrupt status of each pipe.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPEF BEMP	PIPEE BEMP	PIPED BEMP	PIPEC BEMP	PIPEB BEMP	PIPEA BEMP	PIPE9 BEMP	PIPE8 BEMP	PIPE7 BEMP	PIPE6 BEMP	PIPE5 BEMP	PIPE4 BEMP	PIPE3 BEMP	PIPE2 BEMP	PIPE1 BEMP	PIPE0 BEMP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	PIPEFBEMP	B'0	R/W*	Pipe F BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
14	PIPEEBEMP	B'0	R/W*	Pipe E BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
13	PIPEDBEMP	B'0	R/W*	Pipe D BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
12	PIPECBEMP	B'0	R/W*	Pipe C BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
11	PIPEBBEMP	B'0	R/W*	Pipe B BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
10	PIPEABEMP	B'0	R/W*	Pipe A BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
9	PIPE9BEMP	B'0	R/W*	Pipe 9 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
8	PIPE8BEMP	B'0	R/W*	Pipe 8 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
7	PIPE7BEMP	B'0	R/W*	Pipe 7 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
6	PIPE6BEMP	B'0	R/W*	Pipe 6 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
5	PIPE5BEMP	B'0	R/W*	Pipe 5 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.

Bit	Bit Name	Initial Value	R/W	Description
4	PIPE4BEMP	B'0	R/W*	Pipe 4 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
3	PIPE3BEMP	B'0	R/W*	Pipe 3 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
2	PIPE2BEMP	B'0	R/W*	Pipe 2 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
1	PIPE1BEMP	B'0	R/W*	Pipe 1 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.
0	PIPE0BEMP	B'0	R/W*	Pipe 0 BEMP Interrupt Status 0: No interrupt is generated. 1: An interrupt is generated.

Note: * To clear the status of each bit in this register, write 0 only to bits to be cleared and write 1 to the other bits.

61.2.18 Frame Number Register (FRMNUM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

FRMNUM indicates the sources of isochronous errors and a frame number.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	OVRN	CRCE	—	—	—	FRNM[10:0]										
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	RW0C	RW0C	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15	OVRN	B'0	RW0C	Overrun/Underrun Detect Status Indicates whether an overrun or underrun error is detected or not in a pipe that is performing isochronous transfer. 0: No error is detected. 1: An error is detected. Writing 0 to this bit by the software clears this bit to 0. At this time, write 1 to the other bits in this register. This module indicates OVRN =1 in any of the following cases. When the IN token is received when transmit data write to the FIFO buffer is not completed in a transmit direction pipe of isochronous transfer type When the OUT token is received with no side of the FIFO buffer empty in a receive direction pipe of isochronous transfer type
14	CRCE	B'0	RW0C	Receive Data Error Indicates whether a CRC error or bit stuffing error is detected or not in a pipe that is performing isochronous transfer. 0: No error is detected. 1: An error is detected. Writing 0 to this bit by the software clears this bit to 0. At this time, write 1 to the other bits in this register. When a CRC error is detected, this module does not generate an internal NRDY interrupt request.
13 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 0	FRNM [10:0]	H'000	R	Frame Number This module modifies this bit when an SOF is received and indicates the latest frame number. Read these bits twice and confirm that the read value is equal each time.

61.2.19 µ Frame Number Register (UFRMNUM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

UFRMNUM indicates a µ frame number.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	UFRNM[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	UFRNM[2:0]	B'000	R	µ Frame Indicate a µ frame number. In high-speed operating mode, these bits indicate a µ frame number. In other operating modes, these bits indicate B'000. Read these bits twice and confirm that the read value is equal each time.

61.2.20 USB Address Register (USBADDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

USBADDR indicates a USB address.

This register is initialized by a power-on reset or USB bus reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	USBADDR[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6 to 0	USBADDR[6:0]	H'00	R	USB Address Indicate the USB address allocated by the host when the SET_ADRESS request is successfully processed. When this module detects a USB reset, these bits indicate H'00.

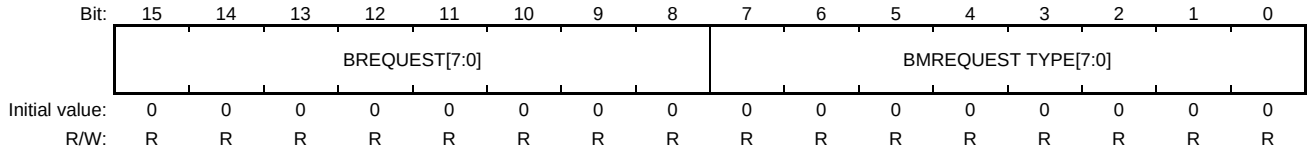
61.2.21 USB Request Type Register (USBREQ)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

USBREQ stores the setup request for control transfers.

USBREQ stores the values of received bRequest and bmRequestType.

This register is initialized by a power-on reset or USB bus reset.



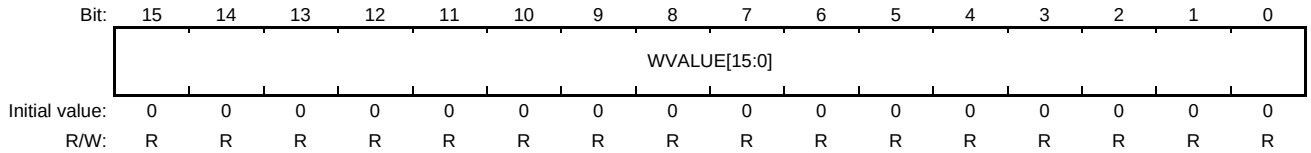
Bit	Bit Name	Initial Value	R/W	Description
15 to 8	BREQUEST [7:0]	H'00	R	Request Store the value of USB request bRequest. Indicate the USB request data received in the SETUP transaction. These bits cannot be modified.
7 to 0	BMREQUEST TYPE[7:0]	H'00	R	Request Type Store the value of USB request bmRequestType. Indicate the USB request data received in the SETUP transaction. These bits cannot be modified.

61.2.22 USB Request Value Register (USBVAL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

USBVAL stores the value of received wValue.

This register is initialized by a power-on reset or USB bus reset.



Bit	Bit Name	Initial Value	R/W	Description
15 to 0	WVALUE [15:0]	H'0000	R	Value Store the value of USB request wValue. Indicate the value of USB request wValue received in the SETUP transaction. These bits cannot be modified.

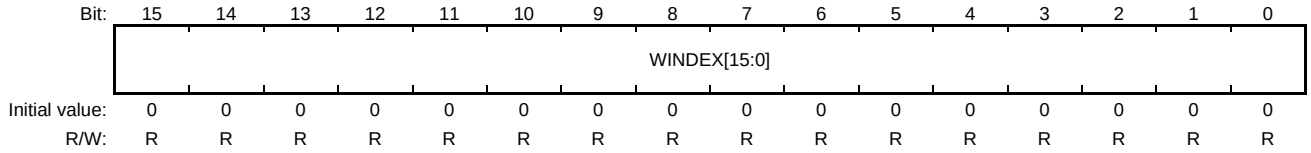
61.2.23 USB Request Index Register (USBINDX)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

USBINDX stores the setup request for control transfers.

USBINDX stores the value of received wIndex.

This register is initialized by a power-on reset or USB bus reset.



Bit	Bit Name	Initial Value	R/W	Description
15 to 0	WINDEX [15:0]	H'0000	R	Index Store the value of USB request wIndex. Indicate the value of USB request wIndex received in the SETUP transaction. These bits cannot be modified.

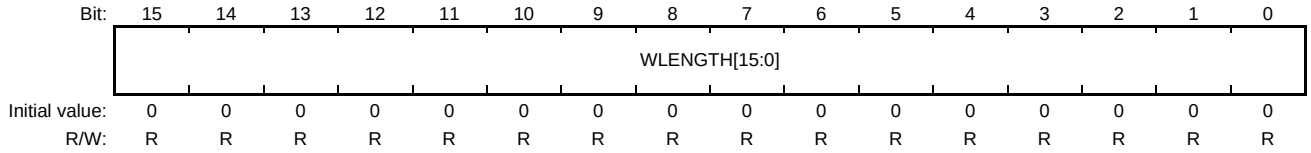
61.2.24 USB Request Length Register (USBLENG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

USBLENG stores the setup request of control transfers.

USBLENG stores the value of received wLength.

This register is initialized by a power-on reset or USB bus reset.



Bit	Bit Name	Initial Value	R/W	Description
15 to 0	WLENGTH [15:0]	H'0000	R	Length Store the value of USB request wLength. Indicate the value of USB request wLength received in the SETUP transaction. These bits cannot be modified.

61.2.25 DCP Maximum Packet Size Register (DCPMAXP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DCPMAXP specifies the maximum packet size of the DCP.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	MXPS[6:0]						
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6 to 0	MXPS [6:0]	H'40	R/W	Maximum Packet Size Set the payload of DCP data (maximum DCP packet size) in these bits. The initial value of these bits is H'40 (64 bytes). Set a value in the MXPS bits based on the USB Specification. Set the MXPS bits when PID = NAK, and the CURPIPE bits are not set. When setting these bits to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK. Do not write the FIFO buffer when the MXPS bits are 0 or set the PID bits to BUF.

61.2.26 DCP Control Register (DCPCTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DCPCTR is used to monitor the buffer memory status, change/check the data PID sequence bit, and set the response PID for a DCP.

This register is initialized by a power-on reset. The PID2 to PID0 bits in CCPL are also initialized by a USB bus reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BSTS	—	—	—	—	—	—	SQCLR	SQSET	SQMON	PBUSY	—	—	CCPL	PID[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	BSTS	B'0	R	Buffer Status Indicates whether the DCP FIFO buffer is accessible or not. 0: The buffer is not accessible. 1: The buffer is accessible. This bit indicates as follows depending on the ISEL value. When ISEL = 0, this bit indicates whether the buffer is ready to read receive data. When ISEL = 1, this bit indicates whether the buffer is ready to write transmit data.
14 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	SQCLR	B'0	R/W*	Toggle Bit Clear The expected value of the sequence toggle bit for the next transaction in DCP transfer can be set in DATA0. 0: Invalid 1: The expected value is set in DATA0. This bit always indicates 0. Do not set the SQCLR and SQSET bits to 1 at the same time. Set this bit to 1 when PID = NAK, and the CURPIPE bits are not set. When setting this bit to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
7	SQSET	B'0	R/W*	Toggle Bit Set The expected value of the sequence toggle bit for the next transaction in DCP transfer can be set in DATA1. 0: Invalid 1: The expected value is set in DATA1. Do not set the SQCLR and SQSET bits to 1 at the same time. Set this bit to 1 when PID = NAK, and the CURPIPE bits are not set. When setting this bit to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.

Bit	Bit Name	Initial Value	R/W	Description
6	SQMON	B'1	R	Sequence Toggle Bit Monitor Indicates the expected value of the sequence toggle bit for the next transaction in DCP transfer. 0: DATA0 1: DATA1 When the transaction is successfully completed, this module toggles this bit. However, when a DATA-PID mismatch occurs in the receive direction transfer, this bit is not toggled. This module sets this bit to 1 (sets the expected value in DATA1) when the setup packet is successfully received. This module does not read this bit in IN transactions or OUT transactions in the status stage.
5	PBUSY	B'0	R	Pipe Busy Indicates whether the DCP communication state is shifted to the NAK state or not when the DCP changed the PID bits from BUF to NAK. 0: Transition to the NAC state is not completed. 1: Transition to the NAC state is completed. When this module starts the USB transaction for the corresponding pipe, this module sets this bit to 1. This module clears this bit to 0 upon completion of each transaction. After the software sets PID = NAK, read this bit to check whether changing the pipe setting is enabled or not.
4, 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	CCPL	B'0	R/W*	Control Transfer End Enable 0: Invalid 1: The control transfer end is enabled. When the software sets this bit to 1 while the corresponding PID bits are set to BUF, this module finishes the control transfer stage. That is, this module sends an ACK handshake in response to OUT transactions from the USB host in the control read transfer, and sends a Zero-Length packet in response to IN transactions from the USB host in control write and no-data control transfers. However, a SET_ADDRESS request is detected, this module automatically sends responses from the SETUP stage until the end of the status stage irrespective of the setting of this bit. When this module receives the next setup packet, this module clears this bit to 0. When VALID = 1, the software cannot write 1 to this bit.

Bit	Bit Name	Initial Value	R/W	Description
1, 0	PID[1:0]	B’00	R/W	Response PID Control responses of this module in control transfers. B’00: NAK response B’01: BUF response (depending on buffer state) B’10: STALL response B’11: STALL response This module modifies these bits in the following cases. This module changes these bits to NAK upon receiving a SETUP packet. At this time, this module indicates VALID = 1. The software cannot modify these bits until the software sets VALID = 0. When this module receives data with a size exceeding the MaxPacketSize value while these bits are set to BUF by the software, this module indicates PID = STALL (11). When this module detects a control transfer sequence error, this module indicates PID = STALL (1x). When this module detects a USB bus reset, this module indicates PID = NAK. This module does not read the value of these bits during the SET_ADDRESS request processing (auto processing).

Note: * These bits are always read as 0. Only writing 1 is enabled.

61.2.27 Pipe Window Select Register (PIPESEL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Make settings for pipes 1 to F using PIPESEL, PIPECFG, PIPEBUF, PIPEMAXP, PIPEPERI, PIPEnCTR, PIPEnTRE, and PIPEnTRN.

Specify a pipe to be used with PIPESEL, and then make function settings for each pipe in PIPECFG, PIPEBUF, PIPEMAXP, and PIPEPERI. The PIPEnCTR, PIPEnTRE, and PIPEnTRN registers can be set independently from pipe selection using PIPESEL.

Not only the selected pipe but also the corresponding bits in registers for all pipes are initialized by a power-on reset or USB bus reset.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	PIPESEL[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 4	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
3 to 0	PIPESEL [3:0]	B’0000	R/W	Pipe Window Select Specify a pipe number corresponding to PIPECFG, PIPEBUF, PIPEMAXP, and PIPEPERI to be read or written. B’0000: No pipe is selected. B’0001: Pipe 1 B’0010: Pipe 2 B’0011: Pipe 3 B’0100: Pipe 4 B’0101: Pipe 5 B’0110: Pipe 6 B’0111: Pipe 7 B’1000: Pipe 8 B’1001: Pipe 9 B’1010: Pipe A B’1011: Pipe B B’1100: Pipe C B’1101: Pipe D B’1110: Pipe E B’1111: Pipe F PIPECFG, PIPEBUF, PIPEMAXP, and PIPEPERI corresponding to the pipe number specified by these bits can be read and written. When these bits are set to B'0000, all bits in PIPECFG, PIPEBUF, PIPEMAXP, and PIPEPERI are read as 0 and cannot be modified.

61.2.28 Pipe Configuration Register (PIPECFG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PIPECFG specifies the transfer type, buffer memory access direction, and endpoint number for pipes 1 to F, selects continuous transfer mode or discontinuous transfer mode, and single buffer or double buffer, and also specifies whether to disable the operation of each pipe when data transfer finishes.

This register is initialized by a power-on reset. The TYPE1 and TYPE0 bits are also initialized by a USB bus reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TYPE[1:0]		—	—	—	BFRE	DBLB	CNTMD	SHTNAK	—	—	DIR	EPNUM[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15, 14	TYPE[1:0]	B’00	R/W	Transfer Type Select the transfer type of the pipe specified by the PIPESEL bits (selected pipe). Pipes 1 and 2 B’00: No pipe is used. B’01: Bulk transfer B’10: Setting prohibited B’11: Isochronous transfer Pipes 3 to 5, 9 to F B’00: No pipe is used. B’01: Bulk transfer B’10: Setting prohibited B’11: Setting prohibited Pipes 6 to 8 B’00: No pipe is used. B’01: Setting prohibited B’10: Interrupt transfer B’11: Setting prohibited Before setting the selected pipe for PID = BUF (before starting USB communication using the selected pipe), be sure to set these bits to a value other than B'00. Modify these bits when the PID bits of the selected pipe are set to NAK. When changing the setting of these bits after changing the PID bits for the selected pipe from BUF to NAK, check that and PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
13 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
10	BFRE	B'0	R/W	BRDY Interrupt Operation Specifies the BRDY interrupt output timing from this module to the CPU for the selected pipe. 0: At a BRDY interrupt timing during data transmission or reception 1: At a BRDY interrupt timing after reading data When this bit is set to 1 by the software and the selected pipe is used in the receive direction, this module detects the transfer end and outputs a BRDY interrupt when the packet is completely read. When a BRDY interrupt occurs with this setting, the software must set BCLR = 1. Unless BCLR = 1 is set, the FIFO buffer allocated to the selected pipe does not enter the receive ready state. When this bit is set to 1 by the software and the selected pipe is used in the transmit direction, this module generates no BRDY interrupt. For details, see section 61.3.2 (1), BRDY Interrupt. Modify this bit when PID = NAK, and no pipe number is specified by the CURPIPE bits. Furthermore, when changing the setting of this bit after USB communication using the selected pipe, set the ACLRM bit to 1 and clear it to 0 continuously by the software to clear the FIFO buffer allocated to the selected pipe, in addition to the three register states above. When changing the setting of this bit after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
9	DBLB	B'0	R/W	Double Buffer Mode Specifies a single buffer or double buffer for the FIFO buffer used in the selected pipe. 0: Single buffer 1: Double buffer This bit is valid when pipes 1 to 5, 9 to F are selected. When this bit is set to 1 by the software, this module allocates the FIFO buffer size specified by the BUFSIZE bits in PIPEBUF to the selected pipe for two sides. Thus the size of the FIFO buffer that this module allocates to the selected pipe is as follows: (BUFSIZE + 1) × 64 × (DBLB + 1) [bytes] When this bit is set to 1 by the software and the selected pipe is used in the transmit direction, this module generates no BRDY interrupt. For details, see section 61.3.2 (1), BRDY Interrupt. Modify this bit when PID = NAK, and no pipe number is specified by the CURPIPE bits. Furthermore, when changing the setting of this bit after USB communication using the selected pipe, set the ACLRM bit to 1 and clear it to 0 continuously by the software to clear the FIFO buffer allocated to the selected pipe, in addition to the three register states above. When changing the setting of this bit after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.

Bit	Bit Name	Initial Value	R/W	Description
8	CNTMD	B'0	R/W	Continuous Transfer Mode Selects continuous transfer mode or discontinuous transfer mode to be used in communication for the selected pipe. 0: Discontinuous transfer mode 1: Continuous transfer mode This bit is valid when pipes 1 to 5, 9 to F are selected by the PIPESEL bits and bulk transfer is selected (TYPE = 01). Modify this bit when PID = NAK, and no pipe number is specified by the CURPIPE bits. Furthermore, when changing the setting of this bit after USB communication using the selected pipe, set the ACLRM bit to 1 and clear it to 0 continuously by the software to clear the FIFO buffer allocated to the selected pipe, in addition to the three register states above. When changing the setting of this bit after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
7	SHTNAK	B'0	R/W	Pipe Disable at the Time of Transfer End Specifies whether to change the setting of the PID bits to NAK at the end of transfer when the selected pipe is in the receive direction. 0: The pipe is continued at the end of transfer. 1: The pipe is disabled at the end of transfer. This bit is valid when the selected pipe is either of pipes 1 to 5, 9 to F and is in the receive direction. When the software sets this bit to 1 for a receive direction pipe, this module changes the setting of the PID bits corresponding to the selected pipe to NAK for the selected pipe when this module determines the transfer end. When the following conditions are satisfied, this module determines the transfer end. When short packet data (including a Zero-Length packet) is correctly received. When the transaction counter is used and packets with a size of the transaction counter are correctly received. Modify this bit when PID = NAK. When changing the setting of this bit after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK. For transmit direction pipes, set this bit to 0.
6, 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
4	DIR	B’0	R/W	Transfer Direction Selects the transfer direction of the selected pipe. 0: Receive direction 1: Transmit direction When this bit is set to 0 by the software, this module uses the selected pipe in the receive direction. When this bit is set to 1, this module uses the selected pipe in the transmit direction. Modify this bit when PID = NAK, and no pipe number is specified by the CURPIPE bits. Furthermore, when changing the setting of this bit after USB communication using the selected pipe, set the ACLRM bit to 1 and clear it to 0 continuously by the software to clear the FIFO buffer allocated to the selected pipe, in addition to the three register states above. When changing the setting of this bit after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
3 to 0	EPNUM [3:0]	B’0000	R/W	Endpoint Number Specify the endpoint number of the selected pipe. The setting of B'0000 means an unused pipe. Modify these bits when PID = NAK. When changing the setting of these bits after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK. Set these bits so that the combination of the DIR setting and the EPNUM setting does not overlap the setting of other pipes (EPNUM = B'0000 is allowed in this case.)

61.2.29 Pipe Buffer Register (PIPEBUF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PIPEBUF specifies the buffer size and buffer number for pipes 1 to F.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	BUFSIZE[4:0]					—	—	BUFNMB[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
14 to 10	BUFSIZE [4:0]	H'00	R/W	Buffer Size Specify the buffer size of the pipe specified by the PIPESEL bits (selected pipe) in units of blocks. One block is 64 bytes. B’0_0000 (H'00): 64 bytes B’0_0001 (H'01): 128 bytes : B’1_1111 (H'1F): 2 Kbytes When DBLB = 1 is set by the software, this module allocates the FIFO buffer size specified by these bits to the selected pipe for two sides. Thus the size of the FIFO buffer that this module allocates to the selected pipe is as follows: (BUFSIZE + 1) × 64 × (DBLB + 1) [bytes] A value that can be set in these bits varies depending on pipes selected. For pipes 1 to 5, 9 to F: Set BUFSIZE to H'00 to H'1F. For pipes 6 to 8: Set BUFSIZE to H'00. When using the buffer with CNTMD = 1, set a value in multiples of MaxPacketSize in these bits. Modify these bits when PID = NAK, and no pipe number is specified by the CURPIPE bits. When changing the setting of this bit after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
9, 8	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
7 to 0	BUFNMB [7:0]	H'00	R/W	Buffer Number Specify the FIFO buffer number of the selected pipe with a value from H'04 to H'FF. When the selected pipe is either of pipes 1 to 5, 9 to F, these bits can be set to a value according to user systems. Set BUFNMB to H'06 to H'4F. BUFNMB = 0 to 3 are for DCP only. BUFNMB = 4 is for pipe 6 only. However, when pipe 6 is not used, this is available for other pipes. When pipe 6 is selected, these bits cannot be modified and this module automatically allocates BUFNMB = 4. BUFNMB = 5 is for pipe 7 only. However, when pipe 7 is not used, this is available for other pipes. When pipe 7 is selected, these bits cannot be modified and this module automatically allocates BUFNMB = 5. BUFNMB = 6 is for pipe 8 only. However, when pipe 8 is not used, this is available for other pipes. When pipe 8 is selected, these bits cannot be modified and this module automatically allocates BUFNMB = 6. Modify these bits when PID = NAK, and no pipe number is set in the CURPIPE bits. When changing the setting of these bits after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.

61.2.30 Pipe Maximum Packet Size Register (PIPEMAXP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PIPEMAXP specifies the maximum packet size for pipes 1 to F.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	MXPS[10:0]										
Initial value:	0	0	0	0	0	*	*	*	*	*	*	*	*	*	*	*
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10 to 0	MXPS[10:0]	*	R/W	Maximum Packet Size Specify the payload of data (maximum packet size) of the selected pipe. The settable value range for each pipe is as follows: Pipes 1 and 2: 1 byte (H'001) to 1024 bytes (H'400) Pipes 3 to 5, 9 to F: 8 (H'008), 16 (H'010), 32 (H'020), 64 (H'040), or 512 bytes (H'200) (MXPS2 to MXPS0 bits are not provided.) Pipes 6 to 8: 1 byte (H'001) to 64 bytes (H'040) Set a value in the MXPS bits based on the USB Specification for each transfer type. To transmit an isochronous pipe in split transactions, set a value of 188 bytes or less in the MXPS bits. When changing the setting of this bit after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK. Do not write the FIFO buffer when the MXPS = 0 or set the PID bits to BUF.

Note: * The initial value is H'000 (when no pipe is selected by the PIPESEL bits in PIPESEL) or H'040 (when a pipe is selected).

61.2.31 Pipe Cycle Control Register (PIPEPERI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PIPEPERI specifies whether to activate the buffer flush function or not at the time of an interval error during the isochronous IN transfer, and also specifies the interval error detection interval for pipes 1 to F.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	IFIS	—	—	—	—	—	—	—	—	—	IITV[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 13	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
12	IFIS	B’0	R/W	Isochronous IN Buffer Flush Specifies whether to flush the FIFO buffer when the pipe specified by the PIPESEL bits (selected pipe) is isochronous IN transfer type. 0: The FIFO buffer is not flushed. 1: The FIFO buffer is flushed. Buffer flush is a function that this module automatically clears the FIFO buffer when this module does not receive IN-Token from the USB host in a (μ) frame for each interval specified in the IITV bits when the selected pipe is isochronous IN transfer type. When double buffer is selected (DBLB = 1), this module clears data of only the older side. The FIFO buffer is cleared when an SOF packet is received immediately after the (μ) frame where IN-Token is to be received. Even if the SOF packet is corrupted, the FIFO buffer is cleared at the time when the SOF packet is to be received using the internal interpolation. When the selected pipe is not isochronous transfer type, set this bit to 0.
11 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2 to 0	IITV[2:0]	B’000	R/W	Interval Error Detection Interval Specify the interval error detection interval of the selected pipe with a value of 2's n-th power of the frame timing. Set these bits when PID = NAK, and no pipe number is specified by the CURPIPE bits. When changing the setting of these bits after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK. To change the setting of these bits after USB communication, set PID = NAK and then set ACLRM = 1 to initialize the interval timer. These bits are not provided for pipes 3 to F. Set B'000 in the position of these bits corresponding to pipes 3 to F.

61.2.32 Pipe n Control Register (PIPEnCTR) (n = 1 to F)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PIPEnCTR monitors the buffer memory status, changes/checks the data PID sequence bits, selects whether to use auto-response mode and buffer auto-clear mode, and specifies a response PID for pipes 1 to F. This register can be set independently of the pipe selection using PIPESEL.

This register is initialized by a power-on reset. The PID1 and PID0 bits are also initialized by a USB bus reset.

(1) PIPEnCTR (n = 1 to 5, 9 to F)

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BSTS	INBUFM	—	—	—	ATREPM	ACLRM	SQCLR	SQSET	SQMON	PBUSY	—	—	—	PID[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	BSTS	B'0	R	Buffer Status Indicates the FIFO buffer status of the pipe. 0: The buffer is not accessible from the CPU. 1: The buffer is accessible from the CPU. The meaning of this bit differs depending on the settings of the DIR, BFRE, and DCLRM bits as shown in Table 61.10.
14	INBUFM	B'0	R	Transmit Buffer Monitor Indicates the FIFO buffer status of the selected pipe in the transmit direction. 0: The buffer memory contains no transmittable data. 1: The buffer memory contains transmittable data. When transmit direction (DIR = 1) is set for the pipe, this module sets this bit to 1 when the software (or DMAC) finishes writing data to the FIFO buffer for at least one register set. When this module finishes sending all data on the register set (writing is completed) of the FIFO buffer, this bit indicates 0. In the case of a double buffer (DBLB = 1), when this module finishes sending all data on both register sets and the software (or DMAC) has not completed writing of data for one register set, this bit indicates 0. When receive direction (DIR = 0) is set for the selected pipe, this bit indicates the same value as the BSTS bit.
13 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
10	ATREPM	B'0	R/W	Auto-Response Mode Enables or disables auto-response for the selected pipe. 0: Auto-response is disabled. 1: Auto-response is enabled. When the transfer type of the selected pipe is set to bulk transfer, this bit can be set to 1. When this bit is 1, this module sends responses to tokens from the USB host as follows: (1) When the selected pipe is set for Bulk-IN transfer (TYPE = B'01 and DIR = 1) When ATREPM = 1 and PID = BUF, this module sends a Zero-Length packet in response to the IN-Token. Each time this module receives ACK from the USB host (flow of one transaction: receiving IN-Token -> sending Zero Length packet -> receiving ACK), this module updates the sequence toggle bit (DATA-PID) by toggling it. No BRDY interrupt or BEMP interrupt is generated. (2) When the selected pipe is set for Bulk-OUT transfer (TYPE = B'01 and DIR = 0) When ATREPM = 1 and PID = BUF, this module sends NAK in response to the OUT-Token (or PING-Token) and generates an NRDY interrupt. Modify this bit when PID = NAK. When setting this bit to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK. Be sure to set this bit to 1 for USB communication when the FIFO buffer is empty. Do not write data to the FIFO buffer during USB communication with this bit set to 1. When the selected pipe is set for isochronous transfer, be sure to set this bit to 0.
9	ACLRM	B'0	R/W	Buffer Auto-Clear Mode Enables or disables buffer auto-clear mode for the selected pipe. 0: Buffer auto-clear mode is disabled. 1: Buffer auto-clear mode is enabled. (All buffers are initialized.) To completely delete the data in the FIFO buffer allocated to the pipe, write 1 and then 0 continuously to the ACLRM bit. Table 61.11 shows data cleared by this module when this bit is set to 1 and then 0 and cases where such data is cleared. Modify this bit when PID = NAK. When setting this bit to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.

Bit	Bit Name	Initial Value	R/W	Description
8	SQCLR	B'0	R/W*	Toggle Bit Clear Set this bit to 1 to clear the expected value (in DATA0) of the sequence toggle bit for the next transaction of the selected pipe. 0: Invalid 1: The expected value is cleared in DATA0. When the software sets this bit to 1, this module sets the expected value of the sequence toggle bit of the pipe in DATA0. This module always indicates SQCLR = 0. Set the SQCLR bit to 1 when PID = NAK. When setting this bit to 1 after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
7	SQSET	B'0	R/W*	Toggle Bit Set Set this bit to 1 to set the expected value of the sequence toggle bit for the next transaction of the selected pipe. 0: Invalid 1: The expected value is set in DATA1. When the software sets this bit to 1, this module sets the expected value of the sequence toggle bit of the pipe in DATA1. This module always indicates SQSET = 0. Set the SQSET bit to 1 when PID = NAK. When setting this bit to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
6	SQMON	B'0	R	Toggle Bit Check Indicates the expected value of the sequence toggle bit for the next transaction of the selected pipe. 0: DATA0 1: DATA1 If the pipe is not the isochronous transfer type, when a transaction is successfully processed, this module toggles this bit. However, when a DATA-PID mismatch occurs in the receive direction transfer, this bit is not toggled.
5	PBUSY	B'0	R	Pipe Busy Indicates whether the pipe is currently used in the USB bus or not. 0: The selected pipe is not used in the USB bus. 1: The selected pipe is being used in the USB bus. When this module starts the USB transaction for the selected pipe, this module sets this bit to 1. This module clears this bit to 0 upon completion of each transaction. After the software sets PID = NAK, read this bit to see if changing the pipe setting is enabled or not.
4 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
1, 0	PID[1:0]	B’00	R/W	Response PID Specify a response used in the next transaction for the selected pipe. B’00: NAK response B’01: BUF response (depending on buffer state) B’10: STALL response B’11: STALL response These bits are set to NAK by default. To perform USB transfer with the selected pipe, change the setting of these bits to BUF. Table 61.12 shows the basic operation (with no error in packets) of this module in each setting of the PID bits. When changing these bits from BUF to NAK by the software while the pipe is in USB communication, write 00 (NAK) to these bits and then check PBUSY = 1 to confirm that the USB transfer of the pipe entered the NAK state. However, when this module changed these bits to NAK, the software does not have to check the PBUSY bit. This module modifies these bits in the following cases. • When the pipe is in the receive direction and the software sets the SHTNAK bit of the selected pipe to 1, this module indicates PID = NAK when this module recognizes the transfer end. • When this module receives data with a payload exceeding the MaxPacketSize value for the pipe, this module indicates PID = STALL (11). • When this module detects a USB bus reset, this module indicates PID = NAK. Set these bits as follows: • To change the state from NAK (00) to STALL, write B'10. • To change the state from BUF (01) to STALL, write B'11. • To change the state from STALL (11) to NAK, write B'10 then B'00. • To change the state from STALL to BUF, set these bits to NAK and then to BUF.

Note: * Only reading 0 and writing 1 are enabled.

Table 61.10 Operations of BSTS Bit

DIR Bit	BFRE Bit	DCLRM Bit	Meaning of BSTS Bit
B’0	B’0	B’0	Indicates 1 when the FIFO buffer becomes ready to read receive data from the buffer, and indicates 0 upon completion of the data read.
		B’1	Setting prohibited
	B’1	B’0	Indicates 1 when the FIFO buffer becomes ready to read receive data from the buffer, and indicates 0 when the software sets BCLR = 1 after the buffer data read.
		B’1	Indicates 1 when the FIFO buffer becomes ready to read receive data from the buffer, and indicates 0 upon completion of the data read.
B’1	B’0	B’0	Indicates 1 when the FIFO buffer becomes ready to write transmit data to the buffer, and indicates 0 upon completion of the data write.
		B’1	Setting prohibited
	B’1	B’0	Setting prohibited
		B’1	Setting prohibited

Table 61.11 Data Cleared by This Module when ACLRM = 1

No.	Data Cleared by the ACLRM Bit	Clearing Timing
1	All data in the FIFO buffer (both sides for double FIFO buffer) allocated to the pipe	—
2	Interval count value when the pipe is isochronous transfer type	When resetting the interval count value
3	Internal flags related to the BFRE bit	When changing the BFRE setting
4	FIFO buffer toggle control	When changing the DBLB setting
5	Internal flags related to the transaction count	When forcibly terminating the transaction count function

Table 61.12 Operations of This Module in Each Setting of PID Bits

PID Bits	Transfer Type	Transfer Direction (DIR Bit)	Operation of This Module
B'00 (NAK)	Bulk or interrupt	Independent of the setting	Sends a NAK response to a token from the USB host.
	Isochronous	Independent of the setting	Sends no response to a token from the USB host.
B'01 (BUF)	Bulk	Receive direction (DIR = 0)	Receives data and sends an ACK response to the OUT token from the USB host when the FIFO buffer for the pipe is ready to receive. Otherwise, sends a NAK response. Sends an ACK response to the PING token from the USB host when the FIFO buffer for the selected pipe is ready to receive. Otherwise, sends a NYET response.
	Interrupt	Receive direction (DIR = 0)	Receives data and sends an ACK response to the OUT token from the USB host when the FIFO buffer for the pipe is ready to receive. Otherwise, sends a NAK response.
	Bulk or interrupt	Transmit direction (DIR = 1)	Sends data in response to a token from the USB host when the FIFO buffer for the pipe is ready to transmit. Otherwise, sends a NAK response.
	Isochronous	Receive direction (DIR = 0)	Receives data in response to the OUT token from the USB host when the FIFO buffer for the pipe is ready to receive. Otherwise, ignores the data.
		Transmit direction (DIR = 1)	Sends data in response to a token from the USB host when the FIFO buffer for the pipe is ready to transmit. Otherwise, sends a Zero-Length packet.
B'10 (STALL) or B'11 (STALL)	Bulk or interrupt	Independent of the setting	Sends a STALL response to a token from the USB host.
	Isochronous	Independent of the setting	Sends no response to a token from the USB host.

(2) PIPEnCTR (n = 6 to 8)

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	BSTS	—	—	—	—	—	ACLRM	SQCLR	SQSET	SQMON	PBUSY	—	—	—	PID[1:0]	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	BSTS	B'0	R	Buffer Status Indicates the state of the FIFO buffer of the selected pipe. 0: The buffer is not accessible. 1: The buffer is accessible. The meaning of this bit differs as shown in Table 61.10 depending on the settings of the DIR, BFRE, and DCLRM bits.
14 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	ACLRM	B'0	R/W	Buffer Auto-Clear Mode*2*3 Enables or disables buffer auto-clear mode for the selected pipe. 0: Buffer auto-clear mode is disabled. 1: Buffer auto-clear mode is enabled. (All buffers are initialized.) To completely delete the data in the FIFO buffer allocated to the pipe, write 1 and then 0 continuously to the ACLRM bit. Table 61.13 shows data cleared by this module when this bit is set to 1 and then 0 and cases where such data is cleared. Modify this bit when PID = NAK, and the pipe is not set in the CURPIPE bits. When setting this bit to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
8	SQCLR	B'0	R/W*1	Toggle Bit Clear*2*3 Set this bit to 1 to clear the expected value (in DATA0) of the sequence toggle bit for the next transaction of the selected pipe. 0: Invalid 1: The expected value is cleared in DATA0. When the software sets this bit to 1, this module sets the expected value of the sequence toggle bit of the pipe in DATA0. This module always indicates SQCLR = 0. When this bit is set to 1 for a Bulk-Out transfer pipe with the host controller function selected, this module starts the next transfer with the PING-token for the pipe. Set the SQCLR bit to 1 when PID = NAK. When setting this bit to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.

Bit	Bit Name	Initial Value	R/W	Description
7	SQSET	B'0	R/W*1	Toggle Bit Set*2*3 Set this bit to 1 to set the expected value of the sequence toggle bit for the next transaction of the selected pipe. 0: Invalid 1: The expected value is set in DATA1. When the software sets this bit to 1, this module sets the expected value of the sequence toggle bit of the selected pipe in DATA1. This module always indicates SQSET = 0. Set the SQSET bit to 1 when PID = NAK. When setting this bit to 1 after changing the PID bits for the selected pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.
6	SQMON	B'0	R	Toggle Bit Check Indicates the expected value of the sequence toggle bit for the next transaction of the pipe. 0: DATA0 1: DATA1 If the selected pipe that is not the isochronous transfer type, when a transaction is successfully processed, this module toggles this bit. However, when a DATA-PID mismatch occurs in the receive direction transfer, this bit is not toggled.
5	PBUSY	B'0	R	Pipe Busy Indicates whether the selected pipe is currently used in the USB bus or not. 0: The selected pipe is not used in the USB bus. 1: The selected pipe is being used in the USB bus. When this module starts the USB transaction for the selected pipe, this module sets this bit to 1. This module clears this bit to 0 upon completion of each transaction. After the software sets PID = NAK, read this bit to see if changing the pipe setting is enabled or not.
4 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
1, 0	PID[1:0]	B'00	R/W	Response PID Specify a response used in the next transaction for the selected pipe. B'00: NAK response B'01: BUF response (depending on buffer state) B'10: STALL response B'11: STALL response These bits are set to NAK by default. To perform USB transfer with the selected pipe, change the setting of these bits to BUF. Table 61.12 shows the basic operation (with no error in packets) of this module in each setting of the PID bits. When changing these bits from BUF to NAK by the software while the pipe is in USB communication, write 00 (NAK) to these bits and then check PBUSY = 1 to confirm that the USB transfer of the selected pipe entered the NAK state. However, when this module changed these bits to NAK, the software needs not check the PBUSY bit. This module modifies these bits in the following cases. • When the selected pipe is in the receive direction and the software sets the SHTNAK bit of the selected pipe to 1, this module indicates PID = NAK when this module recognizes the transfer end. • When this module receives data with a payload exceeding the MaxPacketSize value for the pipe, this module indicates PID = STALL (11). • When this module detects a USB bus reset, this module indicates PID = NAK. Set these bits as follows: • To change the state from NAK (00) to STALL, write B'10. • To change the state from BUF (01) to STALL, write B'11. • To change the state from STALL (11) to NAK, write B'10 then B'00. • To change the state from STALL to BUF, set these bits to NAK and then to BUF.

Notes: 1. Only reading 0 and writing 1 are enabled.
2. Set the ACLRM, SQCLR, or SQSET bit when PID = NAK, and the selected pipe is not set in the CURPIPE bits.
3. When setting the ACLRM, SQCLR, or SQSET bit after changing the PID bits from BUF to NAK, check that PBUSY = 0 for the pipe. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.

Table 61.13 Data Cleared by This Module when ACLRM = 1

No.	Data Cleared by the ACLRM Bit	Clearing Timing
1	All data in the FIFO buffer allocated to the selected pipe	—
2	Not Support	—
3	Internal flags related to the BFRE bit	When changing the BFRE setting
4	Internal flags related to the transaction count	When forcibly terminating the transaction count function

61.2.33 Pipe n Transaction Counter Enable Register (PIPEnTRE) (n = 1 to 5, 9 to F)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PIPEnTRE enables or disables the transaction counter function and clears the counter for pipes 1 to 5, 9 to F.

This register is initialized by a power-on reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	TRENB	TRCLR	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	TRENB	B'0	R/W	Transaction Counter Enable Enables or disables the transaction counter function. 0: The transaction counter function is disabled. 1: The transaction counter function is enabled. When the software sets the number of total packets in the TRNCNT bits in PIPEnTRN for the receive pipe and then sets this bit to 1, this module controls the following when it received the same number of packets as the setting of the TRNCNT bits. When continuous communication mode is used (CNTMD = 1), this module toggles the received data to the CPU even if the FIFO buffer is not full at the end of reception. When SHTNAK = 1, this module changes the PID bits for the corresponding pipe to NAK when this module received the same number of packets as the setting of the TRNCNT bits. When BFRE = 1, this module asserts the BRDY interrupt when this module received the same number of packets as the setting of the TRNCNT bits and read the receive data completely. For transmit pipes, set this bit to 0. When the transaction counter function is not used, set this bit to 0. When using the transaction counter function, set the TRNCNT bits and then set this bit to 1. Furthermore, set this bit to 1 before receiving the first packet that is included in the transaction count range.
8	TRCLR	B'0	R/W	Transaction Counter Clear Clears the current count value of the transaction counter for the pipe and indicates TRCLR = 0. 0: Invalid 1: The current count value is cleared.
7 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Note: Change the bits in this register when PID = NAK.
When changing the bits in this register after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK.

61.2.34 Pipe n Transaction Counter Register (PIPEnTRN) (n = 1 to 5, 9 to F)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

PIPEnTRN is a transaction counter for pipes 1 to 5, 9 to F.

This register is initialized by a power-on reset, but the setting of this register is retained through a USB bus reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TRNCNT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 0	TRNCNT [15:0]	All 0	R/W	Transaction Counter Writing: Specify the number of transactions of DMA transfer. Reading: When TRENB = 0, the set number of transactions is indicated. When TRENB = 1, the number of current transactions is indicated. This module increments (+1) the value of these bits when the following conditions are all satisfied. TRENB = 1 TRCNT value ≠ current count value +1 when a packet is received. The payload of the received packet equals the value of the MXPS bits. This module clears these bits to 0 when any of the following is satisfied. When the following conditions are all satisfied — TRENB = 1 — TRCNT value = current count value +1 when a packet is received. — The payload of the received packet equals the value of the MXPS bits. When the following conditions are all satisfied — TRENB = 1 — A short packet is received. When the following conditions are all satisfied — TRENB = 1 — The software sets the TRCLR bit to 1. For transmit pipes, set these bits to all 0. When the transaction counter function is not used, set these bits to all 0. Change these bits when PID = NAK and TRENB = 0. When setting these bits to 1 after changing the PID bits for the pipe from BUF to NAK, check that PBUSY = 0. However, the software does not have to check the PBUSY bit when this module changed the PID bits to NAK. When changing these bits, set TRCNT = 1 and then set TRENB = 1.

61.2.35 Low Power Status register (LPSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides low power management control.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	SUSPM	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
14	SUSPM	B'0	R/W	SuspendM control 0: UTMI suspend mode 1: UTMI normal mode This bit should set to 1 when normal operating. UTMI clock is halted if this bit set to 0. Note: This controller deny register access without as follow registers if this bit set to 0. SYSCFG0 BUSWAIT INTENB0 LPSTS BCCTRL UGCTRL * UGCTRL2 UGSTS *
13 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Note: * UGCTRL and UGSTS are implemented RZ/G2E.

61.2.36 Battery Charging Control Register (BCCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides battery charging control signals and status signals for embedded USB PHY with battery charging.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	PRTBL DET	CHG DET	—	—	—	VDM SRCEN	PRTBL DETEN	VDP SRCEN	CHG DETEN	IDP SRCEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	PRTBLDET	B'0	R/W	PRTBLDET status 0: PRTBLDET is low level 1: PRTBLDET is high level
8	CHGDET	B'0	R/W	CHGDET status 0: CHGDET is low level 1: CHGDET is high level
7 to 5	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
4	VDMSRCEN	B'0	R/W	VDM_SRC control Peripheral mode: Set this bit to 1 in secondary detection. Note: SYSSFG.DRPD should be set to 0 before setting this bit. Host mode: Set this bit to 1 if connection of the portable device is detected. 0: VDM_SRC disabled 1: VDM_SRC enabled
3	PRTBLDETEN	B'0	R/W	PRTBLDET control Peripheral mode: Set this bit to 1 in secondary detection. Note: SYSSFG.DRPD should be set to 0 before setting this bit. Host mode: Set this bit to 1 if connection of the portable device is detected. 0: PRTBLDET disabled 1: PRTBLDET enabled
2	VDPSRCEN	B'0	R/W	VDP_SRC control Peripheral mode: Set this bit to 1 in primary detection. Note: SYSSFG.DRPD should be set to 0 before setting this bit. 0: VDP_SRC disabled 1: VDP_SRC enabled
1	CHGDETEN	B'0	R/W	CHGDET control Peripheral mode: Set this bit to 1 in primary detection. Note: SYSSFG.DRPD should be set to 0 before setting this bit. 0: CHGDET enabled 1: CHGDET disabled

Bit	Bit Name	Initial Value	R/W	Description
0	IDPSRCEN	B'0	R/W	IDP_SRC control 0: IDP_SRC disabled 1: IDP_SRC enabled

61.2.37 USB General Control Register (UGCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

This register provides embedded USB PHY control.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	CONNECT	—	PLLRESET
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	CONNECT	B’0	R/W	USB connect control 0: PHY receiver halted 1: PHY receiver enabled
1	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
0	PLLRESET	B’1	R/W	PLL Reset 0: PLL reset release 1: PLL reset assert

61.2.38 USB General Control Register 2 (UGCTRL2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register provides embedded USB PHY control.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	VBUSSEL	—	—	—	—	USB0SEL		—	—	—	—
Initial value:	0	0	0	0	0	1*2	0	0	0	0	1	1	0	0	0	1
R/W:	R	R	R	R	R	R/W	R	R	R	R	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
10	VBUSSEL	B’1*2	R/W	VBUS drive control select 1: VBUS drive is controlled by VBCTRL.VBOUT or ADPCTRL/DRVVBUS 0: VBUS drive is controlled by PORTSC1.PP of EHCI/OHCI
9 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5, 4	USB0SEL	B’11*1	R/W	USB2.0 Ch.0 Selection B’01: Select EHCI/OHCI host module for USB2.0 ch0 B’10: Select HS USB module for USB2.0 ch0 B’11: Select USB OTG function for USB2.0 ch0
3 to 0	—	B’0001	R	Reserved These bits are always read as B'0001. The write value should always be B'0001.

Notes: 1. RZ/G2E: B’01
2. RZ/G2E: B'0

61.2.39 USB General Status Register (UGSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

This register provides embedded USB PHY status.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	LOCK	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved
8	LOCK	B'0	R	Embedded USB PHY PLL Lock status 1: Embedded USB PHY Lock completed 0: Embedded USB PHY Lock halted
7 to 0	—	H'01	R	Reserved The write value should always be same value.

61.2.40 USB XTAL/EXTTAL control register (USB20_CLKSET0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

This register provides USB_XTAL/USB_EXTAL control.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	INCLK_SEL	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R/W	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 12	—	All 0	R	Reserved This bit is always read as 0. The write value should always be 0.
11	INCLK_SEL	B'0	R/W	USB_XTAL/USB_EXTAL to USB3 path control 0: Connects the crystal oscillator to the USB_EXTAL and USB_XTAL 1: Inputs an external oscillator to the USB_EXTAL
10 to 0	—	H'001	R	Reserved The write value should always be same value.

Note: This register is only in Channel 0.

61.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

61.3.1 System Control and Oscillation Control

This section describes register operations required for the initial settings of this module.

(1) Power control and Initialization

The following is the initialize power on procedure of USB subsystem.

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

1. Supply 3.3 V
2. Release HS-USB and EHCI/OHCI module stop and assert HS-USB and EHCI/OHCI module reset.
3. Set LPSTS.SUSPM to normal mode.
4. Set UGCTRL2.USB0SEL bits to B’10 to select HS USB module.
5. Wait 45 µs for USB PHY to stabilize, and then start normal operation.

[RZ/G2E]

1. Supply 1.8 V
2. Supply 3.3 V (Note: Do not supply 3.3 V when 1.8 V is not supplied.)
3. Wait 100 µs for USB PHY power stable.
4. Release HS-USB and EHCI/OHCI module stop and assert HS-USB and EHCI/OHCI module reset.
5. UGCTRL.PLLRESET release
6. UGCTRL2.USB0SEL[1:0] should be set to B’10 for HS-USB.
7. LPSTS.SUSPM set to normal mode.
8. Check PLL Lock status by USB General status register (UGSTS)
9. Starting normal operation after PLL Lock status enabled.
10. UGCTRL.CONNECT bit set to 1

The following is the power off procedure of USB subsystem

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

1. Normal operation finished
2. Module stop enable.
3. Shut off powers.

[RZ/G2E]

1. Normal operation finished
2. UGCTRL.CONNECT bit set to 0
3. PLL disable by UGCTRL.PLLRESET assert
4. Shut off 3.3V (VD331)
5. Shut off 1.8V (VD181) (Note: Do not shut off 1.8 V while 3.3 V is being supplied.)
6. Module stop enable.

(2) Enabling High-Speed Operation

This module can set the USB transmission rate (communication bit rate) by the software.

High-speed operation or full-speed operation is selectable. To enable high-speed operation with this module, set the HSE bit in SYSCFG to 1. When high-speed operation is enabled, this module executes the reset handshake protocol and automatically sets the USB transmission rate. The reset handshake result can be checked by the RHST bits in DVSTCTR.

When high-speed operation is disabled, this module operates only in full speed when the function controller function is selected.

(3) USB Data Bus Resistor Control

Figure 61.1 shows the connection between this module and the USB connector.

This module incorporates a pull-up resistor of the D+ signal. Specify pull-up using the DPRPU bits in SYSCFG.

Furthermore, this module controls the terminating resistors of the D+ and D- signals in high-speed operation, and the output resistors in full-speed operation. This module automatically switches the on-chip resistors after connection to the host controller detecting a reset handshake, suspended state, or resume.

When the DPRPU bit in SYSCFG is set to 0 during communication with the host controller, this module disables the pull-up resistors (or terminating resistors) of the USB data line. Therefore, the USB host can be notified of a disconnection from the device.

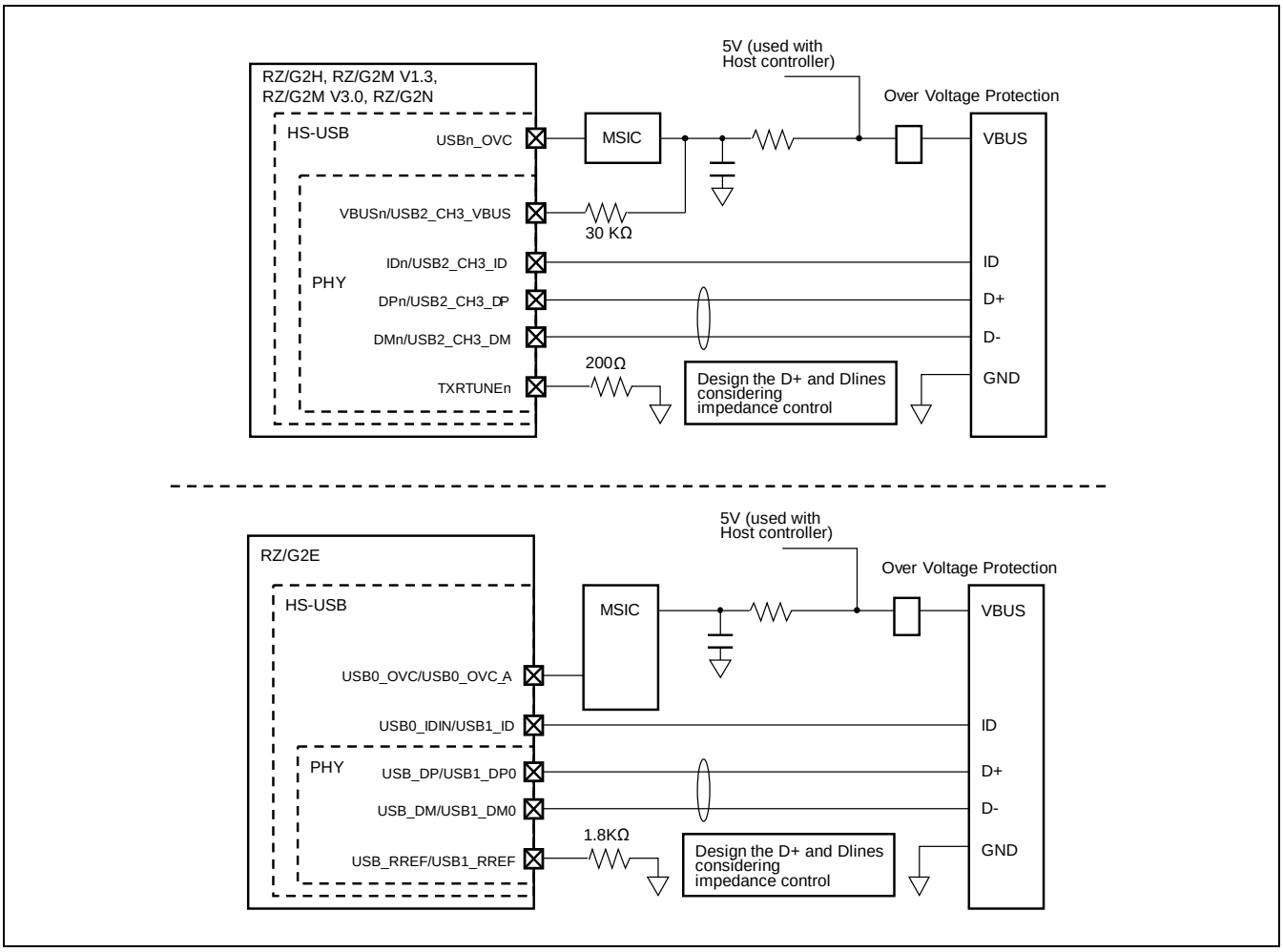


Figure 61.1 Connection to the USB Connector

(4) Software reset when the USB disconnection is detected

Issue a software reset of the USBHS module when the USB disconnection is detected. If the DMA interface is being used, issue a software reset of the USB-DMAC module as well. A software reset can be issued via a register in the CPG

Whether or not the USB disconnection is detected can be determined by the VBSTS in the INTSTS0 register.

Note: USB-PHY might become inoperable to use by the instantaneous interruption of VBUS. As a result S/W on the LSI side (driver) becomes a state of the connection, and USB-PHY becomes a state of power cutoff. It's possible to cancel this state by putting the next way into effect by software.

1) When detecting a bus reset or cutoff of VBUS, refer to the state bit of USB - PHY (USB_OFF bit of USBCR2 register in GPIO) and in case of USB_OFF = 1, set USB_START bit.
2) When 1) is performed and USB - PHY is started, USB_PHY_ON interrupt occurs, so perform a soft reset to USBHS,USB-DMAC and do the setting by which USBHS,USB-DMAC is initialization and DP pull up --, etc. by this timing.

61.3.2 Interrupt Function

Table 61.14 lists the interrupt generating conditions of this module.

When any of the following interrupt generating conditions are satisfied and the interrupt output is enabled by the corresponding interrupt enable register, this module outputs a USB interrupt request to the interrupt controller (INTC).

Table 61.14 Interrupt Generating Conditions

Bit	Interrupt Name	Interrupt Generating Conditions	Related Status
VBINT	VBUS interrupt	When VBUS input pin state change is detected (both L to H and H to L)	VBSTS
RESM	Resume interrupt	When a USB bus state change is detected in the suspended state (J-State to K-State or J-State to SE0)	—
SOFR	Frame number update interrupt	SOFRM = 0: When an SOF packet with a different frame number is received	—
		SOFRM = 1: When an SOF packet with a μ frame number of 0 cannot be received due to damage, etc.	
DVST	Device state transition interrupt	When a device state transition is detected	DVSQ
		USB bus reset detected	
		Suspended state detected	
		SET_ADDRESS request received	
		SET_CONFIGURATION request received	
CTRT	Control transfer stage transition interrupt	When a control transfer stage transition is detected	CTSQ
		Setup stage completed	
		Control write transfer status stage shifted	
		Control read transfer status stage shifted	
		Control transfer completed	
		Control transfer sequence error occurred	
BEMP	Buffer empty interrupt	When the buffer becomes empty after sending all buffer memory data	BEMPSTS.PIPEBEMP
		When a packet with a size exceeding the maximum packet size is received	
NRDY	Buffer not ready interrupt	When NAK is sent in response to IN token, OUTtoken, or PING token	NRDYSTS.PIPENRDY
		When a CRC error or bit stuffing error occurred during data reception in isochronous transfer	
		When an overrun or underrun error occurred during data reception in isochronous transfer	
BRDY	Buffer ready interrupt	When the buffer becomes ready for reading or writing	BRDYSTS.PIPEBRDY
OVRCR	OVRCR interrupt	When an OVC input pin state change is detected	OVCMON

Note: These bits in this table are those of INTSTS0 if any register's name is not indicated.

Figure 61.2 shows a block diagram of the interrupt circuit of this module.

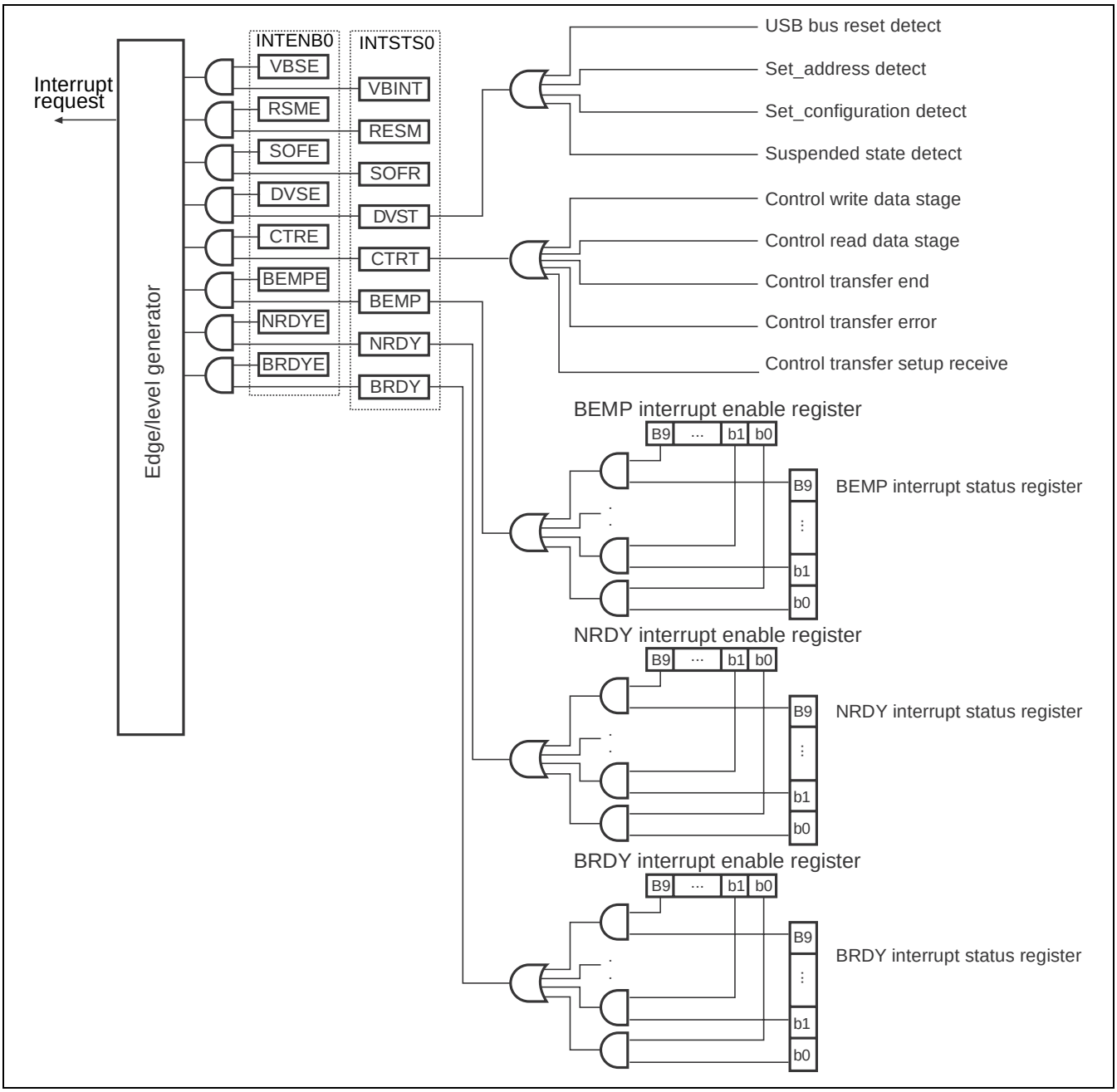


Figure 61.2 Block Diagram of Interrupt Circuit

(1) BRDY Interrupt

A BRDY interrupt can be generated. When the following conditions in each pipe are satisfied, this module sets the corresponding bit in BRDYSTS to 1. At this time, when the PIPEBRDYE bit for the pipe in BRDYENB is set to 1 and the BRDYE bit in INTENB0 is set to 1 by the software, this module generates a BRDY interrupt.

BRDY interrupt generating conditions and clearing method depend on the settings of the BRDYM bit and the BFRE bit for each pipe.

(a) When BRDY interrupt disable (BRDYM = 0) and BRDY interrupt output enable (BFRE = 0) at data reception/transmission are specified

With this setting, a BRDY interrupt indicates that the FIFO port is accessible.

This module generates an internal BRDY interrupt request trigger when the following conditions are satisfied, and sets the PIPEBRDY bit corresponding to the request trigger pipe to 1.

1. Pipes set for the transmit direction
   - When the software changes the DIR bit from 0 to 1
   - When this module finishes sending a packet of the pipe while data write from the CPU to the FIFO buffer allocated to the pipe is disabled (BSTS = 0)
   - When continuous communication mode is selected, this module generates a BRDY interrupt request trigger upon completion of sending data for one side of the FIFO buffer.
   - When a double FIFO buffer is specified and one side of the FIFO buffer is empty when data write to the other side of the FIFO buffer is completed.

     Even if one side of the FIFO buffer becomes empty while the other side is in data write processing, no BRDY interrupt is generated until the ongoing data write finishes.
   - When this module generates a buffer flush for a pipe of isochronous transfer type
   - When the FIFO buffer becomes write enable state by writing 1 to the ACLRM bit

No BRDY interrupt request trigger is generated for the DCP (in data transmission of control transfer).

2. Pipes set for the receive direction
   - When this module receives a packet successfully and the FIFO buffer becomes ready for reading while data read access from the CPU to the FIFO buffer allocated to the pipe is disabled (BSTS = 0)
   - No BRDY interrupt request trigger is generated in transactions with incorrect data PID.
   - When continuous communication mode is selected, no BRDY interrupt request trigger is generated for packets with a MaxPacketSize data size and when the FIFO buffer still has available space.
   - When this module receives a short packet, this module generates a BRDY interrupt request trigger even if the buffer has available space.
   - When a transaction counter is used, this module generates a BRDY interrupt request trigger when this module receives a packet with a size of the set value even if the FIFO buffer still has available space.
   - When a double FIFO buffer is specified and one side of the FIFO buffer is ready for reading when data read from the other side of the FIFO buffer is completed

     Even if data read for one side of the FIFO buffer is completed while the other side is undergoing data read, no BRDY interrupt request trigger is generated until the ongoing data read finishes.

This interrupt is not generated in communication in the control transfer status stage.

The software can clear the PIPEBRDY interrupt status of the pipe by writing 0 to the PIPEBRDY bit for the pipe in BRDYSTS. At this time, write 1 to the bits corresponding to other pipes.

Be sure to clear the BRDY interrupt status before accessing the FIFO buffer.

(b) When BRDY interrupt disable (BRDYM = 0) and BRDY interrupt output enable (BFRE = 1) at the end of data read are specified

With this setting, this module determines that a BRDY interrupt is generated upon completion of reading all data of one transfer in a receive pipe, and sets the bit for the pipe in this register to 1.

This module determines that the last data of a transfer was received in either of the following cases.

- A Zero-Length packet or another short packet is received.
- A transaction counter (TRNCNT bits) is used and a packet with a size of the value of the TRNCNT bits is received.

When either of these conditions is satisfied and the data read is completed, this module determines that reading all data for one transfer is completed.

When this module receives a Zero-Length packet with the FIFO buffer empty, this module determines that reading all data for one transfer is completed when the Zero-Length packet data is toggled to the CPU. In this case, write 1 to the BCLR bit in the corresponding FIFOCTR register by the software to start the next transfer.

With this setting, this module generates no BRDY interrupt for transmit pipes.

The software can clear the PIPEBRDY interrupt status of the pipe to 0 by writing 0 to the PIPEBRDY bit for the pipe. At this time, write 1 to the bits corresponding to other pipes.

When using this mode, do not change the BFRE setting until the processing for one transfer is completed.

To change the BFRE bit during processing, clear all FIFO buffers for the pipe by the ACLRM bit.

(c) When BRDY interrupt enable (BRDYM = 1) and BRDY interrupt output enable (BFRE = 0) at data reception/transmission are specified

With this setting, the value of the PIPEBRDY bit varies with the value of the BSTS bit for each pipe. That is, this module indicates 1 or 0 of the BRDY interrupt status according to the FIFO buffer status.

1. Pipes set for the transmit direction

   When the FIFO port is ready to write data, the PIPEBRDY bit indicates 1. When the FIFO port is not ready to write data, the PIPEBRDY bit indicates 0.

   However, even if the transmit pipe of the DCP is ready to write data, no BRDY interrupt is asserted.

2. Pipes set for the receive direction

   When the FIFO port is ready to read data, the PIPEBRDY bit indicates 1. When all data is read from the FIFO port (reading disabled), the PIPEBRDY bit indicates 0.

   When this module receives a Zero-Length packet with the FIFO buffer empty, this module indicates 1 with the corresponding bit until 1 is written to BCLR by the software, and continues to assert the BRDY interrupt.

   With this setting, the software cannot clear the PIPEBRDY bit to 0.

   When BRDYM = 1, set the BFRE bit to 0 for all pipes.

Figure 61.3 shows the BRDY interrupt generation timing.

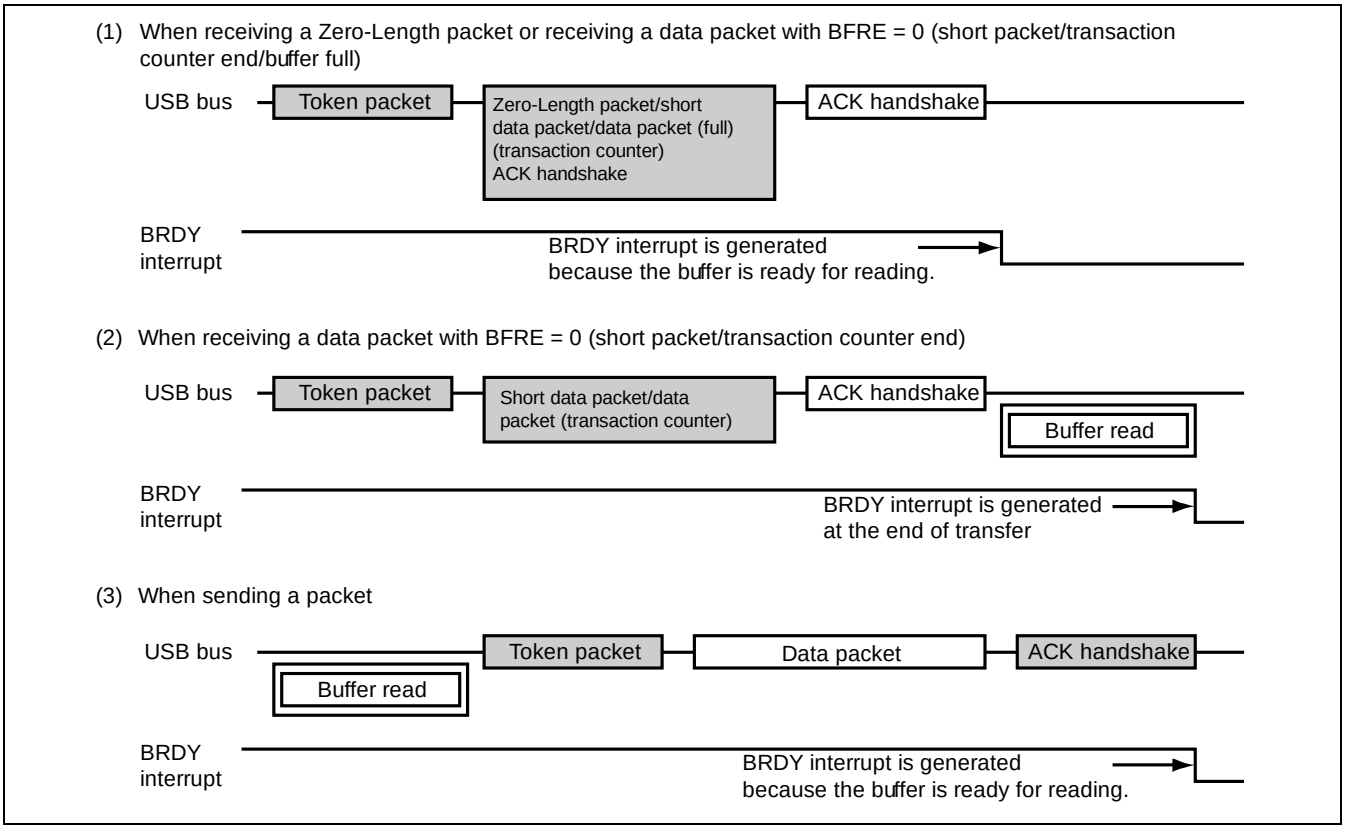


Figure 61.3 BRDY Interrupt Generation Timing

(2) NRDY Interrupt

When this module generates an internal NRDY interrupt request for the pipe in which PID = BUF is set by the software, this module indicates PIPENRDY = 1 for the pipe in NRDYSTS. At this time, when 1 is set in the corresponding bit in NRDYENB by the software, this module indicates NRDY = 1 in INTSTS0 and generates a USB interrupt.

The following shows the conditions for this module to generate an internal NRDY interrupt request for a pipe.

Furthermore, when executing the control transfer status stage, this module generates no interrupt request.

1. Pipes in the transmit direction
   - When this module receives an IN token with no transmit data in the FIFO buffer
     This module generates an NRDY interrupt request and indicates PIPENRDY = 1.
   - When the pipe in which the interrupt is generated is isochronous transfer type, this module sends a Zero-Length packet and indicates OVRN = 1.
2. Pipes in the receive direction pipe
   - When this module receives an OUT token with the FIFO buffer occupied
   - When the pipe in which the interrupt is generated is isochronous transfer type, this module generates an NRDY interrupt request when this module receives an OUT token, and indicates PIPENRDY = 1 and OVRN = 1.
   - When the pipe in which the interrupt is generated is not isochroous transfer type, this module generates an NRDY interrupt request when this module sends an NAK handshake response after receiving data following the OUT token, and indicates PIPENRDY = 1.
     However, this module generates no NRDY interrupt when resending data (in the case of DATA-PID mismatch) or when an error occurs in a data packet.
   - When this module receives a PING token with the FIFO buffer occupied
     This module generates an NRDY interrupt request when this module receives a PING token and indicates PIPENRDY = 1.
   - When a packet is not received correctly within the interval frame in an isochroous transfer-type pipe
     This module generates an NRDY interrupt request when this module receives SOF and indicates PIPENRDY = 1.

Figure 61.4 shows the NRDY interrupt generation timing.

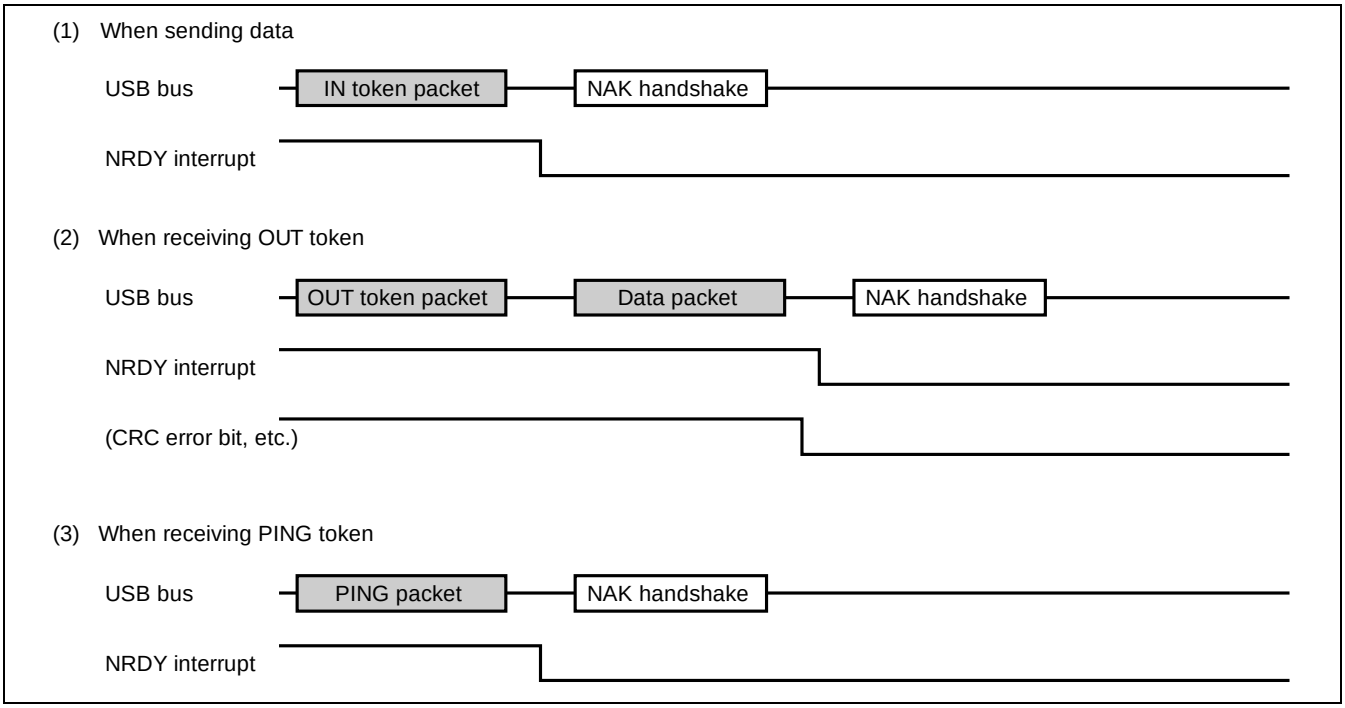


Figure 61.4 NRDY Interrupt Generation Timing

(3) BEMP Interrupt

When this module detects a BEMP interrupt for the pipe in which PID = BUF is set by the software, this module indicates PIPEBEMP = 1 for the pipe in BEMPSTS. At this time, when 1 is set in the corresponding bit in BEMPENB by the software, this module indicates BEMP = 1 in INTSTS0 and generates a USB interrupt.

This module generates an internal BEMP interrupt request in the following cases.

1. Transmit direction pipes
   — When the FIFO buffer for the pipe is empty at the end of transmission (including transmission of a Zero-Length packet)
   — When single buffer is set for the FIFO buffer, this module generates an internal BEMP interrupt request concurrently with a BRDY interrupt for pipes other than DCP.
   However, this module generates no internal BEMP interrupt request in the following cases.
   - In the case of double buffer, when the software (DMAC) already started writing data to the FIFO buffer of the CPU at the end of transmission for one-side data
   - When the buffer is cleared (empty) by writing 1 to the ACLRM or BCLR bit.
   - When sending a Zero-Length packet (IN transfer) of the control transfer status stage

2. Receive direction pipes
   — When this module receives a packet with a data size exceeding the MaxPacketSize value
   In this case, this module generates a BEMP interrupt request and indicates the PIPEBEMP = 1 for the pipe, ignores the received data, and changes the PID bits for the pipe to STALL (11).
   At this time, this module sends a STALL response.
   However, this module generates no BEMP interrupt request in the following cases.
   - When this module detects a CRC error or bit stuffing error in the receive data
   - When executing the SETUP transaction
     Writing 0 to the PIPEBEMP bits clears the status.
     Writing 0 to the PIPEBEMP bits has no effect on the operation of this module.

Figure 61.5 shows the BEMP interrupt generation timing.

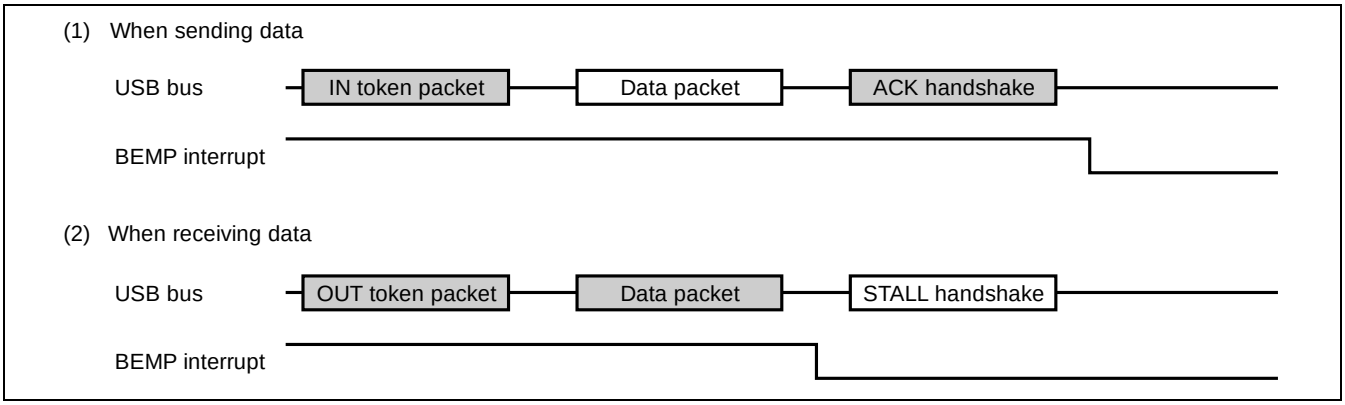


Figure 61.5 BEMP Interrupt Generation Timing

(4) Device State Transition Interrupt

Figure 61.6 shows the device state transitions of this module. This module controls device states and generates device state transition interrupts. However, when returning from the suspended state (detecting the resume signal), this module detects the transition with a resume interrupt. The device state transition interrupt is enabled or disabled by setting INTENB0. The current device state can be monitored using the DVSQ bits in INTSTS0.

When this module shifts to the default state, a device state transition interrupt occurs after executing the reset handshake protocol.

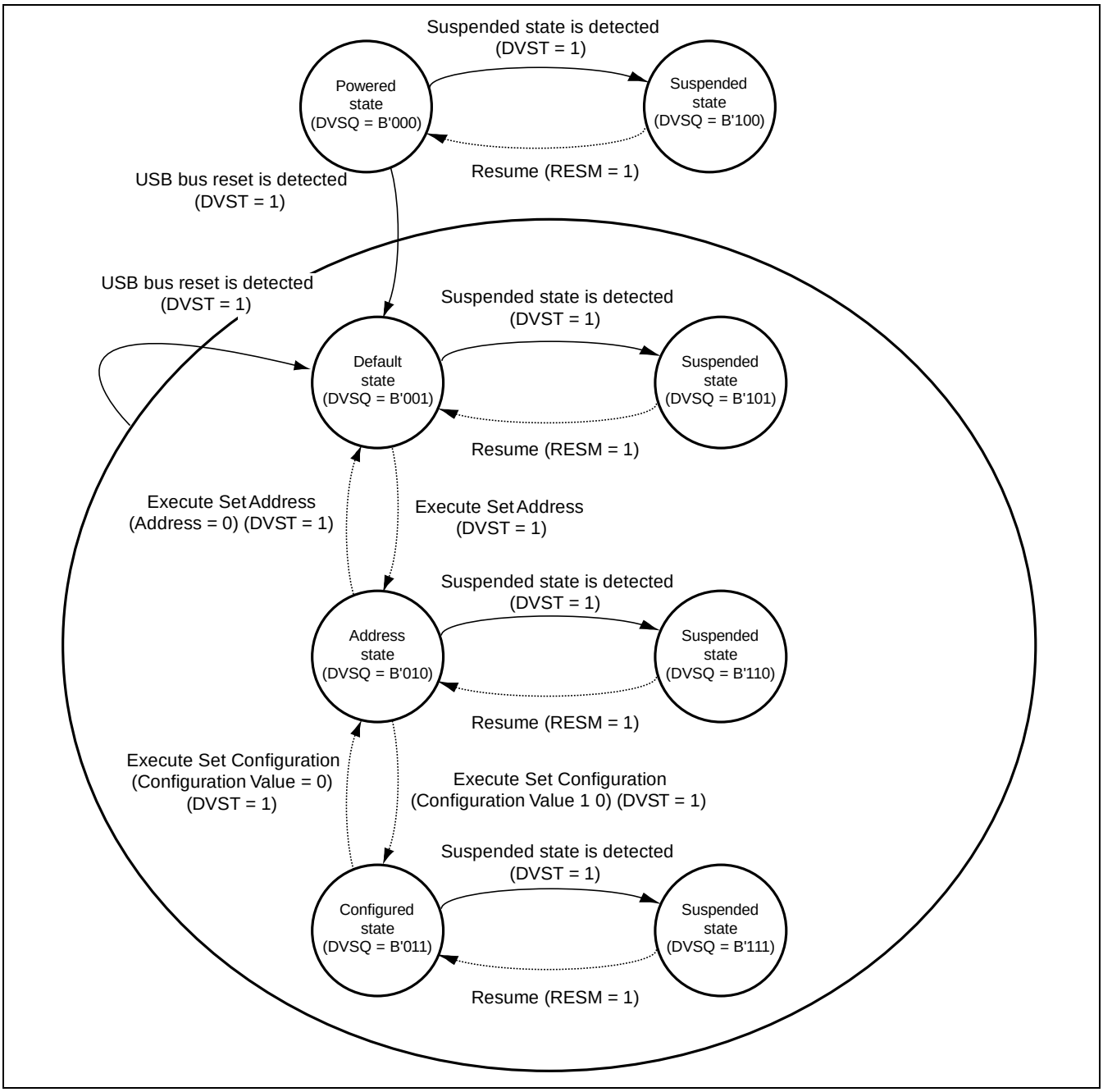


Figure 61.6 Device State Transitions

(5) Control Transfer Stage Transition Interrupt

Figure 61.7 shows control transfer stage transitions of this module. This module manages the sequence of control transfers and generates control transfer stage transition interrupts. Enabling or disabling each control transfer stage transition interrupt can be set by INTENB0. The current transfer stage after transition can be checked by the CTSQ bits in INTSTS0.

The following describes control transfer sequence errors. When an error occurs, the PID bits in DCPCTR indicate B'1x (STALL response).

1. Control read transfer
   - This module receives an OUT or PING token in response to the IN token in the data stage before starting data transfer.
   - This module receives an IN token in the status stage.
   - This module receives a packet with a data packet of DATAPID = DATA0 in the status stage.
2. Control write transfer
   - This module receives an IN token in response to the OUT token in the data stage before sending an ACK response.
   - This module receives a packet with the first data packet of DATAPID = DATA0.
   - This module receives an OUT or PING token in the status stage.
3. Control write no-data control transfer
   - This module receives an OUT or PING token in the status stage.

If the size of the receive data exceeds the wLength value of the USB request in the control write transfer data stage, this is not treated as a control transfer sequence error. This module sends ACK for normal end in response to a packet other than Zero-Length packet in the control read transfer status stage.

When a CTRT interrupt is generated (SERR = 1) due to a sequence error, CTSQ = B'110 is retained until the interrupt status is cleared (CTRT = 0) by the system. For this reason, while CTSQ = B'110, even if a new USB request is received, a CTRT interrupt at the end of the setup stage is not generated. (This module retains the setup stage end status and generates a setup stage end interrupt after the interrupt status is cleared by the software.)

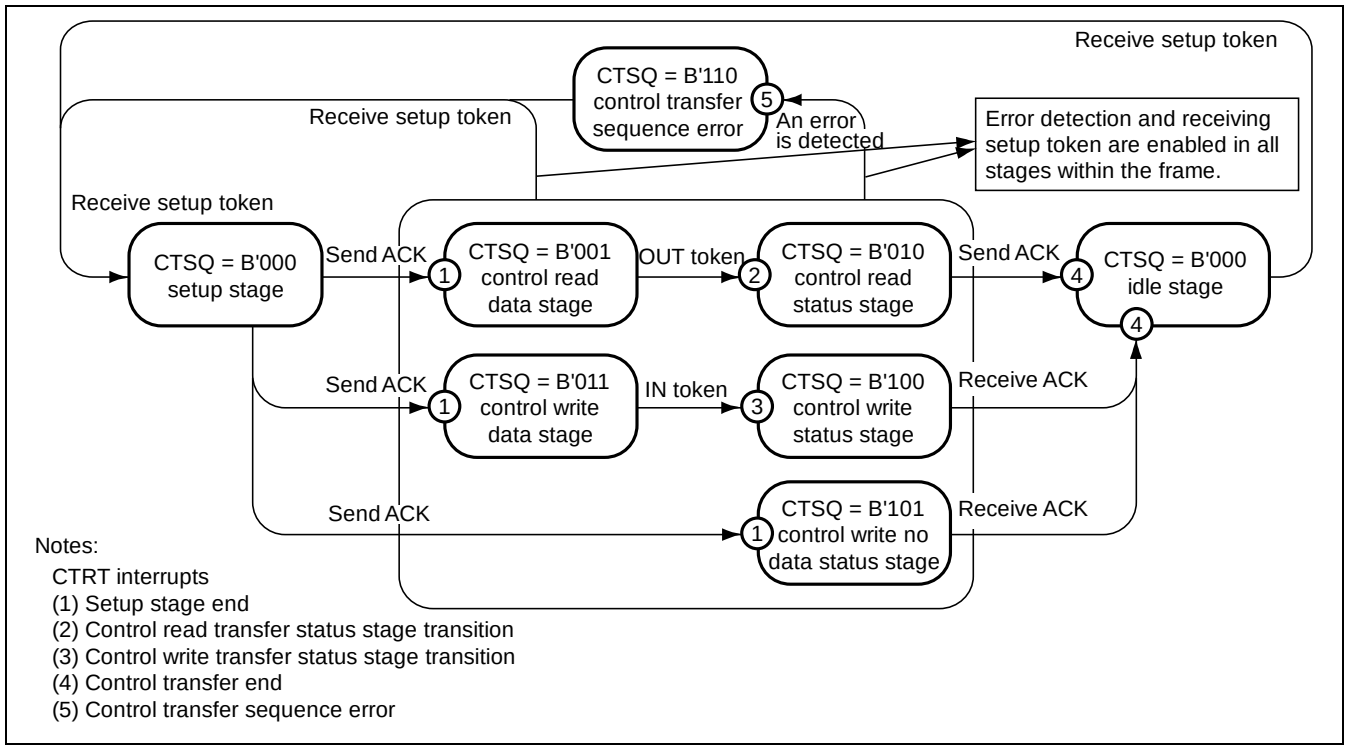


Figure 61.7 Control Transfer Stage Transitions

(6) Frame Update Interrupt

Figure 61.8 shows an example of the SOFR interrupt output timing of this module.

An SOFR interrupt is generated immediately after the frame number is updated.

When this module detects a new SOF packet during the full-speed operation, this module updates the frame number and generates an SOFR interrupt. In the high-speed operation, however, the frame number is not updated or no SOFR interrupt is generated unless the module enters the µ SOF lock state. Furthermore, the SOF interpolation function is not activated. The µ SOF lock state occurs when this module receives a µ SOF packet twice in a row with different frame numbers without an error.

The µ SOF lock monitoring start and stop conditions are as follows:

1. µ SOF lock monitoring start conditions
   USBE = 1
2. µ SOF lock monitoring stop conditions
   USBE = 0, receiving USB bus reset, or detection of suspended state

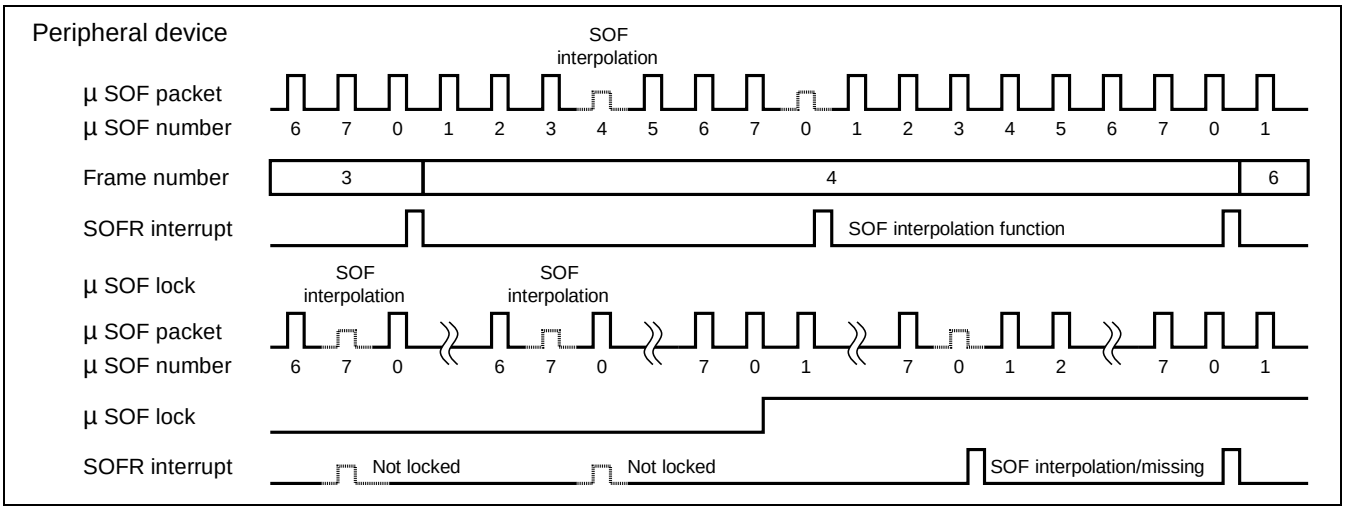


Figure 61.8 Example of SOFR Interrupt Output Timing

(7) VBUS Interrupt

When the VBUSn [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] /OVC signal status [RZ/G2E] pin state changes, a VBUS interrupt is generated. The VBUSn [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] /OVC signal status [RZ/G2E] pin level can be checked by the VBSTS bit in INTSTS0. The VBUS interrupt is used to check connection or disconnection to/from the host controller. However, when the system starts up with the host controller connected, the VBUSn [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] /OVC signal status [RZ/G2E] pin state remains unchanged, and therefore the first VBUS interrupt is not generated.

(8) Resume Interrupt

When the USB bus state changes (J-State to K-State or J-State to SE0) with the device state suspended, a resume interrupt is generated. The resume interrupt is used to detect the return from the suspended state.

When the host controller function is selected, no resume interrupt is generated. Use the BCHG interrupt to detect a change in the USB bus state.

61.3.3 Pipe Control

Table 61.15 lists the pipe settings of this module. In the USB data transfer, data must be transmitted or received using virtual pipes called “endpoint.” This module is provided with ten pipes for data transfer. Set each pipe according to system specifications.

Table 61.15 Pipe Settings

Register Name	Bit Name	Setting	Remarks
DCPCFG PIPECFG	TYPE	Transfer type	Pipes 1 to F: Setting allowed
	BFRE	BRDY interrupt mode	Pipes 1 to 5, B to F: Setting allowed
	DBLB	Double buffer	Pipes 1 to 5, B to F: Setting allowed Pipes 9, A: Setting allowed only when bulk transfer is selected
	CNTMD	Continuous transfer or discontinuous transfer	Pipes 1 to 2, 9 to A: Setting allowed only when bulk transfer is selected Pipes 3 to 5, B to F: Setting allowed
	DIR	Transfer direction	IN or OUT selectable
	EPNUM	Endpoint number	Pipes 1 to F: Setting allowed Set a value other than 0000 when using pipes
	SHTNAK	Disabling pipes at the end of transfer	Pipes 1 to 2, 9 to A: Setting allowed only when bulk transfer is selected Pipes 3 to 5, B to F: Setting allowed
PIPEBUF	BUFSIZE	Buffer memory size	DCP: Setting disallowed (256 bytes fixed) Pipes 1 to 5, 9 to F: Setting allowed (up to 2 Kbytes) Pipes 6 to 8: Setting disallowed (64 bytes fixed)
	BUFNMB	Buffer memory number	DCP: Setting disallowed (H'0 to H'3 fixed) Pipes 1 to 5, 9 to F: Setting allowed (H'8 to H'87) Pipes 6 to 8: Setting disallowed (H'4 to H'7 fixed)
DCPMAXP PIPEMAXP	MXPS	Maximum packet size	Setting conforming to the USB Specification
PIPEPERI	IFIS	Buffer flush	Pipes 1, 2: Setting allowed only when isochronous transfer is selected Pipes 3 to F: Setting disallowed
	IITV	Interval counter	Pipes 1, 2: Setting allowed only when isochronous transfer is selected Pipes 3 to F: Setting disallowed
DCPCTR PIPEnCTR	BSTS	Buffer status	For DCP, receive buffer status and transmit buffer status are switched by the ISEL bit.
	INBUFM	IN buffer monitor	Provided only for pipes 3 to 5, 9 to F.
	ATREPM	Auto-response mode	Pipes 1 to 5, 9 to F Setting allowed.
	ACLRM	Buffer auto-clear	Pipes 1 to F Setting allowed
	SQCLR	Sequence clear	Data toggle bit clear
	SQSET	Sequence setting	Data toggle bit setting
	SQMON	Sequence check	Data toggle bit check
	PBUSY	Pipe busy check	
	PID	Response PID	See section 61.3.3 (6), Response PID.
PIPEnTRE	TRENB	Transaction count enable	Pipes 1 to 5, 9 to F: Setting allowed
	TRCLR	Current transaction counter clear	Pipes 1 to 5, 9 to F: Setting allowed
PIPEnTRN	TRNCNT	Transaction counter	Pipes 1 to 5, 9 to F: Setting allowed

(1) Pipe Control Registers Switching Procedure

The following bits in the pipe control registers can be modified only when USB communication is set to disabled (PID = NAK).

Bits/registers that cannot be modified when USB communication is set to enabled (PID = BUF)

- SQCLR and SQSET bits in DCPCTR
- Each bit in PIPECFG, PIPEBUF, PIPEMAXP, and PIPEPERI
- ATREPM, ACLRM, SQCLR, and SQSET bits in PIPExCTR
- Each bit in PIPExTRE and PIPExTRN

When changing these bits from the state where USB communication is enabled (PID = BUF), follow the steps below.

1. Generate a pipe control register bit change request.
2. Change the PID bits for the pipe to NAK.
3. Wait until the PBUSY bit for the pipe is cleared to 0.
4. Change the bits in the pipe control registers.

The following bits in the pipe control registers can be modified only for pipe information that is not set in any of the CURPIPE bits in CFIFOSEL, D0FIFOSEL, D1FIFOSEL, D2FIFOSEL and D3FIFOSEL.

Bits/registers that cannot be modified while the CURPIPE bits in FIFO-PORT are being set

- Each bit in DCPCFG and DCPMAXP
- Each bit in PIPECFG, PIPEBUF, PIPEMAXP, and PIPEPERI

Before changing the pipe information, set the CURPIPE bits to a pipe other than that to be changed. For the DCP, clear the buffer by the BCLR bit after modifying the pipe information.

(2) Transfer Type

Specify the transfer type of each pipe by the TYPE bits in PIPEPCFG as follows:

- DCP: Setting is not required (fixed to control transfer).
- Pipes 1, 2: Set bulk transfer or isochronous transfer.
- Pipes 3 to 5, 9 to F: Set bulk transfer.
- Pipes 6 to 8: Set interrupt transfer.

(3) Endpoint Number

Specify the endpoint number of each pipe by the EPNUM bits in PIPEPCFG. The endpoint number of the DCP is always 0. For other pipes, endpoint 1 to endpoint 15 are selectable.

- DCP: Setting is not required (fixed to endpoint 0).
- Pipes 1 to F Set an endpoint number by selecting a number 1 to 15.
  However, set an endpoint number so that combinations of the DIR bit and the EPNUM bits do not overlap.

(4) Maximum Packet Size

Specify the maximum packet size of each pipe by the MXPS bits in DCPMAXP and PIPEMAXP. For the DCP and pipes 1 to 5, 9 to F, any of the maximum packet sizes defined in the USB Specification can be set. For pipes 6 to 8 a maximum packet size up to 64 bytes can be set. Specify a maximum packet size as follows before starting transfer (PID = BUF):

- DCP: Set 64 for high-speed operation.
- DCP: Set 8, 16, 32, or 64 for full-speed operation.
- Pipes 1 to 5, B to F: Set 512 for high-speed bulk transfer.
- Pipes 1 to 5, B to F: Set 8, 16, 32, or 64 for full-speed bulk transfer.
- Pipes 1, 2: Set a value from 1 to 1024 for high-speed isochronous transfer.
- Pipes 1, 2: Set a value from 1 to 1023 for full-speed isochronous transfer.
- Pipes 6 to 8: Set a value from 1 to 64.
- Pipe 9: Set 512 for high-speed bulk transfer.
- Pipe 9: Set 8, 16, 32, or 64 for full-speed bulk transfer.
- Pipe A: Set a value from 1 to 64.

High Bandwidth in interrupt and isochronous transfers is not supported.

(5) Transaction Counter (Pipes 1 to 5, 9 to F: Read Direction)

When the specified number of transactions with data packet in the receive direction are completed, this module recognizes this as a transfer end. The transaction counter works when the pipe selected for the D0FIFOSEL, D1FIFOSEL, D2FIFOSEL and D3FIFOSEL ports is set for the data read (from the buffer memory) direction. The transaction counter is provided with the TRNCNT register to specify the number of transactions and the current counter to count transactions internally. When the current counter reaches the specified value, the buffer memory becomes ready for reading. The current counter of the transaction counter function can be initialized by the TRCLR bit to count transactions again from the beginning. The TRNCNT read data varies depending on the TRENB setting.

- TRENB = 0: The set transaction counter value is read.
- TRENB = 1: The internally counted current counter value is read.
- Change the CURPIPE bits according to the following.
- Do not change the CURPIPE bits until the transaction for the specified pipe finishes.
- Change the CURPIPE bits when the current counter is cleared.
- Control the TRCLR bit according to the following.
- Do not clear the current counter during transaction count and PID = BUF.
- Do not clear the current counter while data is remaining in the buffer.

(6) Response PID

Specify the response PID for each pipe by the PID bits in DCPCTR and PIPEnCTR.

This module operates as follows according to the response PID setting.

The response PID specifies a response to transactions from the host.
- NAK setting: NAK is always sent in response to a transaction.
- BUF setting: A response is sent to a transaction according to the buffer memory status.
- STALL setting: STALL is always sent in response to a transaction.

Note: This module always sends ACK in response to a setup transaction irrespective of the PID setting, and stores a USB request in the register.

This module modifies the PID bits in the following cases depending on transaction results.

- When the response PID is set by the hardware
  - NAK setting: This module sets PID to NAK in the following cases and always sends NAK in response to a transaction.
- When a SETUP token is successfully received (DCP only)
- When the SHTNAK bit in PIPECFG is set to 1 in a bulk transfer and the transaction counter stops counting or this module receives a short packet
  - BUF setting: This module does not set the PID bits to BUF.
  - STALL setting: This module sets PID to STALL in the following cases and always sends STALL in response to a transaction.
- When a maximum packet size exceeded error is detected in a receive data packet
- When a control transfer sequence error is detected (DCP only)

(7) Data PID Sequence Bit

When data is successfully transferred in the control transfer data stage, bulk transfer, or interrupt transfer, this module automatically toggles the data PID sequence bit. The sequence bit of the data PID transmitted next can be monitored by the SQMON bit in DCPCTR and PIPEnCTR. In a data transmission period, the sequence bit switches at the ACK handshake receive timing. In a data reception period, the sequence bit switches at the ACK handshake transmit timing. The data PID sequence bit can also be changed by the SQCLR and SQSET bits in DCPCTR and PIPEnCTR.

In control transfers when the function controller function is selected, this module automatically sets the sequence bit during a stage transition. DATA0 is indicated at the end of the setup stage, and DATA1 is used for responses in the status stage. This does not require the setting of the sequence bit by the software.

Note that, the software must also set the data PID sequence bit when sending or receiving a ClearFeature request.

The sequence bit cannot be modified by the SQSET bit for isochronous transfer pipes.

(8) Response PID = NAK Function

This module has a function to disable the pipe operation (Response PID = NAK) at the last data packet receive timing in a transfer (this module automatically identifies the last data packet receive timing at the short packet receive timing or using the transaction counter) by setting the SHTNAK bit in PIPECFG to 1.

This function allows reception of data packets in transfer units when the buffer memory is used as a double buffer. Furthermore, when the pipe operation is disabled, the software must set the response PID to BUF to enable the pipe operation.

This function is available only for bulk transfers.

(9) Auto-Response Mode

When the ATREPM bit in PIPEnCTR is set to 1 in a bulk transfer pipe (pipes 1 to 5, 9 to F), this module enters auto-response mode: OUT-NAK mode in OUT transfers (DIR = 0) or null auto-response mode in IN transfers (DIR = 1).

1. OUT-NAK mode

   When the ATREPM bit is set to 1 in a bulk OUT transfer pipe, this module sends NAK in response to an OUT token or PING token and outputs an NRDY interrupt. To change response mode from normal mode to OUT-NAK mode, specify OUT-NAK mode with the pipe operation disabled (Response PID = NAK), and then enable the pipe operation (Response PID = BUF). After that, OUT-NAK mode is enabled. However, if an OUT token is received immediately before the pipe operation is disabled, this module receives the data of the token correctly and sends ACK to the host.

   To change response mode from OUT-NAK mode to normal mode, reset OUT-NAK mode with the pipe operation disabled (Response PID = NAK), and then enable the pipe operation (Response PID = BUF). In normal mode, this module can receive OUT data and sends ACK in response to a PING token when the buffer is ready for receiving.

2. Null auto-response mode

   When the ATREPM bit is set to 1 in a bulk IN transfer pipe, this module continues to send Zero-Length packets. To change response mode from normal mode to null auto-response mode, specify null auto-response mode with the pipe operation disabled (Response PID = NAK), and then enable the pipe operation (Response PID = BUF). After that, null auto-response mode is enabled. However, specify null auto-response mode while the buffer is empty. Verify this by checking INBUFM = 0. Since INBUFM = 1 indicates that the buffer contains data, clear the buffer by setting the ACLRM bit. Do not write data to the buffer from the FIFO port during setting to null auto-response mode.

To change response mode from null auto-response mode to normal mode, delay the pipe operation disabled state (Response PID = NAK) for a time period for sending a Zero-Length packet (full-speed: 10 μs, high-speed: 3 μs), and then reset null auto-response mode. Normal mode allows writing from the FIFO port, and also allows sending packets to the host by enabling the pipe operation (Response PID = BUF).

61.3.4 FIFO Buffer Memory

(1) Allocating FIFO Buffer Memory

Figure 61.9 shows an example of the FIFO buffer memory map of this module. The FIFO buffer memory is an area shared by the CPU and this module. There are two FIFO buffer memory states where the access right is given to the system (CPU) or to this module (SIE).

The FIFO buffer memory provides independent areas for each pipe. A memory area is set with the block start number and the number of blocks (BUFNMB and BUFSIZE bits in PIPEBUF) in 64-byte units as one block.

When continuous transfer mode is selected by the CNTMD bit in PIPEnCFG, be sure to set the BUFSIZE bits to a value in integral multiples of the maximum packet size. When double buffer is selected by the DBLB bit in PIPEnCFG, two sides of the memory area specified by the BUFSIZE bits in PIPEBUF are provided for the same pipe.

Furthermore, three FIFO ports are used for accesses (data read/write) to the buffer memory. The number of a pipe to be allocated to the FIFO ports is specified by the CURPIPE bits in CFIFOSEL and DnFIFOSEL.

The buffer status of each pipe can be monitored by the BSTS and INBUFM bits in DCPCTR and PIPEnCTR. The access right to the FIFO ports can be checked by the FRDY bit in CFIFOCTR and DnFIFOCTR.

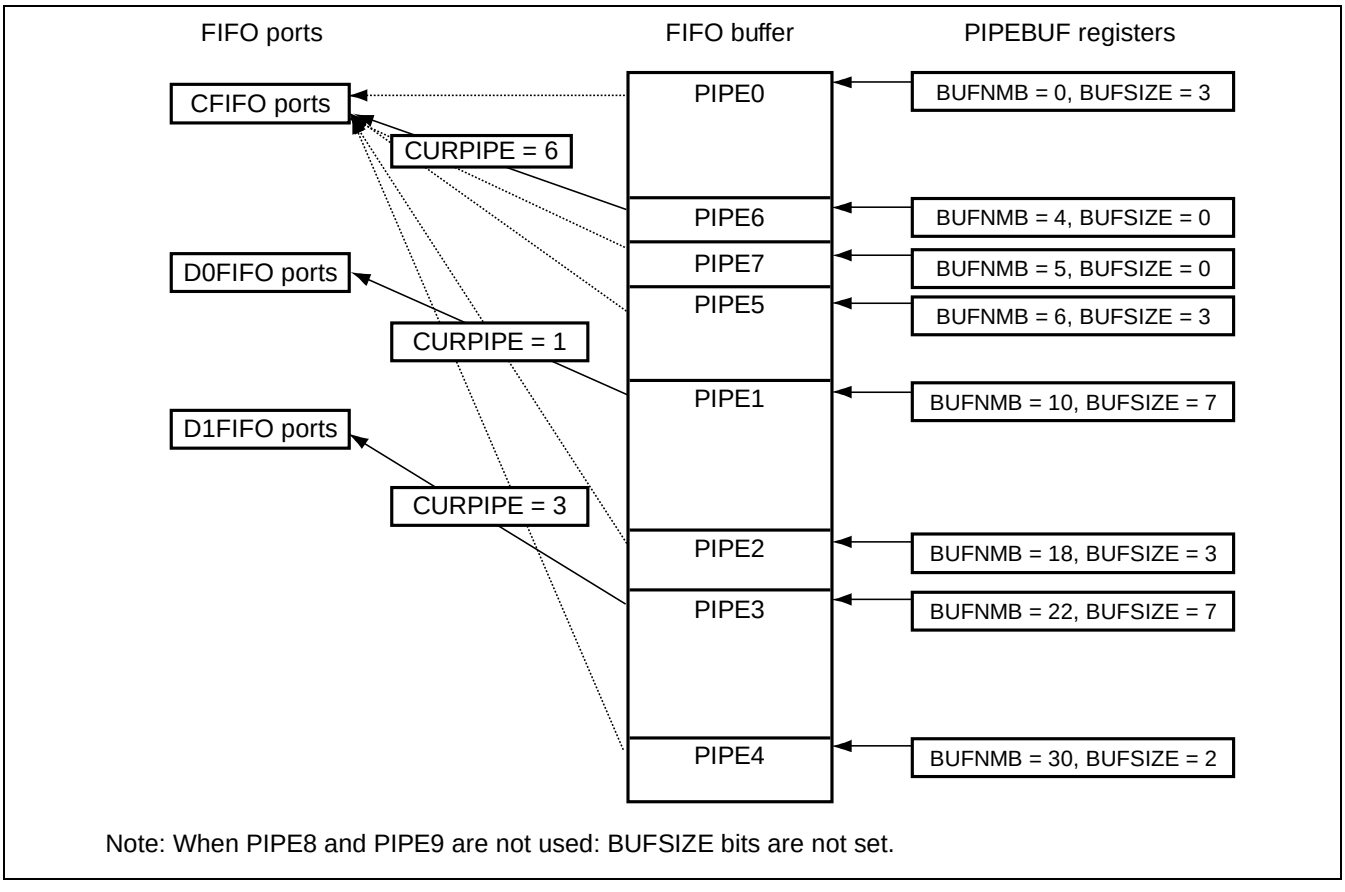


Figure 61.9 Example of Buffer Memory Map

- Buffer status

  Tables 61.16 and 61.17 show the buffer memory status of this module. The buffer memory status can be monitored by the BSTS bit in DCPCTR and the INBUFM bit in PIPEnCTR. The buffer memory access direction is specified by the DIR bit in PIPEnCFG or the ISEL bit in CFIFOSEL (when DCP is selected).

  The INBUFM bit is valid only for pipes 1 to 5, 9 to F in the transmit direction.

  When a transfer pipe in the transmit direction is set to double buffer, the BSTS bit is used to monitor the buffer status on the CPU side, and the INBUFM bit is used to monitor the buffer status on the SIE side. When data write to the FIFO port by the CPU (DMAC) takes time and buffer empty cannot be checked by the BEMP interrupt, the INBUFM bit is available to check completion of transmission.

Table 61.16 Buffer Memory Status That Varies Depending on the BSTS Bit

ISEL or DIR	BSTS	Buffer Memory Status
0 (receive direction)	0	No receive data in the buffer memory or data is being received. Data cannot be read from the FIFO port.
0 (receive direction)	1	Receive data in the buffer memory or a Zero-Length packet is received. Data can be read from the FIFO port. However, the buffer must be cleared because the FIFO port cannot be read when this module receives a Zero-Length packet.
1 (transmit direction)	0	Transmission of data is not completed. Data cannot be written to the FIFO port.
1 (transmit direction)	1	Transmission of data is completed. The CPU can write data to the buffer memory.

Table 61.17 Buffer Memory Status That Varies Depending on the INBUFM Bit

DIR	INBUFM	Buffer Memory Status
0 (receive direction)	Invalid	Invalid
1 (transmit direction)	0	Transmittable data is completely sent. No transmittable data is in the buffer memory.
1 (transmit direction)	1	Transmittable data is written from the FIFO port. The buffer memory contains transmittable data.

- FIFO buffer clear

  Table 61.18 shows clearing of the FIFO buffer memory of this module. The buffer memory can be cleared by the BCLR, DCLRM, and ACLRM bits.

Table 61.18 Buffer Clear

Bit Name	BCLR	DCLRM	ACLRM
Register	CFIFOCTR DnFIFOCTR	DnFIFOSEL	PIPEnCTR
Function	Clears the buffer memory of the CPU.	Automatically clears the buffer memory after reading data of the specified pipe.	Automatically clears the buffer memory by ignoring all received packets.
Clearing method	Writing 1 to this bit clears the buffer memory.	1: This mode is enabled. 0: This mode is disabled.	1: This mode is enabled. 0: This mode is disabled.

- Buffer area

  Table 61.19 shows a buffer memory map of this module. The buffer memory includes a dedicated areas reserved beforehand for pipes and user areas provided for user settings.

  The buffer for DCP is a dedicated area commonly used in control read transfers and control write transfers.

  Areas for pipes 6 to 8are allocated respectively in advance. However, when none of pipes 6 to 9 is used, the areas are available for pipes 1 to 5, 9 to F as user areas.

  Allocate different areas of the buffer memory to each pipe. Note that, when double buffer is specified, the size of an area is twice of the set value.

  Do not set the buffer size to a value smaller than the maximum packet size.

Table 61.19 Buffer Memory Map

Buffer Memory Number	Buffer Size	Pipe Setting	Remarks
H'0	64 bytes	Fixed only for DCP	Single buffer
H'1 to H'3	—	Unavailable	—
H'4	64 bytes	Fixed only for pipe 6	Single buffer
H'5	64 bytes	Fixed only for pipe 7	Single buffer
H'6	64 bytes	Fixed only for pipe 8	Single buffer
H'7 to H'7F	Max. 7616 bytes	User area for pipes 1 to 5, 9 to F	Double buffer and continuous transfer can be set

- Buffer auto-clear mode function

  When the ACLRM bit PIPEnCTR is set to 1, this module discards all data packets received. However, when this module receives a data packet successfully, it sends ACK to the host controller. This function is available only for the buffer memory read direction.

  Writing 1 and then 0 continuously to the ACLRM bit clears the buffer memory of the selected pipe irrespective of the access direction.

  Take at least 100 ns between writing 1 and writing 0 for the sequence execution time of the hardware.

- Buffer memory specifications (single buffer/double buffer setting)

  Single buffer or double buffer is selectable for pipes 1 to 5, 9 to F with the DBLB bit in PIPEnCFG. Double buffer is a function to provide two sides of the memory area specified by the BUFSIZE bits in PIPEBUF for the same pipe. Figure 61.10 shows an example of setting for the buffer memory of this module.

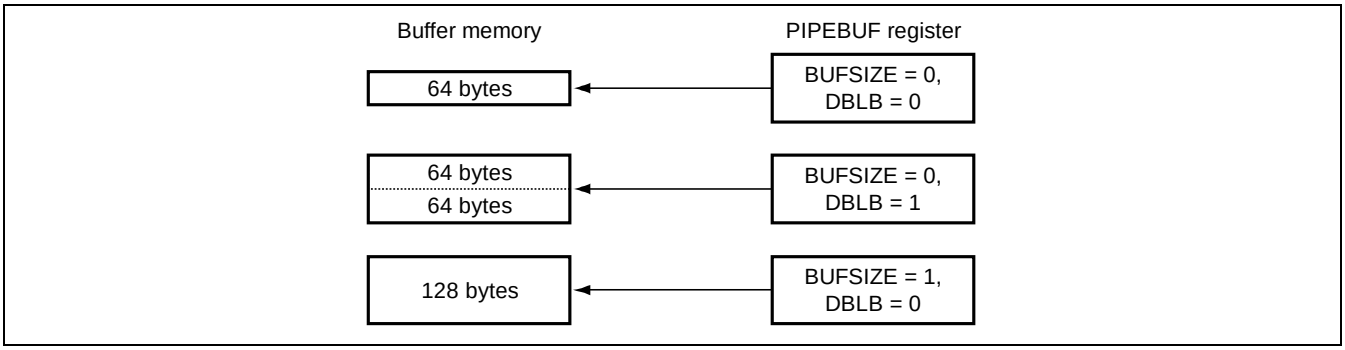


Figure 61.10 Example of Buffer Memory Setting

- Buffer memory operation (continuous transfer setting)

  Continuous transfer mode or discontinuous transfer mode is selectable with the CNTMD bit in PIPEnCFG. This selection is enabled for pipes 1 to 5, 9 to F.

  The continuous transfer mode function allows continuous transmission/reception of multiple transactions. When continuous transfer mode is selected, data up to the buffer size allocated to each pipe can be transferred without outputting an interrupt to the CPU.

  In continuous transmission mode, data in the buffer is divided by the maximum packet size and is then transmitted. To send data less than the buffer size (a short packet or a packet with a size of integral multiples of the maximum packet size and less than the buffer size), set BVAL = 1 after writing transmit data to the buffer.

  In continuous reception mode, no interrupt is generated until this module receives packets to the buffer size, the transaction count ends, or this module receives a short packet.

Table 61.20 shows the relationship between the CNTMD setting and determination of transmission/reception end of the FIFO buffer.

Table 61.20 Relationship between CNTMD Setting and Determination of Transmission/Reception End of FIFO Buffer

Transfer Mode	Determination of Buffer Readable State and Data Transmittable State
Discontinuous transfer (CNTMD = 0)	Conditions for FIFO buffer readable state when data receive direction is selected (DIR = 0): When this module receives one packet
	Conditions for FIFO buffer data transmittable state when data transmit direction is selected (DIR = 1): Any of the following cases: The software (or DMAC) writes data of the maximum packet size to the FIFO buffer. The software (or DMAC) writes data of a short packet (including 0 bytes) to the FIFO buffer, and then sets BVAL = 1.
Continuous transfer (CNTMD = 1)	Conditions for FIFO buffer readable state when data receive direction is selected (DIR = 0): When the bytes of data received in the FIFO buffer for the selected pipe equals the allocated bytes ((BUFSIZE + 1) × 64) When this module receives a short packet other than a Zero-Length packet When this module receives a Zero-Length packet when data is already stored in the FIFO buffer for the selected pipe When this module receives packets as large as the transaction counter value specified for the selected pipe by the software
	Conditions for FIFO buffer data transmittable state when data transmit direction is selected (DIR = 1): Any of the following cases: The volume of data written by the software (or DMAC) equals the size of one side of the FIFO buffer for the selected pipe. The software (or DMAC) writes data less than the size of one side of the FIFO buffer for the selected pipe to the FIFO buffer, and then sets BVAL = 1.

Figure 61.11 shows an example of buffer memory operation of this module.

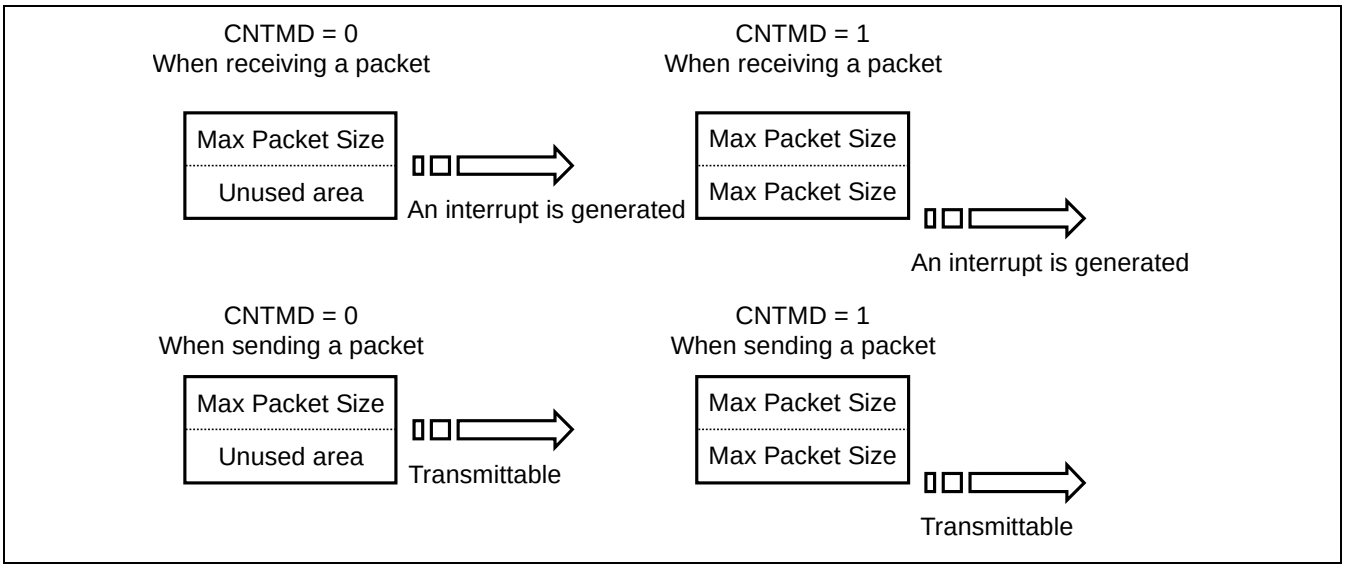


Figure 61.11 Example of Buffer Memory Operation

(2) FIFO Port Function

Table 61.21 lists the settings for the FIFO port functions of this module. During a data write access, when data up to buffer full (or up to the maximum packet size in discontinuous transfer) is written, the FIFO port automatically enters the data transmittable state. To make data less than buffer full (or the maximum packet size in discontinuous transfer) transmittable, set the BVAL bit in CFIFOCTR and DnFIFOCTR to 1 to set write end (DMA transfer: **TEND** signal). For transmission of a Zero-Length packet, clear the buffer using the BCLR bit in these registers and then set the BVAL bit to 1.

During a data read access, when all data is read, the FIFO port automatically enters the new packet receivable state. However, when receiving a Zero-Length packet (DTLN = 0), no data can be read. Therefore, clear the buffer using the BCLR bit in these registers. The receive data length can be checked by the DTLN bits in CFIFOCTR and DnFIFOCTR.

Table 61.21 FIFO Port Function Settings

Register Name	Bit Name	Function	Remarks
CFIFOSEL DnFIFOSEL	RCNT	Selects DTLN read mode.	
	REW	Rewinds the buffer memory (reread/rewrite).	
	DCLRM	Reads and clears receive data of the specified pipe.	DnFIFO only
	DREQE	Enables DMA transfer.	DnFIFO only
	MBW	Specify FIFO port access bit width.	
	BIGEND	Selects FIFO port endian.	
	ISEL	Selects FIFO port access direction.	DCP only
	CURPIPE	Select the current pipe.	
CFIFOCTR DnFIFOCTR	BVAL	Specifies buffer memory write end.	
	BCLR	Clears the buffer memory of the CPU.	
	DTLN	Check receive data length.	

(a) FIFO Port Selection

Table 61.22 shows pipes that can be selected in each FIFO port. Select a pipe to be accessed by the CURPIPE bits in CFIFOSEL and DnFIFOSEL. After selecting a pipe, confirm that the set CURPIPE value is read correctly, check FRDY = 1, and then make an access to the FIFO port. (If the previous pipe number is read, this controller is changing a pipe.)

Also select the bus width to be accessed by the MBW bits. The buffer memory access direction is specified by the DIR bit in PIPEnCFG. However, only the access direction of DCP is determined by the ISEL bit.

Table 61.22 FIFO Port Access

Pipe	Access	Available port
DCP	CPU access	CFIFO port register
Pipes 1 to F	CPU access	CFIFO port register
	DMA access	D0FIFO, D1FIFO, D2FIFO and D3FIFO port

(b) REW Bit

The current access to a pipe can be suspended temporarily, and it is also possible to make an access to another pipe to continue the ongoing pipe processing. This processing is allowed by using the REW bit in CFIFOSEL and DnFIFOSEL.

When the REW bit is set to 1 together with the CURPIPE bits in CFIFOSEL and DnFIFOSEL and a pipe is selected, the reading or writing pointer of the buffer memory is reset, which allows reading or writing data from the first byte. Furthermore, when a pipe is selected with the REW bit set to 0, data can be read or written following the data at the previous selection without resetting the reading or writing pointer of the buffer memory.

To make accesses to the FIFO port, select a pipe and check FRDY = 1.

(3) DMA Transfer (Dedicated DMA Interface)

(a) Overview of DMA Transfer

The FIFO port can be accessed by the DMAC for pipes 1 to F When the buffer of a pipe specified for DMA transfer becomes accessible, this module outputs a DMA transfer request.

Specify the data transfer unit to the FIFO port by the MBW bits in DnFIFOSEL, and select a pipe used for DMA transfer by the CURPIPE bits in DnFIFOSEL. Do not change the selected pipe during a DMA transfer.

(b) DMA Transfer End Auto-Recognition

This module can terminate writing of data by DMA transfer to the FIFO buffer by controlling the DMA transfer end signal input. After sampling the transfer end signal, this module drives the buffer memory into the transmittable state (same state as BVAL = 1).

(c) DnFIFO Auto-Clear Mode (D0FIFO, D1FIFO, D2FIFO and D3FIFO Port Read Direction)

By setting the DCLRM bit in DnFIFOSEL to 1, this module automatically clears the buffer memory for the selected pipe upon completion of data read from the buffer memory.

Table 61.23 shows the relationship between packet reception and buffer memory clear by the software. As shown in the table, buffer clearing conditions vary with the BFRE setting. However, in any state that needs clearing, using the DCLRM bit makes buffer clearing by the software unnecessary. Thus DMA transfer is enabled without requiring any software control.

- This function is available only for the buffer memory read direction.

Table 61.23 Relationship between Packet Reception and Buffer Memory Clear by the Software

Buffer Status When Receiving a Packet	Register Setting			
	DCLRM = 0		DCLRM = 1	
	BFRE = 0	BFRE = 1	BFRE = 0	BFRE = 1
Buffer full	Clearing not required	Clearing not required	Clearing not required	Clearing not required
Zero-Length packet reception	Clearing required	Clearing required	Clearing not required	Clearing not required
Normal short packet reception	Clearing not required	Clearing required	Clearing not required	Clearing not required
Transaction count end	Clearing not required	Clearing required	Clearing not required	Clearing not required

61.3.5 Control Transfer (DCP)

The default control pipe (DCP) is used for data transfer in the control transfer data stage. The buffer memory for the DCP is a 64-byte single buffer of a fixed area used for both control read and control write. The buffer memory can be accessed only by the CFIFO ports.

(1) Setup Stage

1. This module always sends ACK in response to a normal setup packet to this module. The following describes the operation of this module in the setup stage.
   When this module receives a new setup packet, this module sets the following bits.
   — The VALID bit in INTSTS0 to 1
   — The PID bits in DCPCTR to NAK
   — The CCPL bit in DCPCTR to 0
2. When this module receives a data packet following a setup packet, this module stores the USB request parameters in USBREQ, USBVAL, USBINDX, and USBLENG.

Be sure to process responses to control transfers while VALID = 0. The PID bits cannot be set to BUF when VALID = 1, and therefore the data stage cannot be completed.

With the VALID bit function, this module can suspend the ongoing request processing if this module receives a new USB request during a control transfer, and send a response to the latest request.

This module also determines the direction bit (bit 8 of bmRequestType) of the received USB request and the request data length (wLength), identifies a control read transfer, control write transfer, and control write no-data transfer, and controls stage transitions. For an incorrect sequence, a sequence error of the control transfer stage transition interrupt occurs, and the error is reported to the software. For the stage control of this module, see Figure 61.7.

(2) Data Stage

Transfer data in response to the received USB request using the DCP. Before making an access to the DCP buffer memory, specify the access direction by the ISEL bit in CFIFOSEL.

When the transfer data size is larger than the DCP buffer memory size, use a BRDY interrupt for control write transfers and a BEMP interrupt for control read transfers.

In the high-speed control write transfer, this module sends responses using the NYET handshake according to the buffer memory status.

(3) Status Stage

Setting the CCPL bit to 1 with the PID bits in DCPCTR set to BUF finishes a control transfer.

After these settings, this module executes the status stage as follows according to the data transfer direction determined in the setup stage:

- Control read transfer
  This module sends a Zero-Length packet and receives an ACK response from the USB host.
- Control write transfer, no-data control transfer
  This module receives a Zero-Length packet from the USB host and sends an ACK response.

(4) Control Transfer Auto-Response Function

This module automatically responds to a correct SET_ADDRESS request. If any of the following errors occurs in the SET_ADDRESS request, the software must respond to the error.

- Other than control read transfer: bmRequestType ≠ H'00
- Request errors: wIndex ≠ H'00
- Other than no-data control transfer: wLength ≠ H'00
- Request errors: wValue > H'7F
- Control transfer of device state errors: DVSQ = B'011 (configured)

All requests other than SET_ADDRESS require a response made by the software.

61.3.6 Bulk Transfer (Pipes 1 to 5, 9 to F)

The buffer memory usage (single buffer/double buffer setting or continuous/discontinuous transfer mode setting) can be selected for bulk transfers. The buffer memory size can be set to up to 2 Kbytes. This module manages the buffer memory status and automatically responds to a PING packet and an NYET handshake.

(1) NYET Handshake Control

Table 61.24 lists NYET handshake responses of this module. This module sends a NYET response under the following conditions. However, when this module receives a short packet, this module sends ACK instead of NYET. The same is true of the control write transfer data stage.

Table 61.24 NYET Handshake Responses

Setting of PID Bits in DCPCTR	Buffer Memory Status	Token	Response	Remarks
NAK/STALL	—	SETUP	ACK	—
	—	IN/OUT/PING	NAK/STALL	—
BUF	—	SETUP	ACK	—
	RCV-BRDY1	OUT/PING	ACK	Receives a data packet when receiving an OUT token.
	RCV-BRDY2	OUT	NYET	Receives a data packet. Sends a “reception disable” response.
	RCV-BRDY2	OUT (Short)	ACK	Receives a data packet. Sends a “reception enable” response.
	RCV-BRDY2	PING	ACK	Sends a “reception enable” response.
	RCV-NRDY	OUT/PING	NAK	Sends a “reception disable” response.
	TRN-BRDY	IN	DATA0/1	Sends a data packet.
	TRN-NRDY	IN	NAK	TRN-NRDY

[Legend]
RCV-BRDY1: The buffer memory has available space for two packets or more when receiving an OUT or PING token.
RCV-BRDY2: The buffer memory has available space for only one packet when receiving an OUT token.
RCV-NRDY: The buffer memory is occupied when receiving an PING token.
TRN-BRDY: The buffer memory contains transmit data when receiving an IN token.
TRN-NRDY: The buffer memory contains no transmit data when receiving an IN token.

61.3.7 Interrupt Transfer (Pipes 6 to 8)

This module performs interrupt transfer following the cycles controlled by the host controller. In interrupt transfers, this module ignores PING packets (no response), sends no NYET handshake, and sends ACK, NAK, and STALL responses.

This module does not support the High-Bandwidth interrupt transfer.

61.3.8 Isochronous Transfer (Pipes 1, 2)

This module is provided with the following functions for isochronous transfers.

- Reporting isochronous transfer error information
- Interval counter (IITV bits)
- Isochronous IN transfer data setup control (IDLY function)
- Isochronous IN transfer buffer flush function (IFIS bit)

This module does not support the isochronous High-Bandwidth transfer.

(1) Isochronous Transfer Error Detection

This module is provided with a function to detect the following error information so that the software can manage isochronous transfer errors. Table 61.25 and 61.26 show the error detection priority of this module and interrupts generated as a result of error detection.

1. PID error
   — When the PID in a receive packet is invalid
2. CRC error, bit stuffing error
   — When a CRC error is found in a receive packet or bit stuffing is invalid
3. Maximum packet size exceeded error
   — When the data size of a receive packet is over the maximum packet size setting
4. Overrun/underrun error
   — When the buffer memory contains no data when this module receives an IN token in the IN direction (transmission) transfer
   — When the buffer memory is occupied when this module receives an OUT token in the OUT direction (reception) transfer
5. Interval error
   This module generates an interval error in the following cases.
   — When no IN token can be received in interval frames in the isochronous IN transfer
   — When this module receives an OUT token other than interval frames in the isochronous OUT transfer

Table 61.25 Error Detection when Receiving Tokens

Priority for Error Detection	Error	Interrupt and Status
1	PID error	This module generates no interrupt (ignores as a damaged packet).
2	CRC error, bit stuffing error	This module generates no interrupt (ignores as a damaged packet).
3	Overrun error, underrun error	This module generates an NRDY interrupt and sets the OVRN bit. This module sends a Zero-Length packet in response to the IN token. This module receives no data packet in response to the OUT token.
4	Interval error	This module generates an NRDY interrupt.

Table 61.266 Error Detection when Receiving Data Packets

Priority for Error Detection	Error	Interrupt and Status
1	PID error	This module generates no interrupt (ignores as a damaged packet).
2	CRC error, bit stuffing error	This module generates an NRDY interrupt and sets the CRCE bit.
3	Maximum packet size exceeded error	This module generates a BEMP interrupt and sets the PID bits to STALL.

(2) DATA-PID

This module does not support the High-Bandwidth transfer. The following lists responses to received PIDs when the function controller function is selected.

1. IN direction
   - DATA0: Sent correctly as the PID of data packet.
   - DATA1: Not sent
   - DATA2: Not sent
   - mDATA: Not sent
2. OUT direction (full-speed operation)
   - DATA0: Received correctly as the PID of a data packet.
   - DATA1: Received correctly as the PID of a data packet.
   - DATA2: The packet is ignored.
   - mDATA: The packet is ignored.
3. OUT direction (high-speed operation)
   - DATA0: Received correctly as the PID of a data packet.
   - DATA1: Received correctly as the PID of a data packet.
   - DATA2: Received correctly as the PID of a data packet.
   - mDATA: Received correctly as the PID of a data packet.

(3) Interval Counter

Intervals for isochronous transfers can be set by the IITV bits in PIPEPERI. The functions shown in Table 61.27 are made available with the interval counter.

Table 61.27 Interval Counter Functions

Transfer Direction	Function	Detection Conditions
IN	Transmit buffer flush	No IN token can be successfully received in the interval frame during the isochronous IN transfer.
OUT	Reporting reception of no token	No OUT token can be successfully received in the interval frame during the isochronous OUT transfer.

Since the interval counter is counted upon receiving an SOF or using the interpolated SOF, the isochronism can be maintained even if the SOF is damaged. The specifiable frame interval is 2^{IITV} frames or 2^{IITV} μ frames.

(a) Counter initialization

This module initializes the interval counter as follows:

- Power-on reset
  The IITV bits are initialized.
- Initializing buffer memory by ACLRM
  The IITV bits are not initialized but the interval counter is initialized. Clearing the ACLRM bit to 0 causes the counter to start counting from the set IITV value.
- USB bus reset.

After the interval counter is initialized, the interval counter starts counting in either of the following cases after a packet is correctly transferred.

1. When this module receives an SOF after sending data in response to the IN token with PID = BUF
2. When this module receives an SOF after receiving the OUT token data with PID = BUF

The interval counter is not initialized under the following conditions.

1. When PID = NAK or STALL
   The interval timer does not stop. Try to execute the transaction in the next interval.
2. USB bus reset and USB suspended
   The IITV bits are not initialized. When this module receives an SOF, the interval counter starts counting from the value before receiving the SOF.

(b) Interval count and transfer control

1. When the selected pipe is Isochronous-OUT transfer pipe
   When this module receives no data packet in (μ) frames at the intervals specified by the IITV bits, this controller generates an NRDY interrupt.
   When this module cannot receive data due to a CRC error in the data packet, FIFO buffer full, or other reasons, this module also generates an NRDY interrupt.
   An NRDY interrupt is generated at the SOF packet receive timing. Even if the SOF packet is damaged, this module generates an NRDY interrupt at the SOF packet receive timing using the internal interpolation function.
   When IITV ≠ 0, however, this module generates an NRDY interrupt at the SOF packet receive timing in each interval after the interval count starts.

When PID = NAK is set by the software after the interval timer is activated, this module generates no NRDY interrupt even when this module receives an SOF packet.

The interval count start conditions vary with the set IITV value.

— When IITV = 0: The interval count starts from the next (μ) frame where the PID bits for the selected pipe is changed to BUF.

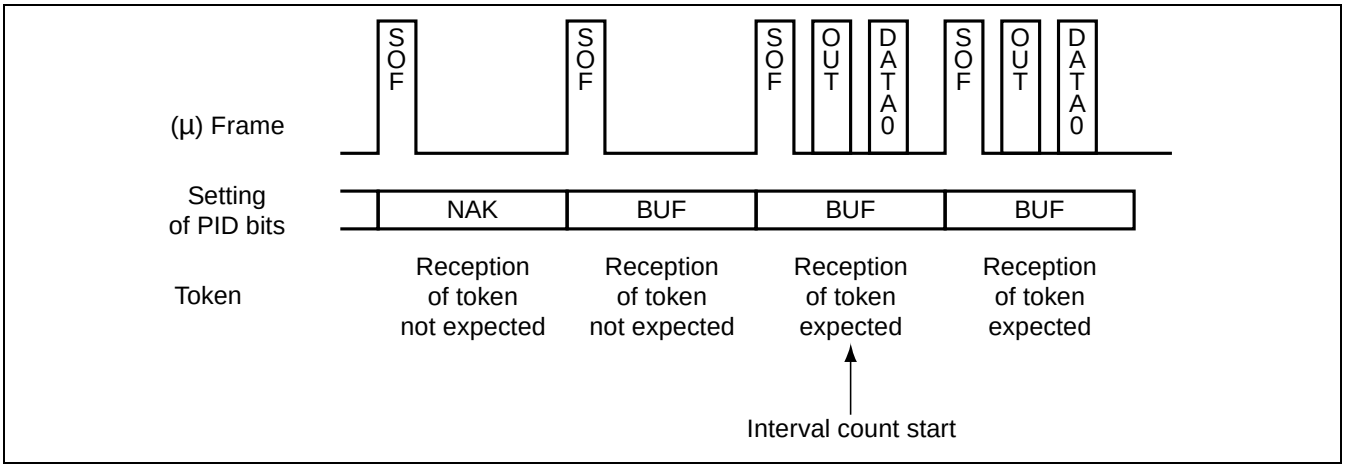


Figure 61.12 (μ) Frames and Expectation of Receiving a Token when IITV = 0

— When IITV ≠ 0: The interval count starts from the time when this module successfully receives the first data packet after the PID bits for the selected pipe is changed to BUF.

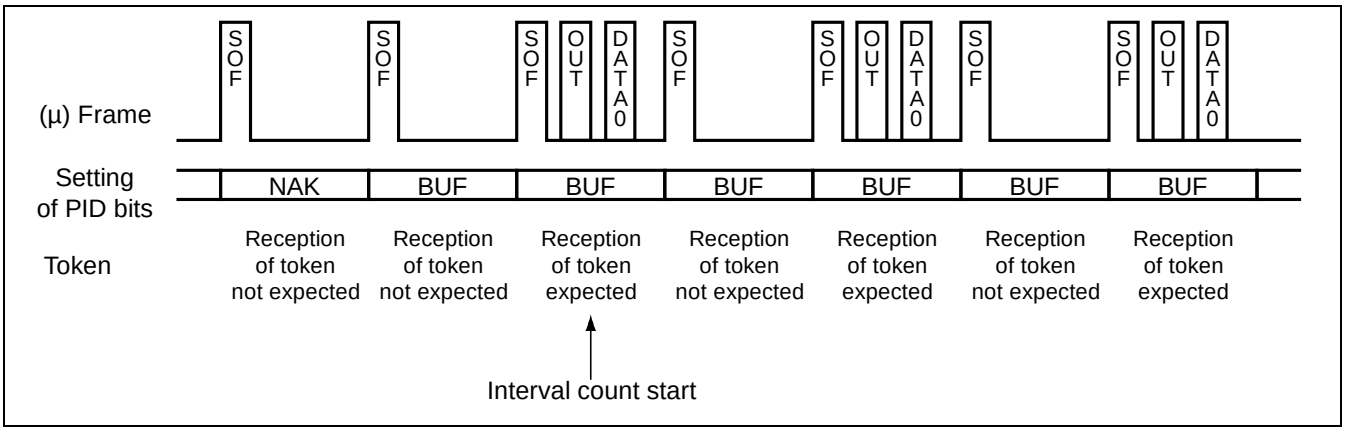


Figure 61.13 (μ) Frames and Expectation of Receiving a Token when IITV ≠ 0

2. When the selected pipe is Isochronous-IN transfer pipe

Use the selected pipe by combining with the setting of IFIS = 1. When IFIS = 0, this module sends data packets in response to received tokens irrespective of the IITV value.

When this module receives no IN-Token in (μ) frames at the intervals specified by the IITV bits with transmittable data stored in the FIFO buffer with IFIS = 1, this module clears the FIFO buffer.

When this module cannot receive data due to a CRC error or another bus error in the IN-Token, this module also clears the FIFO buffer.

The FIFO buffer is cleared at the SOF packet receive timing. Even if the SOF packet is damaged, this module clears the FIFO buffer at the SOF packet receive timing using the internal interpolation function.

The interval count start conditions vary with the set IITV value (same as Isochronous-OUT transfer).

When the function controller function is selected, the interval count start conditions are as follows:

— When this module is reset by the hardware (The set IITV value is also cleared to 0.)

— When ACLRM is set to 1 by the software

— When this module detects a USB reset

(4) Transmit Data Setup in Isochronous Transfer

In isochronous data transmission is selected, this module can send a data packet in the next frame after this module detects an SOF packet after writing data to the buffer. This function is referred to as the isochronous transfer transmit data setup function. With this function, the frame that started data transmission can be identified.

When the buffer memory is used as a double buffer, even if writing data to both buffers is completed, only one side that finished writing earlier becomes transferable. For this reason, even if multiple IN tokens are received in the same frame, only one packet of the buffer memory is sent.

When the buffer memory is ready for transmission in the IN token reception cycle, this module sends data and an ACK response. However, when the buffer memory is not ready for transmission, this module sends a Zero-Length packet and generates an underrun error.

Figure 61.14 shows an example of transmission using the isochronous transfer transmit data setup function of this module when IITV = 0 (each frame). Transmission of a Zero-Length packet is indicated as hatched “Null” in the figure.

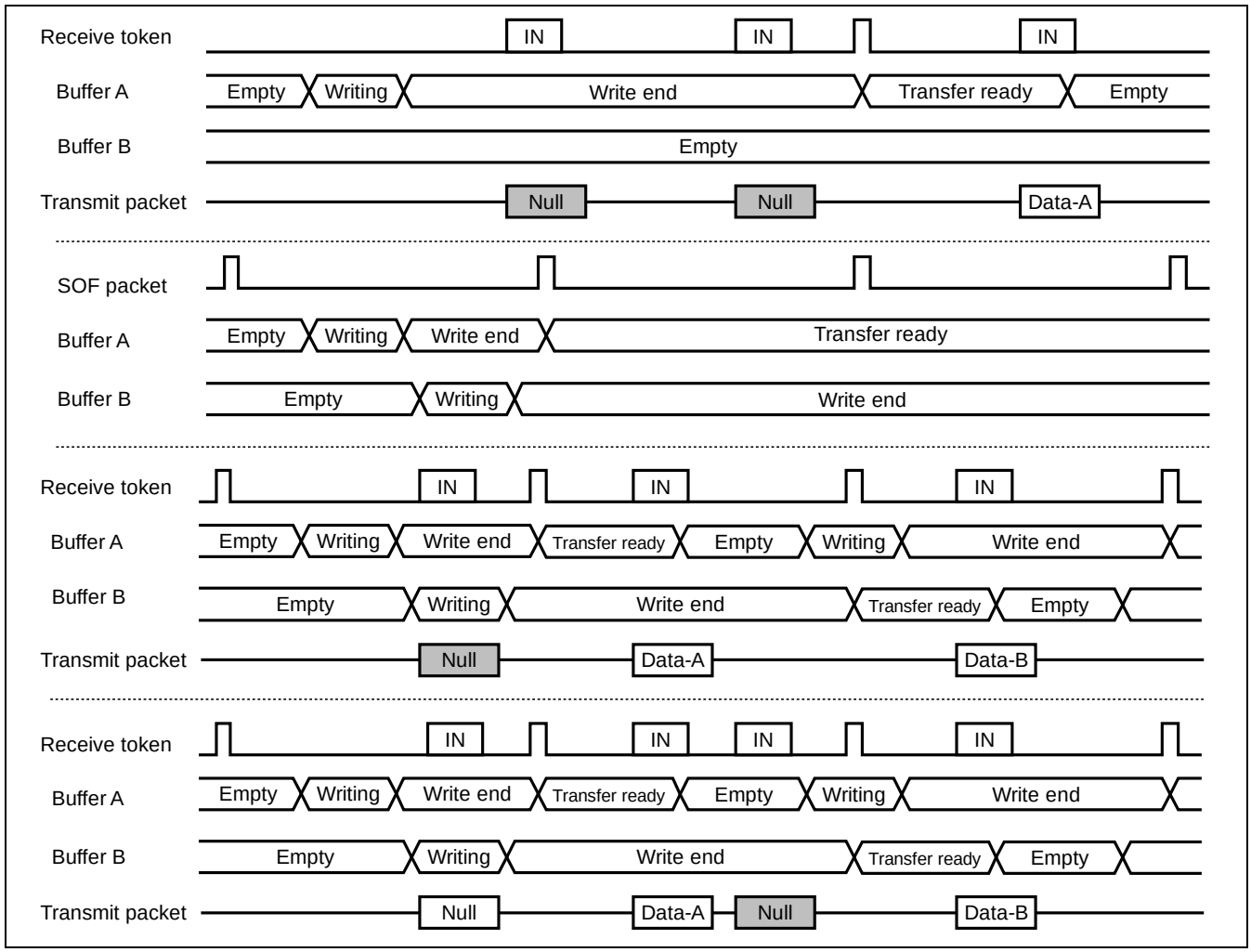


Figure 61.14 Example of Transmit Data Setup Function

(5) Transmit Buffer Flush in Isochronous Transfer

In isochronous data transmission is selected, this module receives no IN token in the interval frame. When this module receives the SOF or μ SOF packet of the next frame, this module regards the IN token as damaged and clears the buffer that is ready for transmission to make it writable.

At this time, when the buffer memory is used as a double buffer and writing data to both buffers is completed, this module regards the discarded buffer memory data as transmitted in the same interval frame, and drives the buffer memory that is not discarded due to the reception of an SOF or μ SOF packet into the transmission ready state.

The buffer flush function activation timing varies depending on the IITV value.

- When IITV = 0
  This module activates the buffer flush function from the next frame after the pipe is enabled.
- When IITV ≠ 0
  This module activates the buffer flush function from the first normal transaction.

Figure 61.15 shows an example of the buffer flush function of this module. For tokens before the interval frame (outside the specified interval), however, this module sends the data stored in the buffer according to the data setup state or sends a Zero-Length packet as an underrun error.

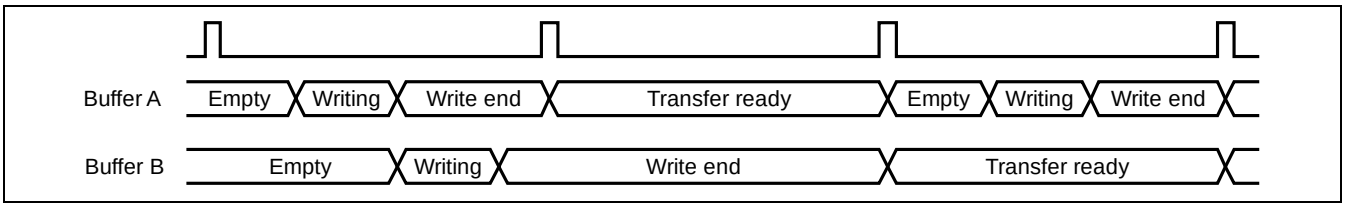


Figure 61.15 Example of Buffer Flush Function

Figure 61.16 shows an example of an interval error of this module. Interval errors are the following five. An interval error occurs at timing [1] in the figure, and the buffer flush function is activated.

When an interval error occurs, the buffer flush function is activated in the IN transfer and an NRDY interrupt occurs in the OUT transfer. Discriminate an NRDY interrupt (including a receive packet error) from an overrun error with the OVRN bit.

This module sends a response to the hatched tokens in the figure according to the buffer memory status.

1. IN direction
   — When the buffer is ready to transmit data, this module sends the data and an ACK response.
   — When the buffer is not ready to transmit data, this module sends a Zero-Length packet and generates an underrun error.
2. OUT direction
   — When the buffer is ready to receive data, this module receives data and sends an ACK response.
   — When the buffer is not ready to receive data, this module discards the data and generates an overrun error.

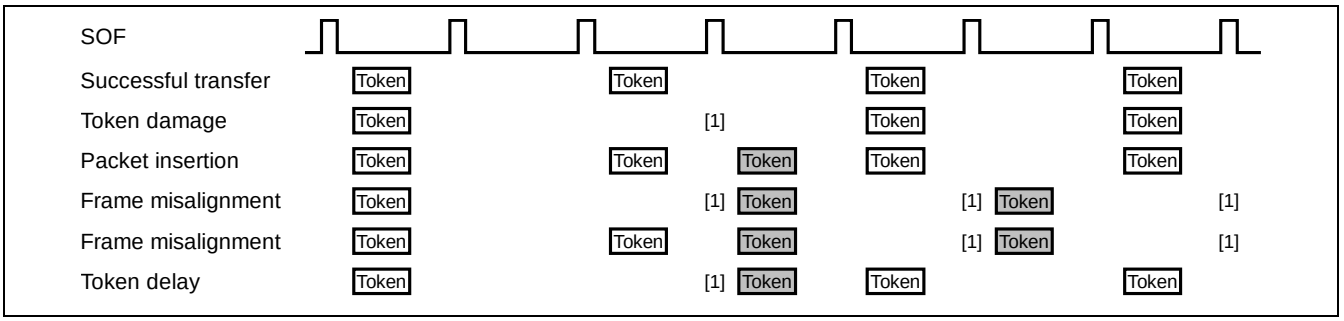


Figure 61.16 Example of Interval Error when IITV = 1

61.3.9 SOF Interpolation Function

In case this module cannot receive SOF packets at intervals of 1 ms (full-speed operation) or 125 μs (high-speed operation) due to damage or missing of SOF packets, this module interpolates the SOF. The SOF interpolation starts functioning when SYSCFG.USBE = 1, LPSTS.SUSPM= 1, and at the SOF packet receive timing. Furthermore, the interpolation function is initialized in the following cases.

- Power-on reset
- USB bus reset
- When the suspended state is detected

The SOF interpolation functions with the following specifications.

- The frame intervals (125 μs or 1 ms) conform to the result of the reset handshake protocol.
- The SOF interpolation does not function until this module receives an SOF packet.
- After receiving the first SOF packet, 125 μs or 1 ms is counted by the internal 48-MHz clock to interpolate the SOF.
- After receiving the second SOF packet or a following packet, the SOF is interpolated using the previous receive intervals.
- The SOF interpolation does not function in the suspended state and during a USB bus reset.
  (When this module enters the suspended state in high-speed operation, the SOF interpolation continues for 3 ms from the final packet.)

This module activates the following functions based on the reception of SOF packets. When one or more SOF packets are lost, normal operation can be continued to perform the SOF interpolation.

- Updating frame numbers and μ frame numbers
- SOFR interrupt timing and μ SOF lock
- SOF pulse output
- Isochronous transfer interval count

When one or more SOF packets are lost in full-speed operation, the FRNM bits in FRMNUM are not updated. When one or more μ SOF packets are lost in high-speed operation, the UFRNM bits in the UFRMNUM are updated. However, when a μ SOF packet with UFRNM = B'000 is lost, the FRNM bits are not updated even if following μ SOF packets with UFRNM ≠ B'000 are successfully received.

61.4 Guidelines for Designing USB2.0 Hi-Speed Boards

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

61.4.1 USB Transmission Line

The USB transmission line indicates the pattern that connects the USB connector and the USB transceiver with built-in this LSI.

The USB2.0 has three communication modes: Hi-Speed, Full-Speed and Low-Speed modes. The transmission speed in the Hi-Speed mode is 480 Mbps. Therefore, the USB transmission line must be designed as a high-frequency circuit. Impedance control is required for the USB transmission line.

- The characteristic impedance required for the USB Hi-Speed transmission line is differential impedance 90 Ω (±15%).
- The pattern width and pattern pitch for impedance control vary depending on the board thickness, material and layer configuration. For details, consult the board manufacturer.
- A maximum delay of 1 ns is allowed from the USB connector to this LSI. Therefore it is recommended that the pattern length from the USB device to the USB connector is less than 50 mm and the difference between the pattern lengths for D+ and D– is less than 2.5 mm for a generic PCB.
- The lower layer of the USB transmission line must be a solid ground plane. The ground must be wider than the USB transmission line by 2 mm or more. The power supply for a solid ground plane is DG33.
- Do not allocate other signal lines near to the USB transmission line. In particular, lines carrying widely fluctuating signals, such as clock and data bus lines, must be assigned far from the USB transmission line. Furthermore, layout of the USB transmission lines must be such that they do not cross with other signal lines.
- Locate the USB transmission line on the same layer without passing it through a through-hole. Do not create stubs.
- Place the USB transmission lines so that they are equally spaced from each other.
- Locate the USB transmission line as far as possible from the oscillator, power supply circuit, and other I/O connectors.
- Try to avoid bending the USB transmission line as far as possible. If it is absolutely necessary to bend it, do not bend it at acute or right angles. Bend it moderately, at not more than 45 degrees, or bend it into an arc.
- It is recommended to guard ring the clock, reset, read, write and chip select signals with grounds.

When a resistance is connected to the USB transmission line, locate it near to the USB transmission line. The connecting wire must be as short as possible.

61.4.2 Power Supply and Ground Pattern

Refer to serial interface PCB design guideline.

61.4.3 Oscillation

- USB clock is supplied by the internal PLL.
- Provide an oscillation circuit near the clock input pin for USB (EXTAL). It is recommended to guard ring EXTAL with a ground.
- When using a crystal resonator, consult its manufacturer to determine the circuit constant.
  Note: RZ/G2E supply 48MHz reference clock from EXTAL/XTAL instead of USB_EXTAL/USB_XTAL.

61.4.4 VBUS

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

- This HS-USB must not connect directly to the 5V VBUS. The VBUSn pin must be isolated by an 30kΩ±1% external resistor.

[RZ/G2E]

- This HS-USB subsystem cannot connect 5 V signals so that vbus status is informed by OVC signal status.

61.4.5 TXRTUNEn/USB_RREF Pin

- Provide a resistor (hereafter called reference resistor)*[1], between the TXRTUNEn/USB_RREF pin and AVSS, PVSS.

Note: 1. RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: 200Ω±1%, RZ/G2E : 1.8kΩ ± 1%

- Locate the reference resistor as close as possible to this LSI.
- The RREF pin, the reference resistor, PVSS and AVSS should be wired on wide areas and the shortest length.
- Use a wiring pattern for and only for the reference resistor, PVSS and AVSS. The pattern should be connected to the analog ground. The pattern should be designed avoiding the possibility for common impedance between RREF and other signals.
- To prevent cross talk, very-frequently switched signals such as DP, DM, clocks, and control signals for addresses and data, should not be placed near to the reference resistor, and their patterns should neither get across nor go parallel to the wiring pattern between the reference resistor and the RREF pin.

It is recommended to guard ring the reference resistor and its wiring pattern with ground.

61.5 Battery Charging Control

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Figure 61.17 shows embedded USB PHY battery charging control. BCCTRL, UGCTRL, and UGSTS provide battery charging control. The embedded USB PHY supports only D+ and D- signals.

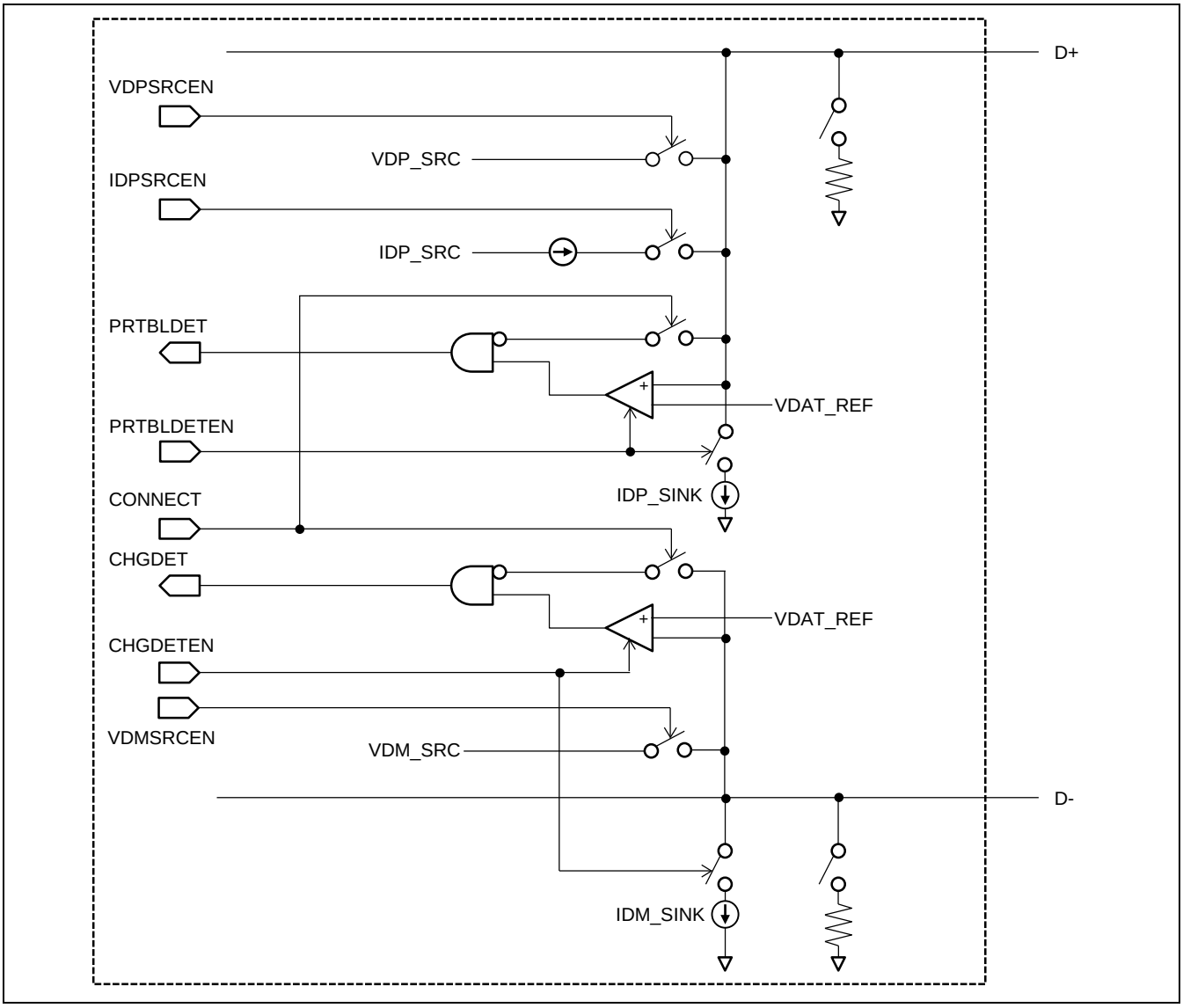


Figure 61.17 Circuit of Battery Charging Control

62. USB High-Speed DMAC (USB-DMAC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

62.1 Overview

62.1.1 Features

- Three types of clock: S3D1ϕ, S3D2ϕ and HS-USB local bus clock (S3D4ϕ: 66 MHz), which are asynchronously absorbed in the local bus bridge and AXI bus bridge.
- The AXI bus interface functions are implemented.
  The AXI bus interface handles data transfer with the memory and register settings.
- Data communication is performed using the local DMA protocol.
- Supports two channels that can work concurrently.
- Interrupts
  - Setting count end interrupt
  - USB-DMAC is composed of USB-DMAC0 and USB-DMAC1.
  - Transfer end interrupt upon receiving a short packet from the HS-USB
    This function allows generation of an interrupt even in the case where DMA transfer ends after receiving data less than the transfer size set in the DMAC.
  - Timeout interrupt
    A timeout interrupt can be generated after the specified cycles after the last HS-USB transfer request. (This interrupt is used for the timeout when the final packet received is Max packet.)
  - Interrupts can also be generated when a NULL packet is received or an address error is detected.

Table 62.1 Main Functions of This Module

Item	Description
Application	Transfer between HS-USB (FIFO) and AXI bus (4-Gbyte arbitrary space)
Purpose of DMA transfer	High-speed data transfer between HS-USB and AXI bus
DMA transfer end notification to the software	Interrupt signals (transfer count end, HS-USB short packet reception, timeout, etc.)
Transfer space/transfer address direction	4-Gbyte arbitrary space (forward direction) to 4-Gbyte arbitrary space (forward direction)
Maximum transfer count	16,777,216
Transfer unit	8, 16, or 32 bytes
Control signals generated	Address/data read/data write conforming to the HS-USB local bus interface and AXI bus protocols
Number of channels	2 (parallel operation enabled)
Bus specification	AXI bus, local bus (HS-USB local bus)
Clock	AXI bus clock (S3D1ϕ: 266.66 MHz), APB bus clock (S3D2ϕ:133.33 MHz) HS-USB local bus clock (S3D4ϕ: 66 MHz) Note: The restrictions of ratio of the clock S3D1ϕ ≥ S3D2ϕ ≥ S3D4ϕ Do not change the clock frequency during USB-DMAC0 or USB-DMAC1 transferring.
Maximum transfer rate	IN transfer: About 350 Mbps (USB-DMAC0) OUT transfer: About 340 Mbps (USB-DMAC0) IN transfer: About 175 Mbps (USB-DMAC1) OUT transfer: About 170 Mbps (USB-DMAC1)

Table 62.2 Bus Access Type

	Supported Access Type
AXI bus access (USB-DMAC master)	8-byte read/write 16-byte read/write 32-byte read/write
USB-DMAC register setting	4-byte read/write 8-byte read/write

The configuration of this module is shown below.

This module is provided with buffers and bus bridges and controls transfers between the AXI bus and USB High-Speed module (HS-USB).

62.1.2 Block Diagram

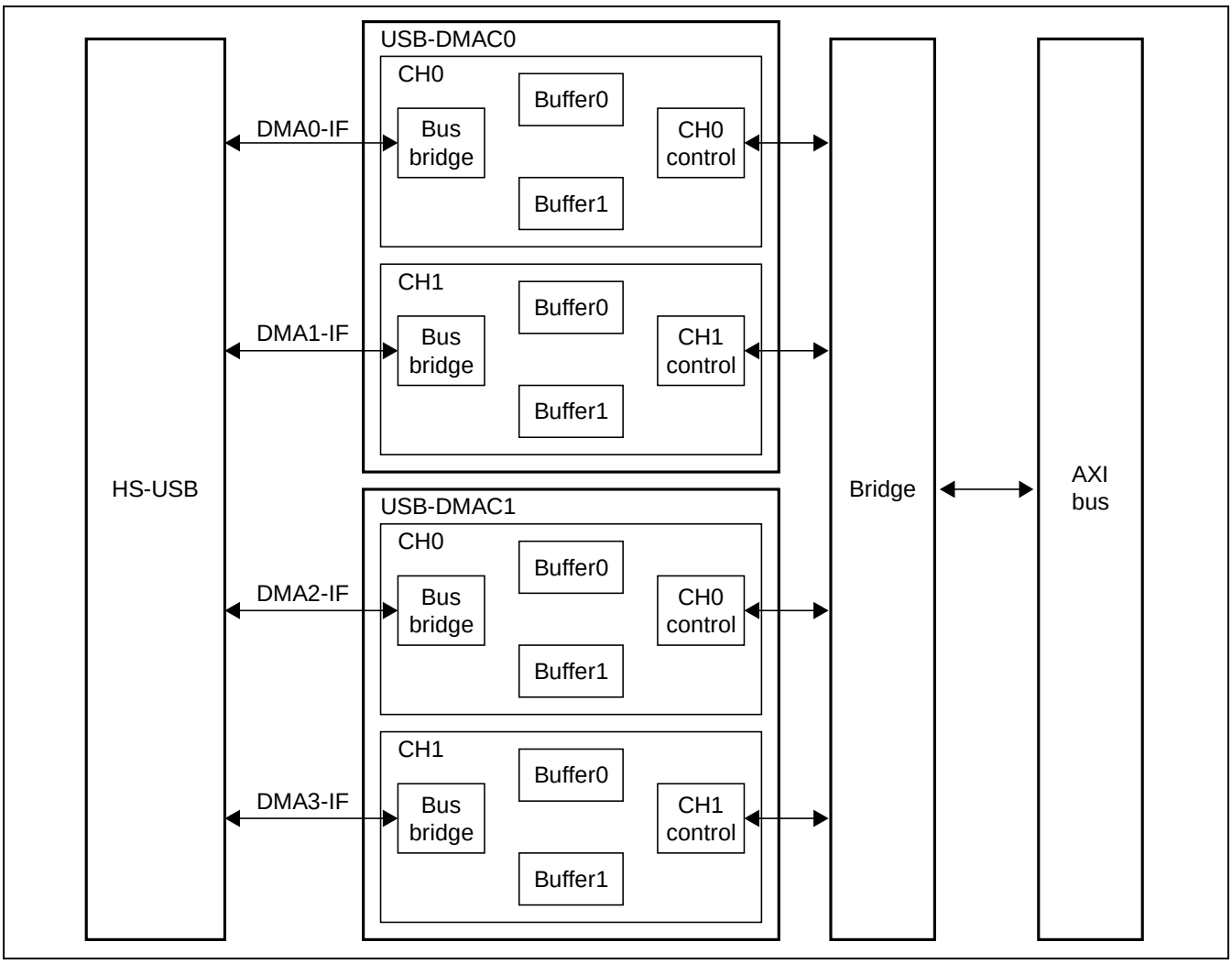


Figure 62.1 USB-DMAC Block Diagram

62.1.3 Register Configuration

Table 62.3 USB-DMAC Base Address

EHCI/OHCI Base Address	Base Address	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
USB-DMAC0	H'E65A_0000	√	√	√	√
USB-DMAC1	H'E65B_0000	√	√	√	√

Table 62.4 shows the register configuration. Table 62.5 shows the register states in each processing mode.

Table 62.4 Register Configuration

					ThirdGeneration RZ/G Series Products			
Register Name	Abbreviation	R/W	Address Offset	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DMAn VCR register	USBDMAn_VCR	R/W	H'0000	32	√	√	√	√
DMAn Software reset register	USBDMAn_SWR	R/W	H'0008	32	√	√	√	√
DMA**n** interrupt source register	USBDMAn_DMICR	R	H'0010	32	√	√	√	√
DMAn source address register_0	USBDMAn_SAR_0	R/W	H'0020	32	√	√	√	√
DMAn destination address register_0	USBDMAn_DAR_0	R/W	H'0024	32	√	√	√	√
DMAn transfer count register_0	USBDMAn_TCR_0	R/W	H'0028	32	√	√	√	√
DMAn timeout count register_0	USBDMAn_TOCNTR_0	R	H'002C	32	√	√	√	√
DMAn timeout constant register_0	USBDMAn_TOCSTR_0	R/W	H'0030	32	√	√	√	√
DMAn channel control register_0	USBDMAn_CHCR_0	R/W	H'0034	32	√	√	√	√
DMAn final transaction valid data transfer enable register_0	USBDMAn_TEND_0	R/W	H'0038	32	√	√	√	√
DMAn source address register_1	USBDMAn_SAR_1	R/W	H'0040	32	√	√	√	√
DMAn destination address register_1	USBDMAn_DAR_1	R/W	H'0044	32	√	√	√	√
DMAn transfer count register_1	USBDMAn_TCR_1	R/W	H'0048	32	√	√	√	√
DMAn timeout count register_1	USBDMAn_TOCNTR_1	R	H'004C	32	√	√	√	√
DMAn timeout constant register_1	USBDMAn_TOCSTR_1	R/W	H'0050	32	√	√	√	√
DMAn channel control register_1	USBDMAn_CHCR_1	R/W	H'0054	32	√	√	√	√
DMAn final transaction valid data transfer enable register_1	USBDMAn_TEND_1	R/W	H'0058	32	√	√	√	√
DMAn operation register	USBDMAn_DMAOR	R/W	H'0060	32	√	√	√	√

Note: 'n' in Register Name column is 0 or 1.

Table 62.5 Register States in Each Processing Mode

Abbreviation	Power-On Reset	Module Standby
USBDMAn_VCR	Initialized	Retained
USBDMAn_SWR	Initialized	Retained
USBDMAn_DMICR	Initialized	Retained
USBDMAn_SAR_0	Initialized	Retained
USBDMAn_DAR_0	Initialized	Retained
USBDMAn_TCR_0	Initialized	Retained
USBDMAn_TOCNTR_0	Initialized	Retained
USBDMAn_TOCSTR_0	Initialized	Retained
USBDMAn_CHCR_0	Initialized	Retained
USBDMAn_TEND_0	Initialized	Retained
USBDMAn_SAR_1	Initialized	Retained
USBDMAn_DAR_1	Initialized	Retained
USBDMAn_TCR_1	Initialized	Retained
USBDMAn_TOCNTR_1	Initialized	Retained
USBDMAn_TOCSTR_1	Initialized	Retained
USBDMAn_CHCR_1	Initialized	Retained
USBDMAn_TEND_1	Initialized	Retained
USBDMAn_DMAOR	Initialized	Retained

Note: ‘n’ in Abbreviation column is 0 or 1.

62.2 Register Description

62.2.1 DMAn VCR Register (USBDMAn_VCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ERR_SNT	ERR_RCV
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	ERR_SNT	B'0	R/W	Send Error Response 0: No error is generated. [Clearing condition] Writing 0 after reading 1. 1: An error is generated.
0	ERR_RCV	B'0	R/W	Receive Error Response 0: No error is generated. [Clearing condition] Writing 0 after reading 1. 1: An error is generated.

Note: 'n' in Register Name is 0 or 1.

62.2.2 DMAn Software Reset Register (USBDMAn_SWR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	SWR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	SWR	B'0	R/W	Software Reset 0: Cancels reset. 1: Resets entire system. (No effect for register setting) Note: On software reset, this bit should be held high for long enough until the internal circuit stabilizes. When this bit is set to 1, it is recommended to allow several tens of clocks if operating at 260 MHz for a reset period before clearing the reset (setting this bit to 0) as a precaution.

Note: 'n' in Register Name is 0 or 1.

62.2.3 DMAn Interrupt Source Register (USBDMAn_DMICR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SHBSY1	—	—	—	—	—	—	—	SHBSY0	—	—	—	—	—	—	AE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	TR1	BUF1	RW1	NULL1	TO1	SP1	TE1	—	TR0	BUF0	RW0	NULL0	TO0	SP0	TE0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

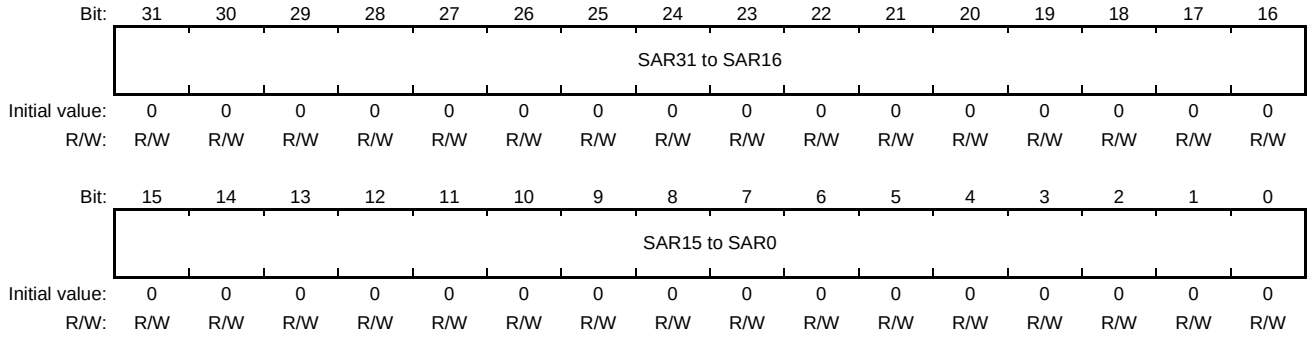
Bit	Bit Name	Initial Value	R/W	Description
31	SHBSY1	B'0	R	CH1 AXI Bus Busy Flag Monitor 0: The AXI bus is idle. 1: The AXI bus is busy.
30 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23	SHBSY0	B'0	R	CH0 AXI Bus Busy Flag Monitor 0: The AXI bus is idle. 1: The AXI bus is busy.
22 to 17	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
16	AE	B'0	R	Address Error Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (AE in the DMA operation register is reflected.)
15	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
14	TR1	B'0	R	CH1 Transaction End: Receive Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (TR in the channel 1 control register is reflected.)
13	BUF1	B'0	R	CH1 Buffer End Detect Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (BUF in the channel 1 control register is reflected.)
12	RW1	B'0	R	CH1 Final Buffer Access Detect Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (RW in the channel 1 control register is reflected.)
11	NULL1	B'0	R	CH1 NULL Packet Receive Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (NULL in the channel 1 control register is reflected.)

Bit	Bit Name	Initial Value	R/W	Description
10	TO1	B'0	R	CH1 Timeout Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (TO in the channel 1 control register is reflected.)
9	SP1	B'0	R	CH1 Short Packet Receive Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (SP in the channel 1 control register is reflected.)
8	TE1	B'0	R	CH1 Transfer End Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (TE in the channel 1 control register is reflected.)
7	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	TR0	B'0	R	CH0 Transaction End Detect Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (TR in the channel 0 control register is reflected.)
5	BUF0	B'0	R	CH0 Buffer End Detect Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (BUF in the channel 0 control register is reflected.)
4	RW0	B'0	R	CH0 RWEND Receive Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (RW in the channel 0 control register is reflected.)
3	NULL0	B'0	R	CH0 NULL Receive Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (NULL in the channel 0 control register is reflected.)
2	TO0	B'0	R	CH0 Timeout Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (TO in the channel 0 control register is reflected.)
1	SP0	B'0	R	CH0 Short Packet Receive Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (SP in the channel 0 control register is reflected.)
0	TE0	B'0	R	CH0 Transfer End Interrupt Source 0: No interrupt is generated. 1: An interrupt is generated. (TE in the channel 0 control register is reflected.)

Note: 'n' in Register Name is 0 or 1.

62.2.4 DMAn Source Address Registers 0 and 1 (USBDMAn_SAR_0/1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

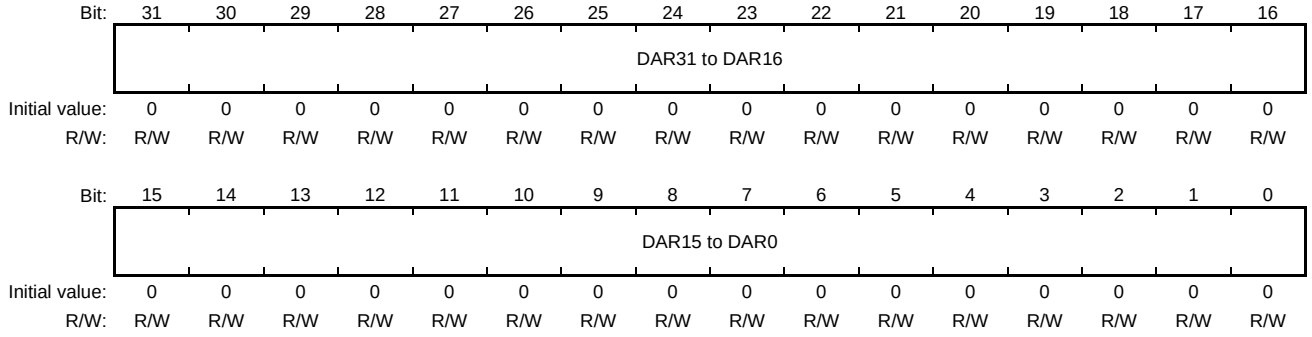


Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SAR31 to SAR0	H'0000_0000	R/W	Source Address (H'0000_0000 to H'FFFF_FFFF (4 Gbytes)) Set a value of 8-byte, 16-byte, or 32-byte boundary. Indicate the next transfer source address during a DMA transfer.

Note: 'n' in Register Name is 0 or 1.

62.2.5 DMAn Destination Address Registers 0 and 1 (USBDMAn_DAR_0/1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	DAR31 to DAR0	H'0000_0000	R/W	Destination Address (H'0000_0000 to H'FFFF_FFFF (4 Gbytes)) Set a value of 8-byte, 16-byte, or 32-byte boundary. Indicate the next transfer destination address during a DMA transfer.

Note: 'n' in Register Name is 0 or 1.

62.2.6 DMAn Transfer Count Registers 0 and 1 (USBDMAn_TCR_0/1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	TCR23 to TCR16							
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCR15 to TCR0															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23 to 0	TCR23 to TCR0	H'FF_FFFF*	R/W	Transfer Count • When H'00_0001 is set, total transfer volume is as follows: Transfer size = 32 bytes: 32 × 1 bytes Transfer size = 16 bytes: 16 × 1 bytes Transfer size = 8 bytes: 8 × 1 bytes • When H'FF_FFFF is set, 16,777,215 times • When H'00_0000 is set, 16,777,216 times (maximum) • Indicate 0 when a DMA transfer completes successfully.

Note: * To read this register, read the internal transfer counter value (the TCR counter value) directly. This register is read as all 1 after a reset is cleared because the initial value of the TCR counter is all 1 (H'FF_FFFF). When DMA is enabled (DE in USBDMAn_CHCR is asserted), the TCR counter is loaded with the value set in this register and decrements during DMA transfers. This means that the remaining transfer count is read back. Note that the read value may be different from the one set in this register due to this reason.

Note: 'n' in Register Name is 0 or 1.

62.2.7 DMAn Timeout Count Registers 0 and 1 (USBDMAn_TOCNTR_0/1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	TOCNTR21 to TOCNTR16					
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

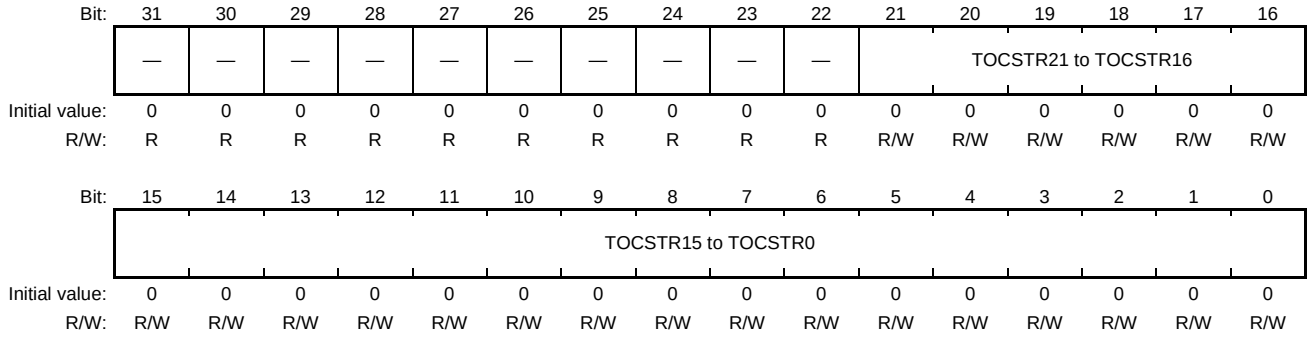
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TOCNTR15 to TOCNTR0															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 0	TOCNTR21 to TOCNTR0	H'3F_FFFF	R	Timeout Counter Value (H'00_0000 to H'27_AC40) Indicate the remaining timeout count during timeout counting. (Countable up to H'3F_FFFF (approximately 21 ms) by the hardware. See the descriptions of the USBDMAn_TOCSTR register.)

Note: 'n' in Register Name is 0 or 1.

62.2.8 DMAn Timeout Constant Registers 0 and 1 (USBDMAn_TOCSTR_0/1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
21 to 0	TOCSTR21 to TOCSTR0	H'00_0000	R/W	Timeout Constant Value (H'00_0000 to H'27_AC40) Set a timeout value (at 200 MHz cycle). The maximum timeout time is approximately 13ms. (Setting up to H'3F_FFFF (approximately 21 ms) is allowed by the hardware.)

Note: 'n' in Register Name is 0 or 1.

62.2.9 DMAn Channel Control Registers 0 and 1 (USBDMAn_CHCR_0/1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	FTE	—	—	—	SPIM	TRE	BUFE	RWE	NULLE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TR	BUF	RW	NULL	—	—	—	—	TS1	TS0	IE	TOE	TO	SP	TE	DE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
24	FTE	B'0	R/W	Forced TE Set Register When a NULL packet is received, the TE bit is forced to 1 to terminate the transfer by setting 1 in this register. (The DREQE bit of the HS-USB should also be controlled accordingly. For details on the control procedure and restrictions, see section 62.3.2 (3), DMA transfer flow.) This bit is always read as 0. 0: No effect (nothing happens). 1: Forces the TE bit to 1.
23 to 21	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
20	SPIM	B'0	R/W	Short Packet Receive Interrupt Mask Enables or disables the reflection of the short packet (SP) receive flag in the interrupt signal. If this bit is set to 1, no interrupts are generated when an SP is received. However, the SP receive flag (the SP bit) is set regardless of this register setting. 0: The short packet receive interrupt is enabled (default). 1: The short packet receive interrupt is disabled.
19	TRE	B'0	R/W	Transaction End Detect Interrupt Flag Enable Enables or disables the reflection of TR in the interrupt signal and the DMA stop/restart control. (When this bit is set to 0, the TR bit is always 0.) 0: The TR flag is disabled. 1: The TR flag is enabled.
18	BUFE	B'0	R/W	Buffer End Detect Interrupt Flag Enable Enables or disables the reflection of BUF in the interrupt signal and the DMA stop/restart control. (When this bit is set to 0, the BUF bit is always 0.) 0: The BUF flag is disabled. 1: The BUF flag is enabled.

Bit	Bit Name	Initial Value	R/W	Description
17	RWE	B'0	R/W	Final Buffer Access Detect Interrupt Flag Enable Enables or disables the reflection of RW in the interrupt signal and the DMA stop/restart control. (When this bit is set to 0, the RW bit is always 0.) 0: The RW flag is disabled. 1: The RW flag is enabled.
16	NULLE	B'0	R/W	NULL Receive Interrupt Flag Enable Enables or disables the reflection of the NULL receive interrupt flag (NULL) in the interrupt signal. 0: The NULL receive interrupt flag is disabled. 1: The NULL receive interrupt flag is enabled.
15	TR	B'0	R/W*	Transaction End Detect Interrupt Flag When the transaction end is detected, an interrupt is generated. 0: DMA transfer is in progress or suspended. [Clearing condition] Writing 0 after reading 1. 1: A transaction end receive interrupt is generated.
14	BUF	B'0	R/W*	Buffer End Detect Interrupt Flag When the end of the buffer is detected, an interrupt is generated. 0: DMA transfer is in progress or suspended. [Clearing condition] Writing 0 after reading 1. 1: A buffer end detect interrupt is generated.
13	RW	B'0	R/W*	Final Buffer Access Detect Interrupt Flag When the final access to the buffer is detected, an interrupt is generated. 0: DMA transfer is in progress or suspended. [Clearing condition] Writing 0 after reading 1. 1: A final buffer access detect interrupt is generated.
12	NULL	B'0	R/W*	NULL Receive Interrupt Flag When NULL packet is received, an interrupt is generated. 0: DMA transfer is in progress or suspended. [Clearing condition] Writing 0 after reading 1. 1: A NULL packet receive interrupt is generated.
11 to 8	—	All 0	R	Reserved The bits should always be written as 0.
7, 6	TS1 to TS0	B'00	R/W	DMA Transfer Size B'00: 8 bytes B'01: 16 bytes B'10: 32 bytes B'11: Setting prohibited Specify the same transfer size and address boundary when setting addresses in USBDMAn_SAR and USBDMAn_DAR as a transfer source and transfer destination. If TS = 11 is set, an address error is generated and DMA transfer is disabled.

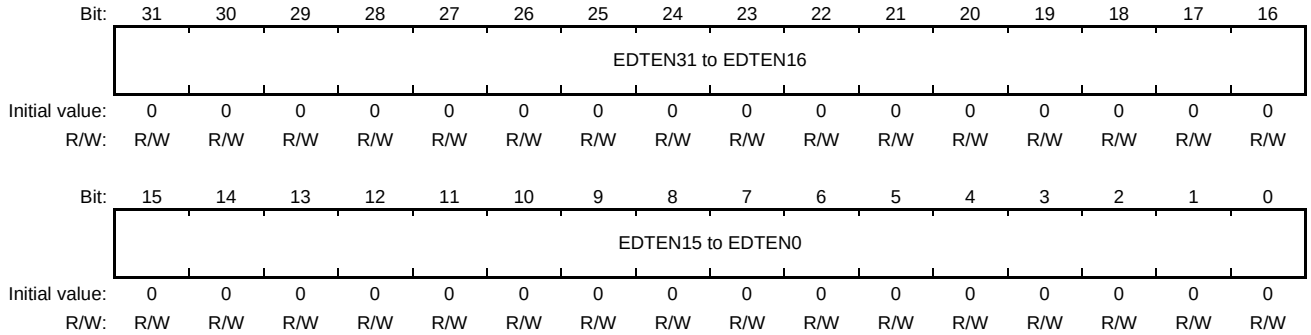
Bit	Bit Name	Initial Value	R/W	Description
5	IE	B'0	R/W	Interrupt Enable Enables or disables an interrupt request to the CPU when DMA transfer ends. When AE, TE, SP, TO, NULL, RW, BUF, or TR bit is set with this bit set to 1, an interrupt request is output to the CPU. However, when the TRE, BUFE, RWE, NULLE, or TOE bit is set to disabled, no interrupt due to TR, BUF, RW, NULL, or TO is generated. 0: An interrupt request is disabled. 1: An interrupt request is enabled.
4	TOE	B'0	R/W	Timeout Enable Enables or disables the reflection of the timeout flag (TO) in the interrupt. 0: Timeout flag is disabled. 1: Timeout flag is enabled.
3	TO	B'0	R/W*	Timeout Flag After a transfer request REQ is negated, a timeout interrupt is generated after the specified cycles. (Used for timeout when the final packet is Max packet.) 0: DMA transfer is in progress or suspended. [Clearing condition] Writing 0 after reading 1. 1: Timeout is generated.
2	SP	B'0	R/W*	Short Packet Receive Flag A transfer end interrupt is generated upon receiving a short packet from the HS-USB. For example, if DMA transfer size is set to 1 MB but actual data transfer is 900 KB, this interrupt is generated when transfer of 900 KB finishes. 0: DMA transfer is in progress or suspended. [Clearing condition] Writing 0 after reading 1. 1: A short packet is received.
1	TE	B'0	R/W*	Transfer End Flag When a DMA transfer ends with USBDMAn_TCR = 0, the TE bit is set to 1. When a DMA address error occurs before USBDMAn_TCR is cleared to 0 and the transfer is suspended by clearing the DE bit and the DME bit in USBDMAn_DMAOR, the TE bit is not set to 1. To clear the TE bit, write 0 after reading 1. When TE = 1, DMA transfer is disabled even if the DE bit is set to 1. 0: DMA transfer is in progress or suspended. [Clearing condition] Writing 0 after reading 1. 1: DMA transfer end (TCR = 0)
0	DE	B'0	R/W	DMA Enable Enables or disables DMA transfer. Setting the DME bit in USBDMAn_DMAOR and the DE bit for the corresponding channel to 1 starts a DMA transfer, provided that all interrupt flags are 0. Clearing the DE bit to 0 suspends the ongoing transfer after the transfer of one transaction is completed. 0: DMA transfer is disabled. 1: DMA transfer is enabled.

Note: * Only writing 0 to clear the flag is enabled.

Notes: 'n' in Register Name is 0 or 1.

62.2.10 DMAn Final Transaction Valid Data Transfer Enable Registers 0 and 1 (USBDMAn_TEND_0/1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	EDTEN31 to EDTEN0	H'0000_0000	R/W	Final Transaction Valid Data Transfer Enable (valid only for IN transfers) Specify valid data size in units of bytes in the final transaction of data transfer (see section 62.3.2, DMA Transfer Function). H'8000_0000: 32 bytes × (n-1) + 1 byte H'C000_0000: 32 bytes × (n-1) + 2 bytes : H'FFFF_FFFF: 32 bytes × (n-1) + 32 bytes Notes: 1. n: Transfer count setting (TCR) 2. For the 8-byte transfer, set EDTEN23 to EDTEN0 to 0. For the 16-byte transfer, set EDTEN15 to EDTEN0 to 0.

Note: 'n' in Register Name is 0 or 1.

62.2.11 DMAn Operation Register (USBDMAn_DMAOR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	TID1 and TID0		RM	PR1 and PR0		AE	DME
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W*	R/W*	R/W	R/W	R/W	R/W*	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 7	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
6, 5	TID1 and TID0	B’00	R/W*	Response Error Channel Identity Information TID1 indicates the channel 1 error information, and TID0 indicates the channel 0 error information. TID1 0: No error 1: Channel 1 response packet error TID0 0: No error 1: Channel 0 response packet error [Setting condition] When a CH0 (1) response error occurs [Clearing condition] Clearing ERR_RCV in USBDMAn_VCR (Channel 0/channel 1 concurrent clear)
4	RM	B’0	R/W	Response Error Mask Mode 0: A response error is output. 1: A response error is masked.
3, 2	PR1 and PR0	B’00	R/W	Priority Mode Specify the priority of channels to execute transactions when transfer requests are made simultaneously in both channel 0 and channel 1 as follows: B’00: Channel 0 > Channel 1 B’01: Channel 1 > Channel 0 B’10: Setting prohibited (If PR = 10 is set, channel 0 > channel 1) B’11: Setting prohibit

Bit	Bit Name	Initial Value	R/W	Description
1	AE	B'0	R/W*	Address Error Flag Indicates that an address error interrupt occurred when setting USBDMAn_SAR or USBDMAn_DAR. This flag is set to 1 when the value of USBDMAn_SAR or USBDMAn_DAR differs from the transfer size (TS) boundary, and when the TS bits are set to 11 (setting prohibited). When the AE bit is set to 1, DMA transfer is not enabled even if the DE bit in DMACHCR and the DME bit in USBDMAn_DMAOR are set to 1. 0: No address error interrupt is generated by the DMAC. [Clearing condition] Setting USBDMAn_SAR and USBDMAn_DAR to values that match the transfer size boundary. 1: An address error interrupt is generated.
0	DME	B'0	R/W	DMA Master Enable Enables or disables DMA transfers for all channels. When the DME bit and the DE bit in USBDMAn_CHCR are set to 1, DMA transfer is enabled, provided that all interrupt flags in USBDMAn_CHCR of the transfer channel are 0. Clearing the DME bit suspends the DMA transfer for all channels. 0: DMA transfer for all channels is disabled. 1: DMA transfer for all channels is enabled.

Note: * Only writing 0 to clear the flag is enabled.

Note: 'n' in Register Name is 0 or 1.

62.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

62.3.1 Interrupt/Error Detection Function

This section describes the interrupt/error detection function that is implemented in this module.

Table 62.6 lists the mask, source, and flag registers for each interrupt type.

Table 62.6 Registers by Interrupts/Errors

	Interrupt Generation	Interrupt Mask Register	Interrupt Mask Register (Individual Mask)	Source Register	Flag Register
Transfer count end	√	USBDMAn_CHCR_x.IE	—	USBDMAn_DMICR.TEx	USBDMAn_CHCR_x.TE
Short packet receive	√	USBDMAn_CHCR_x.IE	USBDMAn_CHCR_x.SPIM	USBDMAn_DMICR.SPx	USBDMAn_CHCR_x.SP
NULL packet receive	√	USBDMAn_CHCR_x.IE	USBDMAn_CHCR_x.NULLE	USBDMAn_DMICR.NULLx	USBDMAn_CHCR_x.NULL
Timeout	√	USBDMAn_CHCR_x.IE	USBDMAn_CHCR_x.TOE	USBDMAn_DMICR.TOx	USBDMAn_CHCR_x.TO
Transaction end detect	√	USBDMAn_CHCR_x.IE	USBDMAn_CHCR_x.TRE*	USBDMAn_DMICR.TRx	USBDMAn_CHCR_x.TR
Buffer end detect	√	USBDMAn_CHCR_x.IE	USBDMAn_CHCR_x.BUFE*	USBDMAn_DMICR.BUFx	USBDMAn_CHCR_x.BUF
Final buffer access detect	√	USBDMAn_CHCR_x.IE	USBDMAn_CHCR_x.RWE*	USBDMAn_DMICR.RWx	USBDMAn_CHCR_x.RW
Address error	√	USBDMAn_CHCR_x.IE	—	USBDMAn_DMICR.AE	USBDMAn_DMAOR.AE
Response packet error	—	—	—	—	USBDMAn_VCR.ERR_SNT USBDMAn_VCR.ERR_RCV

Note: These registers not only mask interrupt generation but also disable error processing (flag sources and flag clearing).

Note: ‘n’ in Register Name is 0 or 1.

Table 62.7 shows the processing to be executed when different interrupts occur. DMA transfer control is not affected when the NULL packet receive, timeout, or response packet error interrupt occurs. When the transfer count end interrupt occurs, processing is restarted. Processing can be resumed or restarted after interrupts occur from other sources.

Table 62.7 Processing to be Executed When Interrupts Occur (Suspend/Resume/Restart)

	Suspend/Resume	Terminate/Restart	Suspend/Resume/Restart Control Mask Register
Transfer count end	—	√	—
Short packet receive	√	√	—
NULL packet receive	—	√*	—
Timeout	—	√	—
Transaction end detect	√	√	USBDMAn_CHCR_x.TRE
Buffer end detect	√	√	USBDMAn_CHCR_x.BUFE
Final buffer access detect	√	√	USBDMAn_CHCR_x.RWE
Address error	√	√	—
Response packet error	—	—	—

Notes: * When a NULL packet is received, processing is forced to be terminated and restarted by the FTE bit (see section 62.3.2 (3), DMA transfer flow.).
'n' in Register Name is 0 or 1.

The internal circuit is reloaded register values when restarted, but not when resumed.

Table 62.8 lists the interrupt generating conditions.

Table 62.8 Interrupt Generating Conditions

Interrupt Name	Interrupt Conditions
Transfer count end interrupt	When the final data transfer of the specified transfer count (in the USBDMAn_TCR register) completes IN transfer: When the final access to HS-USB completes OUT transfer: When the data transmission to the AXI completes
Short packet receive interrupt	When the data transfer at the time the end of a transaction is detected completes
NULL packet receive interrupt	When a NULL packet is detected or the forced TE register is set
Timeout interrupt	When the specified time elapses after the last transfer request
Transaction end detect interrupt	When the end of a transaction is detected
Buffer end detect interrupt	When the end of the buffer is detected
Final buffer access detect interrupt	When the final access to the buffer is detected
Address error interrupt	When invalid access to the DMAC register is attempted (With invalid USBDMAn_SAR/USBDMAn_DAR values or invalid transfer size (TS) specified)
Response packet error	Error Transmission (ERR_SNT) When accessed by a transaction that is not supported Error Reception (ERR_RCV) When received a response packet error from the system

Note: 'n' in Register Name is 0 or 1.

Figure 62.2 shows a block diagram of the interrupt circuit.

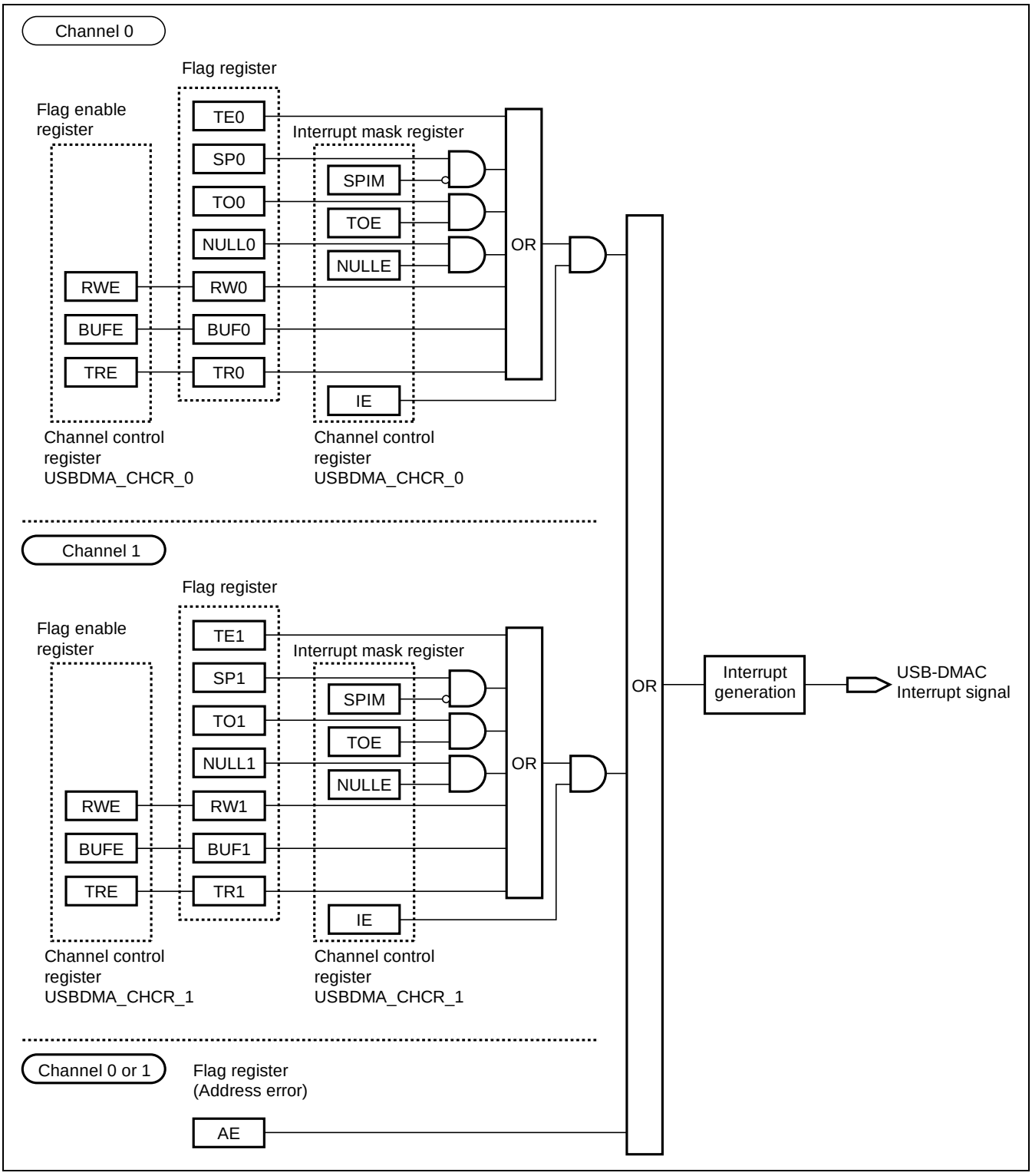


Figure 62.2 Block Diagram of Interrupt Circuit

(1) Transfer count end interrupt (TE flag)

Can be generated when the specified number of transfers complete or the FTE bit in the channel control register (USBDMAn_CHCR_0 to USBDMAn_CHCR_1) is set to 1. When the IE bit in the USBDMAn_CHCR_0 to USBDMAn_CHCR_1 is set to 0, no interrupts are generated. However, the TE bit in USBDMAn_CHCR_0 to USBDMAn_CHCR_1 and the TE0 or TE1 bit in the interrupt source register (USBDMAn_DMICR) are set to 1 regardless of the IE bit setting.

The internal transfer counter is loaded with the value set in the USBDMAn_TCR_x register and decrements based on the AXI clock every time one transaction (8-/16-/32-byte) completes. When the transfer count value reaches 0 (the end of a transfer count), the counter sets the TE (transfer end) flag from 0 to 1 (when the FTE bit is set, it is reflected on the TE flag immediately). The TE bit is cleared by writing 0 to it after reading it as 1 by software.

Note: 'n' in Register Name is 0 , 1.

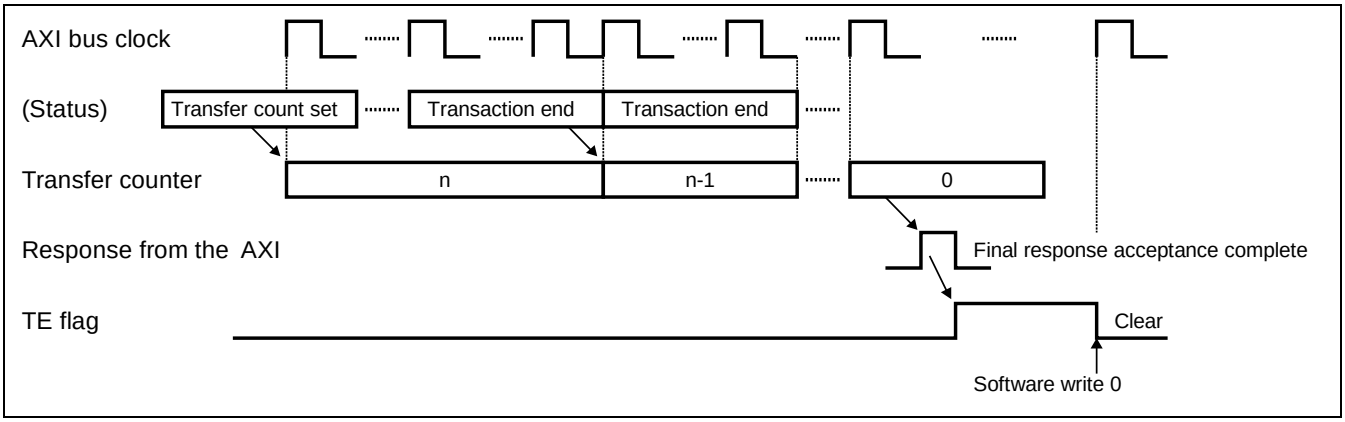


Figure 62.3 Transfer Count End Interrupt (TE) Generation Timing

(2) Short packet receive interrupt (SP flag)

Can be generated when a short packet is detected. When the SPIM bit in the USBDMAn_CHCR_x register is set to 1, no interrupts are generated. However, the SP bit (SP flag) in the USBDMAn_CHCR_x register and the SP0 or SP1 bit in the USBDMAn_DMICR register are set to 1, regardless of the SPIM bit setting. The SP bit is cleared by writing 0 to it after reading it as 1 by software.

Note: 'n' in Register Name is 0 ,1.

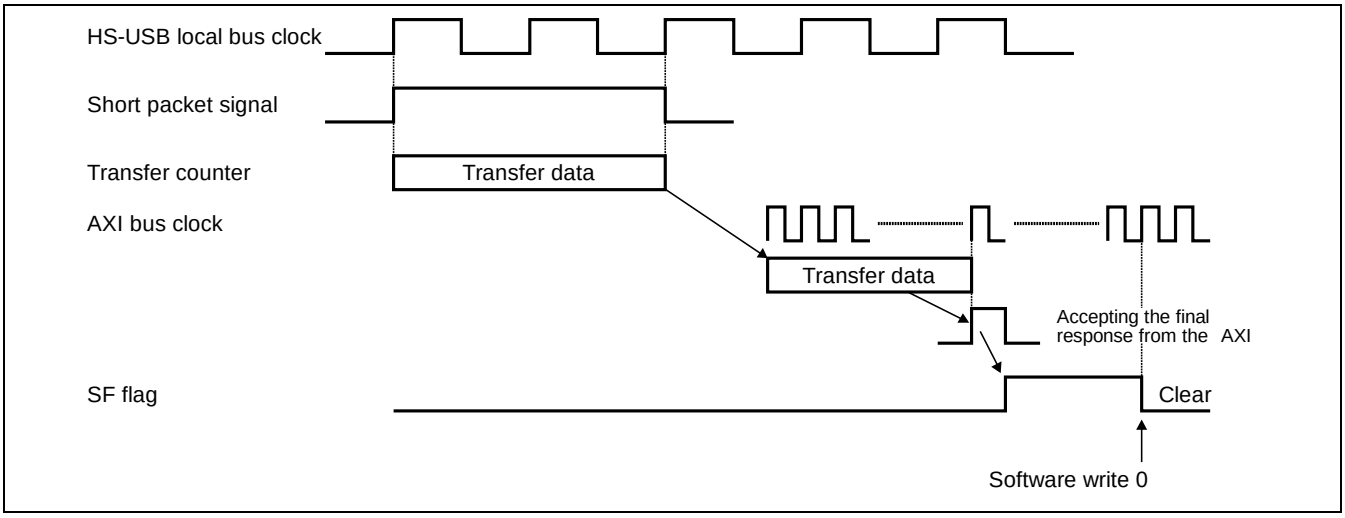


Figure 62.4 Short Packet Receive Interrupt (SP) Generation Timing

(3) NULL packet receive interrupt (NULL flag)

Can be generated when a NULL packet is detected. When the NULLE bit in the USBDMAn_CHCR_x register is set to 0, no interrupts are generated. However, the NULL bit (NULL flag) in the USBDMAn_CHCR_x register and the NULL0 or NULL1 bit in the USBDMAn_DMICR register are set to 1, regardless of the NULLE bit setting. Note also that the DMA transfer control in this module, such as stop, suspend, or resume, is not affected when a NULL packet is received. The software is responsible for implementing special processing if necessary since in this module this interrupt is designed only to signal the software that a NULL packet is received.

Note: 'n' in Register Name is 0 or 1.

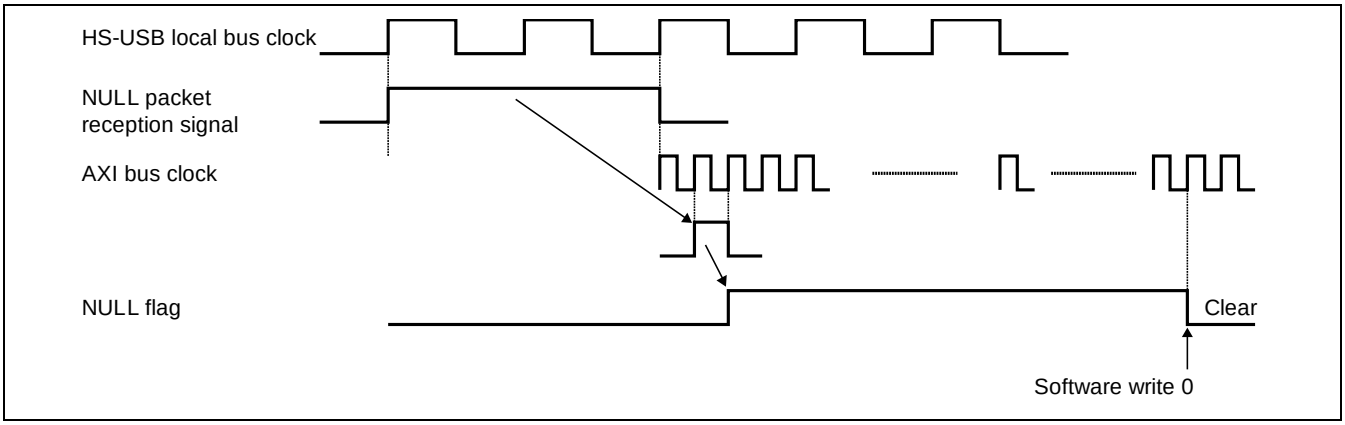


Figure 62.5 NULL Packet Receive Interrupt (NULL) Generation Timing

(4) Timeout interrupt (TO flag)

Can be generated when the time period that is specified in the timeout constant register (USBDMAn_TOCSTR_0 or USBDMAn_TOCSTR_1) elapses after the final transfer request is received from the HS-USB. On detecting the final transfer request, the internal counter is loaded with the value set in the USBDMAn_TOCSTR_x register and starts counting down. When the counter reaches 0, it generates a timeout interrupt. Note that the DMA transfer control in this module, such as stop, suspend, or resume, is not affected when a timeout interrupt occurs. The TO bit is cleared by writing 0 to it after reading it as 1 by software. Figure 62.6 and 62.7 show the timeout interrupt generation timing.

Note: 'n' in Register Name is 0 or 1.

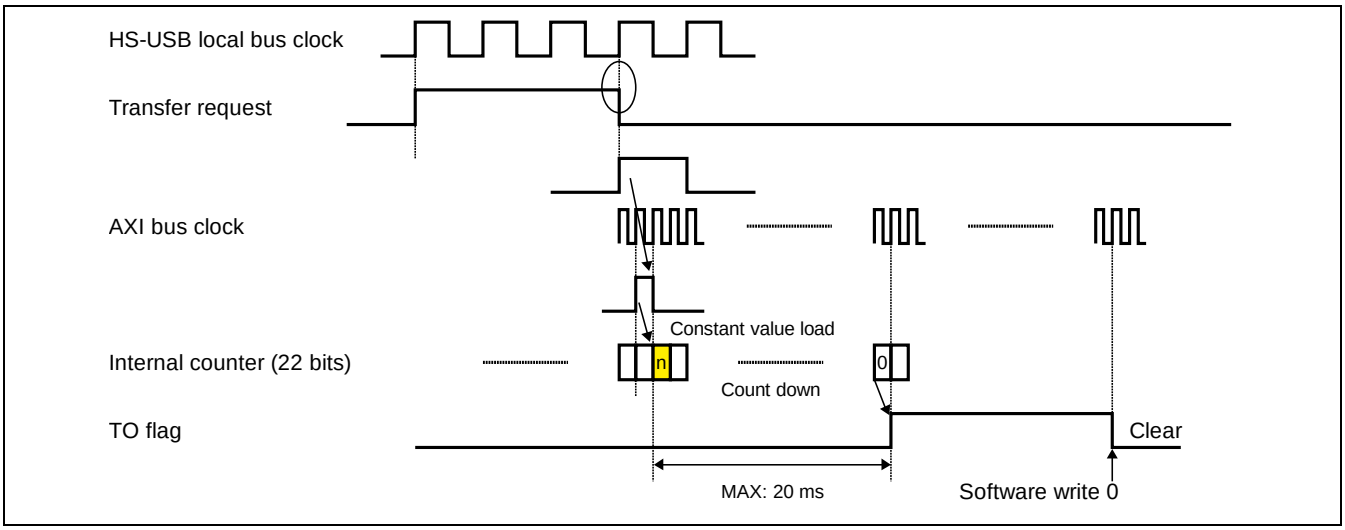


Figure 62.6 Timeout Interrupt (TO) Generation Timing

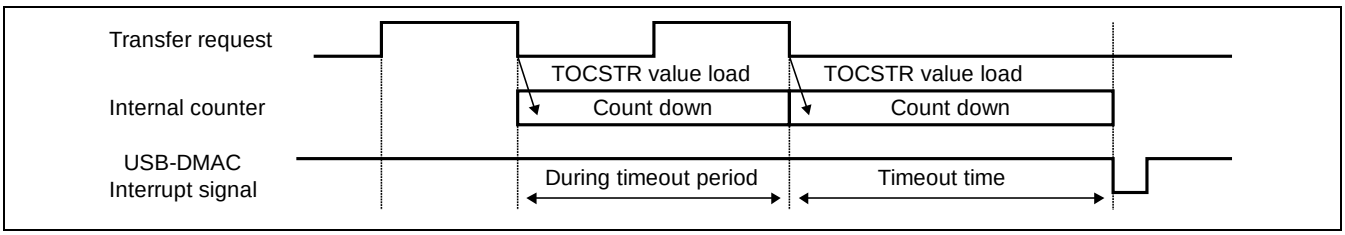


Figure 62.7 Timeout Interrupt Timing

The functions described in section 62.3.1 (5) to 62.3.1 (9) are added to detect and notify the transitions on an individual signal line to the software, but no use is defined. They can be used as required.

(5) Transaction end detect interrupt (TR flag)

Can be generated when the end of a transaction is detected within the HS-USB. Note that the TR bit in the USBDMAn_CHCR_x register and the TR0 or TR1 bit in the USBDMAn_DMICR register are not reflected in the interrupt signal when the TRE bit in the USBDMAn_CHCR_x register is set to 0.

Note: ‘n’ in Register Name is 0 or 1.

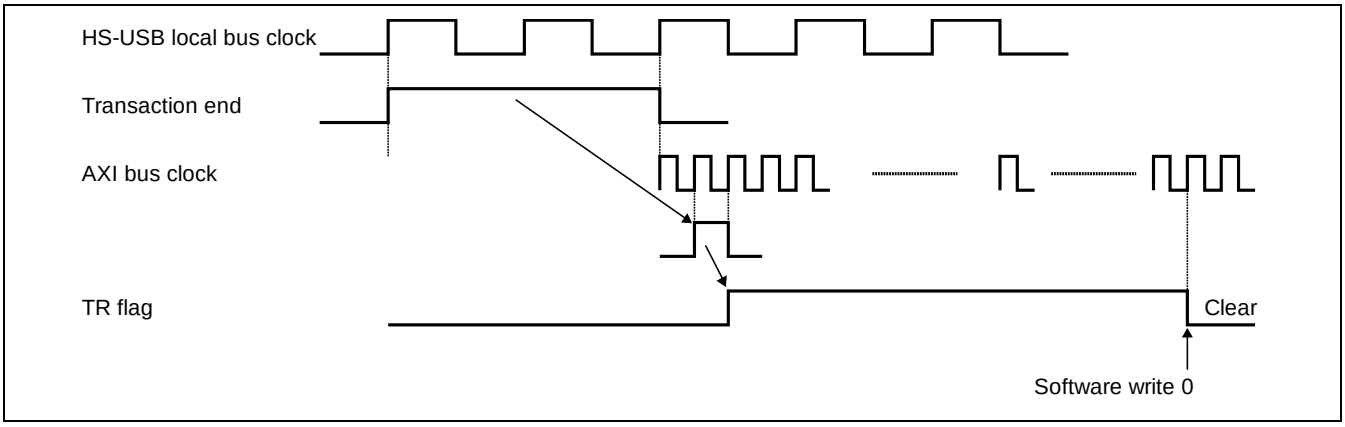


Figure 62.8 Transaction End Detect Interrupt Timing

(6) Buffer end detect interrupt (BUF flag)

Can be generated when the end of the buffer in the HS-USB is detected. Note that the BUF bit in the USBDMAn_CHCR_x register and the BUF0 or BUF1 bit in the USBDMAn_DMICR register are not reflected in the interrupt signal when the BUFE bit in the USBDMAn_CHCR_x register is set to 0.

Note: ‘n’ in Register Name is 0 or 1.

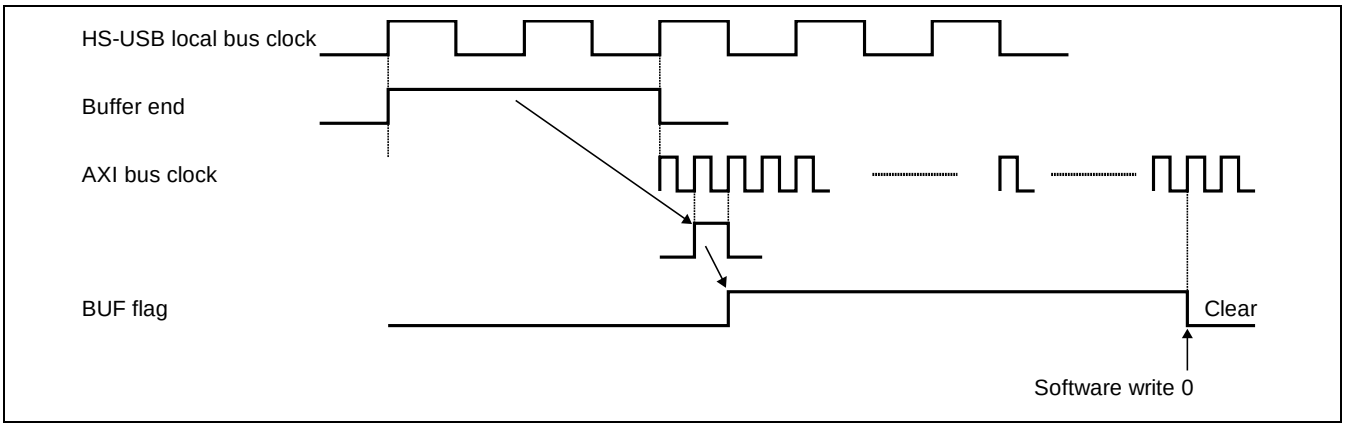


Figure 62.9 Buffer End Detect Interrupt Timing

(7) Final buffer access detect interrupt (RW flag)

Can be generated when the final access to the buffer in the HS-USB is detected. Note that the RW bit in the USBDMAn_CHCR_x register and the RW0 or RW1 bit in the USBDMAn_DMICR register are not reflected in the interrupt signal when the RWE bit in the USBDMAn_CHCR_x register is set to 0.

Note: ‘n’ in Register Name is 0 or 1.

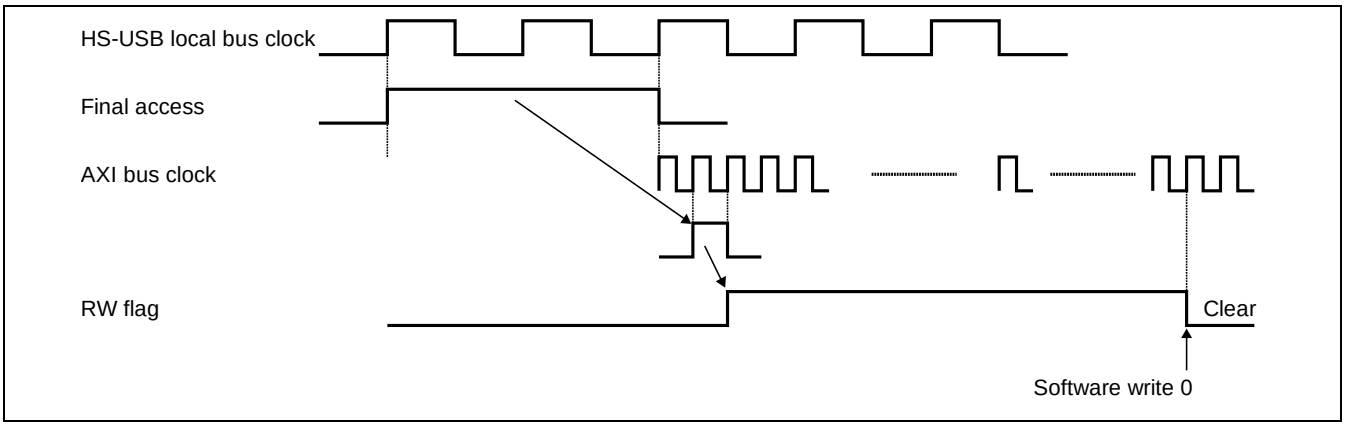


Figure 62.10 Final Buffer Access Detect Interrupt Timing

(8) Address error detection

This is a flag that indicates an address error interrupts has occurred when setting the source address register (USBDMAn_SAR_0 to USBDMAn_SAR_1) and the destination address register (USBDMAn_DAR_0 to USBDMAn_DAR_1). When the value written to the USBDMAn_SAR or USBDMAn_DAR register differs from the transfer size (TS) boundary, and when the TS bits are set to 11 (setting prohibited), the AE bit in the USBDMAn_DMAOR register is set to 1. There is no distinction between CH0 and CH1 for an address error (the AE bit is set to 1 when an address error occurs on CH0 or CH1).

While the AE is set, no DMA transfer is allowed even if the DE bit in the USBDMAn_CHCR_x register and the DME bit in the USBDMAn_DMAOR register are set to 1. The address error interrupt is cleared by setting correct addresses in USBDMAn_SAR_x and USBDMAn_DAR_x.

Note: ‘n’ in Register Name is 0 or 1.

Table 62.9 Address Error Detection Conditions When Setting Transfer Sizes

Transfer Size	Address Error Detection Conditions
TS = B'00 (8-byte transfer)	When data that is not aligned to 8-byte boundaries is written to the USBDMAn_SAR/ USBDMAn_DAR registers (Writes to the USBDMAn_SAR/ USBDMAn_DAR registers are valid.)
TS = B'01 (16-byte transfer)	When data that is not aligned to 16-byte boundaries is written to the USBDMAn_SAR/ USBDMAn_DAR registers (Writes to the USBDMAn_SAR/ USBDMAn_DAR registers are valid.)
TS = B'10 (32-byte transfer)	When data that is not aligned to 32-byte boundaries is written to the USBDMAn_SAR/ USBDMAn_DAR registers (Writes to the USBDMAn_SAR/ USBDMAn_DAR registers are valid.)
—	When B'11 (setting prohibited) is written to the TS bit (Writes to the TS bit are valid.)

Note: ‘n’ in Register Name is 0 or 1.

(9) Response packet error detection

This function reports response packet errors when the interface between the AXI and this module is accessed in ways that are not listed in Table 62.2.

(a) Transmitting response packet errors

When a response packet error occurs during accessing from the AXI to this module, the ERR_SNT bit in the USBDMAn_VCR register is set to 1.* The error signal is also sent to the AXI bus if the RM bit in the USBDMAn_DMAOR register is 0. If the RM bit is set to 1, the error signal is masked (0 is signaled).

Note: * When a response packet error occurs, the ERR_SNT bit is set to 1 regardless of the RM bit setting. The ERR_SNT bit is cleared by writing 0 after reading 1.

Note: 'n' in Register Name is 0 or 1.

Table 62.10 Response Packet Error Generation

USBDMA0_DMAOR (RM bit) Setting	1 (Mask Mode)	0 (Normal Mode)
Response packet error signal notification to AXI	Signals the fixed value (0) to the AXI bus without determining if there is a response packet error.	Reports a response packet error to the AXI bus when it is accessed with a transfer size other than those supported in this module (4-byte read/write and 8-byte read).

(b) Receiving response packet errors

When a response packet error occurs during accessing from this module to the AXI, the ERR_RCV bit in the USBDMAn_VCR register is set to 1. The TID bit in the USBDMAn_DMAOR register indicates on which channel of this module the error has occurred (TID[1] = 1 means it has occurred on CH1 and TID[0] = 1 on CH0).

The ERR_RCV bit is cleared by writing 0 after reading 1.

Note: 'n' in Register Name is 0 or 1.

62.3.2 DMA Transfer Function

(1) Operating mode

The following operating modes (a) to (b) are supported according to the setting of the PR bit in the DMA operation register (USBDMAn_DMAOR).

Note: 'n' in Register Name is 0 or 1.

(a) CH0 first control

Forces CH1 to wait to start a DMA transfer until a DMA transfer completes on CH0.

When there is a timing conflict in starting a DMA transfer between CH0 and CH1, CH0 takes precedence over CH1. If a DMA transfer is in progress on CH1 when CH0 tries to start a DMA transfer, CH0 waits to start it until the ongoing DMA transfer completes on CH1.

(b) CH1 first control

Forces CH0 to wait to start a DMA transfer until a DMA transfer completes on CH1.

When there is a timing conflict in starting a DMA transfer between CH1 and CH0, CH1 takes precedence over CH0. If a DMA transfer is in progress on CH0 when CH1 tries to start a DMA transfer, CH1 waits to start it until the ongoing DMA transfer completes on CH0.

Figure 62.11 shows an overview of the processing of the AXI bridge in each operating mode.

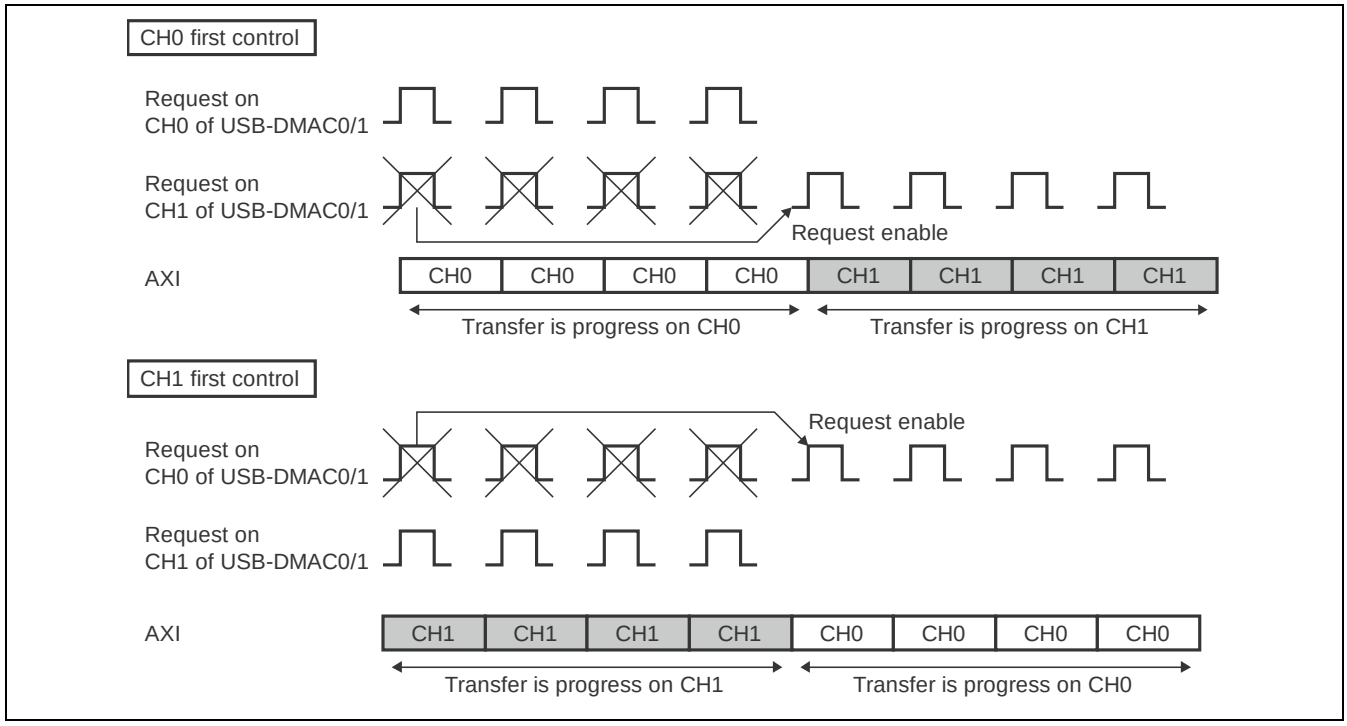


Figure 62.11 Overview of AXI Bridge Processing in Each Mode

(2) Transfer size

The transfer size on the AXI can be selected by setting the channel control register (the TS bit).

8-, 16-, and 32-byte can be set for each channel independently.

The following consideration should be observed during IN transfers.

The minimum transfer size that can be set to the TS bit is 8 bytes while the HS-USB can control transfers in 1-byte units. For example, if valid transfer data that is "8 × (n - 1) + α" (α is less than 7 bytes) in size is to be transferred to the HS-USB with the transfer size set to 8 bytes and the transfer count set to n, α is transferred as a valid transfer unit by controlling byte enables according to the DMA final transaction valid data transfer enable register (the EDTEN bits) setting. Likewise, data is transferred in "transfer size x transfer count" (the final transaction is controlled by EDTEN) for 16- and 32-byte transfer sizes. The EDTEN setting is valid only for IN transfer and is don't care for OUT transfer.

Figure 62.12 shows an example of EDTEN setting. When only EDTEN31 in EDTEN31 to EDTEN0 is 1, one byte is enabled. When only EDTEN31 and EDTEN30 in EDTEN31 to EDTEN0 are 1, two bytes are enabled. Therefore, the total transfer volumes in the example shown above are calculated as "(32 bytes × (n - 1)) bytes + 10 bytes" for 32-byte transfer, "(16 bytes × (n - 1)) bytes + 7 bytes" for 16-byte transfer, and "(8 bytes × (n - 1)) bytes + 2 bytes" for 8-byte transfer. EDTEN15 to EDTEN0 in 16-byte transfer, EDTEN23 to EDTEN0 in 8-byte transfer are invalid (their values are ignored).

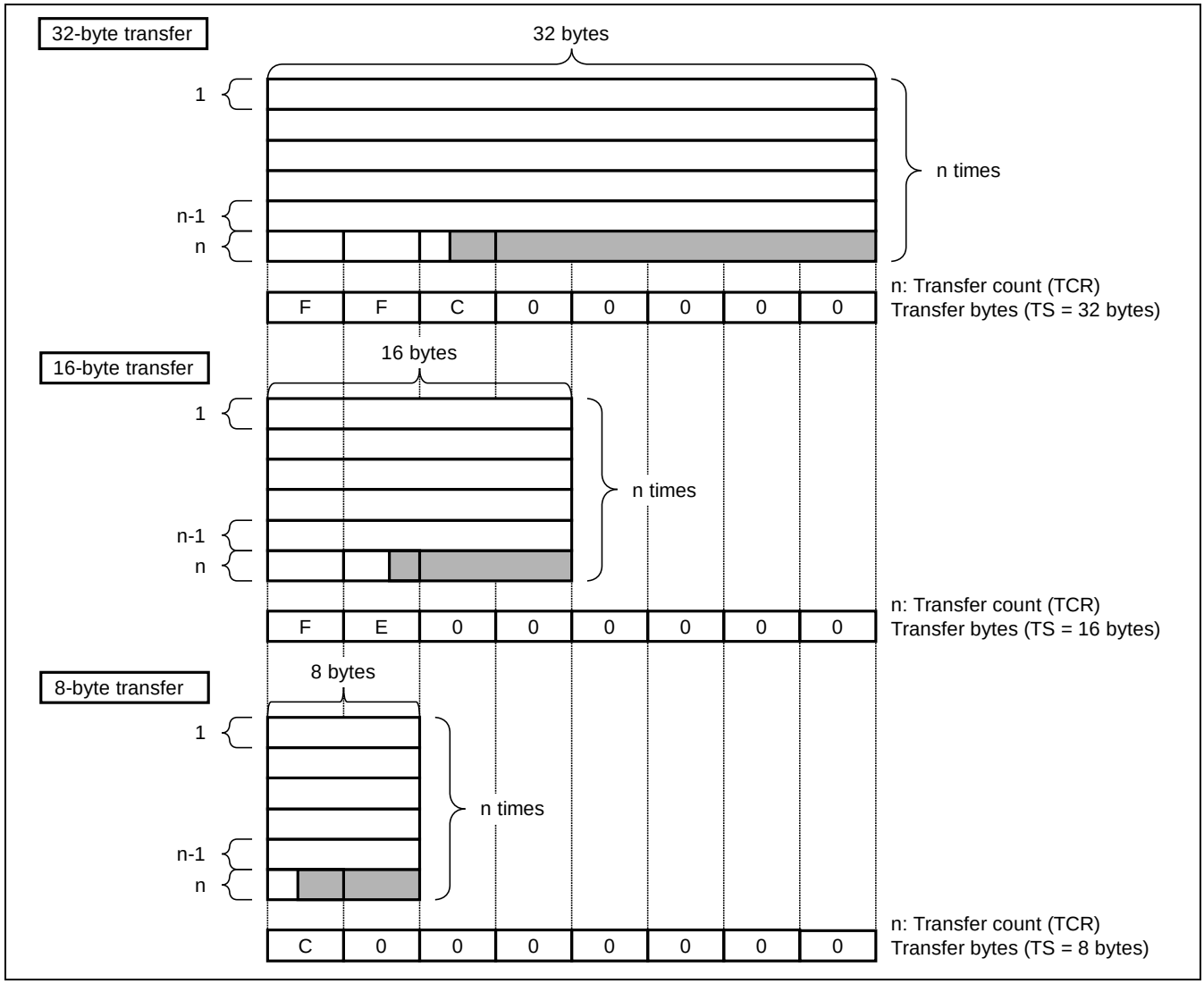


Figure 62.12 Example of Final Transaction Valid Data Transfer Enable (EDTEN) Setting

(3) DMA transfer flow

After the DMA source address register (USBDMAn_SAR), DMA destination address register (USBDMAn_DAR), DMA transfer count register (USBDMAn_TCR), DMA channel control register (USBDMAn_CHCR), final valid data transfer enable register (USBDMAn_TEND), and DMA operation register (USBDMAn_DMAOR) are set appropriately, the DMAC starts data transfer in the following sequence. The DMA timeout constant register (USBDMAn_TOCSTR) may also need to be set.

If the transfer enabling conditions are set as DE = 1, DME = 1, TE = 0, AE = 0, SP = 0, and (TR = 0, BUF = 0, RW = 0), transfers are performed according to the transfer request enables and transfer requests from the HS-USB. The transfer direction (IN/OUT transfer) is determined by the direction signal from the HS-USB. The transfer size is determined by the setting of TS1 to TS0.

Every time one AXI transaction (in the transfer size specified in the TS bit) completes, the internal counter of this module decrements the USBDMAn_TCR value by one. When the specified transfer count ends (the USBDMAn_TCR value reaches 0), it means all transfers complete. At this time, an USB-DMAC interrupt is generated if the IE bit in the USBDMAn_CHCR register is set to 1.

When a NULL packet is received, transfer can be stopped or restarted by setting FTE = 1 after negating the DREQE bit of the HS-USB module. Follow the steps described later in "Control when a NULL packet is received".

Note: ‘n’ in Register Name is 0 or 1.

Table 62.11 shows the conditions for each DMA transfer.

Table 62.11 DMA Transfer Conditions

Transfer enabling condition	TE = 0, SP = 0, (*TR = 0, BUF = 0, RW = 0)
Transfer (starting) condition	When a transfer request is enabled by the HS-USB When a transfer request is issued by the HS-USB
Transfer completing (then restarting) condition	When the transfer count ends (the TE flag is set to 1), (can be restarted by setting DE and DME to 1.) When FTE = 1 (when DREQE = 1 in the HS-USB module is also set), and the steps described later should be followed. When reset (can enter into standby state by releasing the reset.)
Transfer suspending (then resuming) condition	When DE = 0 or DME = 0 (can be resumed by setting DE = 1 or DME = 1.) When SP = 1 (can be resumed by clearing the SP flag.) When RW = 1, BUF = 1, and TR = 1 (can be resumed by clearing the RW, BUF, and TR flag.)* When the module stops (can be resumed by resuming the module.)

Note: * Can be ignored when the RWE, BUFE, and TRE bits are disabled (set to 0).

Figure 62.13 illustrates the high-level DMA transfer flow.

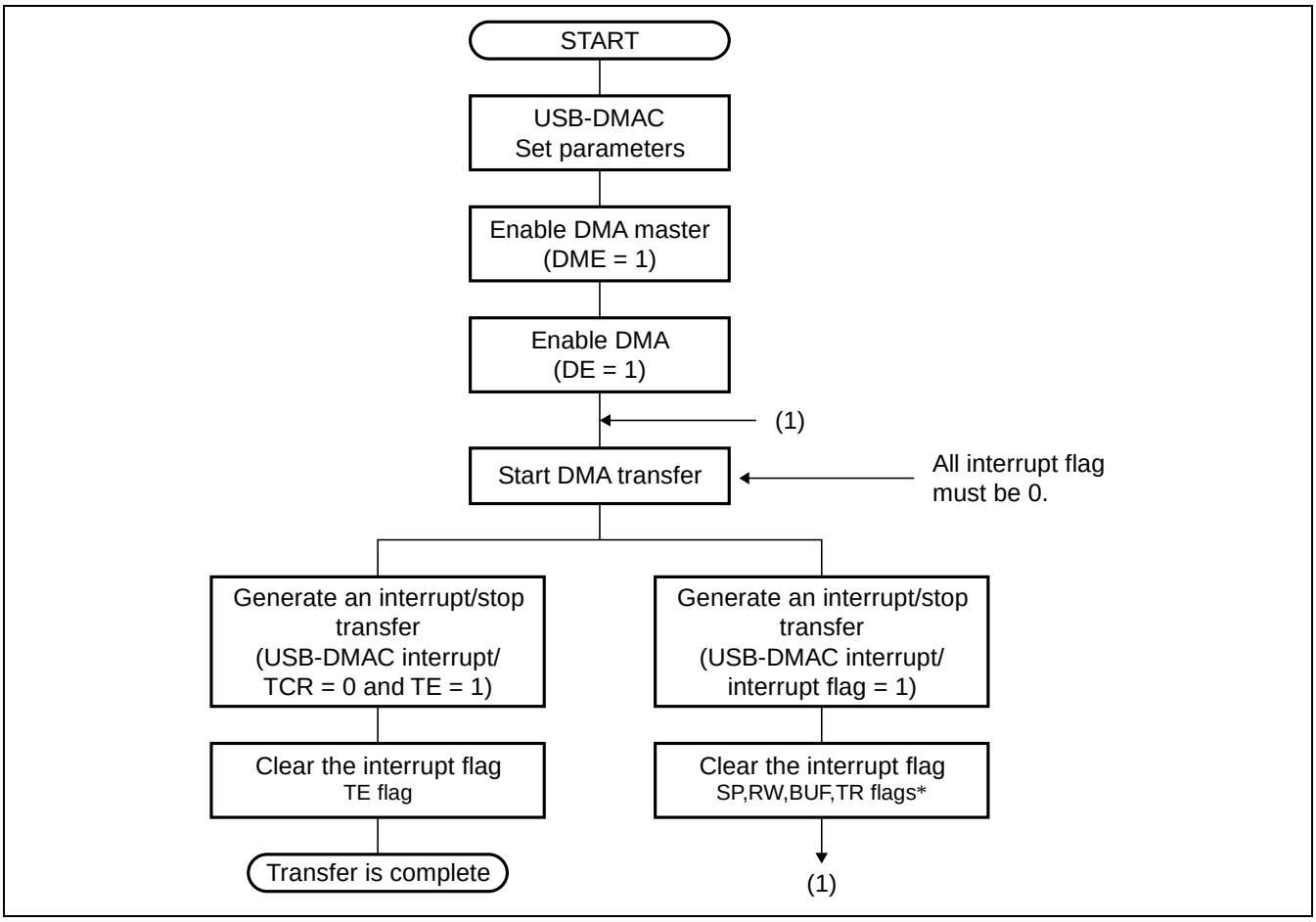


Figure 62.13 DMA Transfer Flow Overview

Note: * RW, BUF, and TR are not set when RWE, BUFE, and TRE are disabled

When to change USB-DMAC parameters

USB-DMAC parameters (such as destination address or transfer count) should be changed while all interrupt flags are cleared and DE = 0 and DME = 0 are set (a transfer is started with the latest parameters when DME = 1 and DE = 1 are set). Furthermore, USB-DMAC parameters should not be changed while the DMA is enabled (DME = 1 and DE = 1).

What to do if freeze

If a transfer should freeze during operation, issue a software reset after setting DE = 0 and DME = 0 and clearing all interrupt flags. All hardware except configuration registers is initialized. Restart by setting DME and DE to 1 after updating USB-DMAC parameters if necessary.

Control when a timeout occurs

Since this module assumes bus access in the transfer units listed in Table 62.2, it cannot be restarted when a timeout occurs in an irregular case where it is being accessed with any size that are not in the table. This irregular case should be handled by software, such as by issuing a software reset (to both CH0 and CH1).

Control when a NULL packet is received

When a NULL packet is received during a DMA transfer, the DMA transfer can be suspended and resumed on each channel independently by controlling the FTE bit of this module and the DREQE bit of the HS-USB module in the following sequence.

[Control sequence]

During a DMA transfer (A)

(1) A NULL packet is received (an interrupt is generated and the NULL flag is detected).
(2) The DREQE bit of the HS-USB module is negated (= 0).
(3) Wait for the internal bus to be stabilized.
(4) Perform three actions at the same time; setting the FTE bit, clearing the NULL bit and negating the DE bit.

An interrupt is generated due to TE.

(5) Clear the interrupt caused by TE.
(6) Set the parameters (such as TCR or DAR) for the next transfer.
(7) Assert the DE bit (= 1). The DMA is restarted.
(8) Assert the DREQE bit (= 1).

Start a DMA transfer (B).

[Restrictions]

1) FTE bit set timing
   If this module is accessing the AXI (SHBSYx bit = 1) when setting the FTE bit, you need to wait to set the FTE bit until this module's internal buffer is empty and the AXI bus access is complete (SHBSYx bit = 0). Note that if you accidentally set the FTE bit while an AXI bus access is in progress, the transfer fails and transfer data may be lost or the transfer may be unable to be restarted.
2) DREQE bit assert (negate clear) timing
   It is necessary to allow at least 20clk@ S3D1ϕ after the DE bit is asserted and before the DREQE is asserted. This is because DREQE needs to be asserted after transfers enabled by the DE bit are ready internally to be started. Asserting DREQE immediately after DE may cause malfunction such as initiating unnecessary bus access.
3) Fractional byte and NULL packet reception
   This module assumes bus access in the transfer units listed in Table 62.2 and goes out of control when it receives a NULL packet in an unsupported transfer unit. Therefore, data transfer in any transfer unit that is not in the table is prohibited.
4) IN/OUT switching after NULL packet reception
   After a NULL is received, transfers cannot be restarted with the transfer direction switched from OUT to IN. This is because this module still considers the terminated transfer as an OUT transfer until the transfer count reaches its end. Note that if you switch the transfer direction to IN transfer accidentally after a NULL packet is received, a conflict occurs between an IN and an OUT transfers, which may cause illegal bus access.
   Use CH0 and CH1 with their transfer direction fixed, or if the transfer direction needs to be switched on the same channel, make sure to do it every time a transfer completes successfully due to the end of transfer count or is terminated by software reset.

Figure 62.14 shows the state transitions for DMA transfers.

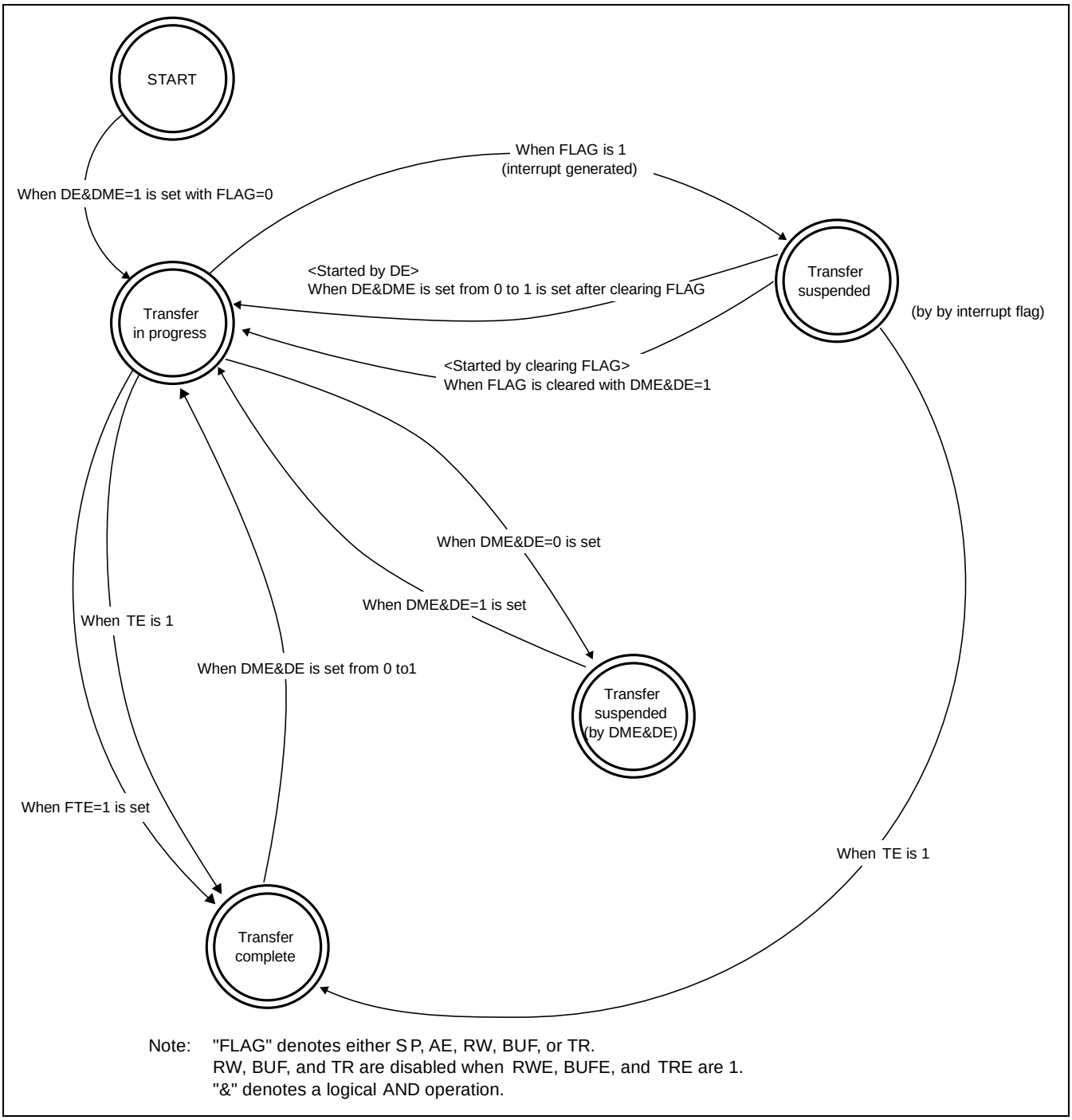


Figure 62.14 State Transitions for DMA Transfer

(4) Control sequence

Figure 62.15 shows an outline of the control sequence of this module.

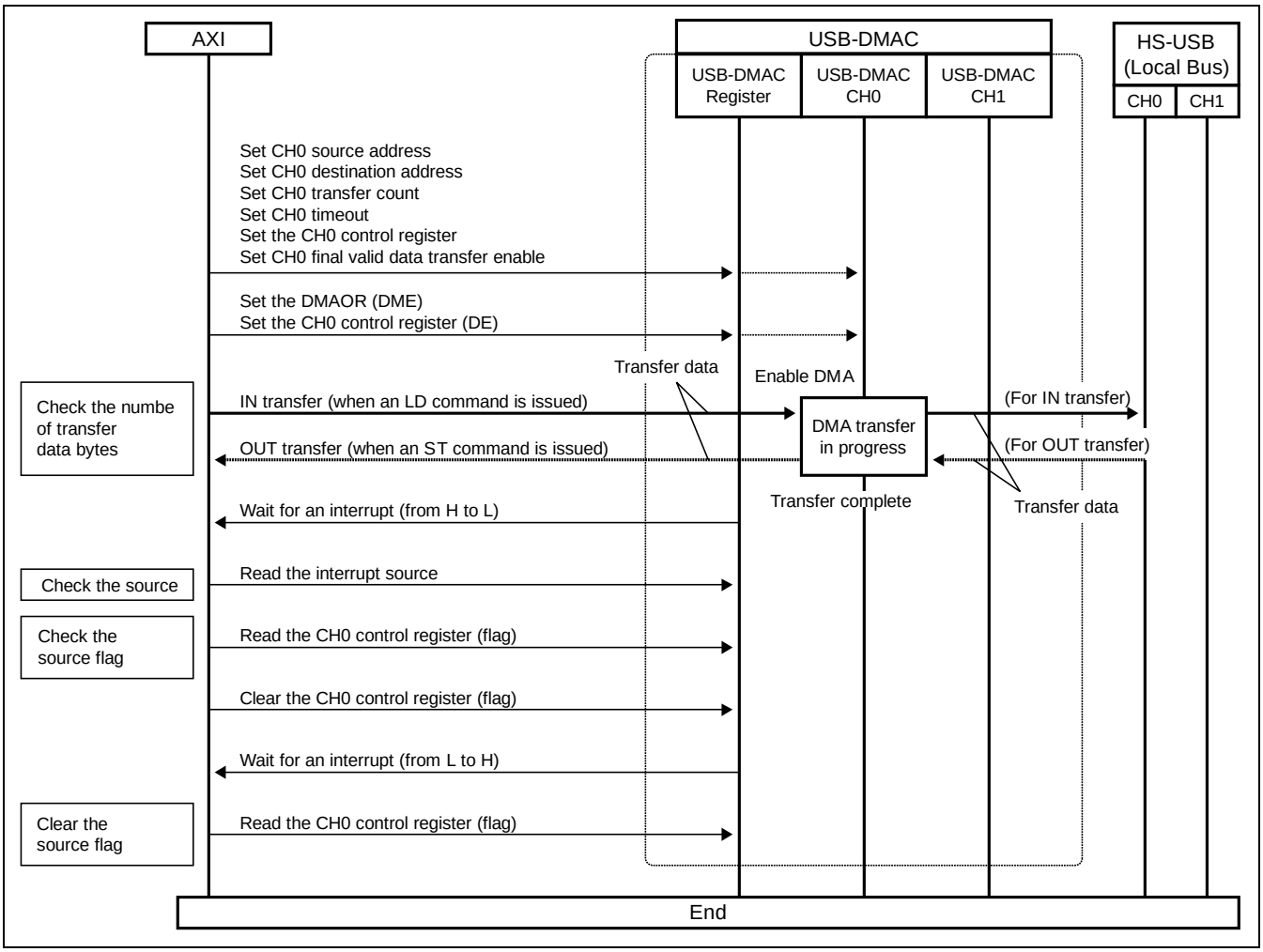


Figure 62.15 Control Sequence Overview

(5) Internal buffer configuration

This module has 64 bytes (64 bits × 8 words) of internal buffer for each of two channels. Thus, the total capacity of this module's internal buffers is 128 bytes (1,024 bits).

The internal buffers are composed of two planes each of which is organized as 64 bits × 4 words and are readable /writable on per-plane basis from the HS-USB local bus or AXI bus (plane 1 is writable when plane 0 is readable or vice versa). For 16-byte transfers, only 2 words in plane 0 and 2 words in plane 1 are used. For 8-byte transfers, only 1 word in plane 0 and 1 word in plane 1 are used.

Note that these internal buffers cannot be accessed directly by software.

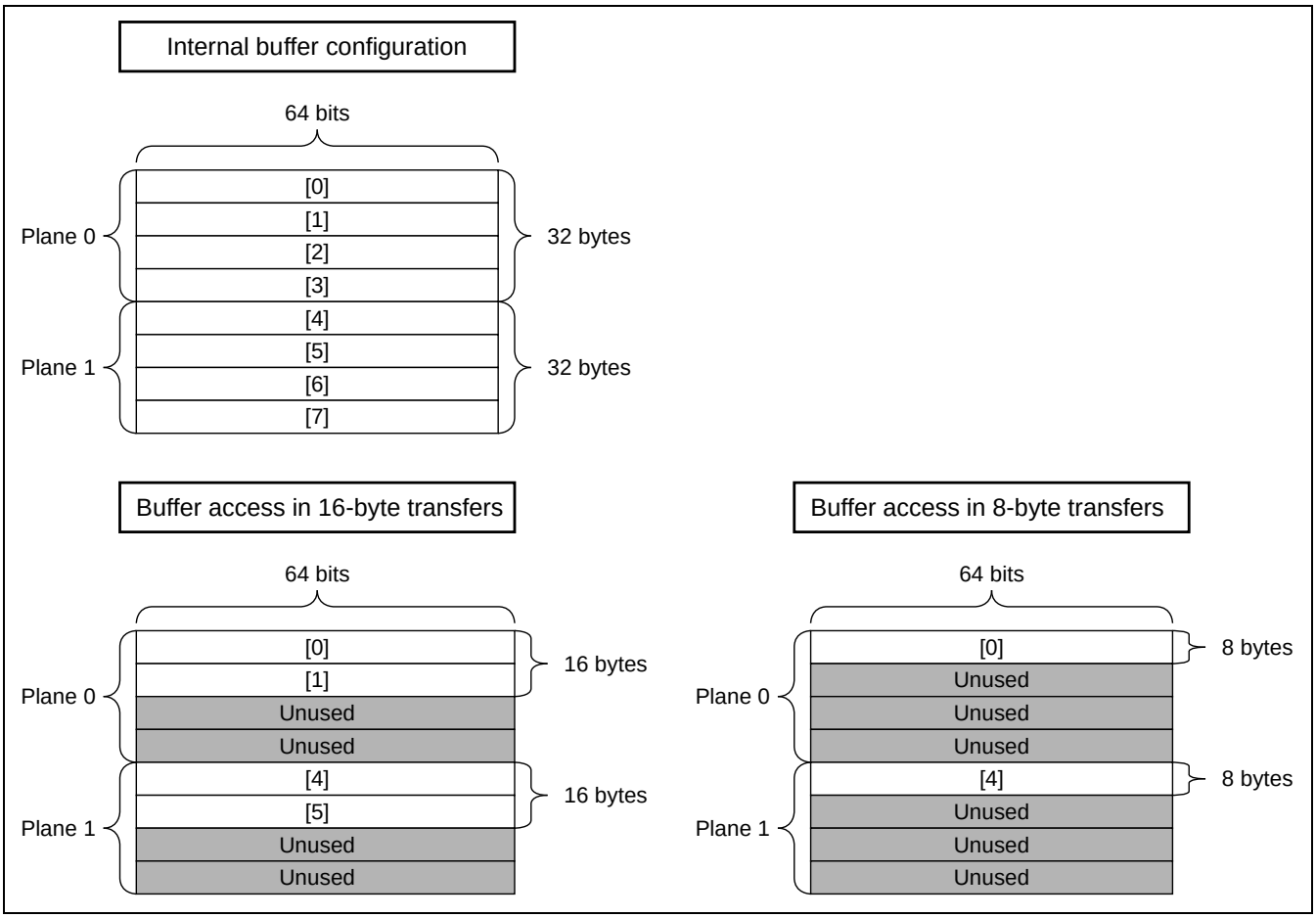


Figure 62.16 Internal Buffer Configuration and Used Area for Each Transfer Size

(6) Internal buffer control (hardware control, for reference)

(a) IN transfer (from AXI to USB)

Retrieves transfer data from a source on the AXI bus and writes it to this module's internal buffer. Reads the written data from the internal buffer and writes it to the HS-USB.

Figure 62.17 shows how the planes of this module's internal buffers are controlled during an IN transfer. In this figure, "read' and 'write" indicate read/write operations to this module's internal buffers.

When a write to plane 0 or plane 1 is complete, the writable plane flag is toggled (every time 2 words* and 1 word* are written for 16-byte and 8-byte transfers, respectively). When a read from plane 0 or plane 1 and a transfer the read data to the HS-USB are complete, the readable plane flag is toggled (every time 2 words* and 1 word* are read for 16-byte and 8-byte transfers, respectively). Access to the AXI is prohibited during the period when both the writable plane flag and readable plane flag are set on the same plane as a read/write access conflict may occur.

Note: * 1 word = 64 bits

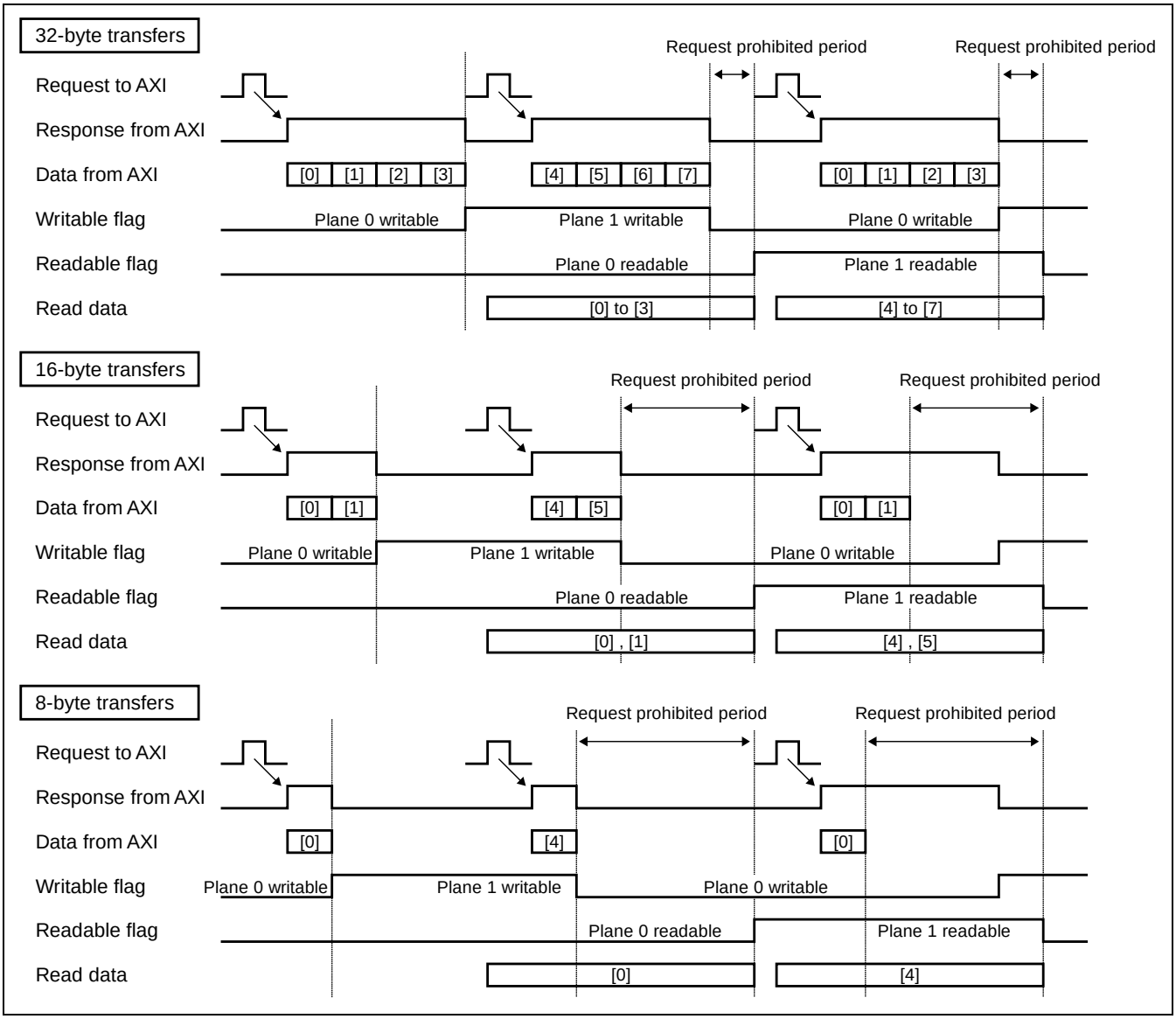


Figure 62.17 Read/Write Control for Internal Buffer: From AXI to USB (IN Transfer)

(b) OUT transfer (from USB to AXI)

Writes data read from the HS-USB to the internal buffers. Reads the written data from this module's internal buffers and writes it to the destination on the AXI bus (OUT transfer).

Figure 62.18 shows how the planes of this module's internal buffers are controlled during an OUT transfer. In this figure, "read' and 'write" indicate read/write operations to this module's internal buffers.

When a write to plane 0 or plane 1 is complete, the writable plane flag is toggled (every time 2 words* and 1 word* are written for 16-byte and 8-byte transfers, respectively). When a read from plane 0 or plane 1 is complete, the readable plane flag is toggled (every time 2 words* and 1 word* are read for 16-byte and 8-byte transfers, respectively). Access to the AXI is prohibited during the period when both the writable plane flag and readable plane flag are set the same plane as a read/write access conflict may occur.

Note: * 1 word = 64 bits

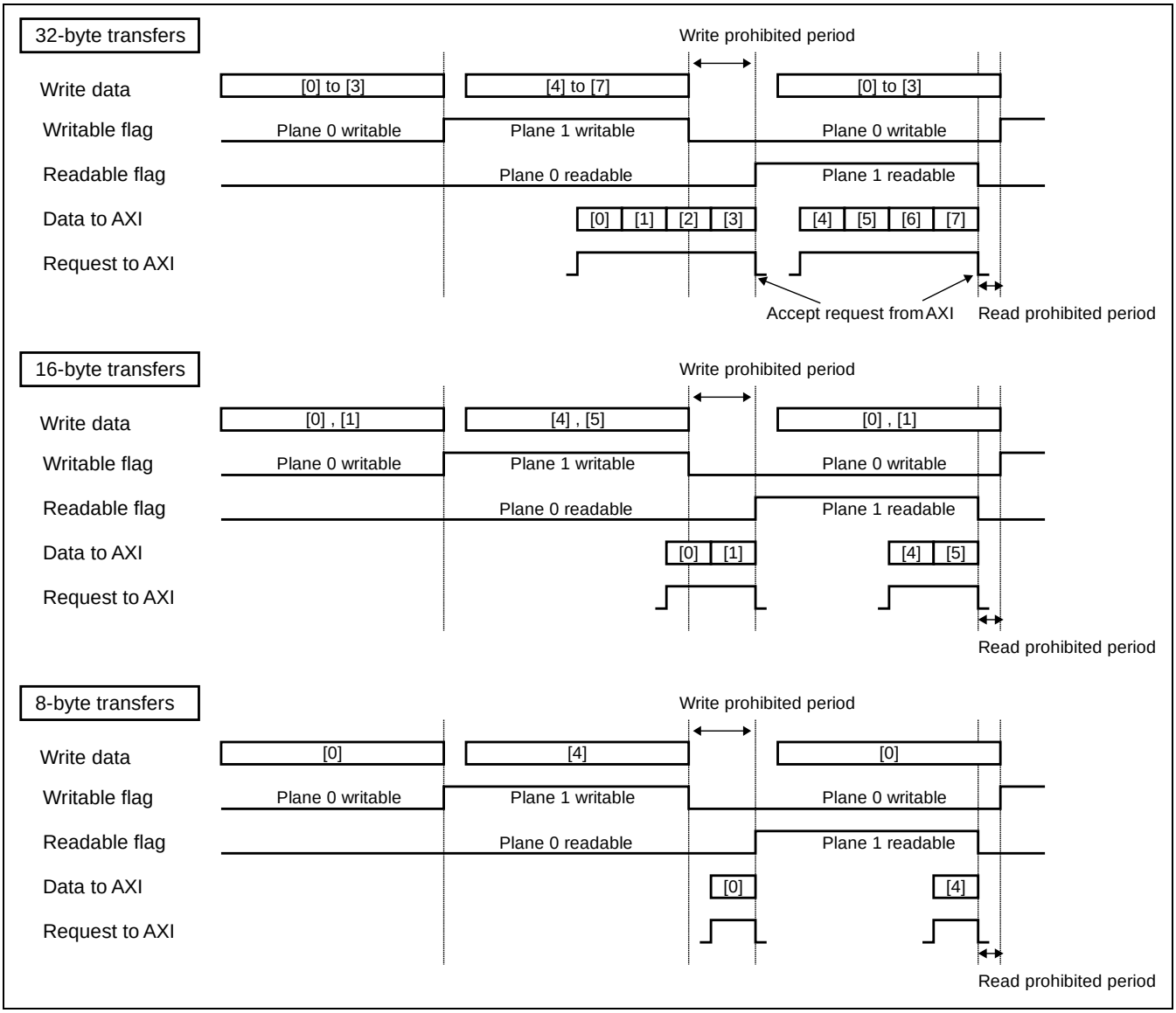


Figure 62.18 Read/Write Control for Internal Buffer: From USB to AXI (OUT Transfer)

62.4 DDM (Descriptor DMAC)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The DDM is a module that reconfigures the USB-DMAC. The OS on the main CPU is highly sophisticated and the overhead from interrupt notification to reconfiguration increases. To solve this problem, the DDM reconfigures the USB-DMAC in a fast response time on behalf of the CPU.

Figure 62.19 shows the relationship diagram of DDM USB-DMAC connection.

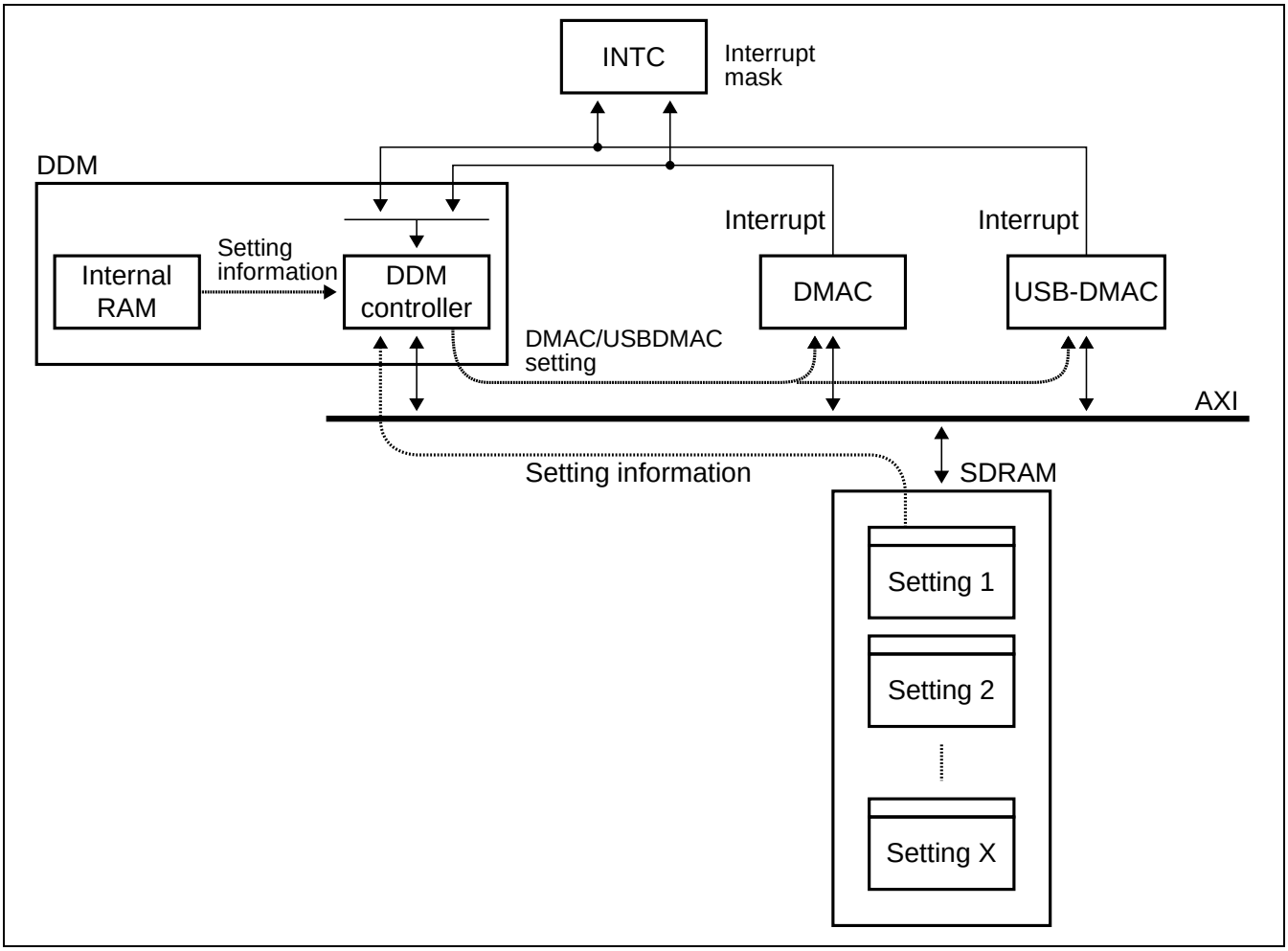


Figure 62.19 Relationship Diagram of DDM Connection

62.4.1 DDM Register Configuration

Table 62.12 shows the DDM register configuration. Table 62.13 shows the register states in each operating mode.

Table 62.12 DDM Control Registers

Name	Register Abbreviation	R/W	Initial Value	Address	Access Size (Bits)	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DDM interrupt source mask register	DDIREQMSK	R/W	H'0000_0000	H'E65C_0008	32	√	√	√	√
DDM interrupt source register	DDIREQSTA	R	H'0000_0000	H'E65C_000C	32	√	√	√	√
DDM CH1 start source mask register 1	DDINTMSK11	R/W	H'0000_0000	H'E65C_0038	32	√	√	√	√
DDM CH1 descriptor pointer	DDPTR1	R/W	H'0000_0000	H'E65C_0050	32	√	√	√	√
DDM CH1 control register	DDCTRL1	R/W	H'8000_0000	H'E65C_0054	32	√	√	√	√
DDM CH2 start source mask register 1	DDINTMSK21	R/W	H'0000_0000	H'E65C_0068	32	√	√	√	√
DDM CH2 descriptor pointer	DDPTR2	R/W	H'0000_0000	H'E65C_0080	32	√	√	√	√
DDM CH2 control register	DDCTRL2	R/W	H'8000_0000	H'E65C_0084	32	√	√	√	√
DDM C start source mask register 1	DDINTMSK31	R/W	H'0000_0000	H'E65C_0098	32	√	√	√	√
DDM C descriptor pointer	DDPTR3	R/W	H'0000_0000	H'E65C_00B0	32	√	√	√	√
DDM C control register	DDCTRL3	R/W	H'8000_0000	H'E65C_00B4	32	√	√	√	√
DDM CH4 start source mask register 1	DDINTMSK41	R/W	H'0000_0000	H'E65C_00C8	32	√	√	√	√
DDM CH4 descriptor pointer	DDPTR4	R/W	H'0000_0000	H'E65C_00E0	32	√	√	√	√
DDM CH4 control register	DDCTRL4	R/W	H'8000_0000	H'E65C_00E4	32	√	√	√	√
DDM CH5 start source mask register 1	DDINTMSK51	R/W	H'0000_0000	H'E65C_00F8	32	√	√	√	√
DDM CH5 descriptor pointer	DDPTR5	R/W	H'0000_0000	H'E65C_0110	32	√	√	√	√
DDM CH5 control register	DDCTRL5	R/W	H'8000_0000	H'E65C_0114	32	√	√	√	√
DDM CH6 start source mask register 1	DDINTMSK61	R/W	H'0000_0000	H'E65C_0128	32	√	√	√	√
DDM CH6 descriptor pointer	DDPTR6	R/W	H'0000_0000	H'E65C_0140	32	√	√	√	√
DDM CH6 control register	DDCTRL6	R/W	H'8000_0000	H'E65C_0144	32	√	√	√	√

Name	Register Abbreviation	R/W	Initial Value	Address	Access Size (Bits)	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DDM CH7 start source mask register 1	DDINTMSK71	R/W	H'0000_0000	H'E65C_0158	32	√	√	√	√
DDM CH7 descriptor pointer	DDPTR7	R/W	H'0000_0000	H'E65C_0170	32	√	√	√	√
DDM CH7 control register	DDCTRL7	R/W	H'8000_0000	H'E65C_0174	32	√	√	√	√
DDM CH8 start source mask register 1	DDINTMSK81	R/W	H'0000_0000	H'E65C_0188	32	√	√	√	√
DDM CH8 descriptor pointer	DDPTR8	R/W	H'0000_0000	H'E65C_01A0	32	√	√	√	√
DDM CH8 control register	DDCTRL8	R/W	H'8000_0000	H'E65C_01A4	32	√	√	√	√

Table 62.13 Register States in Each Operating Mode

Abbreviation	Power-On Reset	Module Standby
DDIREQMSK	Initialized	Retained
DDIREQSTA	Initialized	Retained
DDINTMSK11	Initialized	Retained
DDPTR1	Initialized	Retained
DDCTRL1	Initialized	Retained
DDINTMSK21	Initialized	Retained
DDPTR2	Initialized	Retained
DDCTRL2	Initialized	Retained
DDINTMSK31	Initialized	Retained
DDPTR3	Initialized	Retained
DDCTRL3	Initialized	Retained
DDINTMSK41	Initialized	Retained
DDPTR4	Initialized	Retained
DDCTRL4	Initialized	Retained
DDINTMSK51	Initialized	Retained
DDPTR5	Initialized	Retained
DDCTRL5	Initialized	Retained
DDINTMSK61	Initialized	Retained
DDPTR6	Initialized	Retained
DDCTRL6	Initialized	Retained
DDINTMSK71	Initialized	Retained
DDPTR7	Initialized	Retained
DDCTRL7	Initialized	Retained
DDINTMSK81	Initialized	Retained
DDPTR8	Initialized	Retained
DDCTRL8	Initialized	Retained

62.4.2 DDM Register Description

62.4.2.1 DDM Interrupt Source Mask Register (DDIREQMSK)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DDM Interrupt Source Mask Register enables and disables interrupt sources from the DDM.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CM8	CM7	CM6	CM5	CM4	CM3	CM2	CM1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ERR8	END8	ERR7	END7	ERR6	END6	ERR5	END5	ERR4	END4	ERR3	END3	ERR2	END2	ERR1	ENS1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 24	—	B'0	R	Reserved These bits are always read as 0. The write value should always be 0.
23	CM8	B'0	R/W	Interrupt Output by CH8 Counter consistent 0: Disables interrupt output. 1: Enables interrupt output.
22	CM7	B'0	R/W	Interrupt Output by CH7 Counter consistent 0: Disables interrupt output. 1: Enables interrupt output.
21	CM6	B'0	R/W	Interrupt Output by CH6 Counter consistent 0: Disables interrupt output. 1: Enables interrupt output.
20	CM5	B'0	R/W	Interrupt Output by CH5 Counter consistent 0: Disables interrupt output. 1: Enables interrupt output.
19	CM4	B'0	R/W	Interrupt Output by CH4 Counter consistent 0: Disables interrupt output. 1: Enables interrupt output.
18	CM3	B'0	R/W	Interrupt Output by CH3 Counter consistent 0: Disables interrupt output. 1: Enables interrupt output.
17	CM2	B'0	R/W	Interrupt Output by CH2 Counter consistent 0: Disables interrupt output. 1: Enables interrupt output.
16	CM1	B'0	R/W	Interrupt Output by CH1 Counter consistent 0: Disables interrupt output. 1: Enables interrupt output.

Bit	Bit Name	Initial Value	R/W	Descriptions
15	ERR8	B'0	R/W	Interrupt Output by CH8 DDM_ERR 0: Disables interrupt output. 1: Enables interrupt output.
14	END8	B'0	R/W	Interrupt Output by CH8 DDM_END 0: Disables interrupt output. 1: Enables interrupt output.
13	ERR7	B'0	R/W	Interrupt Output by CH7 DDM_ERR 0: Disables interrupt output. 1: Enables interrupt output.
12	END7	B'0	R/W	Interrupt Output by CH7 DDM_END 0: Disables interrupt output. 1: Enables interrupt output.
11	ERR6	B'0	R/W	Interrupt Output by CH6 DDM_ERR 0: Disables interrupt output. 1: Enables interrupt output.
10	END6	B'0	R/W	Interrupt Output by CH6 DDM_END 0: Disables interrupt output. 1: Enables interrupt output.
9	ERR5	B'0	R/W	Interrupt Output by CH5 DDM_ERR 0: Disables interrupt output. 1: Enables interrupt output.
8	END5	B'0	R/W	Interrupt Output by CH5 DDM_END 0: Disables interrupt output. 1: Enables interrupt output.
7	ERR4	B'0	R/W	Interrupt Output by CH4 DDM_ERR 0: Disables interrupt output. 1: Enables interrupt output.
6	END4	B'0	R/W	Interrupt Output by CH4 DDM_END 0: Disables interrupt output. 1: Enables interrupt output.
5	ERR3	B'0	R/W	Interrupt Output by CH3 DDM_ERR 0: Disables interrupt output. 1: Enables interrupt output.
4	END3	B'0	R/W	Interrupt Output by CH3 DDM_END 0: Disables interrupt output. 1: Enables interrupt output.
3	ERR2	B'0	R/W	Interrupt Output by CH2 DDM_ERR 0: Disables interrupt output. 1: Enables interrupt output.
2	END2	B'0	R/W	Interrupt Output by CH2 DDM_END 0: Disables interrupt output. 1: Enables interrupt output.
1	ERR1	B'0	R/W	Interrupt Output by CH1 DDM_ERR 0: Disables interrupt output. 1: Enables interrupt output.

Bit	Bit Name	Initial Value	R/W	Descriptions
0	END1	B'0	R/W	Interrupt Output by CH1 DDM_END 0: Disables interrupt output. 1: Enables interrupt output.

62.4.2.2 DDM Interrupt Source Register (DDIREQSTA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DDM Interrupt Source Register indicates the currently output interrupt source. This register is read-only. The interrupt source isn't cleared by this register. Clear the interrupt source by using the control register of each channel.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CM8	CM7	CM6	CM5	CM4	CM3	CM2	CM1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ERR8	END8	ERR7	END7	ERR6	END6	ERR5	END5	ERR4	END4	ERR3	END3	ERR2	END2	ERR1	ENS1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 24	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
23	CM8	B'0	R	Interrupt output by CH8 Counter consistent 0: The interrupt is not output. 1: The interrupt is output.
22	CM7	B'0	R	Interrupt output by CH7 Counter consistent 0: The interrupt is not output. 1: The interrupt is output.
21	CM6	B'0	R	Interrupt output by CH6 Counter consistent 0: The interrupt is not output. 1: The interrupt is output.
20	CM5	B'0	R	Interrupt output by CH5 Counter consistent 0: The interrupt is not output. 1: The interrupt is output.
19	CM4	B'0	R	Interrupt output by CH4 Counter consistent 0: The interrupt is not output. 1: The interrupt is output.
18	CM3	B'0	R	Interrupt output by CH3 Counter consistent 0: The interrupt is not output. 1: The interrupt is output.
17	CM2	B'0	R	Interrupt output by CH2 Counter consistent 0: The interrupt is not output. 1: The interrupt is output.
16	CM1	B'0	R	Interrupt output by CH1 Counter consistent 0: The interrupt is not output. 1: The interrupt is output.

Bit	Bit Name	Initial Value	R/W	Descriptions
15	ERR8	B'0	R	Interrupt output by CH8 DDM_ERR 0: The interrupt is not output. 1: The interrupt is output.
14	END8	B'0	R	Interrupt output by CH8 DDM_END 0: The interrupt is not output. 1: The interrupt is output.
13	ERR7	B'0	R	Interrupt output by CH7 DDM_ERR 0: The interrupt is not output. 1: The interrupt is output.
12	END7	B'0	R	Interrupt output by CH7 DDM_END 0: The interrupt is not output. 1: The interrupt is output.
11	ERR6	B'0	R	Interrupt output by CH6 DDM_ERR 0: The interrupt is not output. 1: The interrupt is output.
10	END6	B'0	R	Interrupt output by CH6 DDM_END 0: The interrupt is not output. 1: The interrupt is output.
9	ERR5	B'0	R	Interrupt output by CH5 DDM_ERR 0: The interrupt is not output. 1: The interrupt is output.
8	END5	B'0	R	Interrupt output by CH5 DDM_END 0: The interrupt is not output. 1: The interrupt is output.
7	ERR4	B'0	R	Interrupt output by CH4 DDM_ERR 0: The interrupt is not output. 1: The interrupt is output.
6	END4	B'0	R	Interrupt output by CH4 DDM_END 0: The interrupt is not output. 1: The interrupt is output.
5	ERR3	B'0	R	Interrupt output by CH3 DDM_ERR 0: The interrupt is not output. 1: The interrupt is output.
4	END3	B'0	R	Interrupt output by CH3 DDM_END 0: The interrupt is not output. 1: The interrupt is output.
3	ERR2	B'0	R	Interrupt output by CH2 DDM_ERR 0: The interrupt is not output. 1: The interrupt is output.
2	END2	B'0	R	Interrupt output by CH2 DDM_END 0: The interrupt is not output. 1: The interrupt is output.
1	ERR1	B'0	R	Interrupt output by CH1 DDM_ERR 0: The interrupt is not output. 1: The interrupt is output.

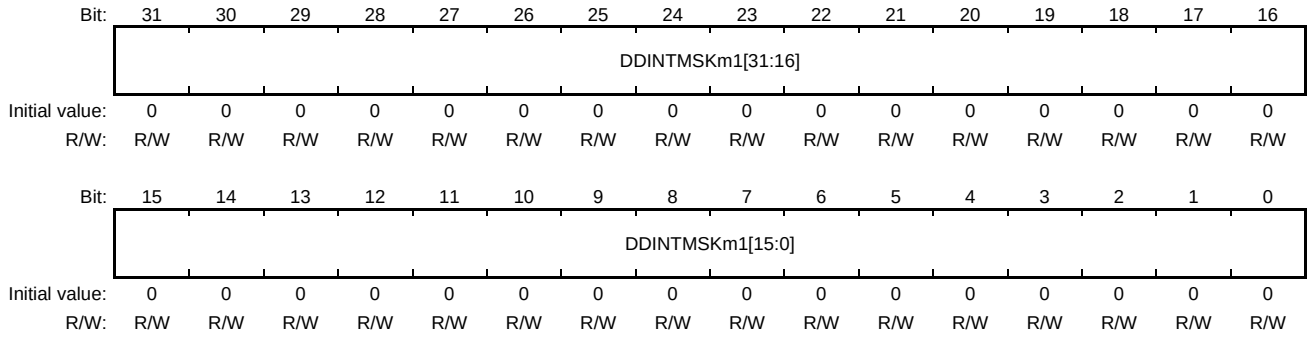
Bit	Bit Name	Initial Value	R/W	Descriptions
0	END1	B'0	R	Interrupt output by CH1 DDM_END 0: The interrupt is not output. 1: The interrupt is output.

62.4.2.3 DDM CHm Start Source Mask Registers (DDINTMSKm1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

DDM CHm Start Source Mask Registers 1 mask DDM start sources.

Note: “m” of Channels are 1 to 8.



Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 0	DDINTMSKm1[31:0]	H'0000_0000	R/W	Start Source Mask 0: Does not mask the start source. 1: Masks the start source.

The current source assignment is as follows:

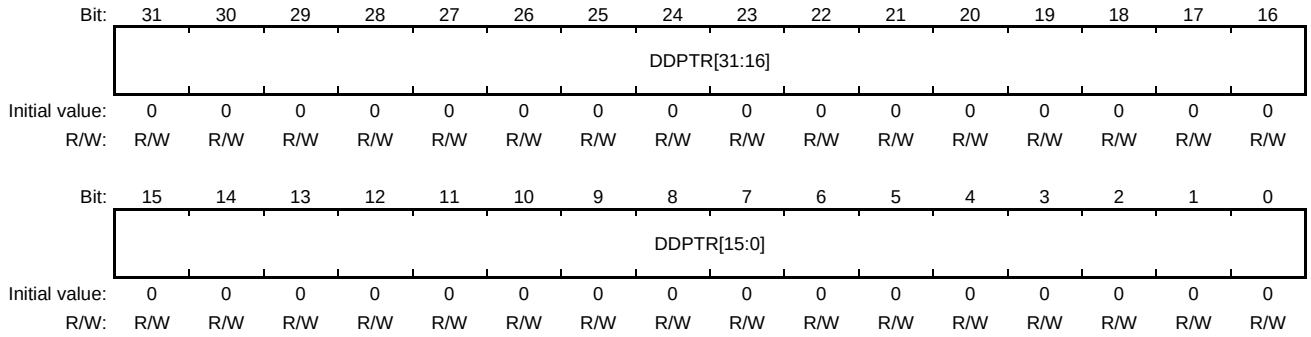
Bit Name	Bit	Assigned Start Source
DDINTMSKm1	31 to 2	Reserved
	1	USB-DMAC1 Interrupt
	0	USB-DMAC0 Interrupt

62.4.2.4 DDM CHm Descriptor Pointer (DDPTRm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DDM CHm Descriptor Pointer indicates the start address of setting code allocated onto memory.

Note: “m” of Channels are 1 to 8.



Bit	Bit Name	Initial Value	R/W	Descriptions
31 to 0	DDPTR[31:0]	H'0000_0000	R/W	Descriptor pointer.

62.4.2.5 DDM CHm Control Register (DDCTRLm)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

The DDM CHm Control Register controls start and stop of DDM.

Note: “m” of Channels are 1 to 8.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PRI3 to PRI0				—	—	ENDCM	ENDCMMSK	END_NUM							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	END_CNT								—	—	—	STOP	KICK	DDM_ERR	DDM_END	DDE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	PRI3 to PRI0	H'0	R/W	PRI value on the AXI bus.
27, 26	—	B’00	R	Reserved
25	ENDCM	B’0	R/W	Descriptor end Counter Consistent Detection Writing 0 is possible to clear the flag. 0: Counter consistent is not detected. 1: Counter consistent is detected.
24	ENDCMMSK	B’0	R/W	Descriptor end Counter Consistent Detection Mask 0: Masks the ENDCM. (END_CNT is cleared to 0) 1: Does not mask the ENDCM.
23 to 16	END_NUM	All 0	R/W	Number of descriptor ends
15 to 8	END_CNT	All 0	R/W	Descriptor end Counter
7 to 5	—	B’000	R	Reserved
4	STOP	B’0	R/W	Forced Stop Function 0: Does not perform forced stop. 1: Performs forced stop.
3	KICK	B’0	R/W	Forced Start Function without Start Source 0: Does not perform forced start. 1: Performs forced start. This bit is automatically cleared to 0 after 1 is written.
2	DDM_ERR	B’0	R	Error Occurrence. The error is cleared by setting the DDE bit to 0. 0: No error occurred. 1: An error occurred.
1	DDM_END	B’0	R	DDM End. DDM end is cleared by setting the DDE bit to 0. 0: The DDM did not end. 1: The DDM ended.
0	DDE	B’0	R/W	Start Enable 0: Does not enable DDM start. 1: Enables DDM start according to the start source.

62.4.3 Internal RAM

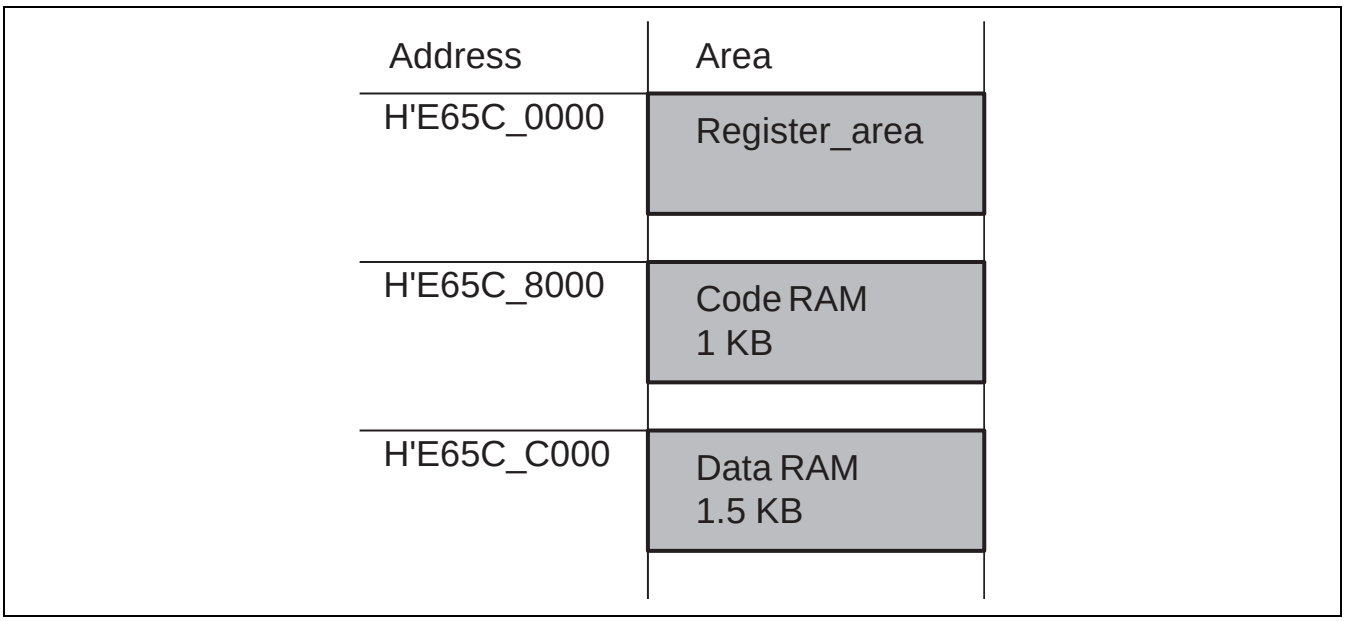


Figure 62.20 Internal RAM

DDM builds in RAM. It is the 2nd page composition of Code RAM and Data RAM. DDM can access without AXI. Access size is arbitrary. In addition, a functional difference is not in both depending on the way of calling depending on which Code RAM and Data RAM were conscious of the use.

62.4.4 Principles of Operation

To reconfigure the DMAC by using the DDM, use the following procedure:

1. Describing setting codes
2. Starting and ending the DDM

(1) Describing setting codes

(a) Data structure

A setting code is fixed-length data consisting of four longwords.

Setting code data consists of the following fields, starting from the beginning:

Field	bit
Operation field	32 bits
Address field	32 bits
Data field	32 bits
Bit mask field	32 bits

Note: Arrange a setting code in 16 bytes boundary.

The following describes the operation field.

(b) Operation field

The structure of the operation field is as follows:

Bit	Bit Name	Descriptions
31 to 16	HEADER	Indicates DDM setting data. H'DDDD: Normal DDM setting code Usually, set this value. H'EEEE: DDM end code Set this value when ending the channel without starting the DDM the next time. If the HEADER bits have other values, a DDM_ERR interrupt occurs. The channel of the DDM stops immediately.
15 to 8	OPERAND	Operand attribute B'00xxyyzz B’00: immediately B’01: register B’10: pointer B’11: pointer (Register value) xx: Bit mask field yy: Data field zz: Address field
7 to 4	SIZE	Specify the data access size to be set. B’0000: Bytes B’0001: Words B’0010: Longwords
3	ENDFLG	End Flag of Setting Processing Based on This Start Source 0: Continuation 1: Setting end. The DDM waits for the next start source.
2 to 0	OPC	Operation Code B’000: read (cmp/eq) (read) B’001: write (write) B’010: rmodw (read modify write) B’011: add (addition) B’100: jmp/eq (branch) B’101: ror (rotate right) Others: DDM_ERR interrupt occurs

The address field, data field, and bit mask field each consist of 32 bits. The data field and bit mask field use the LSB side for word- and byte-size access.

Four of register R0-R3 of longword size can be used for every Ch.

(c) read (cmp/eq)

The read (cmp/eq) code reads the target address and compares the address with the expected values written in the data field and bit mask field.

When the comparison result becomes true, the TFLG internal variable is set to 1. TFLG is cleared to 0 when jmp/eq is executed or operation with ENDFLG is performed.

Description example1:

The read (cmp/eq) code in this example reads the H'FE00_802C address in longwords and checks if bit 1 is set to 1.

H'DDDD_0020
H'FE00_802C
H'0000_0002
H'0000_0002

Description example2:

The read (cmp/eq) code in this example reads the R1 in longwords and checks if bit 1 is set to 1.

H'DDDD_0120
H'0000_0001
H'0000_0002
H'0000_0002

(d) write

The write code writes data to the target address.

Description example1:

The write code in this example accesses the H'FE00_802C address in longwords and writes H'0010_5400.

H'DDDD_0021
H'FE00_802C
H'0010_5400
H'FFFF_FFFF (don't care)

Description example2:

The write code in this example accesses the H'FE00_802C address in longwords and writes the value of H’0000_0001 address to H'FE00_802C address.

H'DDDD_0821
H'FE00_802C
H'0000_0001
H'FFFF_FFFF (don't care)

(2) Description example3:

The write code in this example accesses the H'FE00_802C address in longwords and writes the value of pointer of R1 to the H'FE00_802C address.

H'DDDD_0C21
H'FE00_802C
H'0000_0001
H'FFFF_FFFF (don't care)

(a) rmodw

The rmodw code reads the target address and performs modify-write according to the values of the bit mask field.

Description example:

The rmodw code in this example reads the H'FE00_802C address in longwords and applies H'54 modify-write to bits 11 to 4.

H'DDDD_0022
H'FE00_802C
H'0000_0540
H'0000_0FF0

(b) add

The add code reads the target address and performs add-modify-write according to the values of the bit mask field.

Description example:

The add code in this example reads the H'FE00_802C address in longwords and applies H'200 add-modify-write to bits 11 to 0.

H'DDDD_0023
H'FE00_802C
H'0000_0200
H'0000_0FFF

Use 0 as the addition data corresponding to the area where the bit mask is 0.

(c) jmp/eq

If TFLG is set to 1 by the cmp/eq code, jmp/eq changes the descriptor pointer to the values of the data field. Descriptor pointer change by jmp/eq is not reflected in execution based on the next start source. Changing the descriptor pointer for the next start requires that the CHm descriptor pointer be reconfigured.

Note: “m” of Channels are 1 to 8.

Description example:

The jmp/eq code in this example changes the descriptor pointer when TFLG is 1 to H'E558_000E.

H'DDDD_0024
H'0000_0000 (don't care)
H'E558_000E
H'0000_0000 (don't care)

(d) ror

The ror code reads the target address and performs rotate-right-write according to the values of the bit mask field. The shifted lower bits are rotated to higher bits. The ror command shifts according to the value of the data field.

Description example:

The ror code in this example reads the H'FE00_802C address in longwords and applies 8-bits right-shift.

```
H'DDDD_0025
H'FE00_802C
H'0000_0008
H'00FF_FFFF
```

(e) Settings description order

Describe settings in the following order:

(1) Clearing the start source (source output side, not the DDM start source mask register)
(2) Changing the DDM source mask setting as required
(3) Reconfiguring registers such as DMAC
(4) Reconfiguring the next descriptor pointer

If several start sources are set, the last write may be unable to catch up with the next start. In such a case, end next descriptor pointer setting in (4) in read after write (do not end it in write).

(f) Example of setting DMAC restart

Use DDM CH1. The following shows an example of describing setting codes for reconfiguration when the TE bit of the DMAC1 CH0 channel control register is HI.

```
//TE bit read
    H'DDDD_0020
    H'FE00_802C
    H'0000_0002
    H'0000_0002
//TE bit clear
    H'DDDD_0021
    H'FE00_802C
    H'0010_5400
    H'FFFF_FFFF
//SAR setting
    H'DDDD_0021
    H'FE00_8020
    H'5800_0000
    H'FFFF_FFFF
//DAR setting
    H'DDDD_0021
    H'FE00_8024
    H'0000_0000
    H'FFFF_FFFF
//TCR setting
    H'DDDD_0021
```

H'FE00_8028
H'0000_0010
H'FFFF_FFFF
//DE bit write. DMA start
H'DDDD_0021
H'FE00_802C
H'0010_5401
H'FFFF_FFFF
//Next descriptor pointer write.
H'DDDD_0021
H'E65C_0050
H'5800_02D0
H'FFFF_FFFF
// Setting end by this start. (dummy read)
H'DDDD_0028
H'E65C_0050
H'0000_0000
H'0000_0000

(3) Start and end

(a) Starting the DDM

Make necessary settings in the DDM.

- Enabling interrupt output as required
  - Setting a DDM start source
    - Setting a descriptor pointer

After setting the above, set the DDM Enable bit of the DDM control register to 1 to enable DDM start.

Setting example:

Enable the interrupt by DDM CH1 end.
Address: H'E65C_0008 Write data: H'0000_0001
Enable DDM CH1 start when the DMAC1 TE bit is changed.
Address: H'E65C_0030 Write data: H'0000_1000
Set the DDM CH1 descriptor pointer to H'5800_0210.
Address: H'E65C_0050 Write data: H'5800_0210
Enable DDM CH1 start.
Address: H'E65C_0054 Write data: H'0000_0001

Set the KICK bit to forced start after setting the DDM Enable bit to 1. Do not set these bits at the same time.

(b) Ending the DDM

When the DDM ends, the DDM_END bit is set to 1. DDM end is cleared by setting the DDE bit to 0. To restart the DDM, you must clear the DDM_END bit by setting the DDE bit to 0.

Procedure for stopping the DDM by the STOP bit

Set the STOP bit to 1. Keep the DDE bit at 1.
Check that the DDM_END bit is 1.
Set the DDE bit to 0.

63. USB3.0 Host Controller

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

63.1 Overview

USB3.0 DRD (Dual-role Device) controller is capable of both USB Host and USB Peripheral operation, and is compliant with the Universal Serial Bus (USB) 3.0 Specifications.

The USB3.0 controller supports super speed (5 Gbps), high speed (480 Mbps), full speed (12 Mbps) and low speed (1.5 Mbps). The USB3.0 Peripheral Core supports Super Speed (5 Gbps), High Speed (480 Mbps) and Full Speed (12 Mbps).

Table 63.1 Supported Speed Type

	Speed Type			
	Super Speed	**High Speed**	**Full Speed**	**Low Speed**
Host	√	√	√	√
Peripheral	√	√	√	—

Also, the USB3.0 controller is compliant with battery charging.

It is based on the eXtensible Host Controller Interface for the Universal Serial Bus (xHCI) Specification as a host controller interface.

The USB3.0 controller requires to download FW to operate as a host (see section 63.4.1, FW Download). Contact Renesas to obtain the FW.

The USB3.0 module supports an input reference clock from both external and on-chip clock sources. The external clock source is supplied through USB3S0_CLK_P/USB3S0_CLK_M pins as a dedicated clock to one channel of USB. The on-chip clock source is supplied through USB_XTAL/USB_EXTAL to share the reference clocks with other USB2.0 channels. See “Design Guidelines for Serial Interface Printed Circuit Boards with Second Generation RZ/G Series Products” for more details.

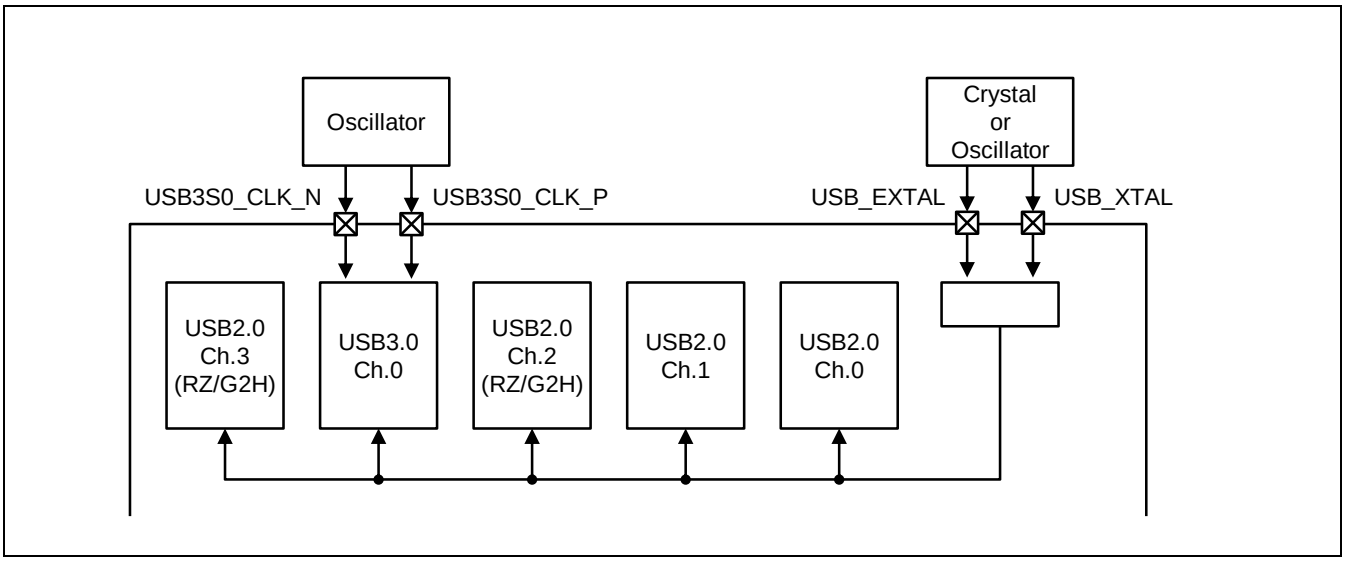


Figure 63.1 Clock Distribution [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

63.1.1 Features

The functions of the USB3.0 DRD controller are listed below.

(1) USB3.0 Host Controller Function

Compliant with Universal Serial Bus 3.0 Specification Revision 1.0

- Supports one downstream port
- Supports control, bulk, interrupt, and isochronous transfers.
- Supports all USB bus speeds, USB 3.0 super speed (5 Gbps), high speed (480 Mbps), full speed (12 Mbps) and low speed (1.5 Mbps).
- Supports power control and overcurrent detection
- Supports BIOS USB.
  - Pre-OS and OS hand-off
  - xHCI legacy support control
- Implements the USB2.0ECN USB 2.0 Link Power Management Addendum and LPM function that is compliant with the xHCI specification.
- Supports polarity inversion of USB3.0 SS differential data pin pair.

Has the following capabilities that are compliant with the eXtensible host controller interface for Universal Serial Bus Specification Revision 1.0.

- 64-bit addressing capability
- BW negotiation capability
- Port power control
- Latency tolerance message capability
- xHCI host capability
  - Number of device slots (MaxSlots): 32
  - Number of total endpoints: 128
  - Number of stream IDs (MaxPSASize): 64 per endpoint (1 EP for reserved bit)
  - Number of event ring segment tables: 2 (max. 512 events/ring) (ERST Max = 1)
  - Supported page size: 8 Kbytes
  - Context size: 64 bytes
- Debug Port

  Supports debug port compliant with xHCI debug capability

(2) USB3.0 Peripheral Controller Function

- Compliant with Universal Serial Bus 3.0 Specification Revision 1.0
- Supports USB2.0 Speed types, High and Full Speed.
  - — **Restriction**
    Peripheral function doesn't support Low Speed.
- The maximum PIPE is 5 except PIPE0 and EP0.
- Able to be set to the following Configurations for each PIPE with USB3.0 Super Speed.
  - ・ Endpoint Number: 0 to 15
  - ・ Transfer Type: Control (PIPE0 only)/Bulk/Interrupt
  - ・ Max Burst Size: 1 (value fixed. PIPE0 (Control)), 1 to 16(Bulk), 1 to 3(Interrupt)
  - ・ Max Sequence Number: 31 (fixed)
  - — **Restriction**
    Peripheral function doesn't support Isochronous transfer.
- Able to be set to the following Configurations for each PIPE with USB2.0 Speeds.
  - ・ Endpoint Number: 0 to 15
  - ・ Transfer Type: Control (PIPE0 only)/Bulk/Interrupt
- Supports Stream ID Control (Compliant with UASP specification)
  - ・It can be assigned both StreamIDs, one is in transfer process and
  the other will be used after that process.
- Suspend and Resume
  - ・Supports Power Management by Link Command transaction
  - ・Supports sending of Remote Wakeup Command.
- Supports sending of Arbitrary LMP, TP, and DP.
- Supports Link Power Management(LPM)

[Battery Charging]

Supports the following modes that are compliant with Battery Charging Specification Revision 1.2

Charging port device

- Standard downstream port mode (SDP)
- Charging downstream port mode (CDP)
- DCP is not supported

63.1.2 External Pins

Table 63.2 External Pins of USB

				Second Generation RZ/G Series Products			
	Pin Name	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
USB SS receive	USB3S0_RX_P USB3S0_RX_M	I	Super Speed differential receive pair	√	√	√	√
USB SS transmit	USB3S0_TX_P USB3S0_TX_M	O	Super Speed differential transmit pair	√	√	√	√
Reference clock	USB3S0_CLK_P USB3S0_CLK_M	I	Differential input clock pair Clocks must not be asserted before power become stable ON.	√	√	√	√
USB external reference resistor	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] USB3S0_RESREF [RZ/G2E] USB3S0_RREF	I/O	[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Connect to external 200Ω±1% resistor. [RZ/G2E] Connect to external 1.8kΩ±1% resistor.	√	√	√	√
USB D+/ D- signal	USB3HS0_DP USB3HS0_DM	I/O	D+/D- Input/output of the HS/FS/LS transceiver.	√	√	√	√
USB VBUS	USB3HS0_VBUS	I/O	Connect to USB VBUS with external 30kΩ±1% series resistor.	√	√	√	—
USB Identification	USB3HS0_ID	I	Connect to the pin on the Micro connectors that is used to differentiate a Micro-A plug from a Micro-B plug.	√	√	√	√
Power IC Interface	USB30 PWEN	O	Power Enable	√	√	√	√
	USB30 OVC	I	Over Current Flag	√	√	√	√

63.1.3 Register Configuration

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

63.1.3.1 Register Attributes

Table 63.3 Register Bit-field types

Register Attribute	Description
R/W	Register bits can be read and written.
RW1C	Register bits can be read. A clear bit may be set by writing “1”; writing 0 to RW1C bits has no effect.
RWT	Register bits can be read. An inversion bit may be set by writing “1”; writing 0 to RWT bits has no effect.
RW1S	Register bits can be read and written. A bit may be set to 1 by writing “1”; writing 0 to RW1S bits has no effect.
R	Register bits can only be read.
W	Register bits can only be written.
Reserved	Reserved bits are Read Only field.

63.1.3.2 Register Overview

Register groups in host cores are consisted of following registers.

- PHY Register
- AXI Register
- xHCI Register

CLK60 (from USB PHY) shall be supplied to host core when user reads or writes valid value at host register.

The Peripheral’s register groups are assigned as follows.

- PHY Register
- AXI Register
- EPC & USB Common Register
- USB3.0 Super Speed Interface Register

63.1.3.3 USB3.0 Host Register Configuration

Base address is H'EE00_0000 for ch.0. Following sections describe only offset address from the base address.

Name	Symbol	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
xHCI Register									
Host Controller Capability Register	HCSPARAMS0	R	H'000	H'0100_0020	32	√	√	√	√
Host Controller Capability Register	HCSPARAMS1	R	H'004	H'0200_0120	32	√	√	√	√
Host Controller Capability Register	HCSPARAMS2	R	H'008	H'2400_0011	32	√	√	√	√
Host Controller Capability Register	HCSPARAMS3	R	H'00C	H'0000_0000	32	√	√	√	√
Host Controller Capability Register	HCCPARAMS	R	H'010	H'0140_51CF	32	√	√	√	√
Host Controller Capability Register	DBOFF	R	H'014	H'0000_0800	32	√	√	√	√
Host Controller Capability Register	RTSOFF	R	H'018	H'0000_0600	32	√	√	√	√
Host Controller Operational Register	USBCMD	R/W	H'020	H'0000_0000	32	√	√	√	√
Host Controller Operational Register	USBSTS	R/W	H'024	H'0000_0801	32	√	√	√	√
Host Controller Operational Register	PAGESIZE	R	H'028	H'0000_0001	32	√	√	√	√
Host Controller Operational Register	DNCTRL	R/W	H'034	H'0000_0000	32	√	√	√	√
Host Controller Operational Register	CRCRL	R/W	H'038	H'0000_0000	32	√	√	√	√
Host Controller Operational Register	CRCRH	R/W	H'03C	H'0000_0000	32	√	√	√	√
Host Controller Operational Register	DCBAAPL	R/W	H'050	H'0000_0000	32	√	√	√	√
Host Controller Operational Register	DCBAAPH	R/W	H'054	H'0000_0000	32	√	√	√	√
Host Controller Operational Register	CONFIG	R/W	H'058	H'0000_0000	32	√	√	√	√
AXI Register for Host Controller									
AXI Host Control Register	AXH_CON	R/W	H'100	H'0000_0000	32	√	√	√	√
AXI Host Control Status Register	AXH_STA	R	H'104	H'0000_0000	32	√	√	√	√
Pseudo PCI Class Code Register	CLASS_CODE	R	H'204	H'0C03_30xx	32	√	√	√	√
Frame Length Adjustment Register	FLADJ	R/W	H'210	H'0000_2030	32	√	√	√	√

Name	Symbol	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Host Interrupt Register	HOST_INT	R/W	H'220	H'0000_0000	32	√	√	√	√
Host Interrupt Enable Register	INT_ENA	R/W	H'224	H'0000_0000	32	√	√	√	√
Latency Tolerance Reporting Register	LTR	R	H'228	H'0000_0000	32	√	√	√	√
Battery Charging Register	BTR_CHRG	R/W	H'230	H'0100_0000	32	√	√	√	√
FW Version Register	FW_VER	R	H'240	H'0000_0000	32	√	√	√	√
FW Download Control & Status Register	DL_CTRL	R/W	H'250	H'0000_0000	32	√	√	√	√
FW Data0 Register	FW_DATA0	R/W	H'258	H'0000_0000	32	√	√	√	√
FW Data1 Register	FW_DATA1	R/W	H'25C	H'0000_0000	32	√	√	√	√
Core Control 3 Register	CORE_CTRL3	R/W	H'290	H'0101_0000	32	√	√	√	√
UTMI Plus Vendor Control Interface Set Register	VENDOR_CON_SET	R/W	H'298	H'0000_0000	32	√	√	√	√
UTMI Plus Vendor Control Interface Status Register	VENDOR_CON_STA	R	H'29C	H'0000_0000	32	√	√	√	√
xHCI Register									
Port1 Status and Control Register	PORTSC1	R/W	H'420	H'0000_02A0	32	√	√	√	√
Port1 Status and Control Register	PORTPMSC1	R/W	H'424	H'0000_0000	32	√	√	√	√
Port1 Status and Control Register	PORTPLI	R	H'428	H'0000_0000	32	√	√	√	√
Port2 Status and Control Register	PORTSC2	R/W	H'430	H'0000_02A0	32	√	√	√	√
Port2 Status and Control Register	PORTPMSC2	R/W	H'434	H'0000_0000	32	√	√	√	√
xHCI Extended Capabilities Register	USBLEGSUP	R/W	H'500	H'0000_0401	32	√	√	√	√
xHCI Extended Capabilities Register	USBLEGCTLSTS	R/W	H'504	H'0000_0000	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP1	R	H'510	H'0300_0602	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP2	R	H'514	H'2042_5355	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP3	R	H'518	H'0000_0101	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP4	R	H'520	H'0000_0000	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP5	R	H'528	H'0200_0802	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP6	R	H'52C	H'2042_5355	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP7	R	H'530	H'0000_0102	32	√	√	√	√

Name	Symbol	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
xHCI Extended Capabilities Register	HCEXTDCAP8	R	H'538	H'0000_0000	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP9	R	H'53C	H'0000_0000	32	√	√	√	√
xHCI Extended Capabilities Register	HCEXTDCAP10	R	H'540	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	HCEXTDPWMNGCAP1	R	H'548	H'4803_0203	32	√	√	√	√
xHCI Extended Power Management Capability Register	HCEXTDPWMNGCAP2	R/W	H'54C	H'0000_0008	32	√	√	√	√
xHCI Extended Power Management Capability Register	HCEXTDPWMNGCAP3	R	H'550	H'0000_04C0	32	√	√	√	√
xHCI Extended Power Management Capability Register	HCEXTDPWMNGCAP4	R/W	H'554	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCID	R	H'560	H'0000_000A	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCDB	R/W	H'564	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCERSTSZ	R/W	H'568	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCERSTBA0	R/W	H'570	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCERSTBA1	R/W	H'574	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCERDP0	R/W	H'578	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCERDP1	R/W	H'57C	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCCTRL	R/W	H'580	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCST	R	H'584	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCPORTSC	R/W	H'588	H'0000_0080	32	√	√	√	√

Name	Symbol	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
xHCI Extended Power Management Capability Register	DCCP0	R/W	H'590	H'0000_0000	32	√	√	√	√
xHCI Extended Power Management Capability Register	DCCP1	R/W	H'594	H'0000_0000	32	√	√	√	√
Host Controller Runtime Register	MFINDEX	R	H'600	H'0000_0000	32	√	√	√	√
Host Controller Runtime Register	IMAN	R/W	H'620	H'0000_0000	32	√	√	√	√
Host Controller Runtime Register	IMOD	R/W	H'624	H'0000_0FA0	32	√	√	√	√
Host Controller Runtime Register	ERSTSZ	R/W	H'628	H'0000_0000	32	√	√	√	√
Host Controller Runtime Register	ERSTBA_L	R/W	H'630	H'0000_0000	32	√	√	√	√
Host Controller Runtime Register	ERSTBA_H	R/W	H'634	H'0000_0000	32	√	√	√	√
Host Controller Runtime Register	ERDP_L	R/W	H'638	H'0000_0000	32	√	√	√	√
Host Controller Runtime Register	ERDP_H	R/W	H'63C	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL0	R/W	H'800	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL1	R/W	H'804	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL2	R/W	H'808	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL3	R/W	H'80C	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL4	R/W	H'810	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL5	R/W	H'814	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL6	R/W	H'818	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL7	R/W	H'81C	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL8	R/W	H'820	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL9	R/W	H'824	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL10	R/W	H'828	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL11	R/W	H'82C	H'0000_0000	32	√	√	√	√

Name	Symbol	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Host Controller Doorbell Register	DOORBELL12	R/W	H'830	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL13	R/W	H'834	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL14	R/W	H'838	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL15	R/W	H'83C	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL16	R/W	H'840	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL17	R/W	H'844	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL18	R/W	H'848	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL19	R/W	H'84C	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL20	R/W	H'850	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL21	R/W	H'854	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL22	R/W	H'858	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL23	R/W	H'85C	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL24	R/W	H'860	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL25	R/W	H'864	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL26	R/W	H'868	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL27	R/W	H'86C	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL28	R/W	H'870	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL29	R/W	H'874	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL30	R/W	H'878	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL31	R/W	H'87C	H'0000_0000	32	√	√	√	√
Host Controller Doorbell Register	DOORBELL32	R/W	H'880	H'0000_0000	32	√	√	√	√

63.1.3.4 USB3.0 Peripheral Register Configuration

Base address is H'EE02 0000 for ch.0. Following sections describe only offset address from the base address.

Name	Symbol	R/W	Address	Initial Value	Access Size (Available Bit Size)	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
AXI Register									
AXI Control Register	AXI_CON	R/W	H'000	H'2003_2200	32	√	√	√	√
AXI Status Register	AXI_STA	R	H'004	H'0000_0000	32	√	√	√	√
AXI Interrupt Status Register	AXI_INT_STA	R/W	H'008	H'0000_0000	32	√	√	√	√
AXI Interrupt Enable Register	AXI_INT_ENA	R/W	H'00C	H'0000_0000	32	√	√	√	√
DMA Interrupt Status Register	DMA_INT_STA	R/W	H'010	H'0000_0000	32	√	√	√	√
DMA Interrupt Enable Register	DMA_INT_ENA	R/W	H'014	H'7FFF_FFFE	32	√	√	√	√
Data Enable Status Register	DATAEN_STA	R	H'018	H'0000_0000	32	√	√	√	√
AXI Common Input Register	AXI_COM_IN	R	H'020	H'0000_0000	32	√	√	√	√
AXI Common Output Register	AXI_COM_OUT	R/W	H'024	H'0000_0000	32	√	√	√	√
DMA Ch0 Control Register1	DMA_Ch0_CON 1	R/W	H'030	H'0000_0000	32	√	√	√	√
DMA Ch0 PRD Address Register1	DMA_Ch0_PRD _ADR1	R/W	H'034	H'0000_0000	32	√	√	√	√
DMA Ch0 Control Register2	DMA_Ch0_CON 2	R/W	H'040	H'0000_0000	32	√	√	√	√
DMA Ch0 PRD Address Register2	DMA_Ch0_PRD _ADR2	R/W	H'044	H'0000_0000	32	√	√	√	√
DMA Ch0 Control Register3	DMA_Ch0_CON 3	R/W	H'050	H'0000_0000	32	√	√	√	√
DMA Ch0 PRD Address Register3	DMA_Ch0_PRD _ADR3	R/W	H'054	H'0000_0000	32	√	√	√	√
DMA Ch0 Control Register4	DMA_Ch0_CON 4	R/W	H'060	H'0000_0000	32	√	√	√	√
DMA Ch0 PRD Address Register4	DMA_Ch0_PRD _ADR4	R/W	H'064	H'0000_0000	32	√	√	√	√
EPC & USB Common Register									
USB Common Control Register	USB_COM_ CON	R/W	H'200	H'0000_0000	32	√	√	√	√
USB20 Control Register	USB20_CON	R/W	H'204	H'0000_0000	32	√	√	√	√
USB30 Control Register	USB30_CON	R/W	H'208	H'1000_0000	32	√	√	√	√
USB Status Register	USB_STA	R/W	H'210	H'0000_0000	32	√	√	√	√
USB20 Frame No. Register	USB20_FRAME	R	H'214	H'0000_0000	32	√	√	√	√

Name	Symbol	R/W	Address	Initial Value	Access Size (Available Bit Size)	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
DRD Common Control Register	DRD_CON	R/W	H'218	H'0000_008x	32	√	√	√	√
RD Common Control 2 Register	DRD_CON2	R/W	H'21C	H'0020_2001	32	√	√	√	√
USB Interrupt Status 1 Register	USB_INT_STA_1	R/W	H'220	H'0000_0000	32	√	√	√	√
USB Interrupt Status 2 Register	USB_INT_STA_2	R	H'224	H'0000_0000	32	√	√	√	√
USB Interrupt Enable 1 Register	USB_INT_ENA_1	R/W	H'228	H'0000_0000	32	√	√	√	√
USB Interrupt Enable 2 Register	USB_INT_ENA_2	R	H'22C	H'0000_0000	32	√	√	√	√
Setup Data 0 Register	STUP_DAT_0	R	H'230	H'0000_0000	32	√	√	√	√
Setup Data 1 Register	STUP_DAT_1	R	H'234	H'0000_0000	32	√	√	√	√
USB30 TP Send Data 0 Register	USB3_TPDAT_0	R/W	H'240	H'0000_0000	32	√	√	√	√
USB30 TP Send Data 1 Register	USB3_TPDAT_1	R/W	H'244	H'0000_0000	32	√	√	√	√
USB30 TP Send Data 2 Register	USB3_TPDAT_2	R/W	H'248	H'0000_0000	32	√	√	√	√
USB20 LPM Status Register	USB20_LPM_STA	R	H'250	H'0000_0000	32	√	√	√	√
USB30 Vendor Device Test Register	USB30_VND_DEV	R	H'254	H'0000_0000	32	√	√	√	√
USB30 Vendor Defined Data 0 Register	USB30_VND_DAT_0	R	H'258	H'0000_0000	32	√	√	√	√
USB30 Vendor Defined Data 1 Register	USB30_VND_DAT_1	R	H'25C	H'0000_0000	32	√	√	√	√
EPC Version Register	USB_VER	R	H'260	H'041E_0202	32	√	√	√	√
Scratch Pad Register	USB_SCRATCH	R/W	H'264	H'0000_0000	32	√	√	√	√
USB OTG Status Register	USB_OTG_STA	R	H'268	H'00x0_xxxx	32	√	√	√	√
USB OTG Interrupt Status Register	USB_OTG_INT_STA	R/W	H'26C	H'0000_xxxx	32	√	√	√	√
USB OTG Interrupt Enable Register	USB_OTG_INT_ENA	R/W	H'270	H'0000_0000	32	√	√	√	√
PIPE0 Mode Setting Register	P0_MOD	R	H'280	H'0000_0000	32	√	√	√	√
PIPE0 Control Register	P0_CON	R/W	H'288	H'0000_0000	32	√	√	√	√
PIPE0 Status Register	P0_STA	R	H'28C	H'0000_0000	32	√	√	√	√
EP0 Interrupt Status Register	P0_INT_STA	R/W	H'290	H'0000_0000	32	√	√	√	√
PIPE0 Interrupt Enable Register	P0_INT_ENA	R/W	H'294	H'0000_0000	32	√	√	√	√
UTMI Plus Vendor Control Interface Set Register	VENDOR_CON_SET	R/W	H'298	H'0000_0000	32	√	√	√	√

Name	Symbol	R/W	Address	Initial Value	Access Size (Available Bit Size)	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
UTMI Plus Vendor Control Interface Status Register	VENDOR_CON_STA	R	H'29C	H'0000_0000	32	√	√	√	√
PIPE0 Length Register	P0_LNG	R	H'2A0	H'0000_0000	32	√	√	√	√
PIPE0 Read Register	P0_READ	R	H'2A4	H'0000_0000	32	√	√	√	√
PIPE0 Write Register	P0_WRITE	W	H'2A8	H'0000_0000	32	√	√	√	√
DRD Power Control Register	DRD_PW_CON	R/W	H'2AC	H'0000_0000	32	√	√	√	√
PIPE Common Setting Register	PIPE_COM	R/W	H'2B0	H'0000_0000	32	√	√	√	√
PIPEn Mode Setting Register	Pn_MOD	R/W	H'2C0	H'0000_0000	32	√	√	√	√
PIPEn RAM Mapping Register	Pn_RAMMAP	R/W	H'2C4	H'0000_0000	32	√	√	√	√
PIPEn Control Register	Pn_CON	R/W	H'2C8	H'0000_0000	32	√	√	√	√
PIPEn Status Register	Pn_STA	R	H'2CC	H'0000_0000	32	√	√	√	√
PIPEn Interrupt Status Register	Pn_INT_STA	R/W	H'2D0	H'0000_0000	32	√	√	√	√
PIPEn Interrupt Enable Register	Pn_INT_ENA	R/W	H'2D4	H'0000_0000	32	√	√	√	√
PIPEn Reserved Packet Register	Pn_RSVPKT	R	H'2DC	H'0000_0000	32	√	√	√	√
PIPEn Length Register	Pn_LNG	R	H'2E0	H'0000_0000	32	√	√	√	√
PIPEn Read Register	Pn_READ	R	H'2E4	H'0000_0000	32	√	√	√	√
PIPEn Write Register	Pn_WRITE	W	H'2E8	H'0000_0000	32	√	√	√	√
PIPEn Stream ID Register	Pn_STREAM	R/W	H'2F0	H'0000_0000	32	√	√	√	√
PIPEn NRDY Stream ID Register	Pn_NRDYSTRM	R/W	H'2F4	H'0000_0000	32	√	√	√	√
USB3.0 Super Speed Interface Register									
Port Status and Control Register	PORTSC	R/W	H'300	H’0000_0080	32	√	√	√	√
Port PM Status and Control Register	PORTPMSC	R/W	H'304	H'0000_0000	32	√	√	√	√
Port Link Information Register	PORTLI	R	H'308	H'0000_0000	32	√	√	√	√
SSIF Command Register	SSIFCMD	R/W	H'340	H'0000_00C0	32	√	√	√	√
SSIF Link Setting 2 Register	SSIFLINKSET2	R/W	H'378	H'D337_00B0	32	√	√	√	√
SSIF Link Setting 3 Register	SSIFLINKSET3	R/W	H'37C	H'0760_0AC8	32	√	√	√	√
SSIF Link Setting 4 Register	SSIFLINKSET4	R/W	H'380	H'0000_FF00	32	√	√	√	√

63.1.3.5 PHY Register Configuration

Base address is H’E65E E000 for ch.0. Following sections describe only offset address from the base address.

Name	Symbol	R/W	Address	Initial Value	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
PHY Register									
USB30 Clock Setting Register	USB30_CLKSET0	R/W	H'034	H’05E7	16	√	√	√	—
USB30 Clock Setting Register	USB30_CLKSET1	R/W	H'036	H’0003	16	√	√	√	—
USB30 SSC Setting Register	USB30_SSC_SET	R/W	H'038	H’0000	16	√	√	√	—
USB30 PHY Enable Register	USB30_PHY_ ENABLE	R/W	H'060	H’0000	16	√	√	√	—
USB30 VBUS Enable Register	USB30_VBUS_EN	R/W	H'064	H’0000	16	√	√	√	—

63.1.4 Connected Module

Table 63.4 The connected modules to USB3.0 Controller

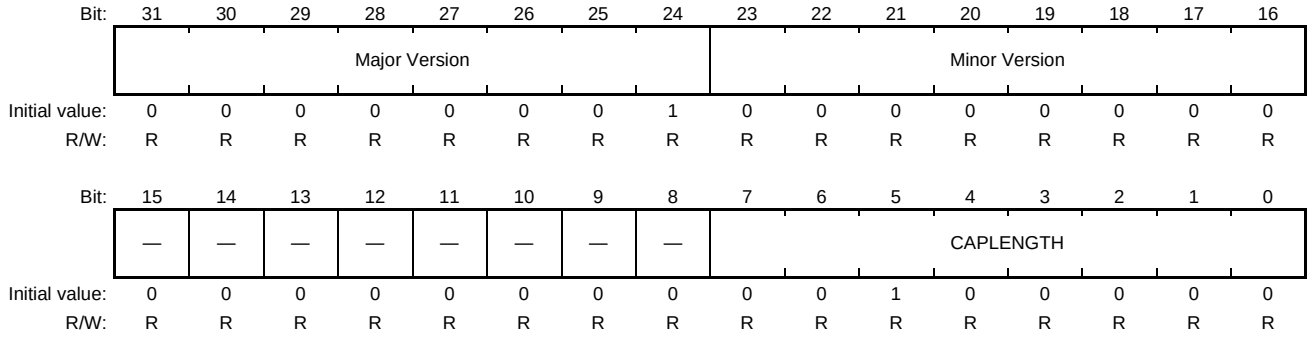
Module name	Connected module name	Function of connected module
USB3.0 Controller	AP-System Core	Access the Register
	CPG	Output Clocks
	PFC	Select External pins
	Module Standby	Control to stop clocks
	Software Reset	Execute software reset
	INTC	Control to interrupt

63.2 Register Description

63.2.1 USB3.0 Host Register

63.2.1.1 Host Controller Capability Register (HCSPARAMS0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Major Version	H'01	R	Displays Major version of xHCI Specification
23 to 16	Minor Version	H'00	R	Displays Minor version of xHCI Specification
15 to 8	—	All 0	R	Reserved
7 to 0	CAPLENGTH	H'20	R	Displays Capability Register Size

63.2.1.2 Host Controller Capability Register (HCSPARAMS1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

For MaxPorts, the total number of ports for USB3 port and USB2 port is set. The host core has 1 port for each of USB3 and USB2, so the maxports value is 2. For MaxInters, the total number of Interrupters supported by the host controller is set. The host core has 1 interrupter, so bit is set to 1.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MaxPorts								—	—	—	—	—	—	Max Inters	
Initial value:	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Max Inters								MaxSlots							
Initial value:	0	0	0	0	0	0	0	1	0	0	1	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	MaxPorts	H'02	R	Number of Ports Total number of downstream ports implemented by host controller
23 to 18	—	All 0	R	Reserved
17 to 8	Max Inters	H'001	R	Number of Interrupters Total number of Interrupters implemented by host controller
7 to 0	MaxSlots	H'20	R	Number of Device Slots Maximum number of device context structures and doorbell array entries that can be supported

63.2.1.3 Host Controller Capability Register (HCSPARAMS2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Max Scratchpad Buffers					SPR	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	1	0	0	1	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

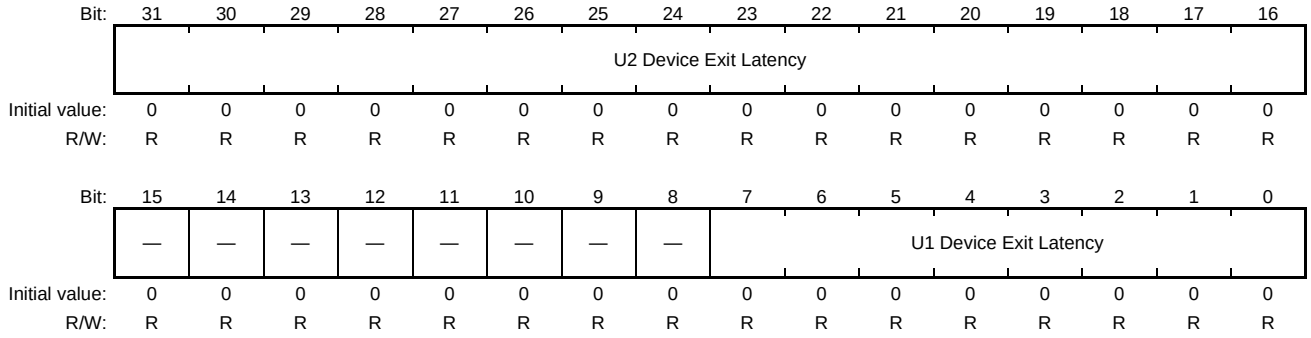
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	ERST Max				IST			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	Max Scratchpad Buffers	H'04	R	Displays the number of scratchpad buffers that the system software reserves for xHC. Valid: 0 to 31
26	SPR	B'1	R	Scratchpad Restore Indicates whether xHC uses a scratchpad buffer or not to save the state when max scratchpad buffers > 0 and save and restore operations are performed. If Max Scratchpad Buffer = 0, this bit is set to 0.
25 to 8	—	All 0	R	Reserved
7 to 4	ERST Max	H'1	R	Event Ring Segment Table Max Determines the maximum supported value for the event ring segment table base size register. The maximum number of event ring segment table entries = $2^{\text{ERST Max}}$
3 to 0	IST	H'1	R	Isochronous Scheduling Threshold Specifies the number of frames/microframes. Until bit[3] 0: IST[2:0] microframes, TRB can be added. Until bit[3] 1: IST[2:0] frames, TRB can be added.

Note: TRB indicates “Transfer Request Block” in this chapter.

63.2.1.4 Host Controller Capability Register (HCSPARAMS3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	U2 Device Exit Latency	H'0000	R	Worst case latency during transition from U2 to U0. H'0000: zero H'0001: less than 1 µs. H'0002: less than 2 µs … H'07FF: less than 2,047 µs. H'0800 to H'FFFF: Setting prohibited
15 to 8	—	All 0	R	Reserved
7 to 0	U1 Device Exit Latency	H'00	R	Worst case latency during transition from U1 to U0. H'00: zero H'01: less than 1 µs. H'02: less than 2 µs … H'0A: less than 10 µs. H'0B to H'FF: Setting prohibited

63.2.1.5 Host Controller Capability Register (HCCPARAMS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	xECP															
Initial value:	0	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

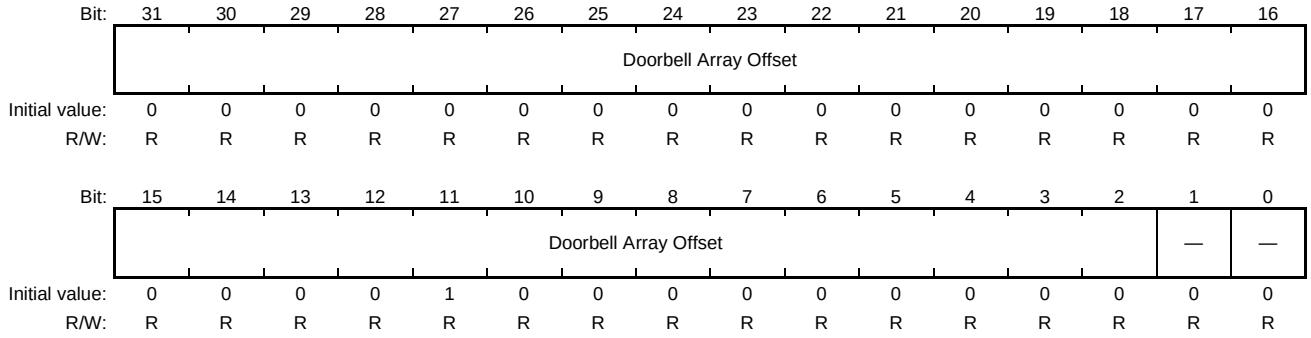
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MaxPSASize				—	—	—	PAE	NSS	LTC	LHRC	PIND	PPC	CSZ	BNC	AC64
Initial value:	0	1	0	1	0	0	0	1	1	1	0	0	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	xECP	H'0140	R	xHCI Extended Capabilities Pointer Presence or absence of capabilities list H'0000: No extended capabilities Other: Indicates offset from BASE to extended capability. USB Legacy Supported Protocol Capability is at offset H'500.
15 to 12	MaxPSASize	H'5	R	Maximum Primary Stream Array Size Maximum size of primary stream array supported by host. Primary Stream Array size = $2^{MaxPSASize+1}$ Valid: 1 to 15 Default value is 5 as stream number HSP supports 64.
11 to 9	—	All 0	R	Reserved
8	PAE	B’1	R	Parse All Event Data Indicates whether host controller parses event data TRB that is found while skipping next TD after receiving short packet in aTD. 0: Just parse first 1: Parse all
7	NSS	B’1	R	No Secondary SID Support Indicates whether host controller supports secondary stream IDs. 0: Supported 1: Not supported
6	LTC	B’1	R	Latency Tolerance Messaging Capability Indicates whether host controller supports latency tolerance messaging. 0: Not supported 1: Supported
5	LHRC	B’0	R	Light HC Reset Capability Indicates whether host controller supports light host controller reset. 0: Not supported 1: Supported

Bit	Bit Name	Initial Value	R/W	Description
4	PIND	B'0	R	Port Indicators Indicates whether xHCI root hub port supports port indicator control. 0: Not contained 1: Port status/control register contains a field that can be read and written to control port indicator condition.
3	PPC	B'1	R	Port Power Control Indicates whether host controller contains port power control. 0: Port doesn't contain port power switch. 1: Port contains port power switch
2	CSZ	B'1	R	Context Size 0: xHC uses 32-byte Context data structure 1: xHC uses 64-byte Context data structure
1	BNC	B'1	R	BW Negotiation Capability Indicates whether xHC supports bandwidth negotiation 0: Does not support BW negotiation 1: Supports BW negotiation
0	AC64	B'1	R	64-bit Addressing Capability Addressing range 0: 32-bit address memory pointers 1: 64-bit address memory pointers

63.2.1.6 Host Controller Capability Register (DBOFF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 2	Doorbell Array Offset	H'0000_0200	R	Dword Offset from Base of Doorbell Array base address. Doorbell array's offset is H'800
1, 0	—	All 0	R	Reserved

63.2.1.7 Host Controller Capability Register (RSTOFF)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Runtime Register Space Offset															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Runtime Register Space Offset											—	—	—	—	—
Initial value:	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	Runtime Register Space Offset	H'000_0030	R	64-byte offset from Base, for xHCI Runtime Register. Address = Base + runtime register set offset runtime register's offset is H'600
4 to 0	—	All 0	R	Reserved

63.2.1.8 Host Controller Operational Register (USBCMD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	EU3S	EWE	CRS	CSS	LHCRST	—	—	—	HSEE	INTE	HCRST	R/S
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved
11	EU3S	B'0	R/W	Enable U3 MFINDEX stop 0: If all root hub ports are in the disconnected, disabled, or powered-off state, xHC can stop count of MFINDEX. 1: If all root hub ports are in the U3, disconnected, disabled, or powered-off state, xHC can stop count of MFINDEX.
10	EWE	B'0	R/W	Enable Wrap Event 0: Do not generate MFINDEX wrap event 1: Every time MFINDEX register changes from H'03FFF to H'0, xHC generates MFINDEX wrap event.
9	CRS	B'0	R/W	Controller Restore State • CRS bit = 1, Run/Stop bit = 0 and Save State bit = 1: xHC executes restore state operation to restore the internal state. • CRS bit = 0: Restore state operation not executed • CRS bit = 1, Run/Stop bit = 1 or Save State bit = 0: Restore state operation not executed read value from AXI is 0. If this bit is set to 1 by AXI, H/W sets USBSTS bit 9 to 1, bit 10 to 0 clear.
8	CSS	B'0	R/W	Controller Save State • CSS bit = 1, Run/Stop bit = 0: xHC saves internal state that is restored at next restore state operation • CSS bit = 1, Run/Stop bit = 1: Save state operation is not executed. read value from AXI is 0. If this bit is set to 1 by AXI, H/W sets USBSTS bit 8 to 1, bit 10 to 0 clear.
7	LHCRST	B'0	R	Light Host Controller Reset If Light HC Reset Capability bit of HCCPARAMS register is 1, this bit is enabled. Read 0: Reset completed Read 1: Reset not completed
6 to 4	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
3	HSEE	B'0	R/W	Host System Error Enable HSEE bit = 1, HSE bit = 1: xHC asserts out-of-band error signal to host. Software clears HSE bit, after which its notice signal is received.
2	INTE	B'0	R/W	Interrupt Enable If this bit is 1, host system interrupt is enabled.
1	HCRST	B'0	R/W	Host Controller Reset Used to reset host controller. Write 1: Reset Does not influence AXI register. Host controller sets 0, then resetting process completes. Software continues resetting process until this bit changes to 0. Software shall not set 1 when HCHalted bit = 0.
0	R/S	B'0	R/W	Run/Stop 0: Stop 1: Run During 1, scheduling is being continued. During 0, completes USB transaction and transits to halted state. xHC shall goes to halted state during the 16 microframes after bit clearing. Software shall not set 1 except when xHC is in halted state.

63.2.1.9 Host Controller Operational Register (USBSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	HCE	CNR	SRE	RSS	SSS	—	—	—	PCD	EINT	HSE	—	HCH
Initial value:	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	RW1C	R	R	R	R	R	RW1C	RW1C	RW1C	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 13	—	All 0	R	Reserved
12	HCE	B’0	R	Host Controller Error 0: No internal xHC error condition exists 1: Internal xHC error condition
11	CNR	B’1	R	Controller Not Ready 0: Ready 1: Not ready Software shall not set any doorbell and xHC operational registers except USBSTS until CNR = 0. This flag is set by Chip HW reset and cleared when writing is enabled. This flag remains set to 0 until next HW reset.
10	SRE	B’0	RW1C	Save/Restore Error When error occurs in save or restore operation, this bit is set to 1. This bit is cleared when save or restore operation starts or when the bit is written with 1.
9	RSS	B’0	R	Restore State Status When controller restore state flag in USBCMD is set to 1, this bit is set to 1. During restoring, this bit remains set to 1. When restore state operation finishes, this bit is set to 0.
8	SSS	B’0	R	Save State Status This bit is set to 1 when controller save state flag bit in USBCMD is set to 1. Maintains a value of 1 during saving. This bit is set to 0 when save state operation finishes.
7 to 5	—	All 0	R	Reserved
4	PCD	B’0	RW1C	Port Change Detect This bit is set to 1 when port change bit changes from 0 to 1 and Force Port Resume bit changes from 0 to 1. 1: Detects resuming of suspended port
3	EINT	B’0	RW1C	Event interrupt xHC sets 1 when interrupt pending bit is set. 1 write clear

Bit	Bit Name	Initial Value	R/W	Description
2	HSE	B'0	RW1C	Host System Error 1: Fatal error occurs when xHC accesses host system. And also DMA transfer error. When these errors occur xHC sets Run/Stop bit to 0 and stops command and event after errors.
1	—	B'0	R	Reserved
0	HCH	B'1	R	HCHalted If Run/Stop bit is 1, this bit is set to 0. If Run/Stop bit is set to 0 to stop operation, Software or xHC hardware sets this bit to 1.

63.2.1.10 Host Controller Operational Register (PAGESIZE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Page Size															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	Page Size	H'0001	R	xHC's system page size. 8 KB page size

63.2.1.11 Host Controller Operational Register (DNCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

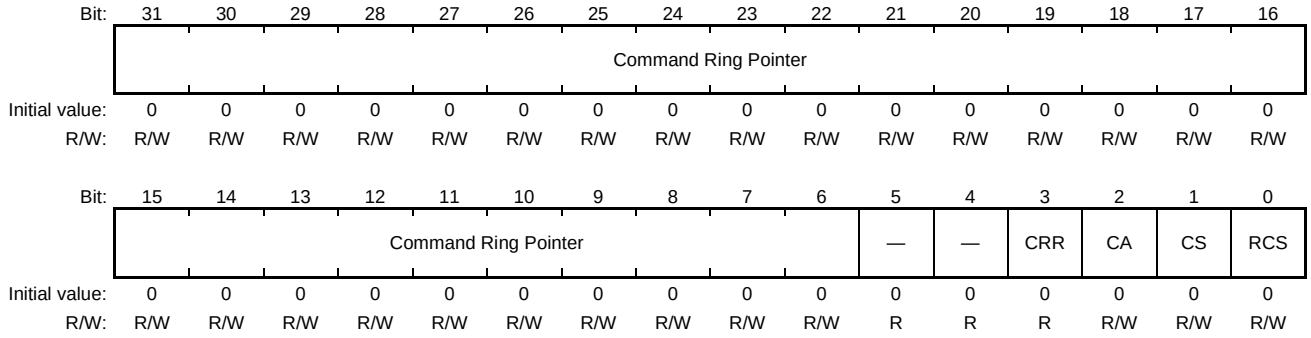
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	N15-N0															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	N15-N0	H'0000	R/W	Notification Enable When the Notification Enable bit is set, and the device notification transaction packet has the same value in the notification type field, a device notification event occurs. EX) When N3 is set, and the device notification TP with its notification type field set to 3 (FUNCTION_WAKE) is received, a device notification event occurs.

63.2.1.12 Host Controller Operational Register (CRCRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 6	Command Ring Pointer	H'000_0000	R/W	Defines a 64-bit Command Ring Dequeue Pointer default value (lower 32-bit). When Command Ring Running (CRR) is 1, any writing to this bit is ignored. The read value from AXI is 0.
5, 4	—	All 0	R	Reserved
3	CRR	B'0	R	Command Ring Running This bit is set when the Run/Stop bit is 1 and the DB reason field in the host controller doorbell register is set to 1 by the host controller command. This bit is cleared to 0 when the command ring stops after command stop or command abort is set to 1, or when Run/Stop bit is cleared to 0.
2	CA	B'0	R/W	Command Abort When this bit is set to 1, stops all commands and stops command ring, changes completion code to "Command Ring Stop", and sends command completion with the completion code set to current command ring dequeue pointer value. When Command Ring Running (CRR) is 0, xHC ignores any writing to this field. The read value is 0.
1	CS	B'0	R/W	Command Stop Writing 1 causes command ring operation to be stopped after the command's completion, then the completion code is changed to command ring stop. Command completion with the command TRB pointer set to the current command ring dequeue pointer value is sent. When Command Ring Running (CRR) is 0, xHC ignores any writing to this field. The read value is 0.
0	RCS	B'0	R/W	Ring Cycle State Defines the xHC Consumer Cycle State (CCS) referred to by the command ring pointer. When Command Ring Running (CRR) is 1, any writing to this field is ignored. The read value is 0.

63.2.1.13 Host Controller Operational Register (CRCRH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Command Ring Pointer															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Command Ring Pointer															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Command Ring Pointer	H'0000_0000	R/W	Defines a 64-bit Command Ring Dequeue Pointer default value (upper 32-bit). When Command Ring Running (CRR) is 1, any writing to this bit is ignored. The read value from AXI is 0.

63.2.1.14 Host Controller Operational Register (DCBAAPL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device Context Base Address Array Pointer															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Device Context Base Address Array Pointer										—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	Device Context Base Address Array Pointer	H'000_0000	R/W	Defines 64-bit base address of device context pointer array table (lower 32-bit).
5 to 0	—	All 0	R	Reserved

63.2.1.15 Host Controller Operational Register (DCBAAPH)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Device Context Base Address Array Pointer															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Device Context Base Address Array Pointer															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Device Context Base Address Array Pointer	H'0000_0000	R/W	Defines 64-bit base address of device context pointer array table (upper 32-bit).

63.2.1.16 Host Controller Operational Register (CONFIG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	MaxSlotsEn							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 0	MaxSlotsEn	H'00	R/W	Max Device Slots Enable Indicates maximum number of enabled device slots. The valid range is 0 to MaxSlots. Enabled device slots are allocated continuously. EX) When 16 is defined, Device Slots 1-16 constitute the active range. 0: Disable Device slots While xHC is running, (Run/Stop bit = 1), it is not possible to write to this field.

63.2.1.17 AXI Host Control Register (AXH_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	B3_PHYRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	SYS_SUSPEND	—	—	—	—	—	—	—	B2_PHYRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved
16	B3_PHYRST	B'0	R/W	Bit for reset USB3.0 PHY. 0: Normal condition 1: Reset condition
15 to 9	—	All 0	R	Reserved
8	SYS_SUSPEND	B'0	R/W	Bit for setting Suspend USB2.0 PHY (PLL stops) by system. 0: Normal condition 1: Suspend condition (USB2PHY PLL stops)
7 to 1	—	All 0	R	Reserved
0	B2_PHYRST	B'0	R/W	Bit for reset USB2.0 PHY. 0: Normal condition 1: Reset condition

63.2.1.18 AXI Host Control Status Register (AXH_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	SS_DISABLE	—	—	—	—	—	—	—	B3_PLL_ACTIVE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	B2_PLL_ACTIVE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	SS_DISABLE	B’0	R	Bit for showing SuperSpeed (SS) Port is disabled. The USB3.0 controller core doesn’t support SS port when this bit is 1.
23 to 17	—	All 0	R	Reserved
16	B3_PLL_ACTIVE	B’0	R	Bit for showing that USB3PHY PLL is locked or not. When this bit is 0, it means USB3.0 function is not able to use because valid clock is not output from USB3.0 PHY during USB3PHY PLL is unlocked. 0: PLL Unlock (USB3PHY Clock is invalid) 1: PLL Lock (USB3PHY Clock is valid)
15 to 1	—	All 0	R	Reserved
0	B2_PLL_ACTIVE	B’0	R	Bit for showing that USB2PHY PLL is locked or not. When this bit is 0, it means USB2.0 function is not able to use because valid clock is not output from USB2.0 PHY during USB2PHY PLL is unlocked. 0: PLL Unlock (USB2PHY Clock is invalid) 1: PLL Lock (USB2PHY Clock is valid)

63.2.1.19 Pseudo PCI Class Code Register (CLASS_CODE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Class Code															
Initial value:	0	0	0	0	1	1	0	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Class Code								Revision ID							
Initial value:	0	0	1	1	0	0	0	0	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	Class Code	H'0C_0330	R	Device Type and Function Base Class: Serial Bus Controller (H'0C) Sub Class: Universal Serial Bus Host Controller (H'03) Program Interface: USB3.0 Controller (H'30)
7 to 0	Revision ID	—	R	Renesas management number

63.2.1.20 Frame Length Adjustment Register (FLADJ)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	FLADJTV						SBRN							
Initial value:	0	0	1	0	0	0	0	0	0	0	1	1	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved
13 to 8	FLADJTV	H'20	R/W	Frame Length Adjustment Register (FLADJ) Timing Value Adjust SOF counter Clock. H'20: Frame Length 60,000 SOF cycle time = 59,488 + (Register setting value ×16 high-speed bit)
7 to 0	SBRN	H'30	R	Serial Bus Release Number Version of universal serial bus specification that is compliant with host controller. H'30: Release 3.0

63.2.1.21 Host Interrupt Register (HOST_INT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	SMI_ STA	LTM_ STA	HSE_ STA	PME_ STA	XHC_ STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	RW1C	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved
4	SMI_STA	B’0	R	SMI Interrupt Status bit. When an SMI interrupt occurs, this bit is set to 1.
3	LTM_STA	B’0	RW1C	LTM Interrupt status bit. It is asserted when Latency Tolerance Message Device Notification is sent from deice and set BELT value at LTR Register. When an LTM interrupt occurs, this bit is set to 1 by FW. AXI sets 1 to clear the bit.
2	HSE_STA	B’0	R	HSE Interrupt Status bit. When USBSTS.HSE = 1 & USBCMD.HSEE = 1, this bit is set to 1. AXI sets 1 to clear the bit.
1	PME_STA	B’0	R	PME Interrupt Status bit. When PME_STA = 1 & PME_ENA = 1, this bit is set to 1.
0	XHC_STA	B’0	R	xHCI Interrupt Status bit. When EventRing is updated and then the INT signal, which indicates asserting of the interrupt in the core, is detected, this bit is set to 1. When the INT signal, which indicates deasserting of the interrupt in the core, is detected, this bit is set to 0 and cleared.

63.2.1.22 Host Interrupt Enable Register (INT_ENA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	SMI_ ENA	LTM_ ENA	HSE_ ENA	PME_ ENA	XHC_ ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved
4	SMI_ENA	B’0	R/W	When this bit is set to 1, SMI_STA interrupt is valid.
3	LTM_ENA	B’0	R/W	When this bit is set to 1, LTM_STA interrupt is valid.
2	HSE_ENA	B’0	R/W	When this bit is set to 1, HSE_STA interrupt is valid.
1	PME_ENA	B’0	R/W	When this bit is set to 1, PME_STA interrupt is valid.
0	XHC_ENA	B’0	R/W	When this bit is set to 1, XHC_STA interrupt is valid.

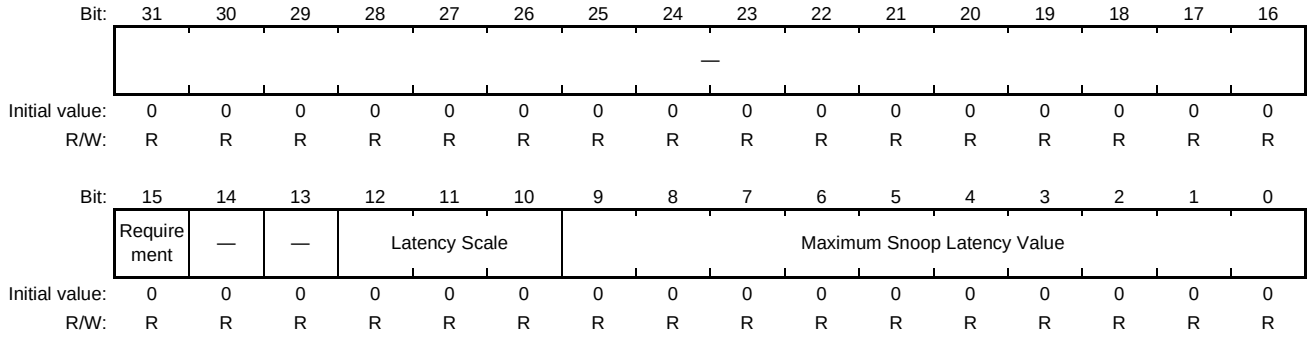
63.2.1.23 Latency Tolerance Reporting Register (LTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Optional normative feature information as USB3.0 Specification.

The register reports the worst value of Best Effort Latency Tolerance (BELT) of Latency Tolerance Message (LTM) Device Notification from device. The “worst” means the maximum BELT value.

Those displayed BELT values are already converted into the format specified by PCI Express Specification.



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	H'0000	R	Reserved
15	Requirement	B’0	R	Requirement (Snoop)
14, 13	—	All 0	R	Reserved
12 to 10	Latency Scale	B’000	R	Latency Scale (Snoop)
9 to 0	Maximum Snoop Latency Value	H'000	R	Latency Value (Snoop)

63.2.1.24 Battery Charging Register (BTR_CHRG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

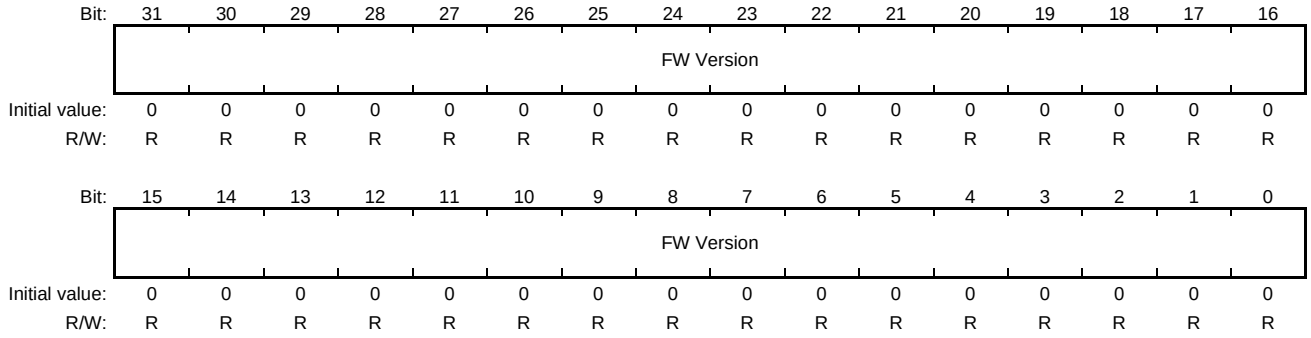
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	PTPWER_CTRL	—	—	—	—	—	—	Renesas Private field	
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	LCLK_NONSTOP_FREQ			—	—	—	—	BC_MODE			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	PTPWER_CTRL	B’1	R/W	Set value of PortPowerControl (PPC) at HCCPARAMS in xHCI register. The bit is set to 1 when there is an external Power Switch for control VBUS.
23 to 18	—	All 0	R	Reserved
17, 16	Renesas Private field	B’00	R/W	Renesas Private bit. This bit can be written only “0”. Don’t write “1”.
15 to 11	—	All 0	R	Reserved
10 to 8	LCLK_NONSTOP_FREQ	B’000	R/W	Showing a frequency of NONSTOP_CLK entered in USB3.0 controller core. B’000: Default value. Following users shall set this value to 000. • User who can supply clock (12, 24, 30, 48-MHz) as NONSTOP_CLK to core but don’t want to use low-power function. • User who can’t supply clock (12, 24, 30, 48-MHz) as NONSTOP_CLK to core. B’001: User can supply LCLK_NOSTOP:12 MHz (+/-10%), and uses the function. B’010: User can supply LCLK_NOSTOP:24 MHz (+/-10%), and uses the function. B’011: User can supply LCLK_NOSTOP:30 MHz (+/-10%), and uses the function. B’100: User can supply LCLK_NOSTOP:48 MHz (+/-10%), and uses the function. B’101 - B’111: Reserved
7 to 4	—	All 0	R	Reserved
3 to 0	BC_MODE	B’0000	R/W	Set mode of Battery Charge function.

63.2.1.25 FW Version Register (FW_VER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	FW Version	H'0000_0000	R	FW Version is showed here. After FW downloading, FW Version can be read. Before FW download: H'0020_0000 After FW download: H'0020_XX00

63.2.1.26 FW Download Control & Status Register (DL_CTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

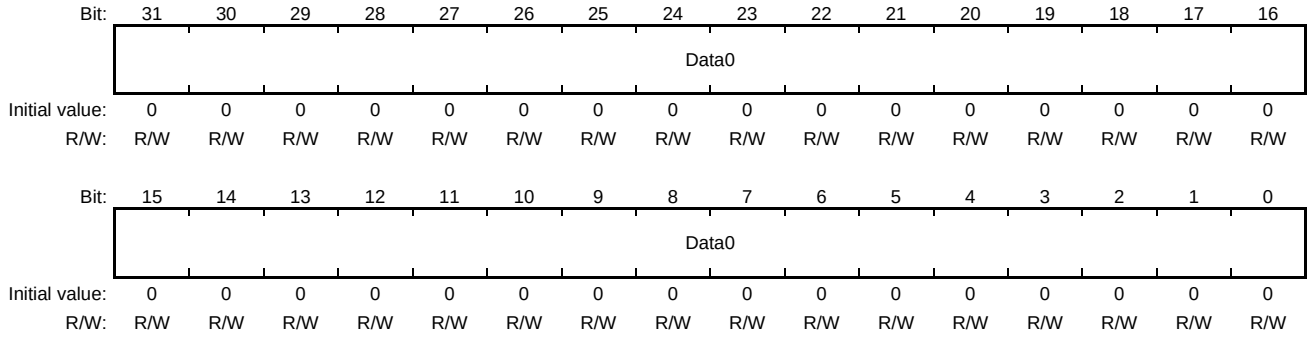
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	Set_Data1	Set_Data0	—	Result_Code			—	—	BIOS Download Lock	BIOS Download Enable
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	RW1S	RW1S	R	R	R	R	R	R	RW1S	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved
9	Set_Data1	B’0	RW1S	When this bit is 1, the value of FW_DATA1 register is set by the system.
8	Set_Data0	B’0	RW1S	When this bit is 1, the value of FW_DATA0 register is set by the system.
7	—	B’0	R	Reserved
6 to 4	Result_Code	B’000	R	This field presents the results of BIOS Download. B’000: Invalid B’001: Success B’010: Error Others: Setting prohibited
3, 2	—	All 0	R	Reserved
1	BIOS Download Lock	B’0	RW1S	When this bit is 1, the BIOS download function is locked.
0	BIOS Download Enable	B’0	R/W	When this bit is 1, the BIOS download function is enabled.

63.2.1.27 FW Data0 Register (FW_DATA0)

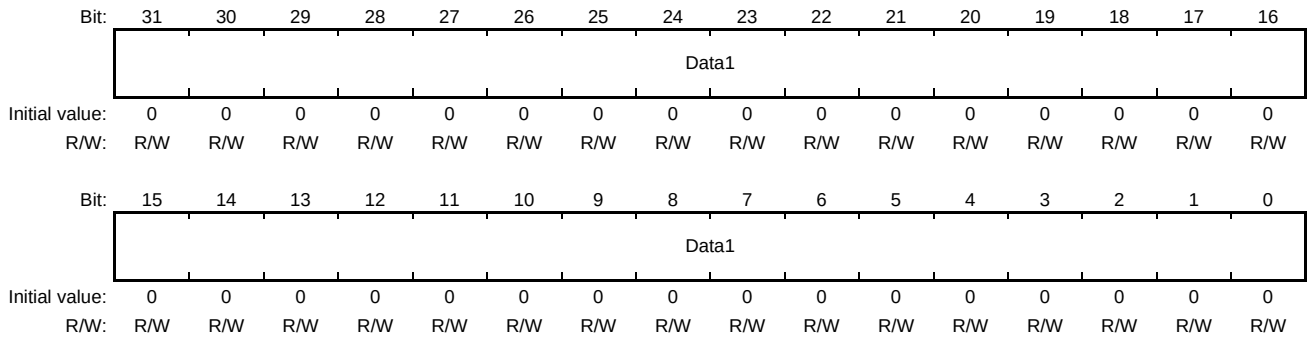
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Data0	H'0000_0000	R/W	Data register 0 for writing FW

63.2.1.28 FW Data1 Register (FW_DATA1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Data1	H'0000_0000	R/W	Data register 1 for writing FW

63.2.1.29 Core Control 3 Register (CORE_CTRL3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	Renesas Private bit	—	—	—	—	—	—	—	Renesas Private bit
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PMC_MODE	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	Renesas Private bit	B’1	R/W	Renesas Private bit. Do not write 0 to this bit.
23 to 17	—	All 0	R	Reserved
16	Renesas Private bit	B’1	R	Renesas Private bit This is write inhibit bit.
15 to 2	—	All 0	R	Reserved
1, 0	PMC_MODE	B’00	R/W	Sets control of HO_CACTIVE at Low Power Interface. When Bit[0] is 0, it is kept HO_CACTIVE at 1 even if system requests to stop ACLK_H. When Bit[1] is 0, it is kept HO_CACTIVE at 1 and is not to be 0 voluntarily. Bit[0] 1: 0 Control of HO_CACTIVE is valid when HI_CSYSREQ/HI_CSYSACK handshake 0: 0 Control of HO_CACTIVE is invalid when HI_CSYSREQ/HI_CSYSACK handshake Bit[1] 1: 0 Control of HO_CACTIVE is valid when not HI_CSYSREQ/HI_CSYSACK handshake 0: 0 Control of HO_CACTIVE is invalid when not HI_CSYSREQ/HI_CSYSACK handshake

63.2.1.30 UTMI Plus Vendor Control Interface Set Register (VENDOR_CON_SET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	VWDATA							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	VCONTROL				—	—	—	VCWEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved
23 to 16	VWDATA	H'00	R/W	Signal for Vendor Write Data. It is write data signal to vendor control register write field.
15 to 8	—	All 0	R	Reserved
7 to 4	VCONTROL	H'0	R/W	Signal for Vendor Control. It is able to select vendor control register that user wants to use.
3 to 1	—	All 0	R	Reserved
0	VCWEN	B’0	W	Signal for enabling write VWDATA for Vendor Control Address. If this bit is set to 1, it is enabled to write the value of VWDATA for vendor control address.

63.2.1.31 UTMI Plus Vendor Control Interface Status Register (VENDOR_CON_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	VSTATUS							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 0	VSTATUS	H'00	R	Signal for Vendor Status. It is read data signal from vendor control register read field.

63.2.1.32 Port1 Status and Control Register (PORTSC1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	WPR	DR	—	—	WOE	WDE	WCE	CAS	CEC	PLC	PRC	OCC	WRC	PEC	CSC	LWS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	RW1S	R	R	R	R/W	R/W	R/W	R	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC		Port Speed				PP	PLS				PR	OCA	—	PED	CCS
Initial value:	0	0	0	0	0	0	1	0	1	0	1	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	RW1C	R

Bit	Bit Name	Initial Value	R/W	Description
31	WPR	B'0	RW1S	Warm Port Reset Write 1: Starts warm reset sequence, and sets PR bit to 1. Conformity with the warm reset sequence, is reflected in the PR bit setting of PR, PRC, and WRC.
30	DR	B'0	R	Device Removable 0: Device connected to this Port is removable 1: Device connected to this Port is non-removable
29, 28	—	All 0	R	Reserved
27	WOE	B'0	R/W	Wake on Over-current Enable Write 1: Enables over-current condition as system wake-up event. If Port Power is 0, this bit is set to 0.
26	WDE	B'0	R/W	Wake on Disconnect Enable Write 1: Enables device disconnect as system wake-up event. If Port Power is 0, this bit is set to 0.
25	WCE	B'0	R/W	Wake on Connect Enable Write 1: Enables device connect as system wake-up event If Port Power is 0, this bit is set to 0.
24	CAS	B'0	R	Cold Attach Status 1: Far-end receiver Termination is detected but port status cannot transition to enabled state. If PP is 0 or at USB2.0 Port, this bit is set to 0.
23	CEC	B'0	RW1C	Port Config Error Change This bit is set when configuration with link partner fails.
22	PLC	B'0	RW1C	Port Link State Change This bit is set when link transitions from U3 to U0 state. 0: No Change 1: Link state Changed Software writes 1 and then the bit is cleared.
21	PRC	B'0	RW1C	Port Reset Change This bit is set when port reset process completes. (Port Reset Change from 1 to 0) 0: No change 1: Reset complete Software writes 1 and then the bit is cleared.

Bit	Bit Name	Initial Value	R/W	Description
20	OCC	B'0	RW1C	Over-current Change When over-current active changes, this bit is set to 1. Software writes 1 and then the bit is cleared.
19	WRC	B'0	RW1C	Warm Port Reset Change This bit is set to 1 when a warm reset is completed.
18	PEC	B'0	RW1C	Port Enable/Disable Change 0: No change 1: Port enabled/disabled status has changed This bit is set when USB2 protocol port is disabled due to exiting from appropriate conditions at EO2 point. Software writes 1 and then this bit is cleared. If Port Reset is 0, this bit is set to 0.
17	CSC	B'0	RW1C	Connect Status Change 0: No change 1: Change in current connect status xHC sets this bit to 1 at change of port device connect status. Software writes 1 and then this bit is cleared. If Port Reset is 0, this bit is set to 0.
16	LWS	B'0	R/W	Port Link State Write Strobe Write 0: Writing to PLS field is ignored. 1: Writing to PLS field is enabled. The read value is 0
15, 14	PIC	B'00	R/W	Port Indicator Control If Port Indicator (PIND) bit in HCCPRAMS register is 0, writing to this field has no effect. If Port Indicator (PIND) bit is 1; B'00: Port indicators are off B'01: Amber B'10: Green B'11: Undefined If Port Reset is 0, this field is set to 0.
13 to 10	Port Speed	H'0	R	Speed type of USB device connected to the port. This is enabled only when a device is connected to the port. (Current Connect Status is 1) After a port reset, this field indicates the speed of the device connected to the port. If the reset or speed detection fails, this field indicates Unknown Speed. When the Current Connect Status changes from 0 to 1, this field indicates Undefined Speed. H'0: Undefined Speed (Before Speed detection) H'1: Full-speed device attached H'2: Low-speed device attached H'3: High-speed device attached H'4: SuperSpeed device attached H'5 to H'E: Reserved H'F: Unknown Speed (Error detected during speed detection or Port Reset.)

Bit	Bit Name	Initial Value	R/W	Description
9	PP	B'1	R/W	Port Power This field reflects a port's logical power state. 0: This port is in the Powered-off state. 1: This port is not in the Powered-off state. When the Port Power Control (PPC) bit in the HCSPATAMS1 register is 1, xHC has a port power control switch and this bit shows the current state of the switch. (0: off, 1: on) When the Port Power Control (PPC) bit in the HCSPATAMS1 register is 0, xHC has no port power control switch and each port is hard wired to power and not affected by this bit. If an over-current condition is detected at a powered port, the PP bit of each port is changed from 1 to 0.
8 to 5	PLS	H'5	R/W	Port Link State This field is used for port power management and shows the Current Link state. When PED is 1, System software sets this bit then sets Link U state. Port Link State is not set to Disabled, RxDetect, or Inactive State. H'0: The link shall transition to the U0 state from any of the U states. H'1: The link should transition to the U1 State. H'2: The link should transition to the U2 State. H'3: The link shall transition to the U3 state from any of the U states. H'4 to H'F: Ignored. To write to this field, the Port Link State Write strobe should be 1. For USB2 Protocol port, writing 2 requests LPM. Software reads this field to determine success/failure of transition to U2 state. Write 0: Deasserts L1 signal Write 1: No influence Read Value Meaning H'0: Link is in the U0 State H'1: Link is in the U1 State H'2: Link is in the U2 State H'3: Link is in the U3 State (Device Suspended) H'4: Link is in the Disabled State H'5: Link is in the RxDetect State H'6: Link is in the Inactive State H'7: Link is in the Polling State H'8: Link is in the Recovery State H'9: Link is in the Hot Reset State H'A: Link is in the Compliance Mode State H'B: Link is in the Loopback State H'C to H'F: Setting prohibited If Port Reset is 0, this field is ambiguous.

Bit	Bit Name	Initial Value	R/W	Description
4	PR	B'0	R/W	Port Reset 0: port is not in reset 1: port reset assert When software sets this bit from 0 to 1, the bus reset sequence is started. Port Enable/Disable bit is 0. Port Enable bit is 0. This bit remains set to 1 until reset by root hub is completed. When error is detected during resetting, Port Speed bits indicate Unknown Speed. If Port Power is 0, this field is set to 0.
3	OCA	B'0	R	Over-current Active 0: Over-current condition 1: Not over-current condition When an over-current condition is removed, this bit changes from 1 to 0 automatically.
2	—	B'0	R	Reserved
1	PED	B'0	RW1C	Port Enable/Disable 0: Disable 1: Enable After detecting a connection at a port, if SS port initialization or reset by the system software is successful, this bit is automatically enabled by xHC. Port is disabled by fault condition (disconnect event or other fault condition), or USB System Software. Bit status doesn't change until port status changes. If Port Power is 0, this field is set to 0.
0	CCS	B'0	R	Current Connect Status 0: No device is present 1: Device is present on port Reflects current port status. If Port Power is 0, this field is set to 0.

63.2.1.33 Port1 Status and Control Register (PORTPMSC1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FLA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	U2 Timeout								U1 Timeout							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved
16	FLA	B’0	R/W	Force Link PM Accept Write 1: Set Link Function LMP with Force_LinkPM_Accept bit set is generated This bit is set to 0 when PR is 1 or CCS changes from 0 to 1.
15 to 8	U2 Timeout	H'00	R/W	U2 inactivity timer Timeout value. If H'FF, port is in the U2 entry disabled state. H'00: Zero (default) H'01: 256 µs H'02: 512 µs … H'FE: 65.024 ms H'FF: Infinite
7 to 0	U1 Timeout	H'00	R/W	U1 inactivity timer Timeout value. If H'FF, port is in the U1 entry disabled state. H'00: Zero (default) H'01: 1 µs H'02: 2 µs … H'7F: 127 µs H'80 to H'FE: Reserved H'FF: Infinite

63.2.1.34 Port1 Status and Control Register (PORTPLI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Link Error Count															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	Link Error Count	H'0000	R	Shows Link Error detected Port.

63.2.1.35 Port2 Status and Control Register (PORTSC2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	DR	—	—	WOE	WDE	WCE	CAS	—	PLC	PRC	OCC	—	PEC	CSC	LWS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R	R	RW1C	RW1C	RW1C	R	RW1C	RW1C	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIC		Port Speed				PP	PLS				PR	OCA	—	PED	CCS
Initial value:	0	0	0	0	0	0	1	0	1	0	1	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	RW1C	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved
30	DR	B’0	R	Device Removable 0: Device connected to this Port is removable 1: Device connected to this Port is non-removable
29 to 28	—	All 0	R	Reserved
27	WOE	B’0	R/W	Wake on Over-current Enable Write 1: Enables over-current condition as System Wake-up Event If Port Power is 0, this bit is set to 0.
26	WDE	B’0	R/W	Wake on Disconnect Enable Write 1: Enables device disconnect as System Wake-up Event If Port Power is 0, this bit is set to 0.
25	WCE	B’0	R/W	Wake on Connect Enable Write 1: Enables device connect as System Wake-up Event If Port Power is 0, this bit is set to 0.
24	CAS	B’0	R	Cold Attach Status 1: Far-end Receiver Termination is detected but Port Status cannot transition to Enabled State. If PP is 0 or at USB2.0 Port, this bit is set to 0.
23	—	B’0	R	Reserved
22	PLC	B’0	RW1C	Port Link State Change This bit is set when Link transitions from U3 to U0 state. 0: No change 1: Link state changed Software writes 1 and then the bit is cleared.
21	PRC	B’0	RW1C	Port Reset Change This bit is set when Port reset process completes. (Port Reset changes from 1 to 0) 0: No change 1: Reset complete Software writes 1 and then the bit is cleared.

Bit	Bit Name	Initial Value	R/W	Description
20	OCC	B’0	RW1C	Over-current Change When Over-current Active changes, this bit is set to 1. Software writes 1 and then the bit is cleared.
19	—	B’0	R	Reserved
18	PEC	B’0	RW1C	Port Enable/Disable Change 0: No change 1: Port enabled/disabled status has changed This bit is set when USB2 protocol port is disabled due to exiting from appropriate conditions at EO2 point. Software writes 1 and then this bit is cleared. If Port Power is 0, this bit is set to 0.
17	CSC	B’0	RW1C	Connect Status Change 0: No change 1: Change in Current Connect Status xHC sets this bit to 1 at change of port device connect status. Software writes 1 and then this bit is cleared. If Port Power is 0, this bit is set to 0.
16	LWS	B’0	R/W	Port Link State Write Strobe Write 0: Writing to PLS field is ignored. 1: Writing to PLS field is enabled. The read value is 0
15 to 14	PIC	B’00	R/W	Port Indicator Control If Port Indicator (PIND) bit in HCCPRAMS Register is 0, writing to this field has no effect. If Port Indicator (PIND) bit is 1; B’00: Port indicators are off B’01: Amber B’10: Green B’11: Undefined If Port Power is 0, this field is set to 0.
13 to 10	Port Speed	H'0	R	Speed type of USB device connected to the port. This is enabled only when a device is connected to the port. (Current Connect Status is 1) After a port reset, this field indicates the speed of the device connected to the port. If the reset or speed detection fails, this field indicates Unknown Speed. When the Current Connect Status changes from 0 to 1, this field indicates Undefined Speed. H'0: Undefined Speed (Before Speed detection) H'1: Full-speed device attached H'2: Low-speed device attached H'3: High-speed device attached H'4: SuperSpeed device attached H'5 to H'E: Reserved H'F: Unknown Speed (Error detected during speed detection or Port Reset.)

Bit	Bit Name	Initial Value	R/W	Description
9	PP	B’1	R/W	Port Power This field reflects a port’s logical power state. 0: This port is in the Powered-off state. 1: This port is not in the Powered-off state. When the Port Power Control (PPC) bit in the HCSPATAMS1 register is 1, xHC has a port power control switch and this bit shows the current state of the switch. (0: off, 1: on) When the Port Power Control (PPC) bit in the HCSPATAMS1 register is 0, xHC has no port power control switch and each port is hard wired to power and not affected by this bit. If an over-current condition is detected at a powered port, the PP bit of each port is changed from 1 to 0.
8 to 5	PLS	H'5	R/W	Port Link State This field is used for port power management and shows the Current Link state. When PED is 1, System software sets this bit then sets Link U state. Port Link State is not set to Disabled, RxDetect, or Inactive State Write Value: Description H'0: The link shall transition to the U0 state from any of the U states. H'1: The link should transition to the U1 State. H'2: The link should transition to the U2 State. H'3: The link shall transition to the U3 state from any of the U states. H'4 to H'F: Ignored. To write to this field, the Port Link State Write strobe should be 1. For USB2 Protocol port, writing 2 requests LPM. Software reads this field to determine success/failure of transition to U2 state. Write 0: Deasserts L1 signal Write 1: No influence Read Value Meaning H'0: Link is in the U0 State H'1: Link is in the U1 State H'2: Link is in the U2 State H'3: Link is in the U3 State (Device Suspended) H'4: Link is in the Disabled State H'5: Link is in the RxDetect State H'6: Link is in the Inactive State H'7: Link is in the Polling State H'8: Link is in the Recovery State H'9: Link is in the Hot Reset State H'A: Link is in the Compliance Mode State H'B: Link is in the Loopback State H'C to H'F: Setting prohibited If Port Power is 0, this field is ambiguous.

Bit	Bit Name	Initial Value	R/W	Description
4	PR	B'0	R/W	Port Reset 0: Port is not in reset 1: Port reset assert When software sets this bit from 0 to 1, the bus reset sequence is started. Port Enable/Disable bit is 0. Port Enable bit is 0. This bit remains set to 1 until reset by root hub is completed. When error is detected during resetting, Port Speed field indicates Unknown Speed. If Port Power is 0, this field is set to 0.
3	OCA	B'0	R	Over-current Active 0: Over-current condition 1: Not over-current condition When an over-current condition is removed, this bit changes from 1 to 0 automatically.
2	—	B'0	R	Reserved
1	PED	B'0	RW1C	Port Enable/Disable 0: Disable 1: Enable After detecting a connection at a port, if SS port initialization or reset by the system software is successful, this bit is automatically enabled by xHC. Port is disabled by fault condition (disconnect event or other fault condition), or USB System Software. Bit status doesn't change until port status changes. If Port Power is 0, this field is set to 0.
0	CCS	B'0	R	Current Connect Status 0: No device is present 1: Device is present on port Reflects current port status. If Port Power is 0, this field is set to 0.

63.2.1.36 Port2 Status and Control Register (PORTPMSC2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Port Test Control				—	—	—	—	—	—	—	—	—	—	—	HLE
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	L1 Device Slot								HIRD				RWE	L1S		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	Port Test Control	H'0	R/W	0: port is not operating in test mode Non-zero: port is operating in test mode A non-zero Port Test Control value is valid when the port is in the Disabled, Disconnected, or Suspend State. <USB2 protocol port> Value Test Mode H'0: Test mode not enabled H'1: Test J_STATE H'2: Test K_STATE H'3: Test SE0_NAK H'4: Test Packet H'5: Test FORCE_ENABLE H'6 to H'E: Setting prohibited H'F: Port Test Control Error
27 to 17	—	All 0	R	Reserved
16	HLE	B'0	R/W	Hardware LPM Enable Writing 1 enables hardware controlled LPM. If Hardware LMP is not supported, this bit is reserved.
15 to 8	L1 Device Slot	H'00	R/W	Device Slot ID of Device directly connected to Root Hub Port. 0: No device
7 to 4	HIRD	H'0	R/W	Host Initiated Resume Duration Duration of Resume that xHC drives to start resume from L1 state.
3	RWE	B'0	R/W	Remote Wake Enable This bit is set to enable or disable device for Remote Wakeup from L1.

Bit	Bit Name	Initial Value	R/W	Description
2 to 0	L1S	B’000	R	L1 Status Software uses this field to determine whether L1-based suspend request is successful. Value Meaning B’000: Invalid B’001: Success - Port succeed in transition to L1 during resume request (ACK) B’010: Not Yet - Device fails to transition to L1 (NYET) B’011 Not Supported - Device doesn’t support L1 transitions (STALL) B’100: Timeout/Error - Device fails LPM Transaction or error occurs B’101 to B’111: Reserved This field is valid when port is in either L0 or L1 state (PLS = 0 or 2).

63.2.1.37 xHCI Extended Capabilities Register (USBLEGSUP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	HC OS Owned Semaphore	—	—	—	—	—	—	—	HC BIOS Owned Semaphore
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Next Capability Pointer								Capability ID							
Initial value:	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	HC OS Owned Semaphore	B’0	R/W	System Software sets this bit to request xHC ownership. When this bit is 1 and the HC BIOS Owned Semaphore bit is 0, then the OS gets ownership.
23 to 17	—	All 0	R	Reserved
16	HC BIOS Owned Semaphore	B’0	R/W	BIOS sets this bit to establish xHC ownership. If there is an ownership request from the System Software, the BIOS sets this bit to 0.
15 to 8	Next Capability Pointer	H'04	R	Location of next Capability
7 to 0	Capability ID	H'01	R	Extended Capability This field is fixed to H'01 due to the Legacy Support Capability.

63.2.1.38 xHCI Extended Capabilities Register (USBLEGCTLSTS)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

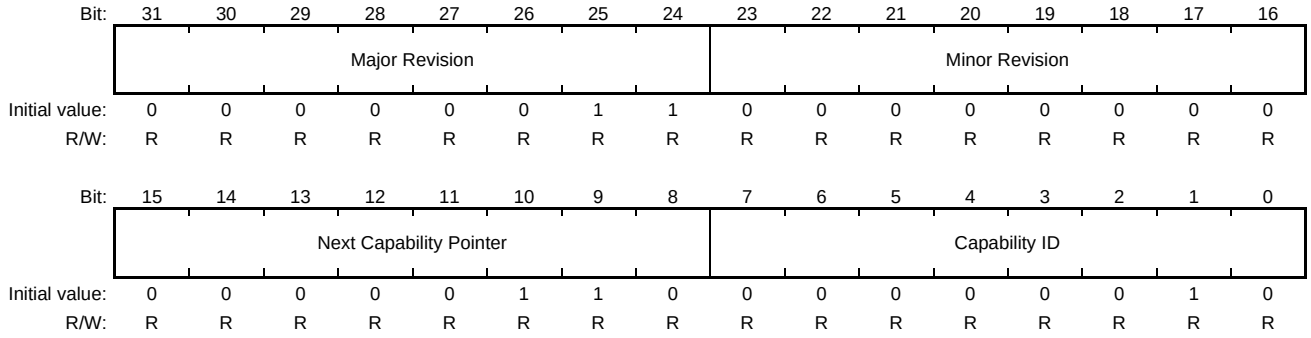
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	SMI on BAR	SMI on PCI Command	SMI on OS Ownership Change	—	—	—	—	—	—	—	—	SMI on Host System Error	—	—	—	SMI on Event Interrupt
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	RW1C	RW1C	RW1C	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SMI on BAR Enable	SMI on PCI Command Enable	SMI on OS Ownership Change Enable	—	—	—	—	—	—	—	—	SMI on Host System Error Enable	—	—	—	USB SMI Enable
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	SMI on BAR	B’0	RW1C	This bit is set to 1 when the Bass Address Register is written.
30	SMI on PCI Command	B’0	RW1C	This bit is set to 1 when the PCI Command Register is written.
29	SMI on OS Ownership Change	B’0	RW1C	This Bit is set to 1 when the HC OS Owned Semaphore bit in the USBLEGSUP register changes from 1 to 0, or from 0 to 1.
28 to 21	—	All 0	R	Reserved
20	SMI on Host System Error	B’0	R	Shadow bit of the Host System Error Interrupt bit in the USBSTS register. If this bit is set to 0, the System Software shall set the Host System Error Interrupt bit in the USBSTS register to 1.
19 to 17	—	All 0	R	Reserved
16	SMI on Event Interrupt	B’0	R	Shadow bit of the Event Interrupt (EINT) bit in USBSTS register. If EINT is set, this bit is also set. If EINT is cleared, this bit is also cleared.
15	SMI on BAR Enable	B’0	R/W	If this bit is 1 and SMI on the BAR bit is 1, the Host controller issues SMI.
14	SMI on PCI Command Enable	B’0	R/W	If this bit is 1 and SMI of the PCI Command bit is 1, the Host controller issues SMI.
13	SMI on OS Ownership Change Enable	B’0	R/W	If this bit is 1 and SMI of the OS Ownership Change bit is 1, the Host controller issues SMI.
12 to 5	—	All 0	R	Reserved
4	SMI on Host System Error Enable	B’0	R/W	If this bit is 1 and SMI of the Host System Error bit is 1, the Host controller issues SMI immediately.
3 to 1	—	All 0	R	Reserved
0	USB SMI Enable	B’0	R/W	If this bit is 1 and SMI of the SMI Event Interrupt bit is 1, the Host controller issues SMI immediately.

63.2.1.39 xHCI Extended Capabilities Register (HCEXTDCAP1)

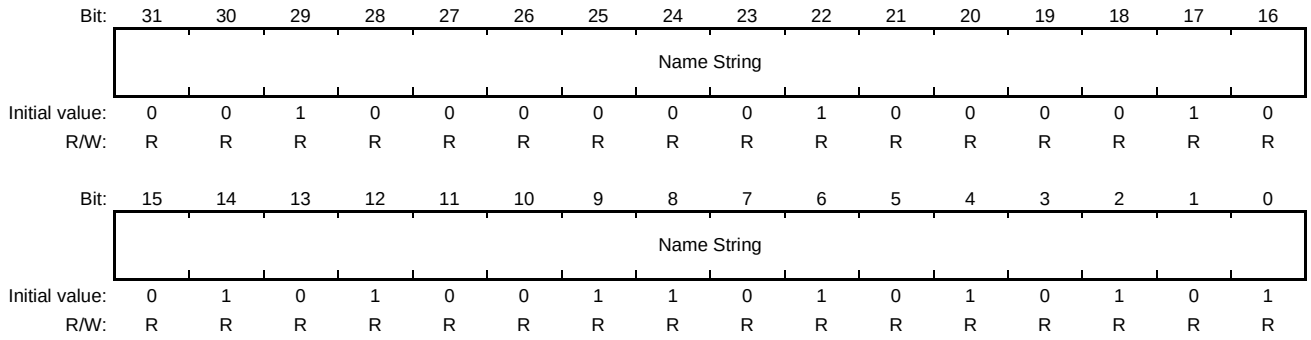
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Major Revision	H'03	R	Major release number compliant with xHC specification.
23 to 16	Minor Revision	H'00	R	Minor release number compliant with xHC specification.
15 to 8	Next Capability Pointer	H'06	R	Next Capability Location
7 to 0	Capability ID	H'02	R	Extended Capability Fixed to H'02 due to xHCI Supported Protocol Capability

63.2.1.40 xHCI Extended Capabilities Register (HCEXTDCAP2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Name String	H'2042_5355	R	Mnemonic name string compliant with xHC specification

63.2.1.41 xHCI Extended Capabilities Register (HCEXTDCAP3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PSIC				Product Defined											
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Compatible Port Count								Compatible Port Offset							
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	PSIC	H'0	R	Product Speed ID Count Number of the Product Speed IDs that this protocol supports.
27 to 16	Product Defined	H'000	R	Reserved
15 to 8	Compatible Port Count	H'01	R	Number of the Root Hub Ports that this protocol supports.
7 to 0	Compatible Port Offset	H'01	R	Starting Port Number of the Root Hubs that this protocol supports.

Compatible Port Offset is the starting port number of the ports that this protocol supports.

Compatible Port Count is the number of ports that this protocol supports.

In the case of the Host Core, the number of the USB3.0 (Super Speed) Port starts from 1, and the port number is indicated as 1.

PSIC (31:28) is the PSI number that the protocol supports.

63.2.1.42 xHCI Extended Capabilities Register (HCEXTDCAP4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

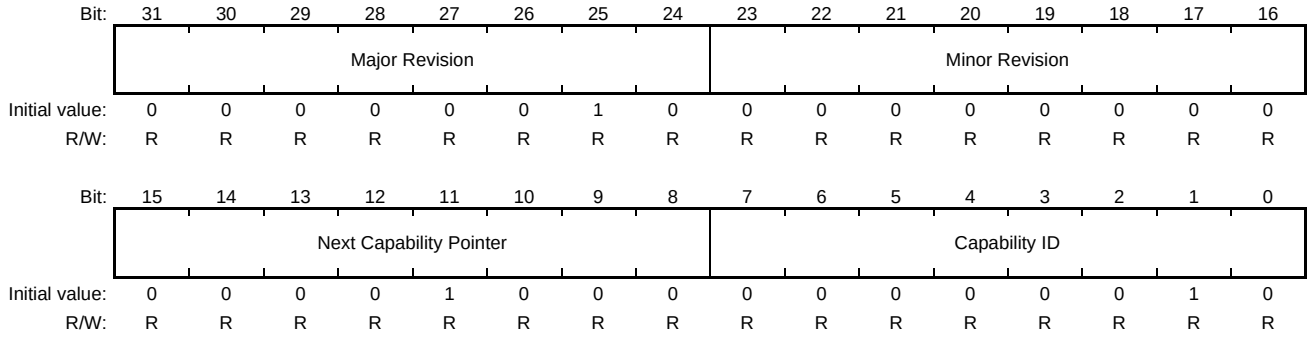
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PSIM															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PFD	PLT		PSIE		PSIV			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	PSIM	H'0000	R	Product Speed ID Mantissa Maximum bit rate defined in this PSI register. Used with the PSIE field.
15 to 9	—	All 0	R	Reserved
8	PFD	B’0	R	PSI Full-duplex 0: Link is half-duplex. 1: Link is full-duplex.
7, 6	PLT	B’00	R	PSI Type Shows whether Symmetric or Asymmetric bit rate is defined for this PSI Register. B’00: Symmetric B’01: Reserved B’10: Asymmetric Rx (Used with Tx PSI Dword) B’11: Asymmetric Tx
5, 4	PSIE	B’00	R	Protocol Speed ID Exponent Unit indicated in PSIM . Value Bit Rate B’00: Bits per second B’01: Kb/s B’10: Mb/s B’11: Gb/s
3 to 0	PSIV	B’0000	R	Protocol Speed ID Value Used for reporting the Bit rate defined in the PSI register of the Port Speed bits in PORTSC.

63.2.1.43 xHCI Extended Capabilities Register (HCEXTDCAP5)

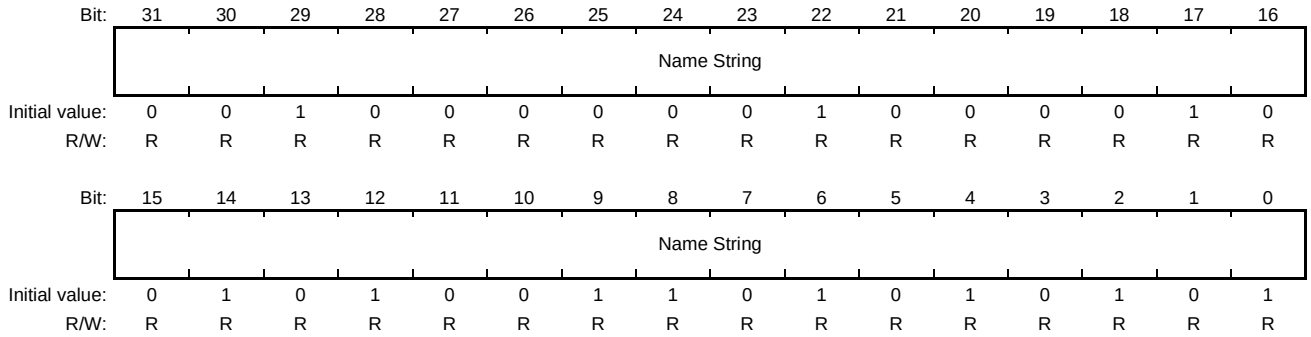
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Major Revision	H'02	R	Major release number compliant with xHC specification.
23 to 16	Minor Revision	H'00	R	Minor release number compliant with xHC specification.
15 to 8	Next Capability Pointer	H'08	R	Next Capability Location
7 to 0	Capability ID	H'02	R	Extended Capability Fixed to H'02 due to xHCI Supported Protocol Capability

63.2.1.44 xHCI Extended Capabilities Register (HCEXTDCAP6)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Name String	H'2042_5355	R	Mnemonic name string compliant with xHC specification

63.2.1.45 xHCI Extended Capabilities Register (HCEXTDCAP7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PSIC				—	—	—	—	—	—	—	—	HLC	IHI	HSO	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Compatible Port Count								Compatible Port Offset							
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	PSIC	H'0	R	Product Speed ID Count Number of Product Speed IDs that this protocol supports.
27 to 20	—	All 0	R	Reserved
19	HLC	B'0	R	Hardware LPM Capability 1: Indicates whether hardware controlled LPM is supported
18	IHI	B'0	R	Integrated Hub Implemented 1: Root Hub and Port mapping of External xHC port are not compliant with default mapping specified in 4.24.2.1 in xHCI Spec.
17	HSO	B'0	R	High-speed Only 1: USB2 Port indicated with this Capability is HS Only
16	—	B'0	R	Reserved
15 to 8	Compatible Port Count	H'01	R	Number of Root Hub Ports that this protocol supports.
7 to 0	Compatible Port Offset	H'02	R	Starting Port Number of Root Hubs that this protocol supports.

Compatible Port Offset is the starting port number of the ports that this protocol supports.

Compatible Port Count is the number of ports that this protocol supports.

In the case of the Host Core, the number of the USB2.0 Port starts from 2, and the port number is indicated as 1.

PSIC (31:28) is the PSI number that the protocol supports.

63.2.1.46 xHCI Extended Capabilities Register (HCEXTDCAP8)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PSIM															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PFD	PLT		PSIE		PSIV			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	PSIM	H'0000	R	Product Speed ID Mantissa Maximum bit rate defined in this PSI register. Used with the PSIE field.
15 to 9	—	All 0	R	Reserved
8	PFD	B’0	R	PSI Full-duplex 0: Link is half-duplex. 1: Link is full-duplex.
7, 6	PLT	B’00	R	PSI Type Shows whether Symmetric or Asymmetric bit rate is defined for this PSI Register. B’00: Symmetric B’01: Reserved B’10: Asymmetric Rx (Used with Tx PSI Dword) B’11: Asymmetric Tx
5, 4	PSIE	B’00	R	Protocol Speed ID Exponent Unit indicated in P . Value Bit Rate B’00: Bits per second B’01: Kb/s B’10: Mb/s B’11: Gb/s
3 to 0	PSIV	B’0000	R	Protocol Speed ID Value Used for reporting the Bit rate defined in the PSI Register of the Port Speed field in PORTSC.

63.2.1.47 xHCI Extended Capabilities Register (HCEXTDCAP9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PSIM															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PFD	PLT		PSIE		PSIV			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	PSIM	H'0000	R	Product Speed ID Mantissa Maximum bit rate defined in this PSI register. Used with the PSIE field.
15 to 9	—	All 0	R	Reserved
8	PFD	B’0	R	PSI Full-duplex 0: Link is half-duplex. 1: Link is full-duplex.
7, 6	PLT	B’00	R	PSI Type Shows whether Symmetric or Asymmetric bit rate is defined for this PSI Registers. B’00: Symmetric B’01: Reserved B’10: Asymmetric Rx (Used with Tx PSI Dword) B’11: Asymmetric Tx
5, 4	PSIE	B’00	R	Protocol Speed ID Exponent Unit indicated in PSIM. Value Bit Rate B’00: Bits per second B’01: Kb/s B’10: Mb/s B’11: Gb/s
3 to 0	PSIV	B’0000	R	Protocol Speed ID Value Used for reporting the Bit rate defined in the PSI Register of the Port Speed field in PORTSC.

63.2.1.48 xHCI Extended Capabilities Register (HCEXTDCAP10)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PSIM															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PFD	PLT		PSIE		PSIV			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	PSIM	H'0000	R	Product Speed ID Mantissa Maximum bit rate defined in this PSI register. It is used with PSIE field.
15 to 9	—	All 0	R	Reserved
8	PFD	B'0	R	PSI Full-duplex 0: Link is half-duplex. 1: Link is full-duplex.
7, 6	PLT	B'00	R	PSI Type Shows Symmetric or Asymmetric bit rate is defined for this PSI Register. B'00: Symmetric B'01: Reserved B'10: Asymmetric Rx (Used with Tx PSI Dword) B'11: Asymmetric Tx
5, 4	PSIE	B'00	R	Protocol Speed ID Exponent Unit indicated in P . Value Bit Rate B'00: Bits per second B'01: Kb/s B'10: Mb/s B'11: Gb/s
3 to 0	PSIV	B'0000	R	Protocol Speed ID Value Used for reporting the Bit rate defined in the PSI Register of the Port Speed field in PORTSC.

63.2.1.49 xHCI Extended Power Management Capability Register (HCEXTDPWMNGCAP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PMES D3cold	PMES D3hot	PMES D2	PMES D1	PMES D0	D2 Support	D1 Support	AUX Current			DSI	—	PME Clock	Version		
Initial value:	0	1	0	0	1	0	0	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Next Capability Pointer								Capability ID							
Initial value:	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	PMESD3cold	B’0	R	PME Support D3cold Window for accessing contents of AXI Register Power Management Capability Register
30	PMESD3hot	B’1	R	PME Support D3hot Window for accessing contents of AXI Register Power Management Capability Register
29	PMESD2	B’0	R	PME Support D2 Window for accessing contents of AXI Register Power Management Capability Register
28	PMESD1	B’0	R	PME Support D1 Window for accessing contents of AXI Register Power Management Capability Register
27	PMESD0	B’1	R	PME Support D0 Window for accessing contents of AXI Register Power Management Capability Register
26	D2 Support	B’0	R	Window for accessing contents of AXI Register Power Management Capability Register
25	D1 Support	B’0	R	Window for accessing contents of AXI Register Power Management Capability Register
24 to 22	AUX Current	B’000	R	Window for accessing contents of AXI Register Power Management Capability Register
21	DSI	B’0	R	Window for accessing contents of AXI Register Power Management Capability Register
20	—	B’0	R	Reserved
19	PME Clock	B’0	R	Window for accessing contents of AXI Register Power Management Capability Register
18 to 16	Version	B’011	R	Window for accessing contents of AXI Register Power Management Capability Register
15 to 8	Next Capability Pointer	H'02	R	Relative Pointer to next Capability Fixed to H'02
7 to 0	Capability ID	H'03	R	Capability ID H'03: Extended Power Management Capability Fixed to H'03

63.2.1.50 xHCI Extended Power Management Capability Register (HCEXTDPWMNGCAP2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PME Status	Data Scale		Data Select				PME Enable	—	—	—	—	No Soft Reset	—	Power State	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
R/W:	RW1CS	R	R	R	R	R	R	RWS	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15	PME Status	B’0	RW1CS	Window for accessing contents of AXI Register Power Management Status/Control Register
14, 13	Data Scale	B’00	R	Window for accessing contents of AXI Register Power Management Status/Control Register
12 to 9	Data Select	B’0000	R	Window for accessing contents of AXI Register Power Management Status/Control Register
8	PME Enable	B’0	RWS	Window for accessing contents of AXI Register Power Management Status/Control Register
7 to 4	—	All 0	R	Reserved
3	No Soft Reset	B’1	R	Window for accessing contents of AXI Register Power Management Status/Control Register
2	—	B’0	R	Reserved
1, 0	Power State	B’00	R/W	Window for accessing contents of AXI Register Power Management Status/Control Register

63.2.1.51 xHCI Extended Power Management Capability Register (HCEXTDPWMNGCAP3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Next Capability Pointer								Capability ID							
Initial value:	0	0	0	0	0	1	0	0	1	1	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 8	Next Capability Pointer	H'04	R	Relative Pointer to next Capability Fixed to H'04
7 to 0	Capability ID	H'C0	R	Capability ID H'C0: Extended Power Management Capability Fixed to H'C0

63.2.1.52 xHCI Extended Power Management Capability Register (HCEXTDPWMNGCAP4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Command Enable
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved
0	Command Enable	B'0	R/W	0: Disable Vender Defined Command 1: Enable Vender Defined Command

63.2.1.53 xHCI Extended Power Management Capability Register (DCID)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	DCERST Max			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Next Capability Pointer								Capability ID							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 20	—	All 0	R	Reserved
19 to 16	DCERST Max	B’0000	R	Maximum number of the debug capability event ring segment table base size register that this debug capability has. Maximum number of Event Ring Segment Table entries = $2^{\text{DCERST Max}}$.
15 to 8	Next Capability Pointer	H'00	R	Relative pointer to next capability. Fixed to H'00 due to there being no next capability.
7 to 0	Capability ID	H'0A	R	Capability ID H'0A: Debug capability Fixed to H'0A

63.2.1.54 xHCI Extended Power Management Capability Register (DCDB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Doorbell Target								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 8	Doorbell Target	H'00	R/W	Doorbell Target Value Definition H'00: Data EP 1 OUT Enqueue Pointer Update H'01: Data EP 1 IN Enqueue Pointer Update H'02 to H'FF: Reserved
7 to 0	—	All 0	R	Reserved

63.2.1.55 xHCI Extended Power Management Capability Register (DCERSTSZ)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Event Ring Segment Table Size															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	Event Ring Segment Table Size	H'0000	R/W	Indicates the number of valid Debug Capability Event Ring Segment Table Entries. The maximum number is defined by the DCERST Max field.

63.2.1.56 xHCI Extended Power Management Capability Register (DCERSTBA0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Event Ring Segment Table Base Address															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Event Ring Segment Table Base Address												—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	Event Ring Segment Table Base Address	H'000_0000	R/W	Start Address of Debug Capability Event Ring Segment Table (lower 32-bit). When define AXI_MASTER_ADDRESS_WIDTH_64 is not set, address Hi is fixed to 0.
3 to 0	—	All 0	R	Reserved

63.2.1.57 xHCI Extended Power Management Capability Register (DCERSTBA1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

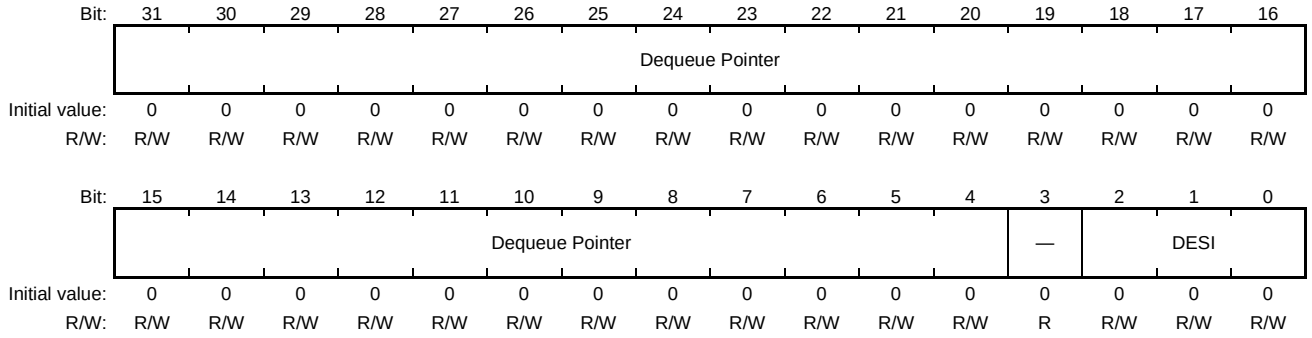
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Event Ring Segment Table Base Address															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Event Ring Segment Table Base Address															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Event Ring Segment Table Base Address	H'0000_0000	R/W	Start Address of Debug Capability Event Ring Segment Table (upper 32-bit). When define AXI_MASTER_ADDRESS_WIDTH_64 is not set, address Hi is fixed to 0.

63.2.1.58 xHCI Extended Power Management Capability Register (DCERDP0)

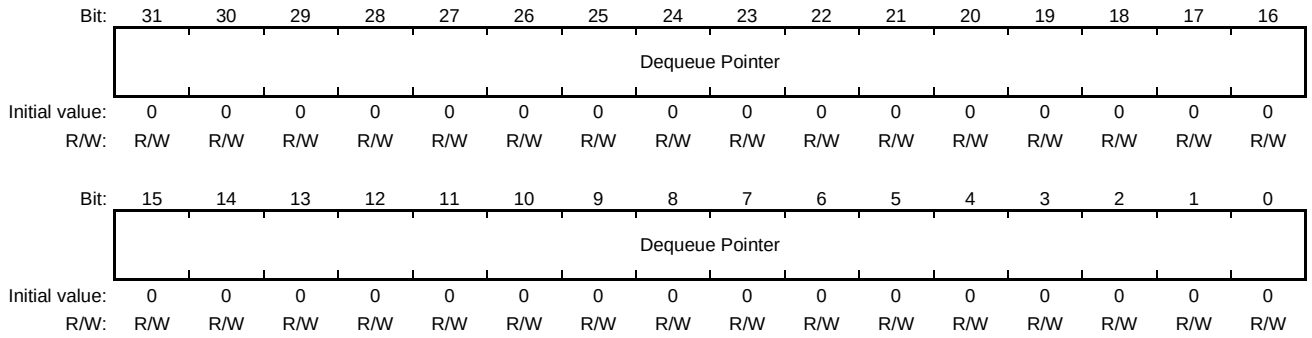
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 4	Dequeue Pointer	H'000_0000	R/W	Address of Debug Capability Event Ring Dequeue Pointer (lower 32-bit). When define AXI_MASTER_ADDRESS_WIDTH_64 is not set, address Hi is fixed to 0.
3	—	All 0	R	Reserved
2 to 0	DESI	B'000	R/W	Dequeue ERST Segment Index The field is used for the confirmation of the Event Ring full condition by xHC.

63.2.1.59 xHCI Extended Power Management Capability Register (DCERDP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Dequeue Pointer	H'0000_0000	R/W	Address of Debug Capability Event Ring Dequeue Pointer (upper 32-bit). When define AXI_MASTER_ADDRESS_WIDTH_64 is not set, address Hi is fixed to 0.

63.2.1.60 xHCI Extended Power Management Capability Register (DCCTRL)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DCE	Device Address							Debug Max Burst Size							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	DRC	HIT	HOT	LSE	DCR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	RW1C	RW1S	RW1S	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31	DCE	0	R/W	Debug Capability Enable If this bit is set to 1, then the xHCI USB Debug Capability is enabled.
30 to 24	Device Address	H'00	R	USB device address when debug device is enumerated
23 to 16	Debug Max Burst Size	H'00	R	Max Burst Size of Bulk Endpoint in DBC
15 to 5	—	All 0	R	Reserved
4	DRC	B’0	RW1C	DbC Run Change This bit is set to 1 when DCR is set to 0. Cannot be accessed while this bit is 1.
3	HIT	B’0	RW1S	Halt IN TR When this bit changes from 0 to 1, the HIT_SET bit in the DTU.STS2 register is set to 1. This bit status doesn’t influence EP1 OUT Endpoint. This bit is fixed to 0 while DCR is 0.
2	HOT	B’0	RW1S	Halt OUT TR When this bit changes from 0 to 1, the HOT_SET bit in the DTU.STS2 register is set to 1. This bit status doesn’t influence EP1 OUT Endpoint. This bit is fixed to 0 while DCR is 0.
1	LSE	B’0	R/W	Link Status Event Enable This bit is set to 1 when the Port Link Status Change bit changes from 0 to 1, after which a Port Status Change Event is generated.
0	DCR	B’0	R	DbC Run 0: Debug Device is not in Configured State 1: Debug Device is in Configured State

63.2.1.61 xHCI Extended Power Management Capability Register (DCST)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Debug Port Number								—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	ER
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	Debug Port Number	H'00	R	Root Hub Port Number when Debug Capability is connected.
23 to 1	—	All 0	R	Reserved
0	ER	B'0	R	Event Ring Not Empty 0: Debug Capability Event Ring is empty 1: There is a Transfer Event in the Debug Capability Event Ring

63.2.1.62 xHCI Extended Power Management Capability Register (DCPORTSC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	CEC	PLC	PRC	—	—	—	CSC	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	RW1C	RW1C	RW1C	R	R	R	RW1C	R

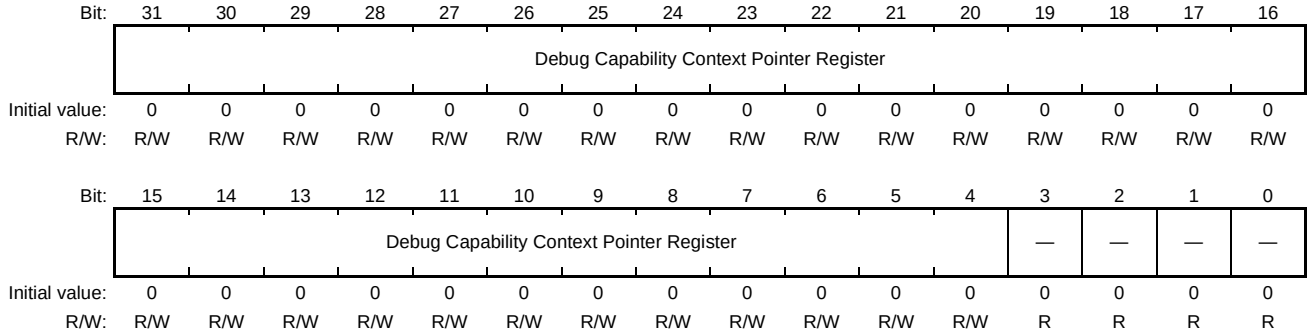
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	Port Speed				—	PLS				PR	—	—	PED	CC
Initial value:	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved
23	CEC	B’0	RW1C	Port Config Error Change This bit is set to 1 when configuration with Link Partner fails.
22	PLC	B’0	RW1C	Port Link Status Change This bit is set to 1 when PLC performs the following transition; <Transition Condition> U0 → U3 Suspend signaling detected from Debug Host U3 → U0 Resume complete Polling → Disabled Training Error Ux or Recovery → Inactive Error When DCE is 0, this bit is set to 0.
21	PRC	B’0	RW1C	Port Reset Change After Port Reset status finishes, this bit is set to 1 (PR 1 → 0) When DCE is 0, this bit is set to 0.
20 to 18	—	All 0	R	Reserved
17	CSC	B’0	RW1C	Connect Status Change This bit is set to 1 when the CCS bit is changed. When DCE is 0, this bit is set to 0.
16 to 14	—	All 0	R	Reserved
13 to 10	Port Speed	B’0000	R	CCS = 1: 4 (SuperSpeed) CCS = 0: fixed to 0
9	—	B’0	R	Reserved
8 to 5	PLS	H'4	R	Port Link Status DCE = 0: fixed to H'4 (Disabled) DCE = 1 and Debug Port Number = 0: fixed to H'5 (RxDetect)
4	PR	B’0	R	Port Reset When this bit is 1, Port is in Reset.
3, 2	—	All 0	R	Reserved
1	PED	B’0	R/W	Port Enable/Disable 0: Disabled 1: Enabled When DCE is 0 or CCS is 0, this bit is set to 0.

Bit	Bit Name	Initial Value	R/W	Description
0	CC	B'0	R	Current Connect Status If Debug Port Number is other than 0, this bit is 1.

63.2.1.63 xHCI Extended Power Management Capability Register (DCCP0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 4	Debug Capability Context Pointer Register	H'000_0000	R/W	Beginning address of Debug Capability Context Pointer (lower 32-bit) When define AXI_MASTER_ADDRESS_WIDTH_64 is not set, address Hi is fixed to 0.
3 to 0	—	All 0	R	Reserved

63.2.1.64 xHCI Extended Power Management Capability Register (DCCP1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Debug Capability Context Pointer Register															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Debug Capability Context Pointer Register															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Debug Capability Context Pointer Register	H'0000_0000	R/W	Beginning address of Debug Capability Context Pointer (upper 32-bit) When define AXI_MASTER_ADDRESS_WIDTH_64 is not set, address Hi is fixed to 0.

63.2.1.65 Host Controller Runtime Register (MFINDEX)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	Microframe Index													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 14	—	All 0	R	Reserved
13 to 0	Microframe Index	H'0000	R	Incremented at the end of every microframe (125 µs) Bits [13:3] are used to define the current 1 ms. Frame Index

63.2.1.66 Host Controller Runtime Register (IMAN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	IE	IP
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	RW1C

Bit	Bit Name	Initial Value	R/W	Description
31 to 2	—	All 0	R	Reserved
1	IE	B’0	R/W	Interrupt Enable Indicates whether Interrupter can generate an interrupt or not. 0: Does not generate an Interrupt. 1: IP bit is 1, Interrupter Moderation Counter changes to 0 then Interrupter generates an interrupt.
0	IP	B’0	RW 1C	Interrupt Pending Current status of Interrupter. 0: Event Ring for Interrupter is empty. There is no pending interrupt. 1: Event Ring for Interrupter is not empty. For interrupter 0, interrupt is pending.

63.2.1.67 Host Controller Runtime Register (IMOD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	IMODC															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	IMODI															
Initial value:	0	0	0	0	1	1	1	1	1	0	1	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	IMODC	undefined	R/W	Down Counter: If IP is cleared to 0, the interval value is loaded and then counted down until 0, at which point the 0 counter will stop. An interrupt is generated when the counter is 0 but Event Ring is not empty and IM and IP bits are 1. Anytime Software can write this counter to change the interrupt rate.
15 to 0	IMODI	H'0FA0	R/W	Minimum value for the inter-interrupt interval. This interval can be set in increments of 250 ns. 0 is not permitted.

63.2.1.68 Host Controller Runtime Register (ERSTSZ)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Event Ring Segment Table Size															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	Event Ring Segment Table Size	H'0000	R/W	Defines the number of valid Event Ring Segment Table entries in the Event Ring Segment Table indicated by Event Ring Segment Table Base Address register. The maximum value supported by xHC is defined by ERST Max field in HSCPARAMS2 Register. xHC ignores bit writing when the Run/Stop bit is set to 1.

63.2.1.69 Host Controller Runtime Register (ERSTBA_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Event Ring Segment Table Base Address Lo															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Event Ring Segment Table Base Address Lo												—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	Event Ring Segment Table Base Address Lo	H'000_0000	R/W	Defines the Start Address (Lo) of the Event Ring Segment Table. Upon a write to this Register, the Event Ring State Machine transitions to the Start State.
3 to 0	—	All 0	R	Reserved

63.2.1.70 Host Controller Runtime Register (ERSTBA_H)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Event Ring Segment Table Base Address Hi															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Event Ring Segment Table Base Address Hi															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Event Ring Segment Table Base Address Hi	H'0000_0000	R/W	Defines the Start Address (Hi) of the Event Ring Segment Table. Upon a write to this Register, the Event Ring State Machine transitions to the Start State. When define AXI_MASTER_ADDRESS_WIDTH_64 is not set, address Hi is fixed to 0.

63.2.1.71 Host Controller Runtime Register (ERDP_L)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Event Ring Dequeue Pointer Lo															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Event Ring Dequeue Pointer Lo												EHB	DESI		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	RW1C	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	Event Ring Dequeue Pointer Lo	H'000_0000	R/W	Defines the Address (Lo) of the Current Dequeue Pointer. Software initializes the Register before the Run/Stop bit is set to 1.
3	EHB	B'0	RW1C	Event Handler Busy This flag shall be set to '1' when the IP bit is set to '1' and cleared to '0' by software when the Dequeue Pointer register is written.
2 to 0	DESI	B'000	R/W	Dequeue ERST Segment Index This field is used for confirmation of the Event Ring full condition by xHC.

63.2.1.72 Host Controller Runtime Register (ERDP_H)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

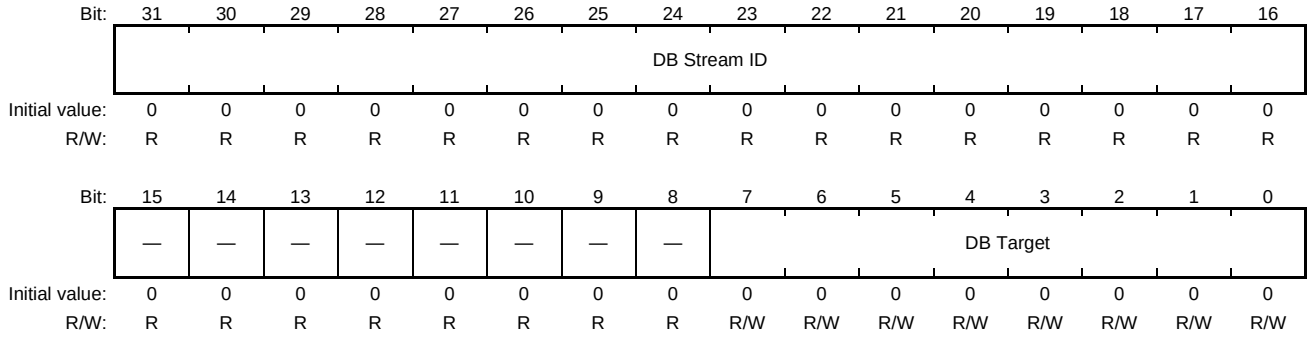
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Event Ring Dequeue Pointer Hi															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Event Ring Dequeue Pointer Hi															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Event Ring Dequeue Pointer Hi	H'0000_0000	R/W	Defines the Address (Hi) of Current Dequeue Pointer. Software initializes this Register before the Run/Stop bit is set to 1. When define AXI_MASTER_ADDRESS_WIDTH_64 is not set, address Hi is fixed to 0.

63.2.1.73 Host Controller Doorbell Register (DOORBELL0)

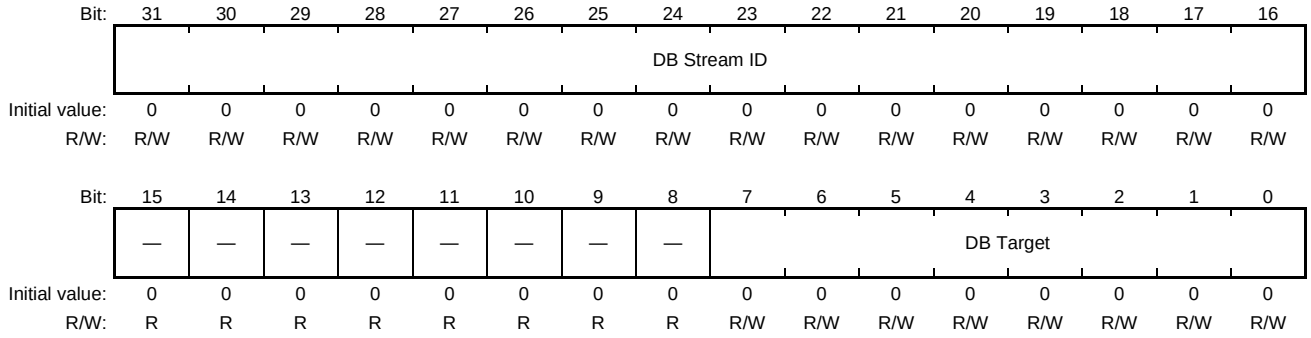
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	DB Stream ID	H'0000	R	Fixed to H'0000
15 to 8	—	All 0	R	Reserved
7 to 0	DB Target	H'00	R/W	Doorbell Target. For Device Context. Command Ring Host Controller Doorbell (0) Value Definition H'00: Host Controller Command H'01 to H'F7: Setting prohibited H'F8 to H'FF: Vendor Defined If the set value is other than 0, it is ignored. The read Value is 0. When the Host Controller Doorbell (0) is set, DB Stream ID field is set to 0.

63.2.1.74 Host Controller Doorbell Register (DOORBELL1-32)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	DB Stream ID	H'0000	R/W	Indicates targeted Endpoint's Stream when Endpoint defines Stream. If Endpoint doesn't define Stream (Max PStream = 0), but this bit is not set to 0, then this setting is ignored. The read Value is 0.
15 to 8	—	All 0	R	Reserved
7 to 0	DB Target	H'00	R/W	Doorbell Target. For Device Context Device Context Doorbells (1 to 255) Value Definition H'00: Setting prohibited H'01: Control EP 0 Enqueue Pointer Update H'02: EP 1 OUT Enqueue Pointer Update H'03: EP 1 IN Enqueue Pointer Update H'04: EP 2 OUT Enqueue Pointer Update H'05: EP 2 IN Enqueue Pointer Update … ... H'1E: EP 15 OUT Enqueue Pointer Update H'1F: EP 15 IN Enqueue Pointer Update H'20 to H'F7: Setting prohibited H'F8 to H'FF: Vendor Defined The read Value is 0.

63.2.2 USB3.0 Peripheral Register

63.2.2.1 AXI Control Register (AXI_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	AXI_RESET	—	—	—	—	—	—	—	MST_PCACHE				—	—	MST_BSIZE	
Initial value:	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W:	W	R/W	R/W	W	R	R	R	W	R/W	R/W	R/W	R/W	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	Renesas Private bit			—	Renesas Private bit			—	—	—	—	—	—	—	MST_WAIT0
Initial value:	0	0	1	0	0	0	1	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	AXI_RESET	B’0	W	Force reset for AXI-IF. Force reset to AXI Master Block when 1 is written in this bit. Read value of this bit is always 0. Reset is done to area except Slave Control Circuit of AXI Bridge and Registers. PRD_EN* shall be “0” in all register field before setting this bit when reset is pursued forcedly
30	—	B’0	R/W	The initial value of this bit is 0. This bit can be read and written but it is not allowed to change the value of this bit. Only 0 is allowed as the value to be written.
29	—	B’1	R/W	The initial value of this bit is 1. This bit can be read and written but it is not allowed to change the value of this bit. Only 1 is allowed as the value to be written.
28	—	B’0	W	This bit is writable and write-only bit but is not allowed to write 1 to this bit. Only 0 is allowed as the value to be written.
27 to 25	—	All 0	R	Reserved
24	—	B’0	W	This bit is writable and write-only bit but is not allowed to write 1 to this bit. Only 0 is allowed as the value to be written.
23 to 20	MST_PCACHE	H'0	R/W	Specifies CACHE signal (MARCACHE/MAWCACHE) for access to Read and Write Back PRD Table in AXI Master IF. This is not applied to CACHE signal for DATA transfer with DMA. Setting of Descriptor in PRD Table is applied during DATA Transfer. This setting should not be changed during DMA Transfer.
19 to 18	—	All 0	R	Reserved
17 to 16	MST_BSIZE	B’11	R/W	Specifies burst size (AxSIZE) in AXI Master IF. Specifies burst size of transfer that is initiated by Master IF. This setting should not be changed during DMA Transfer. Check transfer is stopped with DMA_TRANS0 after setting MST_WAIT0 in order to change the setting during transfer. B’00: 1 Byte (AxSIZE = B’000) B’01: 2 Byte (AxSIZE = B’001) B’10: 4 Byte (AxSIZE = B’010) B’11: 8 Byte (AxSIZE = B’011)
15	—	B'0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
14 to 12	Renesas Private bit	B'010	R	Renesas Private field. This is write inhibit field.
11	—	B'0	R	Reserved
10 to 8	Renesas Private bit	B'010	R	Renesas Private field. This is write inhibit field.
7 to 1	—	All 0	R	Reserved
0	MST_WAIT0	B'0	R/W	Request DMA Transfer of all PRD table in AXI Master IF to be suspended. In case suspension of transfer is requested with this bit during processing transferring, it indicates 1 (during DMA transfer) by AXI_STA/DMA_TRANS bit.

63.2.2.2 AXI Status Register (AXI_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	AXI_RESET_STA	—	—	—	—	—	—	—	EXTPRD_EN4_R	EXTPRD_EN3_R	EXTPRD_EN2_R	EXTPRD_EN1_R	PRD_EN4_R	PRD_EN3_R	PRD_EN2_R	PRD_EN1_R
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PRD_DIR0	—	—	—	—	—	DMA_PRDNO		PRD_WRITE0	PRD_READ0	DMA_PIPE0					DMA_TRANS0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	AXI_RESET_STA	B'0	R	Indicate Reset Status of AXI-IF. 1: Reset State 0: Reset is cancelled
30 to 24	—	All 0	R	Reserved
23	EXTPRD_EN4_R	B'0	R	Indicates status of EXTPRD_EN4. This bit is dedicated for Read of bit 1 (EXTPRD_EN4) of DMA_Ch0_CON4 Register
22	EXTPRD_EN3_R	B'0	R	Indicates status of EXTPRD_EN3. This bit is dedicated for Read of bit 1 (EXTPRD_EN3) of DMA_Ch0_CON3 Register
21	EXTPRD_EN2_R	B'0	R	Indicates status of EXTPRD_EN2. This bit is dedicated for Read of bit 1 (EXTPRD_EN2) of DMA_Ch0_CON2 Register
20	EXTPRD_EN1_R	B'0	R	Indicates status of EXTPRD_EN1. This bit is dedicated for Read of bit 1 (EXTPRD_EN1) of DMA_Ch0_CON1 Register
19	PRD_EN4_R	B'0	R	Indicate status of PRD_EN4. This bit is dedicated for Read of bit 0 (PRD_EN4) of DMA_Ch0_CON4 Register.
18	PRD_EN3_R	B'0	R	Indicate status of PRD_EN3. This bit is dedicated for Read of bit 0 (PRD_EN3) of DMA_Ch0_CON3 Register.
17	PRD_EN2_R	B'0	R	Indicate status of PRD_EN2. This bit is dedicated for Read of bit 0 (PRD_EN2) of DMA_Ch0_CON2 Register.
16	PRD_EN1_R	B'0	R	Indicate status of PRD_EN1. This bit is dedicated for Read of bit 0 (PRD_EN1) of DMA_Ch0_CON1 Register.
15	PRD_DIR0	B'0	R	Indicate the direction of transfer for the PIPE where is current processing at AXI Master I/F. This bit indicates the direction of transfer for the PIPE where is currently processing when the transfer is processing (DMA_TRANS = 1). This bit indicates the direction of transfer for the PIPE where was transferred at the last.
14 to 10	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
9 to 8	DMA_PRDN0	B'00	R	Indicate PRD table number that is in process in AXI Master IF. This bit indicates PRD Table number during DMA transfer that is in progress (DMA_TRANS = 1) and PRD Table number that was transferred last time when in stand-by state (DMA_TRANS = 0).
7	PRD_ WRITE0	B'0	R	Indicate that PRD Table is Write in AXI Master IF. This bit indicates that Write of PRD Table of PIPE number indicated by DMA_PIPE is in progress. 1: Read of PRD Table of PIPE number indicated by DMA_PIPE is progress. 0: Others
6	PRD_READ0	B'0	R	Indicate that PRD Table is Read in AXI Master IF. This bit indicates that Read of PRD Table of PIPE number indicated by DMA_PIPE is in progress. 1: Read of PRD Table of PIPE number indicated by DMA_PIPE is progress. 0: Others
5 to 1	DMA_PIPE0	All 0	R	Indicate PIPE number that is currently being processed in AXI Master IF. This bit indicates PIPE number that is currently being transferred in case DMA Transfer in progress (DMA_TRANS = 1) or PIPE number that was transferred at the end in case it is in Stand-by state (DMA_TRANS = 0).
0	DMA_ TRANS0	B'0	R	Indicate DMA Transfer is in progress in AXI Master IF. DMS transfer control is performed by packet unit in USB. This bit indicates EPC buffer and data transfer is in progress with packet unit. 1: DMA Transfer in Progress 0: Stand-by

63.2.2.3 AXI Interrupt Status Register (AXI_INT_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DMAINT_STA	EPCINT_STA	—	—	—	—	—	—	—	—	—	—	PRDEN4_CLR_STA	PRDEN3_CLR_STA	PRDEN2_CLR_STA	PRDEN1_CLR_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	RW1C	RW1C	RW1C	RW1C

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	PRDERR0-4_STA	PRDERR0-3_STA	PRDERR0-2_STA	PRDERR0-1_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	RW1C	RW1C	RW1C	RW1C

Bit	Bit Name	Initial Value	R/W	Description
31	DMAINT_STA	B'0	R	Indicate an Interrupt occurred due to status change during DMA Transfer. Interrupt with AXI_INT_DMA occurs when this bit is set. Refer to DMA_INT_STA Register to check at which PIPE Transfer was completed in case this bit is set. This bit is cleared when all factors of DMA_INT_STA are cleared. 1: DMA Transfer Completion Interrupt occurred 0: Interrupt has not occurred
30	EPCINT_STA	B'0	R	Indicates an Interrupt occurred due to EPC_INTR_USB from EPC. Need to check That factor for Interrupt due to EPC register and to clear the status of Interrupt when this bit is set. This bit is cleared when all status of EPC is cleared. 1: DMA Transfer Completion Interrupt occurred 0: Interrupt has not occurred
29 to 20	—	All 0	R	Reserved
19	PRDEN4_CLR_STA	B'0	RW 1C	Indicate that PRD_EN that is set in CH0-4 is cleared by HW. Interrupt with AXI_INT_SYS occurs when this bit is set. This bit may be set for the interruption when PRD_EN is ready for clearing by HW due to the completion of targeted transfer process even though PRD_EN is cleared by FW after the transfer process is started.
18	PRDEN3_CLR_STA	B'0	RW 1C	Indicate that PRD_EN that is set in CH0-3 is cleared by HW. Interrupt with AXI_INT_SYS occurs when this bit is set. This bit may be set for the interruption when PRD_EN is ready for clearing by HW due to the completion of targeted transfer process even though PRD_EN is cleared by FW after the transfer process is started.
17	PRDEN2_CLR_STA	B'0	RW 1C	Indicate that PRD_EN that is set in CH0-2 is cleared by HW. Interrupt with AXI_INT_SYS occurs when this bit is set. This bit may be set for the interruption when PRD_EN is ready for clearing by HW due to the completion of targeted transfer process even though PRD_EN is cleared by FW after the transfer process is started.

Bit	Bit Name	Initial Value	R/W	Description
16	PRDEN1_CLR_STA	B'0	RW 1C	Indicate that PRD_EN that is set in CH0-1 is cleared by HW. Interrupt with AXI_INT_SYS occurs when this bit is set. This bit may be set for the interruption when PRD_EN is ready for clearing by HW due to the completion of targeted transfer process even though PRD_EN is cleared by FW after the transfer process is started.
15 to 4	—	All 0	R	Reserved
3	PRDERR0-4_STA	B'0	RW 1C	Indicate that information of PRD Table set in CH0-4 is invalid. This bit is set to 1 when it is determined that PRD Table set in DMA_Ch0_CON4/DMA_Ch0_PRD_ADR4 Register is not valid and applicable PRD Table is Disabled. This is cleared to 0 by writing 1 from FW. This bit is set in any of the case provided below. Refer to "Procedure of Error Occur" in [63.7.5 AXI DMA Transfer Control]. - Target PIPE is duplicated with other setting. - Falsely specified by PIPE_DIR/PIPE_NO. - Format of PRD Table is invalid. - Transfer has occurred. Interrupt with AXI_INT_ERR occurs when this bit is set.
2	PRDERR0-3_STA	B'0	RW 1C	Indicates information of PRD Table set in CH0-3 is invalid. This bit is set to 1 when it is determined that PRD Table set in DMA_Ch0_CON3/DMA_Ch0_PRD_ADR3 Register is not valid and applicable PRD Table is Disabled. This is cleared to 0 by writing 1 from FW. Interrupt with AXI_INT_ERR occurs when this bit is set.
1	PRDERR0-2_STA	B'0	RW 1C	Indicates information of PRD Table set in CH0-2 is invalid. This bit is set to 1 when it is determined that PRD Table set in DMA_Ch0_CON2/DMA_Ch0_PRD_ADR2 Register is not valid and applicable PRD Table is Disabled. This is cleared to 0 by writing 1 from FW. Interrupt with AXI_INT_ERR occurs when this bit is set.
0	PRDERR0-1_STA	B'0	RW 1C	Indicates information of PRD Table set in CH0-1 is invalid. This bit is set to 1 when it is determined that PRD Table set in DMA_Ch0_CON1/DMA_Ch0_PRD_ADR1 Register is not valid and applicable PRD Table is Disabled. This is cleared to 0 by writing 1 from FW. Interrupt with AXI_INT_ERR occurs when this bit is set.

63.2.2.4 AXI Interrupt Enable Register (AXI_INT_ENA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	DMAINT_ENA	EPCINT_ENA	—	—	—	—	—	—	—	—	—	—	PRDEN4_CLR_ENA	PRDEN3_CLR_ENA	PRDEN2_CLR_ENA	PRDEN1_CLR_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	PRDERR0-4_ENA	PRDERR0-3_ENA	PRDERR0-2_ENA	PRDERR0-1_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	DMAINT_ENA	B'0	R/W	Enable Interrupt of status change during DMA Transfer Completion. In case this bit is set to 0, Output signal AXI_INT_DMA will not be asserted even when an interrupt factor occurred in AXI_INT_STA.DMAINT_STA. 1: Enable an Interrupt 0: Disable an Interrupt
30	EPCINT_ENA	B'0	R/W	Enable Interrupt by signal from EPC. In case this bit is set to 0, Output signal AXI_INT_ALL will not be asserted even when EPC_INTR_USB signal is changed. 1: Enable an Interrupt 0: Disable an Interrupt
29 to 20	—	All 0	R	Reserved
19	PRDEN4_CLR_ENA	B'0	R/W	Enable an Interrupt of PRDEN4_CLR_STA. 1: Enable an Interrupt 0: Disable an Interrupt
18	PRDEN3_CLR_ENA	B'0	R/W	Enable an Interrupt of PRDEN3_CLR_STA. 1: Enable an Interrupt 0: Disable an Interrupt
17	PRDEN2_CLR_ENA	B'0	R/W	Enable an Interrupt of PRDEN2_CLR_STA. 1: Enable an Interrupt 0: Disable an Interrupt
16	PRDEN1_CLR_ENA	B'0	R/W	Enable an Interrupt of PRDEN1_CLR_STA. 1: Enable an Interrupt 0: Disable an Interrupt
15 to 4	—	All 0	R	Reserved
3	PRDERR0-4_ENA	B'0	R/W	Enable an Interrupt of PRDERR0-4_STA. 1: Enable an Interrupt 0: Disable an Interrupt
2	PRDERR0-3_ENA	B'0	R/W	Enable an Interrupt of PRDERR0-3_STA. 1: Enable an Interrupt 0: Disable an Interrupt

Bit	Bit Name	Initial Value	R/W	Description
1	PRDERR0-2_ ENA	B’0	R/W	Enable an Interrupt of PRDERR0-2_STA. 1: Enable an Interrupt 0: Disable an Interrupt
0	PRDERR0-1_ ENA	B’0	R/W	Enable an Interrupt of PRDERR0-1_STA. 1: Enable an Interrupt 0: Disable an Interrupt

63.2.2.5 DMA Interrupt Status Register (DMA_INT_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	P5_PRDEND_STA	P4_PRDEND_STA	P3_PRDEND_STA	P2_PRDEND_STA	P1_PRDEND_STA	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved
30 to 6	—	All 0	RW 1C	This bit can be written only “0”. DO NOT write “1”.
5	P5_PRDEND _STA	B’0	RW 1C	Indicates the change of the status due to DMA transfer for PIPE5. This bit is set to 1 in any of the cases provided below. Make sure to clear it to 0 b writing 1 from FW. - When transfer processes of PRD Tables that are set is completed and PRD_EN is cleared. (Including the case the error is occurred at data transfer when Short Packet or Transfer is detected at PIPE for OUT transfer. This bit is not set when the transfer error is occurred during Read/Write for PRD_Table) - Transfer is ready at PIPE with disabled PRD Table. - Transfer of descriptor with Int bit set is completed.
4	P4_PRDEND _STA	B’0	RW 1C	Indicates the change of the status due to DMA transfer for PIPE4.
3	P3_PRDEND _STA	B’0	RW 1C	Indicates the change of the status due to DMA transfer for PIPE3.
2	P2_PRDEND _STA	B’0	RW 1C	Indicates the change of the status due to DMA transfer for PIPE2.
1	P1_PRDEND _STA	B’0	RW 1C	Indicates the change of the status due to DMA transfer for PIPE1.
0	—	B’0	R	Reserved

63.2.2.6 DMA Interrupt Enable Register (DMA_INT_ENA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	P5_PRDEND_ENA	P4_PRDEND_ENA	P3_PRDEND_ENTA	P2_PRDEND_ENA	P1_PRDEND_ENA	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved
30 to 6	—	All 1	R/W	This bit can be written only “1”. DO NOT write “0”.
5	P5_PRDEND_ENA	B’1	R/W	Enable an Interrupt by the change of the status due to DMA transfer for PIPE5. In case this bit is set to 0, AXI_INT_STA.DMAINT_STA will not be set even when factor to Interrupt occurs 1: Enable an Interrupt 0: Disable an Interrupt
4	P4_PRDEND_ENA	B’1	R/W	Enable an Interrupt by the change of the status due to DMA transfer for PIPE4.
3	P3_PRDEND_ENA	B’1	R/W	Enable an Interrupt by the change of the status due to DMA transfer for PIPE3.
2	P2_PRDEND_ENA	B’1	R/W	Enable an Interrupt by the change of the status due to DMA transfer for PIPE2.
1	P1_PRDEND_ENA	B’1	R/W	Enable an Interrupt by the change of the status due to DMA transfer for PIPE1.
0	—	B’0	R	Reserved

63.2.2.7 Data Enable Status Register (DATAEN_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	P5_DATAEN	P4_DATAEN	P3_DATAEN	P2_DATAEN	P1_DATAEN	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31	—	B’0	R	Reserved
30 to 6	—	All 0	R	Reserved
5	P5_DATAEN	B’0	R	Indicate the status of DATAEN signal for PIPE5. 1: Ready for DATA Transfer 0: Not ready for DATA Transfer
4	P4_DATAEN	B’0	R	Indicate the status of DATAEN signal for PIPE4.
3	P3_DATAEN	B’0	R	Indicate the status of DATAEN signal for PIPE3.
2	P2_DATAEN	B’0	R	Indicate the status of DATAEN signal for PIPE2.
1	P1_DATAEN	B’0	R	Indicate the status of DATAEN signal for PIPE1.
0	—	B’0	R	Reserved

63.2.2.8 AXI Common Input Register (AXI_COM_IN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	COM_IN															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	COM_IN	All 0	R	Indicates the value that was input in Input Pin, COM_IN.

63.2.2.9 AXI Common Output Register (AXI_COM_OUT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	COM_OUT															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	COM_OUT	All 0	R/W	Output Register value to Output Pin, COM_OUT.

63.2.2.10 DMA Ch0 Control Register1 (DMA_Ch0_CON1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPE_DIR1	—	—	PIPE_NO1					—	—	EXTPRD_NO1		—	—	EXTPRD_EN1	PRD_EN1
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15	PIPE_DIR1	B’0	R/W	Specify Transfer Direction in AXI Master IF. 1: In Transfer (Memory → EPC) 0: Out Transfer (EPC → Memory)
14 to 13	—	All 0	R	Reserved
12 to 8	PIPE_NO1	All 0	R/W	Specify PIPE number that this PRD Table is applied. Setting value between 1 and 5 is valid. (Note)
7 to 6	—	All 0	R	Reserved
5 to 4	EXTPRD_NO1	B’00	R/W	Specify PRD Table number that is linked to this PRD Table. This is valid only when PRD_EN1 is set to 1. B’00: Reserved B’01: PRD_EN2 B’10: PRD_EN3 B’11: PRD_EN4
3 to 2	—	All 0	R	Reserved
1	EXTPRD_EN1	B’0	R/W	Enable Link of PRD Table by EXTPRD_NO1. In case both PRD_EN1 and this bit are set to 1, setting of this PRD Table is enabled upon completion of transfer of PRD Table that was specified by PRD_NO1. This bit is cleared automatically when PRD Table is enabled. However, this is not cleared when transfer of linked PRD Table has been completed. Confirm that PRD_EN that was linked is still 1 after setting this bit. 1: PRD Table is linked 0: PRD Table is not linked

Bit	Bit Name	Initial Value	R/W	Description
0	PRD_EN1	B'0	R/W	Allow DMA Transfer of PIPEn in AXI Master. Make sure to set this bit after preparing PRD Table and setting address where PRD Table for applicable PIPE is stored from DMA_Ch0_PRD_ADR1 Register. DMA Transfer is enabled as PRD Table in the address set in DMA_Ch0_PRD_ADR1 is valid when PRD_EN1 is 1 and EXTPRD_EN1 is 0. (Note) This is cleared to 0 automatically in case the process specified by PRD Table is completed or the process is aborted due to an Error. 1: Allow DMA Transfer 0: Stop DMA Transfer

Note:

- Those registers shall not be set in each PRD_Table to be valid multiple PRD Tables for same PIPE number.
- PRD_EN is not set to 1 when PRDERR status is set due to recognizing a mistake of setting for PIPE number during requesting for writing of PRD_EN = 1

63.2.2.11 DMA Ch0 PRD Address Register1 (DMA_Ch0_PRD_ADR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PRD_ADR1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PRD_ADR1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PRD_ADR1	H'0000_0000	R/W	Specify address of Physical Region Descriptor (PRD) Table that is located in memory space. Indicates PRD Table Address where is using in case this Register is read during transfer at the applicable PRD Table. Indicates the PRD Table Address where is used when next transfer is started in case reading this bit with stopping the transfer Note that lower 3 bits are all fixed to "0" (Reserved). It is unknown value when PRD Table is completed.

63.2.2.12 DMA Ch0 Control Register2 (DMA_Ch0_CON2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPE_DIR2	—	—	PIPE_NO2					—	—	EXTPRD_NO2		—	—	EXTPRD_EN2	PRD_EN2
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15	PIPE_DIR2	B’0	R/W	Specify Transfer Direction in AXI Master IF. 1: In Transfer (Memory → EPC) 0: Out Transfer (EPC → Memory)
14 to 13	—	All 0	R	Reserved
12 to 8	PIPE_NO2	All 0	R/W	Specify PIPE number that this PRD Table is applied. Setting value between 1 and 5 is valid. (Note)
7 to 6	—	All 0	R	Reserved
5 to 4	EXTPRD_NO2	B’00	R/W	Specify PRD Table number that is linked to this PRD Table. This is valid only when PRD_EN2 is set to 1. B’00: PRD_EN1 B’01: Setting prohibited B’10: PRD_EN3 B’11: PRD_EN4
3 to 2	—	All 0	R	Reserved
1	EXTPRD_EN2	B’0	R/W	Enable Link of PRD Table by EXTPRD_NO2. In case both PRD_EN2 and this bit are set to 1, setting of this PRD Table is enabled upon completion of transfer of PRD Table that was specified by PRD_NO2. This bit is cleared automatically when PRD Table is enabled. However, this is not cleared when transfer of linked PRD Table has been completed. Confirm that PRD_EN that was linked is still 1 after setting this bit. 1: PRD Table is linked 0: PRD Table is not linked

Bit	Bit Name	Initial Value	R/W	Description
0	PRD_EN2	B'0	R/W	Allow DMA Transfer of PIPEn in AXI Master. Make sure to set this bit after preparing PRD Table and setting address where PRD Table for applicable PIPE is stored from DMA_Ch0_PRD_ADR2 Register. DMA Transfer is enabled as PRD Table in the address set in DMA_Ch0_PRD_ADR2 is valid when PRD_EN2 is 1 and EXTPRD_EN2 is 0. (Note) This is cleared to 0 automatically in case the process specified by PRD Table is completed or the process is aborted due to an Error. 1: Allow DMA Transfer 0: Stop DMA Transfer

Note:

- Those registers shall not be set in each PRD_Table to be valid multiple PRD Tables for same PIPE number.
- PRD_EN is not set to 1 when PRDERR status is set due to recognizing a mistake of setting for PIPE number during requesting for writing of PRD_EN = 1

63.2.2.13 DMA Ch0 PRD Address Register2 (DMA_Ch0_PRD_ADR2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PRD_ADR2															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PRD_ADR2															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PRD_ADR2	H'0000_0000	R/W	Specify address of Physical Region Descriptor (PRD) Table that is located in memory space. Indicates PRD Table Address where is using in case this Register is read during transfer at the applicable PRD Table. Indicates the PRD Table Address where is used when next transfer is started in case reading this bit with stopping the transfer Note that lower 3 bits are all fixed to "0" (Reserved). It is unknown value when PRD Table is completed.

63.2.2.14 DMA Ch0 Control Register3 (DMA_Ch0_CON3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPE_DIR3	—	—	PIPE_NO3					—	—	EXTPRD_NO3		—	—	EXTPRD_EN3	PRD_EN3
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15	PIPE_DIR3	B’0	R/W	Specify Transfer Direction in AXI Master IF. 1: In Transfer (Memory → EPC) 0: Out Transfer (EPC → Memory)
14 to 13	—	All 0	R	Reserved
12 to 8	PIPE_NO3	All 0	R/W	Specify PIPE number that this PRD Table is applied. Setting value between 1 and 5 is valid. (Note)
7 to 6	—	All 0	R	Reserved
5 to 4	EXTPRD_NO3	B’00	R/W	Specify PRD Table number that is linked to this PRD Table. This is valid only when PRD_EN3 is set to 1. B’00: PRD_EN1 B’01: PRD_EN2 B’10: Setting prohibited B’11: PRD_EN4
3 to 2	—	All 0	R	Reserved
1	EXTPRD_EN3	B’0	R/W	Enable Link of PRD Table by EXTPRD_NO3. In case both PRD_EN3 and this bit are set to 1, setting of this PRD Table is enabled upon completion of transfer of PRD Table that was specified by PRD_NO3. This bit is cleared automatically when PRD Table is enabled. However, this is not cleared when transfer of linked PRD Table has been completed. Confirm that PRD_EN that was linked is still 1 after setting this bit. 1: PRD Table is linked 0: PRD Table is not linked

Bit	Bit Name	Initial Value	R/W	Description
0	PRD_EN3	B'0	R/W	Allow DMA Transfer of PIPEn in AXI Master. Make sure to set this bit after preparing PRD Table and setting address where PRD Table for applicable PIPE is stored from DMA_Ch0_PRD_ADR3 Register. DMA Transfer is enabled as PRD Table in the address set in DMA_Ch0_PRD_ADR3 is valid when PRD_EN3 is 1 and EXTPRD_EN3 is 0. (Note) This is cleared to 0 automatically in case the process specified by PRD Table is completed or the process is aborted due to an Error. 1: Allow DMA Transfer 0: Stop DMA Transfer

Note:

- Those registers shall not be set in each PRD_Table to be valid multiple PRD Tables for same PIPE number.
- PRD_EN is not set to 1 when PRDERR status is set due to recognizing a mistake of setting for PIPE number during requesting for writing of PRD_EN = 1

63.2.2.15 DMA Ch0 PRD Address Register3 (DMA_Ch0_PRD_ADR3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	PRD_ADR3															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PRD_ADR3															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PRD_ADR3	H'0000_0000	R/W	Specify address of Physical Region Descriptor (PRD) Table that is located in memory space. Indicates PRD Table Address where is using in case this Register is read during transfer at the applicable PRD Table. Indicates the PRD Table Address where is used when next transfer is started in case reading this bit with stopping the transfer Note that lower 3 bits are all fixed to "0" (Reserved). It is unknown value when PRD Table is completed.

63.2.2.16 DMA Ch0 Control Register4 (DMA_Ch0_CON4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PIPE_DIR4	—	—	PIPE_NO4					—	—	EXTPRD_NO4		—	—	EXTPRD_EN4	PRD_EN4
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R	R	R/W	R/W	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15	PIPE_DIR4	B’0	R/W	Specify Transfer Direction in AXI Master IF. 1: In Transfer (Memory → EPC) 0: Out Transfer (EPC → Memory)
14 to 13	—	All 0	R	Reserved
12 to 8	PIPE_NO4	All 0	R/W	Specify PIPE number that this PRD Table is applied. Setting value between 1 and 5 is valid. (Note)
7 to 6	—	All 0	R	Reserved
5 to 4	EXTPRD_NO4	B’00	R/W	Specify PRD Table number that is linked to this PRD Table. This is valid only when PRD_EN4 is set to 1. B’00: PRD_EN1 B’01: PRD_EN2 B’10: PRD_EN3 B’11: Setting prohibited
3 to 2	—	All 0	R	Reserved
1	EXTPRD_EN4	B’0	R/W	Enable Link of PRD Table by EXTPRD_NO4. In case both PRD_EN4 and this bit are set to 1, setting of this PRD Table is enabled upon completion of transfer of PRD Table that was specified by PRD_NO4. This bit is cleared automatically when PRD Table is enabled. However, this is not cleared when transfer of linked PRD Table has been completed. Confirm that PRD_EN that was linked is still 1 after setting this bit. 1: PRD Table is linked 0: PRD Table is not linked

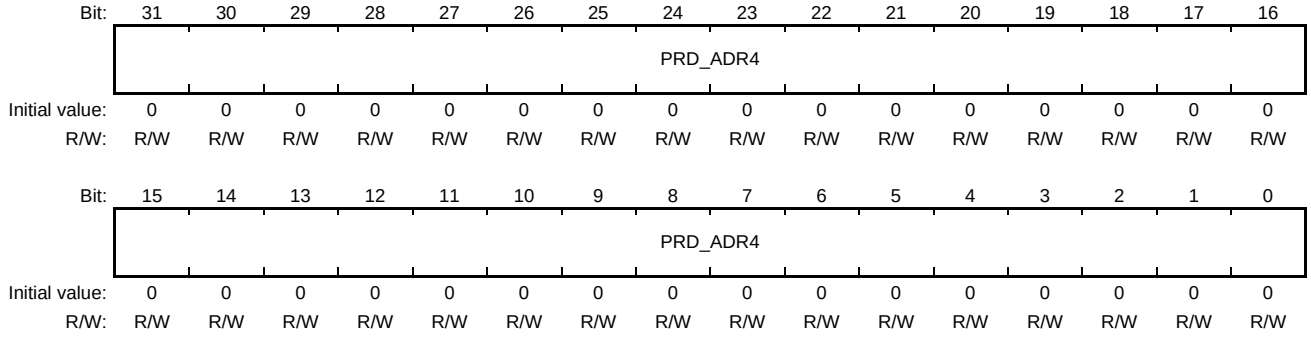
Bit	Bit Name	Initial Value	R/W	Description
0	PRD_EN4	B'0	R/W	Allow DMA Transfer of PIPEn in AXI Master. Make sure to set this bit after preparing PRD Table and setting address where PRD Table for applicable PIPE is stored from DMA_Ch0_PRD_ADR4 Register. DMA Transfer is enabled as PRD Table in the address set in DMA_Ch0_PRD_ADR4 is valid when PRD_EN4 is 1 and EXTPRD_EN4 is 0. (Note) This is cleared to 0 automatically in case the process specified by PRD Table is completed or the process is aborted due to an Error. 1: Allow DMA Transfer 0: Stop DMA Transfer

Note:

- Those registers shall not be set in each PRD_Table to be valid multiple PRD Tables for same PIPE number.
- PRD_EN is not set to 1 when PRDERR status is set due to recognizing a mistake of setting for PIPE number during requesting for writing of PRD_EN = 1

63.2.2.17 DMA Ch0 PRD Address Register4 (DMA_Ch0_PRD_ADR4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	PRD_ADR4	H'0000_0000	R/W	Specify address of Physical Region Descriptor (PRD) Table that is located in memory space. Indicates PRD Table Address where is using in case this Register is read during transfer at the applicable PRD Table. Indicates the PRD Table Address where is used when next transfer is started in case reading this bit with stopping the transfer Note that lower 3 bits are all fixed to "0" (Reserved). It is unknown value when PRD Table is completed.

63.2.2.18 USB Common Control Register (USB_COM_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	CONF	Pn_WDATAIF_NL	Pn_RDATAIF_NL	Pn_LSTTR_PP	—	—	—	SPD_MODE	EP0_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R/W	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	Device Address							—	—	—	—	—	—	RX_DETECTION	PIPE_CLR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	CONF	B'0	R/W	Bit to select whether Endpoints other than EP0 shall be enabled. 1: Enable Endpoints other than EP0 0: Disable Endpoints other than EP0
23	Pn_WDATAIF_NL	B'0	R/W	This bit is used to enable the write of ZLP to be transmitted in IN transfer through Data interface or on AXI DMA transfer. 1: The write of ZLP to be transmitted through Data Interface or on AXI DMA transfer is enabled 0: The write of ZLP to be transmitted through Data Interface or on AXI DMA transfer is disabled When ZLP is transferred through Data Interface or on AXI DMA transfer, set this bit to 1. Otherwise, set this bit to 0.
22	Pn_RDATAIF_NL	B'0	R/W	This bit is used to enable the read of received ZLP in OUT transfer through Data Interface or on AXI DMA transfer. 1: The read of received ZLP through Data Interface or on AXI DMA transfer is enabled 0: The read of received ZLP through Data Interface or on AXI DMA transfer is disabled. When ZLP is transferred through Data Interface or on AXI DMA transfer, set this bit to 1. Otherwise, set this bit to 0.
21	Pn_LSTTR_PP	B'0	R/W	This bit is used to disable the function to interpret the received packet with PP=0 as the last one of the transfer. 1: The received packet with PP=0 is not interpreted as the last one. 0: The received packet with PP=0 is interpreted as the last one. When ZLP is transferred through Data Interface or on AXI DMA transfer, set this bit to 1. Otherwise, set this bit to 0.
20 to 18	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
17	SPD_MODE	B'0	R/W	This is a register to set operational mode of EPC. Output clock to SRAM is switched by setting in this register. Setting values are output to Pin, spd_mode as is. 1: USB2.0 (HS/FS) 0: USB3.0 (SS)
16	EP0_EN	B'0	R	This is a bit to select whether PIPE0 (EP0) shall be enabled. 1: PIPE0 is enabled 0: PIPE0 is disabled
15	—	B'0	R	Reserved
14 to 8	Device Address	All 0	R	Value written in this bit is reflected as Device Address upon completion of STATUS Stage of SetAddress Request. Device Address value specified by the HOST shall be set before completion of STATUS Stage of Set Address Request. This is cleared automatically by WarmReset/HotReset/BusReset detection or PIPE_CLR or P0_CLR.
7 to 2	—	All 0	R	Reserved
1	RX_ DETECTION	B'0	W	Write this to 1 before starting RX Detection of USB3.0 from the state USB3.0 is stopped and USB2.0 is in use. This bit is valid at only USB30_CON.B3_CONNECT=1 This is valid when PORTSC.PLS is Disable state
0	PIPE_CLR	B'0	W	Write 1 in this bit when initialize (clear Sequence Number, DataPID and Buffer for transmit and receive) all PIPE (PIPE0 and PIPEn) all at once. It will set them in the same condition as all of P0_CLR and Pn_CLR provided for each PIPE are set. Initializing operation of PIPE varies depending on number of PIPE to be installed. This bit keeps indicating 1 until unitization is completed. Do not access other registers until this bit is cleared to 0 after 1 is written in this bit.

63.2.2.19 USB20 Control Register (USB20_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	B2_PUE	—	—	—	—	—	B2_RSUM_IN	B2_SUSPEND	B2_FORCE_HS	B2_FORCE_FS	B2_SUS_CLKMD	LPM_DISABLE	LPM_ENABLE		B2_CONNECT	B2_PHYRST
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	B2_TSTMOD			—	—	—	—	—	—	—	B2_TSTMOD_EN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R	R	R	R	W

Bit	Bit Name	Initial Value	R/W	Description
31	B2_PUE	B’0	R/W	This bit sets whether D+ Signal shall be pulled-up. The value written in this bit is output to B2_PUE Pin without any change. Note that B2_CONNECT needs to be set to 1 as well as this bit in order to connect. 1: Pull-up D+ Signal 0: Not to pull-up D+ Signal
30 to 26	—	All 0	R	Reserved
25	B2_RSUM_IN	B’0	R/W	This is a bit to set whether USB20 resume signal shall be transmitted or not. The value written in this bit is output to B2_RSUM_IN Pin and cleared automatically when Resume is started internally. This bit is used when Remote Wakeup function is supported. 1: resume signal is transmitted. 0: resume signal is not transmitted.
24	B2_SUSPEND	B’0	R/W	This is a bit to set whether PLL of USB20 PHY shall be stopped. By setting this bit to 1 when B2_SPND_OUT that indicates USB20 PHY is Suspended is set to 1, PLL of USB20PH is stopped and power consumption is reduced. PLL can be resumed by setting this to 0 when PLL is stopped. This is cleared to 0 in case B2_RSUM_OUT or B2_PLL_WAKEIN is asserted. Make sure to activate PLL before operating a register that is related to USB2.0 operation other than this bit. 1: Stop PLL of PHY 0: Not to stop PLL of PHY.
23	B2_FORCE_HS	B’0	R/W	Force HS mode operation when this bit is set. This allows the simulation time to reduce by removing Bus Reset). This bit should be set to 0 in normal operation 1: Force HS mode operation 0: Normal operation This bit is applicable for only simulation.

Bit	Bit Name	Initial Value	R/W	Description
22	B2_FORCE_FS	B'0	R/W	Force FS mode operation when this bit is set. This allows the simulation time to reduce by removing Device Chirp). This bit should be set to 0 in normal operation 1: Force FS mode operation 0: Normal operation This bit is applicable for only simulation.
21	B2_SUS_CLKMD	B'0	R/W	Control gating clock operation of CLK60_G/PG during Sleep/Suspend state in USB2.0. The setting value is present on the signal of B2_SUS_CLKMD. 1: No clock gating (CLK60_G/PG) 0: Clock gating (CLK60_G/PG) during Sleep/Suspend state
20	LPM_DISABLE	B'0	R/W	Select Enabling/Disabling LPM 1: Disable 0: Enable No response is made to receiving Extended Token (LPM) from Host when this bit is set to 1
19 to 18	LPM_ENABLE	B'00	R/W	Selects response to LPM reception. B'00: Accepted Automatically transmit ACK/NYET According to status of Buffer of EPC. * NYET Transmission in case any of The conditions provided below is met. There is a Packet Data that is being written in transmission PIPE While CTRL transfer is processing. B'01: Force Accepted Perform ACK Transmission unconditionally Regardless of EPC Buffer status. B'10: Force Rejected Perform NYET Transmission unconditionally Regardless of EPC Buffer status. B'11: Force Unsupported Perform STALL Transmission unconditionally Regardless of EPC Buffer status. * Make sure to use this with Default (=B'00) setting in normal use.
17	B2_CONNECT	B'0	R/W	Set this to 1 in case of USB2.0 connection. The value written in this bit is reflected to Output Pin B2_CONNECT without any changes. Set this bit to 1 after approx. 100 ms after detection of VBus in order to avoid chattering of VBus (it is same when it is cleared as 0). Note that bit31 B2_PUE must be set to 1 at the same time as this bit is set to1 to connect.
16	B2_PHYRST	B'0	R/W	This is a bit to reset USB20 PHY. The value of this bit is output to B2_PHY_RESET Pin. When use this bit, connect the pin so thatUSB20 PHY is reset with this bit set to 1. 1: Reset State 0: Normal state
15 to 11	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
10 to 8	B2_TSTMOD	All 0	R/W	This bit specifies Test type for USB2 Compliance TEST. Set value in this bit after Status Stage for SET_FEATURE TEST_MODE Request is successfully completed. The Core goes into a test mode when bit0: B2_TSTMOD_EN is set after (or at the same time as) setting this bit. B'000: Normal / B'001: Test_J / B'010: Test_K B'011: Test_SE0_NAK / B'100: Test_Packet B'101 - B'111: Reserved
7 to 1	—	All 0	R	Reserved
0	B2_ TSTMOD_EN	B’0	W	When this bit is set to 1, the values set in bit10...8: B2_TSTMOD is validated at the point.

63.2.2.20 USB30 Control Register (USB30_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Renesas Private bit	—	—	U3_POW_SEL		POW_SEL			B3_PLL WAKE	—	—	—	LPS_ENABLE		B3_CO NNECT	B3_PH YRST
Initial value:	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	POW_S EL_WE N	B3_HO TRST_ CMP	B3_TP_ SEND
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31	Renesas Private bit	B’0	R/W	Renesas Private bit This bit can be written only “0”. DO NOT write “1”.
30 to 29	—	All 0	R	Reserved
28 to 27	U3_POW_ SEL	B’10	R/W	PHY POWERDOWN mode immediately after transition to U3 State by reception of LGO_U3. Select (PHY_POWERDOWN [1:0]). B'00: P0 B'01: Setting prohibited B'10: P2 B'11: Setting prohibited Use POW_SEL [2:0] in case changing POWERDOWN mode after transition to U3 State.
26 to 24	POW_SEL	B’000	R/W	This is set to request change PHY POWERDOWN mode (PHY_POWERDOWN [1:0]). B'000: Transit from P0 to P2 in disconnected state (SS.Disabled) B'001: Transit from P0 to P3 in disconnected state (SS.Disabled) B'010: Transit from P2 to P0 in disconnected state (SS.Disabled) B'011: Setting prohibited B'100: Transit from P0 to P2 in U3 State B'101: Transit from P0 to P3 in U3 State B'110: Transit from P2 to P0 in U3 State B'111: Setting prohibited Transition of POWERDOWN mode other than the above is automatically done by H/W. The value in this bit is transmitted as a request when this bit is set bit2: POW_SEL_WEN. Success/Fail of the requested transition is informed by PS_SUCS/PS_FAIL interrupt. Make sure PLL is operating properly to operate with it when registers regarding to USB3.0.

Bit	Bit Name	Initial Value	R/W	Description
23	B3_ PLLWAKE	B’0	R/W	Transition from P3 to P0 will Wakeup PLL in case PHY POWERDOWN mode is in P3 (PLL Stop). Clear this bit from FW after PLL Wakeup is confirmed. 1: PLL Wakeup is requested 0: Normal state Make sure PLL is operating properly to operate with it when registers regarding to USB3.0.
22 to 20	—	All 0	R	Reserved
19 to 18	LPS_ ENABLE	B’00	R/W	Selects allow/deny transition to U1/U2 State. B'00: Accepted Automatically transmit LGO/LAU/LXU depending on status of EPC Buffer. * Transition is denied in case any of the following conditions is met. - ACK_TP is not received for DP transmitted from Transmission PIPE. - There is a Packet Data being written in Transmission PIPE. - PP of DP that was received at the end for Reception PIPE is 1. - While CTRL transfer is processing B'01: Force Accepted Transmit LGO_U1/LGO_U2 unconditionally when U1/U2 Timeout that was set in PORTPMSC Register is reached. Reply LAU for reception of LGO forcibly except in case of LXU response in LINK layer. B'10: Force Rejected LGO_U1/LGO_U2 is not transmitted even when U1/U2 Timeout that was set in PORTPMSC Register is reached. Forcibly respond with LXU for LGO reception. B'11: Setting prohibited * Use this with Default (=B'00) setting.
17	B3_ CONNECT	B’0	R/W	Set this to 1 in case of USB3.0 connection. The value written in this bit is reflected to Output Pin, B3_CONNECT without any changes. Set this bit to 1 after approx. 100 ms after detection of VBus in order to avoid chattering of VBus. Set this bit to 1. (it is same when it is cleared as 0)
16	B3_PHYRST	B’0	R/W	This is a bit to reset logic area of USB30 PHY. The value of this bit is output to Pin, B3_PHY_RESET. When this bit is used, make sure to connect pin so that USB30 PHY is reset with this bit is set to 1. 1: Reset State 0: Normal state
15 to 3	—	All 0	R	Reserved
2	POW_SEL_ WEN	B’0	W	When this bit is set to 1, it is requested to request any transfer by value of POW_SEL [2:0].

Bit	Bit Name	Initial Value	R/W	Description
1	B3_HOTRST_CMP	B'0	W	This is a bit to inform completion of Hot Reset process to Link Controller. Make sure to write 1 to this bit after necessary process of reset is completed according to the process of HotReset where is described in 7.3.3 Hot Reset Process. This bit shall be set within 12ms from the start of HotReset by B3_HOTRST_STA. The completion of HotReset is told by TS1/TS2 exchanges in Link Controller because of set of this bit.
0	B3_TP_SEND	B'0	W	Write 1 in this bit to allow transmission to TP Data that was set in USBB3_TPDAT_0/1/2 Reg. It is not sent if WarmReset or HotReset is detected before sending TP_Data

63.2.2.21 USB Status Register (USB_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	Device Address Status						
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	B2_LSTATE		—	B2_USBRST	B2_L1SPND_OUT	B2_L1RSUM_OUT	B2_SPND_OUT	B2_RSUM_OUT	—	—	—	—	—	SPEED		VBUS_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	—	All 0	R	Reserved
22 to 16	Device Address Status	H'00	R/W	Indicates Device Address. Value in USB_COM_CON Reg. DEV_ADDR [6: 0] is reflected to this bit upon completion of Status Stage for Set Address Request. Value in this bit can be rewritten directly for Debug. This is cleared to 0 automatically in case of Warm/Hot Reset (USB30) or occurrence of Bus Reset (USB20).
15 to 14	B2_LSTATE	B'00	R	Indicates status of Input SignalB2_LINESTATE (LineState Signal from UTMI-PHY). B'00: SE0 B'01: J-State B'10: K-State B'11: SE1
13	—	B'0	R	Reserved
12	B2_USBRST	B'0	R	Indicates level of Input SignalB2_USB_RST.
11	B2_L1SPND_OUT	B'0	R	Indicates level of Input SignalB2_L1_SPND_OUT.
10	B2_L1RSUM_OUT	B'0	R	Indicates level of Input SignalB2_L1_RSUM_OUT.
9	B2_SPND_OUT	B'0	R	Indicates level of Input SignalB2_SPND_OUT.
8	B2_RSUM_OUT	B'0	R	Indicates level of Input SignalB2_RSUM_OUT.
7 to 3	—	All 0	R	Reserved
2 to 1	SPEED	B'00	R	Indicates Transfer Speed of USB. B'00: SS B'01: FS B'10: HS Make sure this after interruption of SPEED_STA
0	VBUS_STA	B'0	R	Indicates level of Input Signal VBUS.

63.2.2.22 USB20 Frame No. Register (USB20_FRAME)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	B2_FRAME										
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 11	—	All 0	R	Reserved
10 to 0	B2_FRAME	All 0	R	Indicates frame number received in (u)SOF during USB2.0 operation.

63.2.2.23 DRD Common Control Register (DRD_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	Renesas Private bit	—	—	—	PERI_CON	—	—	—	TISRDPRE	Renesas Private bit	B3_FORCE_INACT	Renesas Private bit	B3_RSP_WPR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	DCDEN	IDPSRCEN	IDMSINKEN	IDPSINKEN	VDMSRCEN	VDPSRCEN	SHDN_MODE	Renesas Private bit	OTG_RPUEN	RPDEN	DP_RPU	DM_RPD	DP_RPD	VBOUT
Initial value:	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	—
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	—	All 0	R	Reserved
28	Renesas Private bit	B’0	R	Renesas Private bit This bit can be written only “0”. DO NOT write “1”.
27 to 25	—	All 0	R	Reserved
24	PERI_CON	B’0	R/W	Peripheral/Host Switching bit Switching Core’s role. 1: Select Peripheral function 0: Select Host function
23 to 21	—	All 0	R	Reserved
20	TISRDPRE	B’0	R/W	[Host Mode] Not used [Peripheral Mode] Control signal of the executing Receiver Detection in USB30PHY.
19	Renesas Private bit	B’0	R/W	Renesas Private bit This bit can be written only “0”. DO NOT write “1”.
18	B3_FORCE_INACT	B’0	R/W	Signal for enforced transition of SS.Inactive state. 1: Enable 0: Disable
17	Renesas Private bit	B’0	R/W	Renesas Private bit This bit can be written only “0”. DO NOT write “1”.
16	B3_RSP_WPR	B’0	R/W	When this bit is set to 1, a Warm Reset is issued for RSP. The bit is set to 1 and thus determined to be for Role Swap, after which Upstream/Downstream switching starts. HW clears this bit to 0 upon the detection of a Warm Reset. 1: Start Role Swap after Warm Reset
15 to 14	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
13	DCDEN	B'0	R/W	DCD Enable bit. [Host Mode] Not used [Peripheral Mode] Select bit whether use DCD or not 1: Operate DCD 0: NOT operate DCD
12	IDPSRCEN	B'0	R/W	[Host Mode] Not used [Peripheral Mode] Signal of D+ Source Voltage Enable. Controlled by SW.
11	IDMSINKEN	B'0	R/W	[Host Mode] Not used [Peripheral Mode] Signal of D- Sink Current Enable. Controlled by SW.
10	IDPSINKEN	B'0	R/W	[Host Mode] Not used [Peripheral Mode] Signal of D+ Sink Current Enable. Controlled by SW.
9	VDMSRCEN	B'0	R/W	[Host Mode] Not used [Peripheral Mode] Signal of D- Source Voltage Enable. Controlled by SW.
8	VDPSRCEN	B'0	R/W	[Host Mode] Not used [Peripheral Mode] Signal of D+ Source Voltage Enable. Controlled by SW.
7	SHDN_ MODE	B'1	R/W	Shutdown mode bit. Software controls SHDN bit for Power IC such as Power IC type-2). 1: Normal Mode 0: Shutdown Mode
6	Renesas Private bit	B'0	R/W	Renesas Private bit This bit can be written only "0". DO NOT write "1".
5	OTG_RPUEN	B'0	R/W	OTG DP_RPU Enable bit. Controlled by Software. Set 1, DP_RPU bit is enabled 1: DP_RPU Enable Mode 0: Normal Mode
4	RPDEN	B'0	R/W	DP/DM RPD Enable bit. Set 1, bit1：DP_RPD and bit2：DM_RPD are enabled. 1: DP/DMRPD Enable Mode 0: Normal Mode
3	DP_RPU	B'0	R/W	DP Pull-up with OTG 1: Pull up enable (TermSelect = 1, XcrSelect = 1, OpMode = 0) 0: Pull up disable (TermSelect = 0, XcrSelect = 1, OpMode = 1)

Bit	Bit Name	Initial Value	R/W	Description
2	DM_RPD	B'0	R/W	[Host Mode] Not used [Peripheral Mode] UTMI+ Dm Pull down Enable bit. Controlled by SW. 1: Pull down enable 0: Pull down disable SW controls this bit only when RPDEN = 1
1	DP_RPD	B'0	R/W	[Host Mode] Not used [Peripheral Mode] UTMI+ Dp Pull down Enable bit. Controlled by SW. 1: Pull down enable 0: Pull down disable SW controls this bit only when RPDEN = 1
0	VBOUT	Note	R/W	VBUS Output Enable bit. [A-device Mode] When This bit is 1, DO_VBOUT is set to 1. [B-device Mode] Not used Note: Default value depends on signal "DI_PERICON_INIT". If DI_PERICON_INIT = 1, - VBOUT = 0 If DI_PERICON_INIT = 0, - VBOUT = 1

63.2.2.24 DRD Common Control 2 Register (DRD_CON2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	VB_SET_LV		—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	Renesas Private bit		—	—	—	—	—	—	Renesas Private bit	CONNECT_SEL	SRP_DRP_SET_TIME			
Initial value:	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 22	—	All 0	R	Reserved
21 to 20	VB_SET_LV	B’10	R/W	VBUS Set Level bit [Host Mode] Not used [Peripheral Mode] Sets Vbus detection Level. Controlled by Software. B’00: VBUS detection circuit is disabled. B’01: Detect Vbus when Vbus Level reaches VB_LV1 B’10: Detect Vbus when Vbus Level reaches VB_LV2 B’11: Detect Vbus when Vbus Level reaches VB_LV3
19 to 14	—	All 0	R	Reserved
13 to 12	Renesas Private bit	B’10	R/W	Renesas Private bit This bit can be written only “B’10”. DO NOT write “other value”.
11 to 6	—	All 0	R	Reserved
5	Renesas Private bit	B’0	R/W	User shall not write 0 in this bit.
4	CONNECT_ SEL	B’0	R/W	[Host Mode] Not used [Peripheral Mode] Selector for USB20_COM.B2_CONNECT output signal to PHY. 1: 1clamp 0: Connect a signal which is connecting USB20_CON.B2_CONNECT

Bit	Bit Name	Initial Value	R/W	Description
3 to 0	SRP_DRP_ SET_TIME	B’0001	R/W	SRP Data Line Pulsing Set Time bit. [A-Device Mode] Not used [B-Device Mode] SW sets duration of Pull Up of Data Line Pulsing. Default is 6ms. B’0000: 5ms B’0001: 6ms B’0010: 7ms : B’1101: 19ms B’1111: 20ms

63.2.2.25 USB Interrupt Status 1 Register (USB_INT_STA_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	B3_PLLWKUP_STA	B3_LUPSUCS_STA	B3_POLLING_STA	B3_INACTV_STA	B3_DISABLE_STA	B3_VNDTST_STA	B3_U2INACT_STA	B3_SETLNK_STA	—	B3_LNKCNG_STA	B3_WRMRST_STA	B3_HOTRST_STA	B3_PSFAIL_STA	B3_PSSUCS_STA	B3_U12REQ_STA	B3_TP_SUCS_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	R	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	B2_LPMRCV_STA	B2_USBRST_STA	B2_L1SPND_STA	B2_L1RSUM_STA	B2_SPND_STA	B2_RSUM_STA	—	—	—	—	—	—	SPEED_STA	VBUS_CNG_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	R	R	R	R	R	R	RW1C	RW1C

Bit	Bit Name	Initial Value	R/W	Description
31	B3_PLLWKUP_STA	B'0	RW1C	Set 1 in this bit when clk125 is activated due to any one of PLL Wakeup (assertion of register set of B3_PLL_WAKEUP or assertion of B3_PLL_WAKEIN) or U3 Wakeup LFPS reception.
30	B3_LUPSUCS_STA	B'0	RW1C	Set 1 in this bit when Link Up of USB3.0 is successfully completed. (Transition of LTSSM from Polling to U0).
29	B3_POLLING_STA	B'0	RW1C	Set 1 in this bit when LTSSM transits to Polling State.
28	B3_INACTV_STA	B'0	RW1C	Set this bit to 1 when LTSSM transits to Inactive State.
27	B3_DISABLE_STA	B'0	RW1C	Set this bit to 1 when LTSSM transits to Disabled State. (only the case of transit when LTSSM transit to Disable State after setting B3_CONNECT = 1)
26	B3_VNDTST_STA	B'0	RW1C	Set this bit to 1 when Vendor Device Test LMP is received.
25	B3_U2INACT_STA	B'0	RW1C	Set this bit to 1 when U2 Inactivity Timeout LMP is received.
24	B3_SETLNK_STA	B'0	RW1C	Set this bit to 1 when Set Link Function LMP is received.
23	—	B'0	R	Reserved
22	B3_LNKCNG_STA	B'0	RW1C	Set this bit to 1 when LTSSM transits as below. U0 -> U1 U0 -> U2 U0 -> U3 U3 -> Recovery -> U0 U2 -> Recovery -> U0 U1 -> Recovery -> U0 Refer to PLS[3:0] in PORTSC Register to check current state.
21	B3_WRMRST_STA	B'0	RW1C	Set this bit to 1 when Warm Reset is received.
20	B3_HOTRST_STA	B'0	RW1C	Set this bit to 1 when Hot Reset is received.
19	B3_PSFAIL_STA	B'0	RW1C	Set this bit to 1 when Request to transit POWERDOWN mode by POW_SEL[2:0] in USB3.0_PWR_MNGCON Register is failed.

Bit	Bit Name	Initial Value	R/W	Description
18	B3_PSSUCS_STA	B'0	RW1C	Set this bit to 1 when Request to transit POWERDOWN mode by POW_SEL[2:0] in USB3.0_PWR_MNGCON Register is succeeded.
17	B3_U12REQ_STA	B'0	RW1C	Set this bit to 1 when U1/U2 TIMER is expired in SSIF in case a request to transit to U1/U2 state is accepted. According to the value in LPS_ENABLE[1:0] in USB3.0_PWR_MNGCON Register, either reply with LAU/LXU when the request of U1/U2 transition is received or send LGO_U1/LGO_U2 when U1/U2_TIMER is expired (No FW treatment is needed when the transition request is received)
16	B3_TP_SUCS_STA	B'0	RW1C	This bit is set to 1 in case transmission of TP (Device Notification) is successfully completed by USB30_CON Register B3_TP_SEND. It is not set when the transmit is not occurred due to WarmReset or HotReset during requesting the transmit by B3_TP_SEND
15 to 14	—	All 0	R	Reserved
13	B2_LPMRCV_STA	B'0	RW1C	This bit is set to 1 when ACK is replied after receiving normal LPM from USB20 Host. * At the point this status occurs, transition to L1 state is not completed. * Make sure to check for occurrence of B2_L1SPND_STA to process after transition to L1. Reply it automatically according to LPM_ENABLE[1:0] (No FW treatment is needed when the transition request is received).
12	B2_USBRST_STA	B'0	RW1C	This bit is set to 1 when Bus Reset is received from USB20 Host. This bit is set when a change of Input Pin B2_USB_RST from Low to High is detected.
11	B2_L1SPND_STA	B'0	RW1C	This bit is set to 1 when L1 Suspend Request is received from USB20 Host (when B2_L1_SPND_OUT is changed from 0 to 1).
10	B2_L1RSUM_STA	B'0	RW1C	This bit is set to 1 when clk60 is activated at the same time when requesting PLL Wakeup (either B2_SUSPEND = 0 or B2_PLL_WAKEIN assert) or L1 Resume Request is received from USB20 Host (when B2_L1_RSUM_OUT is changed from 0 to 1) during L1 (B2_L1SPND_OUT = 1).
9	B2_SPND_STA	B'0	RW1C	This bit is set to 1 when Suspend Request is received from USB20 Host (when B2_SPND_OUT is changed from 0 to 1).
8	B2_RSUM_STA	B'0	RW1C	This bit is set to 1 when clk60 is activated at the same time when PLL Wakeup is requested (B2_SUSPEND = 0 or B2_PLL_WAKEIN is asserted), Resume Request is received from USB20 Host (when B2_RSUM_OUT is changed from 0 to 1) during L2 (B2_SPND_OUT = 1) or L3 (B2_CONNECT = 0).
7 to 2	—	All 0	R	Reserved
1	SPEED_STA	B'0	RW1C	This bit is set to 1 when there is any change in Speed Mode of USB. Refer to USB_STA Register bit2. 1: SPEED to check which speed mode it is running currently. SPEED bit may be taken same value between before and after the speed mode is changed.
0	VBUS_CNG_STA	B'0	RW1C	This bit is set to 1 when Level of Input Signal VBUS is changed. Read Level of VBUS from USB_STA Register.

63.2.2.26 USB Interrupt Status 2 Register (USB_INT_STA_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	PIPE5_INT_STA	PIPE4_INT_STA	PIPE3_INT_STA	PIPE2_INT_STA	PIPE1_INT_STA	PIPE0_INT_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved
5	PIPE5_INT_STA	B’0	R	Indicates an Interrupt related to PIPE occurred. Read PIPE5_INT_STA Reg. to check for factor. This bit is automatically cleared when all factors of Interrupts in PIPE5_INT_STA Reg. are cleared.
4	PIPE4_INT_STA	B’0	R	Indicates an Interrupt related to PIPE occurred. Read PIPE4_INT_STA Reg. to check for factor. This bit is automatically cleared when all factors of Interrupts in PIPE4_INT_STA Reg. are cleared.
3	PIPE3_INT_STA	B’0	R	Indicates an Interrupt related to PIPE occurred. Read PIPE3_INT_STA Reg. to check for factor. This bit is automatically cleared when all factors of Interrupts in PIPE3_INT_STA Reg. are cleared.
2	PIPE2_INT_STA	B’0	R	Indicates an Interrupt related to PIPE occurred. Read PIPE2_INT_STA Reg. to check for factor. This bit is automatically cleared when all factors of Interrupts in PIPE2_INT_STA Reg. are cleared.
1	PIPE1_INT_STA	B’0	R	Indicates an Interrupt related to PIPE occurred. Read PIPE1_INT_STA Reg. to check for factor. This bit is automatically cleared when all factors of Interrupts in PIPE1_INT_STA Reg. are cleared.
0	PIPE0_INT_STA	B’0	R	Indicates an Interrupt related to PIPE occurred. Read PIPE0_INT_STA Reg. to check for factor. This bit is automatically cleared when all factors of Interrupts in PIPE0_INT_STA Reg. are cleared.

63.2.2.27 USB Interrupt Enable 1 Register (USB_INT_ENA_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	B3_PLLWKUP_ENA	B3_LUPSUCS_ENA	B3_POLLING_ENA	B3_INACTV_ENA	B3_DISABLE_ENA	B3_VNDTST_ENA	B3_U2INACT_ENA	B3_SETLNK_ENA	—	B3_LNKCNG_ENA	B3_WRMRST_ENA	B3_HOTRST_ENA	B3_PSFAIL_ENA	B3_PSSUCS_ENA	B3_U12REQ_ENA	B3_TP_SUCS_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	B2_LPMRCV_ENA	B2_USBRST_ENA	B2_L1SPND_EN	B2_L1RSUM_EN	B2_SPND_EN	B2_RSUM_EN	—	—	—	—	—	—	SPEED_ENA	VBUS_CNG_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	B3_PLLWKUP_ENA	B'0	R/W	1: B3_PLLWKUP_STA Interrupt is enabled.
30	B3_LUPSUCS_ENA	B'0	R/W	1: B3_LUPSUCS_STA Interrupt is enabled.
29	B3_POLLING_ENA	B'0	R/W	1: B3_POLLING_STA Interrupt is enabled.
28	B3_INACTV_ENA	B'0	R/W	1: B3_INACTV_STA Interrupt is enabled.
27	B3_DISABLE_ENA	B'0	R/W	1: B3_DISABLE_STA Interrupt is enabled.
26	B3_VNDTST_ENA	B'0	R/W	1: B3_VNDTST_STA Interrupt is enabled.
25	B3_U2INACT_ENA	B'0	R/W	1: B3_U2INACT_STA Interrupt is enabled.
24	B3_SETLNK_ENA	B'0	R/W	1: B3_SETLNK_STA Interrupt is enabled.
23	—	B'0	R	Reserved
22	B3_LNKCNG_ENA	B'0	R/W	1: B3_LNKCNG_STA Interrupt is enabled.
21	B3_WRMRST_ENA	B'0	R/W	1: B3_WRMRST_STA Interrupt is enabled.
20	B3_HOTRST_ENA	B'0	R/W	1: B3_HOTRST_STA Interrupt is enabled.
19	B3_PSFAIL_ENA	B'0	R/W	1: B3_PSFAIL_STA Interrupt is enabled.
18	B3_PSSUCS_ENA	B'0	R/W	1: B3_PSSUCS STA Interrupt is enabled.
17	B3_U12REQ_ENA	B'0	R/W	1: B3_U12REQ_STA Interrupt is enabled.
16	B3_TP_SUCS_ENA	B'0	R/W	1: B3_TP_SUCS_STA Interrupt is enabled.
15 to 14	—	All 0	R	Reserved
13	B2_LPMRCV_ENA	B'0	R/W	1: B2_LPMRCV_STA Interrupt is enabled.

Bit	Bit Name	Initial Value	R/W	Description
12	B2_USBRST_ENA	B'0	R/W	1: B2_USBRST_STA Interrupt is enabled.
11	B2_L1SPND_ENA	B'0	R/W	1: B2_L1SPND_STA Interrupt is enabled.
10	B2_L1RSUM_ENA	B'0	R/W	1: B2_L1RSUM_STA Interrupt is enabled.
9	B2_SPND_ENA	B'0	R/W	1: B2_SPND_STA Interrupt is enabled.
8	B2_RSUM_ENA	B'0	R/W	1: B2_RSUM_STA Interrupt is enabled.
7 to 2	—	All 0	R	Reserved
1	SPEED_ENA	B'0	R/W	1: SPEED_STA Interrupt is enabled.
0	VBUS_CNG_ENA	B'0	R/W	1: VBUS_CNG_STA Interrupt is enabled.

63.2.2.28 USB Interrupt Enable 2 Register (USB_INT_ENA_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	PIPE5_INT_ENA	PIPE4_INT_ENA	PIPE3_INT_ENA	PIPE2_INT_ENA	PIPE1_INT_ENA	PIPE0_INT_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 6	—	All 0	R	Reserved
5	PIPE5_INT_ENA	B'0	R	1: PIPE5_INT_STA Interrupt is enabled.
4	PIPE4_INT_ENA	B'0	R	1: PIPE4_INT_STA Interrupt is enabled.
3	PIPE3_INT_ENA	B'0	R	1: PIPE3_INT_STA Interrupt is enabled.
2	PIPE2_INT_ENA	B'0	R	1: PIPE2_INT_STA Interrupt is enabled.
1	PIPE1_INT_ENA	B'0	R	1: PIPE1_INT_STA Interrupt is enabled.
0	PIPE0_INT_ENA	B'0	R	1: PIPE0_INT_STA Interrupt is enabled.

63.2.2.29 Setup Data 0 Register (STUP_DAT_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	STUP_3								STUP_2							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	STUP_1								STUP_0							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	STUP_3	H'00	R	SETUP Data 3
23 to 16	STUP_2	H'00	R	SETUP Data 2
15 to 8	STUP_1	H'00	R	SETUP Data 1
7 to 0	STUP_0	H'00	R	SETUP Data 0

63.2.2.30 Setup Data 1 Register (STUP_DAT_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

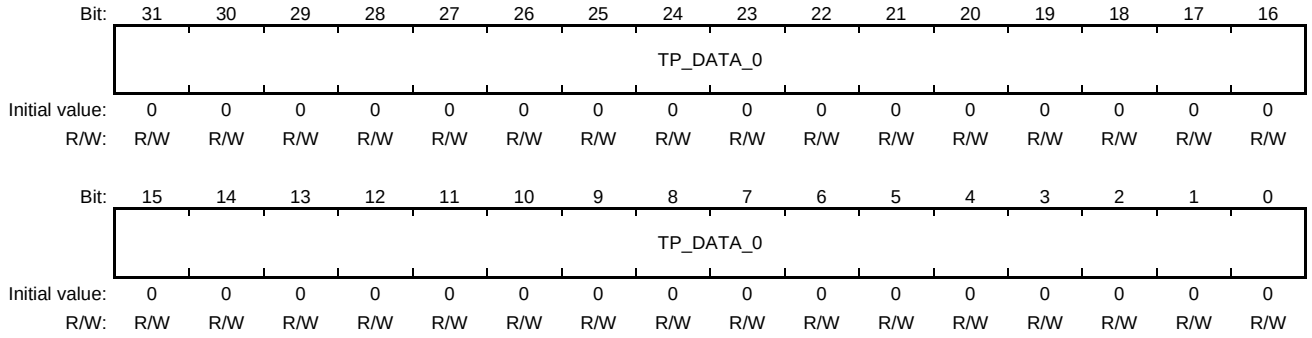
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	STUP_7								STUP_6							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	STUP_5								STUP_4							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	STUP_7	H'00	R	SETUP Data 7
23 to 16	STUP_6	H'00	R	SETUP Data 6
15 to 8	STUP_5	H'00	R	SETUP Data 5
7 to 0	STUP_4	H'00	R	SETUP Data 4

63.2.2.31 USB30 TP_Send Data 0 Register (USB3_TPDAT_0)

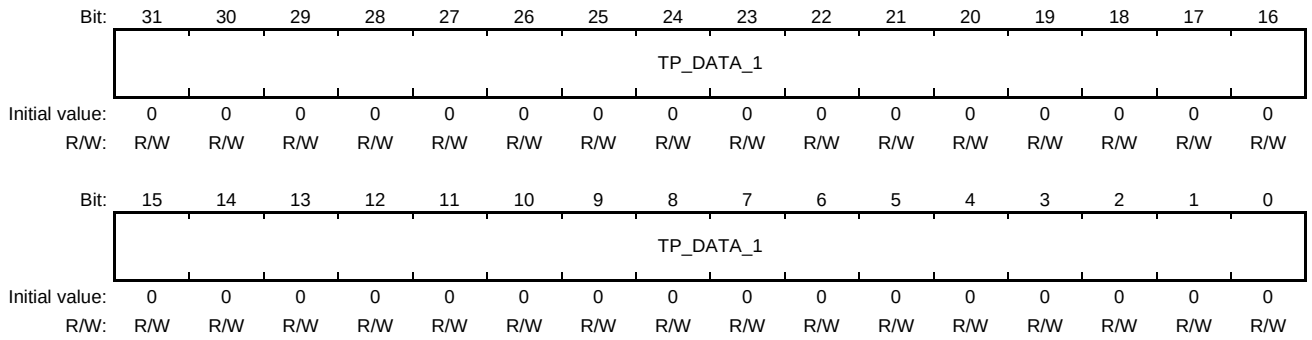
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TP_DATA_0	H'0000_0000	R/W	TP Data DWORD0

63.2.2.32 USB30 TP_Send Data 1 Register (USB3_TPDAT_1)

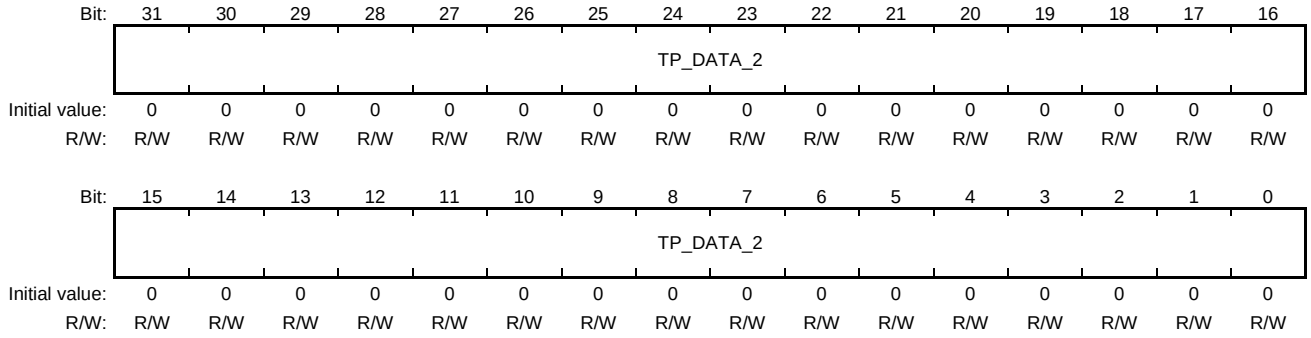
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TP_DATA_1	H'0000_0000	R/W	TP Data DWORD1

63.2.2.33 USB30 TP_Send Data 2 Register (USB3_TPDAT_2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	TP_DATA_2	H'0000_0000	R/W	TP Data DWORD2

63.2.2.34 USB20 LPM Status Register (USB20_LPM_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	BRW	HIRD				LINKST			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved
8	BRW	B’0	R	Indicates value of bRemoteWake field in received LPM. 1: Remote Wakeup enable 0: Remote Wakeup disable Check the value when B2_L1SPND_STA Interrupt occurs. Register value is updated every time LPM is successfully received.
7 to 4	HIRD	B’0000	R	Indicates value of HIRD field in received LPM. Indicates Host Initiated resume signal Drive Period from L1 State. (75us step) B’0000: 50us B’0001: 125us B’0010: 200us … B’1111: 1200us Check the value when B2_L1SPND_STA Interrupt occurs. Register value is updated every time LPM is successfully received.
3 to 0	LINKST	B’0000	R	Indicates value of bLinkState field in received LPM. Indicates Link State (Lx) for LPM Token shall transit to after ACK reply. B’0001: L1 (Sleep) other: Reserved Check the value when B2_L1SPND_STA Interrupt occurs. Register value is updated every time LPM is successfully received.

63.2.2.35 USB30 Vendor Device Test Register (USB30_VND_DEV)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	VND_DTST							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 0	VND_DTST	H'00	R	Indicates value of Vendor Device Test of the received Vendor Device Test LMP. This is updated every time Vendor Device Test LMP is received. Make sure to perform required processes according to the value of this bit when VND_DTST_STA Interrupt occurs.

63.2.2.36 USB30 Vendor Defined Data 0 Register (USB30_VND_DAT_0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VND_DAT_0															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VND_DAT_0															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	VND_DAT_0	All 0	R	Indicates value of Vendor Defined Data (04H-07H) in the received Vendor Device Test LMP. This is updated every time Vendor Device Test LMP is received. Make sure to perform required processes according to the value of this bit when VND_DTST_STA Interrupt occurs.

63.2.2.37 USB30 Vendor Defined Data 1 Register (USB30_VND_DAT_1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	VND_DAT_1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	VND_DAT_1															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	VND_DAT_1	H'0000_0000	R	Indicates value of Vendor Defined Data (08H-0BH) in the received Vendor Device Test LMP. This is updated everytime Vendor Device Test LMP is received. Make sure to perform required processes according to the value of this bit when VND_DTST_STA Interrupt occurs.

63.2.2.38 EPC Version Register (USB_VER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

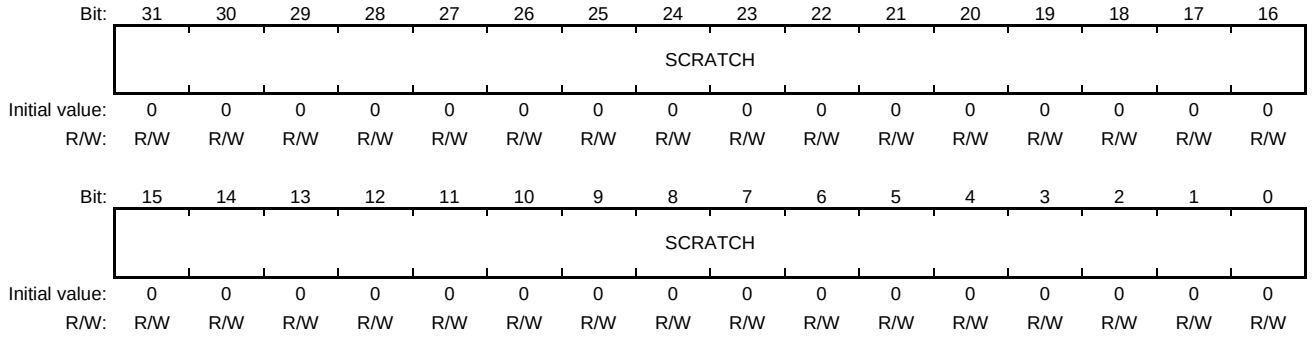
Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	DATAIF_BUF			—	—	—	Renesas Private bit				
Initial value:	0	0	0	0	0	1	0	0	0	0	0	1	1	1	1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MJR_VER								MIN_VER							
Initial value:	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	—	All 0	R	Reserved
26 to 24	DATAIF_BUF	H'4	R	This field shows the number of asynchronous buffers at Data Interface.
23 to 21	—	All 0	R	Reserved
20 to 16	Renesas Private bit	H'1E	R	Renesas Private bit
15 to 8	MJR_VER	H'02	R	Indicates Major Version of EPC.
7 to 0	MIN_VER	H'02	R	Indicates Minor Version of EPC.

63.2.2.39 Scratch Pad Register (USB_SCRATCH)

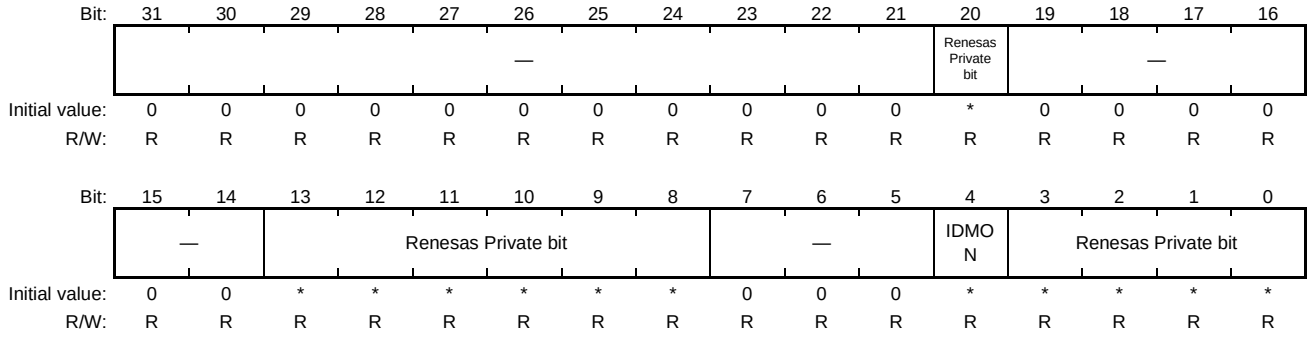
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	SCRATCH	H'0000_0000	R/W	This is a General Purpose Register. The value of this register is stored into Register-RAM

63.2.2.40 USB OTG Status Register (USB_OTG_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 21	—	All 0	R	Reserved
20	Renesas Private bit	*	R	Renesas Private bit
19 to 14	—	All 0	R	Reserved
13 to 8	Renesas Private bit	*	R	Renesas Private bit
7 to 5	—	All 0	R	Reserved
4	IDMON	*	R	Status bit of ID signal.
3 to 0	Renesas Private bit	*	R	Renesas Private bit

Note: * Values for these bits are undefined.

63.2.2.41 USB OTG Interrupt Status Register (USB_OTG_INT_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—							Renesas Private bit	—							Renesas Private bit
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—		Renesas Private bit									IDMON_CHG_STA	Renesas Private bit		—	
Initial value:	0	0	*	*	*	*	*	*	*	*	*	*	*	*	*	*
R/W:	R	R	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	RW1C	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	Renesas Private bit	B'0	R	Renesas Private bit
23 to 17	—	All 0	R	Reserved
16	Renesas Private bit	B'0	R	Renesas Private bit
15 to 14	—	All 0	R	Reserved
13 to 5	Renesas Private bit	*	RW1C	Renesas Private bit This bit can be written only "0". DO NOT write "1".
4	IDMON_CHG_STA	*	RW1C	ID pin Change Status bit. If bit is set 1, ID pin has changed.
3 to 2	Renesas Private bit	*	RW1C	Renesas Private bit This bit can be written only "0". DO NOT write "1".
1 to 0	—	*	R	Reserved

Note: * Values for these bits are undefined.

63.2.2.42 USB OTG Interrupt Enable Register (USB_OTG_INT_ENA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—							Renesas Private bit	—							Renesas Private bit
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—		Renesas Private bit									IDMON_CHG_ENA	Renesas Private bit		Renesas Private bit	Renesas Private bit
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	Renesas Private bit	B’0	R/W	Renesas Private bit This bit can be written only “0”. DO NOT write “1”.
23 to 17	—	All 0	R	Reserved
16	Renesas Private bit	B’0	R/W	Renesas Private bit This bit can be written only “0”. DO NOT write “1”.
15 to 14	—	All 0	R	Reserved
13 to 5	Renesas Private bit	B’0_0000_0000	R/W	Renesas Private bit These bits can be written only “0”. DO NOT write “1”.
4	IDMON_CHG_ENA	B’0	R/W	IDMON_CHG_STA Interrupt is valid.
3 to 2	Renesas Private bit	All 0	R/W	Renesas Private bit These bits can be written only “0”. DO NOT write “1”.
1	Renesas Private bit	B’0	R	Renesas Private bit
0	Renesas Private bit	B’0	R	Renesas Private bit This bit can be written only “0”. DO NOT write “1”.

63.2.2.43 PIPE0 Mode Setting Register (P0_MOD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	P0_DIR	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 7	—	All 0	R	Reserved
6	P0_DIR	B’0	R	This bit sets transfer direction of DATA Stage. Set this bit according to transfer direction after decoding Request Code of the received SETUP Data. 1: IN (Control Read) 0: OUT (Control Write) Response at Data Stage is set by P0_IN_RES/P0_OT_RES.
5 to 0	—	All 0	R	Reserved

63.2.2.44 PIPE0 Control Register (P0_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	P0_ST_RES		P0_OT_RES		—	—	—	—	—	—	P0_IN_RES	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	P0_BYTE_EN		P0_SEND	P0_RES_WEN	—	—	—	—	—	P0_BCLR	P0_CLR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	W	W	W	W	R	R	R	R	R	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 28	—	All 0	R	Reserved
27 to 26	P0_ST_RES	B’00	R/W	This bit controls response for PIPE0 STATUS reception. B’00: Force NRDY/NAK Response B’01: Normal Response [In case of SS] ACK Response for STATUS_TP reception. [In case of HS/FS] When Control Write/NoData, Transmit Null Data for IN Token of Status Stage. When Control Read Respond ACK for OUT Token of Status Stage. B’10: Force STALL Response B’11: Setting prohibited This bit is updated to B’00 automatically upon reception of SETUP.
25 to 24	P0_OT_RES	B’00	R/W	This bit controls response for PIPE0 OUT Data reception. B’00: Force NRDY/NAK Response B’01: Normal Response (Data can be accepted depending on Buffer status) B’10: Force STALL Response B’11: Setting prohibited This bit is updated to B’00 automatically when SETUP Data reception. In case buffer status is “acceptable” in SS, ERDY is transmitted when this bit is changed from B’00 to B’01. Set this bit to B’10 during Data Stage of Control Read Request just in case Transfer Request of different direction generated from the Host.
23 to 18	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
17 to 16	P0_IN_RES	B'00	R/W	This bit controls response for PIPE0 IN Data Transmission Request. B'00: Force NRDY/NAK Response B'01: Normal Response (Data can be transmitted depending on Buffer status) B'10: Force STALL Response B'11: Setting prohibited This bit is updated to B'00 automatically when SETUP Data reception. In case buffer status is "transmittable" in SS, ERDY is transmitted when this bit is changed from B'00 to B'01. Set this bit to B'10 during Data Stage of Control Write Request just in case Transfer Request of different direction generated from the Host.
15 to 11	—	All 0	R	Reserved
10 to 9	P0_BYTE_EN	B'00	W	Specifies number of valid byte of the data written in P0_WRITE Reg. This bit is set at the same time as writing to P0_SEND. B'00: 4 Bytes is valid. B'01: Only 1 Byte is valid. (Only DATA[7:0] is valid.) B'10: Only 2 Byte is valid. (Only DATA[15:0] is valid.) B'11: Only 3 Byte is valid. (Only DATA[23:0] is valid.)
8	P0_SEND	B'0	W	Write 1 in this bit to allow to transmit the data written in P0_WRITE Reg.
7	P0_RES_WEN	B'0	W	Set this bit to 1 when writing to change the value in P0_OT_RES/P0_IN_RES/P0_ST_RES.
6 to 2	—	All 0	R	Reserved
1	P0_BCLR	B'0	W	Write 1 in this bit to clear Buffer Data of PIPE0. Set P0_IN_RES/P0_OT_RES to B'00 (Force NRDY/NAK Reply Mode) prior to clear the Buffer and confirm that P0_ACKSTS = 0 (no data is begin transferred) and stopping write operation to data buffer and then, set this bit. The interrupt status and operation mode are not cleared by setting this bit. This bit keeps indicating 1 until initialization is completed. Make sure not to access other registers until this bit is cleared to 0 after writing 1.
0	P0_CLR	B'0	W	Write 1 in this bit to initialize PIPE0 (clear Sequence Number/DataPID and transmit/receive Buffer). P0_IN_RES/P0_OT_RES is set to B'00 (forced NRDY/NAK response mode) and confirm that P0_ACKSTS = 0 (there is no data during transfer) and stopping writing to the DATA buffer, and then this bit is set before the initialization of PIPE0 is processing. Interrupt Status and Operational mode setting are not cleared by setting a value in this bit. This bit keeps indicating 1 until initialization is completed. Make sure not to access other registers until this bit is cleared to 0 after writing 1.

63.2.2.45 PIPE0 Status Register (P0_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	P0_FLOWSTS	P0_ACKSTS	P0_SNDSTS	P0_BUFSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved
3	P0_FLOWSTS	B’0	R	Indicates FLOW CONTROL State in PIPE0. 1: FLOW CONTROL State 0: Normal state
2	P0_ACKSTS	B’0	R	Indicates existence of Data that is currently being transferred. -In case transfer direction is OUT (P0_DIR = 0): 1 is displayed if there is any reception data that has not received ACK for. -In case transfer direction is IN (P0_DIR = 1): 1 is displayed if there is any transmission data that has not received ACK for.
1	P0_SNDSTS	B’0	R	1 is displayed if there is any Data that has not transmitted in Transmission Buffer (FIFO). This bit is cleared when written data is transmitted and ACK is received for the Data. This is invalid in case transfer direction is OUT (P0_DIR = 0).
0	P0_BUFSTS	B’0	R	Indicates status of P0_READ/P0_WRITE Reg. 1: Read/Write of Data is enabled. 0: Read/Write of Data is disabled. -In case transfer direction is OUT (P0_DIR = 0): 1 is displayed when there is reception Data that can be read from P0_READ Reg. -In case transfer direction is IN (P0_DIR = 1): 1 is displayed when there is transmission Data that can be written to P0_READ Reg.

Note: Shall not access to those bits during Read/Write process until completion of transferring one packet size through Pn_READ/Pn_WRITE. Contact to Renesas for more detail.

63.2.2.46 PIPE0 Interrupt Status Register (P0_INT_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	P0_STSED_STA	P0_STSST_STA	P0_SETUP_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	RW1C	RW1C	RW1C

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	P0_RCVNL_STA	P0_ERDY_STA	P0_FLOW_STA	—	—	—	P0_STALL_STA	P0_NRDY_STA	P0_BFRDY_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	RW1C	RW1C	RW1C	R	R	R	RW1C	RW1C	RW1C

Bit	Bit Name	Initial Value	R/W	Description
31 to 19	—	All 0	R	Reserved
18	P0_STSED_STA	B'0	RW1C	This bit is set to 1 when STATUS Stage is completed successfully.
17	P0_STSST_STA	B'0	RW1C	This bit is set to 1 upon start of STATUS Stage.
16	P0_SETUP_STA	B'0	RW1C	This bit is set to 1 when valid SETUP Data is received. Make sure to start processing a request after clearing this bit.
15 to 9	—	All 0	R	Reserved
8	P0_RCVNL_STA	B'0	RW1C	This bit is set to 1 when Null Data that was received in PIPE0 is readable. Null Data is automatically discarded when P0 Length Register is read.
7	P0_ERDY_STA	B'0	RW1C	This bit is set to 1 when transmission condition of ERDY for PIPE0 is met. This is invalid in case of HS/FS. In case P0_IN_RES/P0_OT_RES/P0_ST_RES is set to any except Forced NRDY/NAK Response (B'00), ERDY is transmitted to Host.
6	P0_FLOW_STA	B'0	RW1C	This bit is set to 1 when PIPE0 is transited to Flow Control State. This is invalid in case of HS/FS. -In case transfer direction is IN (P0_DIR = 1): This bit is set to 1 upon transmission of NRDY_TP. -In case transfer direction is OUT (P0_DIR = 0): This bit is set to 1 upon transmission of NRDY_TP or transmission of ACK_TP with NumP = 0.
5 to 3	—	All 0	R	Reserved
2	P0_STALL_STA	B'0	RW1C	This bit is set to 1 when STALL is transmitted in response to requests of IN/OUT/STATUS to PIPE0.
1	P0_NRDY_STA	B'0	RW1C	This bit is set to 1 when NRDY/NAK is transmitted in response to requests of IN/OUT/STATUS to PIPE0.

Bit	Bit Name	Initial Value	R/W	Description
0	P0_BFRDY_STA	B'0	RW1C	In case transfer direction is IN (P0_DIR = 1): This bit is set to 1 when the next data can be written in P0_WRITE Reg. This bit is not set for interruption before writing at the first packet when the buffer is empty, where is like Reset. -In case transfer direction is OUT (P0_DIR = 0): This bit is set to 1 when the next data can be read from 0_READ Reg.

63.2.2.47 PIPE0 Interrupt Enable Register (P0_INT_ENA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	P0_STSED_ENA	P0_STSST_ENA	P0_SETUP_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	P0_RCVNL_ENA	P0_ERDY_ENA	P0_FLOW_ENA	—	—	—	P0_STALL_ENA	P0_NRDY_ENA	P0_BFRDY_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 19	—	All 0	R	Reserved
18	P0_STSED_ENA	B’0	R/W	1: P0_STSED_STAInterrupt Valid
17	P0_STSST_ENA	B’0	R/W	1: P0_STSST_STAInterrupt Valid
16	P0_SETUP_ENA	B’0	R/W	1: P0_SETUP_STAInterrupt Valid
15 to 9	—	All 0	R	Reserved
8	P0_RCVNL_ENA	B’0	R/W	1: P0_RCVNL_STAInterrupt Valid
7	P0_ERDY_ENA	B’0	R/W	1: P0_ERDY_STAInterrupt Valid
6	P0_FLOW_ENA	B’0	R/W	1: P0_FLOW_STAInterrupt Valid
5 to 3	—	All 0	R	Reserved
2	P0_STALL_ENA	B’0	R/W	1: P0_STALL_STAInterrupt Valid
1	P0_NRDY_ENA	B’0	R/W	1: P0_NRDY_STAInterrupt Valid
0	P0_BFRDY_ENA	B’0	R/W	1: P0_BFRDY_STAInterrupt Valid

63.2.2.48 UTMI Plus Vendor Control Interface Set Register (VENDOR_CON_SET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	VWDATA							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	VCONTROL				—	—	—	VCWEN
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 24	—	All 0	R	Reserved
23 to 16	VWDATA	H'00	R/W	Signal for Vendor Write Data. It is write data signal to Vendor Control Register Write field.
15 to 8	—	All 0	R	Reserved
7 to 4	VCONTROL	H'0	R/W	Signal for Vendor Control. It is able to select Vendor Control Register that user wants to use.
3 to 1	—	All 0	R	Reserved
0	VCWEN	B'0	W	Signal for enabling write VWDATA for Vendor Control Address. If this bit is set to 1, it is enabled to write the value of VWDATA for Vendor Control Address.

63.2.2.49 UTMI Plus Vendor Control Interface Status Register (VENDOR_CON_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	VCONTROL							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 0	VSTATUS	H'00	R	Signal for Vendor Status. It is read data signal from Vendor Control Register Read field.

63.2.2.50 PIPE0 Length Register (P0_LNG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	P0_LENGTH									
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved
9 to 0	P0_LENGTH	B'00_0000_0000	R	This field shows the number of bytes in received packet which is currently read from P0_READ register. The value is decremented every time P0_READ register is read. Since P0_READ register allows only 32-bit access, the value is decremented by 4. Since P0_READ register is controlled in a unit of a packet, the length of received packet is shown in this register when the first 4 bytes of it are shown in P0_READ register and have not been read yet. This register is valid only for OUT direction.

Note: Once the access to one of P0_READ, Pn_READ, P0_WRITE and Pn_WRITE registers is started in order to read or write a packet, it is prohibited to access to other Px_yyy register before whole of a packet has been read or written with the register which is currently used. The access to these registers is controlled in the unit of packet, so the targeted register can be changed at the point that the read or write of the current packet has been completed and the access for the next packet is not started yet. See section 63.9.2 for details.

63.2.2.51 PIPE0 Read Register (P0_READ)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

If there is no data in buffer, H'0000_0000 is returned. Only 32-bit access is allowed to this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	P0_RDATA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	P0_RDATA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	P0_RDATA	H'0000_0000	R	Read data from PIPE0. This register is controlled in a unit of a packet and can't be read across the packet. That is, this register is updated in a unit of a packet. The current packet is never concatenated with the next packet even when the length of the current packet is not multiples of 4 and the last word of it is less than 4 bytes. In that case, the first 4 bytes of the next packet are shown in this register after the last word of the previous packet has been read. If the length of the current packet is not multiples of 4 and the last word of it is less than 4 bytes, the last word has one or more invalid bytes. In order to know how many valid bytes the last word has, see P0_LENGTH[7:0] before the read of the packet and calculate from it. The valid bytes are aligned from P0_RDATA[7:0]. This register is valid only for OUT direction.

Note: Once the access to one of P0_READ, Pn_READ, P0_WRITE and Pn_WRITE registers is started in order to read or write a packet, it is prohibited to access to other Px_yyy register before whole of a packet has been read or written with the register which is currently used. The access to these registers is controlled in the unit of packet, so the targeted register can be changed at the point that the read or write of the current packet has been completed and the access for the next packet is not started yet. See section 63.9.2 for details.

63.2.2.52 PIPE0 Write Register (P0_WRITE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	P0_WDATA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	P0_WDATA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W	W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	P0_WDATA	H'0000_0000	W	Write data to PIPE0. This register is controlled in a unit of a packet and can't be written across the packet. That is, it is not allowed to concatenate the current packet with the next packet to write them to this register even when the length of the current packet is not multiples of 4 and the last word of it is less than 4 bytes. In that case, the next packet can be written to this register after the write of the previous packet has been completed and it has been transmitted. This register is valid only for IN direction.

Note: Once the access to one of P0_READ, Pn_READ, P0_WRITE and Pn_WRITE registers is started in order to read or write a packet, it is prohibited to access to other Px_yyy register before whole of a packet has been read or written with the register which is currently used. The access to these registers is controlled in the unit of packet, so the targeted register can be changed at the point that the read or write of the current packet has been completed and the access for the next packet is not started yet. See section 63.9.2 for details.

63.2.2.53 DRD Power Control Register (DRD_PW_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Renesas Private bit
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved
0	Renesas Private bit	B'0	R/W	Renesas Private bit This bit can be written only "0". DO NOT write "1".

63.2.2.54 PIPE Common Setting Register (PIPE_COM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	PIPE_NUM				
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved
16	—	B’0	R/W	The initial value of this bit is 0. This bit can be read and written but it is not allowed to change the value of this bit. Only 0 is allowed as the value to be written.
15 to 5	—	All 0	R	Reserved
4 to 0	PIPE_NUM	B’0_0000	R/W	Set the index of the target PIPE 5’d0: Invalid 5’d1-5’d5: Index of PIPE

Note: Once the access to one of P0_READ, Pn_READ, P0_WRITE and Pn_WRITE registers is started in order to read or write a packet, it is prohibited to access to other Px_yyy register before whole of a packet has been read or written with the register which is currently used. The access to these registers is controlled in the unit of packet, so the targeted register can be changed at the point that the read or write of the current packet has been completed and the access for the next packet is not started yet. See section 63.9.2 for details.

63.2.2.55 PIPEn Mode Setting Register (Pn_MOD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	Pn_ERDY_CON		—	—	—	—	—	—	Pn_BOT	Pn_STREAM
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	Pn_DIR	Pn_TYPE		Pn_EPNUM			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	All 0	R	Reserved
25 to 24	Pn_ERDY_CON	B’00	R/W	This field specifies the condition to resume the transfer for PIPE. In case the device works in SS, the controller requests the exit from U1 or U2 if it is in the low power state or transmits ERDY if it is in the flow-control state, when the condition below is satisfied. In case the device works in HS or FS and the direction of transfer is IN (Pn_MOD.Pn_DIR==1), the controller requests the exit from L1 if it is in the low power state when the condition below is satisfied. The condition is as follows. In case the direction of transfer is OUT (Pn_MOD.Pn_DIR==0): the device is in the flow-control state and the buffer of PIPEn has available space equivalent to the value in this field or more. In case the direction of transfer is IN (Pn_MOD.Pn_DIR==1): the device is in the flow-control state or L1 and the buffer of PIPEn has packets equivalent to the value in this field or more. the device is in the flow-control state or L1 and the buffer of PIPEn has the last packet of the transfer. Note that the controller requires clock from USB3.0-PHY when it requests the exit from U1 or U2 and clock from USB2.0-PHY when it requests the exit from L1. If not, the controller doesn’t request the exit from the states. [Setting Value] B’00: 1 Block (Packet) B’01: 2 Blocks (Packets) B’10: 4 Blocks (Packets) B’11: 8 Blocks (Packets)
23 to 18	—	All 0	R	Reserved
17	Pn_BOT	B’0	R/W	This bit specifies whether Bulk Only Transfer (BOT) mode is used or not. 1: BOT mode 0: Normal mode In case this bit is set to 1, Pn_INT_STA.Pn_CBW_STA is enabled.

Bit	Bit Name	Initial Value	R/W	Description
16	Pn_STREAM	B’0	R/W	This bit is specified whether Stream bulk protocol is used or not. 1: Stream bulk mode 0: Normal mode This bit can be used only for bulk PIPE. (Pn_TYPE[1:0]== B’10)
15 to 7	—	All 0	R	Reserved
6	Pn_DIR	B’0	R/W	This bit specifies the direction of transfer. 0: OUT 1: IN
5 to 4	Pn_TYPE	B’00	R/W	This field specifies the type of transfer of PIPEn. B’00: Reserved (This setting is prohibited) B’01: Isochronous (This setting is prohibited) B’10: Bulk B’11: Interrupt
3 to 0	Pn_EPNUM	H’0	R/W	This field specifies the index of endpoint of PIPEn.

63.2.2.56 PIPEn RAM Mapping Register (Pn_RAMMAP)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Pn_RAMAREA			—	—	Pn_MPKT										
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Pn_RAMIF		Pn_BASEAD													
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 29	Pn_RAMAREA	B’000	R/W	This field specifies the area in SRAM for PIPEn. The area of SRAM attached to the interface specified in Pn_RAMIF[1:0] is given to PIPEn. The area is calculated as 1 Kbytes × 2^ (Pn_RAMAREA[2:0]). 1 Block requires 1 Kbytes regardless of the max packet size in Pn_MPKT[10:0]. Pn_RAMAREA[2:0] the area given to PIPEn B’000 1 Kbytes (1 Block) B’001 2 Kbytes (2 Blocks) B’010 4 Kbytes (4 Blocks) B’011 8 Kbytes (8 Blocks) B’100 16 Kbytes (16 Blocks) B’101- B’111 Setting prohibited
28 to 27	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
26 to 16	Pn_MPKT	B'000_0000_0000	R/W	This field specifies the max packet size of PIPEn. Select the value set to this field from among 8, 16, 32, 64, 512 and 1024. PIPE0 or bulk PIPE are defined to have the max packet size from among them in all speed mode. But interrupt PIPE may have the max packet size which doesn't equal to any of them. In that case, select the value which is more than the max packet size and proximate one, and set it to this field. The controller controls buffer in the unit of the values above.
15 to 14	Pn_RAMIF	B'00	R/W	This field specifies the index of SRAM interface connected to SRAM allocated to PIPEn.
13 to 0	Pn_BASEAD	B'00_0000_0000_0000	R/W	This field specifies the base address in SRAM allocated to PIPEn. Sets Base Address of 64 bit buffer RAM for EPC to be allocated to PIPEn. The address for 64 bit word is used. (ex: If 4K bytes from the start of RAM is assigned to PIPE1 and the area from the boundary is assigned to PIPE2, set H'200 to this field for PIPE2.) This field can be modified when Pn_CON.Pn_EN==0. Since the area is assigned in the unit of 1K bytes, the lower 7 bits of this field is read only and fixed to 0.

63.2.2.57 PIPEn Control Register (Pn_CON)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Pn_EN	Pn_DATAIF_EN	—	—	—	—	—	Pn_SEND	—	—	—	—	—	—	Pn_RES	
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R	R	R	R	R	W	R	R	R	R	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	Pn_LAST	Pn_BYTE_EN		Pn_SEND	Pn_RES_WEN	—	—	—	—	—	Pn_BCLR	Pn_CLR
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	W	W	W	W	W	R	R	R	R	R	W	W

Bit	Bit Name	Initial Value	R/W	Description
31	Pn_EN	B’0	R/W	This bit enables or disables PIPEn. The setting in this bit is valid when USB_COM_CON.CONF==1. In case this bit is disabled, make sure that no data transfer is executed to PIPEn. In case this bit is enabled, make sure that the initialization of PIPEn has been done. 1: PIPEn Enabled 0: PIPEn disabled (PIPEn gives no response for any access.)
30	Pn_DATAIF_EN	B’0	R/W	This bit enables or disables Data Interface of the controller for PIPEn. As the controller also uses Data Interface of the controller, Data Interface should be enabled in the configuration with AXI-IF. 1: Data Interface is enabled 0: Data Interface is disabled Note that this bit is reset to 0 every time CBW is received with Bulk Only Transfer (BOT) mode. (Pn_MOD.Pn_BOT==1). If data transfer is requested in CBW, it is required to set this bit to 1 again before the data transfer.
29 to 25	—	All 0	R	Reserved
24	Pn_SEND	B’0	W	When 1 is written to this bit, the controller requests the exit from U1, U2 or L1 if it is in the states, or it transmits ERDY with no condition if it is not in the states. Since the controller automatically sends ERDY when it wants to resume the transfer, it is not required to use this bit basically. If there is any case ERDY is required to be sent intentionally, this bit is available for that case. This bit is write only and the value read from this bit is always 0.
23 to 18	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
17 to 16	Pn_RES	B'00	R/W	In case of the direction of transfer is OUT (Pn_MOD.Pn_DIR==0), this field specifies the response of PIPEn for the reception of OUT data. B'00: Forced NRDY/NAK Response B'01: Normal Response (Data can be accepted depending on the buffer status) B'10: Forced STALL Response B'11: Setting prohibited ERDY is transmitted when the value of this bit is changed from B'00 to B'01 if the device works in SS and the buffer has available space for PIPEn. In case of Stream bulk OUT (Pn_MOD.Pn_STREAM==1), this bit is automatically changed to B'00 (Forced NRDY/NAK response) when DP(PRIME) or DP(NoStream) is received. In case of the direction of transfer is IN (Pn_MOD.Pn_DIR==1), this field specifies the response of PIPEn for the transmission of IN data. B'00: Forced NRDY/NAK Response B'01: Normal Response (Data can be transmitted depending on the buffer status) B'10: Forced STALL Response B'11: Setting prohibited ERDY is transmitted when the value of this bit is changed from B'00 to B'01 if the device works in SS and the buffer has data to be transmitted from PIPEn. In case of Stream bulk OUT (Pn_MOD.Pn_STREAM==1), this bit is automatically changed to B'00 (Forced NRDY/NAK response) when ACK (PRIME) is received. Note that Pn_RES_WEN is set to 1 at the same timing this field is modified.
15 to 12	—	All 0	R	Reserved
11	Pn_LAST	B'0	W	This bit indicates whether the packet written through Pn_WRITE register is the last one of the transfer (of the Stream ID). This bit is set at the same timing Pn_SEND is set in order to transmit the packet written through Pn_WRITE register. In case that the packet is the last one, set this bit and Pn_SEND in one word access. 1: The last packet 0: Not the last packet Pn_INT_STA.Pn_LSTTR_STA is asserted when the packet with this bit set has been sent and has been acknowledged by host. This bit is write only and the value read from this bit is always 0.
10 to 9	Pn_BYTE_EN	B'00	W	This bit specifies the number of valid bit in the last word that was written through Pn_WRITE register. This bit is set the same time as writing a value in Pn_SEND. 00: 4 bytes are valid. 01: Only 1 byte is valid. (Only DATA[7:0] is valid.) 10: Only 2 bytes are valid. (Only DATA[15:0] is valid.) 11: Only 3 bytes are valid. (Only DATA[23:0] is valid.) This field is write only and the value read from this field is always 0.

Bit	Bit Name	Initial Value	R/W	Description
8	Pn_SEND	B'0	W	Write 1 to this bit in order to transmit the packet written to Pn_WRITE register. This bit is write only and the value read from this bit is always 0.
7	Pn_RES_WEN	B'0	W	Write 1 to this bit when changing Pn_RES[1:0]. This bit is write only and the value read from this bit is always 0.
6 to 2	—	All 0	R	Reserved
1	Pn_BCLR	B'0	W	Write 1 to this bit in order to clear buffer of PIPEn. Set Pn_RES[1:0] to B'00 (forced NRDY/NAK response mode) and make sure Pn_ACKSTS==0 (no data is being transferred) and stop the access to buffer before initializing the buffer with this bit. In case of Stream bulk protocol (Pn_MOD.Pn_STREAM==1), Pn STREAM register is also initialized when this bit is used. This bit shows 1 until the initialization is completed. It is not allowed to access other registers until this bit is cleared to 0 after writing 1 to this bit.
0	Pn_CLR	B'0	W	Write 1 to this bit in order to initialize PIPEn (clearing sequence number, data PID and buffer). Set Pn_RES[1:0] to B'00 (forced NRDY/NAK response mode) and make sure Pn_ACKSTS==0 (no date is being transferred) and stop the access to the buffer of PIPEn before PIPEn is initialized. This bit shows 1 until the initialization is completed. It is not allowed access other registers until this bit is cleared to 0 after writing 1 to this bit.

63.2.2.58 PIPEn Status Register (Pn_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	Pn_FLOWSTS	Pn_ACKSTS	Pn_SNDSTS	Pn_BUFSTS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 4	—	All 0	R	Reserved
3	Pn_FLOWSTS	B'0	R	This bit shows the flow control state of PIPEn. 1: flow control state 0: normal state
2	Pn_ACKSTS	B'0	R	This bit shows whether PIPEn has data that is currently being transferred or not. In case that the direction of transfer is OUT (Pn_MOD.Pn_DIR = 0), this bit shows 1 if PIPEn has data which has been received but ACK for it has not been transmitted yet. In case that the direction of transfer is IN (Pn_MOD.Pn_DIR==1), this bit shows 1 if PIPEn has data which has already been transmitted but has not received ACK for it yet.
1	Pn_SNDSTS	B'0	R	This bit shows 1 if PIPEn has data which has not been transmitted yet. This bit is reset to 0 when all of written data have been transmitted and ACKs for them have been received. This bit is invalid for the case that the direction of transfer is OUT (Pn_MOD.Pn_DIR==0).
0	Pn_BUFSTS	B'0	R	This bit shows the buffer status of PIPEn. 0: The buffer can't accept data for write, or it has no packet for read. 1: the buffer can accept data for write, or it has one or more packets for read. In case that the direction of transfer is OUT (Pn_MOD.Pn_DIR==0), this bit shows 1 if it has one or more received packets in the buffer. In case that the direction of transfer is IN (Pn_MOD.Pn_DIR==1), this bit shows 1 if data to be transmitted can be written to the buffer.

Note: Once the access to one of P0_READ, Pn_READ, P0_WRITE and Pn_WRITE registers is started in order to read or write a packet, it is prohibited to access to other Px_yyy register before whole of a packet has been read or written with the register which is currently used. The access to these registers is controlled in the unit of packet, so the targeted register can be changed at the point that the read or write of the current packet has been completed and the access for the next packet is not started yet. See section 63.9.2 for details.

63.2.2.59 PIPEn Interrupt Status Register (Pn_INT_STA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	Pn_CBW_STA	—	—	—	Pn_STERR_STA	Pn_STRMX_STA	Pn_CSTRM_STA	Pn_NSTRM_STA	Pn_PRIME_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	RW1C	R	R	R	RW1C	RW1C	RW1C	RW1C	RW1C

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	Pn_RCVNL_STA	Pn_ERDY_STA	Pn_FLOW_STA	—	Pn_LSTTR_STA	—	Pn_STALL_STA	Pn_NRDY_STA	Pn_BFRDY_STA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	RW1C	RW1C	RW1C	R	RW1C	R	RW1C	RW1C	RW1C

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	Pn_CBW_STA	B'0	RW1C	This bit is valid only when Bulk Only Transfer is supported (Pn_MOD.Pn_BOT = 1) and the direction of transfer is OUT (Pn_MOD.Pn_DIR = 0). This bit is set to1 when CBW is received to PIPEn and the data can be read from Pn_READ register. CBW is defined by following conditions. — The length of the packet is 31 bytes. — The first 4 bytes of the packet (dCBWSignature) equals to 43425355h.
23 to 21	—	All 0	R	Reserved
20	Pn_STERR_STA	B'0	RW1C	This bit is set to 1 when Stream bulk protocol error occurs in PIPEn. See USB3.0 specification for detail of error in Stream bulk protocol. This bit is invalid in case of HS and FS.
19	Pn_STRMX_STA	B'0	RW1C	This bit is set to 1 when Stream ID of the packet received at PIPEn from host doesn't equal to the value in Pn_STREAM.Pn_STREAM_C (except for PRIME and NoStream). See Pn_NRDYSTRM register to know the Stream ID of received packet which has been rejected. This bit is invalid in case of HS and FS.
18	Pn_CSTRM_STA	B'0	RW1C	This bit might be changed and an interrupt due to it might be generated if not masked. Make sure not to set bit18 in Pn_INT_ENA register in order to disable the interrupt due to this bit.

Bit	Bit Name	Initial Value	R/W	Description
17	Pn_NSTRM_STA	B'0	RW1C	This bit indicates that NoStream is designated as Stream ID for PIPEn and is valid only in case Stream bulk protocol is used. (Pn_MOD.Pn_STREAM = 1). In case the direction of transfer is IN (Pn_MOD.Pn_DIR = 1), this bit is set when ACK(NoStream) is received. Pn_CON.Pn_RES[1:0] is automatically set to NRDY response (=B'00) in that case. In case of the direction of transfer is OUT (Pn_MOD.Pn_DIR = 0), this bit is set when DP(NoStream) is received. Pn_CON.Pn_ERS[1:0] is automatically set to NRDY response (=B'00) in that case. This bit is invalid in case of HS/FS.
16	Pn_PRIME_STA	B'0	RW1C	This bit indicates that PRIME is designated as Stream ID for PIPEn and is valid only in case Stream bulk protocol is used. (Pn_MOD.Pn_STREAM = 1). In case the direction of transfer is IN (Pn_MOD.Pn_DIR = 1), this bit is set when ACK(PRIME) is received. Pn_CON.Pn_RES[1:0] is automatically set to NRDY response (=B'00) in that case. In case of the direction of transfer is OUT (Pn_MOD.Pn_DIR = 0), this bit is set when DP(PRIME) is received. Pn_CON.Pn_ERS[1:0] is automatically set to NRDY response (=B'00) in that case. This bit is invalid in case of HS/FS.
15 to 9	—	All 0	R	Reserved
8	Pn_RCVNL_STA	B'0	RW1C	This bit indicates that zero length packet has been received at PIPEn and becomes ready to be read. The zero length packet received is automatically discarded when Pn_LNG register is read for it. Therefore, this bit is asserted when Pn_LNG register shows 0 for the zero length packet received. When this bit is asserted, it is required to read Pn_LNG register as the read action for the zero length packet. If Pn_LNG register shows 0, it means the zero length packet has been read.
7	Pn_ERDY_STA	B'0	RW1C	This bit indicates that the condition to transmit ERDY from PIPEn is satisfied. If Pn_CON.Pn_RES[1:0] has the value other than NRDY response and this bit is asserted, ERDY is transmitted to host. For Stream bulk protocol, Pn_CON.Pn_RES[1:0] should be set to normal response (=B'01) so that ERDY is transmitted to specify Stream ID. This bit is invalid in case of HS and FS.
6	Pn_FLOW_STA	B'0	RW1C	This bit indicates that PIPEn enters the flow control state. In case the direction of transfer is IN (Pn_MOD.Pn_DIR = 1), this bit is set to 1 when PIPEn sends NRDY or DP with EOB = 1. In case the direction of transfer is OUT (Pn_MOD.Pn_DIR = 0), this bit is set to 1 when PIPEn sends NRDY or ACK with NumP = 0. This bit is also set to 1 when PIPEn receives the deferred packet. This bit is invalid in case HS and FS.
5	—	B'0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
4	Pn_LSTTR_STA	B'0	RW1C	This bit indicates that PIPEn has transmitted or received the last packet of the transfer. In case the direction of transfer is IN (Pn_MOD.Pn_DIR = 1), this bit is set to 1 when PIPEn has transmitted the packet for which Pn_CON.Pn_LAST is set. In case the direction of transfer is OUT (Pn_MOD.Pn_DIR = 0), this bit is set to 1 when PIPEn has received the short packet or the packet with PP = 0.
3	—	B'0	R	Reserved
2	Pn_STALL_STA	B'0	RW1C	This bit is set to 1 when STALL has been transmitted from PIPEn.
1	Pn_NRDY_STA	B'0	RW1C	This bit is set to 1 when NRDY or NAK has been transmitted from PIPEn.
0	Pn_BFRDY_STA	B'0	RW1C	This bit indicates the buffer status of PIPEn. In case the direction of transfer is IN (Pn_MOD.Pn_DIR = 1), this bit is set to 1 when the buffer of PIPEn is ready to accept the next IN data. This bit is not asserted for the wirte of first packet after the controller is initialized by reset (hardware reset, USB_COM_CON.PIPE_CLR, Pn_CON.Pn_BCLR and Pn_CON.Pn_CLR). After reset, the first packet can be written immediately although this bit is not asserted. In case the direction of transfer is OUT (Pn_MOD.Pn_DIR = 0), this bit is set to 1 when the next packet in the buffer of PIPEn is ready to be read.

63.2.2.60 PIPEn Interrupt Enable Register (Pn_INT_ENA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	Pn_CBW_ENA	—	—	—	Pn_STERR_ENA	Pn_STRMX_ENA	Pn_CSTRM_ENA	Pn_NSTRM_ENA	Pn_PRIME_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	Pn_RCVNL_ENA	Pn_ERDY_ENA	Pn_FLOW_ENA	—	Pn_LSTTR_ENA	—	Pn_STALL_ENA	Pn_NRDY_ENA	Pn_BFRDY_ENA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 25	—	All 0	R	Reserved
24	Pn_CBW_ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_CBW_STA. 1: an interrupt due to Pn_INT_STA.Pn_CBW_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_CBW_STA is disabled.
23 to 21	—	All 0	R	Reserved
20	Pn_STERR_ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_STERR_STA. 1: an interrupt due to Pn_INT_STA.Pn_STERR_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_STERR_STA is disabled.
19	Pn_STRMX_ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_STRMX_STA. 1: an interrupt due to Pn_INT_STA.Pn_STRMX_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_STRMX_STA is disabled.
18	Pn_CSTRM_ENA	B'0	R/W	The initial value of this bit is 0. This bit can be read and written but it is not allowed to change the value of this bit. Only 0 is allowed as the value to be written.
17	Pn_NSTRM_ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_NSTRM_STA. 1: an interrupt due to Pn_INT_STA.Pn_NSTRM_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_NSTRM_STA is disabled.
16	Pn_PRIME_ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_PRIME_STA. 1: an interrupt due to Pn_INT_STA.Pn_PRIME_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_PRIME_STA is disabled.
15 to 9	—	All 0	R	Reserved
8	Pn_RCVNL_ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_RCVNL_STA. 1: an interrupt due to Pn_INT_STA.Pn_RCVNL_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_RCVNL_STA is disabled.
7	Pn_ERDY_ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_ERDY_STA. 1: an interrupt due to Pn_INT_STA.Pn_ERDY_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_ERDY_STA is disabled.

Bit	Bit Name	Initial Value	R/W	Description
6	Pn_FLOW_ ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_FLOW_STA. 1: an interrupt due to Pn_INT_STA.Pn_FLOW_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_FLOW_STA is disabled.
5	—	B'0	R	Reserved
4	Pn_LSTTR_ ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_LSTTR_STA. 1: an interrupt due to Pn_INT_STA.Pn_LSTTR_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_LSTTR_STA is disabled.
3	—	B'0	R	Reserved
2	Pn_STALL_ ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_STALL_STA. 1: an interrupt due to Pn_INT_STA.Pn_STALL_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_STALL_STA is disabled.
1	Pn_NRDY_ ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_NRDY_STA. 1: an interrupt due to Pn_INT_STA.Pn_NRDY_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_NRDY_STA is disabled.
0	Pn_BFRDY_ ENA	B'0	R/W	This bit is used to enable the interrupt due to Pn_INT_STA.Pn_BFRDY_STA. 1: an interrupt due to Pn_INT_STA.Pn_BFRDY_STA is enabled. 0: an interrupt due to Pn_INT_STA.Pn_BFRDY_STA is disabled.

63.2.2.61 PIPEn Reserved Packet Register (Pn_RSVPKT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	Pn_RSVPKT					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 5	—	All 0	R	Reserved
4 to 0	Pn_RSVPKT	B’00_0000	R	This field shows the number of packets those are not transmitted yet in the buffer of PIPEn. (n is 0-16) This field is valid only for IN PIPE.

63.2.2.62 PIPEn Length Register (Pn_LNG)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Pn_LENGTH															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	Pn_LENGTH	H'0000	R	This field shows the number of bytes in received packet which is currently read from Pn_READ register. The value is decremented every time Pn_READ register is read. Since Pn_READ register allows only 32-bit access, the value is decremented by 4. Since Pn_READ register is controlled in a unit of a packet, the length of received packet is shown in this register when the first 4 bytes of it are shown in Pn_READ register and have not been read yet. This field is valid only for OUT PIPE.

Note: Once the access to one of P0_READ, Pn_READ, P0_WRITE and Pn_WRITE registers is started in order to read or write a packet, it is prohibited to access to other Px_yyy register before whole of a packet has been read or written with the register which is currently used. The access to these registers is controlled in the unit of packet, so the targeted register can be changed at the point that the read or write of the current packet has been completed and the access for the next packet is not started yet. See section 63.9.2 for details.

63.2.2.63 PIPEn Read Register (Pn_READ)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

If there is no data in buffer, H'0000_0000 is returned. Only 32-bit access is allowed to this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	Pn_RDATA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

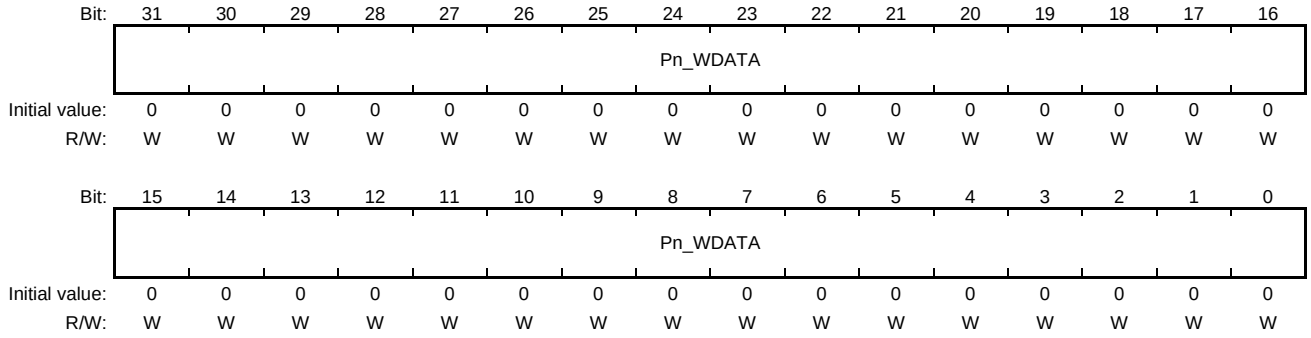
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Pn_RDATA															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Pn_RDATA	H'0000_0000	R	Read data from PIPEn. This register is controlled in a unit of a packet and can't be read across the packet. That is, this register is updated in a unit of a packet. The current packet is never concatenated with the next packet even when the length of the current packet is not multiples of 4 and the last word of it is less than 4 bytes. In that case, the first 4 bytes of the next packet are shown in this register after the last word of the previous packet has been read. If the length of the current packet is not multiples of 4 and the last word of it is less than 4 bytes, the last word has one or more invalid bytes. In order to know how many valid bytes the last word has, see Pn_LENGTH[7:0] before the read of the packet and calculate from it. The valid bytes are aligned from Pn_RDATA[7:0]. This register is valid only for OUT PIPE.

Note: Once the access to one of P0_READ, Pn_READ, P0_WRITE and Pn_WRITE registers is started in order to read or write a packet, it is prohibited to access to other Px_yyy register before whole of a packet has been read or written with the register which is currently used. The access to these registers is controlled in the unit of packet, so the targeted register can be changed at the point that the read or write of the current packet has been completed and the access for the next packet is not started yet. See section 63.9.2 for details.

63.2.2.64 PIPEn Write Register (Pn_WRITE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

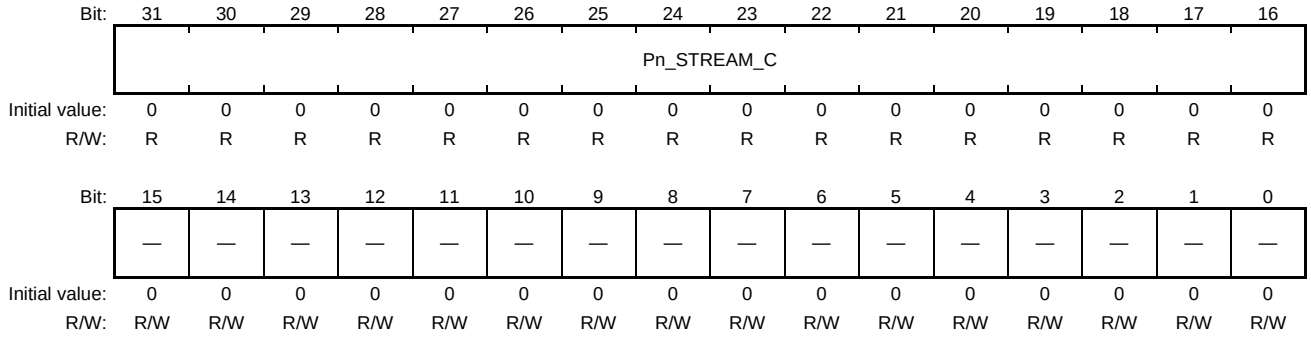


Bit	Bit Name	Initial Value	R/W	Description
31 to 0	Pn_WDATA	H'0000_0000	W	Write data to PIPEn. This register is controlled in a unit of a packet and can't be written across the packet. That is, it is not allowed to concatenate the current packet with the next packet to write them to this register even when the length of the current packet is not multiples of 4 and the last word of it is less than 4 bytes. In that case, the next packet can be written to this register after the write of the previous packet has been completed and it has been transmitted. This register is valid only for IN PIPE.

Note: Once the access to one of P0_READ, Pn_READ, P0_WRITE and Pn_WRITE registers is started in order to read or write a packet, it is prohibited to access to other Px_yyy register before whole of a packet has been read or written with the register which is currently used. The access to these registers is controlled in the unit of packet, so the targeted register can be changed at the point that the read or write of the current packet has been completed and the access for the next packet is not started yet. See section 63.9.2 for details.

63.2.2.65 PIPEn Stream ID Register (Pn_STREAM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√



Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Pn_STREAM_C	H'0000	R	This field indicates the Stream ID that is currently valid. This field is invalid in case of HS/FS. This field is valid only in case that the type of transfer is bulk (Pn_TYPE = B'10) and Stream ID is supported (Pn_MOD.Pn_STREAM = 1) for PIPEn. When this field shows H'0000, it means that Stream ID is not set yet. This field is reset when Pn_CON.Pn_BCLR is set.
15 to 0	—	All 0	R/W	The initial value of this field is 0. This field can be read and written but it is not allowed to change the value of this field. Only 0 is allowed as the value to be written.

63.2.2.66 PIPEn NRDY Stream ID Register (Pn_NRDYSTRM)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	Pn_NRDYSTRM															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	Pn_NRDYSTRM	H'0000	R/W	This field indicates Stream ID that was requested from host but responded with NRDY at PIPEn. Peripheral portion responds with NRDY for the Stream ID which doesn't equal to the current Stream ID in Pn_STREAM register. This register is used to know what Stream ID is requested by host and rejected. This field is not updated in case that NRDY is returned due to NoStream or PRIME. This field is invalid in case of HS or FS.

63.2.2.67 Port Status and Control Register (PORTSC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	LWS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	PLS				—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved
16	LWS	B’0	R	Write 1 to this bit in order to enable the write access to PLS[3:0]. When this bit is 0, write to PLS[3:0] is ignored. This bit is write only and the value read from this bit is always 0.
15 to 9	—	All 0	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
8 to 5	PLS	H’4	R/W	[for write access] This field is used to request the direct transition of LTSSM state. For the timeout control of the transition to U1 or U2, see section 63.2.2.70. Set LWS bit to 1 when this field is written. As only 32-bit access is allowed to this register, make sure to set LWS to 1 in one word write for this register in order to change PLS[3:0]. When the same state as the current state is written to this field, the write access is ignored. If the transition using this function has not been completed but the next write access to this filed comes, the next write data is also ignored. If the request of transition to U2 state is written during the transition to U1 state is being executed due to U1 timeout, the request is ignored. If the request of transition to U0 state is written when LTSSM state is in U1, U2 or U3 state, the exit operation or the resume operation is started. If the remote wakeup is requested when LTSSM state is U1 or U2 state, hardware executes the resume operation to U0 state automatically and PLS[3:0] shows U0 after the operation has been completed. H'0: Transition request to U0 state H'1: Transition request to U1 state H'2: Transition request to U2 state H'3-H'F: Setting prohibited It is prohibited to request the transition to U1 or U2 state during control transfer. [for read access] This field shows the current state of LTSSM. H'0: U0 state H'1: U1 state H'2: U2 state H'3: U3 state H'4: Disabled state H'5: RxDetect state H'6: Inactivity state H'7: Polling state H'8: Recovery state H'9: Hot Reset state H'A: Compliance state H'B: Loopback state H'C- H'F: Setting prohibited
4 to 0	—	All 0	R	Reserved

63.2.2.68 Port PM Status and Control Register (PORTPMSC)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	FLA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	U2_TIMEOUT								U1_TIMEOUT							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 17	—	All 0	R	Reserved
16	FLA	B’0	R	This bit is set to 1 when Force LinkPM Accept bit in the received Set LInk Function LMP equals to 1. In case this bit shows 1, the port accepts LGO_U1 and LGO_U2 with no condition. This bit is cleared to 0 when Set Link Function LMP with Force LinkPM Accept bit = 0 is received. Software can write 0 to clear this bit, but basically this bit is set or reset on the reception of Set Link Function LMP.

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	U2_TIMEOUT	H'00	R/W	This field indicates the timeout value in U2 inactivity timer. H'00: No timeout but LGO_Ux is always denied with LXU: default H'01: 256 us H'02: 512 us ... ... H'FE: 65.204 ms H'FF: No timeout and LGO_Ux is basically accepted. (But it might be rejected due to other reasons.) This field is automatically updated when U2 Inactivity LMP is received. When this field has the value from H'01 to H'FE, it means the idle timeout value for LTSSM to request the transition from U0 state to U1state as well as the idle timeout value for to make the transition from U1 state to U2 state. If U1_TIMEOUT[7:0] has H'00 or H'FF but U2_TIMEOUT[7:0] has a value from H'01 to H'FE, U2 timeout occurs although U1 timeout never. In that case Peripheral portion never sends LGO_U1 but sends LGO_U2 to request the transition from U0 state to U2 state. If downstream port accepts the request, the downstream port and Peripheral portion enter U2 state. Otherwise, U1 timeout occurs first and Peripheral portion sends LGO_U1 to request the transition from U0 state to U1 state. If downstream port accepts the request, the downstream port and Peripheral portion enter U1 state. If they stay in U1 state and U2 timeout occurs, they make the transition from U1 state to U2 state silently, without going back to U0 state. The transition is executed automatically by hardware when the timeout occurs. Note: This field is initialized to H'00 during reset and just after reset, but changed to H'FF when Peripheral portion detects disconnect as USB3.0 device. If reset (in this case, it will be power on reset) is asserted but the device is in the disconnected state, H'FF might be loaded to this field. Since this field is changed to H'FF when disconnect is detected, set the adequate value to this field after the connection if required.

Bit	Bit Name	Initial Value	R/W	Description
7 to 0	U1_ TIMEOUT	H’00	R/W	This field indicates the timeout value in U1 inactivity timer. H'00: No timeout but LGO_Ux is always denied with LXU: default H'01: 1 us H'02: 2 us ... ... H'7F: 127 us H'80- H'FE: Setting prohibited H'FF: No timeout and LGO_Ux is basically accepted. (But it might be rejected due to other reasons.) This field is not automatically updated unlike U2_TIMEOUT[7:0]. Software is required to set this field. When this field has the value from H'01 to H'7F, it means the idle timeout value for LTSSM to request the transition from U0 state to U1 state. The hardware automatically sends LGO_U1 when the timeout occurs. If it is accepted, the transition is also executed by hardware automatically. Note: This field is initialized to H'00 during reset and just after reset, but changed to H'FF when Peripheral portion detects disconnect as USB3.0 device. If reset (in this case, it will be power on reset) is asserted but the device is in the disconnected state, H'FF might be loaded to this field. Since this field is changed to H'FF when disconnect is detected, set the adequate value to this field after the connection if required.

63.2.2.69 Port Link Information Register (PORTLI)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	LINK_ERCNT															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved
15 to 0	LINK_ERCNT	H'0000	R	This field shows the number of errors detected. This field is reset when LTSSM enters U0 state in the first link-up after warm reset is received or when LTSSM comes back to U0 state after hot reset is received.

63.2.2.70 SSIF Command Register (SSIFCMD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SSIF_URES		SSIF_UDIR		SSIF_UREQ		—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved
9 to 8	SSIF_URES	B’00	R/W	This field specifies the response of EPC when it receives LGO_U1 or LGO_U2. [bit1] this bit specifies the response when LGO_U2 is received. 0: Normal response. (default) Peripheral portion basically accepts LGO_U2. (But it might be rejected due to other reasons.) 1: Forced LXU response. Peripheral portion never accepts LGO_U2 and always returns LXU to it. [bit0] this bit specifies the response when LGO_U1 is received. 0: Normal response. (default) Peripheral portion basically accepts LGO_U1. (But it might be rejected due to other reasons.) 1: Forced LXU response. Peripheral portion never accepts LGO_U1 and always returns LXU to it

Bit	Bit Name	Initial Value	R/W	Description
7 to 6	SSIF_UDIR	B’11	R/W	This field enables to transmit LGO_U1 or LGO_U2 when the transition to U1 or U2 state is requested directly through PORTSC.PLS[3:0]. The transition to U1 or U2 state can be requested by writing the state to PORTSC.PLS[3:0]. If SSIF_UDIR[1:0] enables to send LGO_U1 or LGO_U2, Peripheral portion sends LGO_U1 or LGO_U2. If it is accepted, LTSSM transits to U1 or U2 state. If SSIF_UDIR[1:0] disables, EPC doesn’t send LGO_U1 and LGO_U2 and writing to PORTSC_PLS[3:0] has no meaning. [bit1] this bit specifies the behavior when the transition to U2 state is requested. 0: LGO_U2 is transmitted. 1: LGO_U2 is not transmitted. (default) [bit0] this bit specifies the behavior when the transition to U1 state is requested. 0: LGO_U1 is transmitted. 1: LGO_U1 is not transmitted. (default)
5 to 4	SSIF_UREQ	B’00	R/W	This field enables the transmission of LGO_U1 or LGO_U2 when the timeout on U1/U2 inactivity timer occurs. [bit1] this bit specifies the behavior when the timeout on U2 inactivity timer occurs. 0: LGO_U2 is transmitted. (default) 1: LGO_U2 is not transmitted. [bit0] this bit specifies the behavior when the timeout on U1 inactivity timer occurs. 0: LGO_U1 is transmitted. (default) 1: LGO_U1 is not transmitted. Note: This field is initialized to B’00 during reset and just after reset, but changed to B’11 when Peripheral portion detects disconnect as USB3.0 device. If reset (in this case, it will be power on reset) is asserted but the device is in the disconnected state, B’11 might be loaded to this field. Since this field is changed to B’11 when disconnect is detected, set this field to enable the transmission of LGO_Ux after the connection if required.
3 to 0	—	All 0	R	Reserved

63.2.2.71 SSIF Link Setting 2 Register (SSIFLINKSET2)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	PLL_WAKEUP	Rx_LFPS_TRG_P0	—	—	—	—	—	—	—	—
Initial value:	1	1	0	1	0	0	1	1	0	0	1	1	0	1	1	1
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SKP_OS_Timer									
Initial value:	0	0	0	0	0	0	0	0	1	0	1	1	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 26	—	H’34	R	Reserved
25	PLL_ WAKEUP	B’1	R/W	Select enable/disable of PLL initiation by assertion of E3_PLL_WAKEUP. 0: Disabled / 1: Enabled * Use this with Default setting (= 1).
24	Rx_LFPS_ TRG_P0	B’1	R/W	Select enable/disable of transition to P0 by reception of U3 Wakeup LFPS in P3 state. 0: Disabled / 1: Enabled * Use this with Default setting (= 1).
23 to 10	—	H’0DC0	R	Reserved
9 to 0	SKP_OS_ Timer	H’0B0	R/W	Sets interval of SKP OS transmission. * Use this with Default setting (= H'0B0).

63.2.2.72 SSIF Link Setting 3 Register (SSIFLINKSET3)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	1	1	1	0	1	1	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	INTV_BW_RDET				SSIF_NUM_RDET			
Initial value:	0	0	0	0	1	0	1	0	1	1	0	0	1	0	0	0
R/W:	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 15	—	H’00EC0	R	Reserved
14 to 8	—	H’0A	R/W	Reserved The initial value of this field is H'0A. This field can be read and written but it is not allowed to change the value of this bit. Only H'0A is allowed as the value to be written.
7 to 4	INTV_BW_ RDET	B’1100	R/W	Sets Timeout time in Rx. Detect State. (ms) * Use this with Default setting (=B’1100). <Reference> In USB 3.0 spec 7.5.3.7.1 Rx.Detect.Quiet Requirements, it is mentioned as below. The far-end receiver termination detection shall be disabled. A 12-ms timer shall be started upon entry to the substate. 12ms timer mentioned in the last condition can be adjusted with this field.
3 to 0	SSIF_NUM_ RDET	B’1000	R/W	This field indicates the number of trials to detect the far-end receiver termination in RxDetect.Active state.

63.2.2.73 SSIF Link Setting 4 Register (SSIFLINKSET4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	SSIF_TXMGN			—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	SSIF_DEEMPH		—	—	—	SSIF_SWING	—	—	—	SSIF_SCRD
Initial value:	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R	R	R	R/W	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 23	—	All 0	R	Reserved
22 to 20	SSIF_TXMGN	B’000	R/W	This field indicates the level of transmitter voltage of USB3.0-PHY. B’000: Normal operation range B’001- B’111: Setting prohibited * Use this field in default setting (=B’000).
19 to 10	—	H’03F	R	Reserved
9 to 8	SSIF_DEEMPH	B’11	R/W	This field indicates the level of transmitter de-emphasis of USB3.0-PHY. B’00: -6.0db B’01: -3.5db B’10: 0.0db B’11: default setting The compliance test of CP6/CP8 uses 0dB setting. For others, de-emphasis shall be -3.5dB.
7 to 5	—	All 0	R	Reserved
4	SSIF_SWING	B’0	R/W	This field indicates the level of transmitter swing voltage of USB3.0-PHY. 0: full swing (default) 1: half swing
3 to 1	—	All 0	R	Reserved
0	SSIF_SCRD	B’0	R/W	This bit is used to set the Disable Scrambling bit in TS1/TS2 Order Set. Write 1 to this bit when the Disable Scrambling bit is required to be set. See 6.4.1.1 of USB3.0 specification for details.

63.2.3 PHY Register

63.2.3.1 USB30 Clock Setting Register (USB30_CLKSET0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	Renesas Private		Renesas Private			USB30_FSEL					
Initial value:	0	0	0	0	0	1	0	1	1	1	1	0	0	1	1	1
R/W:	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 11	—	All 0	R	Reserved
10 to 9	Renesas Private	B’10	R/W	Write the read value back to these bits.
8 to 6	Renesas Private	B’111	R/W	Write B’101 to these bits.
5 to 0	USB30_FSEL	B’10_0111	R/W	Frequency Select Selects the reference clock frequency used for both SS and HS operations. USB_XTAL/USB_EXTAL used (50 MHz): B’00_0010 USB3S0_CLK_P/USB3S0_CLK_M used (100 MHz): B’10_0111

63.2.3.2 USB30 Clock Setting Register (USB30_CLKSET1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	USB30_PLL_MULTI							Renesas Private	PHYRESET	REF_CLKDIV	Renesas Private		REF_USB_SEL
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 13	—	All 0	R	Reserved
12 to 6	USB30_PLL_MULTI	All 0	R/W	Selects reference clock source. USB_XTAL/USB_EXTAL used (50 MHz): B’110_0100 USB3S0_CLK_P/USB3S0_CLK_M used (100 MHz): B’000_0000
5	Renesas Private	B’0	R/W	Do not write 1 to these bits.
4	PHYRESET	B’0	R/W	0: PHY reset is canceled. 1: PHY reset is issued.
3	REF_CLKDIV	B’0	R/W	Selects reference clock source. USB_XTAL/USB_EXTAL used (50 MHz): B’1 USB3S0_CLK_P/USB3S0_CLK_M used (100 MHz): B’0
2, 1	Renesas Private	B’01	R/W	Write B’01 to these bits.
0	REF_USB_SEL	B’1	R/W	Selects reference clock source. USB_XTAL/USB_EXTAL used (50 MHz): B’0 USB3S0_CLK_P/USB3S0_CLK_M used (100 MHz): B’1

63.2.3.3 USB30 SSC Setting Register (USB30_SSC_SET)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	SSC_EN	SSC_RANGE			—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 13	—	All 0	R	Reserved
12	SSC_EN	B’0	R/W	Spread Spectrum Enable Enables spread spectrum clock production (0.5% down-spread at ~ 31.5 KHz) in the USB 3.0 PHY. 0: Spread Spectrum Disable 1: Spread Spectrum Enable
11 to 9	SSC_RANGE	B’000	R/W	Spectrum Clock Range Selects the range of spread spectrum modulation when SSC_EN is asserted and the PHY is spreading the high-speed transmit clocks. Applies a fixed offset to the phase accumulator. Down Spread of Clock (ppm) B’000: –4,980 B’001: –4,492 B’010: –4,003
8 to 0	—	All 0	R	Reserved

63.2.3.4 USB30 PHY Enable Register (USB30_PHY_ENABLE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	Renesas Private								PHY_RESET_EN	Renesas Private			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1
R/W:	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 13	—	All 0	R	Reserved
12 to 5	Renesas Private	All 0	R/W	Do not write 1 to these bits.
4	PHY_RESET_EN	B’0	R/W	PHY reset enable, when peripheral function 0: USB30_CLKSET1.PHYRESET bit is Disable 1: USB30_CLKSET1.PHYRESET bit is Enable
3 to 0	Renesas Private	B’0011	R/W	Prohibit write to these bits.

63.2.3.5 USB30 VBUS Enable Register (USB30_VBUS_EN)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	Renesas Private		VBUS_EN	Renesas Private
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 4	—	All 0	R	Reserved
3 to 2	Renesas Private	B’00	R/W	Do not write 1 to this bit.
1	VBUS_EN	B’0	R/W	VBUS detect enable, when peripheral function 0: Disable 1: Enable
0	Renesas Private	B’0	R/W	Do not write 1 to this bit.

63.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

63.3.1 Reset

The USB3.0 controller reset diagram is provided below.

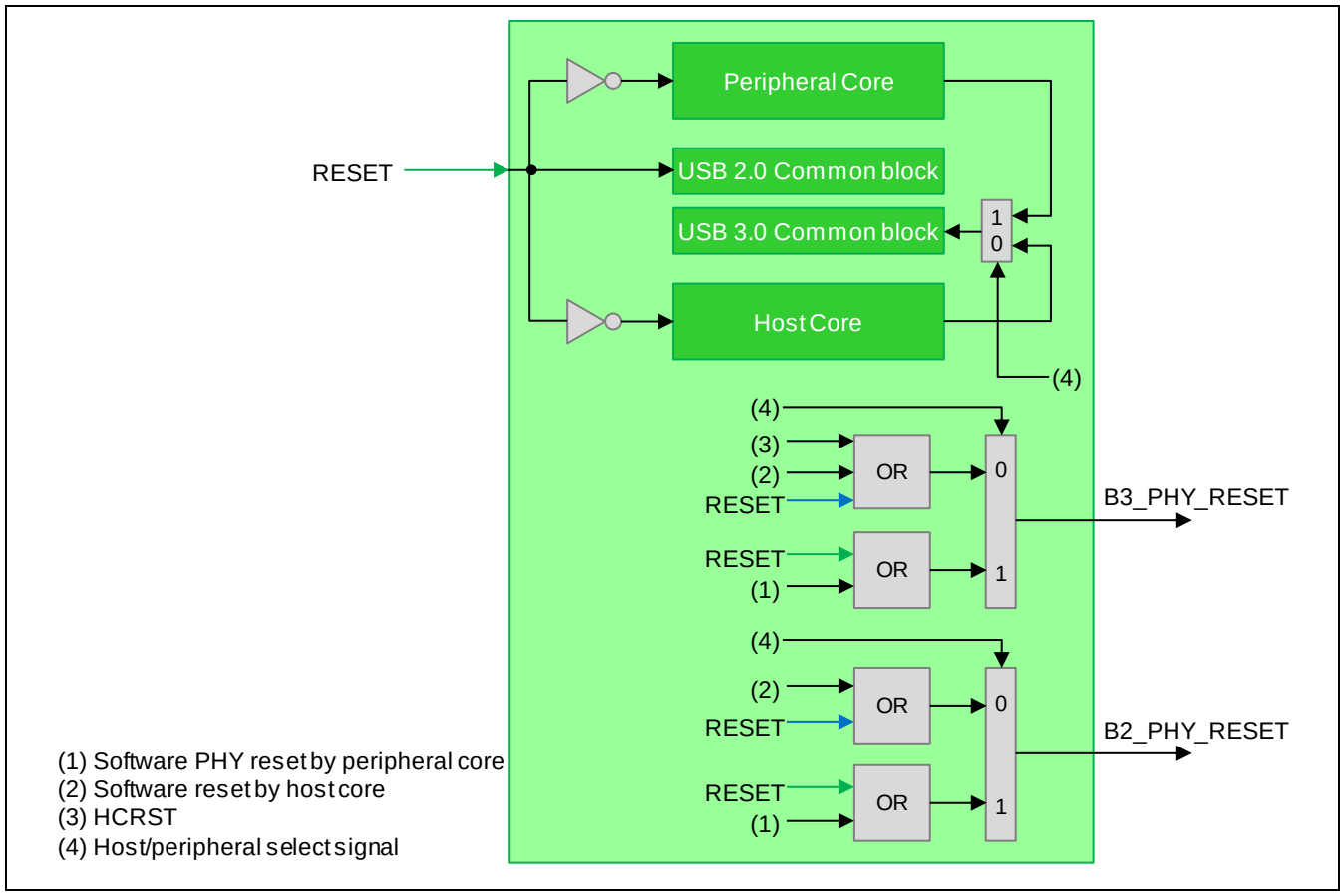


Figure 63.2 Reset Diagram

Note: (2) Software Reset by Host core is output by setting AXH_CON.B3_PHYRST bit.
(3) HCRST, Refer to [HCRST].
RESET in Figure 63.2 is the reset signal from CPG.

63.3.1.1 Host Controller core

(1) Reset Operation

- When the power is ON or USB3.0 module is reset, RESET is asserted.
- The reset is deasserted when USB2.0PLL becomes stable because reset synchronization is cleared.

(2) Reset in Cold Boot

- During cold boot and when the power is ON, RESET is asserted.
- The reset is deasserted when USB2.0 PLL becomes stable because reset synchronization is cleared.

(3) HCRST

- The host controller reset (HCRST) is asserted when the USBCMD.HCRST bit is set to 1 by software, after which the USBSTS.HCH bit (HCHalted bit) will be 0.
- When HCRST is set, Host core is reset by FW, and initialized.

63.3.1.2 Peripheral Controller core

- The Peripheral controller's main Reset is generated by a module reset.
- The Reset is deasserted when AXI clock becomes stable because Reset synchronization is cleared.

63.3.1.3 PHY Reset

B3_PHY_RESET and B2_PHY_RESET are used for a reset of USB3.0 PHY and USB2.0 PHY respectively.
Each PHY reset signal is generated by reset signals from the host core. (Refer to Table 63.5)

Table 63.5 B3_PHY_RESET and B2_PHY_RESET

USB3.0 Controller	Register Setting	Reset Target PHY
Host core	AXH_CON.B3_PHYRST = 1	USB3 PHY is reset
	AXH_CON.B2_PHYRST = 1	USB3 PHY is reset
Peripheral core	USB30_CON.B3_PHYRST = 1	USB3 PHY is reset
	USB20_CON.B2_PHYRST = 1	USB3 PHY is reset

Table 63.6 Resources of B3_PHY_RESET and B2_PHY_RESET

	DRD_CON .PERI_CON	HCRST	RESET (Software Reset)
B3_PHY_RESET	0 (Host)	√	√
	1 (Peripheral)		√
B2_PHY_RESET	0 (Host)		√
	1 (Peripheral)		√

Note: RESET (Software Reset) shows “RESET” described in Figure 63.2.

The reset signal is selected at the selector by the “Host/Peripheral Select Signal”.

It is controlled by DRD_CON.PERI_CON.

- DRD_CON.PERI_CON = 0, the reset signal from the Host Core is selected.
- DRD_CON.PERI_CON = 1, the reset signal from the Peripheral Core is selected.

63.4 Description of Host Functions

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

63.4.1 FW Download

The USB3.0 controller requires to download FW via AXI to operate as a host.

FW Download is realized by writing FW image data to a specific area in the AXI Register space. Upon the completion of FW Download, there is no need to write or reload FW.

63.4.1.1 Download Data Format

The following format is used for FW Download.

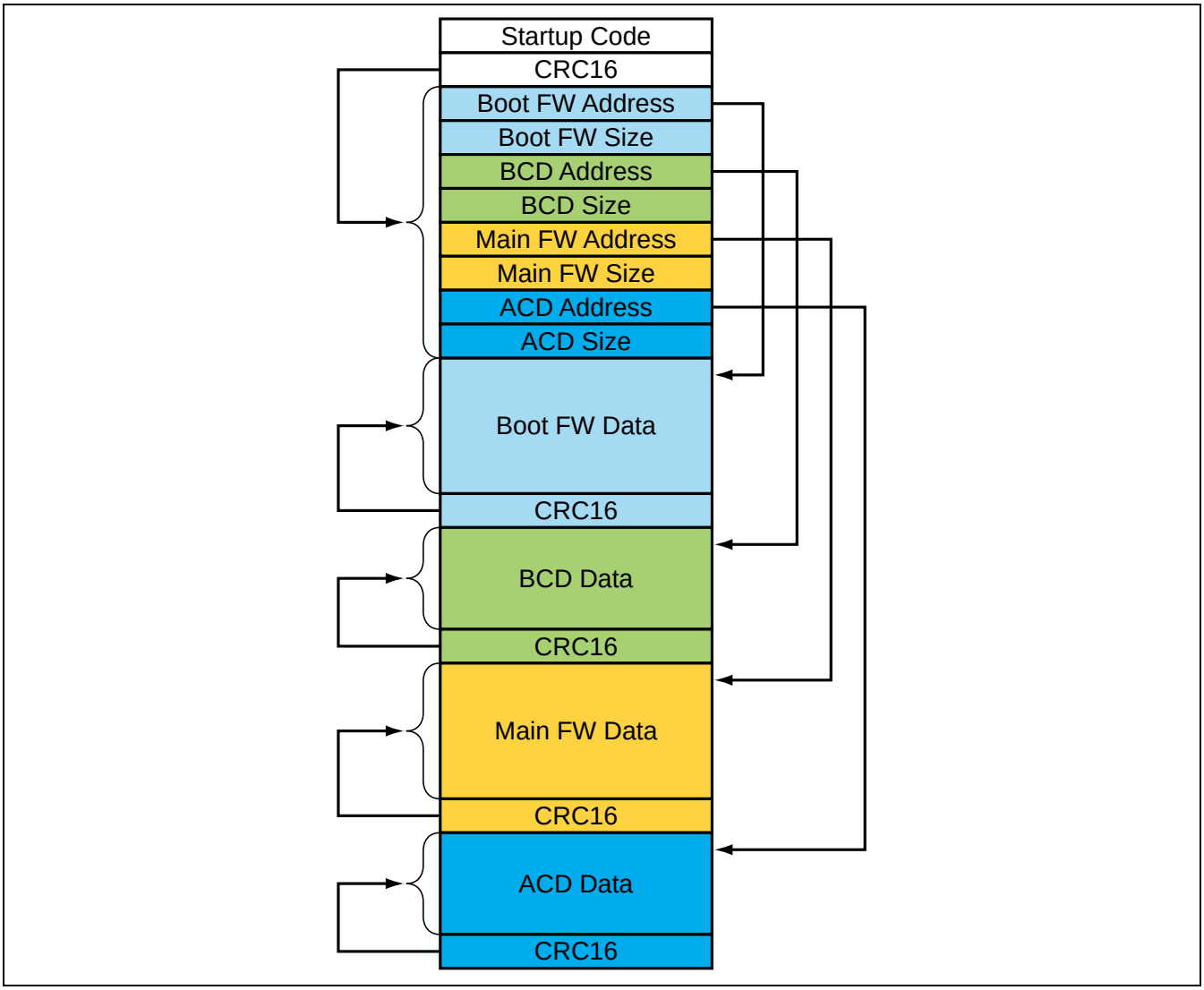


Figure 63.3 The Format of FW Download

Offset (Byte)	Size (Byte)	Field	Field Explanation
H'0000	2	Startup Code	Flag bit to show the storing of ROM Data. H'55AA is set.
H'0002	2	Header CRC16	CRC16 value from BCD Address to ACD size.
H'0004	2	Boot FW Address	Offset from the beginning of ROM Data in Boot FW Data field.
H'0006	2	Boot FW Size	Size of Boot FW field. (L)
H'0008	2	BCD Address	Offset from the beginning of Start Code in BCD Data field.
H'000A	2	BCD Size	Size of BCD Data field. (M)
H'000C	2	Main FW Address	Offset from the beginning of Startup Code in Main FW Data field. (N)
H'000E	2	Main FW Size	Size of Main FW field.
H'0010	2	ACD Address	Offset from the beginning of Startup Code in ACD Data field. (P)
H'0012	2	ACD Size	Size of ACD Data field.
H'0014	L	Boot FW Data	Bootstrap Code
(H'0014+L)	l	Boot FW CRC16	CRC16 of Boot FW Data field. If Boot FW Size field value is 0, it doesn't exist.
(H'0014+L+l)	pl	Padding	Padding to assign the beginning of BCD Data to 2-byte boundary.
(H'0014+L+l+pl)	M	BCD Data	BCD Data (Boot conf)
(H'0014+L+M+l+pl)	m	BCD CRC16	CRC16 of BCD Data field. If BCD Size field value is 0, it doesn't exist.
(H'0014+L+M+l+m+pl)	pm	Padding	Padding to assign the beginning of Main FW Data to 2-byte boundary.
(H'0014+L+M+l+m+pl+pm)	N	Main FW Data	Main FW
(H'0014+L+M+N+l+m+pl+pm)	n	Main FW CRC16	CRC16 of Main FW Data field. If Main FW Size field value is 0, it doesn't exist.
(H'0014+L+M+N+l+m+n+pl+pm)	pn	Padding	Padding to assign the beginning of ACD to 2-byte boundary.
(H'0014+L+M+N+l+m+n+pl+pm+pn)	P	ACD Data	ACD Data (Application conf)
(H'0014+L+M+N+P+l+m+n+pl+pm+pn)	p	ACD CRC16	CRC16 of ACD Data field. If ACD Size field value is 0, it doesn't exist.

Note: If "l", "m", "n", and "p" exist in each CRC16 field then the value is 2.
If they do not exist, then the value is 0.

63.4.1.2 System Interface

The USB3.0 controller delivers data through the AXI Register.

A register for delivering FW data has no specified data length, so data is always delivered at a 4-byte rate.

If delivered data cannot be allocated to a 4-byte boundary, Host calculates a length of necessary data and discards extra data.

When starting FW Download, the System first sets DL_CTRL.FW Download Enable to 1, and then starts delivering data to the Host.

After writing a value to FW_DATA0 or FW_DATA1, and setting value 1 to the corresponding bit of DL_CTRL.SetData0/1, the System shall put the data delivery on hold until the bit changes to 0.

FW Data0/1 can be used in either of the following ways.

- Use FW Data0 and FW Data1 alternately.
- Use only FW Data0

After writing the last data to FW Data, the System sets DL_CTRL.FW Download Enable to 0 and notifies the Host that Data transfer completes.

After the System makes a notification and confirms that DL_CTRL.Result Code is 1 (Success), the flow completes.

Then if Result Code is 2 (Error), it indicates that Host cannot be used due to some error in FW Download.

(Almost caution is illegally data load.)

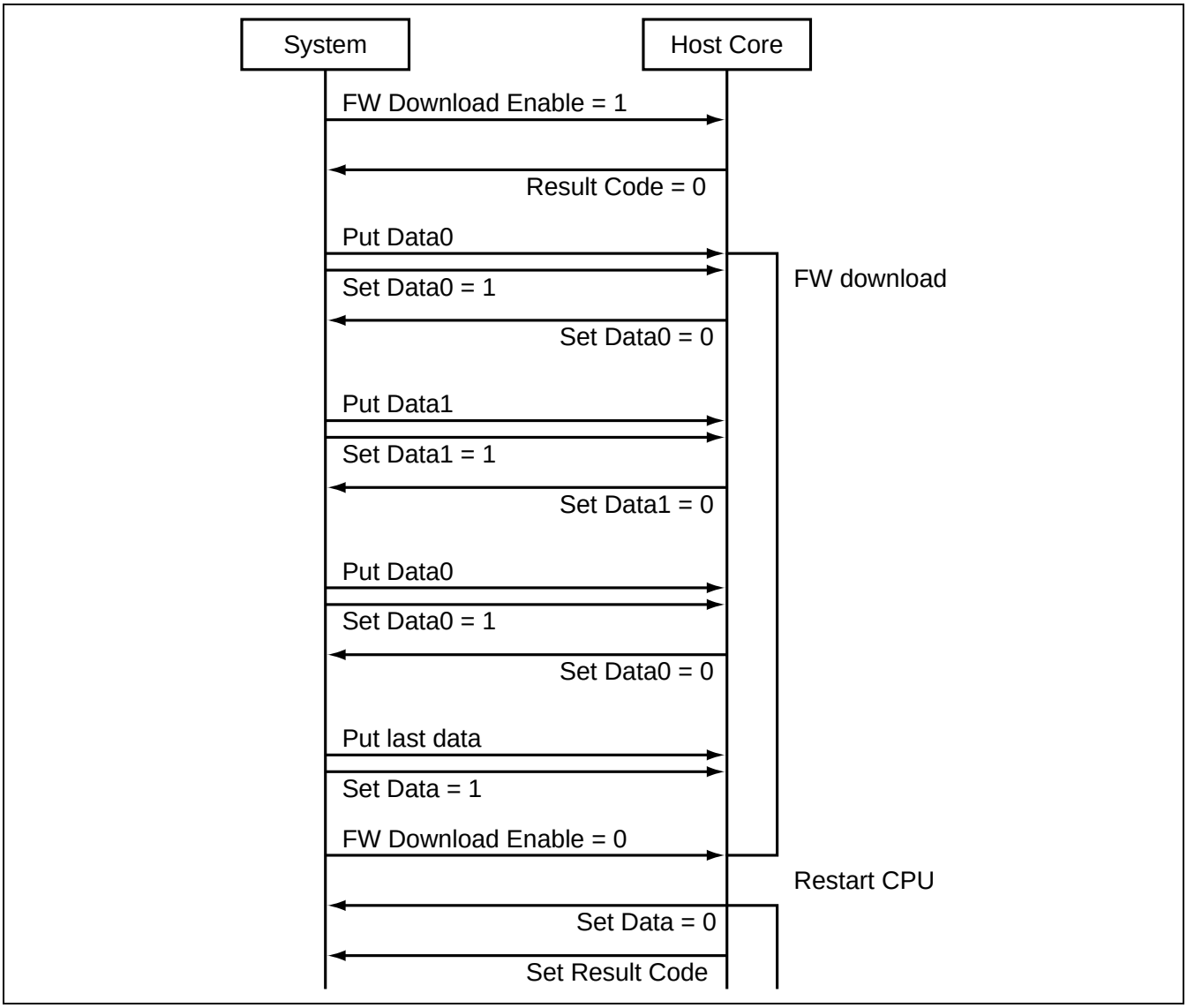


Figure 63.4 The Flow of FW Download

63.4.2 Battery Charging

The USB3.0 controller supports the Battery Charging function of A-Device, which is on the supply side.

In the A-Device, the function is controlled by HW/FW of Host Core.

And it is required that CLK60 (from USB PHY) is working before starting Battery Charging flow.

Note: For details, refer to Battery Charging Specification Revision1.2.
This function is supported in Host.

63.4.2.1 A-Device side (Charging Port Device)

The Battery Charging function is used to pull more current from VBUS than specified in USB specification.

Following Port Modes are supported in A-Device;

- Standard Downstream Port (SDP)
- Charging Downstream Port (CDP)
- Dedicated Charging Port (DCP)

(1) Setting BC_MODE

At first for HW preparing, it shall be set Battery Charging Mode at BC_MODE[3:0] at Battery Charging Register in AXI Register.

(Refer to section 63.2.1.24)

Battery Charging

H'233	—	—	—	—	—	—	—	PTPWR_CTRL
H'232	—	—	—	—	—	—	Renesas Private field	
H'231	—	—	—	—	—	LCLK_NOSTOP_FREQ		
H'230	—	—	—	—	BC_MODE			

Table 63.7 Setting Value for Battery Charging

Setting Value	BC_MODE	Description
0	Always SDP Mode	Default value after resetting HW. A-Device operates in the “SDP” mode both normal function state and D3 state.
1	Always CDP Mode	A-Device operates in the “CDP” mode both normal function state and D3 state.
2	SDP-DCP Auto-change Mode	A-Device operates in the “SDP” mode in a normal function state and operates in the “DCP” mode in the D3 state.
3	CDP-DCP Auto-change Mode	A-Device operates in the “CDP” mode in a normal function state and operates in the “DCP” mode in the D3 state.

Table 63.8 BC Mode and Port Type in D0 and D3 State

BC_MODE	Normal Operation (D0) Port Type	Suspended (D3) Port Type
Always SDP Mode	SDP	SDP
Always CDP Mode	CDP	CDP
SDP-DCP Auto-change Mode	SDP	DCP*1
CDP-DCP Auto-change Mode	CDP	DCP*1

Notes: 1. If WakeOnConnect/WakeOnDisconnect is valid, it shall be kept Port type in Normal Operation.

(2) Each case of changing BC_MODE

Case-1) After Host HW Reset, BC_MODE is set “Always SDP Mode”.

SDP is a default Mode.

Red-colored flow in Figure 63.5 is for default setting.

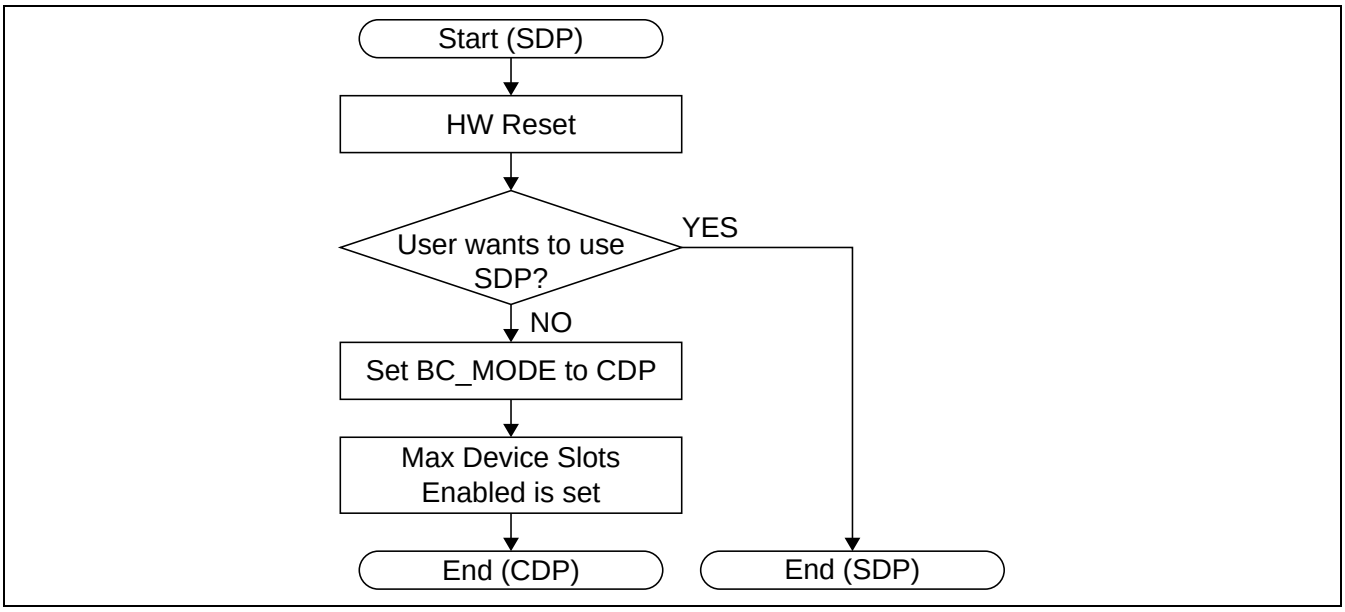


Figure 63.5 Default Setting

Case-2) If user wants to change Mode from SDP/CDP to DCP Mode during A-device working, BC_MODE shall be changed when transition from D0 to D3.

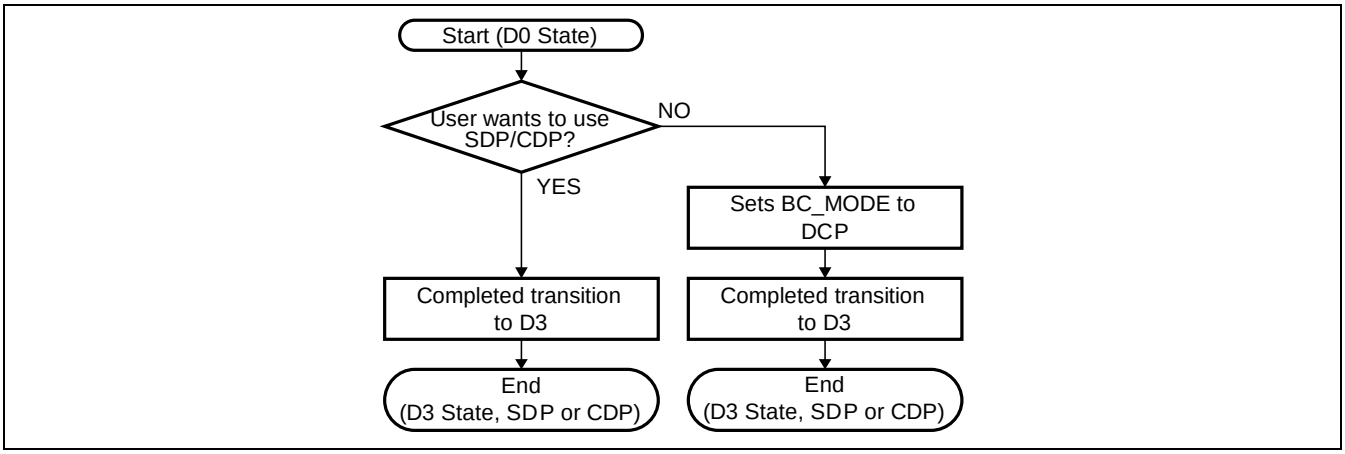


Figure 63.6 Changing BC_MODE during Transition between D0 and D3 States

Case-3) When user wants to use A-Device with except default (SDP) Mode after Host HW Reset, BC_MODE shall be changed before setting value of "Max Device Slots Enabled" in xHCI CONFIG register [H'058].

For the selectable modes, refer to Table 63.8.

Red-colored flow in Figure 63.7 is for BC_MODE setting.

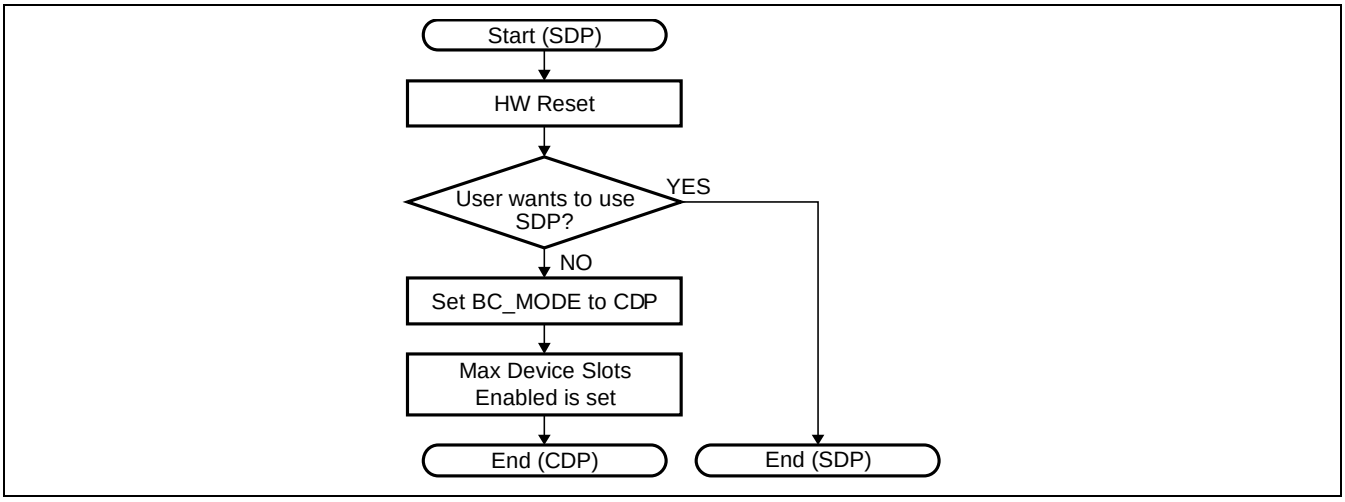


Figure 63.7 Changing BC_MODE

[Caution]

- On the port in which WakeOnConnect/WakeOnDisconnect is enabled, a transition to DCP is not allowed because the port shall detect connect/disconnect of Device.
- When going D3 state with connecting USB device, current Mode shall be kept up setting because that any USB communication doesn't continue with setting DCP.

When changing Battery Charging type, it is required by Battery Charging Specification that VBUS shall be off more than 100-ms and prompting reconnection of device. Host FW operates this process.

63.4.3 Power Management

63.4.3.1 Power Management Capability

USB3.0 controller Host Core sets pseudo D3 state.

It is controlled by xHCI Extended Power Management Capability Register (HCEXTDPWMNGCAP2).

- xHCI Extended Power Management Capability (HCEXTDPWMNGCAP2).
  This register controls pseudo PCIe Power State.
  Bit 15: PME Status: Showing which there was a Wakeup event during pseudo D3 state
  Bit 8: PME Enable: It asserts an interrupt from pseudo D3 state at Wakeup.
  When this bit is set to 1, if PME Status is changed 1 then the interrupt occurs.
  Bit [1:0]: Power State: Setting pseudo Power state.
  The valid value is as follows.
  0: D0 (Do not save power)
  3: D3 (Do power save)

Note: In the after section, D3 means pseudo D3 state which is described here.

63.4.3.2 Low Power Management of Receiver Detection

It is intended to saving power of Receiver Detection circuit at PHY Hard Macro (PHYHM).

There are two ways, setting initial value in define file and changing value at field of Register.

For changing value, the field shall be set before starting FW download when occurs after reset.

(1) D3

USB3.0 Common Block operates periodically Receiver Detection with LCLK during RxDetect state of LTSSM and P3 of PHY state.

However if a system is in Suspend and WakeOnConnect is disabled, there is no need to do Receiver Detection.

To reduce power consumption of PHY by above discarded Receiver Detection, FW can halt the process.

(2) D0

Receiver Detection at opened Port in D0 shall be operated.

HW operates reducing power at interval of Receiver Detection.

TimeMax is that decides operational interval of Detection in P3.

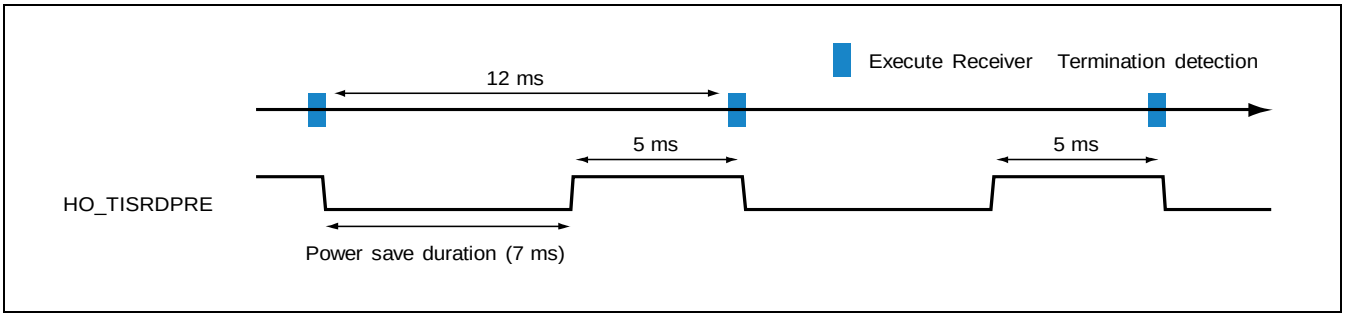
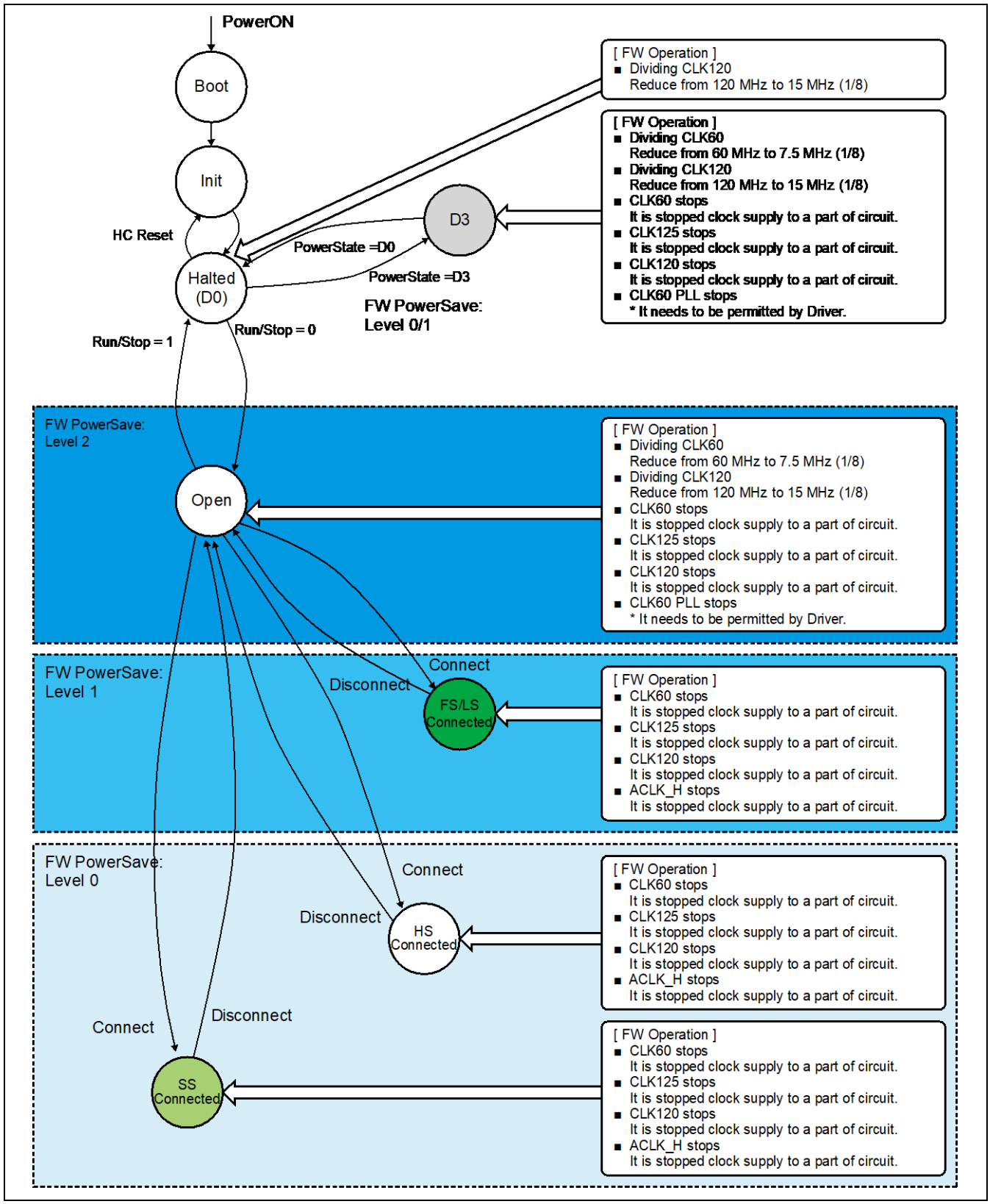


Figure 63.8 Low-Power of Receiver Detection

63.4.3.3 Power Control for Each State

The overview of power control state flow is shown as below.



Note: CLK60/CLK120/CLK125 (from USB PHY)

Figure 63.9 Overview of Power Control State Flow

63.4.3.4 Clock Termination by USB3PHY and LTSSM State

USB3PHY may stop PLL which generates CLK125 by USB3PHY's power state.

Table 63.9 LTSSM State and USB3PHY Condition

LTSSM State	USB3PHY POWERDOWN	PLL Operation	Supplement
SS.Disabled	P2	Run	
Rx.Detect	P2	Run	Default
	P0	Run	
	P3	Run	
U0	P0	Run	
U1	P1	Run	
U2	P2	Run	
U3	P0	Run	
	P3	Run	
U3 → U3_Wakeup, Reset	P0	Run	Transition by receiving LFPS
U3 → RemoteWakeup	P0	Run	Transition is required by PLS (Need Register operation)
Other	P0	Run	

63.4.3.5 Flow of System Suspend and Resume

When following all permission for suspend are met, system goes to suspend.

- Host system sets AXH_CON.SYS_SUSPEND to 1 and completes host core's preparations for suspend.

When host core resumes from System Suspend, user shall confirm the bit of B2_PLL_ACTIVE at AXH_STA register [H'104 to H'107] in AXI register is set to 1 before accessing register.

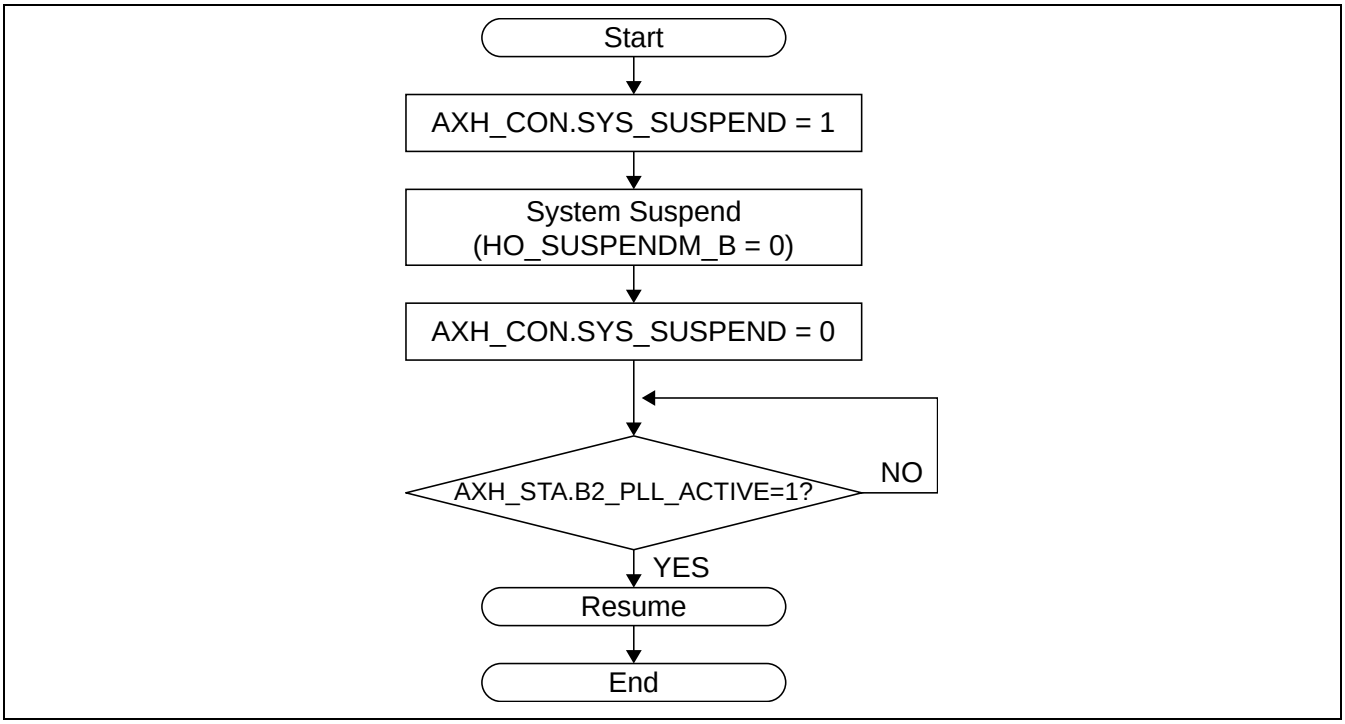


Figure 63.10 System Suspend and Resume Flow

63.4.4 Power Control

The process of VBUS ON/OFF and Over Current detection are described below.

63.4.4.1 VBUS On

When VBUS will be on, at first host driver shall execute processes as below.

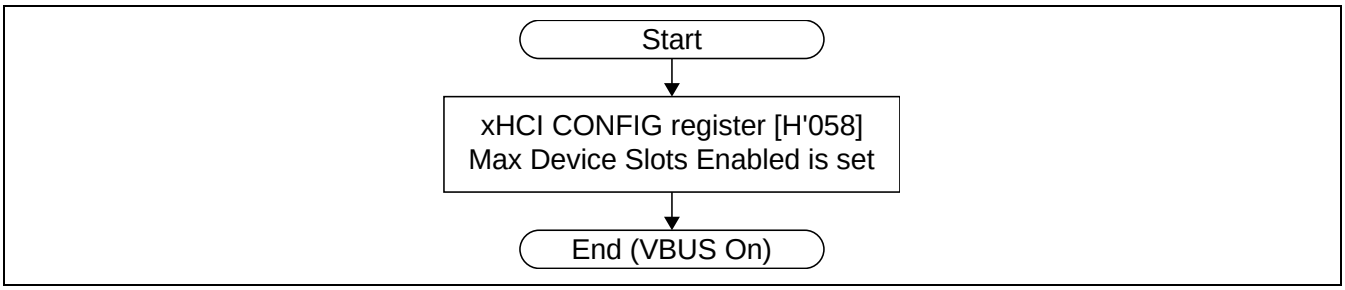


Figure 63.11 Flow of VBUS On

63.4.4.2 VBUS Off

When port power will be off, at first host driver shall execute processes as below.

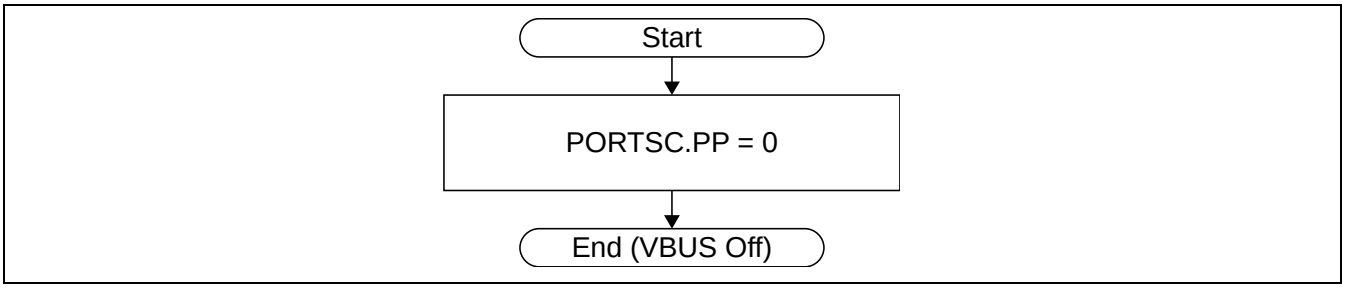


Figure 63.12 Flow of VBUS Off

63.4.4.3 Over Current Detection

When port will detect over current during the core working, following flow is executed on host.

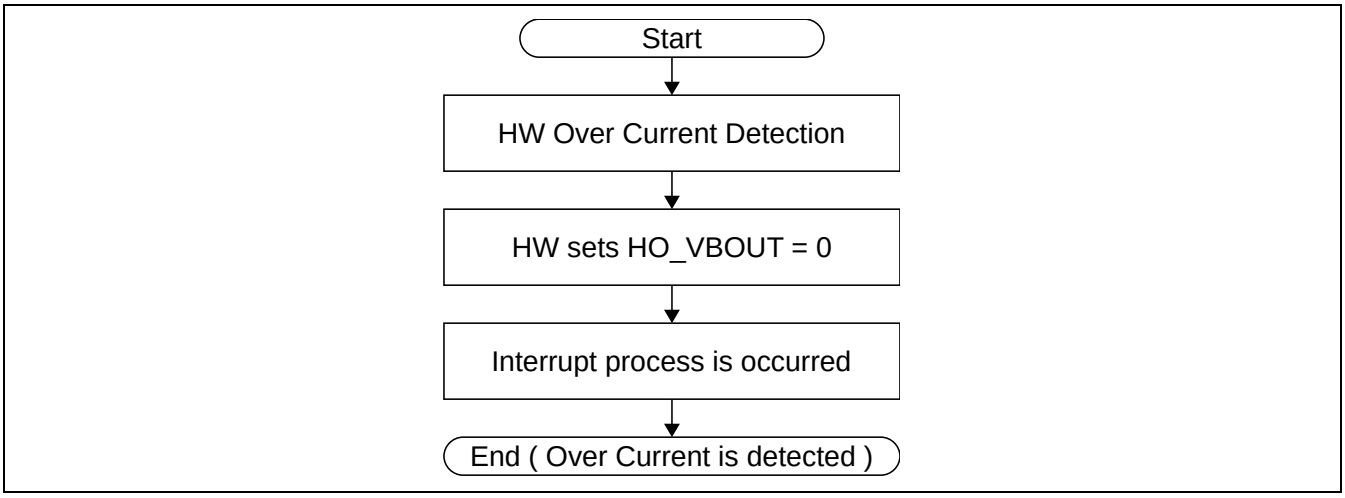


Figure 63.13 Flow of Over Current Detection

63.4.5 Structure of Notification for Elements of Interrupt

In USB3.0 controller, the elements of interrupt are noticed by following layered structure.

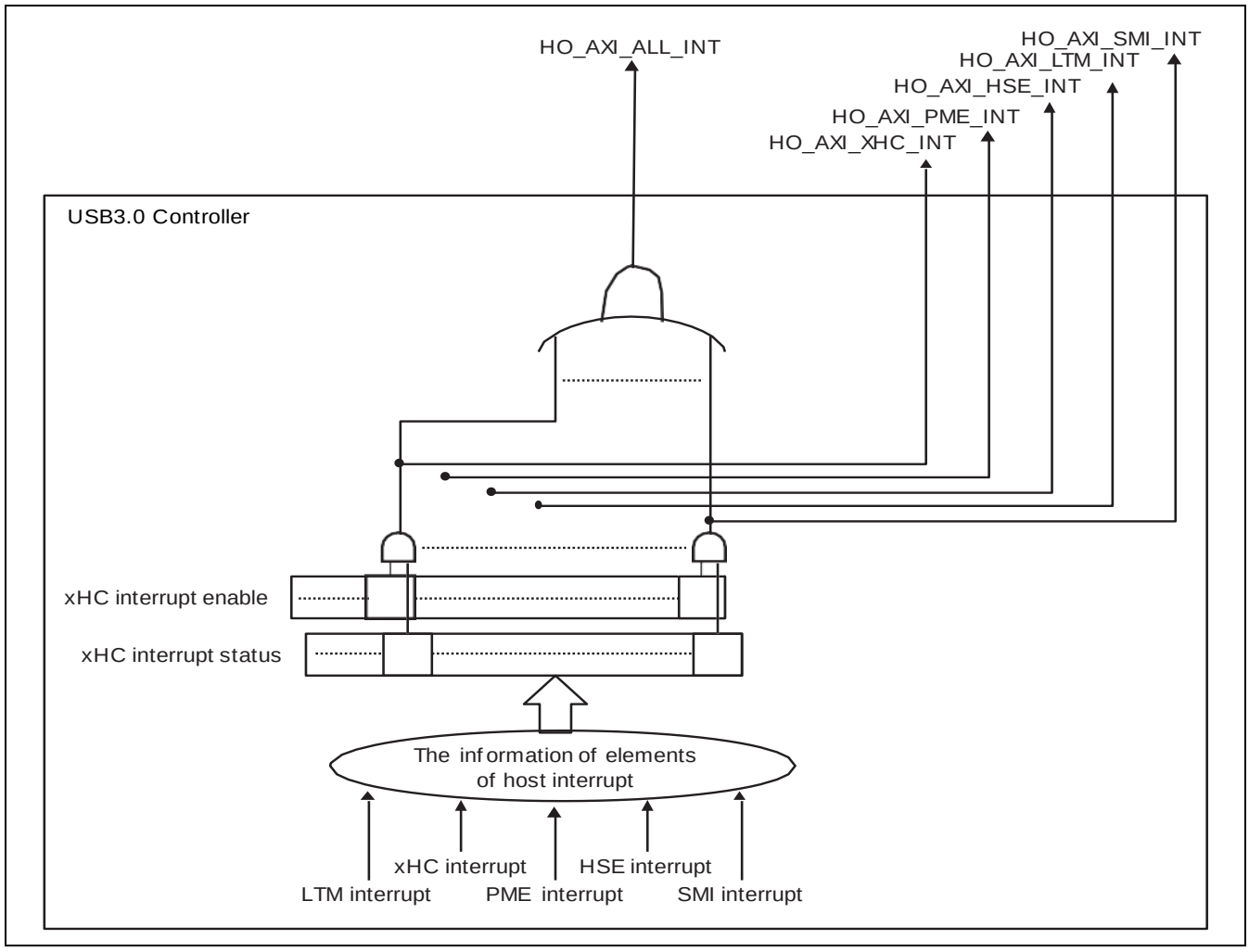


Figure 63.14 Interrupt Layered Structure

- This Host core doesn't use WAKEB but PME. Interrupt pin by PME is HO_AXI_INT_PME.

Note: About occurrence factor of PME interrupt, refer to xHCI Specification.

- Interrupt occurrence factor of xHCI shall be switched its meaning as PCIINT.
- The abstract of Interrupt signals from Figure 63.14 are below.

Table 63.10 Function of Interrupt Signals

Signal Name	Function
HO_AXI_INT_XHC	xHCI Interrupt
HO_AXI_INT_PME	PME Interrupt
HO_AXI_INT_HSE	HSE Interrupt
HO_AXI_INT_LTM	LTM Interrupt
HO_AXI_INT_SMI	SMI Interrupt
HO_AXI_INT_ALL	All Interrupt Signals from Host Core.

63.4.6 Implementation Constraint of Host Core

The USB3.0 controller core has implementation constraint.

- 1 Packet shall be composed of 8 TRB or less.

63.5 Example of Transaction

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

This section describes transaction when using Host core. As examples, Bulk OUT and Bulk IN transactions are described. The USB3.0 controller core complies with xHCI Specification.

Refer to xHCI Specification for details.

63.5.1 Bulk OUT Transaction

Bulk OUT transaction flow is shown as below.

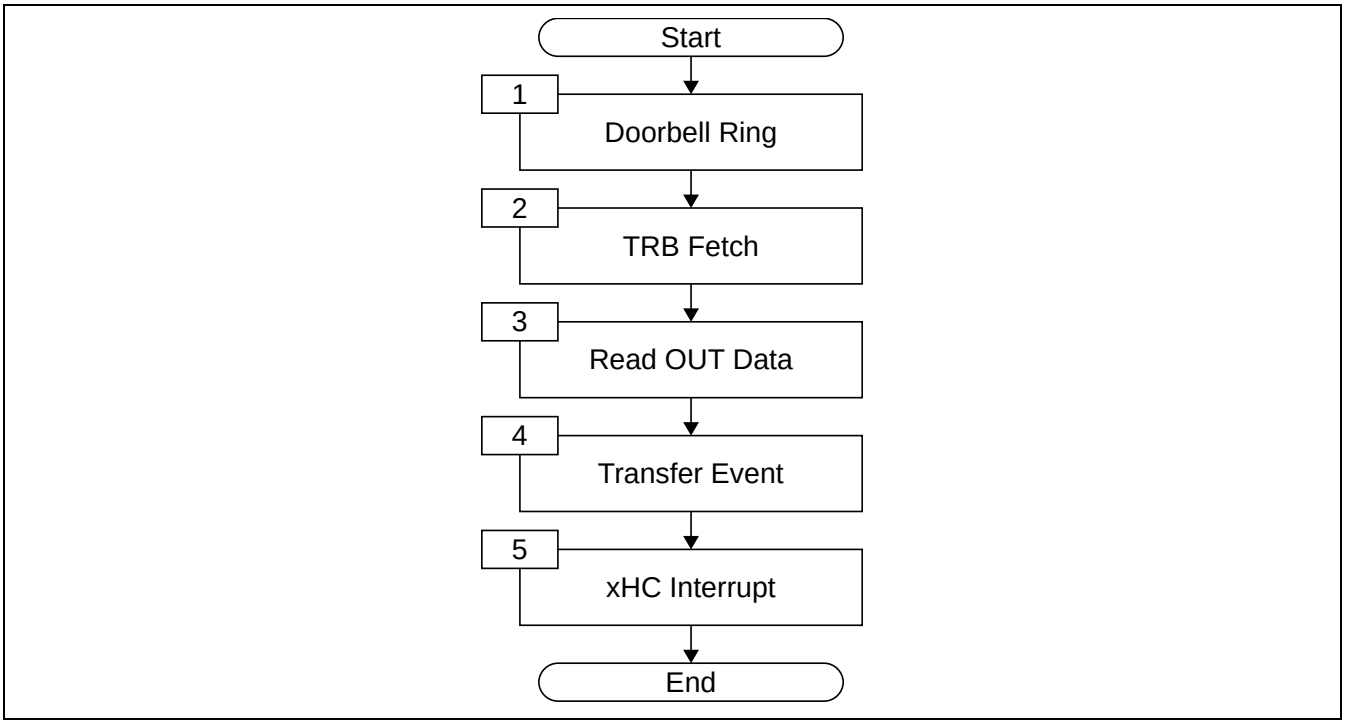


Figure 63.15 Example of Bulk OUT Transaction Flow

1) Doorbell Ring
   System rings Doorbell to prepare Transfer Data.
2) TRB Fetch
   Host core fetches TRB from OUT Transfer Ring,
3) Read OUT Data
   Host reads OUT Data from Data Buffer Pointer.
4) Transfer Event
   Host writes Transfer Event TRB to Event Ring.
5) xHC Interrupt
   Host sends Interrupt to System.

63.5.2 Bulk IN Transaction

Bulk IN transaction flow is shown as below.

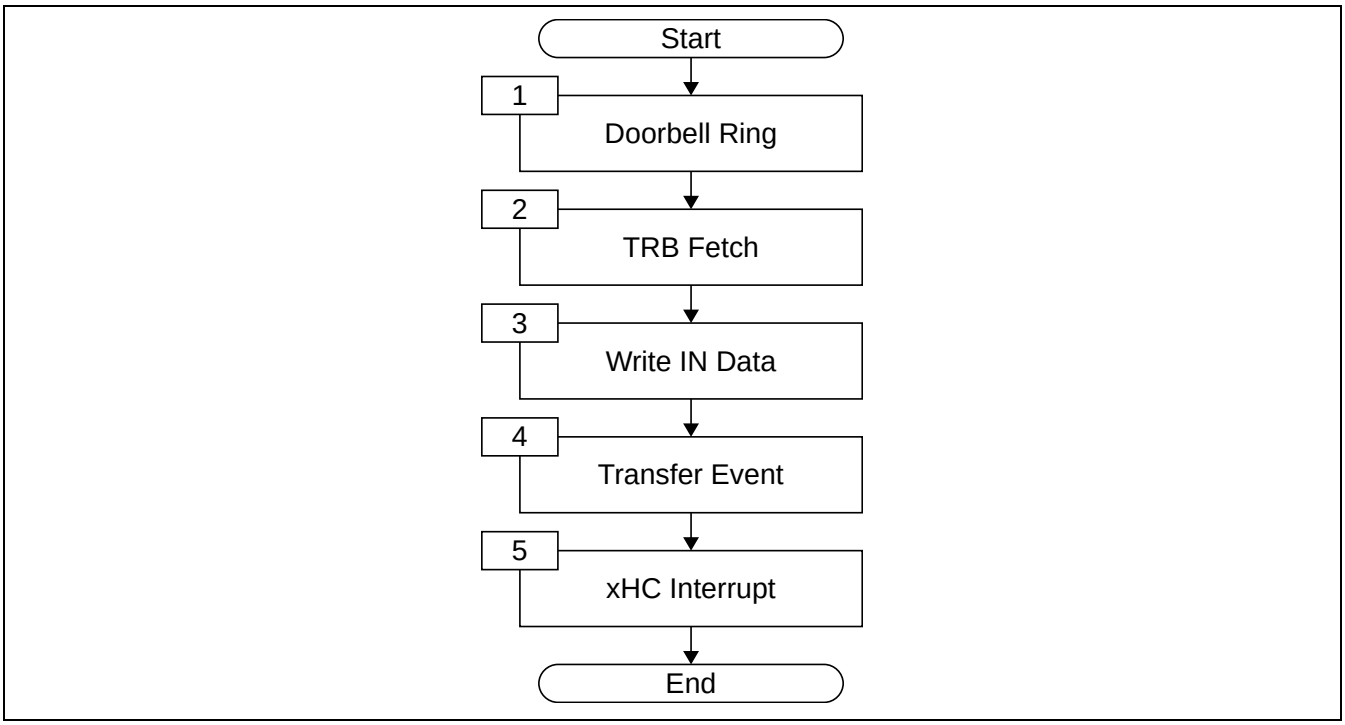


Figure 63.16 Example of Bulk IN Transaction Flow

1) Doorbell Ring
   System rings Doorbell to prepare Transfer Data.
2) TRB Fetch
   Host core fetches TRB from OUT Transfer Ring,
3) Write IN Data
   Host writes IN Data to Data Buffer Pointer.
4) Transfer Event
   Host writes Transfer Event TRB to Event Ring.
5) xHC Interrupt
   Host sends Interrupt to System.

63.6 Power IC Interface Connection

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The USB3.0 controller core has power signal detection.

- Power IC has Outputting Over Current Flag signal and the USB3.0 controller can detect the signal.
- Battery Charging function is able to use at the USB3.0 controller.

63.6.1 Usable Power IC type

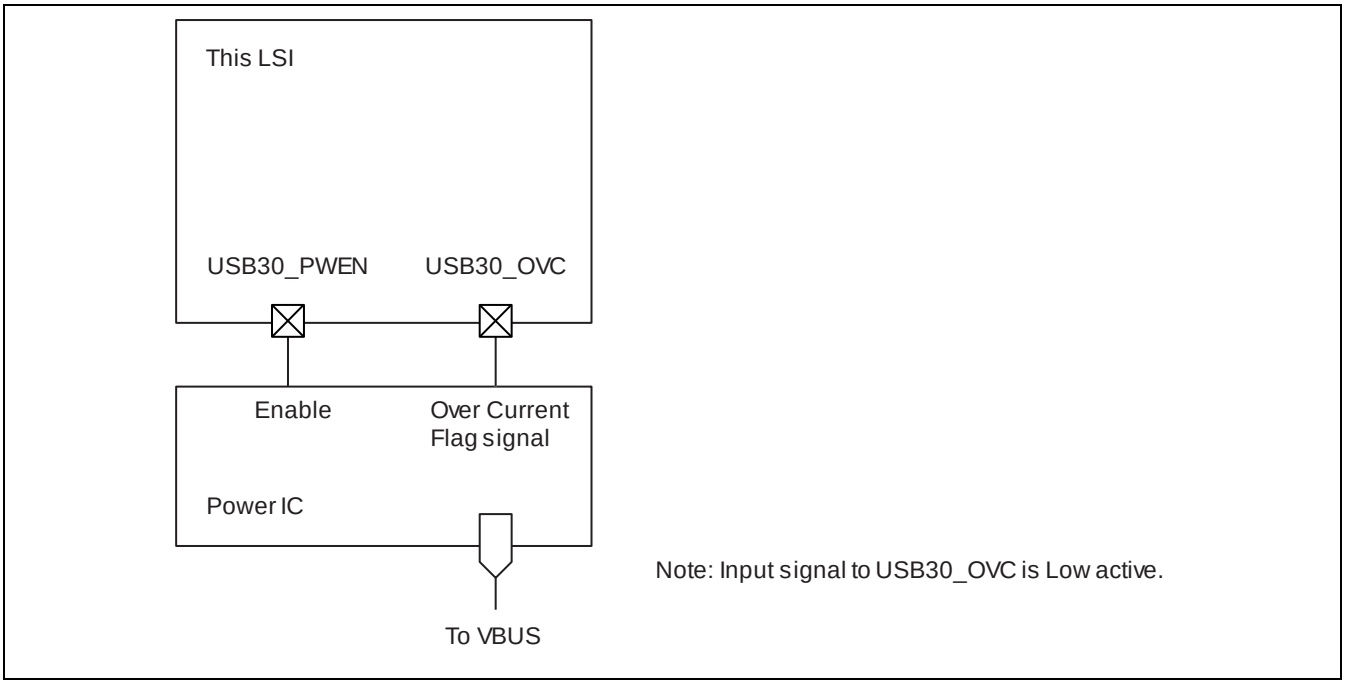


Figure 63.17 Usable Power IC Type

Table 63.11 Setting Registers and Signals for Power IC

Signal	Description
USB30_OVC	Connecting to Over Current Flag signal
USB30_PWEN	Connecting to Enable

- **Restriction**

  Do not use another type of Power IC.

63.7 Descriptions of functions

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

63.7.1 VBUS Connection

The overview of connection of VBUS signal is shown in Figure 63.18.

VBUS is the power supply signal from USB host or hub, device can know that it is connected to host or hub when VBUS is asserted. But since VBUS input might be unstable just after device is connected, device should wait for a certain time till it becomes stable especially if it is bus-powered device. In order to control the interval from the assertion of VBUS to the time VBUS becomes stable, VBUS signal is not directly connected to link layer but USB30_CON.B3_CONNECT is connected to it instead. The value of the bit is output to link layer which sees the value to know whether it is being connected or not. This mechanism enables that firmware inserts the wait time between when it detects the assertion of VBUS by USB_INT_STA_1.VBUS_CNG_STA and when it sets USB30_CON.B3_CONNECT.

In the same way, VBUS signal is not directly connected to UTMI2SIE and USB2.0-PHY but USB20_CON.B2_CONNECT is used to notify them that device is connected.

Note: VBUS or USB30_CON.B3_CONNECT is not provided directly to USB3.0-PHY. USB3.0-PHY provided from Renesas is designed not to see the state of VBUS but to follow the instruction of power down from upper layer on POWERDOWN[1:0] for its power management. But some USB2.0-PHYs provided from Renesas are designed to see the state of VBUS and require that VBUS or similar signal is connected. See the specification of USB-PHY for details.

When device is in suspended state or unconnected, PLLs in USB3.0-PHY and USB2.0-PHY can be stopped in order to reduce their power consumptions. But if the device is disconnected when it is in suspended state, it means that the request to wake up from host never comes any more. In such case, it might be required to resume PLLs if they have been stopped so that device initializes by itself and prepares for the next connection. On the other side, device might be required to resume PLLs if they have been stopped in unconnected state but device detects the connection. The state of connection or disconnection can be known on VBUS state. The change of VBUS state is notified on USB_INT_STA_1.VBUS_CHG_STA. As shown in the cases above, the software is required to control PLLs in USB3.0-PHY and USB2.0-PHY depending on VBUS state.

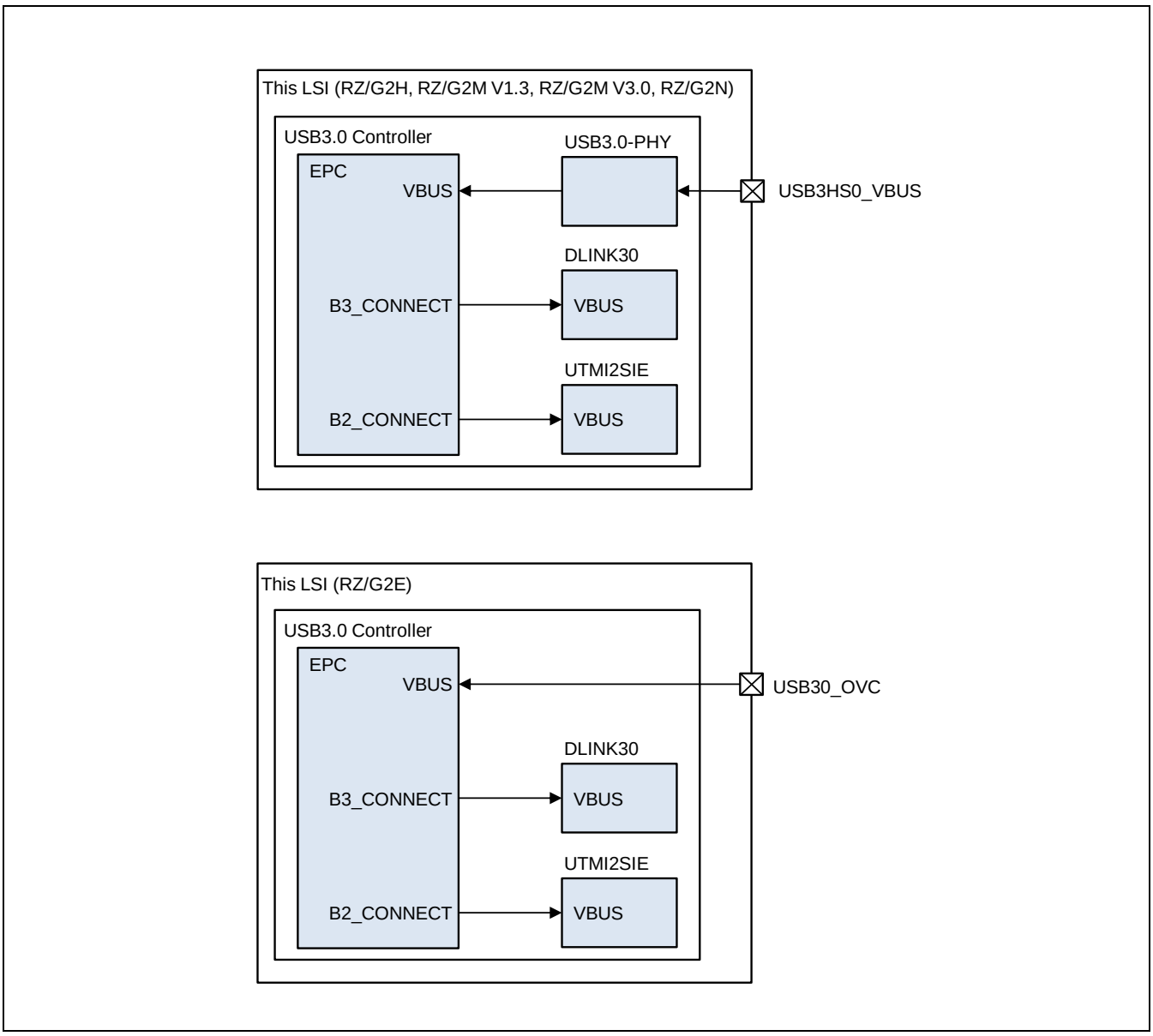


Figure 63.18 VBUS connection

63.7.2 Functions of EPC

63.7.2.1 Buffering for transmission and reception on USB

- Buffer for the received data at OUT endpoint
  (1) PERIPHERAL PORTION receives OUT packet from host.
  (2) PERIPHERAL PORTION stores the received packet in RAM if it has an available space.
  (3) PERIPHERAL PORTION checks whether the received packet has an error (CRC error, PID error, sequence number error etc.) or not.
  If PERIPHERAL PORTION completes the reception of OUT packets and finds no error in them, PERIPHERAL PORTION informs Interrupt Controller with an interrupt signal.
  PERIPHERAL PORTION sends the received packets to UDL side if required.
  (4) AXI-bus reads the received packets

- Buffer for data to be transmitted at IN endpoint
  (1) PERIPHERAL PORTION receives IN token (USB2.0) or ACK TP (USB3.0) from host.
  (2) PERIPHERAL PORTION sends data packet if it has data in RAM.
  (3) PERIPHERAL PORTION checks whether it receives handshake (ACK, for example) for transmitted packet or not.
  If PERIPHERAL PORTION completes the transmission of IN packets and receives ACKs from host for them, PERIPHERAL PORTION informs Interrupt Controller with an interrupt signal.
  If PERIPHERAL PORTION can't send IN packet correctly or can't receive ACK from host, PERIPHERAL PORTION transmits the same data again when next IN token (USB2.0) or ACK TP (USB3.0) comes.
  (4) AXI-bus can write data for the next transmission if it wants.

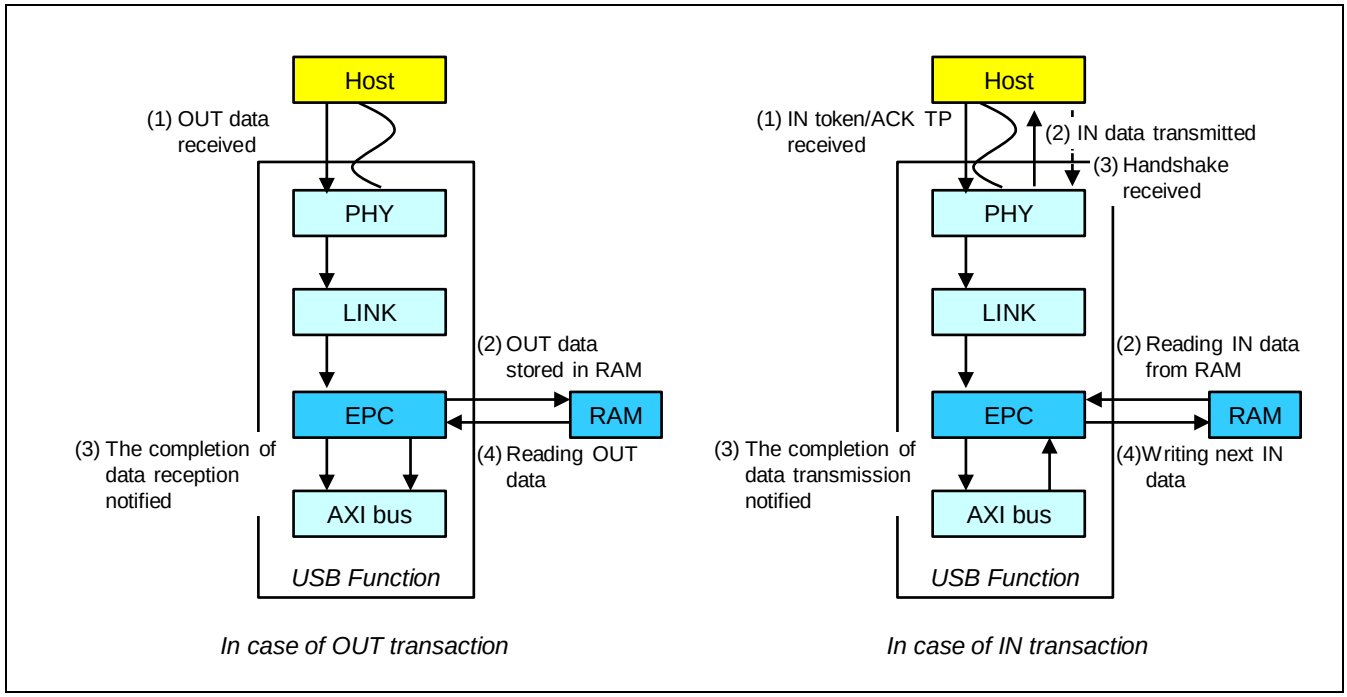


Figure 63.19 buffer for transmission and reception on USB

63.7.2.2 Handshake

Peripheral portion automatically selects the response depending on the setting, its internal status and the receiving status of the packet.

(1) Handshake response for OUT transaction

Peripheral portion sends the handshake response for OUT transaction as shown in Table 63.12 and Table 63.13.

Table 63.12 Handshake for OUT transactions (HS/FS)

Reception Data Corrupted (Error)	Endpoint Halt	Data Toggle Check	Data Reception Allowed/Not Allowed	Handshake
Yes	N/A	N/A	N/A	No Response
No	Set	N/A	N/A	STALL
No	Not Set	NG	N/A	ACK
No	Not Set	OK	Allowed	ACK
No	Not Set	OK	Not Allowed	NAK

Table 63.13 Handshake for OUT transaction (SS)

Invalid DPH Reception	Deferred Reception	Endpoint Halt	Reception Data Corrupted (Error)	Data Reception Allowed or Not allowed	Handshake
Yes	N/A	N/A	N/A	N/A	No Response
No	Yes	Yes	N/A	N/A	ERDY
No	Yes	No	N/A	Not allowed	ERDY when PIPE becomes available
No	Yes	No	N/A	Allowed	ERDY
No	No	Yes	N/A	N/A	STALL
No	No	No	N/A	Not allowed	NRDY
No	No	No	Yes	Allowed	ACK (Retry required)
No	No	No	No	Allowed	ACK

(2) Handshake response for IN transaction

Peripheral portion sends the handshake response for IN transaction as shown in Table63.14 and Table 63.15.

Table 63.14 Handshake for IN transaction (HS/FS)

Token Corrupted (Error)	Endpoint Halt	Transmission Data is in buffer or not	Handshake
Yes	N/A	N/A	No Response
No	Set	N/A	STALL
No	Not Set	No	NAK
No	Not Set	Yes	Data Transmission

Table 63.15 Handshake for IN transaction (SS)

Invalid TP Reception	Deferred Reception	Endpoint Halt	Transmission Data is in buffer or not	Handshake
Yes	N/A	N/A	N/A	No Response
No	Yes	Yes	N/A	ERDY
No	Yes	No	No	ERDY when PIPE becomes available
No	Yes	No	Yes	ERDY
No	No	Yes	N/A	STALL
No	No	No	No	NRDY
No	No	No	Yes	Data Transmission

63.7.3 USB3.0/USB2.0 connection

In this section the outline of USB3.0 and USB2.0 connection in USB3.0 specification is explained.

See section 63.8.3.6 for details of the software flow.

The behavior of peripheral device upstream port state machine is described in section 10.16.2 of USB3.0 specification Revision 1.0 June 6, 2011. This behavior was proposed as ECN#011 at first.

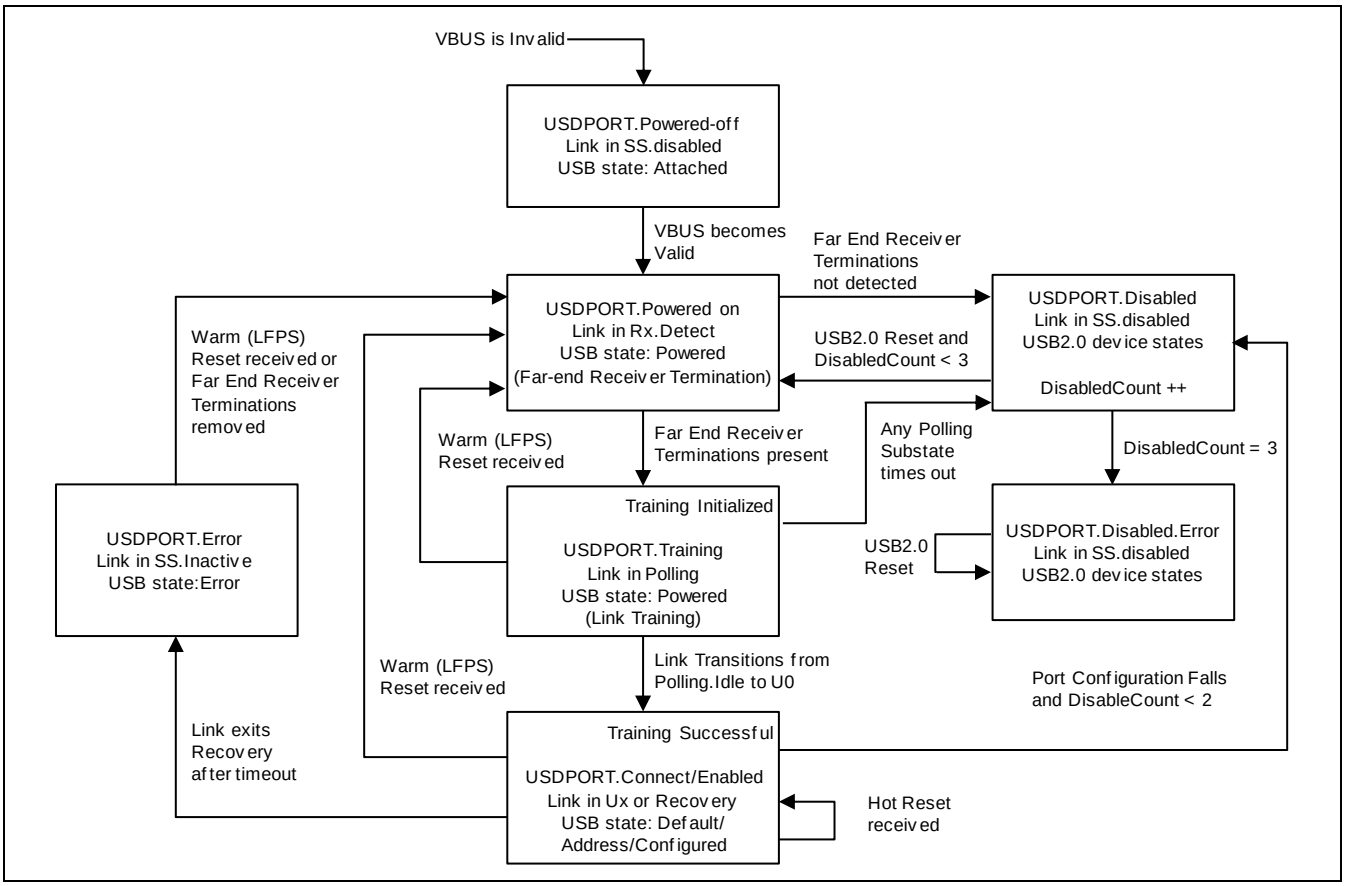


Figure 63.20 Peripheral Upstream Device Port State Machine
(from Figure10-25 in USB3.0 specification)

As initial state, in which VBUS is off, the upstream port of the device is in USDPORT.Powered-off. The port should have the variable “DisableCount” to control the transition to or from USDPORT.Disabled. The DisabledCount should be initialized to 0 when power is off or when the port’s link completes the port configuration.

When VBUS becomes valid (on), the port transits to USDPORT.Powered on. In this state, the port’s link is in Rx.Detect. On this first entry to USDPORT.Powered on, the port’s link makes the trial of Rx detection up to 8. If it detects Far End Receiver Termination of the link partner, the upstream port enters USDPORT.Training, and after the training has successfully completed it enters USDPORT.Connected/Enabled.
But if the port fails in the port configuration, it enters USDPORT.Disabled.

But if the port’s link can’t detect Far End Receiver Termination even when it tries 8 times, the port enters USDPORT.Disabled. With this transition DiableCount is incremented if it is less than 3. In this state, the function of

USB3.0 is disabled once and the function of USB2.0 starts working.
If downstream port detects D+ line is pulled up, it recognizes the device wants to be connected as USB2.0 device. The downstream port asserts USB2.0 bus reset to start the process of USB2.0 connection.

Receiving USB2.0 bus reset, the upstream port returns to USDPORT.Powered on. On this entry to USDPORT.Powered on, the function of USB3.0 is enabled again and the port's link makes the trial of Rx detection only one time. Note that the pull-up of D+ line is still enabled and the process of USB2.0 connection is still valid.

If the port's link detects Far End Receiver Termination of the link partner, the upstream port enters USDPORT.Training and the connection as USB2.0 device is disabled within tUSB2SwitchDisconnect (=1ms). If the port succeeds in the training, it enters USDPORT.Connected/Enabled.
But if the port's link can't detect Far End Receiver Termination, the function of USB3.0 is disabled again. When the port succeeds in USB2.0 connection, the device works in HS or FS of USB2.0. With this failure of Rx detection, the port enters USDPORT.Disabled as USB3.0 port and DisabledCount is incremented if it is less than 3.

If DisabledCount equals to 3 when the port enters USDPORT.Disabled, it makes the transition to USDPORT.Disabled_Error.

Whenever the port is in USDPORT.Disabled and USB2.0 bus reset comes, the port transits to USDPORT.Powered on and Rx detection for USB3.0 connection is started one time. Pull up of D+ can be seen from downstream port and USB2.0 connection is still active.
But if the port is in USDPORT.Disabled_Error when USB2.0 bus reset comes, it tries Rx detection no more and can only executes USB2.0 connection. Since DisabledCount is initialized to 0 when power is off or when the port configuration is completed, the port can exit from the state only when the power is removed.

63.7.4 Power Management Control

63.7.4.1 USB3.0 Power Control

Table 63.16 USB3.0 power management

LTSSM State	USB3.0 PHY POWERDOWN	PLL Operation	Note
SS.Disabled	P2	Running	Default
	P0/P2	Running	The setting on USB30_CON.POW_SEL[2:0] is required.
	P3	Running	The setting on USB30_CON.POW_SEL[2:0] is required.
Rx.Detect	P2	Running	
U0	P0	Running	
U1	P1	Running	
U2	P2	Running	
U3	P0/P2	Running	Default Select P0 or P2 as the initial state on USB30_CON.U3_POW_SEL[1:0].
	P0/P2	Running	The setting on USB30_CON.POW_SEL[2:0] is required.
	P3	Running	The setting on USB30_CON.POW_SEL[2:0] is required.
U3 -> U3_Wakeup,Reset	P0	Running	Transition due to the reception of LFPS from host
U3 (P0/2) -> RemoteWakeup	P0	Running	The setting on PORTSC.PLS[3:0] is required after waking up PLL in USB3.0-PHY.
U3(P3) -> RemoteWakeup	P0	Running	The setting on USB30_CON.POW_SEL[2:0] is required.
Others	P0	Running	

Table 63.17 USB3.0 power management and configured state

Configured/Unconfigured (CONF)	USB3.0 PHY POWERDOWN	CLK Gating			Note
		EPC	DLINK30		
		CLK125_P	CLK125	CLKLFPS	
Unconfigured	P0/P1/P2	Stopped	Running	Running	Only PIPE0 is accessible in EPC.
(CONF = 0)	P3	Stopped	Running	Running	PLL Running
Configured	P0/P1/P2	Running	Running	Running	All PIPEs are accessible in EPC
(CONF = 1)	P3	Running	Running	Running	PLL Running

[The behavior of PHY_POWERDOWN[1:0] in Disconnected state (SS.Disabled)]

- P2 is designated on PHY_POWERDOWN[1:0] with default setting.
- P0 or P3 is selectable as the request on PHY_POWERDOWN[1:0] with the setting of USB30_CON.POW_SEL[2:0].

[The behavior of PHY_POWERDOWN[1:0] in U3 state]

- P0 or P2 is designated on PHY_POWERDOWN[1:0] depending on the setting of USB30_CON.POW_SEL[2:0].
- In order to place PHY in U3 state, the additional operation is required. See 63.8.8.1 for details.

[In case of recovery from P3]

- Transition from P3 to P0 can be requested on USB30_CON.B3_PLLWAKE or B3_PLL_WAKEIN signal
  See 63.8.8.6 for details.

63.7.4.2 USB3.0 Power State Control

(1) In case downstream port requests the transition from U0 to U1

When LGO_U1 as the request of transition to U1 state from the downstream port comes, Peripheral portion decides whether it accepts or not depending on the setting in registers and the internal status.

There are two fields in registers related to accepting LGO_U1, SSIFCMD.SSIF_URES[0] and USB30_CON.LPS_ENABLE[1:0].
SSIFCMD.SSIF_URES[0] is referred first in the decision whether LGO_U1 is accepted or not. If SSIFCMD.SSIF.URES[0]== 1 (forced LXU response), LGO_U1 is rejected and Peripheral portion returns LXU. If SSIFCMD.SSIF.URES[0]== 0 (normal response), USB30_CON.LPS_ENABLE[1:0] is referred next.
If USB30_CON.LPS_ENABLE[1:0]==B'10 (forced rejected), LGO_U1 is rejected and Peripheral portion returns LXU.
If USB30_CON.LPS_ENABLE[1:0]==B'01 (forced accepted), LGO_U1 is accepted and Peripheral portion returns LAU.
If USB30_CON.LPS_ENABLE[1:0]==B'00 (basically accepted), it depends on the internal status of Peripheral portion whether it accepts LGO_U1 or not.

With USB30_CON.LPS_ENABLE[1:0]==B'00, LGO_U1 is rejected and Peripheral portion returns LXU if one of the conditions below is satisfied. Otherwise, it is accepted and Peripheral portion returns LAU.

- Peripheral portion is still in U0 state
- 500ms has not passed yet or the response from host has not come from the time Peripheral portion sends ERDY.
- ACK has not been received for the transmitted DP.
- IN PIPE has one or more packets to be transmitted in buffer.
- PP is 1 in the last packet received at OUT PIPE the control transfer is in progress
- USB_COM_CON.CONF== 0

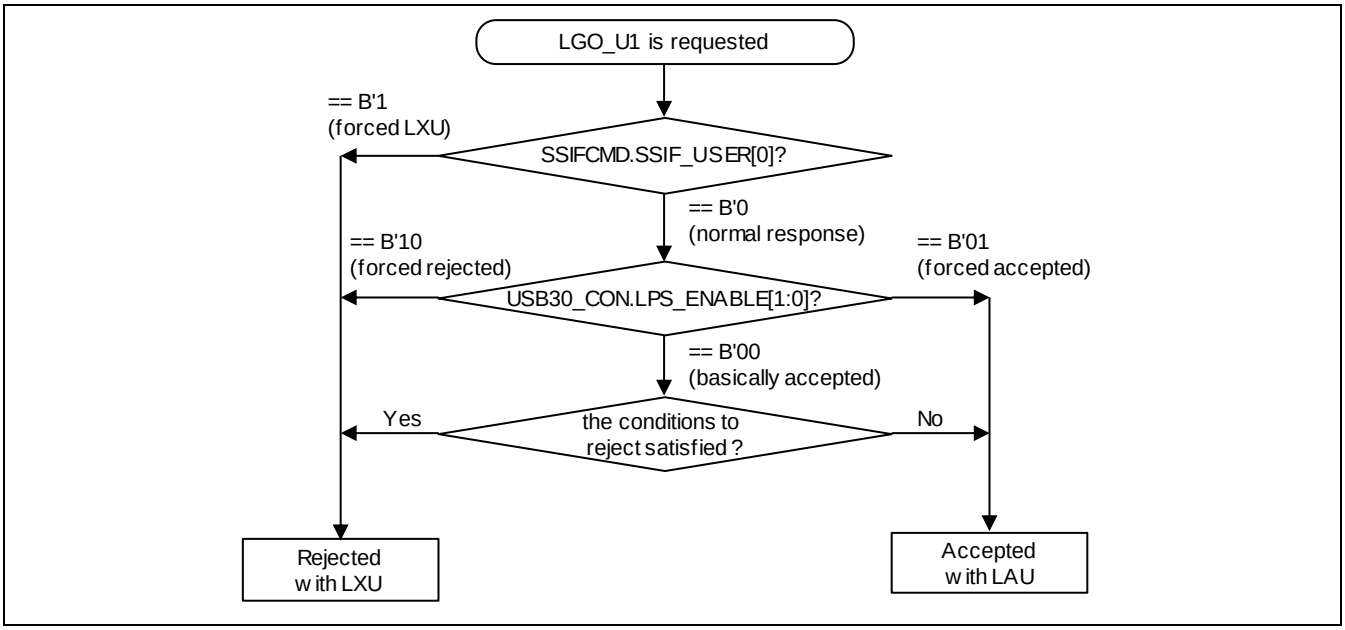


Figure 63.21 the decision flow whether the transition request to U1 is accepted or not

(2) In case device requests the transition from U0 to U1

On the timeout of PORTPMSC.U1_TIMEOUT[15:0], PERIPHERAL PORTION requests the transition from U0 state to U1 state. But it depends on the setting in registers and the internal status of PERIPHERAL PORTION whether it really requests the transition from U0 state to U1 state.

There are two fields in registers related to sending LGO_U1, SSIFCMD.SSIF_UREQ[0] and USB30_CON.LPS_ENABLE[1:0].
SSIFCMD.SSIF.UREQ[0] is referred first in the decision whether LGO_U1 is sent or not. If SSIFCMD.SSIF.UREQ[0]== 1, LGO_U1 isn't sent and PERIPHERAL PORTION never requests the transition from U0 state to U1 state. If SSIFCMD.SSIF.UREQ[1]== 0, USB30_CON.LPS_ENABLE[1:0] is referred next.
If USB30_CON.LPS_ENABLE[1:0]==B'10 (forced rejected), LGO_U1 isn't sent and PERIPHERAL PORTION never requests the transition from U0 state to U1 state. If USB30_CON.LPS_ENABLE[1:0]==B'01 (forced accepted), LGO_U1 is sent and PERIPHERAL PORTION requests the transition from U0 state to U1 state on the timeout of PORTPMSC.U1_TIMEOUT[15:0]. If USB30_CON.LPS_ENABLE[1:0]==B'00 (basically accepted), it depends on the internal status of PERIPHERAL PORTION whether it sends LGO_U1 or not.

With USB30_CON.LPS_ENABLE[1:0]==B'00, LGO_U1 isn't sent even when the timeout of PORTPMSC.U1_TIMEOUT[15:0] occurs If one of the conditions below is satisfied. Otherwise, LGO_U1 is sent and PERIPHERAL PORTION requests the transition from U0 to U1 on the timeout of PORTPMSC.U1_TIMEOUT[15:0].

- PERIPHERAL PORTION is still in U0 state
- 500ms has not passed yet or the response from host has not come from the time PERIPHERAL PORTION sends ERDY.
- ACK has not been received for the transmitted DP.
- IN PIPE has one or more packets to be transmitted in buffer.
- PP is 1 in the last packet received at OUT PIPE

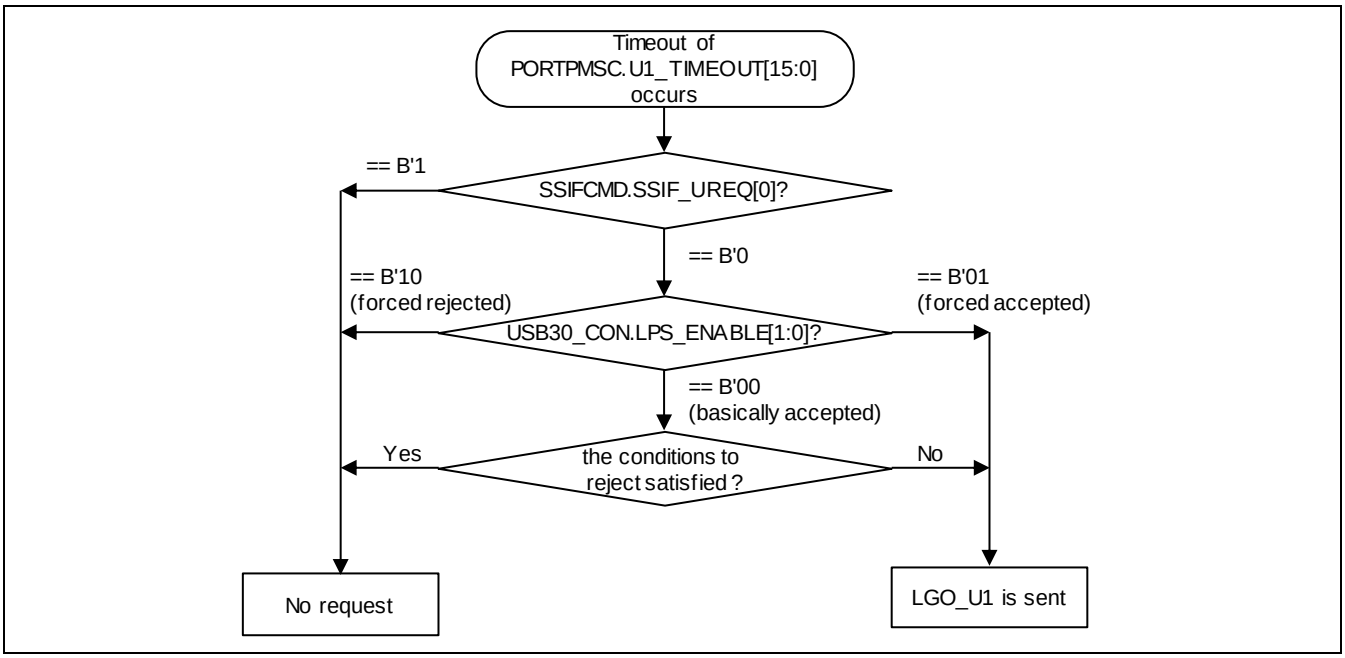


Figure 63.22 the decision flow whether the request of the transition from U0 to U1 is sent or not

It is also available to use PORTPSC.PLS[3:0] in order to send LGO_U1 at any point the software wants. See section 63.8.8.11 for details.

When the downstream port wants to exit from U1 state and U1 Exit LFPS comes, PERIPHERAL PORTION automatically responds to it and returns to U0 state.
At that time, USB_INT_STA_1.B3_LNKCNG_STA is asserted and an interrupt due to it is asserted if enabled.
PORTSC.PLS[3:0] shows U0 state (=H'0) after USB_INT_STA_1.B3_LNKCNG_STA is asserted.

(3) In case device requests the transition from U1 to U0

PERIPHERAL PORTION automatically requests the exit from U1 state to the downstream port by sending U1 Exit LFPS when one of the conditions below is satisfied.

- when PERIPHERAL PORTION wants to send ERDY for the next transfer
- when PERIPHERAL PORTION wants to send the transaction packet written in USB3_TPDAT_x (x=0,1,2) registers

In the first case, PERIPHERAL PORTION sends ERDY when the packet to be transmitted is prepared in buffer for IN PIPE and when the PIPE becomes ready to receive the next packet (Pn_CON.Pn_RES[1:0] is changed from B'00 to B'01, for example) for OUT PIPE.
In the second case, PERIPHERAL PORTION sends the transaction packet in USB3_TPDAT_x (x=0,1,2) registers when USB30_CON.B3_TP_SEND is set to 1.

For both cases, the operations to send packet or start transfer are required, but there is no additional operation to exit from U1 state. Therefore, it is not required for user to mind whether the link is in U1 state or not before sending packet or starting transfer.

(4) In case downstream port requests the transition from U0 to U2.

When LGO_U2 as the request of transition to U2 state from the downstream port comes, PERIPHERAL PORTION decides whether it accepts or not depending on the setting in registers and the internal status.

There are two fields in registers related to accepting LGO_U2, SSIFCMD.SSIF_URES[1] and USB30_CON.LPS_ENABLE[1:0].
SSIFCMD.SSIF.URES[1] is referred first in the decision whether LGO_U2 is accepted or not. If SSIFCMD.SSIF.URES[1]== 1 (forced LXU response), LGO_U2 is rejected and PERIPHERAL PORTION returns LXU. If SSIFCMD.SSIF.URES[1]== 0 (normal response), USB30_CON.LPS_ENABLE[1:0] is referred next.
If USB30_CON.LPS_ENABLE[1:0]==B'10 (forced rejected), LGO_U2 is rejected and PERIPHERAL PORTION returns LXU. If USB30_CON.LPS_ENABLE[1:0]==B'01 (forced accepted), LGO_U2 is accepted and PERIPHERAL PORTION returns LAU. If USB30_CON.LPS_ENABLE[1:0]==B'00 (basically accepted), it depends on the internal status of PERIPHERAL PORTION whether it accepts LGO_U2 or not.

With USB30_CON.LPS_ENABLE[1:0]==B'00, LGO_U2 is rejected and PERIPHERAL PORTION returns LXU If one of the conditions below is satisfied. Otherwise, it is accepted and PERIPHERAL PORTION returns LAU.

- PERIPHERAL PORTION is still in U0 state
- 500ms has not passed yet or the response from host has not come from the time PERIPHERAL PORTION sends ERDY.
- ACK has not been received for the transmitted DP.
- IN PIPE has one or more packets to be transmitted in buffer.
- PP is 1 in the last packet received at OUT PIPE

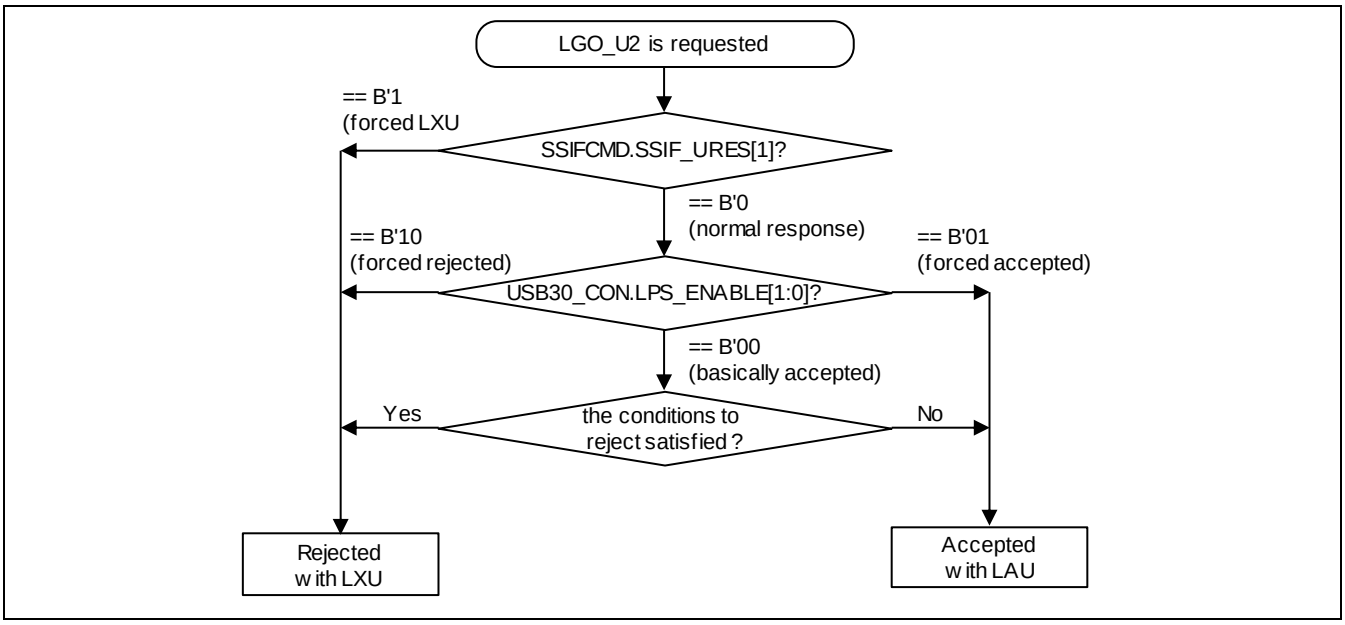


Figure 63.23 the decision flow whether the transition request to U2 is accepted or not

(5) In case device requests the transition from U0 to U2

On the timeout of PORTPMSC.U2_TIMEOUT[15:0], PERIPHERAL PORTION requests the transition from U0 state to U2 state. But it depends on the setting in registers and the internal status of PERIPHERAL PORTION whether it really requests the transition from U0 state to U2 state.

But the timeout value in U1_TIMEOUT[15:0] is smaller than that in U2_TIMEOUT[15:0] in general. In that case, U1 timeout occurs first, then U2 timeout occurs next if the device is still in U1 state. See section 63.7.4.2 (6) for the case.

There are two fields in registers related to sending LGO_U2, SSIFCMD.SSIF_UREQ[1] and USB30_CON.LPS_ENABLE[1:0].
SSIFCMD.SSIF.UREQ[1] is referred first in the decision whether LGO_U2 is sent or not. If SSIFCMD.SSIF.UREQ[1]== 1, LGO_U2 isn't sent and PERIPHERAL PORTION never requests the transition from U0 state to U2 state. If SSIFCMD.SSIF.UREQ[1]== 0, USB30_CON.LPS_ENABLE[1:0] is referred next.
If USB30_CON.LPS_ENABLE[1:0]==B'10 (forced rejected), LGO_U2 isn't sent and PERIPHERAL PORTION never requests the transition from U0 state to U2 state. If USB30_CON.LPS_ENABLE[1:0]==B'01 (forced accepted), LGO_U2 is sent and PERIPHERAL PORTION requests the transition from U0 state to U2 state on the timeout of PORTPMSC.U2_TIMEOUT[15:0]. If USB30_CON.LPS_ENABLE[1:0]==B'00 (basically accepted), it depends on the internal status of PERIPHERAL PORTION whether it sends LGO_U2 or not.

With USB30_CON.LPS_ENABLE[1:0]==B'00, LGO_U2 isn't sent even when the timeout of PORTPMSC.U2_TIMEOUT[15:0] occurs If one of the conditions below is satisfied. Otherwise, LGO_U2 is sent and PERIPHERAL PORTION requests the transition from U0 to U2 on the timeout of PORTPMSC.U2_TIMEOUT[15:0].

- PERIPHERAL PORTION is still in U0 state.
- 500ms has not passed yet or the response from host has not come from the time PERIPHERAL PORTION sends ERDY.
- ACK has not been received for the transmitted DP.
- IN PIPE has one or more packets to be transmitted in buffer.
- PP is 1 in the last packet received at OUT PIPE
- the control transfer is in progress
- USB_COM_CON.CONF== 0

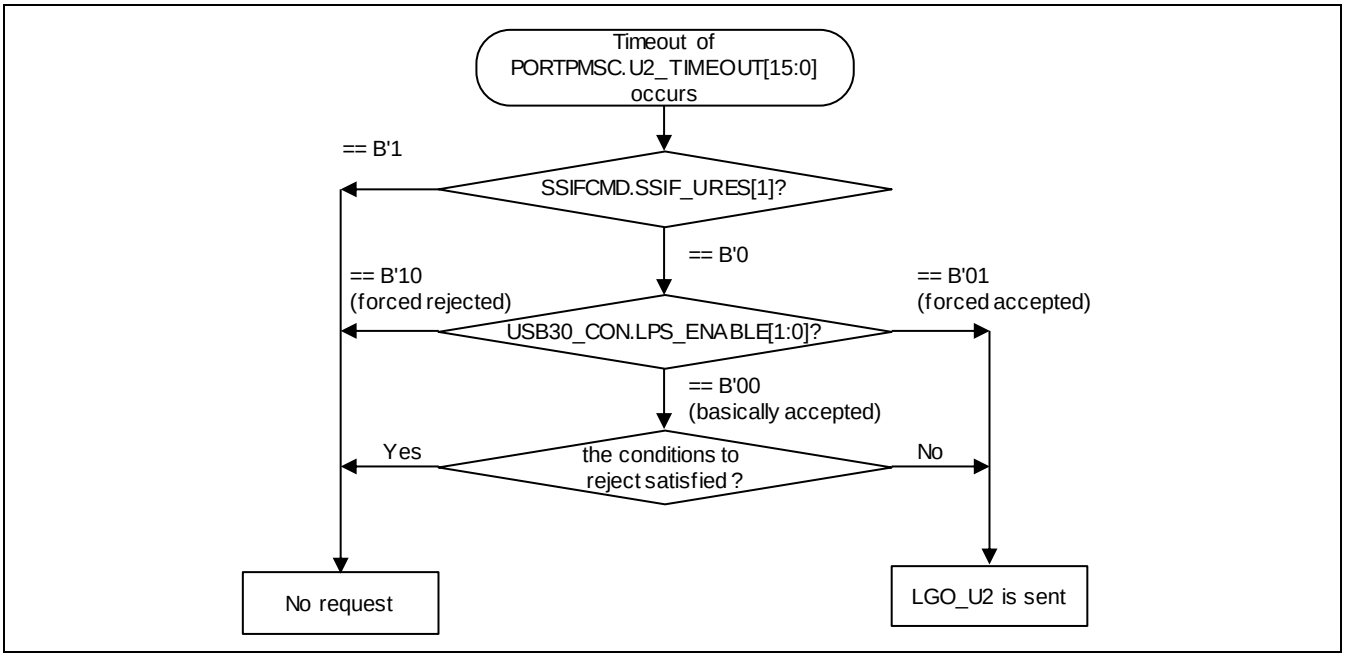


Figure 63.24 the decision flow whether the request of the transition from U0 to U2 is sent or not

(6) In case device requests the transition from U1 to U2

As explained in section 63.7.4.2 (5), When PERIPHERAL PORTION is in U1 state and the timeout of PORTPMSC.U2_TIMEOUT[15:0] occurs, PERIPHERAL PORTION transits from U1 state to U2 state without returning to U0 state. In that case, it is required that SSIFCMD.SSIF_UREQ[1] is set to 0.

At that time, USB_INT_STA_1.B3_LNKCNG_STA is asserted and an interrupt due to it is asserted if enabled. PORTSC.PLS shows U2 state (=H'2) after USB_INT_STA_1.B3_LNKCNG_STA is asserted.

(7) In case downstream port requests the transition from U2 to U0

When the downstream port wants to exit from U2 state and U2 Exit LFPS comes, PERIPHERAL PORTION automatically responds to it and returns to U0 state.
At that time, USB_INT_STA_1.B3_LNKCNG_STA is asserted and an interrupt due to it is asserted if enabled. PORTSC.PLS[3:0] shows U0 state (=H'0) after USB_INT_STA_1.B3_LNKCNG_STA is asserted.

(8) In case device requests the transition from U2 to U0

PERIPHERAL PORTION automatically requests the exit from U2 state to the downstream port by sending U2 Exit LFPS when one of the conditions below is satisfied.

- when PERIPHERAL PORTION wants to send ERDY for the next transfer
- when PERIPHERAL PORTION wants to send the transaction packet written in USB3_TPDAT_x (x=0,1,2) registers

In the first case, PERIPHERAL PORTION sends ERDY when the packet to be transmitted is prepared in buffer for IN PIPE and when the PIPE becomes ready to receive the next packet (Pn_CON.Pn_RES[1:0] is changed from B'00 to B'01, for example) for OUT PIPE.
In the second case, PERIPHERAL PORTION sends the transaction packet in USB3_TPDAT_x (x=0,1,2) registers when USB30_CON.B3_TP_SEND is set to 1.

For both cases, the operation to send packet or start transfer is required, but there is no additional operation to exit from U2 state. Therefore, it is not required for user to mind whether the link is in U1 state or not before sending packet or starting transfer.

(9) In case downstream port requests the transition from U0 to U3

Only downstream port can initiate U3 entry. An upstream port shall not reject U3 entry.
PERIPHERAL PORTION automatically responds to LGO_U3, accepts it and transits to U3 state.
USB_INT_STA_1.B3_LNKCNG_STA is asserted and an interrupt due to it is asserted if enabled. PORTSC.PLS[3:0] shows U3 state (=H'3) after USB_INT_STA_1.B3_LNKCNG_STA is asserted.

But only with the transition to U3 above, USB3.0 PHY is placed in P0 state or P2 state. If it is required to place PHY in P3 state, See the flow shown in section 63.8.8.1.

(10) In case downstream port requests the transition from U3 to U0

When the downstream port wants to exit from U3 state and U3 Wakeup LFPS comes, PERIPHERAL PORTION automatically responds to it and returns to U0 state.
At that time, USB_INT_STA_1.B3_LNKCNG_STA is asserted and an interrupt due to it is asserted if enabled. PORTSC.PLS[3:0] shows U0 (=H'0) after USB_INT_STA_1.B3_LNKCNG_STA is asserted.

(11) In case device requests the transition from U3 to U0

PERIPHERAL PORTION automatically requests the transition from U3 state to U0 by sending U3 Wakeup LFPS when the transition is requested on PORTSC.PLS[3:0]. In U3, PORTSC.PLS[3:0] shows U3 state (=H'3). If PORTSC.PLS[3:0] is changed to U0 state (=H'0), PERIPHERAL PORTION sends U3 Wakeup LFPS to the link partner in order to request the transition from U3 state to U0 state.

When the LFPS handshake is completed and the link goes back to U0 state, USB_INT_STA_1.B3_LNKCNG_STA is asserted and an interrupt due to it is asserted if enabled. PORTSC.PLS[3:0] shows U0 state (=H'0) after USB_INT_STA_1.B3_LNKCNG_STA is asserted.

63.7.4.3 USB2.0 Power State Control

In the specification of USB2.0 link power management, L0 state is defined as “On” state.
L3 state is defined as “Off” state and corresponds to the powered-off, disconnected and disabled state.
L2 state is defined as “Suspend” state and corresponds to so-called “USB2.0 suspend” in the past.
L1 state is defined as “Sleep” state. LPM transaction is defined for the state.

Table 63.18 USB2.0 power management

State	Configured (CONF)	PLL Operation	CLK Gating				Supplement
			CLK60	CLK60_G	CLK60_P	CLK60_PG	
L3	—	Running	Running	Stopped	Stopped	Stopped	(default)
		Stopped	Stopped	Stopped	Stopped	Stopped	PLL stop is requested on USB20_CON.B2_SUSPEND
L0	Unconfigured (CONF = 0)	Running	Running	Running	Stopped	Stopped	Only PIPE0 is running
	Configured (CONF = 1)	Running	Running	Running	Running	Running	All PIPEs are running
L1/L2		Running	Running	Stopped	Running	Stopped	(default)
		Stopped	Stopped	Stopped	Stopped	Stopped	PLL stop is requested on USB20_CON.B2_SUSPEND
L1/L2 → L0		Running	Running	Running	Running	Running	Wakeup received from Host
		Running	Running	Running	Running	Running	Remote wakeup initiated by device

[L3 (Off) State]

- Disconnected state for USB2.0
- PLL is running in default setting but it can be stopped on USB20_CON.B2_SUSPEND.
- 60MHz clock other than CLK60 is suspended.

[L0 (On) State]

- Active state in USB2.0 connection
- PLL is running
- In unconfigured state, CLK60_P and CLK60_PG are suspended. It means that clock to PIPEs other than PIPE0 is suspended.
  In configured state, all clocks of 60MHz is running.

[L1 (Sleep) State]

- Low power state selected on LPM in USB2.0 connection
- PLL is running.
- CLK60_G and CLK60_PG are suspended.

[L2 (Suspend) State]

- Suspended state in USB2.0 connection
- PLL is running but it can be stopped on USB20_CON.B2_SUSPEND.
  PLL is resumed automatically when the wakeup request from downstream port is received.
- CLK60_G and CLK60_PG are suspended.

(1) Transition from L0 to L1

L1 state in USB2.0 is similar to U1 state and U2 state in USB3.0 in the point that the hardware should control the transition to or the exit from the state mainly. But unlike the transition to U1 state or U2 state, the transition to L1 state is initiated only by downstream port.
LPM token is defined as one of extended token packet for the transition. The device returns ACK if it accepts the transition or NYET if it rejects the transition when LPM token comes. It is also allowed to return STALL if it doesn't support LPM function.

PERIPHERAL PORTION can respond with "no response" or return STALL to LPM token with the setting to do so, but it should return only ACK or NYET basically.

When LPM token from downstream port comes, PERIPHERAL PORTION decides whether it accepts or not depending on the setting in the registers and the internal status.

LPM function can be enabled or disabled on USB20_CON.LPM_DISABLE. When USB20_CON.LPM_DISABLE== 1, PERIPHERAL PORTION disables LPM function and return no response to LPM token and take no action for it. But the device should support LPM function, so it should enable LPM function.
USB20_CON.LPM_ENABLE[1:0] also defines the response of PERIPHERAL PORTION to LPM token. If USB20_CON.LPM_ENABLE[1:0]==B'10 (forced rejected), the request is rejected and PERIPHERAL PORTION returns NYET to LPM token. If USB20_CON.LPM_ENABLE[1:0]==B'01 (forced accepted), the request is accepted and PERIPHERAL PORTION returns ACK to LPM token. If USB20_CON.LPM_ENABLE[1:0]==B'00 (basically accepted), it depends on the internal status of PERIPHERAL PORTION whether it accepts the request or not. If USB20_CON.LPM_ENABLE[1:0]==B'11 (unsupported), PERIPHERAL PORTION returns STALL to LPM token. But the device should not return STALL if it supports LPM function.

If one of the conditions below is satisfied, the request is rejected and PERIPHERAL PORTION returns NYET. Otherwise, it is accepted and PERIPHERAL PORTION returns ACK.

— IN PIPE has one or more packets to be transmitted in buffer.

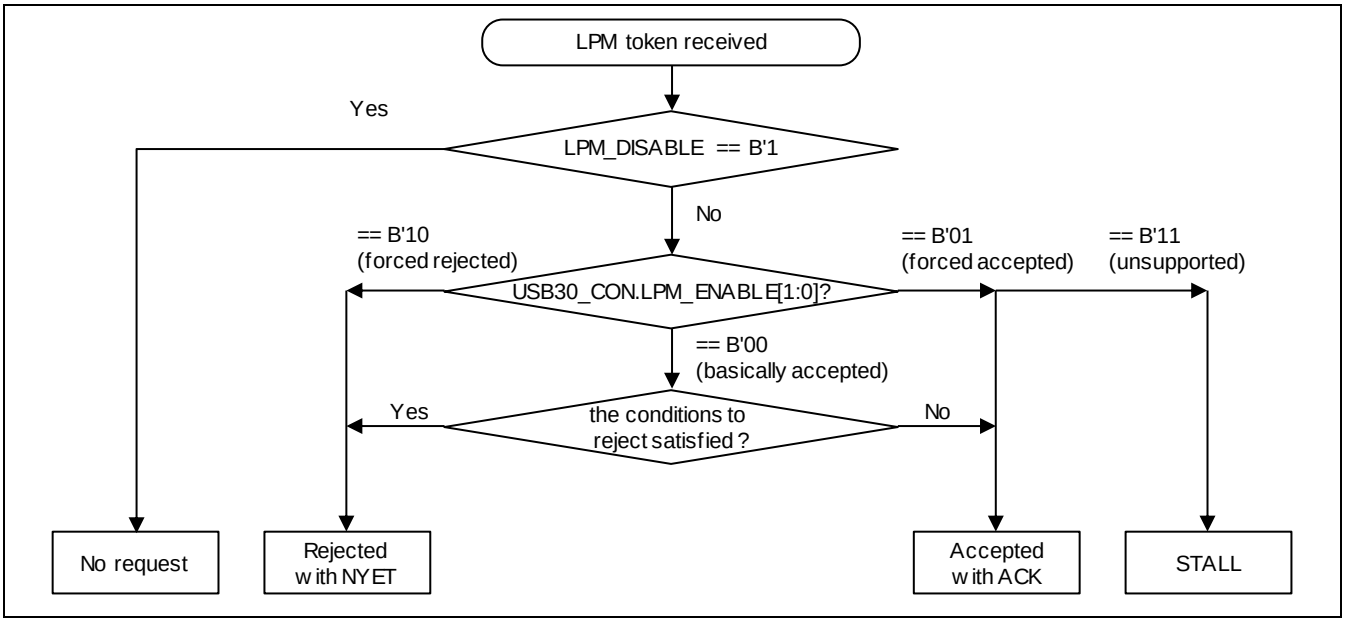


Figure 63.25 the decision flow whether the transition request to L1 is accepted or not

The software can knows that the transition to L1 state is requested on USB_INT_STA_1.B2_L1SPND_STA. An interrupt due to it is asserted if enabled.

(2) In case downstream port requests the transition from L1 to L0

When the downstream port wants to exit from L1 state and the resume signal comes, PERIPHERAL PORTION automatically responds to it and returns to L0 state.
At that time, USB_INT_STA_1.B2_L1RSUM_STA is asserted and an interrupt due to it is asserted if enabled.

(3) In case device requests the transition from L1 to L0

PERIPHERAL PORTION automatically requests the exit from L1 state to the downstream port by sending the resume signal when it has one or more packets to be transmitted in buffer for IN PIPE. In this case, there is no additional operation to exit from L1 state.

The transition from L1 state to L0 state is also required by setting USB20_CON.B2_RSUM_IN. When this bit is set, the resume signal to request the exit from L1 state is sent to the downstream port.

(4) Transition from L0 to L2 (Suspend)

L2 state is defined as USB2.0 Suspend in the original USB2.0 specification. The transition to L2 state is requested only from downstream port and is controlled automatically by the hardware of PERIPHERAL PORTION.

The downstream port can request the transition to L2 state by stopping any bus activity and put USB bus in a constant idle state for more than 3.0ms and device can not deny the transition.

When PERIPHERAL PORTION detects that the transition to L2 state is being requested from downstream port (that is, USB bus stays in idle state for more than 3.0ms), it automatically follows it and asserts USB_INT_STA_1.B2_SPND_STA.

PERIPHERAL PORTION follows to the request of the transition to L2 state, but PLL in USB2.0-PHY is still running in L2 state. If it is required to stop PLL, set USB20_CON.B2_SUSPEND. See section 63.8.8.7 for details.

(5) In case downstream port requests the transition from L2 to L0

When the downstream port wants to exit from L2 state and the resume signal comes, PERIPHERAL PORTION automatically responds to it and returns to L0 state.
At that time, USB_INT_STA_1.B2_RSUM_STA is asserted and an interrupt due to it is asserted if enabled.

(6) In case device requests the transition from L2 to L0

The sofware can requests the wakeup of PERIPHERAL PORTION from L2 state. If PLL in USB2.0-PHY is suspended, it should be awaken first. See section 63.8.8.10 for how to awake PLL in USB2.0-PHY.

After PLL is resumed, the software can send the resume signal from PERIPHERAL PORTION by setting USB20_CON.RSUM_IN. See section 63.8.8.9 for details

63.7.5 AXI DMA Transfer Control

PERIPHERAL PORTION executes DMA transfer to or from data buffers connected to SRAM interface using the bus master function of Peripheral portion. The DMA master function of Peripheral portion uses Physical Region Descriptor (PRD) Table on system memory, which has source address, destination address, the size of transfer and other informations related to the DMA transfer. It is assumed that the software (driver, for example) prepares PRD table on system memory. PRD tables are prepared separately for each PIPE.

The operation flow of DMA transfer using master function of Peripheral portion is described below.

63.7.5.1 OUT Transfer

(1) Interrupt is asserted if PRD table is not prepared

Peripheral portion asserts AXI_INT_SYS if a certain PIPE receives OUT packet and the OUT packet becomes ready to be read but PRD table is not prepared for it yet.

If PRD table is already prepared for the PIPE and DMA transfer is enabled, Peripheral portion doesn't assert AXI_INT_SYS here. In that case, (2) and (3) can be skipped.

(2) Making PRD table

The software makes PRD table according to the defined format.

(3) Setting for bus master

The software specifies PRD table made at (2) to registers of Peripheral portion, and enables DMA transfer.

(4) Start of DMA transfer

Peripheral portion reads PRD table when it detects EPC_D_Pn_DATAEN[n] (n is the index of the PIPE for which PRD table is prepared for) is asserted and knows Peripheral portion requests DMA transfer. Then, Peripheral portion writes received data in a unit of packet to the address which is assigned by PRD table.

(5) Writing back the result of transfer to PRD table

When DMA transfer is completed, Peripheral portion writes back the result of transfer to PRD table.

(6) Interrupt is asserted to notify completion of DMA transfer

Peripheral portion asserts AXI_INT_DMA when it completes DMA transfer.

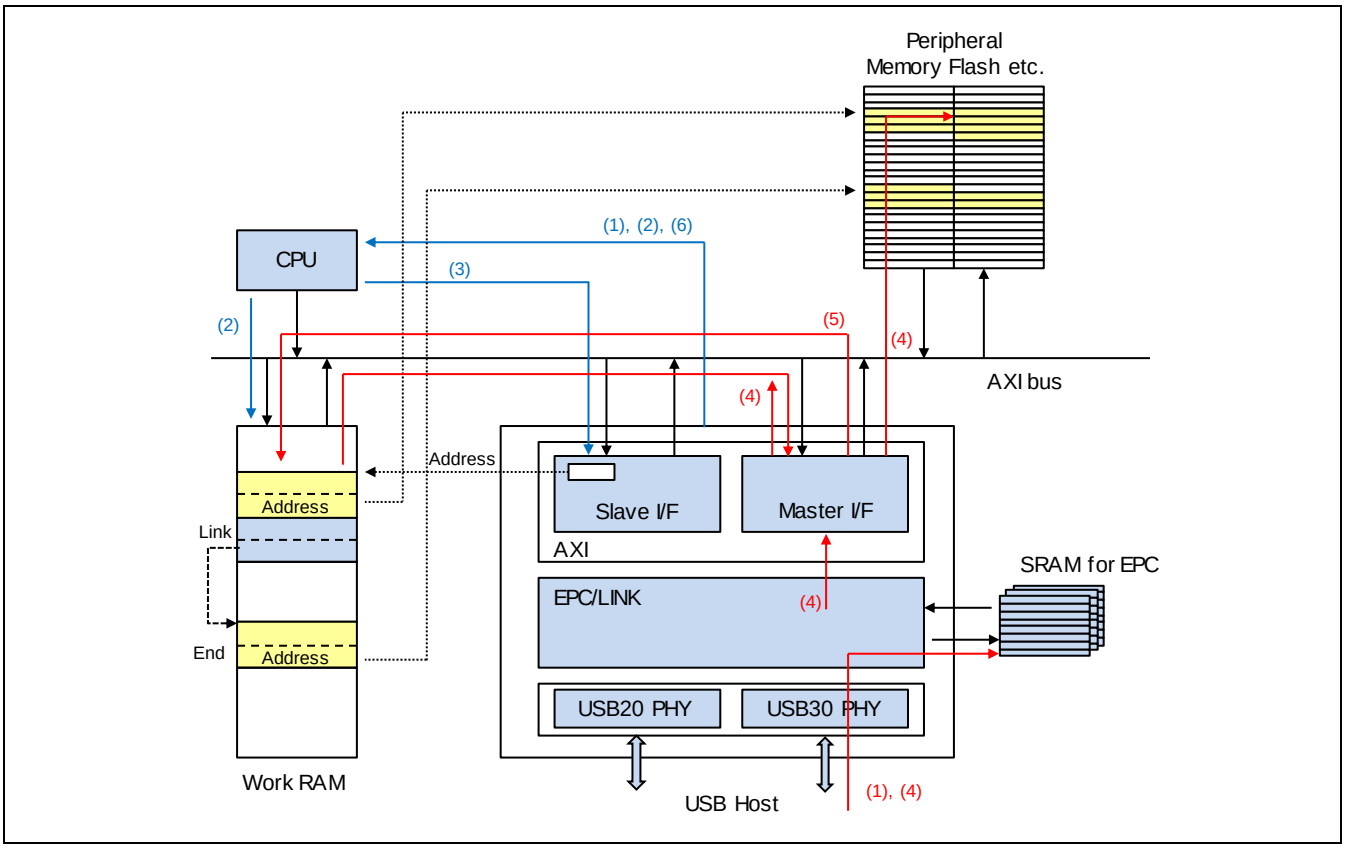


Figure 63.26 example of operation for OUT transfer

63.7.5.2 IN Transfer

(1) Interrupt is asserted if PRD table is not prepared

Peripheral portion asserts AXI_INT_SYS if a certain PIPE becomes ready to be written for IN packet but PRD table is not prepared for it yet.

If PRD table is already prepared for the PIPE and DMA transfer is enabled, Peripheral portion doesn't assert an interrupt. In that case, (2) and (3) can be skipped.

(2) Making PRD table

The software makes PRD table according to the defined format.

(3) Setting for bus master

The software specifies PRD table made at (2) to registers of Peripheral portion, and enables DMA transfer.

(4) Start of DMA transfer

Peripheral portion reads PRD table when it detects EPC_D_Pn_DATAEN[n] (n is the index of the PIPE for which PRD table is prepared for) is asserted and knows Peripheral portion requests DMA transfer. Then, Peripheral portion read data to be transmitted in unit of a packet from the address which is assigned by PRD table.

(5) Write back of result of transfer to PRD table

When DMA transfer is completed, Peripheral portion writes back the result of transfer to PRD table.

(6) Interrupt asserted to notify completion of DMA transfer

Peripheral portion asserts AXI_INT_DMA when it completes DMA transfer.

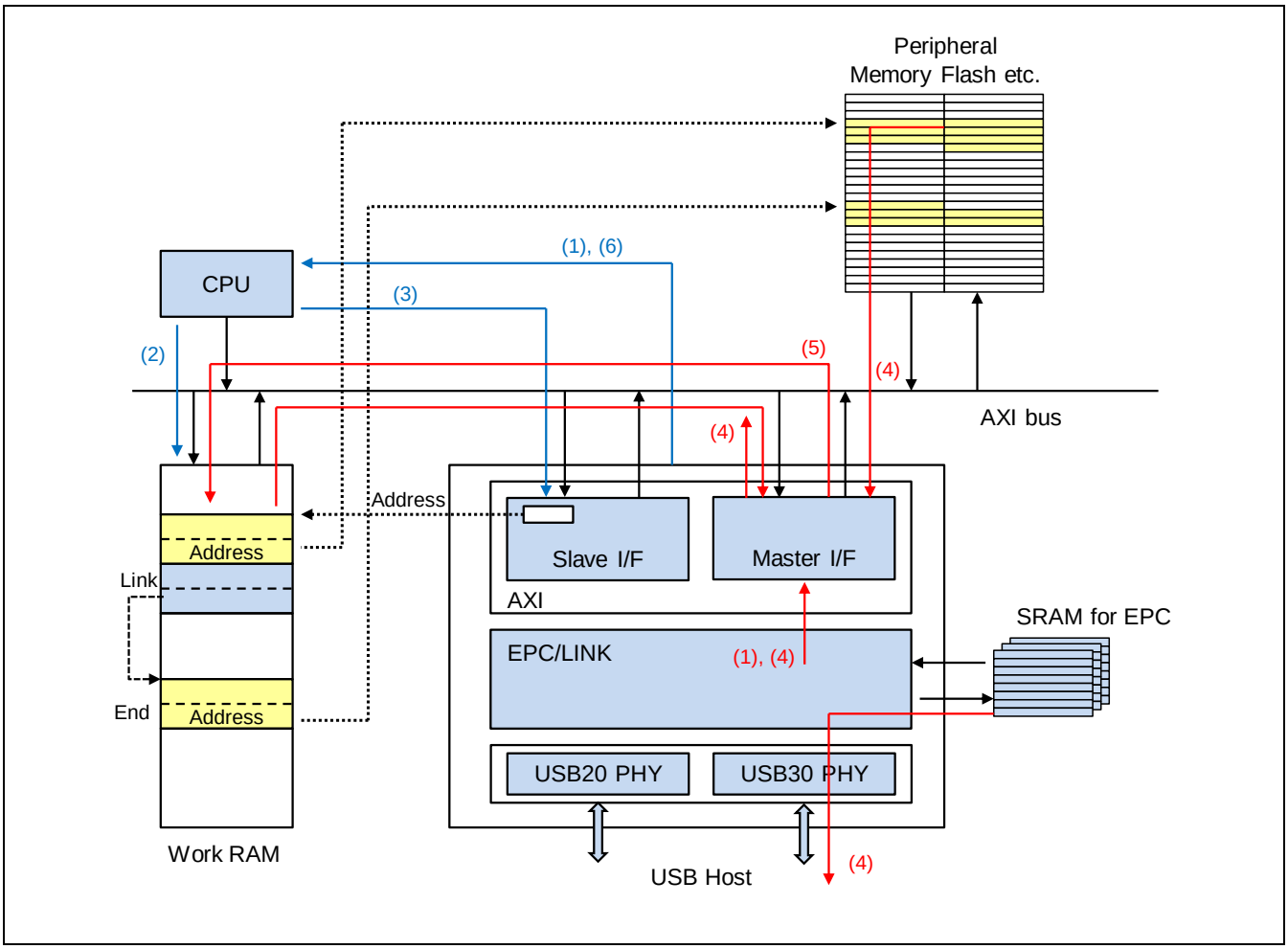


Figure 63.27 example of operation for IN transfer

63.7.5.3 Two PRD tables for one group of transfer

The basic concept of two PRD tables used for one group of transfer is described below. Especially the Stream bulk protocol is assumed here.

For Stream bulk transfer, Stream ID is assigned to PERIPHERAL PORTION and it executes transfer related to the Stream ID. The Stream ID is set before PRD table is allocated to PERIPHERAL PORTION.
From the viewpoint of the performance of system, it is desirable to prepare for the next transfer just before the current OUT transfer is completed. PERIPHERAL PORTION can execute transfer seamlessly in that case.

In order to do so, there is a way to use PRD tables for one group of transfer.

Two PRD tables are prepared so that the group of transfer is divided to them beforehand. One PRD table has the part from the first packet to the (n)-th packet, and the other table has that from the (n+1) th packet to the last packet. The (n) is assumed as the second or the third packet from the last. The Int bits are set for both tables. With this usage, the software can know the current transfer is almost completed by the interrupt of the first PRD table. When the interrupt of the first PRD table comes, software can start the preparation for the next transfer. It can also confirm the completion of the current transfer by the interrupt of the second PRD table.

This method is applicable for non Stream bulk transfer.

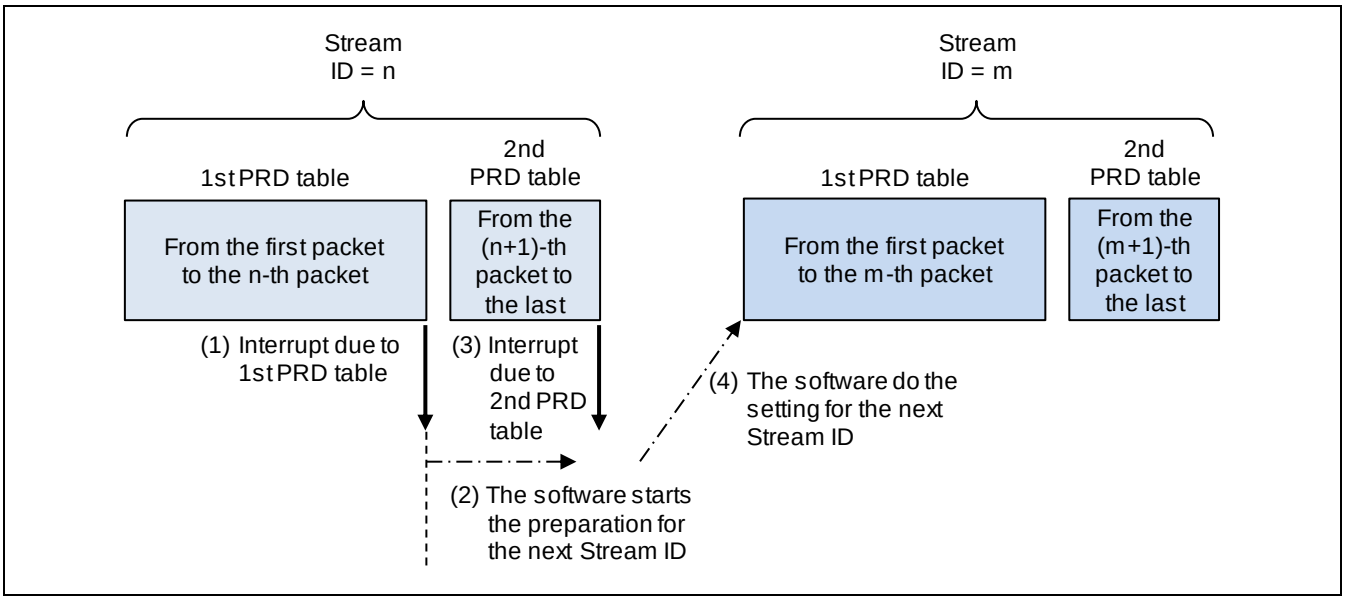


Figure 63.28 Two PRD tables used for one group transfer

63.7.5.4 DMA Transfer using EXTPRD_EN

Peripheral portion has four register groups used for DMA transfers, -- DMA_Ch0_CONx and DMA_Ch0_PRD_ADRx (x = 1 to 4). USB3.0 Controller can coordinate multiple PRD tables and their transfers by making links between those PRD tables on DMA_Ch0_CONx.EXPRD_ENx and DMA_Ch0_CONx.EXTPRD_NOx[1:0].

An example in case that multiple PRD tables and their transfers are coordinated on DMA_Ch0_CONx.EXPRD_ENx is described below. In this example, PRD tables from (1) to (4) are set to registers at first, and then PRD table of (5) is set after DMA transfer of (1) is completed. Since DMA_Ch0_CONx.EXPRD_ENx is set to 1 for (2), (3) and (5), each DMA_Ch0_CONx.PRD_ENx is masked and each DMA transfer is kept waiting until the transfer related on DMA_Ch0_CONx.EXTPRD_NOx[1:0] is completed.

As for (2), DMA_Ch0_CON2.EXTPRD_NO2[1:0]=0 is specified. In this case, the transfer related to (2) is suspended until the transfer at PIPE1 with DMA_Ch0_CON1 is completed. When the transfer at PIPE1 with DMA_CH0_CON1 is completed and DMA_Ch0_CON1.PRD_EN1 is cleared by hardware, DMA_Ch0_CON2.EXTPRD_EN2 is cleared automatically by hardware at the same time. The clearing of DMA_Ch0_CON2.EXTPRD_EN2 means that DMA_Ch0_CON2.PRD_EN2 gets unmasked, and the transfer of (2) is allowed at this point.

[Example of PRD Table Setting]

No.		PRD_EN	PIPE_NO	EXTPRD_EN	EXTPRD_NO
(1)	DMA_Ch0_CON1	1	PIPE1	0 (Normal)	—
(2)	DMA_Ch0_CON2	1	PIPE1	1 (Expanded)	0 (CON1)
(3)	DMA_Ch0_CON3	1	PIPE2	1 (Expanded)	1 (CON2)
(4)	DMA_Ch0_CON4	1	PIPE3	0 (Normal)	—
(5)	DMA_Ch0_CON1	1	PIPE1	1 (Expanded)	2 (CON3)

[Example of Operation]

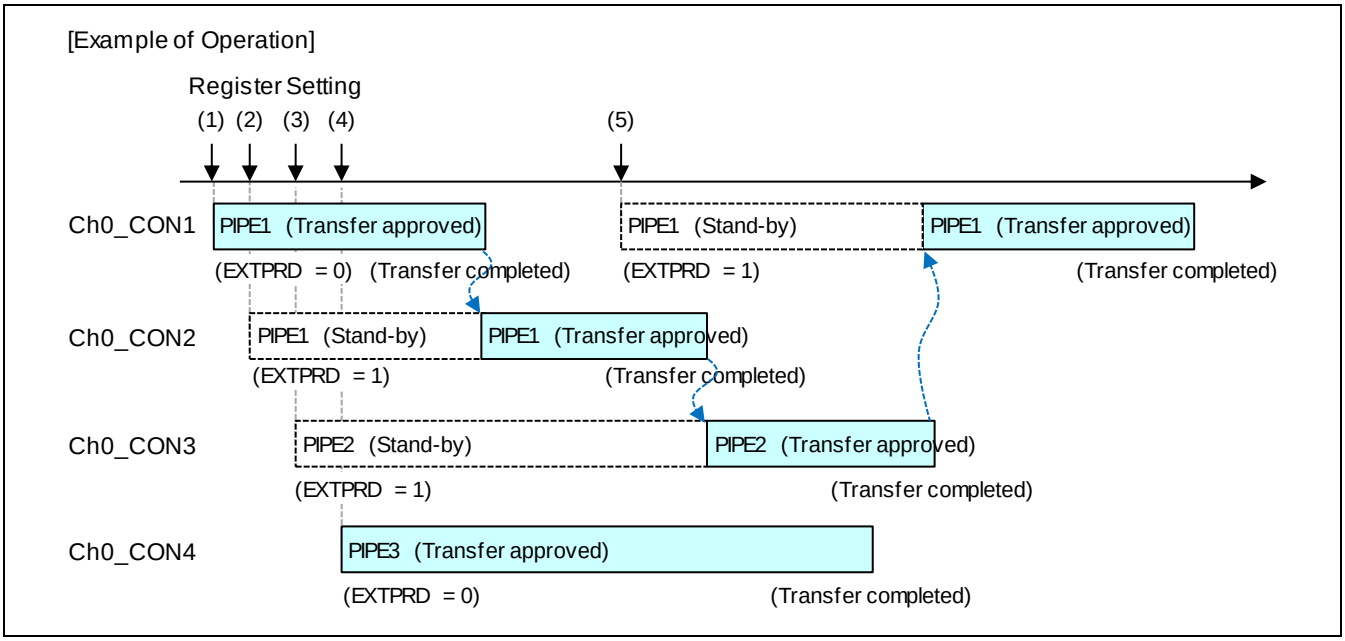


Figure 63.29 Transfer using EXTPRD_EN

This function is also used for the case a certain PIPE is expected to start the transfer just after that at other PIPE is completed.

DMA_Ch0_CONx.EXTPRD_NOx[1:0] and DMA_Ch0_CONx.EXTPRD_ENx should be set before the transfer for PRD table related on DMA_Ch0_CONx.EXTPRD_NOx[1:0] is completed (when it is completed, DMA_Ch0_CONx.PRD_ENx is cleared). Make sure that DMA_Ch0_CONx.PRD_ENx is still 1 just when DMA_Ch0_CONx.EXTPRD_NOx[1:0] and DMA_Ch0_CONx.EXTPRD_ENx are set and related to it. If DMA_Ch0_CONx.PRD_ENx has already been cleared, don’t use DMA_Ch0_CONx.EXTPRD_NOx[1:0] and DMA_Ch0_CONx.EXTPRD_ENx for it.

63.7.5.5 Example of transfer using bus master function

An Example in which short packet is received as the last one at OUT (AXI write) PIPE is described below.

Peripheral portion provides 4 register groups to have the information of PRD Tables. The software prepares PRD Table on system memory and requests the transfer by setting the start address of PRD table, the information of PIPE (index of PIPE and direction of transfer) and DMA_Ch0_CONx.PRD_ENx to one of register groups. Especially setting of DMA_Ch0_CONx.PRD_ENx to 1 means the transfer on the PIPE is enabled.

Peripheral portion indicates whether transfer is enabled or not for each PIPE on EPC_D_Pn_DATAEN[n] (n=1-30), which is one of the signals at Data Interface of Peripheral portion.

Peripheral portion is kept waiting until Peripheral portion notifies it that the transfer of PIPE related on the PRD table is enabled. Peripheral portion starts the transfer when it detects that one of transfers related on PRD tables is enabled.

Upon the start of transfer, Peripheral portion reads the first PRD table. When the type of PRD table is a link pointer, Peripheral portion executes writing-back in order to set used bit of the PRD table first and then reads the next PRD table from the address which is held in BAP. When the type of PRD table is a buffer pointer, Peripheral portion starts data transfer according to the PRD table.

Peripheral portion executes data transfer at Data Interface in a unit of a packet of USB (the size of packet is up to the max packet size of USB).

When the transfer of the packet is completed, Peripheral portion updates the PRD table that was read just prior to the transfer and writes back it so that SIZE field and BAP field in the table are updated. If the remain size of the PRD table is not zero and Peripheral portion notifies Peripheral portion that it can still continue transfer of the PIPE when Peripheral portion completes writing-back of PRD table, Peripheral portion uses PRD table currently held and start transfer of the next packet for the PIPE. On the contrary, in case that all transfers specified by the PRD table held currently in Peripheral portion have been done, case that the transfer for the PRD table is terminated by receiving short packet or case that EPC notifies that no transfer on the PIPE is pending, Peripheral portion returns back to the status to wait for transfer.

When the transfer is completed, the size information in SIZE field of table is updated to the value that the size of transferred packet is subtracted from the remaining size before the transfer, then Peripheral portion writes back the PRD table.

If it is required to know the actual size transferred, store the remaining size before the transfer, and subtract the size in the updated PRD table after the transfer from it.

In case that short packet is received in the middle of PRD Table or case that all transfers specified by PRD table have been completed, Peripheral portion completes the process of the current PRD table. At this time Peripheral portion clears DMA_Ch0_CONx.PRD_ENx, sets the status bit in DMA_INT_STA register and asserts AXI_INT_DMA if enabled.

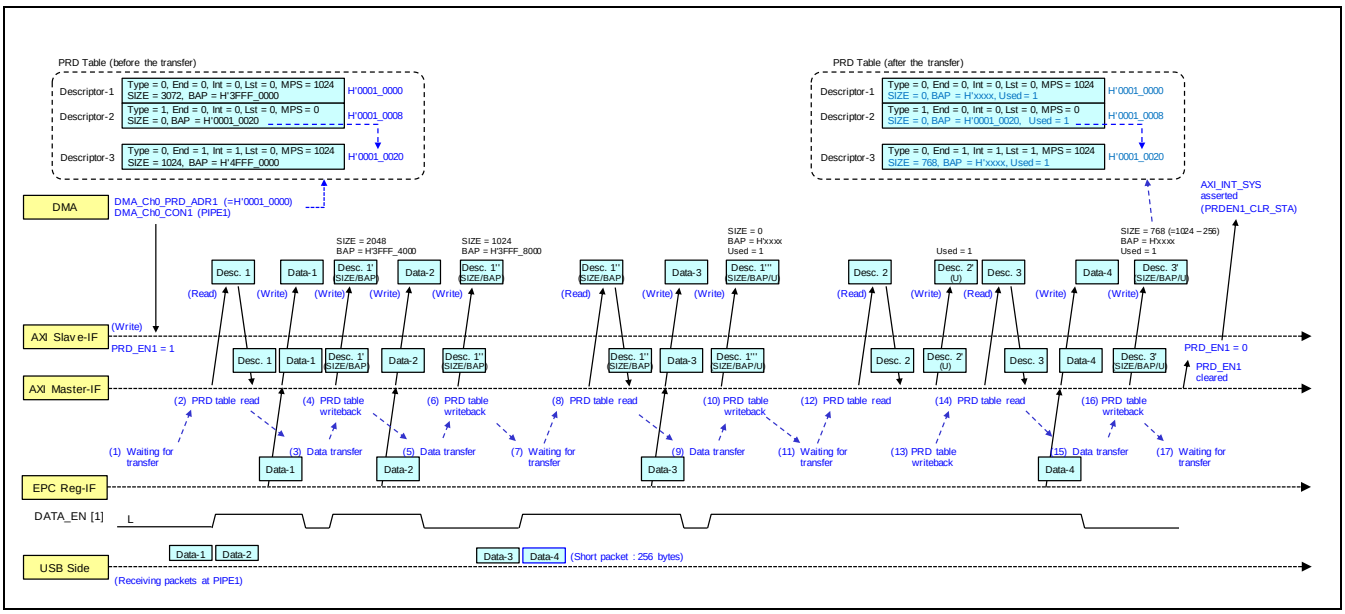


Figure 63.30 example of OUT transfer terminated with short packet

63.7.5.6 Finishing the process for PRD table and its conditions

Peripheral portion has DMA_Ch0_CONx and DMA_Ch0_PRD_ADRx (x = 1 to 4) to have the information of PRD tables, and starts transfer when it detects EPC_D_Pn_DATAEN[n] (n = 1 to 30) at Data Interface is asserted from Peripheral portion. Asserting EPC_D_Pn_DATAEN[n] indicates that transfer on PIPE specified in one of register groups is enabled. Transfer is executed in a unit of a packet of USB (that is, the size is up to the max packet size of USB), following the order specified by PRD tables. When one of the conditions to finish the transfer is satisfied, Peripheral portion recognizes that the process of the current PRD table has been completed, clears DMA_Ch0_CONx.PRD_ENx and sets the interrupt status in DMA_INT_STA register. Peripheral portion finishes the transfer of PRD table when one of conditions below is satisfied.

(1) All transfers related from the first PRD table to the last one (End bit is set) have been completed, or
(2) Transfer is terminated by receiving short packet in OUT transfer (AXI write transfer), or
(3) EPC_D_DBRTRANSEND which indicates the end of transfer is asserted in OUT transfer (AXI Write transfer), or
(4) PRD_Table is incorrect, or
(5) Peripheral portion requests ABORT during transfer on Data-IF.
(Peripheral portion never requests ABORT as far as the operation of the software is compliant to the flow in this manual.)

The following cases are the conditions of abnormal termination of transfer due to error. But they are avoidable by the configuration of system and assumed that they never occur in the normal usage. Make sure to configure the system so that those errors never occur.

(6) An error occurs in read process of PRD table, or
(7) An error response is received during data transfer on AXI, or
(8) An error occurs in writing-back of PRD Table.

In cases of (2) and (3) transfer is terminated in the middle of PRD tables. In these cases, used bit in the PRD table of the completed transfer is set. Besides, if the amount of transferred data is less than the size specified in PRD table, the size field of the PRD table is changed to the remaining amount of data after the transfer has been terminated. The actual

amount of transferred data can be calculated by subtracting the remaining amount of data from the size specified in PRD table initially.

The case of (5) occurs when clearing buffers of Peripheral portion is requested on Pn_CON.Pn_BCLR or P0_CON.P0_BCLR during transfer is being executed at Data interface. But since it is not recommended in this manual, the case of (5) is assumed to never occur as long as the software is compliant to the flow. When the case occurs, used bit and Data Error bit in the PRD table for which the transfer is being executed are set to 1 and AXI_INT_STA.PRDERR0_x_STA is asserted.

The cases of (6) and (8) mean that read or write specified by PRD Table could not be executed. In those cases, AXI_INT_STA.PRDERR0_x_STA is asserted.

For the case of (7), as far as (8) doesn't occur concurrently, used bit and Data Error bit in PRD table are set to 1 and AXI_INT_STA.PRDERR0_x_STA is asserted similarly to (5).

But in case (8) occurs at the same time, it means that writing-back of PRD table fails and the result of transfer is not stored in PRD table. Peripheral portion terminates the transfer by asserting EPC_D_DBUABRT at Data Interface with Peripheral portion.

It is assumed in the design of PERIPHERAL PORTION that it would not receive an error response on AXI-bus. Make sure to configure the system not to return an error response on AXI bus to PERIPHERAL PORTION.

63.7.5.7 Case of error

There are two kinds of errors in PERIPHERAL PORTION. One is an error due to the mistake in the setting and the other is the transfer error caused by receiving an error response on AXI bus.

But Peripheral portion was designed on the premise that it would not receive an error response (for both of read and write) on AXI bus when it executes DMA transfer, so PERIPHERAL PORTION only reports that the transfer error occurs for debug use. Make sure to configure system so that it doesn't return an error response on AXI bus to Peripheral portion.

In case an error occurs at Peripheral portion asserts EPC_D_DBTABRT at Data Interface, Peripheral portion automatically clears DMA_Ch0_CONx.PRD_ENx for the current PRD table so that the current transfer is terminated, and asserts AXI_INT_STA.PRDERR0_x_STA at the same time.

In case an error occurs at Peripheral portion, the result of the current transfer is not guaranteed. Make sure not to use transferred data when the error occurs.

63.7.5.8 Ordering of transactions

Peripheral portion operates AXI transactions in order. Hence Peripheral portion always uses the same value "H'0" as MAWID[3:0], MWID[3:0] and MARID[3:0].

63.7.5.9 Write Transfer with all zero strobe

Peripheral portion can execute two outstanding transactions and issues two outstanding addresses on AXI address channel checking the max packet size and the rest of buffer assigned by PRD table.

But, in OUT transfer (which requires the write transfer on AXI bus), the received packet might be the short one and its size might be less than both of the max packet size and the rest of buffer. In that case, Peripheral portion might have no more data to be transferred although it has already issued the transfer address on AXI write address channel. For that case, Peripheral portion executes the write transfer with all zero strobe on MWSTRB[7:0] so that no write occurs at target.

Figure 63.31 shows the case that Peripheral portion receives the short packet and it has data to transferred for ADR1 but doesn't for ADR2. Then, Peripheral portion executes the write transfer with all zero strobe on MWSTRB[7:0] for ADR2.

In Figure 63.31 the write transfer with all zero strobe starts from the head of the transfer, but MWSTRB[7:0] might be set to all zero in the middle of transfer depending on the size of the received packet.

Therefore Peripheral portion requires the target on AXI bus to accept the write transfer with all zero strobe and discard the write data for the transfer.

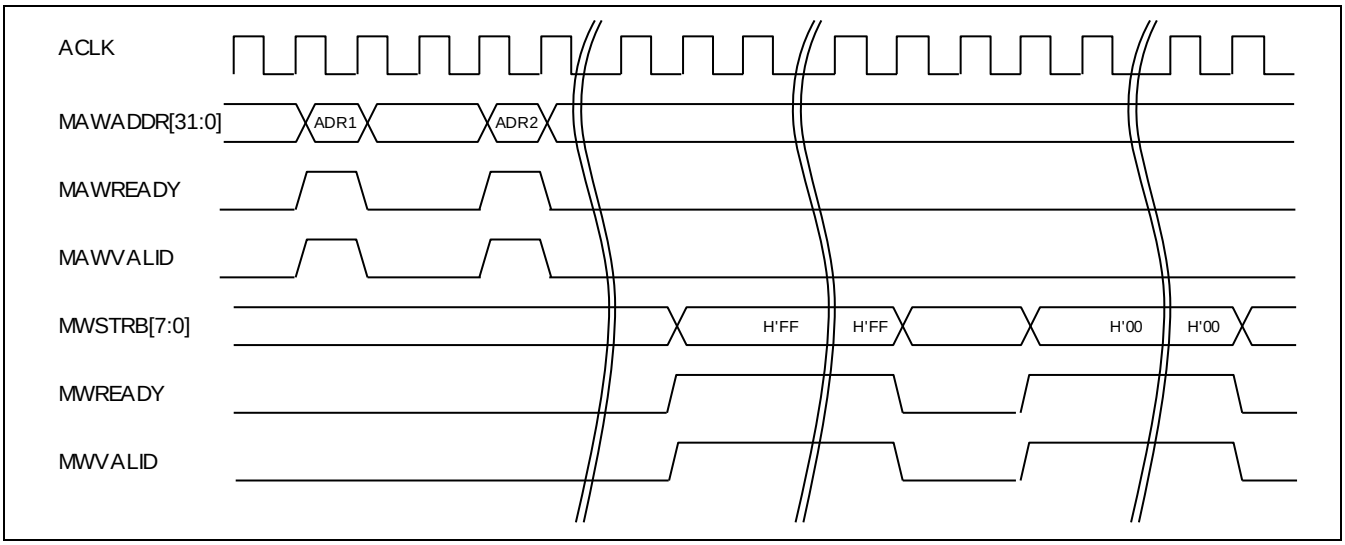


Figure 63.31 write transfer with all zero strobe

63.7.5.10 Interrupts

Pn_PRDEND_STA (n = 1 to 30) in DMA_INT_STA is asserted in the cases below.

1. PRD_ENx in DMA_Ch0_CONx (x = 1 to 4) assigned for PIPE n is cleared due to the completion of transfer. (Completion of transfer means that Lst bit in PRD table is set and data assigned to it has been transferred, the short packet has been received for OUT PIPE, PP bit is cleared in received USB3.0 data packet with non ZLP mode or that an error has occurred in transfer.)
2. PIPE which is not assigned to DMA_Ch0_CONx becomes ready. (It can accept the next packet for IN transfer, or it has new received packet for OUT transfer.)
3. Transfer of descriptor in which Int bit is set is completed.

Especially Pn_PRDEND_STA is asserted in case 2 as follows.

When PIPE n is IN pipe and DMA_Ch0_CON1 (for example) is assigned for the DMA transfer with it, Pn_PRDEND_STA is asserted at the completion of DMA transfer. If multiple pipes are enabled, DMA_Ch0_CON1 is assigned to another PIPE (PIPE m in this example) as soon as DMA transfer with PIPE n is completed. But the transmission of packets has not been completed at PIPEn. Pn_PRDEND_STA is asserted again when no DMA_Ch0_CONx is assigned to PIPE n and it has transmitted the last packet.

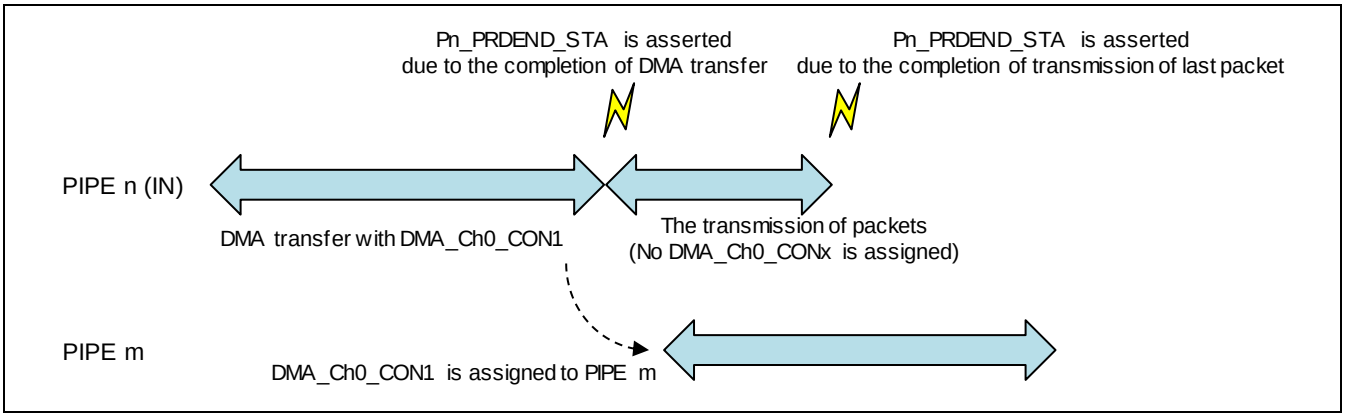


Figure 63.32 the behavior of Pn_PRDEND_STA in IN transfer

When PIPE n is OUT pipe but no DMA_Ch0_CONx is assigned to it, Pn_PRDEND_STA is asserted every time PIPEn receives a packet.

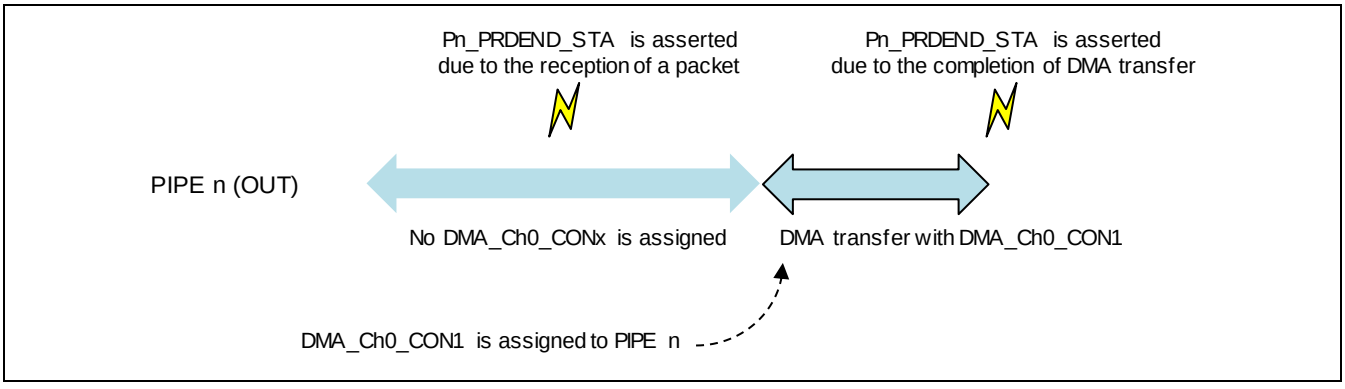


Figure 63.33 the behavior of Pn_PRDEND_STA in OUT transfer

Note that Pn_PRDEND_STA is not asserted if DMA_Ch0_CONx is assigned when the last IN packet has been transmitted or when the OUT packet has been received. As noted above, Pn_PRDEND_STA might be asserted due to the causes except for DMA transfer. When it is required to know only the completion of DMA transfer, see PRD_ENx_CLR_STA in AXI_INT_STA instead.

63.7.6 List of Interrupt factors

The interrupt factors for Peripheral portion are shown below.

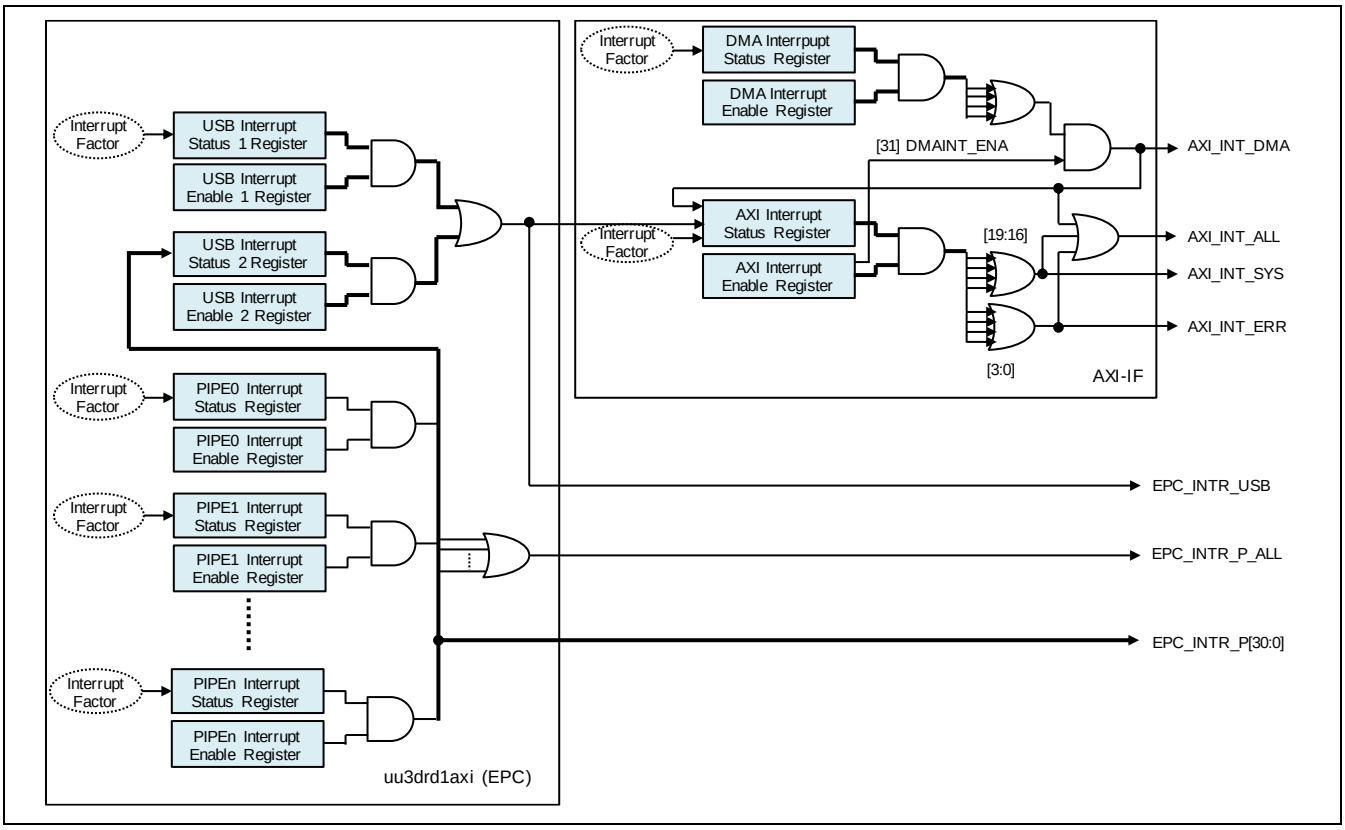


Figure 63.34 The system diagram for the interrupt

Table 63.19 Interrupt factors at USB3.0 Controller Peripheral function: AXI_INT_STA register

Interrupt factors	Descriptions
DMAINT_STA	This factor shows the status of interrupt by DMA transfer
EPCINT_STA	This factor shows the status of interrupt of EPC_INTR_USB.
PRDEN4_CLR_STA	This factor indicates that DMA_CH0_PRD_CON4.PRD_EN4 has been cleared by hardware.
PRDEN3_CLR_STA	This factor indicates that DMA_CH0_PRD_CON3.PRD_EN3 has been cleared by hardware.
PRDEN2_CLR_STA	This factor indicates that DMA_CH0_PRD_CON2.PRD_EN2 has been cleared by hardware.
PRDEN1_CLR_STA	This factor indicates that DMA_CH0_PRD_CON1.PRD_EN1 has been cleared by hardware.
PRDERR0_4_STA	This factor indicates that there was an error in PRD table assigned to DMA_CH0_CON4.
PRDERR0_3_STA	This factor indicates that there was an error in PRD table assigned to DMA_CH0_CON3.
PRDERR0_2_STA	This factor indicates that there was an error in PRD table assigned to DMA_CH0_CON2.
PRDERR0_1_STA	This factor indicates that there was an error in PRD table assigned to DMA_CH0_CON1.

Table 63.20 Interrupt factors at USB3.0 Controller Peripheral function: DMA_INT_STA register

Interrupt factors	Descriptions
P[5-1]_PRDEND_STA	This factor shows the status of the interrupt by DMA transfer for PIPE[5-1].

Table 63.21 Interrupt factors at USB3.0 Controller Peripheral function: USB_INT_STA_1 register

Interrupt factors	Descriptions
B3_PLLWKUP_STA	This factor indicates that PHY30_CLK125_IN was resumed due to PLL wakeup (USB30_CON.B3_PLLWAKE was set or the input signal B3_PLL_WAKEIN is asserted) or U3 Wakeup LFPS from host.
B3_LUPSUCS_STA	This factor indicates that the link of USB3.0 has been established (LTTSM enters U0 state from Polling state).
B3_POLLING_STA	This factor indicates that LTSSM has made the transition to Polling state.
B3_INACTV_STA	This factor indicates that LTSSM has made the transition to Inactive state.
B3_DISABLE_STA	This factor indicates that LTSSM has made the transition to Disabled state.
B3_VNDTST_STA	This factor indicates that Vendor Device Test LMP has been received.
B3_U2INACT_STA	This factor indicates that U2 Inactivity Timeout LMP has been received.
B3_SETLNK_STA	This factor indicates that Set Link Function LMP has been received.
B3_LNKCNG_STA	This factor indicates that LTSSM has made the transition as listed below. U0 -> U1 U0 -> U2 U0 -> U3 U3 -> Recovery -> U0 U2 -> Recovery -> U0 U1 -> Recovery -> U0
B3_WRMRST_STA	This factor indicates that warm reset has been received.
B3_HOTRST_STA	This factor indicates that hot reset has been received.
B3_PSFAIL_STA	This factor indicates that the transition of POWERDOWN mode on USB30_CON.POW_SEL[2:0] failed.
B3_PSSUCS_STA	This factor indicates that the transition of POWERDOWN mode on USB30_CON.POW_SEL[2:0] has been completed successfully.
B3_U12REQ_STA	This factor indicates that PERIPHERAL PORTION received LGO_U1/U2 or when U1/U2_TIMER in SSIF was expired.
B3_TPSUCS_STA	This factor indicates that TP (Device Notification) requested on USB30_CON.B3_TP_SEND has been successfully completed.
B2_LPMRCV_STA	This factor indicates that PERIPHERAL PORTION has received LPM request from USB2.0 host and has returned ACK to it.
B2_USBRST_STA	This factor indicates that USB2.0 bus reset has been received.
B2_L1SPND_STA	This factor indicates that L1 suspend request has been received from USB2.0 host.
B2_L1RSUM_STA	This factor indicates that PLL wakeup has been requested (USB20_CON.B2_SUSPEND = 0 or B2_PLL_WAKEIN = 1) or when the resume request from USB2.0 host has been received (USB_STA.B2_L1RSUM_OUT changes from 0 to 1) during L1 state (USB_STA.B2_L1_SPND_OUT = 1).
B2_SPND_STA	This factor indicates that the suspend request has been received from USB2.0 host and USB_STA.B2_SPND_OUT changes from 0 to 1.
B2_RSUM_STA	This factor indicates that PLL wakeup has been requested (USB20_CON.B2_SUSPEND=0 or B2_PLL_WAKEIN = 1) or when the resume request from USB2.0 host has been received (USB_STA.B2_RSUM_OUT changes from 0 to 1) during L2 state (USB_STA.B2_SPND_OUT = 1) or L3 state (USB30_CON.B3_CONNECT = 0).

Interrupt factors	Descriptions
SPEED_STA	This factor indicates that there was change in the speed mode of USB.
VBUS_CNG_STA	This factor indicates that the level of the input signal “VBUS” changed.

Table 63.22 Interrupt factors: USB_INT_STA_2 register

Interrupt factors	Descriptions
PIPE[5:0]_INT_STA	This factor indicates that an interrupt related to PIPE[5-0] occurred.

Table 63.23 Interrupt factors: P0_INT_STA register

Interrupt factors	Descriptions
P0_STSED_STA	This factor indicates that status stage of control transfer has been completed successfully.
P0_STSST_STA	This factor indicates that status stage of control transfer has been started at PIPE0.
P0_SETUP_STA	This factor indicates that valid setup data has been received at PIPE0.
P0_RCVNL_STA	This factor indicates that null data has been received at PIPE0.
P0_ERDY_STA	This factor indicates that the condition to send ERDY was satisfied at PIPE0.
P0_FLOW_STA	This factor indicates that PIPE0 has entered flow control state.
P0_STALL_STA	This factor indicates that STALL has been sent at PIPE0.
P0_NRDY_STA	This factor indicates that NRDY or NAK has been sent at PIPE0.
P0_BFRDY_STA	In case the direction of transfer is IN (P0_MOD.P0_DIR = 1), the next data can be written to P0_WRITE register. In case the direction of transfer is OUT (P0_MOD.P0_DIR = 0), the next data can be read from P0_READ register.

Table 63.24 Interrupt factors: Pn_INT_STA register

Interrupt factors	Descriptions
Pn_CBW_STA	This factor indicates that CBW has been received at PIPEn and is ready to be read from Pn_READ register.
Pn_STERR_STA	This factor indicates that Stream bulk protocol error has occurred at PIPEn.
Pn_STRMX_STA	This factor indicates that Stream ID in received packet was different from that in Pn_STREAM.Pn_STREAM_C.
Pn_NSTRM_STA	In case the direction of transfer is IN (Pn_MOD.Pn_DIR==1), this factor indicates that ACK_TP(NoStream) has been received at PIPEn. In case the direction of transfer is OUT (Pn_MOD.Pn_DIR==0), this factor indicates that DP(NoStream) has been received at PIPEn.
Pn_PRIME_STA	In case the direction of transfer is IN (Pn_MOD.Pn_DIR==1), this factor indicates that ACK_TP(PRIME) has been received at PIPEn. In case the direction of transfer is OUT (Pn_MOD.Pn_DIR==0), this factor indicates that DP(PRIME) has been received at PIPEn.
Pn_RCVNL_STA	This factor indicates that zero length packet has been received at PIPEn.
Pn_ERDY_STA	This factor indicates that the condition to send ERDY has been satisfied at PIPEn.
Pn_FLOW_STA	This factor indicates that PIPEn has entered flow control state.
Pn_LSTTR_STA	In case the direction of transfer is IN (Pn_MOD.Pn_DIR==1), this factor indicates that the last data of the transfer (short packet, packet for which Pn_LAST was set or packet for which EPC_D_DBWTRANSEND was asserted) has been sent at PIPEn. In case the direction of transfer is OUT(Pn_MOD.Pn_DIR==0), this factor indicates that the last data of the transfer (short packet or packet with PP = 0) has been received at PIPEn.
Pn_STALL_STA	This factor indicates that STALL has been sent at PIPEn.

Interrupt factors	Descriptions
Pn_NRDY_STA	This factor indicates that NRDY or NAK has been sent at PIPEn.
Pn_BFRDY_STA	In case the direction of transfer is IN (Pn_MOD.Pn_DIR==1), the next data can be written to Pn_WRITE register. In case the direction of transfer is OUT (Pn_MOD.Pn_DIR==0), the next data can be read from Pn_READ register.

63.7.7 Zero Length Packet (ZLP)

63.7.7.1 Definition of Zero Length Packet

Zero length packet (ZLP) is the data packet (DP) but it has no data word in it's data payload. ZLP is used to show the boundary of the transfer in some USB device classes, in case that the size of the last data packet equals to the max packet size of the PIPE.

Short packet, which length of data is less than the max packet size of the PIPE, is interpreted as the last packet of transfer in general. For example, it is defined that the size of packet except the last one in bulk transfer should be the max packet size of the PIPE. But it differs how to treat the case that the size of the last packet of transfer equals to the max packet size of the PIPE, depending on USB device class.

It is difficult to know whether the received packet which has the length same as the max packet size is the last one or not for the receiver (host or device). In some USB device classes, ZLP is sent next to show that there is the boundary of transfer. But in Bulk Only Transfer (BOT), ZLP is not used because CBW notifies the amount of transfer in advance. The device might transmit data less than the amount shown in CBW and the size of the last data packet might be the max packet size, but CSW is transferred next even in that case and CSW of 13 bytes is the short packet in bulk transfer. Therefore host can know that the packet just before CSW was the last data packet. In Stream bulk transfer, the packet with PP = 0 to show the end of transfer related the current Stream ID.

See the specification of USB device class to know whether ZLP is really required or not.

63.7.7.2 Transfer of ZLP support mode

PERIPHERAL PORTION has the mode to support ZLP transfer. Set USB_COM_CON.Pn_WDATAIF_NL, USB_COM_CON.Pn_RDATAIF_NL and USB_COM_CON.Pn_LSTTR_PP to 1 in order to use the mode.

63.7.7.3 In the configuration with AXI-IF

In the configuration with AXI-IF, Peripheral portion sends ZLP for OUT transfer and receives

ZLP for IN transfer automatically with the settings for them.

In order to transmit ZLP in ZLP transfer, the software sets ZL bit in PRD table where ZLP is requested to be transmitted in advance. When Peripheral portion receives ZLP in OUT transfer, it sets ZL bit in PRD table where ZLP is received.

USB_COM_CON.Pn_WDATAIF_NL, USB_COM_CON.Pn_RDATAIF_NL and USB_COM_CON.Pn_LSTTR_PP should be set to 1 as noted in section 63.7.7.2.

For IN transfer, with PRD table in which Lst = 1 and ZL = 1, Peripheral portion sends ZLP after the last data packet of the PRD table in order to show the boundary of transfer. With PRD table in which Lst = 0 or ZL = 0, Peripheral portion never sends ZLP.

Therefore, set both of Lst bit and ZL bit to 1 in the PRD table which has the last data packet and requires ZLP after it. In other PRD tables, set both of Lst bit and ZL bit to 0.
Note that the meaning of H'0000 in SIZE field of PRD table differs depending on ZL bit and Lst bit. If ZL = 1 and Lst = 1, H'0000 in SIZE field means that 0 byte transfer is requested by the PRD table. Otherwise, H'0000 means that 64 Kbytes transfer is requested.

If ZLP is required after 64 Kbytes data has been transferred, prepare two PRD tables. The first one has 64 Kbytes data (SIZE field is H'0000) with Lst = 0 and ZL = 0, and the second one has 0 bytes data (SIZE field is H'0000) with Lst = 1 and ZL = 1.

For OUT transfer, the software is never required to set Lst bit and ZL bit in PRD table. When Peripheral portion receives ZLP in OUT transfer, it sets both of Lst bit and ZL bit to 1 in the PRD table. If Peripheral portion has already received some packets before ZLP, Peripheral portion transfers them to system memory where the PRD table designates, then it sets Lst bit and ZL bit in the PRD table.

If Peripheral portion doesn’t receive ZLP but short packet (which length is not 0), it sets Lst bit to 1 but leave ZL bit as 0.

Note that the meaning of H'0000 in SIZE field of PRD table differs depending on ZL bit and Lst bit. If ZL = 1 and Lst = 1, H'0000 in SIZE field means that 0 byte data is contained in the buffer designated by the PRD table. Otherwise, H'0000 means 64 Kbytes data is contained in the buffer.

If ZLP is received after 64Kbytes data has been received, two PRD tables are used. The first one shows SIZE = H'0000, Lst = 0 and ZL = 0, and it means that 64 Kbyte data has been received but ZLP isn’t included. The second one shows SIZE = H'0000, Lst = 1 and ZL = 1, and it means that only ZLP has been received for the PRD table.

63.7.8 Physical Region Descriptor (PRD) Table

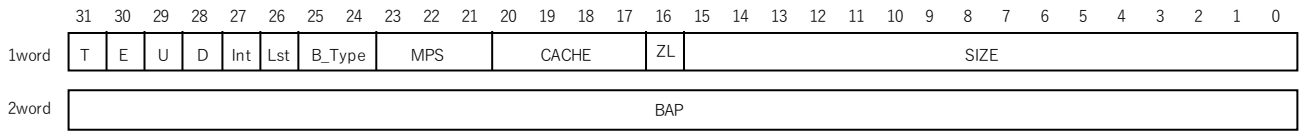
Use Physical Region Descriptor (PRD) Table for source/destination Address and transfer size of DMA Transfer in AXI Master-IF and setting required for applicable DMA Transfer. Creation of PRD Table on memory area and setting address of the created PRD Table shall be done by the Software (FW). And PRD Table shall be created for each PIPE. Make sure to locate PRD Table in the area where the table does not cross over 4KB Address boundary.

Format of PRD Table and the definition of each field are described below.

[PRD Table Format]

Format of PRD Table shall be compliant with ASIC-PF (SS Development Guide) “Descriptor Format A” and it is defined as below. The 3rd word is omitted and the rest of two words will form a descriptor.

PRD Table Format



Details of PRD Table

[1word]

Bit	Field Name	Update	Description
31	T	FW	Type bit that indicates type of descriptor.
		—	0: Buffer Pointer
			1: Link Pointer
30	E	FW	End bit that indicates the End of Descriptor Chain.
		—	Specifies 0 in case of a Link Pointer.
			0: Other than the above.
			1: Indicates the End of Chain.
29	U	—	Used bit that indicates Transfer of the applicable descriptor is completed.
		HW	Specifies 0 in case of PRD Table generated by FW
			0: Indicates incomplete transfer or transfer in progress.
			1: Indicates completion of transfer
28	D	—	Data Error bit that indicates occurrence of an Error during Transfer.
		HW	Specify 0 in case of PRD Table generated by FW.
			0: No Error occurred
			1: Error occurred

Bit	Field Name	Update	Description
27	Int	FW —	Specifies existence of occurrence of Interrupt due to Transfer at applicable descriptor. In case this bit is set to 1, transfer at applicable descriptor is regarded to be completed and DMA_INT_STA.Pn_PRDEND_STA is set to 1. Specify 0 in case of a Link Pointer. 0: Interrupt not occurred 1: Interrupt occurred In case Short Packet is received in OUT Transfer, an interrupt is set as transfer of PRD Table is completed regardless of setting of this bit.
26	Lst	FW —	Specifies the last packet for transfer at applicable descriptor Assert EPC_D_DBWTRANSEND signal when writing the last data in case this bit is set to 1 in WRITE (PIPE for In Transfer) to EPC in order to indicate the last data for Transfer (same Stream ID). Set the interrupt status for EPC, where is Pn_INT_STA.Pn_LSTTR_STA bit, when the last packet including the data asserted EPC_D_DBWRTRANSEND is completed. Specify 0 in case of READ (PIPE for OUT Transfer PIPE) to EPC. This bit is set to 1 by HW when the transfer is completed with asserting EPC_D_DBRTRANSEND at DATA-IF. This bit is specified 0 in case of a Link Pointer. 0: Other than the above 1: Last Packet
25, 24	B_Type	FW —	Indicates burst type. Specifies 00 in case of a Link Pointer. B’00: Fixed Burst B’01: Incrementing burst B’10: *Reserved* B’11: *Reserved*
23 to 21	MPS	FW —	Indicates Max Packet Size / Unit of transfer in Data-IF. Specify 00 in case of a Link Pointer. B’000: 8Byte / B’001: 16Byte / B’010: 32Byte / B’011: 64Byte / B’100: 512Byte / B’101: 1024Byte / others: Reserved
20 to 17	CACHE	FW —	Specify CACHE signal (MARCACHE/MAWCACHE) during DATA Transfer Access.
16	ZL	FW HW	Set this bit to 1 for USB device class which uses ZLP. 0: ZLP is not transferred through Data Interface or on AXI DMA transfer. 1: ZLP is transferred through Data Interface or on AXI DMA transfer Notes: 1 If T bit shows link pointer, set this bit to 0. 2 If the bits are not set to 1 but ZLP is used, it is treated as PRD table format error and AXI_INT_STA.PRDERR0_x_STA.

Bit	Field Name	Update	Description
15 to 0	SIZE	FW	Indicates number of byte to be transferred.
		HW	This is updated to “the number of remaining bytes to transfer” by HW when transfer with EPC in a packet is completed during transfer.
			Set value can be specified to a value between 1 and 64 Kbyte in steps of a byte. Set H'0000 to specify 64 Kbyte. SIZE specified for a descriptor shall be integral multiple of a Packet in USB Transfer. Multiple Descriptors cannot be used to compose 1 USB Packet.
			Transfer is stopped automatically when short Packet is received during OUT (AXI-Write) transfer. Setting values shall be integral multiple of Max Packet Size in USB packet.
			The remain is transmitted as Short Packet in USB Transfer when specified SIZE is not integral multiple of Max Packet Size during In (AXI-Read) Transfer.
			Specify 0 in case of a Link Pointer.

[2word]

Bit	Field Name	Update	Description
31 to 0	BAP	FW	In case Type bit is Buffer Pointer:
		HW	Indicates Storage Address of transfer Data.
			In case Type bit is Link Pointer:
			Indicates address of the next descriptor to be located.
			Make sure that lower three bits should be “0” at the address of the next descriptor to be located.
			In case it is a Descriptor Chain Buffer Pointer, address of the next descriptor shall be located at continuous address. In case Type bit is a Buffer Pointer, address of the next descriptor shall be located at continuous address.
			This is updated by HW when transfer with EPC in a unit of a packet is completed during transfer. The value in this field is invalid if the transfer is stopped due to reception of short packet or occurrence of transfer error.

Int bit is used to generate a PRDEND Interrupt upon completion of transfer of the set descriptor.

This is used to start creation of PRD Table for the next process prior to the completion of current process of PRD Table in cases such as CPU with slow response speed for an Interrupt.

[Setting and validating PRD Table]

FW generates a PRD Table that specifies destination of data transfer and parameters for transfer for each PIPE on memory. PRD Table is valid and Transfer is enabled when address of the generated PRD table, applicable PIPE number, transfer direction of the PIPE in one of the four PRD Table Setting Area Registers provided in AXI-IF and PRD_EN is 1 and EXTPRD_EN is 0 after that

[Set the following register to set PRD Table]

Register	Field	Description
DMA_Ch0_PRD_ADR	PRD_ADR	Specifies the Initial Address of PRD Table.

Register	Field	Description
DMA_Ch0_CON	PIPE_DIR	Specifies transfer direction of the PIPE specified in PIPE_NO.
	PIPE_NO	Specifies PIPE number.
	EXTPRD_NO	This is specified only when setting area to be linked exists.
	EXTPRD_EN	This is set to 1 only when setting area to be linked exists.
	PRD_EN	This is set to 1 to allow (enable) the Transfer that was specified in PRD Table.

63.8 Example of Software flow

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

63.8.1 Outline of software flow

The Software for PERIPHERAL PORTION is described in this section. The flow includes initialization, interrupt handling, control transfer process, bulk transfer process and interrupt transfer process.

Note that the flow described here is an example in general usage of PERIPHERAL PORTION. Modification of the flow or additional operation might be required depending on application in which user's system assumes.

The loop as below is used at some points in the flow and assumes the read polling of register by software. The interrupt notification might be used instead, but note that the setting to enable the interrupt is required in that case.

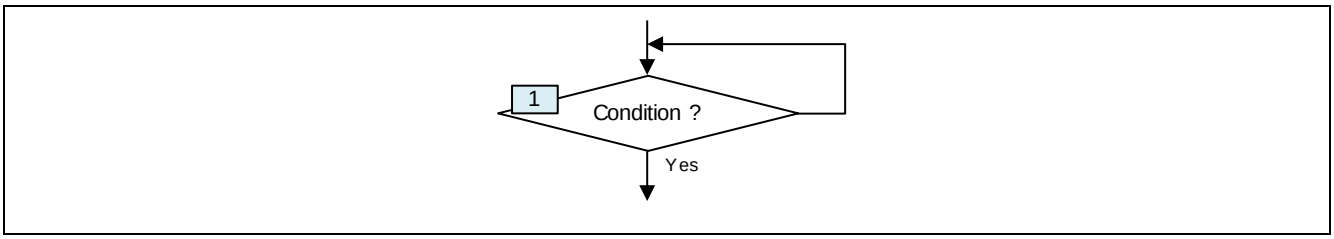


Figure 63.35 The read polling of register by software

In order to access registers related to PIPEn, the index of PIPE should be set in PIPE_COM.PIPE_NUM[4:0] in advance. Note that the setting of the index of PIPE is omitted in each step of this section.

63.8.2 Initialization

The initialization should be completed before the device is used as USB device.

It is recommended that the initialization is done immediately after the power to device is turned on.

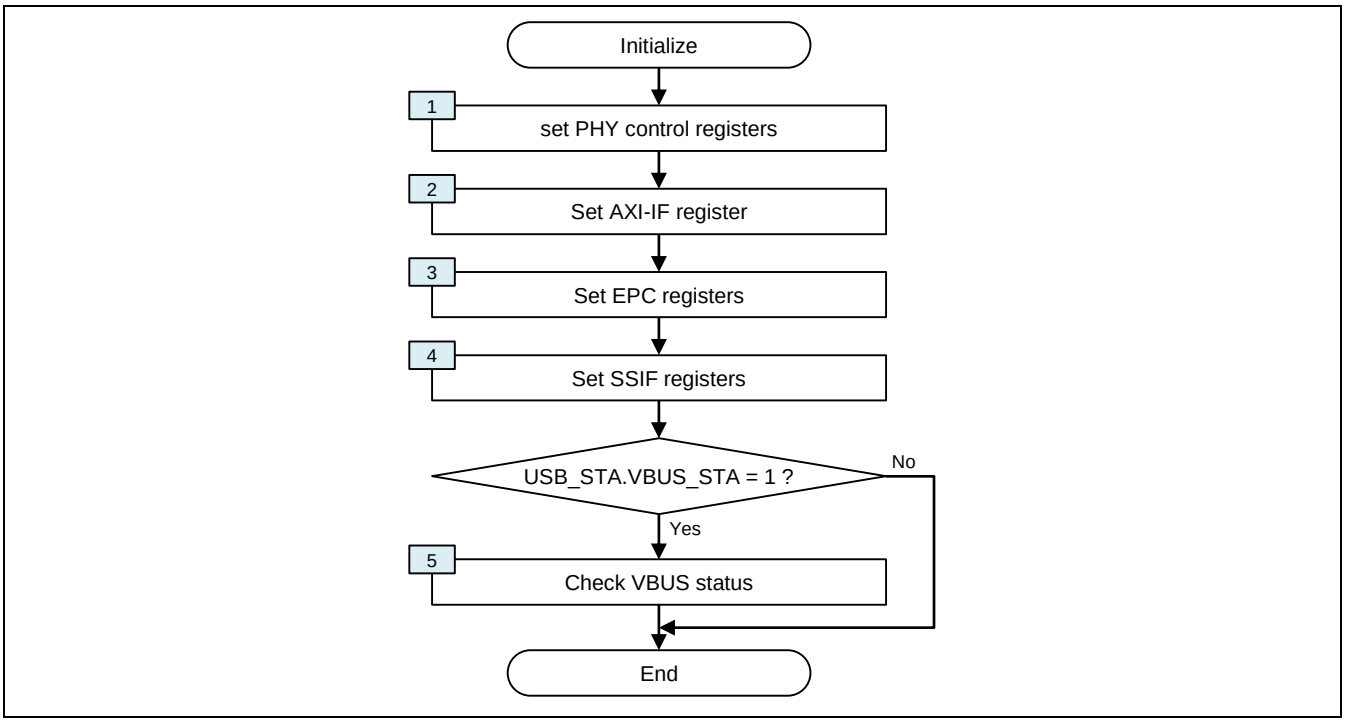


Figure 63.36 Initialization flow

(1) Set PHY register

The setting of Reference clock setting & SSC setting is changed here if default values of the parameters for Reference clock & SSC below are not consistent with the user's system.

- USB3S0_CLK_P/USB3S0_CLK_M used

  USB30_CLKSET0. USB30_FSEL[5:0]: B'10_0111

  USB30_CLKSET1. USB30_PLL_MULTI [7:0]: B'000_0000

  USB30_CLKSET1. USB30_ REF_CLKDIV: B'0

  USB30_CLKSET1. USB30_ REF_USB_SEL: B'1

- USB_XTAL/USB_EXTAL used

  USB30_CLKSET0. USB30_FSEL[5:0]: B'00_0010

  USB30_CLKSET1. USB30_PLL_MULTI [7:0]: B'110_0100

  USB30_CLKSET1. USB30_ REF_CLKDIV: B'1

  USB30_CLKSET1. USB30_ REF_USB_SEL: B'0

- SSC used

  USB30_SSC_SET. SSC_RANGE [2:0]: setting appropriate value for user system

  USB30_SSC_SET. SSC_EN: B'1

- Peripheral function used

  USB30_VBUS_EN. VBUS_EN: B'1

After the above setting,

- Write 0x0010 to USB30_PHY_ENABLE
- Write 0x191A to USB30_CLKSET1
- Wait 10us
- Write 0x190A to USB30_CLKSET1

(2) Set AXI-IF registers

The setting of AXI-Bridge is changed here if default values of the parameters for AXI-bus below are not consistent with the user's system.

- AXI_CON.MST_BSIZE[1:0] (Burst size setting: default value 8 bytes)

(3) Set EPC registers

Set the operation mode and initialize the interrupt status in EPC as follows.

a) USB30_CON register

If U3_POW_SEL[1:0] is required to be changed from default settings, change them here.

b) USB_INT_STA_1 register

Write 1 to all status bits in USB_INT_STA_1 in order to clear them.

c) USB_INT_ENA_1 register

Set VBUS_CNG_ENA to 1 in order to enable VBUS change interrupt.
It is also recommended to enable B3_HOTRST_ENA. See section 63.8.3.5 for details.

(4) Set SSIF registers

The setting of SSIF is changed here if required. But it is recommended to use them with default settings basically.

(5) Check VBUS status

Check whether the status of USB_STA.VBUS_STA has already changed to 1 or not.
If USB_STA.VBUS_STA==1, proceed to the operation of connection.

63.8.3 Interrupt process

When an interrupt is asserted, see the interrupt status register to know what factor causes the interrupt, and then do the operation required.

Examples of the flow for interrupt are shown in this section.

63.8.3.1 Interrupt handler process

The process in interrupt handler when an interrupt is asserted is described here.

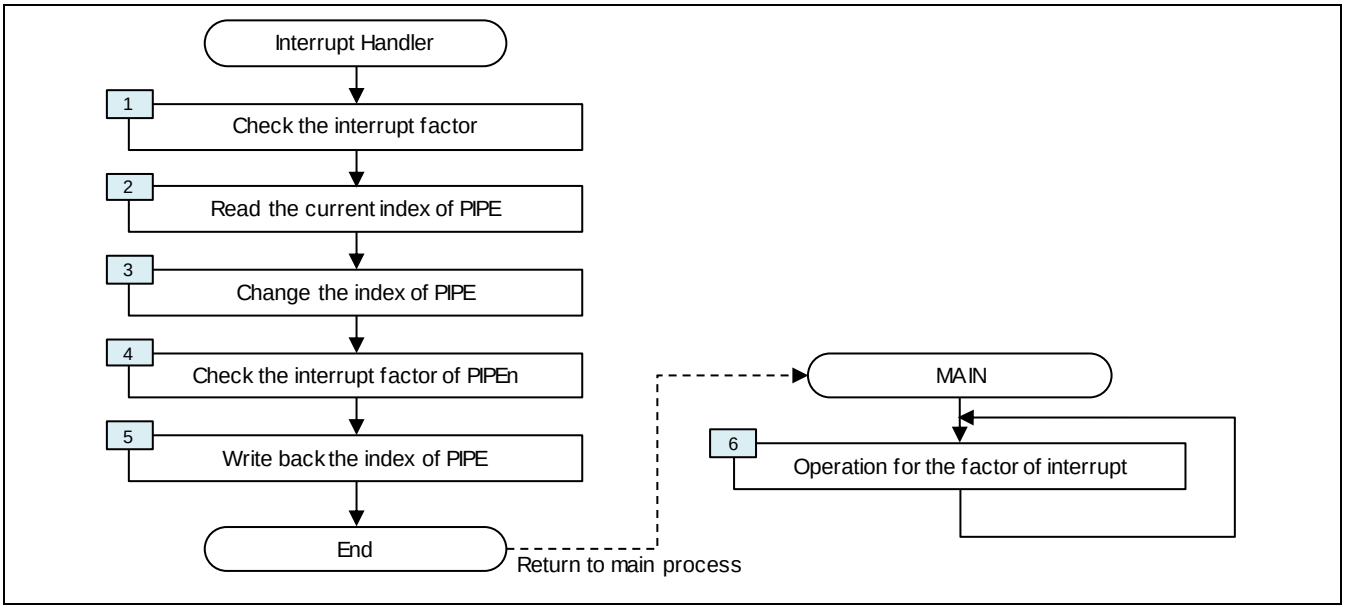


Figure 63.37 Interrupt handler process flow

(1) Check the interrupt factor
See interrupt status register to know what factor is the cause of the interrupt. Then clear the status bit in interrupt status register.
It is assumed here that the interrupt is asserted due to PIPEn event, so registers related to PIPEn are accessed later.
If it is required to remember the interrupt factor in main process, prepare the variable to remember it.

(2) Read the current index of PIPE
The software should read the current index of PIPE and remember it before it changes the index of PIPE in PIPE_COM.PIPE_NUM[4:0] due to the interrupt asserted by PIPEn event and the succeeding operation for PIPEn.
The saved index of PIPE is written back at (5) if required.

(3) Change the index of PIPE
Change the index of PIPE in PIPE_COM.PIPE_NUM[4:0] to that of PIPE which generates the interrupt.

- PIPE_COM.PIPE_NUM[4:0] = the index of PIPE

(4) Check the interrupt factor of PIPEn
See the interrupt status register for PIPEn (Pn_INT_STA) to know what factor at PIPEn is the cause of the interrupt.
Note that Pn_INT_STA register shows the interrupt status of PIPE which is designated by the index of PIPE in PIPE_COM.PIPE_NUM[4:0].
Then clear the status bit in interrupt status register.
If it is required to remember the interrupt factor in main process, prepare the variable to remember it.

(5) Write back the index of PIPE
When the software exits the interrupt handler, write back the saved index of PIPE at (2) to PIPE_COM.PIPE_NUM[4:0] if required.
- PIPE_COM.PIPE_NUM[4:0] = the saved index of PIPE at (2)

(6) Operation for the factor of interrupt
The firmware does the operation required for the factor of interrupt after it returns to main process. In order to remember the factor, use the variable as noted at (1) and (4). After completing the operation, initialize the variable.

Especially note that it is prohibited to change the index of PIPE until read of the whole packet from P0_READ/Pn_READ or write of it to P0_WRITE/Pn_WRITE is completed.
If the interrupt due to PIPEn event is asserted (it can be known by USB_INT_STA_2 register) but read of the whole packet from P0_READ/Pn_READ or write of it to P0_WRITE/Pn_WRITE has been started, wait for the completion of read or write of the packet. Then change PIPE_COM.PIPE_NUM[4:0] to see the factor of interrupt at PIPEn.
See section 63.9.2 for details.

63.8.3.2 USB Connection

The operation required for USB connection is described here.

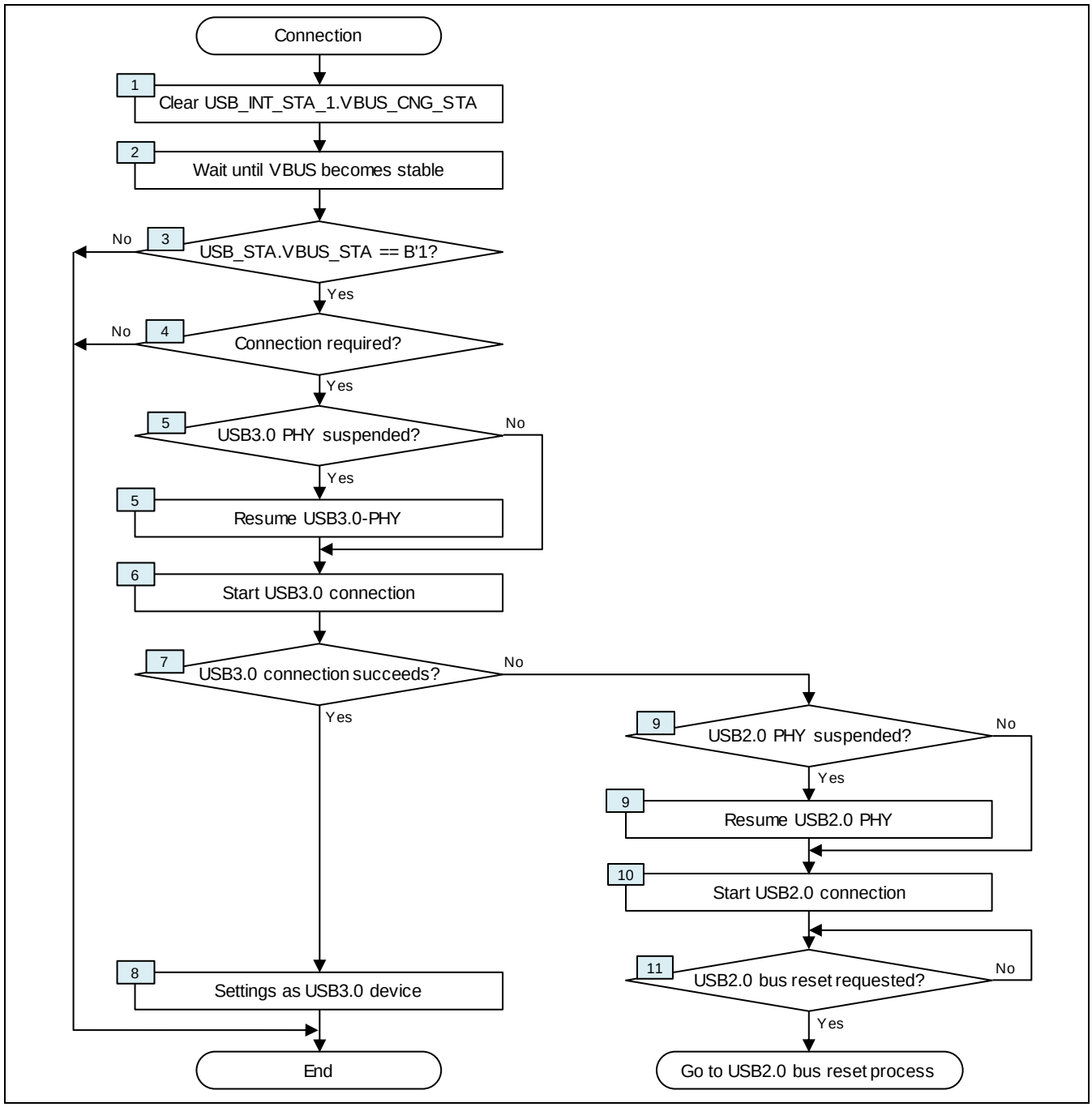


Figure 63.38 USB connection flow

(1) Clear USB_INT_STA_1.VBUS_CNG_STA
When VBUS status changes, USB_INT_STA_1.VBUS_CNG_STA is asserted. It is notified on an interrupt if enabled. If it is asserted, write 1 to USB_INT_STA_1.VBUS_CNG_STA to clear.

- USB_INT_STA_1.VBUS_CNG_STA=1 (Clearing the event that the VBUS status is changed)

(2) Wait until VBUS becomes stable
In this subsection the device is assumed to be in disconnected state first. Therefore, it is required to check VBUS status in order to know if the device is really connected or not, because the change of VBUS status might be caused by noise.

To know VBUS status, USB_STA.VBUS_STA is available. If it shows 1, VBUS voltage level is valid and it means that the device is connected at present.
But VBUS voltage level is supposed to be unstable due to chattering just after the device is connected to host or hub. VBUS level will swing between 1 and 0 (therefore, USB_STA.VBUS_STA will also swing) for a while. During the chattering time, it is difficult to know the status of USB connection. Therefore, it is required to wait for VBUS to become stable. Wait for several dozens of milli-second in order to remove the influence of chattering of VBUS level.

If USB_INT_ENA_1.VBUS_CNG_ENA is enabled during the chattering time, there might be many interrupts caused by the swing of VBUS level. Disable USB_INT_ENA_1.VBUS_CNG_ENA to prevent that the software is annoyed at the swing of VBUS level for the chattering time.

- USB_INT_ENA_1.VBUS_CNG_ENA = 0 (The change of VBUS is masked)

(3) Is USB_STA.VBUS_STA== 1?
Check USB_STA.VBUS_STA to know whether the interrupt is caused by the change of VBUS level or merely noise. If USB_STA.VBUS_STA== 1, it means new USB connection. But if it shows 0, the interrupt detected at (1) would be caused by noise.

[Note]
If you find frequently that your device is unconnected even when you have confirmed USB_STA.VBUS_STA ==1 at this point, increase the wait time at (2). In that case, it might take more time to stabilize VBUS level in your system.

(4) Is connection required?
If device requires to be connected, proceed to (5) to request the connection.
It is possible to insert the grace time here before the connection. The software can use the grace time for the preparation of the connection or other use.

(5) Resume USB3.0-PHY
If USB3.0-PHY is in the power down state and PLL is suspended, resume USB3.0-PHY so that it provides USB3.0 clock.
See section 63.8.8.6 for details.

(6) Start the operation for USB3.0 connection
Start the connecting operation as USB3.0 device when it is confirmed that device is connected to host.

- USB30_CON.B3_CONNECT = 1 (Starting the connection process for SS)
- USB_COM_CON.EP0_EN = 1 (PIPE0 is enabled)
- USB_COM_CON.SPD_MODE = 0 (SS mode is requested)
- SSIFLINKSET3.SSIF_NUM_RDET[3:0] = H'8 (The number of trial for Rx.Detect = 8)
- USB_COM_CON.RX_DETECTION = 1 (RxDetect is started)
- USB_INT_ENA_1.B3_LUPSUCS_ENA = 1 (Interrupt due to the success of link up is enabled)
- USB_INT_ENA_1.B3_DISABLE_ENA= 1 (Interrupt due to the failure of link up is enabled)

Besides, if USB_INT_ENA_1.SPEED_ENA is enabled, the interrupt that SPEED state of USB is changed is asserted after LTSSM enters U0 as SS device or bus reset and chirp are completed as HS or FS device.

- USB_INT_ENA_1. SPEED_ENA = 1 (Interrupt of SPEED state is enabled)

(7) Does USB3.0 connection succeed?
As the result of the trial for USB3.0 connection, one of USB_INT_STA_1.B3_LUPSUCS_STA or USB_INT_STA_1.B3_DISABLE_STA is asserted. USB_INT_STA_1.B3_LUPSUCS_STA means that the link up process of LTSSM has been successfully done and LTSSM is in U0. USB_INT_STA_1.B3_DISABLE_STA means that the link up process of LTSSM has failed and LTSSM is in SS.Disabled. When they are asserted, an interrupt is generated if enabled.

- Check USB_INT_STA_1.B3_LUPSUCS_STA== 1 or USB_INT_STA_1.B3_DISABLE_STA== 1

After the confirmation above, write 1 to USB_INT_STA_1.B3_LUPSUCS_STA or USB_INT_STA_1.B3_DISABLE_STA to clear them.

- Write 1 to USB_INT_STA_1.B3_LUPSUCS_STA if asserted (Clearing the event that the link up has succeeded)
- Write 1 to USB_INT_STA_1.B3_DISABLE_STA if asserted (Clearing the event that USB3.0 connection has failed)

If USB_INT_STA_1.B3_LUPSUCS_STA is asserted, it means USB3.0 connection is successful, proceed to (8).
If USB_INT_STA_1.B3_DISABLE_STA is asserted, it means USB3.0 connection has failed, proceed to (9).

(8) Transition to default state
After the connecting operation has been successfully completed, enable the detection of control transfer at PIPE0 (endpoint 0). At the same time, the interrupts required for the operation mode should be enabled. An example for those cases are shown below. If there are other interrupts required for the usage of core, enable them as well.

- USB_INT_ENA_2.PIPE0_INT_ENA = 1 (Interrupt at PIPE0 is enabled)
- All bits in P0_INT_ENA register should be enabled (All interrupt factors for PIPE0 are enabled)

If the interrupt due to the change of USB SPPED state is enabled at (6), the interrupt is asserted when USB3.0 or USB2.0 connection is established. See USB_STA.SPEED[1:0] to know which speed the device is acting as. Then set the bits below according to the speed state.

In this state, the device is acting as USB3.0 device.
- USB_INT_ENA_1.B3_HOTRST_ENA = 1 (Interrupt due to hot reset is enabled)
- USB_INT_ENA_1.B3_WRMRST_ENA = 1 (Interrupt due to warm reset is enabled)

(9) Resume USB2.0-PHY
If USB2.0-PHY is in the power down state and PLL is suspended, resume USB2.0-PHY so that it provides USB2.0 clock.
See section 63.8.8.10 for details.

(10) Start USB2.0 connection
Start the connecting operation as USB2.0 device. Note that USB30_CON.B3_CONNECT is still 1. USB3.0 connection might be tried again after USB2.0 bus reset.
- USB_COM_CON.EP0_EN = 1 (PIPE0 is enabled: this field is already enabled at (6))
- USB_COM_CON_SPD_MODE = 1 (USB2.0 mode is requested)
- USB20_CON.B2_PUE = 1 (Pull up on D+ is enabled)
- USB20_CON.B2_CONNECT = 1 (Starting the connection process for USB3.0)

(11) Is USB2.0 bus reset requested?
When USB2.0 bus reset comes, go to USB2.0 bus reset process. See section 63.8.3.6 for details.

63.8.3.3 USB Disconnection

The operation required for USB disconnection is described here.

(1) Is USB_STA.VBUS_STA== 0?
If you find that USB_STA.VBUS_STA==B'0 (it notifies on USB_INT_STA_1.VBUS_CNG_STA for example), the device is disconnected.

(2) Initialize the settings
If the device is disconnected, initialize the settings below.
- USB20_CON.B2_PUE = 0 (D+ pull up is disabled)
- USB20_CON.B2_CONNECT = 0 (the request of connection as HS or FS device is disabled)
- USB30_CON.B3_CONNECT = 0 (the request of connection as SS device is disabled)
- USB_COM_CON.COF = 0 (the device is in unconfigured state)

PIPEs should be initialized as well.
- USB_COM_CON.PIPE_CLR = 1 (PIPE is initialized)
 * Make sure that USB_COM_CON.PIPE_CLR returns to 0 after setting USB_COM_CON.PIPE_CLR = 1.

(3) Place PHYs in low power states
It is recommended to place USB3.0-PHY and USB2.0-PHY in low power state and PLLs in them are suspended in order to reduce the power consumption.
If you stop USB3.0-PHY(PLL), refer to section 63.8.8.1 (3), (4), (5). In this case, “U3 state” should be replaced with “disconnected state(SS.Disabled)”. Note that the values of USB30_CON.POW_SEL[2:0] are different in U3 and disconnected state. See section 63.2.2.20 for details.
If you stop USB2.0-PHY(PLL), refer to section 63.8.8.7 (2).

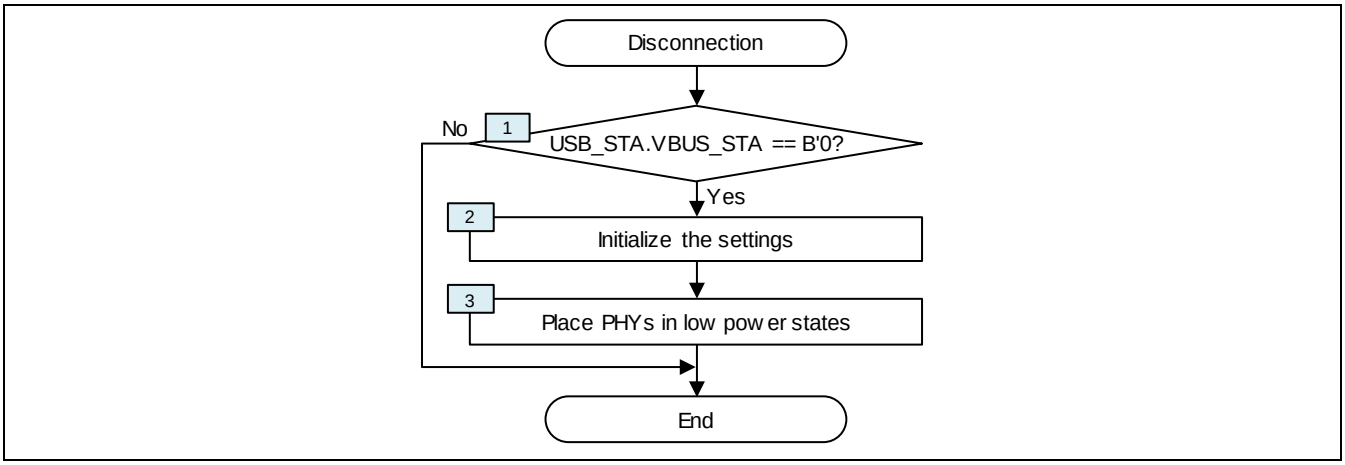


Figure 63.39 USB disconnection flow

63.8.3.4 Warm Reset Process

The operation required when warm reset is detected is described here.

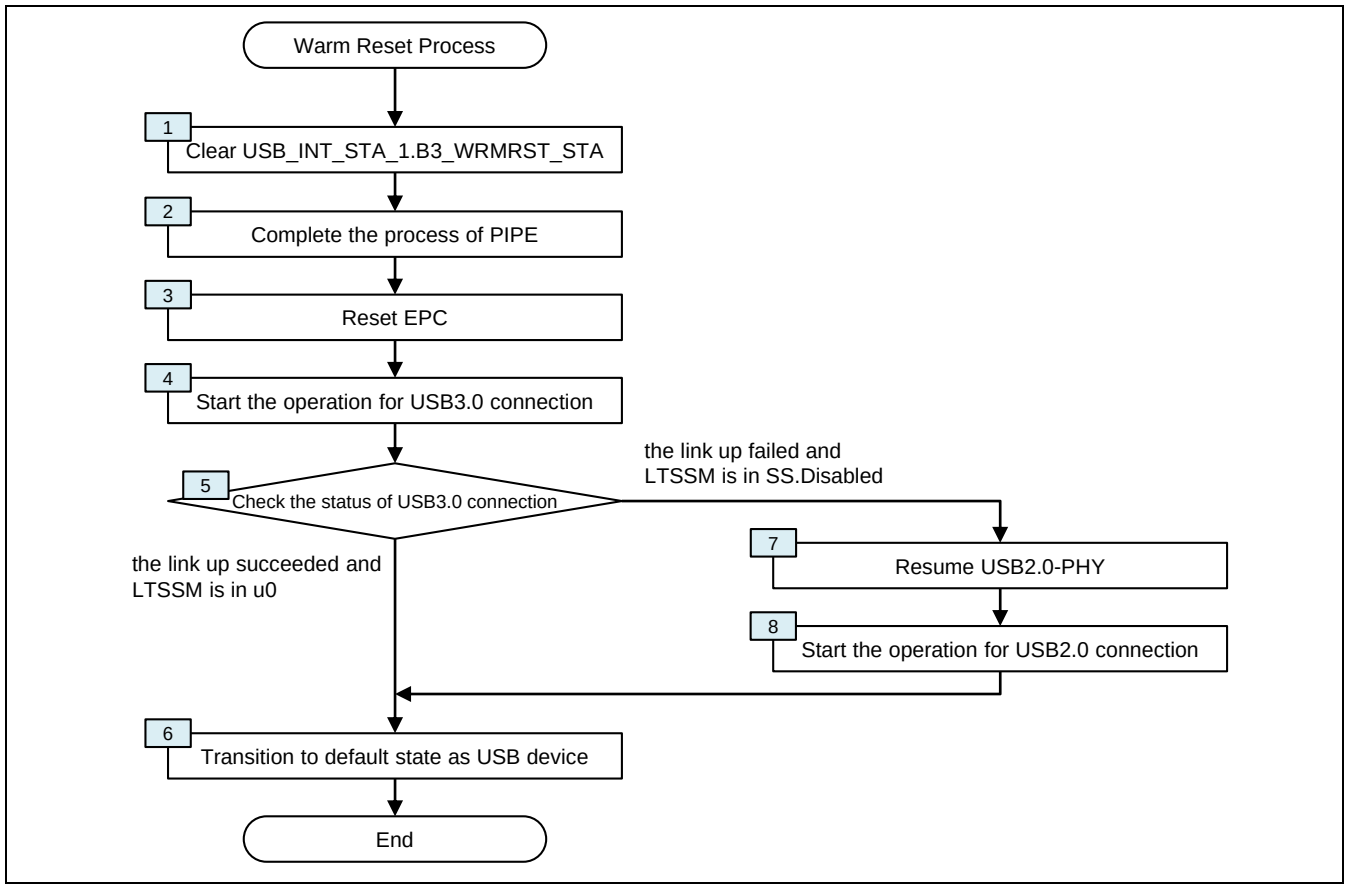


Figure 63.40 warm reset process flow

(1) Clear USB_INT_STA_1.B3_WRMRST_STA
When an interrupt is asserted and USB_INT_STA_1.B3_WRMRST_STA is set to 1, it means that PERIPHERAL PORTION receives warm reset. Write 1 to USB_INT_STA_1.B3_WRMRST_STA in order to clear it.
- Interrupt due to USB_INT_STA_1.B3_WRMRST_STA is generated
- Check that USB_INT_STA_1.B3_WRMRST_STA == 1
- USB_INT_STA_1.B3_WRMRST_STA = 1 (Clearing the event that warm reset is asserted)

(2) Complete the process of PIPE
Basically, as warm reset is requested when the device is just connected or when host and the device can't communicate, it is unlikely that the device is executing data transfer when warm reset comes.
But if it is doing, stop the process of data transfer if it is being executed.
In the configuration with AXI-IF, AXI_COM.MST_WAIT0 can be used to suspend the transfer.

- AXI_CON.MST_WAIT0 = 1 (DMA transfer at USB3.0 Controller is requested to be suspended)

See AXI_STA.DMA_TRANS0 to know whether the transfer is really suspended or not. If the transfer is suspended, then clear DMA_Ch0_CONx.PRD_ENx to 0.
- DMA_Ch0_CONx.PRD_ENx = 0 (DMA transfer in USB3.0 Controller is disabled)

In the configuration without AXI-IF, stop reading from or writing to PERIPHERAL PORTION through Data

Interface. In that case, since the transfer through Data Interface is executed in a unit of a packet, so reading or writing of the current packet should be completed. Then stop reading or writing for the next packet.

(3) Reset EPC portion
Set the registers as follows in order to initialize EPC. In addition to the operations, clear all interrupt statuses.

- USB_COM_CON.CONF = 0
- USB_COM_CON.EP0_EN = 0
- USB_COM_CON.PIPE_CLR = 1 (PIPE is initialized)
 * Make sure that USB_COM_CON.PIPE_CLR returns to 0 after setting USB_COM_CON.PIPE_CLR = 1.
- Write 1 to all interrupt status bits in order to clear them

(4) Start the operation for USB3.0 connection
Start the connecting operation as USB3.0 device.

- SSIFLINKSET3.SSIF_NUM_RDET[3:0] = H'8 (The number of trial of Rx.Detect = 8)
- USB_COM_CON.EP0_EN = 1
- USB_COM_CON.SPD_MODE = 0
- USB30_CON.B3_CONNECT = 1 (Starting the connection process for USB3.0)
- USB_INT_ENA_1. SPEED_ENA = 1 (Interrupt of SPEED state is enabled)

If USB3.0 connection is established (the device works as USB3.0 device) before warm reset comes, the fields already has the values above. But SSIFLINKSET3.SSIF_NUM_RDET[3:0] might be changed. Set the field again to make sure.

(5) Check the status of USB3.0 connection
Check the status of connection process as USB3.0 device on the bits below.
If USB_INT_STA_1.B3_LUPSUCS_STA is asserted, USB3.0 connection is completed successfully. Clear the bit and proceed to (6).
If USB_INT_STA_1.B3_DISABLE_STA is asserted, the link up process as USB3.0 device has failed. Clear the bit and proceed to (7).
- Interrupt due to USB_INT_STA_1.B3_LUPSUCS_STA or USB_INT_STA_1.B3_DISABLE_STA is asserted
- Check whether USB_INT_STA_1.B3_LUPSUCS_STA == 1 or not (The link up succeeded or not)
- Check whether USB_INT_STA_1.B3_DISABLE_STA == 1 or not (The link up failed or not)
- Write 1 to the asserted bit to clear (Clearing the event that the link up succeeded or failed)

(6) Transition to default state as USB device
After the connecting operation has been successfully done, enable the detection of control transfer at PIPE0 (endpoint 0). At the same time, the interrupts required for the operation mode should be enabled. Examples for those cases are shown below. If there are other interrupts required for the usage of core, enable them as well.
- USB_INT_ENA_2.PIPE0_INT_ENA = 1 (Interrupt at PIPE0 is enabled)
- All bits in P0_INT_ENA register should be enabled (All interrupt factors for PIPE0 are enabled)

If the interrupt due to the change of USB SPPED state is enabled at (3), the interrupt is asserted when USB3.0 or USB2.0 connection is established. See USB_STA.SPEED[1:0] to know which speed the device is acting as. Then set the bits according to SPEED state as follows.

[when acting as USB3.0 device]
- USB_INT_ENA_1.B3_HOTRST_ENA = 1 (Interrupt due to hot reset is enabled)
- USB_INT_ENA_1.B3_WRMRST_ENA = 1 (Interrupt due to warm reset is enabled)

[when acting as USB2.0 device]
- USB_INT_ENA_1.B2_SPND_ENA = 1 (Interrupt due to USB2.0 suspend is enabled)
- USB_INT_ENA_1.B2_L1SPND_ENA = 1 (Interrupt due to L1 suspend is enabled)

- USB_INT_ENA_1.B2_USBRST_ENA = 1 (Interrupt due to USB2.0 bus reset is enabled)

(7) Resume USB2.0-PHY
If USB20 PHY is in the power down state and PLL is suspended, resume PLL so that it provides USB2.0 clock.

(8) Start the operation for USB2.0 connection
Start the connecting operation as USB2.0 device when USB3.0 connection is failed at (6).

- USB_COM_CON.EP0_EN = 1
- USB_COM_CON.SPD_MODE = 1
- USB20_CON.B2_PUE = B'1 (Pull up on D+ is enabled)
- USB20_CON.B2_CONNECT = 1 (Starting the connection process for USB2.0)

If device is acting as USB2.0 device and USB3.0- PHY is expected to be in low power state, set it in low power state here. But note that USB2.0 bus reset will come when the operation for USB2.0 connection is started and it is required to try USB3.0 connection again collaterally. It means that USB3.0-PHY can’t be placed in low power state before USB2.0 connection is established. Make sure that the device is acting as USB2.0 device and the sequence of USB2.0 bus reset has already been done before setting USB3.0-PHY in low power state.

63.8.3.5 Hot Reset Process

The operation required when hot reset is detected is described here.

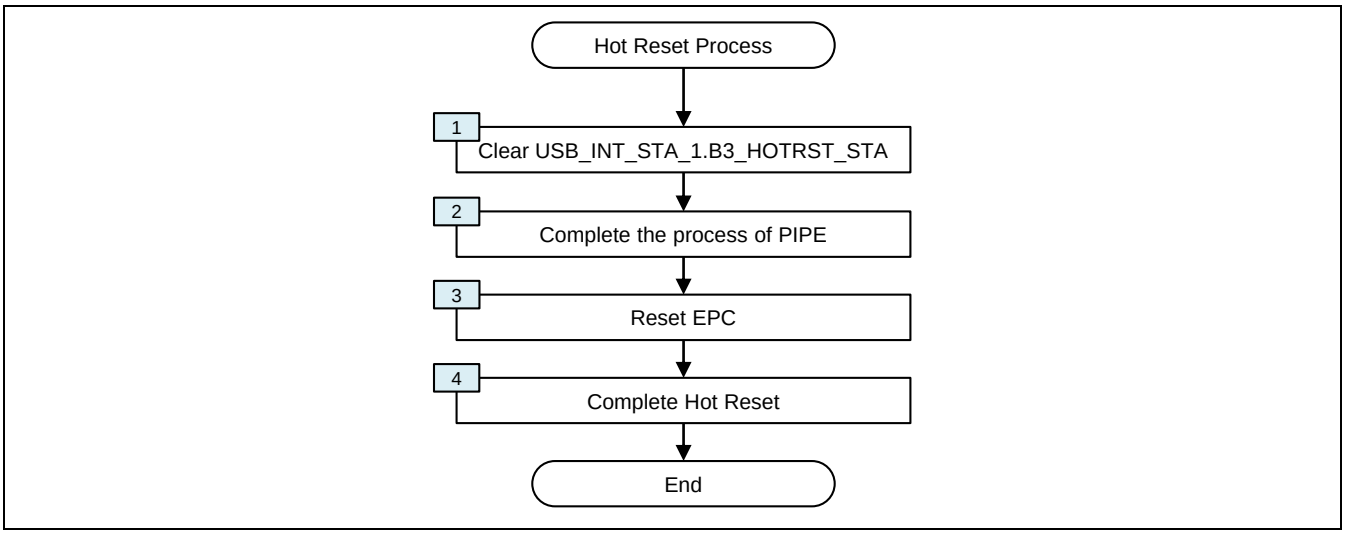


Figure 63.41 hot reset process flow

(1) Clear USB_INT_STA_1.B3_HOTRST_STA
When an interrupt is asserted and USB_INT_STA_1.B3_HOTRST_STA is set to 1, it means that PERIPHERAL PORTION receives hot reset. Write 1 to USB_INT_STA_1.B3_HOTRST_STA in order to clear it.

- Interrupt due to USB_INT_STA_1.B3_HOTRST_STA is generated
- Check that USB_INT_STA_1.B3_HOTRST_STA == 1
- USB_INT_STA_1.B3_HOTRST_STA = 1 (Clearing the event that hot reset is asserted)

(2) Complete the process of PIPE
Since hot reset comes during the training sequence, it is unlikely that the device is executing data transfer when hot reset comes.
But if it is doing, stop the process of data transfer if it is being executed.
In the configuration with AXI-IF, AXI_COM.MST_WAIT0 can be used to suspend the transfer.

- AXI_CON.MST_WAIT0 = 1 (DMA transfer at Peripheral portion is requested to be suspended)

See AXI_STA.DMA_TRANS0 to know whether the transfer is really suspended or not. If the transfer is suspended, then clear DMA_Ch0_CONx.PRD_ENx to 0.

- DMA_Ch0_CONx.PRD_ENx = 0 (DMA transfer in Peripheral portion is disabled)

In the configuration without AXI-IF, stop reading from or writing to PERIPHERAL PORTION through Data Interface. In that case, since the transfer through Data Interface is executed in a unit of a packet, so reading or writing of the current packet should be completed. Then stop reading or writing for the next packet.

(3) Reset EPC portion
Set the registers as follows in order to initialize EPC. In addition to the operations, clear all interrupt statuses.
- USB_COM_CON.CONF = 0
- USB_COM_CON.EP0_EN = 0
- USB_COM_CON.PIPE_CLR = 1 (PIPE is initialized)
* Make sure that USB_COM_CON.PIPE_CLR returns to 0 after setting USB_COM_CON.PIPE_CLR = 1.
- Write 1 to all interrupt status bits in order to clear them

(4) Complete Hot Reset
Set the bit below to complete hot reset.

- USB_COM_CON.EP0_EN = 1
- USB30_CON.B3_HOTRST_CMP = 1

By setting USB30_CON.B3_HOTRST_CMP= 1, LTSSM state of PERIPHERAL PORTION transits from HotReset.Active to HotReset.Exit.
Setting B3_HOTRST_CMP= 1 allows the device to transit to HotReset.Exit from HotReset.Active. This process should be completed within 12 ms from detecting the start of HotReset at (1)

[Note]

The function of hot reset of device is tested in TD.7.28 of link layer test for compliance. The notations for the test are described here.
The downstream port can initiate a hot reset. When it transmits TS2 ordered sets with Reset bit asserted, the device shall respond by sending TS2 ordered sets with Reset bit asserted. When the device completes the operation for reset, it sends TS2 ordered set with Reset bit deasserted. The downstream port shall respond by sending TS2 ordered sets with Reset bit deasserted. Once both ports receive the TS2 ordered sets with Reset bit deasserted, it means the completion of hot reset and they shall exit from the hot reset state.

Note that PERIPHERAL PORTION automatically starts to transmit TS2 ordered sets with Reset bit asserted when it receives TS2 ordered sets with Reset bit asserted. (that is, hot reset requested from downstream port.)

But it is required to set USB30_CON.B3_HOTRST_CMP in order to return TS2 ordered sets with Reset bit deasserted, if PERIPHERAL PORTION enters the state it returns TS2 ordered set with Reset bit asserted once. If there is any operation required for reset, it should be done before USB30_CON.B3_HOTRST_CMP is set. It is notified on USB_INT_STA_1.B3_HOTRST_STA that PERIPHERAL PORTION receives TS2 ordered sets with Reset bit asserted and starts to respond to them.

If the device doesn’t return TS2 ordered sets with Reset bit asserted and hot reset isn’t completed with tHotResetActiveTimeout (=12 ms), the device fails in the test of TD.7.28.

If the device including PERIPHERAL PORTION never deasserts Reset bit in TS2 ordered set, the software may not recognize that USB_INT_STA_1.B3_HOTRST_STA is asserted. In the test of TD.7.28, TS2 ordered sets with Reset bit asserted may come immediately after the device is connected to the downstream port. That case doesn’t occur in normal operation. If the software masks interrupts except that due to the change of VBUS (USB_INT_STA_1.VBUS_CNG_STA) immediately after the device is connected, the software may not be able to know USB_INT_STA_1.B3_HOTRST_STA asserted. It is recommended to enable interrupts due to USB_INT_STA_1.VBUS_CNG_STA and USB_INT_STA_1.B3_HOTRST_STA just after the device is connected.

63.8.3.6 USB2.0 Bus Reset Process

The operation required when USB2.0 bus reset is detected is described here.

There are two cases assumed as that USB2.0 bus reset comes.

- Device is just connected but fails in USB3.0 connection. USB2.0 connection is in progress.
- Device is working in HS or FS but host requests USB2.0 bus reset for some reason.
  This case also means device has failed in USB3.0 connection once.

That is, USB2.0 bus reset doesn't come when device works in SS, but it comes when device works in HS or FS.

USB2.0 bus reset means not only the reset as USB2.0 device but also the retry of USB3.0 connection for USB3.0 device. See section 63.7.3 for the description of USB3.0 specification.

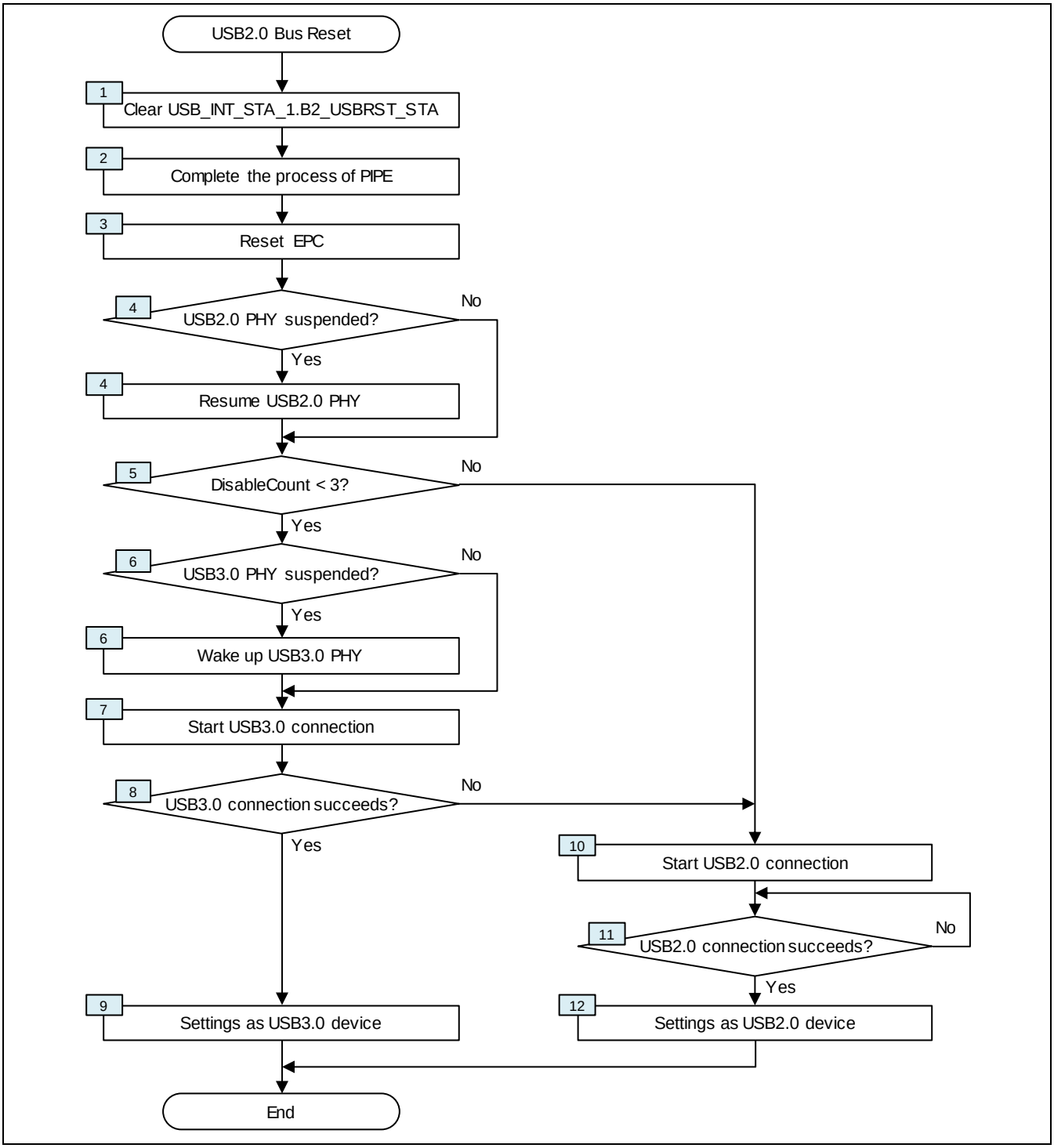


Figure 63.42 USB2.0 Bus Reset (switching from USB2.0 to USB3.0) Flow

The software is required to prepare the variable “DisabledCount” with this flow. The variable means the number of failure in link up. The initial value of DisabledCount is 0 and it is initialized to 0 when one of the following conditions is satisfied.

- VBUS is disabled (No power is provided from VBUS)

- Port configuration exchange completes successfully.
- Power is removed.

Furthermore, Being requested USB2.0 bus reset means that the device has already pulled up D+ (as HS or FS device) and has been detected by host. It is assumed that the software has already set USB20_CON.B2_CONNECT = 1 when USB2.0 bus reset comes.

(1) Clear USB_INT_STA_1.B2_USBRST_STA
When an interrupt is asserted and USB_INT_STA_1.B2_USBRST_STA is set to 1, it means that PERIPHERAL PORTION receives USB2.0 bus reset. Write 1 to USB_INT_STA_1.B2_USBRST_STA in order to clear it.

(2) Complete the process of PIPE
Basically, as USB2.0 bus reset is requested when the device is just connected or when host and the device can’t communicate, it is unlikely that the device is executing data transfer when bus reset comes.
But if it is doing, stop the process of data transfer if it is being executed.
In the configuration with AXI-IF, AXI_COM.MST_WAIT0 can be used to suspend the transfer.

- AXI_CON.MST_WAIT0 = 1 (DMA transfer at Peripheral portion is requested to be suspended)

See AXI_STA.DMA_TRANS0 to know whether the transfer is really suspended or not. If the transfer is suspended, then clear DMA_Ch0_CONx.PRD_ENx to 0.

- DMA_Ch0_CONx.PRD_ENx = 0 (DMA transfer in Peripheral portion is disabled)

In the configuration without AXI-IF, stop reading from or writing to PERIPHERAL PORTION through Data Interface. In that case, since the transfer through Data Interface is executed in a unit of a packet, so reading or writing of the current packet should be completed. Then stop reading or writing for the next packet.

(3) Reset EPC portion
Set the registers as follows in order to initialize EPC. In addition to the operations, clear all interrupt statuses.
- USB_COM_CON.CONF = 0
- USB_COM_CON.EP0_EN = 0
- USB_COM_CON.PIPE_CLR = 1 (PIPE is initialized)
* Make sure that USB_COM_CON.PIPE_CLR returns to 0 after setting USB_COM_CON.PIPE_CLR = 1.
- USB20_CON.B2_TSTMOD[2:0] = H'0 (if test mode is set)
- USB20_CON.B2_TSTMOD_EN = 0 (if test mode is set)
- Write 1 to all interrupt status bits in order to clear them

(4) Resume USB2.0-PHY
It is assumed that the device works in HS or FS, but the device might be in suspended state and PLL in USB2.0-PHY might be stopped when USB2.0 bus reset comes.
In that case resume USB2.0-PHY so that it provides USB2.0 clock. USB3.0 connection might be requested depending on the value of DisabledCount, but the pull up of D+ for USB2.0 connection is still valid and USB2.0 connection is tried immediately when USB3.0 connection fails. That is, USB2.0-PHY clock is required regardless of the value of DisabledCount.

(5) Is DisabledCount<3?
If DisabledCount < 3, it means the device state is in USDPORT.Powered on due to USB2.0 bus reset and the device requests USB3.0 connection. Proceed to (6).
If DisabledCount==3, it means the device state is in USDPORT.Disabled_Error and the device doesn't request USB3.0 connection. Proceed to (10).

(6) Resume USB3.0-PHY
If USB3.0-PHY is in the power down state and PLL is suspended, resume USB3.0-PHY so that it provides USB3.0 clock.

(7) Start USB3.0 connection
As DisbledCount<3, USB3.0 connection is tried again.
If USB2.0 bus reset is the first one just after the device is connected but fails in USB3.0 connection, Most of the fields below has already been set at (6) in section 63.8.3.2. In that case, the setting s for USB2.0 connection at (10) in section 63.8.3.2 should be still active as they are because USB2.0 connection might be required when USB3.0 connection fails.

- USB30_CON.B3_CONNECT = 1 (Starting the connection process for USB3.0)
- USB_COM_CON.EP0_EN = 1 (PIPE0 is enabled)
- USB_COM_CON.SPD_MODE = 0 (USB3.0 mode is requested)
- SSIFLINKSET3.SSIF_NUM_RDET[3:0] = H'1 (The number of trial for Rx.Detect = 1)
- USB_COM_CON.RX_DETECTION = 1 (RxDetect is started)
- USB_INT_ENA_1.B3_LUPSUCS_ENA = 1 (Interrupt due to the success of link up is enabled)
- USB_INT_ENA_1.B3_DISABLE_ENA= 1 (Interrupt due to the failure of link up is enabled)
- USB_INT_ENA_1. SPEED_ENA = 1 (Interrupt of SPEED state is enabled)

The difference with (6) in section 63.8.3.2 is that the SSIFLINKSET3.SSIF_NUM_RDET[3:0] = H'1 although it is set to H'8 at (6) in section 63.8.3.2. It means that the device can do only one trial of Rx detection.

(8) Does USB3.0 connection succeed?
As the result of the trial for USB3.0 connection, one of USB_INT_STA_1.B3_LUPSUCS_STA or USB_INT_STA_1.B3_DISABLE_STA is asserted. USB_INT_STA_1.B3_LUPSUCS_STA means that the link up process of LTSSM has been successfully done and LTSSM is in U0. USB_INT_STA_1.B3_DISABLE_STA means that the link up process of LTSSM has failed and LTSSM is in SS.Disabled. When they are asserted, an interrupt is generated if enabled.

- Check USB_INT_STA_1.B3_LUPSUCS_STA== 1 or USB_INT_STA_1.B3_DISABLE_STA== 1

After the confirmation above, write 1 to USB_INT_STA_1.B3_LUPSUCS_STA or USB_INT_STA_1.B3_DISABLE_STA to clear them.

- Write 1 to USB_INT_STA_1.B3_LUPSUCS_STA if asserted (Clearing the event that the link up has succeeded)
- Write 1 to USB_INT_STA_1.B3_DISABLE_STA if asserted (Clearing the event that USB3.0 connection has failed)

If USB_INT_STA_1.B3_LUPSUCS_STA is asserted, it means USB3.0 connection is successful, proceed to (9).
If USB_INT_STA_1.B3_DISABLE_STA is asserted, it means USB3.0 connection has failed, proceed to (10).

(9) Settings as USB3.0 device
After the connecting operation as SS device has been successfully completed, disable USB2.0 connection. It is defined in USB3.0 specification that USB2.0 connection should be disabled within tUSB2SwitchDisconnect (= 1ms) after Far End Receiver Termination is detected and LTSSM enters Polling.
- USB20_CON.B2_CONNECT = 0 (USB2.0 connection is disabled)
- USB20_CON.B2_PUE = 0 (Pull up of D+ is disabled)

Then enable the detection of control transfer at PIPE0 (endpoint 0). At the same time, the interrupts required for the operation mode should be enabled. An example for that cases are shown below. If there is another interrupt required for the usage of core, enable it as well.

- USB_INT_ENA_2.PIPE0_INT_ENA = 1 (Interrupt at PIPE0 is enabled)
- All bits in P0_INT_ENA register should be enabled (All interrupt factors for PIPE0 are enabled)

As the device is working as SS device, interrupts due to hot reset or warm reset shall be enabled.

- USB_INT_ENA_1.B3_HOTRST_ENA = 1 (Interrupt due to hot reset is enabled)
- USB_INT_ENA_1.B3_WRMRST_ENA = 1 (Interrupt due to warm reset is enabled)

When the port configuration is completed, DisabledCount is reset to 0.

If USB2.0 clock is not needed, USB2.0-PHY can be suspended. See section 63.8.8.7 for details.

(10) Start USB2.0 connection
Since USB3.0 connection has failed, disable USB3.0 connection.
- USB30_CON.B3_CONNECT = 0
- DisabledCount++

Then, start USB2.0 connection.
The most of the fields below has already set, but USB_COM_CON.SPD_MODE is set for USB3.0 connection at (7), so it should be changed for USB2.0 connection.

- USB_COM_CON.EP0_EN = 1 (PIPE0 is enabled: this field is already enabled at (6))
- USB_COM_CON.SPD_MODE = 1 (USB2.0 mode is requested)
- USB20_CON.B2_PUE = 1 (Pull up on D+ is enabled)
- USB20_CON.B2_CONNECT = 1 (Starting the connection process for USB3.0)
- USB_INT_ENA_1. SPEED_ENA = 1 (Interrupt of SPEED state is enabled)

(11) Does USB2.0 connection succeed?
After USB2.0 bus reset and chirp, the device works as HS or FS device. For USB2.0 connection, there is no link training as that in USB3.0 connection, so it is assumed to be always completed successfully.

(12) Setting as USB2.0 device
After the connecting operation as HS or FS has been successfully done, enable the detection of control transfer at PIPE0 (endpoint 0). At the same time, the interrupts required for the operation mode should be enabled. Examples for those cases are shown below. If there are other interrupts required for the usage of core, enable them as well.

- USB_INT_ENA_2.PIPE0_INT_ENA = 1 (Interrupt at PIPE0 is enabled)
- All bits in P0_INT_ENA register should be enabled (All interrupt factors for PIPE0 are enabled)

If the interrupt due to the change of USB SPPED state is enabled at (10), the interrupt is asserted when USB2.0 connection is established. See USB_STA.SPEED[1:0] to know which speed the device is acting as. Then set the bits according to SPEED state as follows.

[when acting as USB2.0 device]
- USB_INT_ENA_1.B2_SPND_ENA = 1 (Interrupt due to USB2.0 suspend is enabled)
- USB_INT_ENA_1.B2_L1SPND_ENA = 1 (Interrupt due to L1 suspend is enabled)
- USB_INT_ENA_1.B2_USBRST_ENA = 1 (Interrupt due to USB2.0 bus reset is enabled)

63.8.4 Control Transfer

The operation for control transfer is described here.

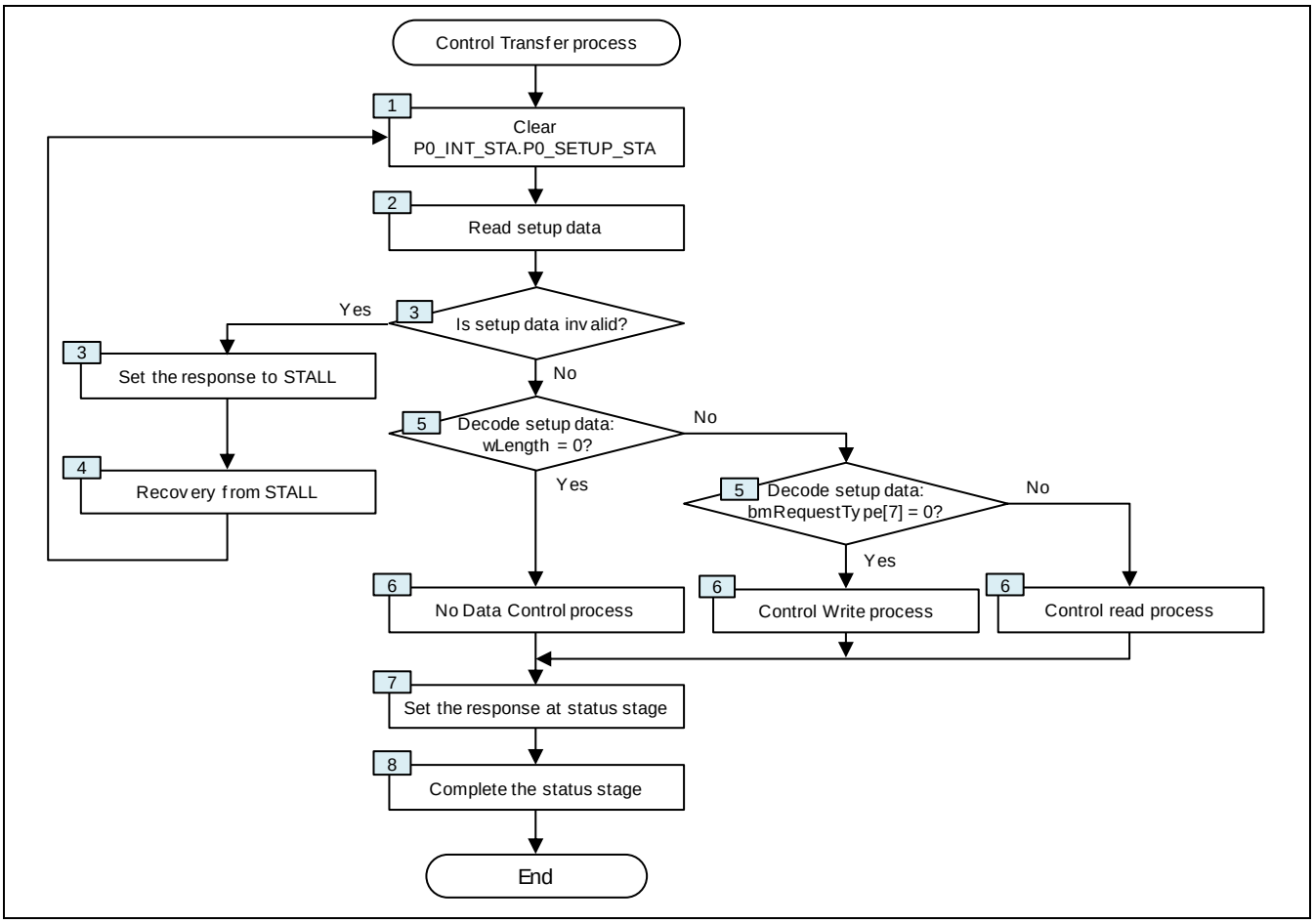


Figure 63.43 control transfer process flow

(1) Clear P0_INT_STA.P0_SETUP_STA
When an interrupt is asserted and P0_INT_STA.P0_SETUP_STA is set to 1, it means that PERIPHERAL PORTION has received setup data. Write 1 to P0_INT_STA.P0_SETUP_STA in order to clear it.

- Interrupt due to P0_INT_STA.P0_SETUP_STA is generated
- Check that P0_INT_STA.P0_SETUP_STA== 1
- P0_INT_STA.P0_SETUP_STA = 1 (Clearing the event setup data has been received)

In case the status bits related to control transfer are set, they should be cleared as follows.
- P0_INT_STA.P0_STSST_STA = 1
- P0_INT_STA.P0_STSED_STA = 1
- P0_INT_STA.P0_RCVNL_STA = 1
- P0_INT_STA.P0_ERDY_STA = 1
- P0_INT_STA.P0_FLOW_STA = 1
- P0_INT_STA.P0_STALL_STA = 1
- P0_INT_STA.P0_NRDY_STA = 1

The data buffer for PIPE0 should also be cleared just in case data of previous transfer is left in the buffer.
- P0_CON.P0_BCLR = 1 (Clearing data buffer for PIPE0)

(2) Read setup data
Read setup data from STUP_DAT_0 and STUP_DAT_1 registers.

(3) Is setup data invalid?
In case that setup data is invalid, respond with STALL. Set P0_ST_RES[1:0], P0_OT_RES[1:0] and P0_IN_RES[1:0] in P0_CON register to return STALL response in that case.

- P0_CON.P0_RES_WEN = 1
- P0_CON.P0_ST_RES[1:0] = B'10 (forced STALL response)
- P0_CON.P0_OT_RES[1:0] = B'10 (forced STALL response)
- P0_CON.P0_IN_RES[1:0] = B'10 (forced STALL response)

With the settings above, PERIPHERAL PORTION returns STALL for all requests (IN, OUT or STATUS) to PIPE0. Whenever PERIPHERAL PORTION responds with STALL, P0_INT_STA.P0_STALL_STA is asserted. Since USB device is not required to change the response from PIPE0 until new setup data comes to PIPE0 as noted in (5) or any reset comes in that case, an interrupt due to P0_INT_STA.P0_STALL_STA can be ignored (that is, it can be masked).

(4) Recovery from STALL
If host wants to recovery the status, it will send ClearFeature (ENDPOINT_HALT) or other request. The device should initialize the response for it.
When host sends new setup data including it requests ClearFeature (ENDPOINT_HALT), P0_INT_STA.P0_SETUP_STA will be asserted again.
When the assertion of P0_INT_STA.P0_SETUP_STA is detected (it is notified on an interrupt if enabled), PERIPHERAL PORTION automatically sets P0_CON.P0_ST_RES[1:0], P0_CON.P0_OT_RES[1:0] and P0_CON.P0_IN_RES[1:0] to B'00 (NRDY/NAK response). Note that it might take time to decide and prepare a response here. Hence it is assumed that the response is changed to normal one after the decision and the preparation. If it doesn't take time, normal responses can be set here.

- New setup data is received. (It is notified on the assertion of P0_INT_STA.P0_SETUP_STA.)
(- PERIPHERAL PORTION automatically sets P0_CON.P0_*_RES[1:0] to B'00, but the software can change them to normal response.)

Then, go back to (1).

(5) Decode setup data
Decode the content of setup data which is read at (2).
If wLength = 0, no data control process is being requested.
If wLength is not 0 and bmRequestType[7] is 0, control write data process is being requested. Otherwise control read process is being requested.

(6) No Data Control, Control Write or Control Read process
Refer each subsection as follows.
a) No Data Control process: Refer to section 63.8.4.1
b) Control Write process: Refer to section 63.8.4.2
c) Control Read process: Refer to section 63.8.4.3

(7) Set the response at status stage
From (7) to (8) the settings for status stage are described. For the operations required in each process before status stage, refer section 63.8.9. Basically the process requested by setup data should be finished before the device completes the status stage. The status stage might be started before the completion of the process, but the device can put off the completion of the status stage by returning NRDY or NAK.

Set P0_CON.P0_ST_RES[1:0] as follows.
- P0_CON.P0_RES_WEN = 1

- P0_CON.P0_ST_RES[1:0] = B'01 (Normal response)

For P0_CON.P0_OT_RES[1:0] and P0_CON.P0_IN_RES[1:0], keep the value set at (6) in case of Control Write process or Control Read process. In case of No Data Control process, they should be set to forced STALL response at the same time as the setting of P0_CON.P0_ST_RES[1:0].

- P0_CON.P0_OT_RES[1:0] = B'10 (STALL response)
- P0_CON.P0_IN_RES[1:0] = B'10 (STALL response)

(8) Complete Status Stage
Wait for the interrupt due to P0_INT_STA.P0_STSED_STA, which shows PERIPHERAL PORTION completes the status stage of the control transfer. Confirm P0_INT_STA.P0_STSED_STA is asserted, and then write 1 to it to clear.

- Interrupt due to P0_INT_STA.P0_STSED_STA is generated
- Check that P0_INT_STA.P0_STSED_STA== 1
- P0_INT_STA.P0_STSED_STA = 1 (Clearing the event that the status stage of control transfer has been completed.)

Note: In the specification of USB, it is defined that the sequence of control transfer should be initialized when new setup data is received during control transfer. Device should stop the operation for previous setup data and switch to the operation of new setup data. That case seldom occurs, but the consideration of it is required.

63.8.4.1 No Data Control Process

The operation for no data control transfer is described here.

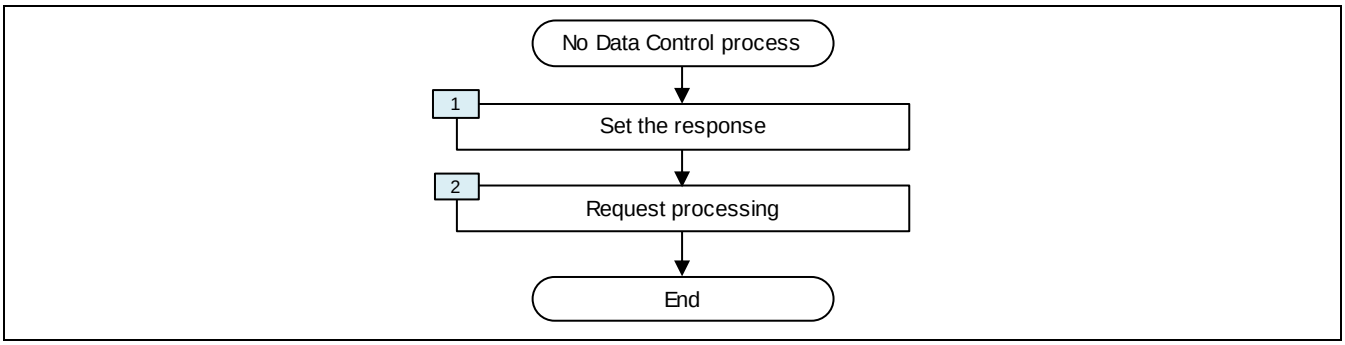


Figure 63.44 no data control transfer process flow

(1) Set the response
After decoding setup data, set the response for the request.

- P0_MOD.P0_DIR = 0 (Direction = OUT)

Select NRDY/NAK response for the status stage until the operation at (2) is completed. If the operation is not needed, PERIPHERAL PORTION can respond with ACK immediately. The final response at the status stage is selected at (7) in the flow of section 63.8.4.
As no data is sent or received in this flow, select STALL response for IN and OUT transfer request. All of the settings below are for P0_CON register and it allows only 32-bit access, so note that they should be done in one word access.

- P0_CON.P0_RES_WEN = 1
- P0_CON.P0_ST_RES[1:0] =B'00 (NRDY/NAK response. ACK response is also selectable.)
- P0_CON.P0_OT_RES[1:0] =B'10 (STALL response)

- P0_CON.P0_IN_RES[1:0] =B'10 (STALL response)

(2) Request processing
If any operation for the request is required, do it here.
See section 63.8.9 for the operations of major device requests.

63.8.4.2 Control Write Process

The operation for control writer transfer is described here.

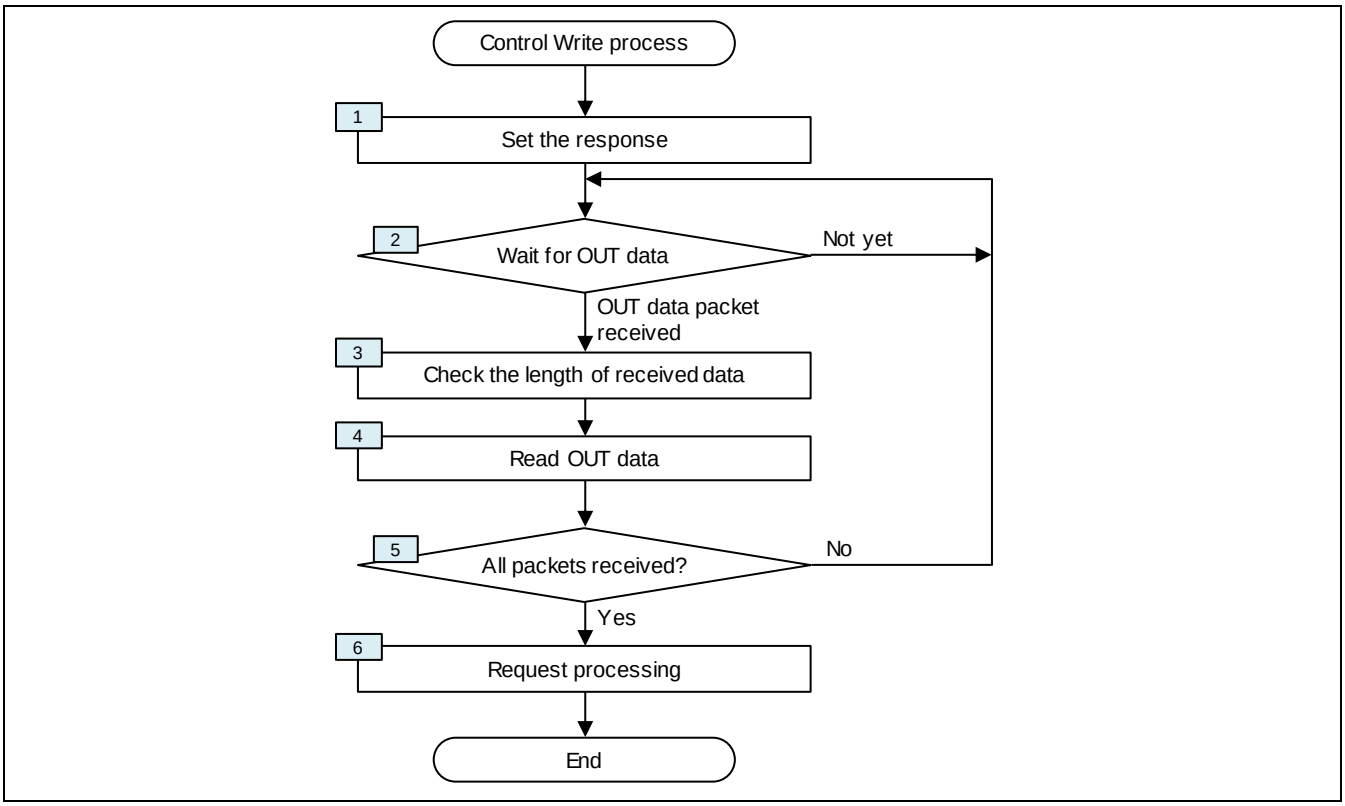


Figure 63.45 control write process flow

(1) Set the response
After decoding setup data, set the response for the request.
As control write transfer is requested here, select OUT as the direction of transfer.
Set NRDY/NAK response for the status stage since the data stage has not been finished yet. Set normal response for OUT and STALL response for IN.

- P0_MOD.P0_DIR = 0 (Direction = OUT)
- P0_CON.P0_RES_WEN = 1
- P0_CON.P0_ST_RES[1:0] = B'00 (NRDY/NAK response)
- P0_CON.P0_OT_RES[1:0] = B'01 (normal response)
- P0_CON.P0_IN_RES[1:0] = B'10 (STALL response)

(2) Wait for OUT data
For control write transfer, the software reads each packet in data stage of the transfer through P0_READ register.
When OUT data packet to PIPE0 Is received, an interrupt due to P0_INT_STA.P0_BFRDY_STA is asserted. In that case, write 1 to P0_INT_STA.P0_BFRDY_STA to clear.

- Interrupt due to P0_INT_STA.P0_BFRDY_STA is generated
- Check that P0_INT_STA.P0_BFRDY_STA== 1
- P0_INT_STA.P0_BFRDY_STA = 1 (Clearing the event that OUT data has been received at PIPE0)

When receiving OUT data packet, P0_STA.P0_BUFSTS is also asserted. The meaning of the bit is OUT data packet is ready to be read from P0_READ register. Polling P0_STA.P0_BUFSTS is available to know that OUT data packet has been received for the software as well.

(3) Check the length of received data
Read the following field to know the length of received data.

- Read P0_LNG.P0_LENGTH[9:0] (This field shows the number of bytes of received data)

(4) Read OUT data
Read OUT data through P0_READ register. Note that OUT data in control transfer can't be read from Data Interface of Peripheral portion or can't be transferred by AXI DMA transfer.
P0_READ register should be read in a unit of 32-bit. P0_READ register is updated and the next 32-bit word of received data is shown in P0_READ register every time it is read. The length of received data is known at (3) and the number of read from P0_READ register can be calculated from the length. The number of read = the length divided by 4, round-up is required if there is any residue. If there is residue, it also means the last 32-bit word read has one or more unnecessary bytes. In that case, discard unnecessary bytes.

(5) Are all packets received?
If wLength shown in setup data is more than the max packet size in control transfer, it means two or more OUT data packets would come. In that case, repeat the steps from (2) to (4) for the number of packets.

After all of OUT packets have been received and read, set the registers as follows. Note P0_CON register should be written in a unit of 32-bit and other fields should hold its value. That is, read-modify-write will be required.
- P0_CON.P0_RES_WEN = 1
- P0_CON.P0_OT_RES[1:0] = B'10 (STALL response)

(6) Request processing
If any operation for the request is required, do it here.
See section 63.8.9 for the operations of major device requests.

63.8.4.3 Control Read Process

The operation for control read transfer is described here.

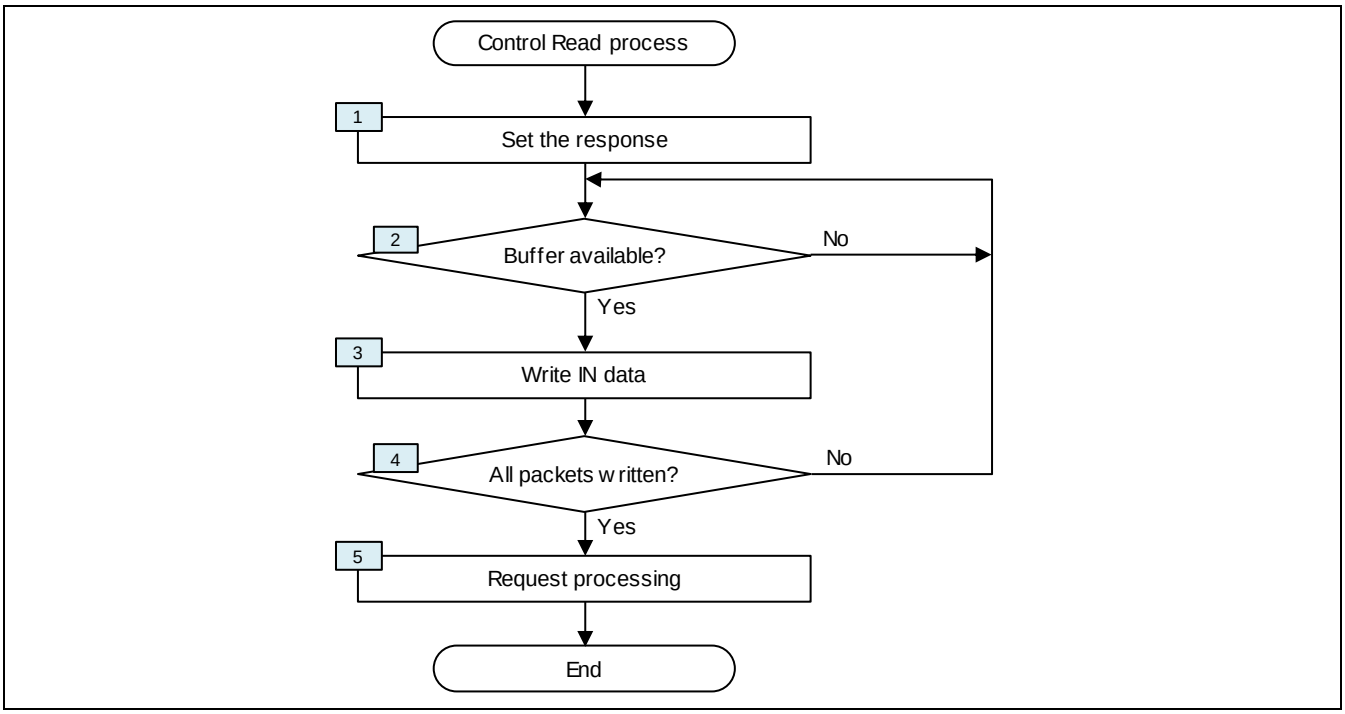


Figure 63.46 control read process flow

(1) Set the response
After decoding setup data, set the response for the request.
As control read transfer is requested here, select IN as the direction of transfer.
Set NRDY/NAK response for the status stage since the data stage has not been finished yet. Set normal response for IN and STALL response for OUT.

- P0_MOD.P0_DIR = 1 (Direction = IN)
- P0_CON.P0_RES_WEN = 1
- P0_CON.P0_ST_RES[1:0] = B'00 (NRDY/NAK response)
- P0_CON.P0_OT_RES[1:0] = B'10 (STALL response)
- P0_CON.P0_IN_RES[1:0] = B'01 (Normal response)

(2) Check if buffer is available
For control read transfer, the software writes each packet in data stage of the transfer through P0_WRITE register. But if there is no space available in the buffer for PIPE0, it can't write. P0_STA.P0_BUFSTS shows if there is available space in the buffer. See the bit before writing IN data packet to P0_WRITE register.

- Check whether P0_STA.P0_BUFSTS == 1 or not

If P0_STA.P0_BUFSTS is 0 and there is no available space in the buffer currently, Wait until P0_STA.P0_BUFSTS becomes 1 or an interrupt due to P0_INT_STA.P0_BFRDY_STA is asserted. When IN is selected as the direction of PIPE0 (that is, P0_MOD.P0_DIR=1), P0_INT_STA.P0_BFRDY_STA is asserted when the buffer for PIPE0 becomes available for new write data.
Therefore, the software can know the timing the buffer for PIPE0 prepares new available space by polling P0_STA.P0_BUFSTS or an interrupt due to P0_INT_STA.P0_BFRDY_STA.
But, Note that P0_INT_STA.P0_BFRDY_STA is not asserted just after reset (hardware reset,

USB_COM_CON.PIPE_CLR, P0_CON.P0_BCLR and P0_CON.P0_CLR) and when the software writes the first packet. In that case, since the buffer has available space just after reset, so the software can write the packet without being notified on an interrupt due to P0_INT_STA.P0_BFRDY_STA. The software still can see P0_STA.P0_BUFSTS in that case.

(3) Write IN data

Write IN data through P0_WRITE register. Note that IN data in control transfer can't be written through Data Interface of Peripheral portion or can't be transferred by AXI DMA transfer.

P0_WRITE register should be written in a unit of 32-bit. The number of write can be calculated as the number of write = the length divided by 4, round-up is required if there is any residue. The written words are concatenated as one packet.

When the length of packet is not multiples of 32-bit, the last word has unnecessary bytes. The last written word should be also written as a 32-bit word. The number of valid bytes in the last word is set in P0_CON.P0_BYTE_EN. Unnecessary bytes in the last word are discarded.

To send the packet, set the registers as follows after the last word has been written.

- P0_CON.P0_SEND = 1
- P0_CON.P0_BYTE_EN[1:0] = B'xx (the number of valid byes in last written word)

(4) Are all packets written?

If wlength shown in setup data is more than the max packet size in control transfer, it means two or more IN data packets are required. In that case, repeat the steps from (2) to (3) for the number of packets.

After all of IN packets have been sent, set the registers as follows. Note P0_CON register should be written in a unit of 32-bit and other fields should hold its value. That is, read-modify-write will be required.

- P0_CON.P0_RES_WEN = 1
- P0_CON.P0_IN_RES[1:0] = B'01 (STALL response)

(5) Request processing

If any operation for the request is required, do it here.

See section 63.8.9 for the operations of major device requests.

63.8.5 Bulk Transfer

The operation for bulk transfer is described here.

PIPEs other than PIPE0 (PIPE0 is used only for control transfer) can be used for bulk transfer. The settings for bulk transfer are shown below.

- PIPE_COM.PIPE_NUM[4:0] = the index of PIPE used for the current bulk transfer
- PIPE_MOD.Pn_EPNUM[3:0] = the endpoint number of the PIPE
- PIPE_MOD.Pn_TYPE[1:0] = B'10 (bulk transfer)
- PIPE_MOD.DIR = the direction of transfer
- PIPE_MOD.Pn_STREAM = whether the PIPE is used for Stream bulk transfer or not
- PIPE_MOD.Pn_BOT = whether the PIPE uses BOT or not
- PIPE_MOD.Pn_ERDY_CON[1:0] = threshold to send ERDY
- PIPE_RAMMAP.Pn_BASEAD[13:0] = the base address of buffer assigned for the PIPE
- PIPE_RAMMAP.Pn_RAMIF[1:0] = the index of RAM interface of the PIPE
- PIPE_RAMMAP.Pn_MPKT[10:0] = 1024bytes for SS, 512 bytes for HS or 64 bytes for FS
- PIPE_RAMMAP.Pn_RAMAREA = the size of RAM area assigned for the PIPE
- Pn_CON.Pn_DATAIF_EN = whether Data Interface of Peripheral portion is used or not.
- Pn_CON.Pn_EN = 1 (the PIPE is enabled)

These settings are done just after Set Configuration is completed and the device enters configured state. But if the device has only single configuration for each PIPE, these settings can be done after the device is turned on.

63.8.5.1 Bulk-IN Process

The normal bulk IN process is described here. See section 63.8.5.3 for Stream bulk process.

In this subsection the process to write bulk IN packet through Pn_WRITE register is described. DMA transfer as the master function of Peripheral portion is available in the configuration with AXI-IF. See section 63.8.7 for the process using DMA transfer.

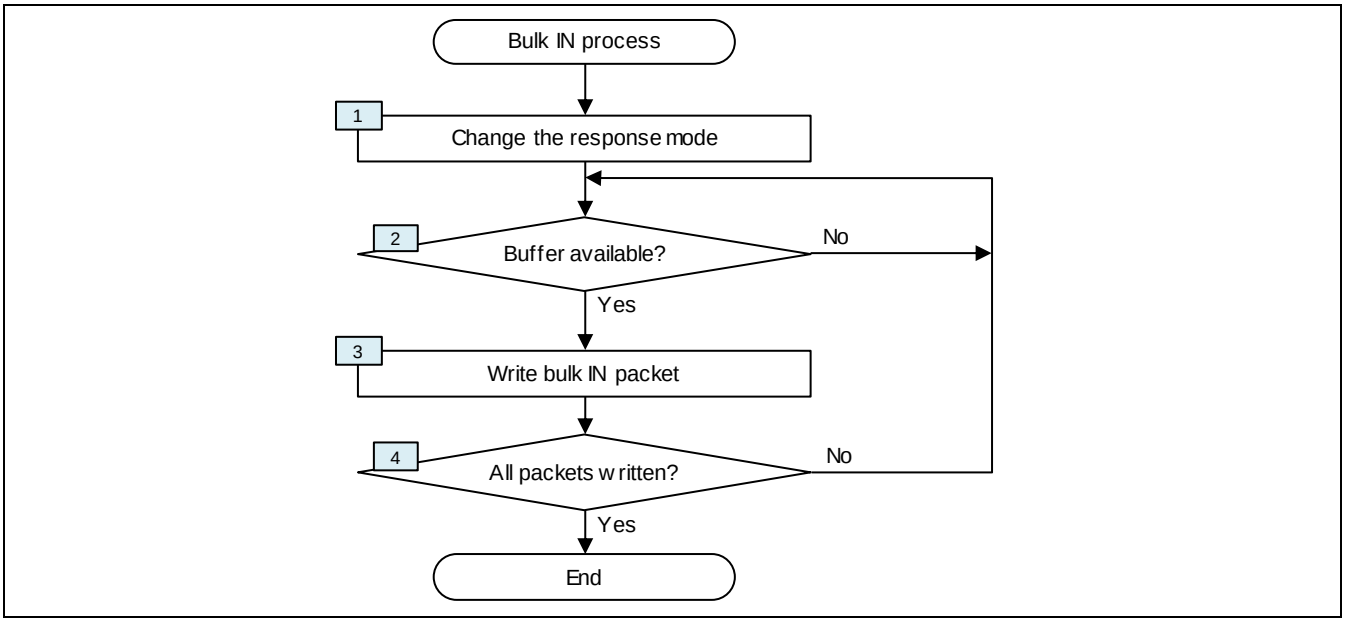


Figure 63.47 bulk IN process flow

(1) Change the response mode of the bulk IN PIPE
Change the response mode of the bulk IN PIPE to normal response so that the PIPE can transmit data.

- Pn_CON.Pn_RES_WEN = 1
- Pn_CON.Pn_RES[1:0] = B'01 (Normal response)

(2) Check if buffer is available
Check if buffer for the bulk IN PIPE is available before writing bulk IN packet. Pn_STA.Pn_BUFSTS shows if the buffer is available or not.

- Check whether Pn_STA.Pn_BUFSTS == 1 or not

If Pn_STA.Pn_BUFSTS is 0 and there is no available space in the buffer currently, Wait until Pn_STA.Pn_BUFSTS becomes 1 or an interrupt due to Pn_INT_STA.Pn_BFRDY_STA is asserted. When IN is selected as the direction of the bulk PIPE (that is, Pn_MOD.Pn_DIR = 1), Pn_INT_STA.Pn_BFRDY_STA is asserted when the buffer of the PIPE becomes available for new write data.
Therefore, the software can know the timing the buffer of the PIPE prepares new available space by polling Pn_STA.Pn_BUFSTS or an interrupt due to Pn_INT_STA.Pn_BFRDY_STA.
But, Note that Pn_INT_STA.Pn_BFRDY_STA is not asserted just after reset (hardware reset, USB_COM_CON.PIPE_CLR, Pn_CON.Pn_BCLR and Pn_CON.Pn_CLR) and when the software writes the first packet. In that case, since the buffer has available space just after reset, so the software can write the packet without being notified on an interrupt due to Pn_INT_STA.Pn_BFRDY_STA. The software still can see Pn_STA.Pn_BUFSTS in that case.

(3) Write bulk IN packet
Write bulk IN packet to be transmitted to the buffer. Bulk IN data is written in a unit of packet and the buffer can't accept data across the max packet size defined in PIPE_RAMMAP.Pn_MPKT[10:0].

[writing through Pn_WRITE register]

a-1) Write data through Pn_WRITE register. Since only 32-bit access is allowed to the register, data should be written in a unit of 32-bit. The number of write can be calculated as the number of write = the length divided by 4, round-up is required if there is any residue. The written words are concatenated as one packet.
When the length of packet is not multiples of 32-bit, the last written word may have unnecessary bytes.
The last word should be also written as a 32-bit word. The number of valid bytes in the last word is set in Pn_CON.Pn_BYTE_EN[1:0]. Unnecessary bytes in the last word are discarded.

a-2) Set fields as follows to send the packet. Since only 32-bit access is allowed to Pn_CON register, all fields below should be set in one word access.
- Pn_CON.Pn_SEND = 1
- Pn_CON.Pn_BYTE_EN[1:0] = B'xx (the number of valid byes in last written word)
- In case of the last packet of data group, set Pn_CON.Pn_LAST = 1

(4) Are all packets written?
If it is required to send two or more packets, repeat the steps from (2) to (3).

Note: When the information of a certain PIPE is read from or write to PIPEn registers, PIPE_COM.PIPE_NUM[4:0] should have the index of the PIPE.

63.8.5.2 Bulk-OUT Process

The normal Bulk-OUT process is described here. See section 63.8.5.3 for Stream bulk process.

In this subsection the process to read bulk OUT packet through Pn_READ register is described. DMA transfer as the master function of Peripheral portion is available in the configuration with AXI-IF. See section 63.8.7 for the process using DMA transfer.

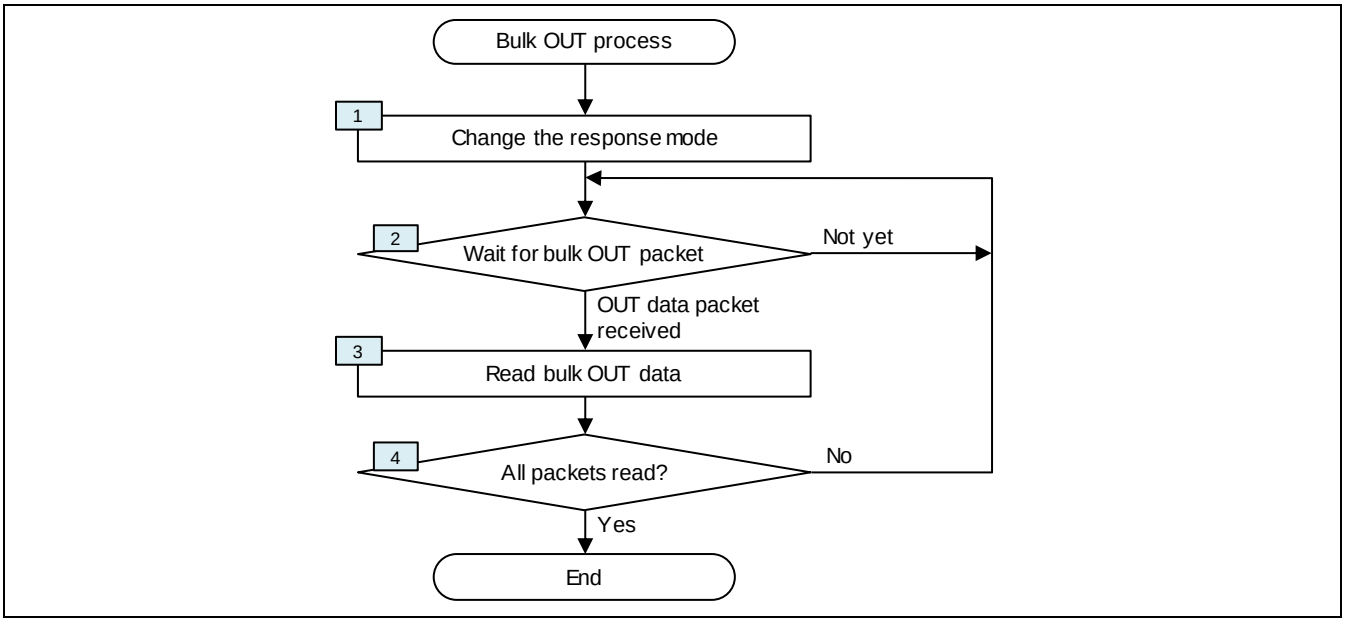


Figure 63.48 bulk OUT process flow

(1) Change the response mode of the bulk OUT PIPE
Change the response mode of the bulk OUT PIPE to normal response so that the PIPE can receive data.

- Pn_CON.Pn_RES_WEN = 1
- Pn_CON.Pn_RES[1:0] = B'01 (Normal response)

(2) Wait for bulk OUT data
When bulk OUT data to the PIPE is received, an interrupt due to Pn_INT_STA.Pn_BFRDY_STA is asserted. In that case, write 1 to Pn_INT_STA.Pn_BFRDY_STA to clear.

- Interrupt due to Pn_INT_STA.Pn_BFRDY_STA asserted
- Check whether Pn_INT_STA.Pn_BFRDY_STA == 1 or not.
- Pn_INT_STA.Pn_BFRDY_STA = 1 (clearing the event that OUT data is received at the PIPE)

When receiving OUT data packet, Pn_STA.Pn_BUFSTS is also asserted. The meaning of the bit is bulk OUT data packet is ready to be read from Pn_READ register. Polling Pn_STA.Pn_BUFSTS is available to know that OUT data packet has been received for the software as well.

(3) Read bulk OUT packet

Read bulk OUT packet from the buffer. Bulk OUT data is read in a unit of packet and the buffer can't be read across the max packet size defined in PIPE_RAMMAP.Pn_MPKT[10:0].

[reading through Pn_READ register]

a-1) Read Pn_LNG register in order to know the length of received data

a-2) Read received packet through Pn_READ register.

Pn_READ register should be read in a unit of 32-bit. Pn_READ register is updated and the next 32-bit word of received data is shown in Pn_READ register every time it is read. The length of received data is known at a-1) and the number of read from Pn_READ register can be calculated from the length. The number of read = the length divided by 4, round-up is required if there is any residue. If there is residue, it also means the last 32-bit word read has one or more unnecessary bytes. In that case, discard unnecessary bytes.

(4) Are all packets read?

If the bulk OUT PIPE has more packets to be read, repeat the steps from (2) to (3).
Pn_INT_STA.Pn_LSTTR_STA is asserted when the last packet (short packet or packet with PP = 0) is received.

When a short packet or a packet with PP = 0 (PP is used only in USB3.0) is received, PERIPHERAL PORTION recognizes it is the last packet of the current transfer. It returns ACK with NumP = 0 to host after receiving the packet. ACK with NumP = 0 means that the device can't receive any more packet currently. The device should send ERDY when it wants to resume the transfer. When the last packet (short packet or packet with PP = 0) has been read to AXI-Bus and the buffer of the PIPE has available space, PERIPHERAL PORTION automatically send ERDY to request the resume of transfer.
Note that PERIPHERAL PORTION may return ACK with NumP = 0 even when the received packet is not the last packet if it has no available buffer at that time. But when PERIPHERAL PORTION gets available space in the buffer of the PIPE, it automatically sends ERDY to resume the transfer for the PIPE.

Note: When the information of a certain PIPE is read from or write to PIPEn registers, PIPE_COM.PIPE_NUM[4:0] should have the index of the PIPE.

63.8.5.3 Stream Bulk Process

The process of stream bulk, especially UASP (USB Attached SCSI protocol) application as an example is described here.

(1) PIPE structure of UASP

UASP assumes 4 pipe models, not including control pipe (PIPE0). The pipes are Command (OUT), Status (IN), Data-in (IN) and Data-out (OUT).
UAS driver sends a command through host stack to Command pipe, device receives it and returns the status or the result for the command from Status pipe. Device receives OUT packet at Data-out pipe or returns IN packet from Data-In pipe, if required.

Stream protocol is used for the parallel operation for commands. Device can receive multiple commands to Command pipe at once. It returns statuses from Status pipe or IN packets from Data-in pipe, or receives OUT packets to Data-out pipe, in “out-of-order” way. Each command has a Stream ID as a tag, and Stream protocol is used for the tagging.
Note Status pipe, Data-in pipe and Data-out pipe are Stream bulk pipes but Command pipe is not. Stream ID is provided in CIU (Command IU) which is received at Command pipe.

(2) Basic Stream Bulk IN process

The basic process of Stream bulk IN is described here.
Stream bulk IN pipe should have PIPE_MOD.Pn_STREAM = 1 as noted in the first part of section 63.8.5.

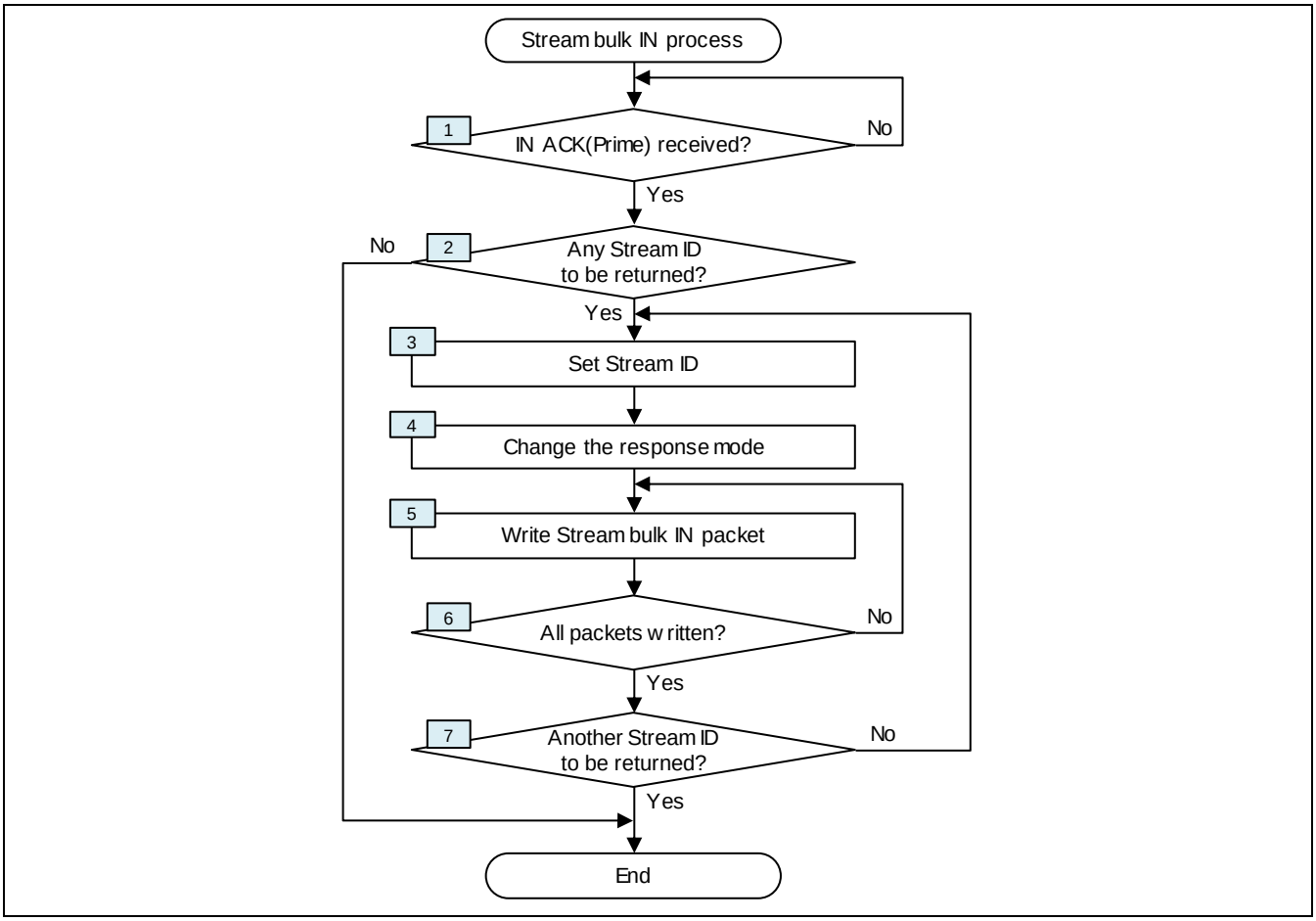


Figure 63.49 Basic Stream bulk IN process flow

(1) Is IN ACK(Prime) received?
IN ACK(Prime) is used to inform device that one or more streams are added to the IN pipe and transfer for it will be started. In case Stream Bulk IN pipe receives IN ACK(Prime), it always responds with NRDY(Prime). Receiving IN ACK(Prime) means the pipe transits to Prime Pipe state of Stream Bulk state machine, and sending NRDY(Prime) means it goes back to Idle state.
PERIPHERAL PORTION automatically changes the setting of Pn_CON.Pn_RES[1:0] of the IN pipe to return NRDY (= B'00) and sends NRDY(Prime) to host.
The reception of IN ACK(Prime) is notified on the assertion of Pn_INT_STA.Pn_PRIME_STA. An interrupt due to it is asserted if enabled.

- Interrupt due to Pn_INT_STA.Pn_PRIME_STA is asserted, if enabled.
- Check that Pn_INT_STA.Pn_PRIME_STA == 1

After the confirmation above, clear Pn_INT_STA.Pn_PRIME_STA.

- Pn_INT_STA.Pn_PRIME_STA = 1 (Clearing the event that IN ACK(Prime) is received)

Then, the IN pipe is required to prepare to transfer Stream Bulk IN data.

(2) Is there any Stream ID to be returned?
The data returned from Stream bulk IN pipe should be tagged by Stream ID. The ID is notified in the command from host in advance. In UASP, CIU (Command IU) is sent to Command pipe and the command ID in CIU is used as Stream ID.
If device has received multiple commands, it should decide which command is processed first. In UASP, the operation for Stream is closely related to NCQ (native command queuing) of storage. Stream bulk IN pipe returns data in the order the storage returns.
If there is any Stream ID to be returned, proceed to (3).

(3) Set Stream ID
Set Stream ID of data which is to be returned next to Pn_STREAM.Pn_STREAM_C[15:0].

- Pn_STREAM.Pn_STREAM_C[15:0] = CStream (The curren stream ID)

(4) Change the response mode of Stream bulk IN pipe
As the IN pipe returned NRDY at (1), so it is in the flow control state. The response mode of the IN pipe was changed to “forced NRDY or NAK response” (= B'00).
Change the response mode of the IN pipe to normal response mode.

- Pn_CON.Pn_RES_WEN = 1
- pn_CON.Pn_RES[1:0] = B'01 (Normal response)

(5) Write Stream bulk IN packet
Write Stream bulk IN packet to be transmitted to the buffer. This step is same as that for normal bulk IN.
Stream bulk IN data is written in a unit of packet and the buffer can’t accept data across the max packet size defined in PIPE_RAMMAP.Pn_MPKT[10:0].
It is also required to see whether there is available space in the buffer or not on Pn_INT_STA.Pn_BFRDY_STA or Pn_STA.Pn_BUFSTS. See section 63.8.5.1 for details.

[writing through Pn_WRITE register]

a-1) Write data through Pn_WRITE register. Since only 32-bit access is allowed to the register, data should be written in a unit of 32-bit. The number of write can be calculated as the number of write = the length divided by 4, round-up is required if there is any residue. The written words are concatenated as one packet.
When the length of packet is not multiples of 32-bit, the last written word has unnecessary bytes.

The last word should be also written as a 32-bit word. The number of valid bytes in the last word is set in Pn_CON.Pn_BYTE_EN[1:0]. Unnecessary bytes in the last word are discarded.

a-2) Set fields as follows to send the packet. Since only 32-bit access is allowed to Pn_CON register, all fields below should be set in one word access.

- Pn_CON.Pn_SEND = 1
- Pn_CON.Pn_BYTE_EN[1:0] = B'xx (The number of valid byes in last written word)
- In case of the last packet of data group, set Pn_CON.Pn_LAST = 1

See section 63.8.7 for details.

When the first packet for the Stream ID (= CStream) is written to buffer, PERIPHERAL PORTION returns ERDY(CStream) to host. This means not only the exit from flow control state but the selection of Stream from device. If host agrees the selection, it sends IN ACK(CStream) to start transfer for the Stream ID.

(6) Are all packets written?
If it is required to send two or more packets, repeat the step of (5).
When the last packet for the Stream ID is written, make sure to indicate that on Pn_CON.Pn_LAST (in case data is written through pn_WRITE register), Lst bit in PRD table (with AXI-IF).

(7) Is there another Stream ID to be returned?
When the last packet written at (6) is sent to host, EOB (end of burst) bit in it is set to 1 so that it shows the packet is the last one in the burst. Host will send ACK(NumP = 0) as the response to the packet with EOB = 1. This means the IN pipe enters flow control state again.
If there is another Stream ID to be returned, repeat the steps from (2) to (6).
Note that PERIPHERAL PORTION might set EOB = 1 in the packet which is not the last one for the Stream ID (= CStream) in case that the preparation of data is delayed and there is no packet in buffer to be sent next to the current packet. In that case, actually EOB is set to 1 in the packet and the IN pipe is considered as being in the flow control state, but no additional operation is required by the softrware. When the next packet is written in buffer, the IN pipe sends ERDY(CStream) automatically. This means not only the exit from the flow control state but the selection of CStream again. The IN transfer for CStream will be started.

Note: When the information of a certain PIPE is read from or write to PIPEn registers, PIPE_COM.PIPE_NUM[4:0] should have the index of the PIPE.

Note: It is possible for host to send ACK (Stream x) and initiates the selection of the Stream. But, basically, to decrease the size of buffer and increase the performance of device, it is desirable that device decides what Stream is processed next seeing its status and initiates the selection of stream. Beside, device can’t send data related to the Stream ID which is not prepared yet. Therefore, PERIPHERAL PORTION responds with NRDY if Stream x doesn’t equal to the Stream ID in Pn_STREAM.Pn_STREAM_C[15:0]. PERIPHERAL PORTION asserts Pn_INT_STA.Pn_STRMX_STA in case Stream ID in the received packet is not same as that in Pn_STREAM.Pn_STREAM_C[15:0], Prime nor NoStream. In that case, the Stream ID requested in the received packet is shown in Pn_NRDYSTRM register.
It is possible to give priority to the Stream ID requested from host by checking Pn_NRDYSTRM register, but it is assumed here that device requests another Stream ID which it decided to process.
Especially, READ READY IU and WRITE READY IU are defined to show which stream (command) is processed next from device in UASP. ERDY(Stream) is used in Super Speed Stream Bulk of UASP just as the substitution of them. Therefore the device initiates the selection of stream in this flow.

Note: From the definition in USB3.0 specification, device which selects the Stream by returning ERDY (Stream) may receive ACK (No Stream) from host. ACK (No Stream) means the rejection from host for proposed Stream ID in ERDY. In such case, device should consider the Stream as “Not Ready”, and may select another Stream.
It depends on the application whether No Stream is really used or not.

(3) Basic Stream Bulk OUT process

The basic process of Stream bulk OUT is described here.
Stream bulk OUT pipe should have PIPE_MOD.Pn_STREAM = 1 as noted in the first part of section 63.8.5.

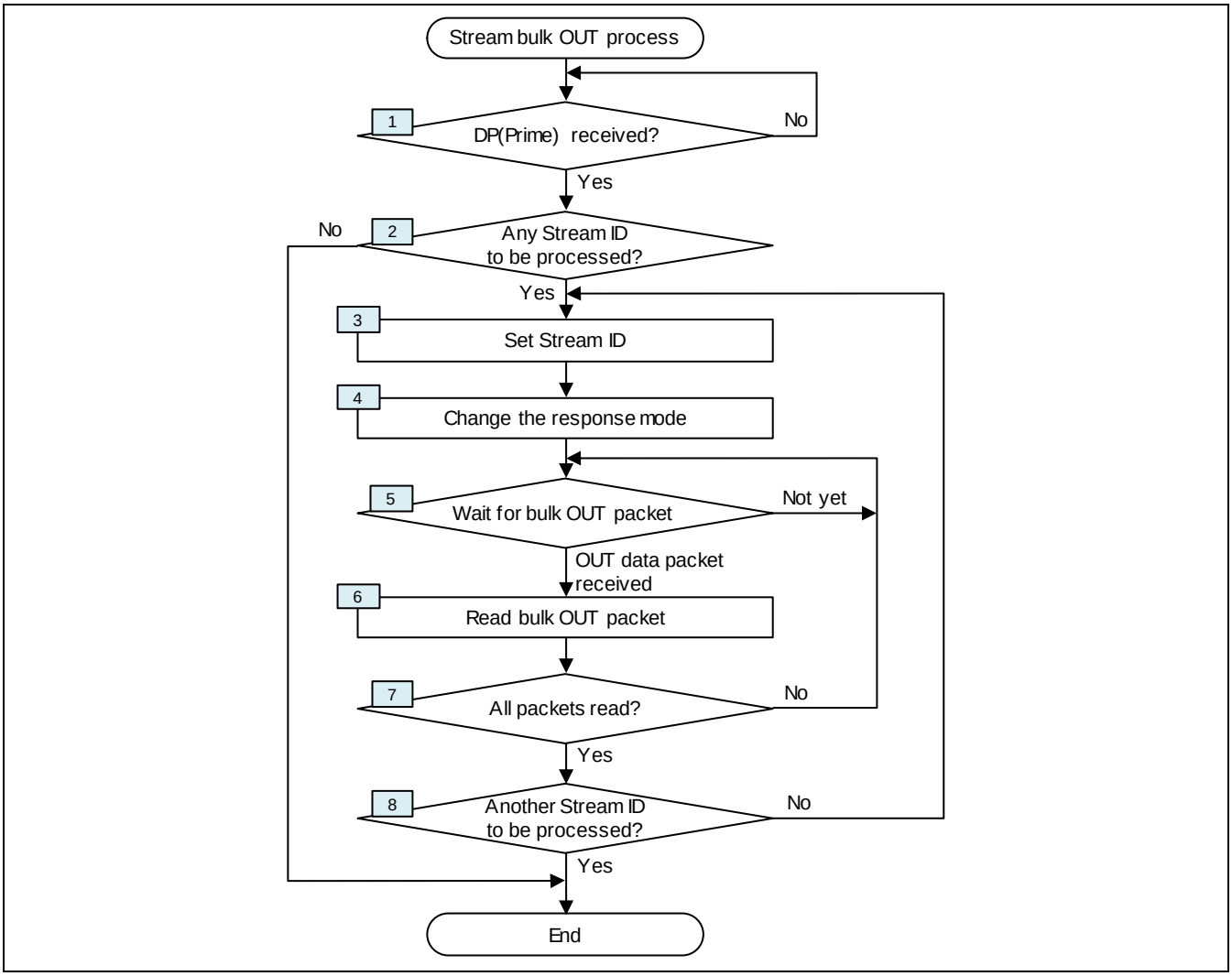


Figure 63.50 Basic Stream bulk OUT process flow

(1) Is DP(Prime) received?
DP(Prime) is used to inform device that one or more streams are added to the OUT pipe and transfer for it will be started. In case Stream Bulk OUT pipe receives DP(Prime), it always responds with NRDY(Prime). Receiving DP(Prime) means the pipe is requested to enter Prime Pipe state of Stream Bulk state machine, and sending NRDY(Prime) means it goes back to Idle state.
PERIPHERAL PORTION automatically changes the setting of Pn_CON.Pn_RES[1:0] of the OUT pipe to return NRDY (= B'00) and sends NRDY(Prime) to host.
The reception of DP(Prime) is notified on the assertion of Pn_INT_STA.Pn_PRIME_STA. An interrupt due to it is asserted if enabled.

- Interrupt due to Pn_INT_STA.Pn_PRIME_STA is asserted, if enabled.
- Check that Pn_INT_STA.Pn_PRIME_STA == 1

After the confirmation above, clear Pn_INT_STA.Pn_PRIME_STA.
- Pn_INT_STA.Pn_PRIME_STA = 1 (Clearing the event that DP (Prime) is received)
Then, the OUT pipe is required to prepare to transfer Stream Bulk OUT data.

(2) Is there any Stream ID to be processed
The data received at Stream bulk OUT pipe should be tagged by Stream ID. The ID is notified in the command from host in advance. In UASP, CIU (Command IU) is sent to Command pipe and the command ID in CIU is used as Stream ID.
If device has received multiple commands, it should decide which command is processed. In UASP, the operation for Stream is closely related to NCQ (native command queuing) of storage. Stream bulk OUT pipe processes the stream in the order the storage specifies
If there is any Stream ID to be processed, proceed to (3).

(3) Set Stream ID
Set Stream ID of the Stream which is processed next to Pn_STREAM.Pn_STREAM_C[15:0].

- Pn_STREAM.Pn_STREAM_C[15:0] = CStream (The curren stream ID)

(4) Change the response mode of Stream bulk OUT pipe
As the OUT pipe returned NRDY at (1), so it is in the flow control state. The response mode of the OUT pipe was changed to “forced NRDY or NAK response” (=B'00).
Change the response mode of the OUT pipe to normal response mode.

- Pn_CON.Pn_RES_WEN = 1
- pn_CON.Pn_RES[1:0] = B'01 (Normal response)

After the setting above, ERDY (CStream) is sent from the OUT pipe to host. This means not only the exit from flow control state but the selection of Stream from device. If host agrees the selection, it start the transfer for the stream and sends DP (CStream).

(5) Wait for bulk OUT data
When bulk OUT data to the OUT PIPE is received, an interrupt due to Pn_INT_STA.Pn_BFRDY_STA is asserted. In that case, write 1 to Pn_INT_STA.Pn_BFRDY_STA to clear. This step is same as that for normal bulk OUT.

- Interrupt due to Pn_INT_STA.Pn_BFRDY_STA asserted
- Check pn_INT_STA.Pn_BFRDY_STA == 1 or not.
- Pn_INT_STA.Pn_BFRDY_STA = 1 (Clearing the event that OUT data is received at the PIPE)

When receiving OUT data packet, Pn_STA.Pn_BUFSTS is also asserted. The meaning of the bit is bulk OUT data packet is ready to be read from Pn_READ register. The software can poll Pn_STA.Pn_BUFSTS to know that OUT data packet has been received for the software as well.

(6) Read bulk OUT packet
Read bulk OUT packet from the buffer. Bulk OUT data is read in a unit of packet and the buffer can’t be read across the max packet size defined in PIPE_RAMMAP.Pn_MPKT[10:0]. This step is same as that for normal bulk OUT.

a-1) Read Pn_LNG.Pn_LENGTH[15:0] in order to know the length of received data
a-2) Read received packet through Pn_READ register.
Pn_READ register should be read in a unit of 32-bit. Pn_READ register is updated and the next 32-bit word of received data is shown in Pn_READ register every time it is read. The length of received data is known at a-1) and the number of read from Pn_READ register can be calculated from the length. The number of read = the length divided by 4, round-up is required if there is any residue. If there is residue, it also means the last 32-bit word read has one or more unnecessary bytes. In that case, discard unnecessary bytes.

See section 63.8.7 for details.

(7) Are all packets read?
If the bulk OUT PIPE has more packets to be read, repeat the steps from (5) to (6).
Pn_INT_STA.Pn_LSTTR_STA is asserted when the last packet (short packet or packet with PP = 0) is received.

(8) Is there another Stream ID to be processed?
When the last packet is received at (7), PERIPHERAL PORTION returns ACK with NumP = 0. This means the OUT pipe enters flow control state again.
If there is another Stream ID to be returned, repeat the steps from (2) to (7). Note that Pn_CON.Pn_RES[1:0] was changed to B'00 (NAK/NRDY response) when the PIPE received the last packet and returned ACK with NumP = 0. Pn_CON.Pn_RES[1:0] is changed to B'01 (normal response) at (4) again, and the PIPE transmits ERDY to resume the transfer.
It is also noted that PERIPHERAL PORTION might return ACK with NumP = 0 for the packet which is not the last one for the Stream ID (= CStream) in case that there is no available space in the buffer for the PIPE currently. In that case, actually NumP is set to 0 in the ACK packet and the OUT pipe is considered as being in the flow control state, but no additional operation is required for the software. When the received packet is transferred to system memory and PERIPHERAL PORTION gets available space in the buffer, the OUT pipe sends ERDY(CStream) automatically. This means not only the exit from the flow control state but the selection of CStream again. The OUT transfer for CStream will be started.

Note: When the information of a certain PIPE is read from or write to PIPEn registers, PIPE_COM.PIPE_NUM[4:0] should have the index of the PIPE.

Note: It is possible for host to send ACK (Stream x) and initiates the selection of the Stream. But, basically, to decrease the size of buffer and increase the performance of device, it is desirable that device decides what Stream is processed first seeing its status and initiates the selection of stream. Beside, device can’t send for Stream ID which is not available yet. Therefore, PERIPHERAL PORTION responds with NRDY if Stream x doesn’t equal to the Stream ID in Pn_STREAM.Pn_STREAM_C[15:0]. PERIPHERAL PORTION asserts Pn_INT_STA.Pn_STRMX_STA in case Stream ID in the received packet doesn’t equal to that in Pn_STREAM.Pn_STREAM_C[15:0], Prime nor NoStream. In that case, the Stream ID contained in the received packet is shown in Pn_NRDYSTRM register.
It is possible to give priority to the Stream ID requested from host by checking Pn_NRDYSTRM register, but it is assumed here that device requests another Stream ID it decided to process.
Especially, READ READY IU and WRITE READY IU are defined to select which stream (command) is processed next from device in UASP. ERDY(Stream) used in super speed Stream Bulk of UASP is alternative of them. So the device initiates the selection of stream in UASP.

Note: From the definition in USB3.0 specification, device selects the Stream by returning ERDY (Stream) may receive ACK (No Stream) from host. ACK (No Stream) means the rejection from host for proposed Stream ID in ERDY. In such case, device should consider the Stream as “Not Ready”, and may select another Stream.
It depends on the application whether No Stream is really used or not.

63.8.5.4 SuperSpeed UASP Non-Data Transfer

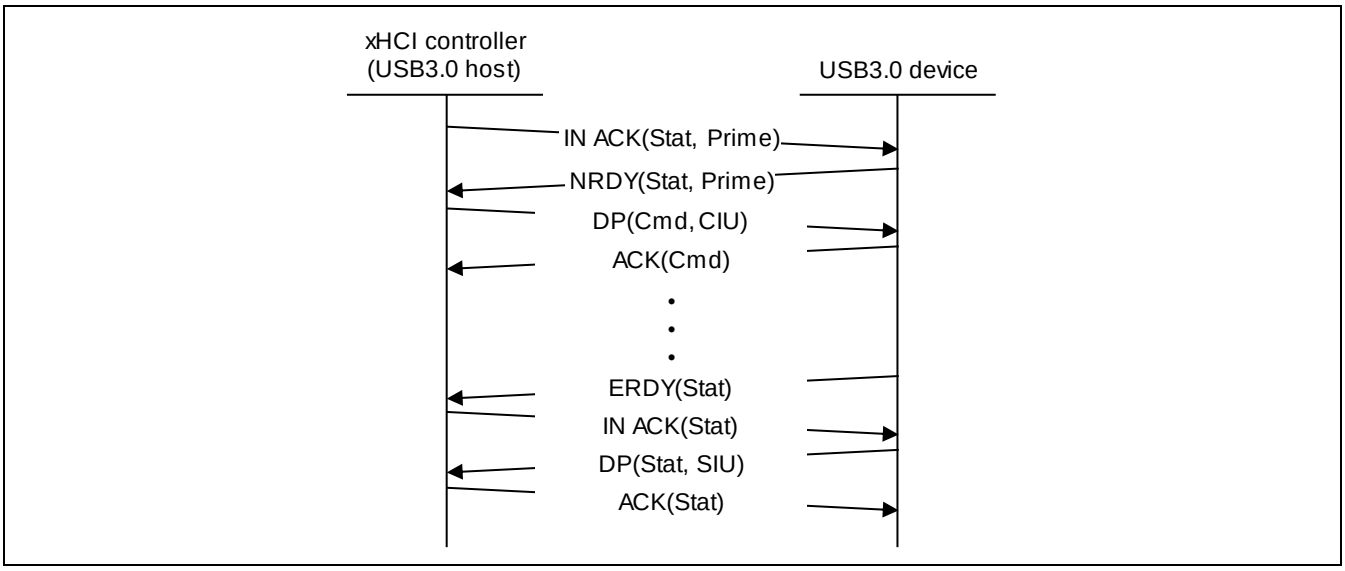


Figure 63.51 Example SuperSpeed UASP Non-Data Transfer

Figure 63.51 shows the part between USB3.0 host and USB3.0 device of Figure 6 in UASP specification Rev.1.0. The example is called as “Non-Data Transfer” but the status PIPE is working as the Stream bulk IN PIPE.
In this case, IN ACK(Stat, Prime) comes to the status PIPE first, then the status PIPE returns NRDY(Stat, Prime).
The some operation is requested on DP(Cmd, CIU) to the command PIPE. The command ID in CIU is used as Stream ID later. When the operation is completed, SIU as the result of the operation is returned from the status PIPE.
Pn_CON.Pn_RES[1:0] is set to B'01 (normal response) at (4) of section 63.8.5.3 (2). When SIU is written to buffer of the status PIPE and it is ready to be transmitted, ERDY(Stat) is sent in order to resume the transfer. IN ACK(Stat) comes to the status PIPE, it sends DP(Stat, SIU) and DP(Stat, SIU) is acknowledged by ACK(Stat).

63.8.5.5 SuperSpeed UASP Data-IN transfer

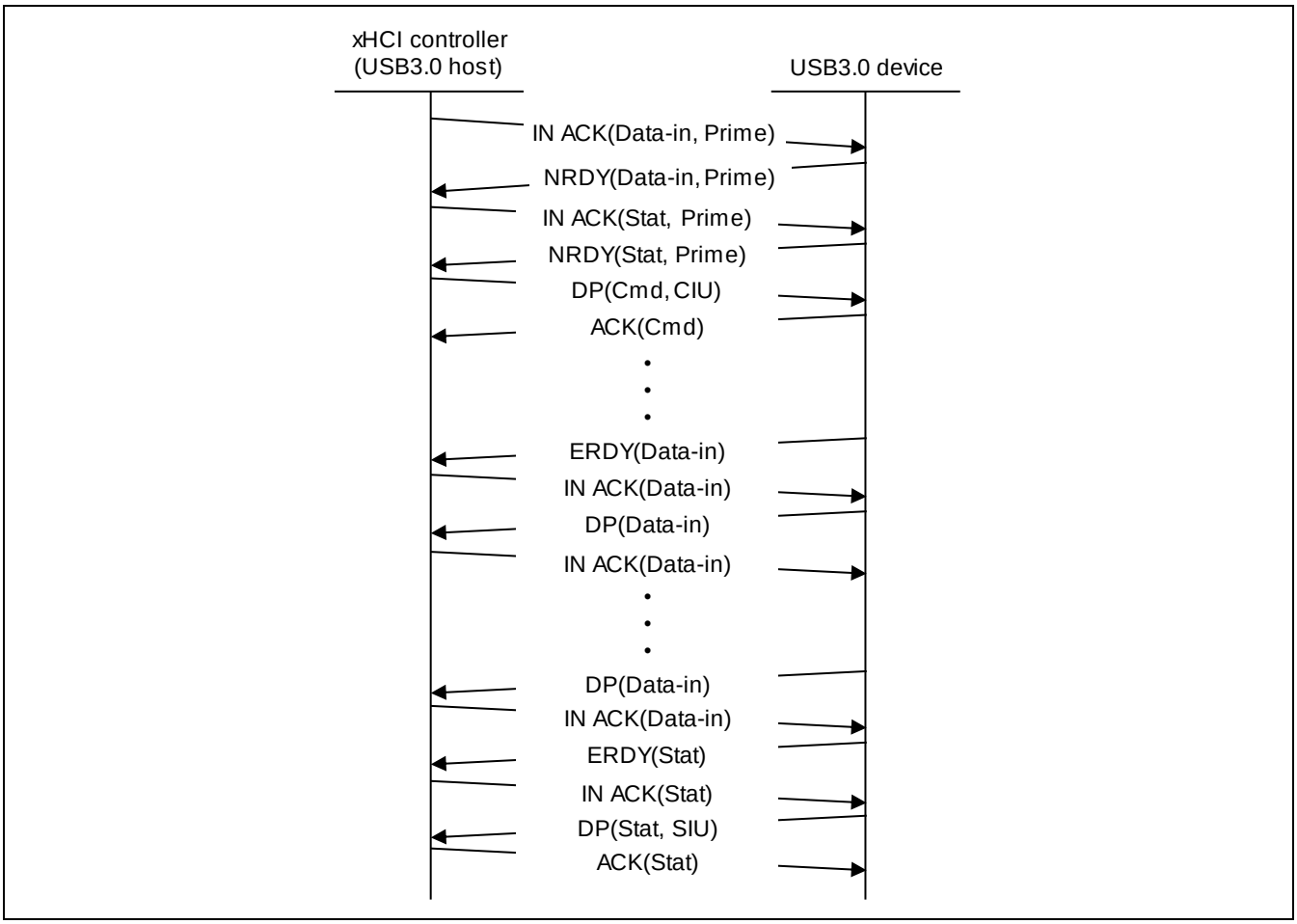


Figure 63.52 Example SuperSpeed UASP Data-IN transfer

Figure 63.52 shows the part between USB3.0 host and USB3.0 device of Figure 7 in UASP specification Rev.1.0.

In this case, the Data-in PIPE and the status PIPE are working as Stream bulk IN PIPE.

To set each PIPE in Prime Pipe state, IN ACK (Data-in, Prime) and IN ACK (Stat, Prime) comes. Both PIPEs return NRDY (Prime) to them and go back to Idle state.

The bulk IN operation is requested on DP (Cmd, CIU) to the command PIPE. The command ID in CIU is used as Stream ID later.

If Pn_CON.Pn_RES[1:0] of the Data-in PIPE is already set to B'01 (normal response), the Data-in PIPE sends ERDY (Data-in) when IN data becomes ready to be transmitted from it. The data transfer from the Data-in PIPE is started by receiving IN ACK (Data-in).
All data transfers from Data-in PIPE are completed, SIU is made as the result of the operation.
If Pn_CON.Pn_RES[1:0] of the status PIPE is already set to B'01 (normal response), the status PIPE sends ERDY (Stat) when SIU is written to buffer and is ready to be transmitted from it. The SIU is sent as DP (Stat, SIU) when IN ACK (Stat) comes.

63.8.5.6 SuperSpeed UASP Data-OUT transfer

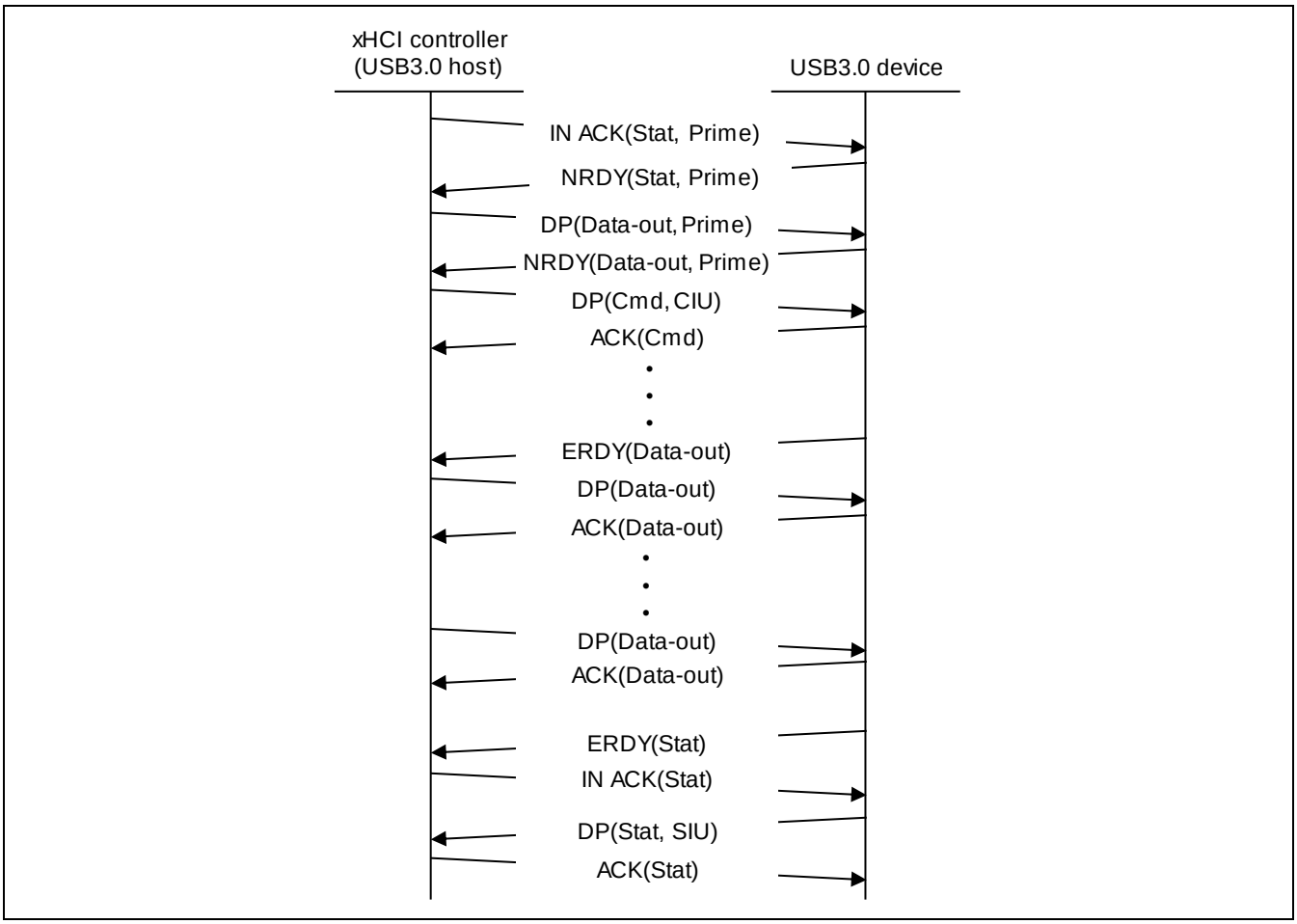


Figure 63.53 Example SuperSpeed UASP Data-OUT transfer

Figure 63.53 shows the part between USB3.0 host and USB3.0 device of Figure 8 in UASP specification Rev.1.0.

In this case, the status PIPE is working as Stream bulk IN PIPE, and the Data-OUT PIPE is working as Stream bulk OUT PIPE.
To set each PIPE in Prime Pipe state, IN ACK (Stat, Prime) and DP (Data-out, Prime) comes. Both PIPEs return NRDY(Prime) to them and go back to Idle state.

The bulk IN operation is requested on DP (Cmd, CIU) to the command PIPE. The command ID in CIU is used as Stream ID later.

When Pn_CON.Pn_RES[1:0] of the Data-out PIPE is changed from B'00 to B'01 (normal response, note that Pn_CON.Pn_RES[1:0] is set to B'00 once for Stream bulk PIPE when it receives DP (Prime) or ACK (Prime)), the Data-out PIPE sends ERDY (Data-out) if it has available space in buffer. The data transfer to the Data-out PIPE is started.
All data tnrasfers to Data-out PIPE are completed, SIU is made as the result of the operation.
If Pn_CON.Pn_RES[1:0] of the status PIPE is already set to B'01 (normal response), the status PIPE sends ERDY (Stat) when SIU is written to buffer and is ready to be transmitted from it. The SIU is sent as DP (Stat, SIU) when IN ACK (Stat) comes.

63.8.6 Interrupt Transfer

Interrupt Transfer process is described here.

PIPEs other than PIPE0 (PIPE0 is used only for control transfer) can be used for interrupt transfer. The settings for interrupt transfer are shown below.

- PIPE_COM.PIPE_NUM[4:0] = the index of PIPE used for the current interrupt transfer
- PIPE_MOD.Pn_EPNUM[3:0] = the endpoint number of the PIPE
- PIPE_MOD.Pn_TYPE[1:0] = B'11 (interrupt transfer)
- PIPE_MOD.DIR = the direction of transfer
- PIPE_RAMMAP.Pn_BASEAD[13:0] = the base address of buffer assigned for the PIPE
- PIPE_RAMMAP.Pn_RAMIF[1:0] = the index of RAM interface of the PIPE
- PIPE_RAMMAP.Pn_MPKT[10:0] = the max packet size of the PIPE
- PIPE_RAMMAP.Pn_RAMAREA = the size of RAM area assigned for the PIPE
- Pn_CON.Pn_DATAIF_EN = whether Data Interface of the controller is used or not.
- Pn_CON.Pn_EN = 1 (the PIPE is enabled)

These settings are done just after Set Configuration is completed and the device enters configured state. But if the device has only single configuration for each PIPE, these settings can be done after the device is turned on.

63.8.6.1 Interrupt IN Transfer

In this subsection it is assumed that interrupt transfer is used to return small data periodically, so the process to write through Pn_WRITE register is described here.

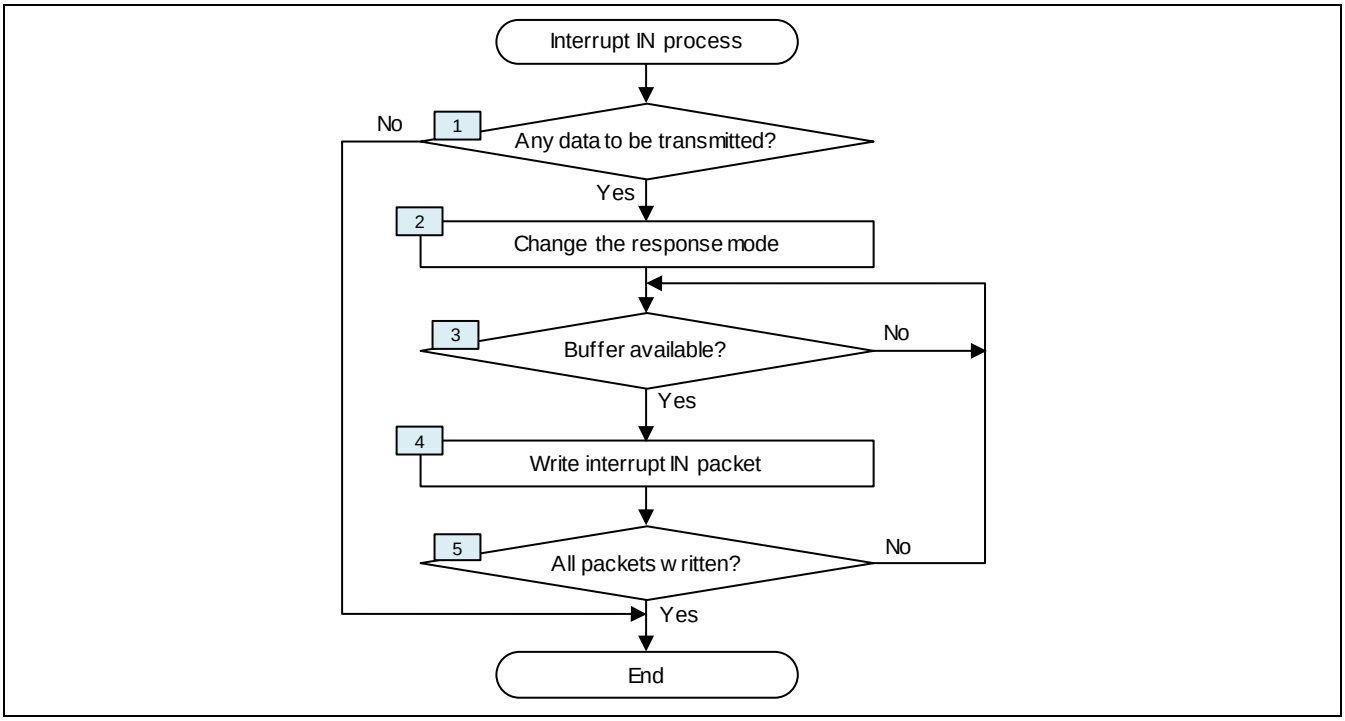


Figure 63.54 Interrupt IN process flow

(1) Is there any data to be transmitted?
Check if there is any data to be transmitted from interrupt IN PIPE.
If not, set Pn_CON.Pn_RES[1:0] = B'00 so that the PIPE returns NRDY or NAK for IN request. When Pn_CON.Pn_RES[1:0] already has the value, leave it as it is.

- Pn_CON.Pn_RES_WEN = 1
- Pn_CON.Pn_RES[1:0] = B'00 (NRDY/NAK response)

If there is, proceed to (2).

(2) Change the response mode of the interrupt IN PIPE
As it is confirmed that there is data to be transmitted at (1), change the response mode of the interrupt IN PIPE to enable the transmission of a packet.

- Pn_CON.Pn_RES_WEN = 1
- Pn_CON.Pn_RES[1:0] = B'01 (normal response)

(3) Check if buffer is available
Check if buffer for the interrupt IN PIPE is available before writing interrupt IN packet. Pn_STA.Pn_BUFSTS shows if the buffer is available or not.

- Check whether Pn_STA.Pn_BUFSTS == 1 or not

If Pn_STA.Pn_BUFSTS is 0 and there is no available space in the buffer currently, Wait until Pn_STA.Pn_BUFSTS becomes 1 or an interrupt due to Pn_INT_STA.Pn_BFRDY_STA is asserted. When IN is

selected as the direction of the interrupt PIPE (that is, Pn_MOD.Pn_DIR==1), Pn_INT_STA.Pn_BFRDY_STA is asserted when the buffer for the PIPE becomes available for new write data.
Therefore, the software can know the timing the buffer of the PIPE prepares new available space by polling Pn_STA.Pn_BUFSTS or an interrupt due to Pn_INT_STA.Pn_BFRDY_STA.

(4) Write interrupt IN packet
Write interrupt IN packet to be transmitted to the buffer. Interrupt IN data is written in a unit of packet and the buffer can't accept data across the max packet size defined in PIPE_RAMMAP.Pn_MPKT[10:0].

[writing through Pn_WRITE register]

a-1) Write data through Pn_WRITE register. Since only 32-bit access is allowed to the register, data should be written in a unit of 32-bit. The number of write can be calculated as the number of write = the length divided by 4, round-up is required if there is any residue. The written words are concatenated as one packet.
When the length of packet is not multiples of 32-bit, the last written word has unnecessary bytes.
The last word should be also written as a 32-bit word. The number of valid bytes in the last word is set in Pn_CON.Pn_BYTE_EN[1:0]. Unnecessary bytes in the last word are discarded.

a-2) Set fields as follows to send the packet. Since only 32-bit access is allowed to Pn_CON register, all fields below should be set in one word access.
- Pn_CON.Pn_SEND = 1
- Pn_CON.Pn_BYTE_EN[1:0] = B'xx (The number of valid byes in last written word)
- In case of the last packet of data group, set Pn_CON.Pn_LAST = 1

(5) Are all packets written?
If it is required to send two or more packets, repeat the steps from (3) to (4).

Note: When the information of a certain PIPE is read from or write to PIPEn registers, PIPE_COM.PIPE_NUM[4:0] should have the index of the PIPE.

63.8.7 DMA Transfer

63.8.7.1 Settings for DMA transfer

Data transfer using DMA in Peripheral portion is described here.

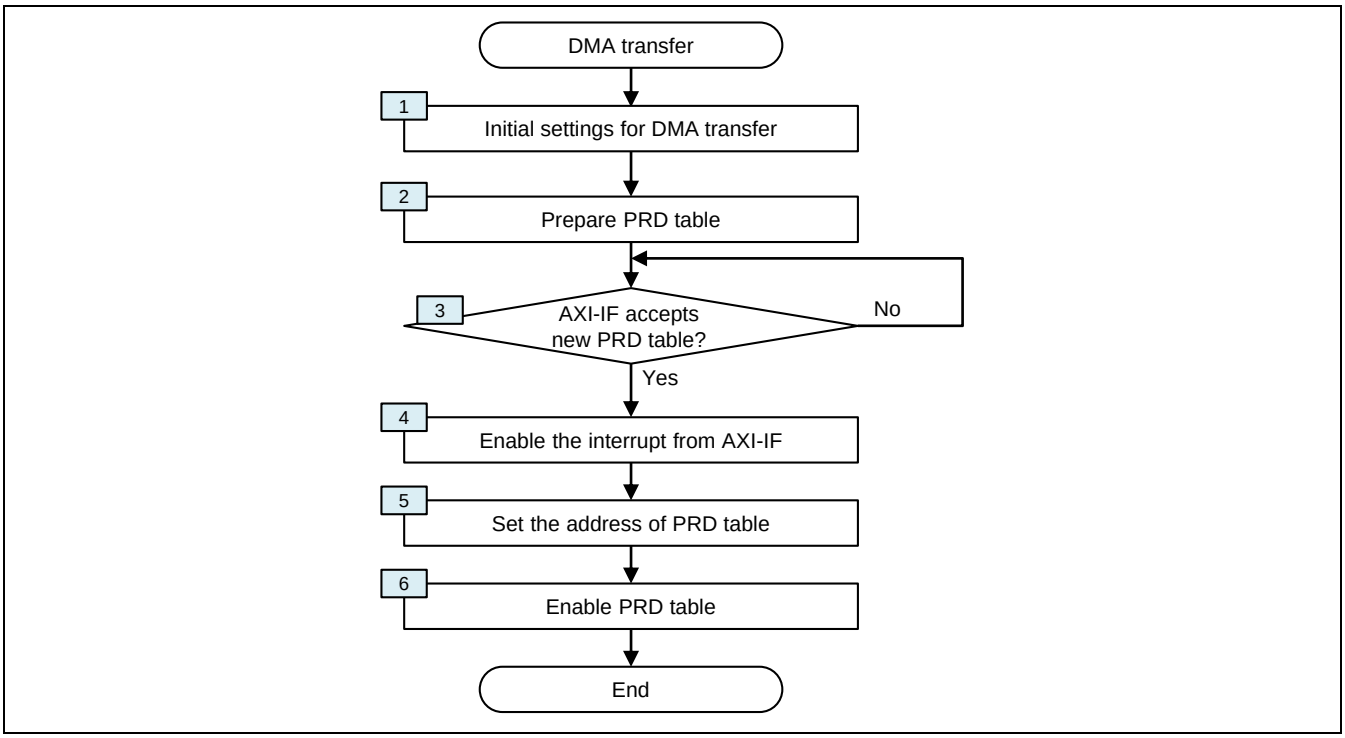


Figure 63.55 Transfer Setting Flow

(1) Initial settings for DMA transfer
Change the response mode of the PIPE to enable data transfer.
Since USB3.0 Controller uses EPC_D_Pn_DATAEN[30:1] to see if the PIPE is ready for the transfer or not, Pn_CON.Pn_DATAIF_EN should be enabled.

- Pn_CON.Pn_RES_WEN = 1
- Pn_CON.Pn_RES[1:0] = B'00 (NRDY/NAK response)
- Pn_CON.Pn_DATAIF_EN = 1

(2) Prepare PRD table
Prepare PRD table in system memory following the format defined in section 63.7.8.

(3) Can Peripheral portion accept new PRD table?
Peripheral portion handles up to 4 PRD tables concurrently. If the number of PRD tables running in Peripheral portion is less than 4, new PRD table can be set for Peripheral portion. The “PRD table running” means here that PRD table is assigned to one of DMA_Ch0_PRD_ADRx register and DMA_Ch0_CONx.PRD_ENx is enabled for it.
If there is any DMA_Ch0_CONx in which PRD_ENx is disabled (= 0), new transfer can be assigned to it.
If there is no DMA_Ch0_CONx with PRD_ENx = 0, wait for the completion of one of PRD tables running.

(4) Enable interrupt from AXI-IF
Enable the assertion of an interrupt from Peripheral portion if it is disabled, and clear the interrupt status registers. But the status register might have the interrupt status of completed transfer, and it is also possible that the concurrent transfer is finished and set its status in registers just when the software clears them for new transfer. Make sure not to clear statuses of other PIPE or other DMA_Ch0_CONx when clearing the status of PIPE and

DMA_Ch0_CONx to be used. The bits in status register have “write 1 to clear” function, which means it is not cleared when writing 0. Write 1 just to the bit to be cleared.

- DMA_INT_STA.Pxx_PRDEND_STA = 1 (The status of the PIPE to be used is cleared)
- AXI_INT_STA.PRDENx_CLR_STA = 1 (The status of DMA_Ch0_CONx to be used is cleared)
- AXI_INT_STA.PRDERR0_x_STA = 1 (The error status of DMA_Ch0_CONx to be used is cleared)

After clearing the interrupt status, enable the interrupt for the PIPE and DMA_Ch0_CONx to be used.
- AXI_INT_ENA.DMA_INT_ENA = 1
- AXI_INT_ENA.PRDENx_CLR_ENA = 1
- AXI_INT_ENA.PRDERR0_x_STA = 1

(5) Set the address of PRD table
Set the address of PRD table generated at (2) in DMA_Ch0_PRD_ADRx register. If the transfer consists of some PRD tables, set the address of the first PRD table.

- DMA_Ch0_PRD_ADRx = the address of PRD table

(6) Enable PRD table
Set the information of PRD table to DMA_Ch0_CONx register, and enable it on DMA_Ch0_PRD_CONx.PRD_ENx. The fields below can be set in one word access.

- DMA_Ch0_PRD_CONx.PIPE_DIRx = the direction of the PIPE
- DMA_Ch0_PRD_CONx.PIPE_NOx = the index of the PIPE
- DMA_Ch0_PRD_CONx.PRD_ENx = 1

In case the transfer of new PRD table is expected to wait for the completion of one of the concurrent transfer and be executed after it, use DMA_Ch0_PRD_CONx.EXTPRD_ENx. See section 63.7.5 for details of DMA_Ch0_PRD_CONx.EXTPRD_ENx.

- DMA_Ch0_PRD_CONx.EXTPRD_NOx = the index of DMA_Ch0_PRD_CONy which completion of transfer new PRD table is waiting for.
- DMA_Ch0_PRD_CONx.EXTPRD_ENx = 1 (the use of EXTPRD_EN is enabled)

Note that EXTPRD_ENx is not cleared if PRD_ENy of DMA_Ch0_PRD_CONy which completion is waited for is already 0. That is, EXTPRD_ENx can’t be used for DMA_Ch0_PRD_CONy which has already cleared its enable bit (PRD_ENy). Make sure that PRD_ENy is still 1 and the related transfer is still being executed when EXTPRD_EN is associated. When you find PRD_ENy is already cleared to 0, don’t use EXTPRD_EN. In that case, there is no need to wait for the completion of DMA_Ch0_PRD_CONy since it has already been finished.

63.8.8 Power Management

63.8.8.1 Suspend in USB3.0 (transition of state from U0 to U3)

The process to transit to U3 state of LTSSM in USB3.0 specification is described here.

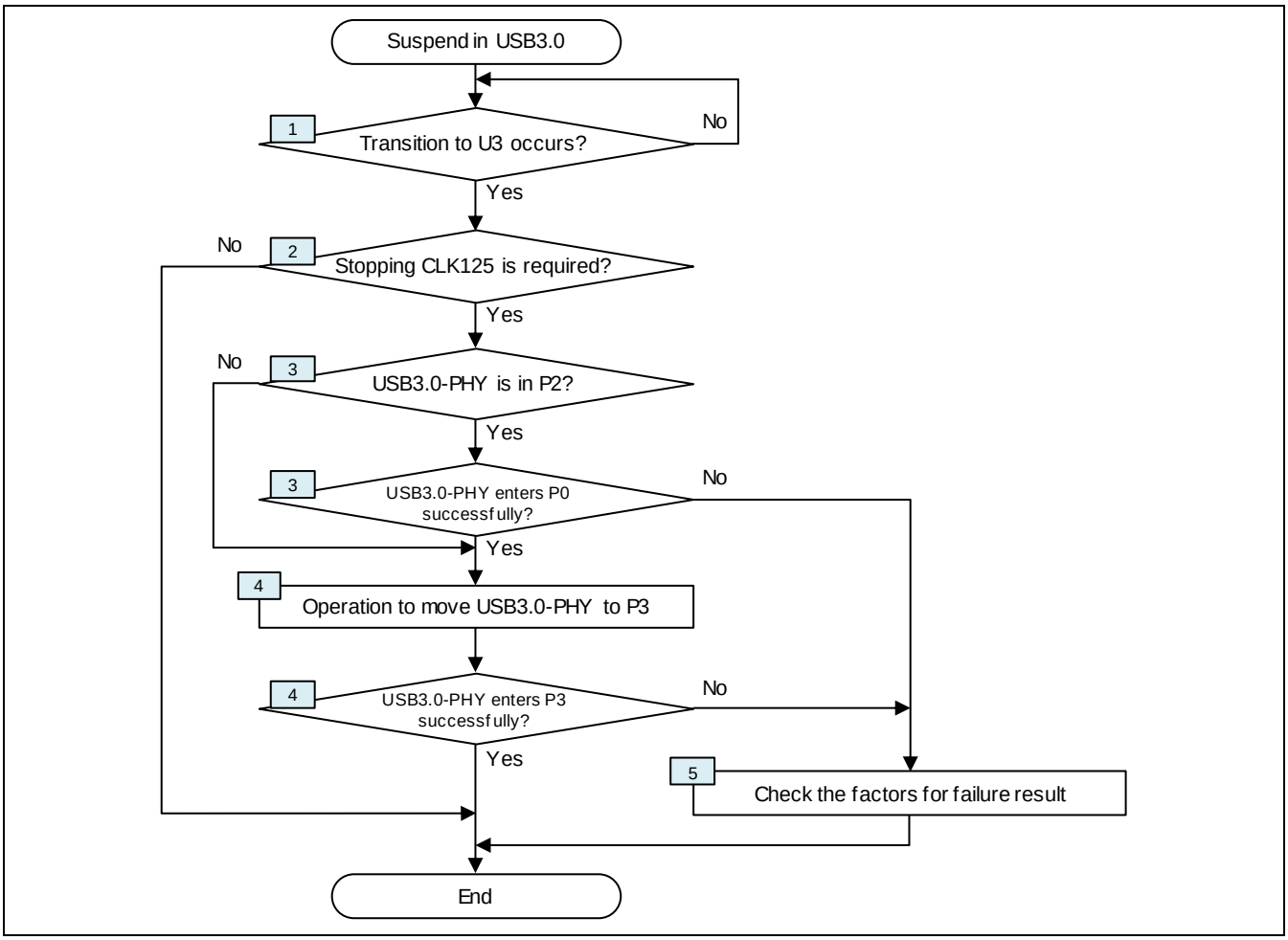


Figure 63.56 Suspend in USB3.0 flow

(1) Transition to U3 is informed

It is defined that only a downstream port (host or hub) can initiated U3 entry and an upstream port can't reject it in USB3.0 specification. The downstream port initiates U3 entry by sending LGO_U3.

When the controller receives LGO_U3, it accepts it and executes the transition to U3 inside. At this time, USB_INT_STA_1.B3_LNKCNG_STA is asserted since the change of the link status occurs. The current status of LTSSM can be known by seeing PORTSC.PLS[3:0].

Check whether the transition to U3 is requested or not when LTSSM is in U0 state and USB_INT_STA_1.B3_LNKCNG_STA is asserted. If LTSSM has changed to U3 state, the transition to U3 has been requested from downstream port.

- Interrupt due to USB_INT_STA_1.B3_LNKCNG_STA is generated
- Check whether PORTSC.PLS[3:0] shows U3 or not.

Note that there is another possibility that disconnection or error occurs as the factor of the change of the link status. In such case, follow the flows noted in other sections.

After confirming the factor of the change, clear USB_INT_STA_1.B3_LNKCNG_STA. Then, proceed to (2).
- USB_INT_STA_1.B3_LNKCNG_STA = 1 (Clearing the event that the link has changed)

(2) Is stopping USB3.0-PHY clock required?
LTSSM in Peripheral portion has transited to U3 at (1), but USB3.0-PHY is in P0 or P2 state of USB3.0-PHY state since only P0 or P2 can be selected as the setting of USB30_CON.U3_POW_SEL[1:0]. Note the difference between U0/U1/U2/U3 and P0/P1/P2/P3. Ux is the power management states in LTSSM. Px is the power management states for USB3.0-PHY and the upper layer. USB30_CON.U3_POW_SEL[1:0] defines the PHY state in which USB3.0-PHY is placed when the transition to U3 is requested in LTSSM. P3 is defined as the state in which the clock is suspended. The reason why P3 is not selected as the setting of USB30_CON.U3_POW_SEL[1:0] is that it may cause issues if the clock from USB3.0-PHY is stopped suddenly.

If USB3.0-PHY is not required to be placed in P3 when the upper layer is in U3 state, no additional operation is required here. If it is required, proceed to (3).

(3) Is USB3.0-PHY placed in P2?
As noted above, P0 or P2 can be selected as USB3.0-PHY state on USB30_CON.U3_POW_SEL[1:0] when LTSSM of upper layer enters U3. If USB3.0-PHY is in P2 at present and expected to enter P3, it should be move to P0 once before it is operated to enter P3.

- USB30_CON.POW_SEL_WEN = 1
- USB30_CON.POW_SEL[2:0] = B'110 (the transition from P2 to P0 is requested when LTSSM is in U3)

When the transition to P0 requested has been done, an interrupt due to the transition is asserted. Since there is no reason to fail in the transition, so USB3.0-PHY surely enters P0, but confirm the result of the transition.

- Interrupt due to the transition asserted
- Check whether USB_INT_STA_1.B3_PSSUCS_STA is asserted or not. If it is asserted, the transition has been done successfully. Clear it after the confirmation.
- If USB_INT_STA_1.B3_PSSUCS_STA is not asserted, check whether USB_INT_STA_1.B3_PSFAIL_STA is asserted or not. If it is asserted, the presumed factors are explained at (5).

If USB30_CON.U3_POW_SEL[1:0]==B'00 (P0) and USB3.0-PHY is placed in P0 when LTSSM enters U3, this operation is not required.

Hence, USB3.0-PHY is P0 at present.

(4) Operation to move USB3.0-PHY to P3
Set USB30_CON.POWSEL[2:0] to place USB3.0-PHY in P3.

- USB30_CON.POW_SEL_WEN = 1
- USB30_CON.POWSEL[2:0] = B'101 (the transition from P0 to P3 is requested when LTSSM is in U3)

When the transition to P3 requested has been done, an interrupt due to the transition is asserted. Since there is no reason to fail in the transition, so USB3.0-PHY surely enters P3, but confirm the result of the transition.

- Interrupt due to the transition asserted
- Check whether USB_INT_STA_1.B3_PSSUCS_STA is asserted or not. If it is asserted, the transition has been done successfully. Clear it after the confirmation.
- If USB_INT_STA_1.B3_PSSUCS_STA is not asserted, check whether USB_INT_STA_1.B3_PSFAIL_STA is asserted or not. If it is asserted, the presumed factors are explained at (5).

(5) Check the factors for failure result
If case the transition of power state noted here failed, the presumed factors are as follows.
(1) the disconnection has occurred and LTSSM transits to SS.Disabled.
(2) U3Wakeup LFPS from host has come and LTSSM has started the transition to U0.
(3) the warm reset from host has come

See the statuses below to know whether the factors above occur or not.
- USB_INT_STA_1.B3_DISABLE_STA = 1 (if (1) occurred)
- PORTSC.PLS[3:0] = H'0 (if (2) occurred)
- USB_INT_STA_1.B3_WRMRST_STA = 1 (if (3) occurred)

If (1) occurs, see section 63.8.3.3 for the disconnection process.
If (2) occurs, see section 63.8.8.2 for the resume process from U3.
If (3) occurs, see section 63.8.3.4 for the warm reset process.

In case the transition of power state failed but the factors above has not caused it, fatal error might occur in the system.

63.8.8.2 Resume in USB3.0 (from U3 to U0: Initiated by host)

The process for the transition to U0 initiated by host in USB3.0 is described here.

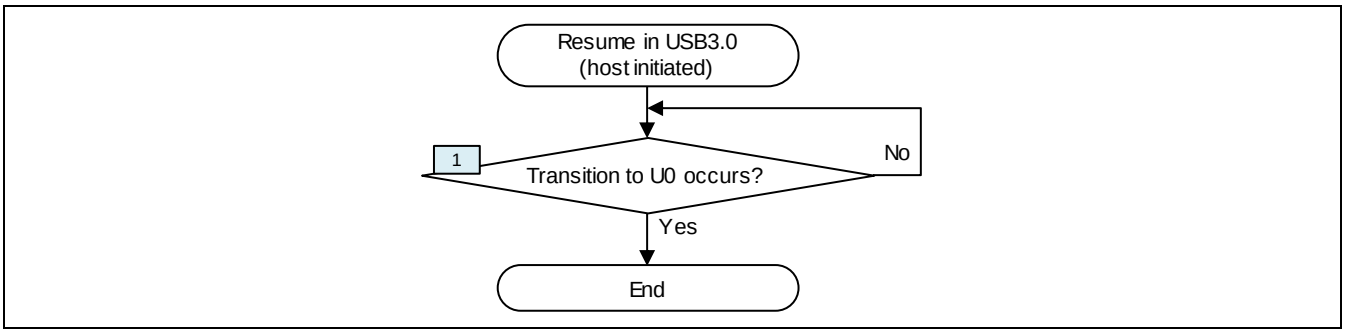


Figure 63.57 Resume in USB3.0 (host initiated) flow

(1) Does the transition to U0 occur?
In case Peripheral portion is in U3 and receives U3Wakeup LFPS from host, it automatically responds to the LFPS and go back to U0. At this time, USB3.0-PHY is moved back to P0 as well.
The event is notified on the assertion of USB_INT_STA_1.B3_LNKCNG_STA. An interrupt due to the bit is asserted if enabled.

- Interrupt due to USB_INT_STA_1.B3_LNKCNG_STA is asserted, if enabled
- Check that USB_INT_STA_1.B3_LNKCNG_STA == 1
- Check that PORTSC.PLS[3:0] shows U0 (= H'0)

After the confirmation above, clear USB_INT_STA_1.B3_LNKCNG_STA.

- USB_INT_STA_1.B3_LNKCNG_STA = 1 (clearing the event of the link change)

If USB3.0-PHY is placed in P3 following the flow in section 63.8.8.1 and the clock from it is stopped in U3, the clock is also resumed as USB3.0-PHY goes back to P0. USB_INT_STA_1.B3_PLLWKUP_STA is asserted in that case. If it is asserted, clear it.

- USB_INT_STA_1.B3_PLLWKUP_STA = 1 (clearing the event of USB3.0 PLL Wakeup)

63.8.8.3 Resume in USB3.0 (from U3 to U0: Initiated by device)

The process for the transition to U0 initiated by device in USB3.0 is described here.

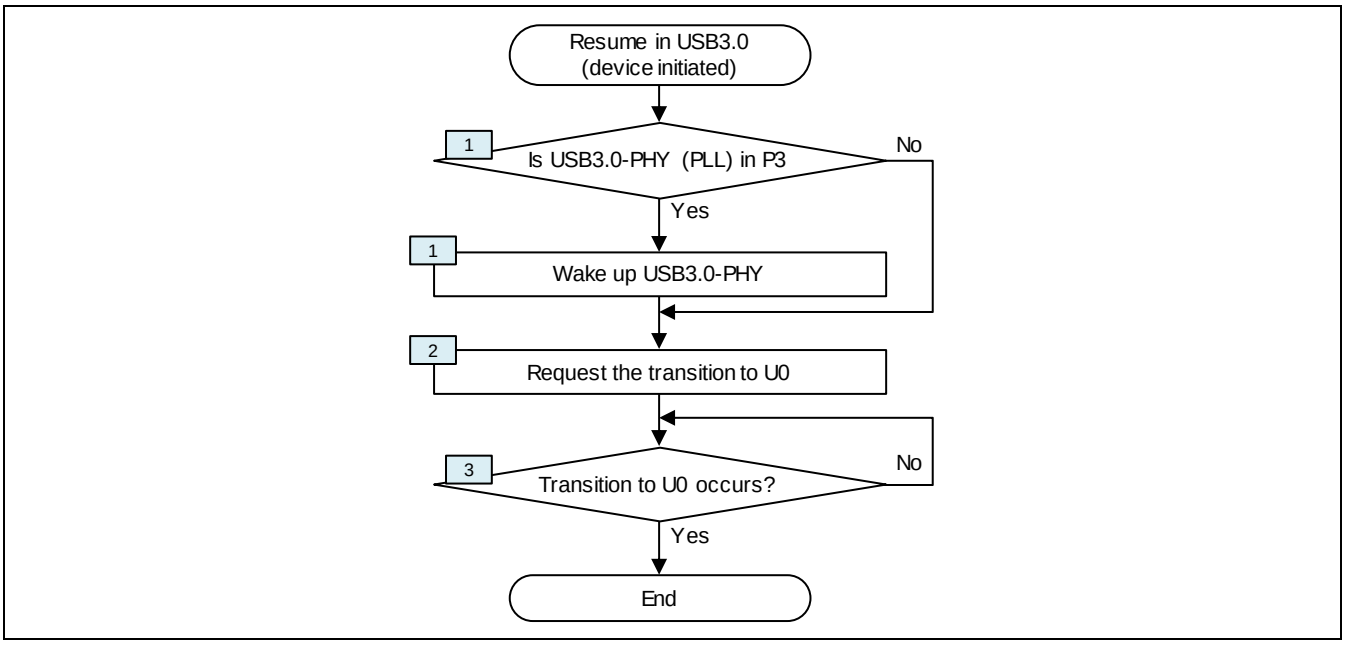


Figure 63.58 Resume in USB3.0 (device initiated) flow

(1) Is USB3.0-PHY in P3?
If USB3.0-PHY is placed in P3 following the flow in section 63.8.8.1 and the clock from it is stopped in U3, it is required to wake up USB3.0-PHY since the clock from USB3.0-PHY should be provided for the operations here. See section 63.8.8.6 for the process of wakeup of USB3.0-PHY.

If USB3.0-PHY is P0 or P2 and the clock from it is being provided, it is not required to wake up USB3.0-PHY.

(2) Request the transition to U0
Request the transition to U0 in LTSSM as follows.

- PORTSC.LWS = 1
- PORTSC.PLS[3:0] = H'0 (U0 state is requested)

(3) Does the transition to U0 occur?
With the request to transit to U0, Peripheral portion asserts U3Wakeup LFPS to host. When host responds to the LFPS and LFPS handshake is established, Peripheral portion has transited to U0.
At that time, USB_INT_STA_1.B3_LNKCNG_STA is asserted and an interrupt due to it is caused if enabled.

- Interrupt due to USB_INT_STA_1.B3_LNKCNG_STA is asserted, if enabled
- Check that USB_INT_STA_1.B3_LNKCNG_STA == 1
- Check that PORTSC.PLS[3:0] shows U0 (= H'0)

After the confirmation above, clear USB_INT_STA_1.B3_LNKCNG_STA.

- USB_INT_STA_1.B3_LNKCNG_STA = 1 (Clearing the event of the link change)

63.8.8.4 Function Suspend

The process for function suspend in USB3.0 is described here.

The function suspend is defined for SuperSpeed device and functions are placed into function suspend on the reception of Set Feature(FUNCTION_SUSPEND). Since function has one or more interfaces, what function is selected to be suspend is recognized by seeing what interface receives the request. If the function has multiple interfaces, the request comes to the first interface of the function.

Note that the specification defines about the function suspend as follows.

— A function may be placed into function suspend independently of other functions within the device.
— A device may be transitioned into device suspend regardless of the function suspend state of any function within the device.
— Function suspend state is retained while in device suspend and throughout the device suspend entry and exit processes.

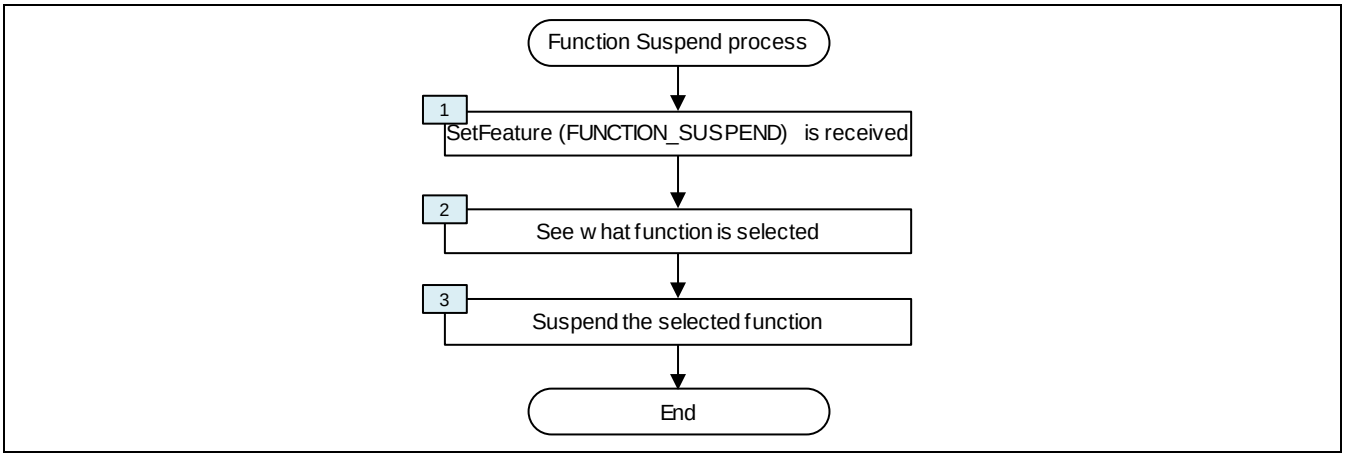


Figure 63.59 Function Suspend process

(1) Set Feature(FUNCTION_SUSPEND) is received
In case Set Feature(FUNCTION_SUSPEND) comes, the function suspend is requested. The function suspend is requested only vie Set Feature(FUNCTION_SUSPEND).

(2) See what function is selected
See what function within the device is selected. The interface number of the function is specified in the lower byte of wIndex. If the function has multiple interfaces, the lower byte of wIndex shall be the first interface of the function.
Bit 0 in the upper byte of wIndex shows which of normal state (= 0) or suspended state (= 1) is requested. When bit 0 is 1 and the function has been enabled, the selected function is requested to suspend. When bit 0 is 0 and the function has been suspended, the selected function is requested to exit from suspended state.
Bit 1 in the upper byte for wIndex shows whether the function remote wakeup is enabled or not.

(3) Suspend the selected function
Suspend the function which is selected at (2).
If the function can't be suspended, the device may be allowed to return STALL response to Set Feature (FUNCTION_SUSPEND).

63.8.8.5 Function Remote Wakeup

The process of function remote wakeup is described here.
The function remote wakeup is defined for SS device and DEVICE_REMOTE_WAKEUP is not supported by SuperSpeed device.

As a function may be suspended independently of other functions, the link is still in U0 state even when one or more functions are suspended. In case the suspended function within the device requires to be woken up and the link is U0 state, the device simply sends Function Remote Wakeup Notification. In case the function is requesting the remote wake up but the link is in the low power state (U1, U2 or U3), resume the link to U0 state first and then sends Function Remote Wakeup Notification.

The function shows whether it supports the function remote wakeup or not in the response to Get Status from the interface which belongs to the function.
It is also required that Function Remote Wake is enabled to request the function remote wakeup from the device. Function Remote Wake is disabled (= 0) in the default state and set when Set Feature (FUNCTION_SUSPEND) is received and bit 1 of the upper byte of wIndex in setup data is 1. The current status of Function Remote Wake is shown in the response to GetStatus from the interface which belongs to the function.

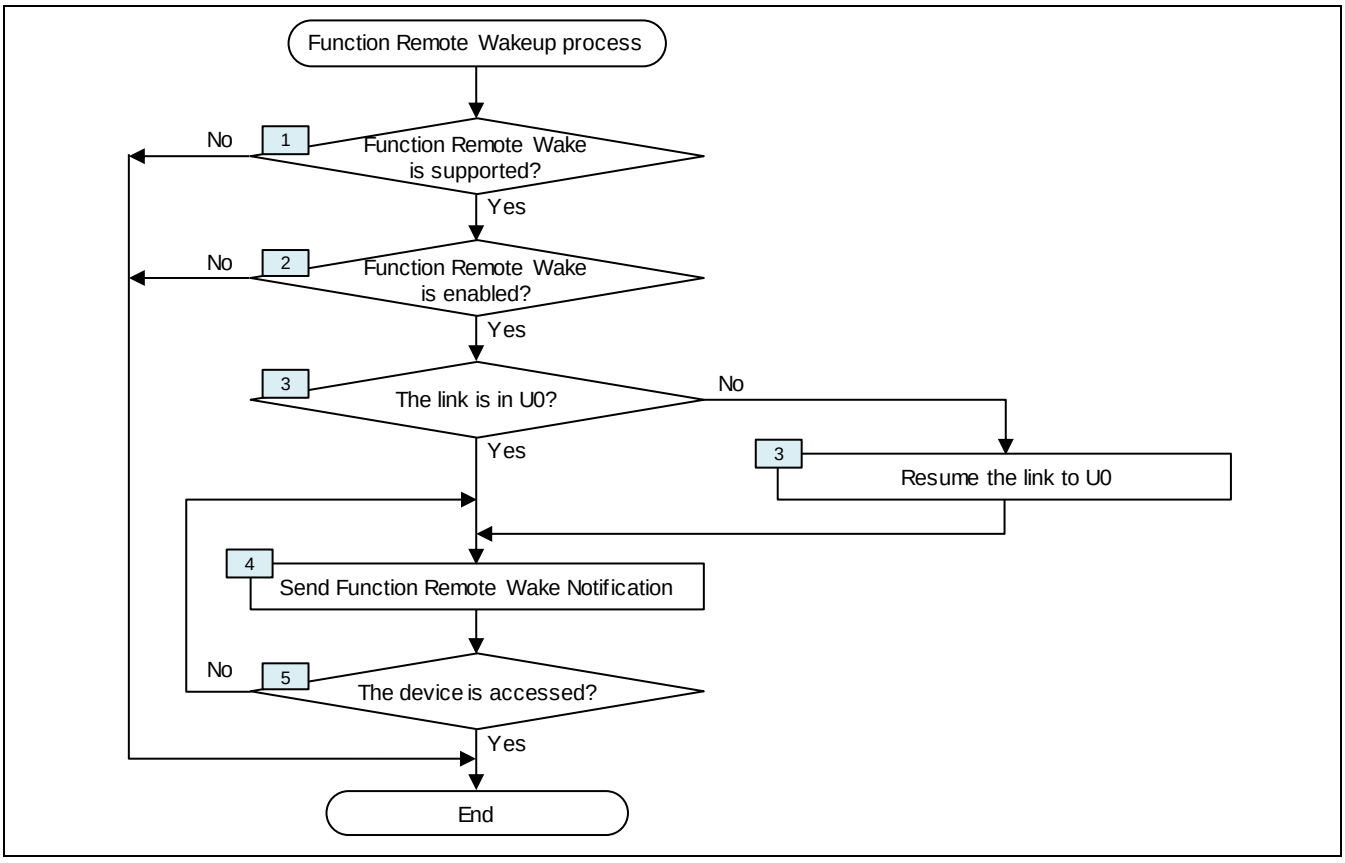


Figure 63.60 Function Remote Wakeup process

(1) Is Function Remote Wake supported?
If the function within the device doesn't support Function Remote Wake, it can't request the function remote wakeup. The function shows whether it supports Function Remote Wake or not in the response to Get Status from the interface which belongs to the function. See section 63.8.9.5 for details.

(2) Is Function Remote Wake enabled?
If Function Remote Wake is disabled for the function within the device, it can't request the function remote wakeup. The current status of Function Remote Wake is shown in the response to Get Status from the interface which belongs to the function. See section 63.8.9.5 for details.

(3) The link is in U0 state?
To send Function Remote Wake Notification, the link is required to be in U0 state.
If PERIPHERAL PORTION is in U1 or U2 state, it automatically goes back to U0 state when Notification written in USB3_TP_DAT_x register is sent. Therefore, the software need not mind the link status except the case the link is U3. Proceed to (4).
If PERIPHERAL PORTION is in U3 state, it is required to exit from the state first. See 63.8.8.6 for the process of resume in USB3.0.

(4) Send Function Remote Wake Notification
If the link is in U0 state, then send Function Remote Wake Notification.

- Write Function Remote Wake Notification to USB3_TPDAT_x (x=0,1,2) registers
- USB30_CON.B3_TP_SEND = 1 (Notification in USB3_TPDAT_x (x=0,1,2) registers is sent)

(5) Is the device accessed?
If tNotification (= 2500ms) has passed and the device has not been accessed yet from the time Function Remote Wake Notification was sent, it is required to send Function Remote Wake Notification again. The device should send the notification until the function is resumed.
When Set Feature(FUNCTION_SUSPEND) with bit 0 = 1 in the upper byte of wIndex comes, the function is resumed.

63.8.8.6 USB3.0-PHY (PLL) Wakeup Process

The process to wake up USB3.0-PHY (PLL) in case it is suspended is described here.

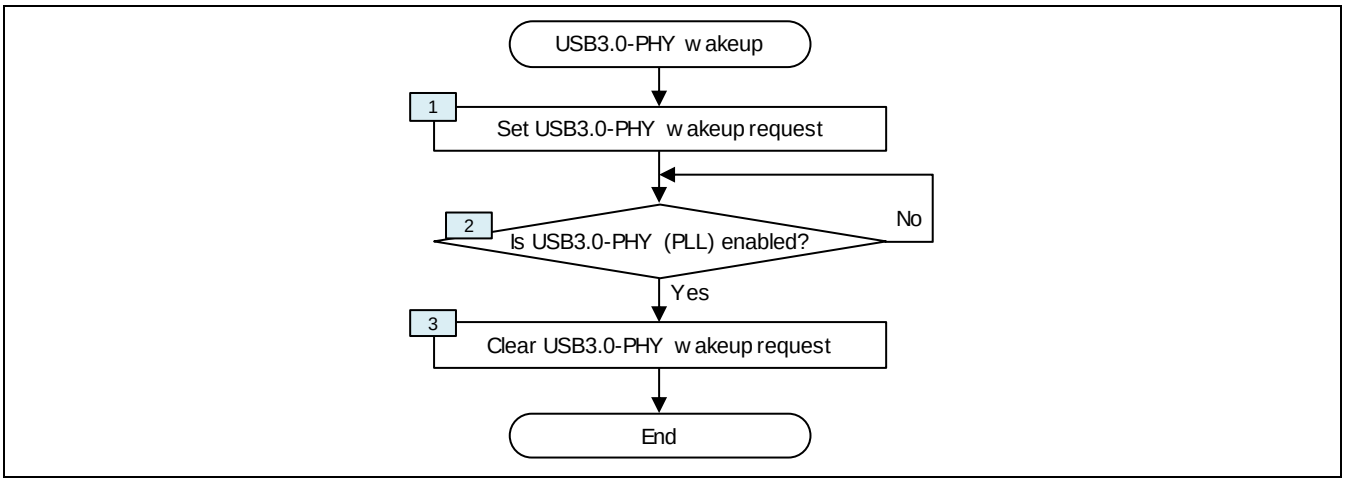


Figure 63.61 USB3.0-PHY (PLL) wakeup process flow

(1) Set USB3.0-PHY wakeup request
There are 2 ways to request USB3.0-PHY to wake up.
The first way is to set USB30_CON.B3_PLLWAKE.

[In case register is used]
- USB30_CON.B3_PLLWAKE = 1

(2) Is USB3.0-PHY (PLL) enabled?
Responding to the wake up request at (1), USB3.0-PHY (PLL) becomes enabled.
At that time, USB_INT_STA_1.B3_PLLWKUP_STA is asserted and an interrupt due to it is generated if enabled.

- Interrupt due to USB_INT_STA_1.B3_PLLWKUP_STA is generated
- Check that USB_INT_STA_1.B3_PLLWKUP_STA==1

After the confirmation above, clear USB_INT_STA_1.B3_PLLWKUP_STA.

- USB_INT_STA_1.B3_PLLWKUP_STA = 1 (Clearing the event of USB3.0 PLL Wakeup)

(3) Clear USB3.0-PHY wakeup request
After the resume of USB3.0-PHY is confirmed at (2), clear USB3.0-PHY wakeup request set in (1).

[In case register is used]
- USB30_CON.B3_PLLWAKE = 0

[In case input signal is used]
- B3_PLL_WAKEIN = 0

63.8.8.7 Suspend in USB2.0

The process when the state transition to suspend in USB2.0 occurs is described here.

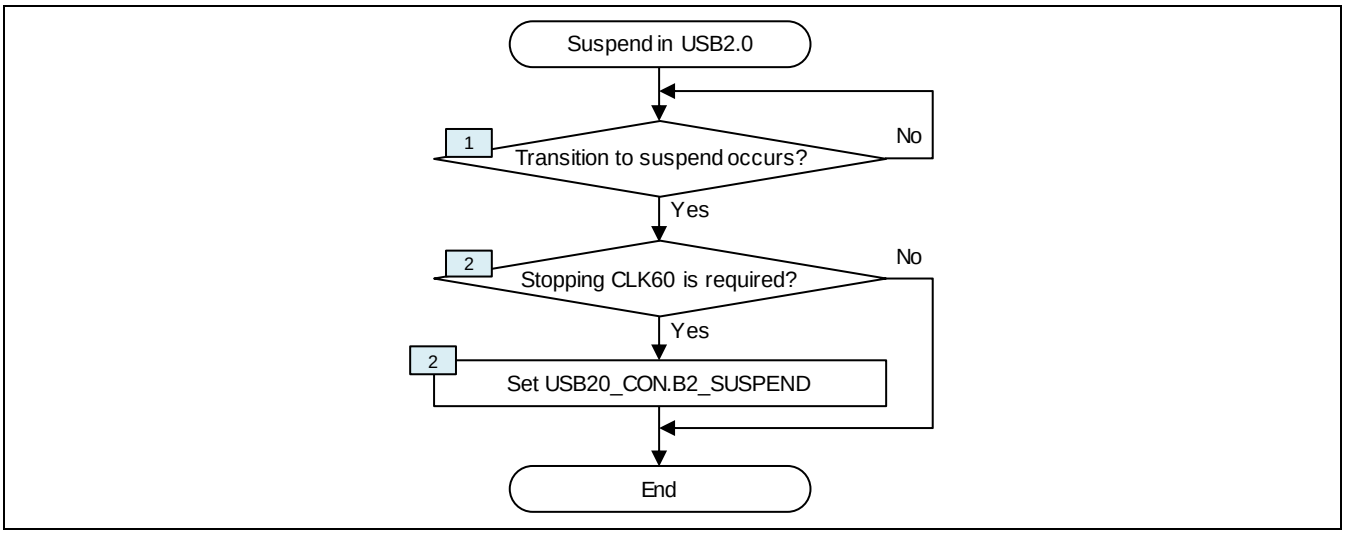


Figure 63.62 Suspend in USB2.0 process flow

(1) Does the transition to suspend occur?
In USB2.0 (HS/FS) host requests device to make a transition to suspended state by sending no signal to it for a certain period. Device transits to suspended state when it detects constant idle state on USB bus for more than 3.0ms.
When the controller works as HS or FS device and finds constant idle state on USB bus and make the transition to suspended state, it asserts USB_INT_STA_1.B2_SPND_STA. An interrupt due to it is generated if enabled.

- Interrupt due to USB_INT_STA_1.B2_SPND_STA is generated, if enabled
- Check whether USB_INT_STA_1.B2_SPND_STA==1 or not.

After the confirmation above, clear USB_INT_STA_1.B2_SPND_STA.

- USB_INT_STA_1.B2_SPND_STA = 1 (Clearing the event of entering USB2.0 suspension)

(2) Is stopping USB2.0-PHY clock required?
PLL in USB2.0-PHY is still running even when the controller enters the suspended state of USB2.0. In order to stop PLL in USB2.0-PHY, set USB20_CON.B2_SUSPEND

- USB20_CON.B2_SUSPEND = 1 (Clock from USB2.0-PHY is stopped)

If it is not required to stop the clock from USB2.0-PHY, no operation is needed here.

63.8.8.8 Resume in USB2.0 (Initiated by host)

The process to resume in USB2.0 initiated by host is described here.

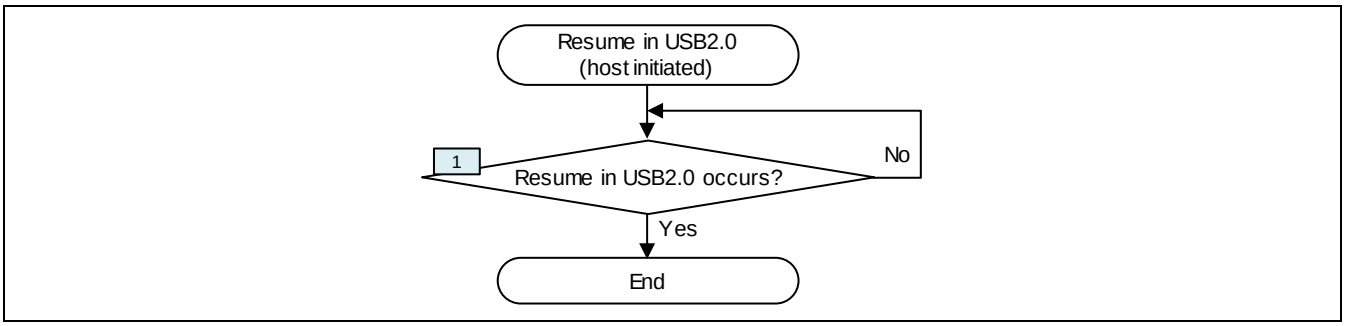


Figure 63.63 Resume in USB2.0 (Initiated by host) process flow

(1) Does the resume in USB2.0 occur?
In case Peripheral portion is in suspended state and receives the resume signal from host, it responds to it end exits from the suspended state automatically.
At that time Peripheral portion asserts USB_INT_STA_1.B2_RSUM_STA or USB_INT_STA_1.B2_L1RSUM_STA depending on the low power state it stayed in. An interrupt due to them is generated if enabled.

- Interrupt due to USB_INT_STA_1.B2_RSUM_STA or USB_INT_STA_1.B2_L1RSUM_STA is generated, if enabled.
- Check whether USB_INT_STA_1.B2_RSUM_STA or USB_INT_STA_1.B2_L1RSUM_STA==1 or not.

After the confirmation above, clear the status bit asserted.

- USB_INT_STA_1.B2_RSUM_STA = 1 (In case of resume from suspend)
- USB_INT_STA_1.B2_L1RSUM_STA = 1 (In case of resume from sleep)

If USB2.0 PLL is stopped in the suspend state, it is also resumed when Peripheral portion exits from the suspend state.

63.8.8.9 Resume in USB2.0 (Initiated by device)

The process to resume in USB2.0 initiated by device is described here.

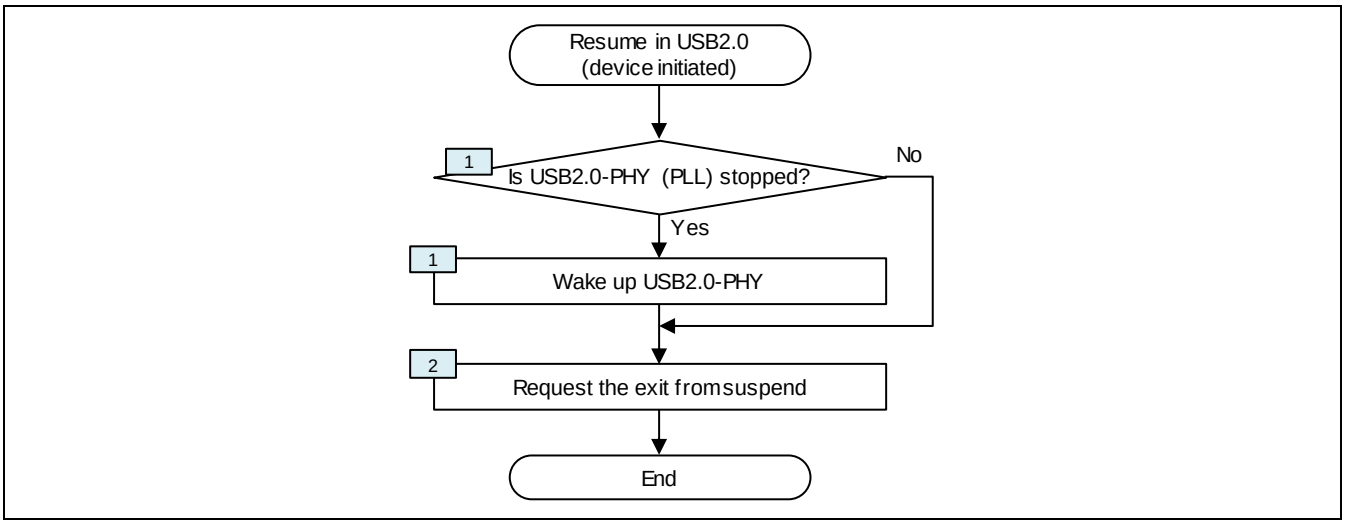


Figure 63.64 Resume in USB2.0 (Initiated by device) process flow

(1) Is the clock from USB2.0-PHY stopped?
If the clock from USB2.0-PHY is stopped following the flow in section 63.8.8.7, it is required to wake up USB2.0-PHY since the clock form USB2.0-PHY should be provided for the operations here.
See section 63.8.8.10 for the process to wakeup of USB2.0-PHY.

(2) Request the exit from the suspended state
Request to exit from the suspended state by setting as follows.

- USB20_CON.B2_RSUM_IN = 1 (resume request)

If PLL in USB2.0-PHY is not stopped in suspended state, that is, if USB20_CON.B2_SUSPEND is not set to 1 in suspended state, USB_INT_STA_1.B2_RSUM_STA or USB_INT_STA_1.B2_L1RSUM_STA may be asserted when downstream port responds to the resume request and bus activity comes back.
But, if it is stopped, they are not asserted here because they are asserted when USB20_CON.B2_SUSPEND is cleared so they would have already been asserted at (1).
In either case host should responds to the resume request from the device and bus becomes active again, so the device is required only to wait for the resume of transfer.

63.8.8.10 USB2.0 PHY (PLL) Wakeup Process

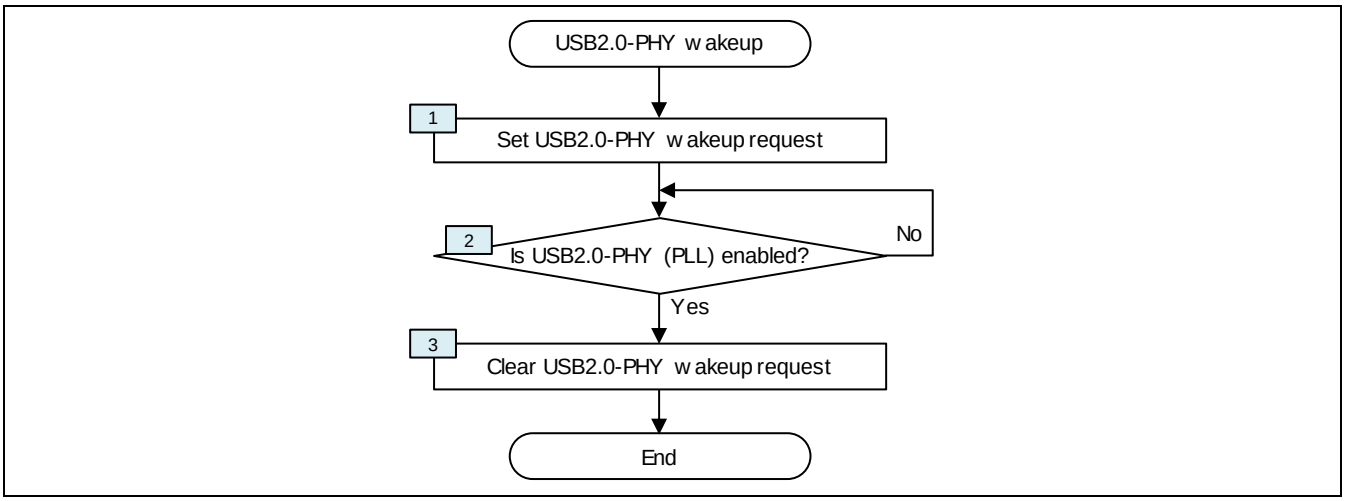


Figure 63.65 USB2.0-PHY (PLL) wakeup process flow

(1) Set USB2.0-PHY wakeup request
There are 2 ways to request USB2.0-PHY to wake up.
The first way is to clear USB20_CON.B2_SUSPEND.

[In case register is used]
- USB20_CON.B2_SUSPEND = 0 (Clearing the value set in section 63.8.8.7)

(2) Is USB2.0-PHY (PLL) enabled?
Responding to the wake up request at (1), USB2.0-PHY (PLL) becomes enabled.
At that time, USB_INT_STA_1.B2_RSUM_STA is generated and an interrupt due to it is caused if enabled.

- Interrupt due to USB_INT_STA_1.B2_RSUM_STA is generated
- Check that USB_INT_STA_1.B2_RSUM_STA==1

After the confirmation above, clear USB_INT_STA_1.B2_RSUM_STA.

- USB_INT_STA_1.B2_RSUM_STA = 1 (Clearing the event of USB2.0 PLL Wakeup)

If PERIPHERAL PORTION was in L1 state, USB_INT_STA_1.B2_L1RSUM_STA is asserted instead.

(3) Clear USB2.0-PHY wakeup request
After the resume of USB2.0-PHY is confirmed at (2), clear B2_PLL_WAKEIN input signal if used.
If USB20_CON.B2_SUSPEND is used to place USB2.0-PHY in suspended state, USB20_CON.B2_SUSPEND is automatically cleared.

[In case input signal is used]
- B2_PLL_WAKEIN = 0

63.8.8.11 Process of transition from U0 to U1/U2 in USB3.0 (Initiated by device)

With the settings as follows, PERIPHERAL PORTION automatically controls the transition from U0 to U1/U2 by sending LGO_U1/LGO_U2 request or by responding to LGO_U1/LGO_U2 request from host.

- PORTPMSC.U1_TIMEOUT[15:0] = U1 timeout value defined by user
- PORTPMSC.U2_TIMEOUT[15:0] = U2 timeout value in received U2 Inactivity Timeout LMP
- SSIFCMD.SSIF_URES[1:0] = B'00 (LAU responses to LGO_U1/LGO_U2 are allowed)
- SSIFCMD.SSIF_UREQ[1:0] = B'00 (sending LGO_U1/LGO_U2 by timeout is allowed)

PERIPHERAL PORTION controls the exit from U1/U2 state when it has any available data to be transmitted in buffer or when host requests wakeup as well. No additional operation by the software is required for the cases.

But there might be a case the software requests the transition to U1/U2 state at any point it wants. The process for such case is described here. But note that U1 timeout value can be defined by user, so consider it first to change the value of PORTPMSC.U1_TIMEOUT[15:0] in case LGO_U1 is required to be sent.

The process of Sleep (U1/U2) transition in USB3.0 when the device initiates at any timing is explained. This process flow is for usage when the device initiates LGO_U1/LGO_U2 at any time, and the timer which determine the duration for no data on the bus may be set in PORTPMSC.U1_TIMEOUT. The device can issue LGO_U1 after the timeout of timer.

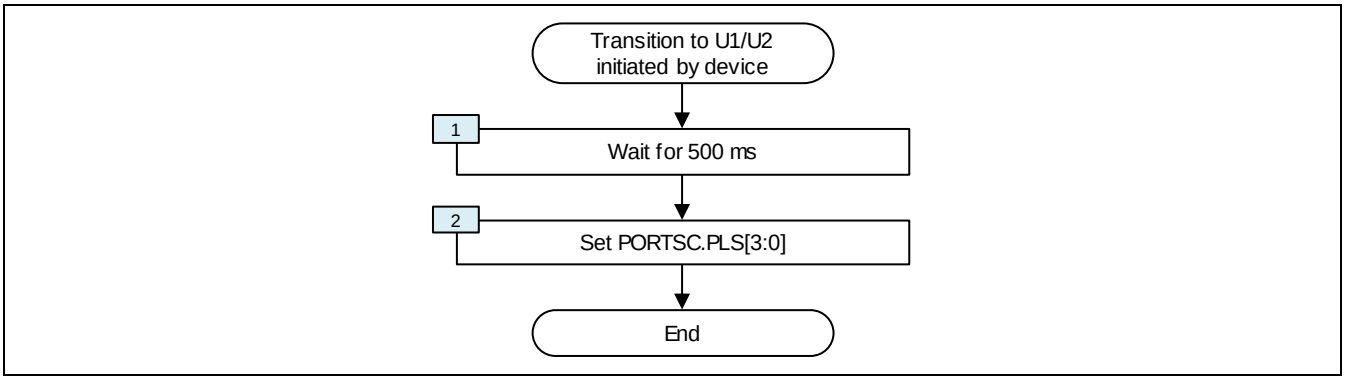


Figure 63.66 Transition to U1/U2 (Initiated by device) process flow

(1) Wait for 500ms

In C.3.2.2 and C3.2.1 of USB3.0 specification, it is defined that the link should be kept in U0 after device has sent ERDY until host sends a request in response to the ERDY or until tERDYtimeout (= 500ms) occurs.
Since PERIPHERAL PORTION sends ERDY automatically depending on the status of buffer, so it might be difficult to know when it has sent ERDY exactly.
If the software doesn't assure when the last ERDY has been sent, wait for 500ms from the point. If no response from host comes, it can request the transition to U1/U2 state. Note that PERIPHERAL PORTION might send ERDY again depending on the process of transfer if the response from host comes before the timeout.
If the software assures when the last ERDY has been sent and 500ms has passed, it can request the transition to U1/U2 immediately. The triggers to send ERDY for PERIPHERAL PORTION are :

1) IN packet is written to buffer
2) Pn_CON.Pn_RES[1:0] is changed to normal response (= B'01)
3) buffer for OUT endpoint was full once but becomes available
4) buffer for OUT endpoint had the last packet of transfer (short packet or packet with PP = 0) but it has been transferred to system memory.

If these triggers has not occurred for 500ms, it can be said that 500ms has passed at least from the last ERDY the device has sent.

(2) Set PORTSC.PLS[3:0]

The software can requests the transition to U1 or U2 by setting PORTSC.PLS[3:0]. It is also required to set SSIFCMD.SSIF_UDIR[1:0] to enable the function.

- SSIFCMD.SSIF_UDIR[1:0] = B'00 (If only one of LGO_U1 or LGO_U2 is requested, unused bit doesn't require to be enabled.)
- PORTSC.PLS[3:0] = H'1 (If the transition to U1 is requested)
  H'2 (If the transition to U2 is requested)

With the operations above, PERIPHERAL PORTION sends LGO_U1 or LGO_U2 to request the transition to U1 or U2. If host accepts it, the link make a transition to the low power state.
When LTSSM in PERIPHERAL PORTION enters U1 or U2, USB_INT_STA_1.B3_LNKCNG_STA is asserted. An interrupt due to it is generated if enabled. PORTSC.PLS[3:0] shows the current state of LTSSM.

- Interrupt due to USB_INT_STA_1.B3_LNKCNG_STA is asserted
- Check that USB_INT_STA_1.B3_LNKCNG==1
- Check that PORTSC.PLS[3:0] shows the requested state (U1 or U2).

Note that PORTSC.PLS[3:0] might show another state if the link transits to U1/U2 but host requests the exit form the state soon.
If host doesn't accept the request, USB_INT_STA_1.B3_LNKCNG_STA is not asserted. In case the software can't detect the assertion of the bit even when it waits for a certain time, it should consider the possibility that host rejected the request. The software can send the same request again, but host might intend new transfer, so the software had better the state of PERIPHERAL PORTION in U0 for the moment.

After the confirmation above, write 1 to USB_INT_STA_1.B3_LNKCNG_STA to clear.

- USB_INT_STA_1.B3_LNKCNG_STA = 1 (Clearing the event that the link status is changed)

63.8.9 Device Requests

This section describes the operations required for USB device requests.

63.8.9.1 Clear Feature

This request is used to clear or disable a specific feature.

In case the recipient is device and the device works in SS, U1_ENABLE, U2_ENABLE and LTM_ENABLE are defined as feature selectors.

(a) When Clear Feature(U1_ENABLE) comes, disable the initiation of U1 entry of PERIPHERAL PORTION as follows. Note that U1_ENABLE enables or disables only the initiation of U1 entry but the device is still allowed to accept LGO_U1 from downstream port and enters U1 state regardless of the feature.
- SSIFCMD.SSIF_UDIR[0] = 1 (The initiation of LGO_U1 due to direct request is disabled.)
- SSIFCMD.SSIF_UREQ[0] = 1 (The initiation of LGO_U1 due to timeout is disabled.)

(b) When Clear Feature(U2_ENABLE) comes, disable the initiation of U2 entry of PERIPHERAL PORTION as follows. Note that U2_ENABLE enables or disables only the initiation of U2 entry but the device is still allowed to accept LGO_U2 from downstream port and enters U2 state regardless of the feature.
- SSIFCMD.SSIF_UDIR[1] = 1 (The initiation of LGO_U2 due to direct request is disabled.)
- SSIFCMD.SSIF_UREQ[1] = 1 (The initiation of LGO_U2 due to timeout is disabled.)

(c) When Clear Feature(LTM_ENABLE) comes, disable the transmission of LTM (Latency Tolerance Message). Note that SS device must support U1 and U2 features, but LTM feature is optional. SS device shows whether it supports LTM feature or not on LTM capable bit in SuperSpeed USB Device Capabilities Descriptor.

In case the recipient is device and the device works in HS or FS, DEVICE_REMOTE_WAKEUP and TEST_MODE are defined as feature selectors.

(d) When Clear Feature(DEVICE_REMOTE_WAKEUP) comes, disable the remote wakeup function of the device.

(e) When TEST_MODE feature is enabled, the device is in test mode. But it is defined that the power cycle is used for the device to exit from test mode and Clear Feature(TEST_MODE) doesn't clear the feature.

For FUNCTION_SUSPEND, Clear Feature is not used to change the feature. Only Set Feature(FUNCTION_SUSPEND) is used to change the feature.

In case the recipient is endpoint, ENDPOINT_HALT is defined as feature selector. All of SS, HS and FS devices support the feature.

(f) When Clear Feature (ENDPOINT_HALT) comes, it means the reset of Halt feature and the initialization of the endpoint.
At first, set Pn_CON.Pn_CLR and wait for Pn_CON.Pn_CLR to return to 0.
- Pn_CON.Pn_CLR = 1 (Initialization of the endpoint (pipe) is required.)
- Wait for Pn_CON.Pn_CLR==0

After Pn_CON.Pn_CLR==0, set enable bits below again.
- Pn_CON.Pn_EN = 1 (The endpoint (pipe) is enabled)
- Pn_CON.Pn_DATAIF_EN = 1 (EPC_D_Pn_DATAEN[30:1] is enabled for the endpoint)

Then, set Pn_CON.Pn_RES[1:0] = B'01 so that the endpoint responds in normal state.
- Pn_CON.Pn_RES[1:0] = B'01 (Normal response)

It is not recommended that the endpoint 0 (PIPE0) supports function STALL for HS and FS device. It is also defined that SS device doesn't support the feature. If the device doesn't support Halt feature for the endpoint 0, it

executes the control transfer of Clear Feature(ENDPOINT_HALT) for the endpoint 0 normally but can ignore the request.

It is noted in section 63.8.9.5 how each feature is controlled as the status of the device.

63.8.9.2 Get Configuration

This request returns the current device configuration value.
In case this request is received, return the current configuration value. It has been selected with Set Configuration. If not, return the initial value (= zero).

63.8.9.3 Get Descriptor

This request returns the specified descriptor if the descriptor exists.
The length of transfer is specified in wLength of setup data. In case the size of the descriptor equals to or is smaller than the value in wLength, transmit all of the descriptor from the beginning to the end. In case the size of the descriptor is larger than the value in wLength, transmit a part of the descriptor from the beginning to the length specified in wLength. Each packet transporting the descriptor should equal to or smaller than the max packet size defined for each speed mode (512byte for SS, 64byte for HS and 8/16/32/64byte for FS). If the size of the last packet equals to the max packet size defined, zero length packet should follow it.

63.8.9.4 Get Interface

This request returns the selected alternate setting of the specified interface.

In case this request is received, return the current alternate setting of the interface. It has been selected with Set Interface. If not, return the initial value (= zero).

63.8.9.5 Get Status

This request returns status for the specified recipient.

In case the recipient is device, the information returned for this request as SuperSpeed device is shown in Figure 63.67.

D7	D6	D5	D4	D3	D2	D1	D0
Reserved (Reset to Zero)			LTM Enable	U2 Enable	U1 Enable	Remote Wakeup	Self-Powered
D15	D14	D13	D12	D11	D10	D9	D8
Reserved (Reset to Zero)							

Figure 63.67 Information as SS device in case the recipient is device

D0: This bit shows whether the device is self-powered or not.

D1: This bit shows whether the device supports Remote Wakeup or not.
SuperSpeed device is defined to set this bit to 0 and use Function Remote Wakeup instead.

D2: This bit shows whether the device is currently enabled to initiate U1 entry or not. If this bit is 0, the device is disabled to initiate U1 entry. Regardless of whether this bit is set or not, the device can accept the request for U1 entry from downstream port and enter U1 state.
This bit is set to 1 on the reception of Set Feature(U1_ENABLE) and set to 0 on the reception of Clear Feature(U1_ENABLE). This bit is reset to 0 when the device is reset.

D3: This bit shows whether the device is currently enabled to initiate U2 entry or not. If this bit is 0, the device is disabled to initiate U2 entry. Regardless of whether this bit is set or not, the device can accept the request for U2 entry from downstream port and enter U2 state.
This bit is set to 1 on the reception of Set Feature(U2_ENABLE) and set to 0 on the reception of Clear Feature(U2_ENABLE). This bit is reset to 0 when the device is reset.

D4: This bit shows whether the device is currently enabled to send LTM (Latency Tolerance Message) or not. If this bit is 0, the device is disabled to send LTM.

This bit is set to 1 on the reception of Set Feature(LTM_ENABLE) and set to 0 on the reception of Clear Feature(LTM_ENABLE). This bit is reset to 0 when the device is reset.

In case the recipient is device, the information returned for this request as HighSpeed or FullSpeed device is shown in Figure 63.68.

D7	D6	D5	D4	D3	D2	D1	D0
Reserved (Reset to Zero)						Remote Wakeup	Self-Powered
D15	D14	D13	D12	D11	D10	D9	D8
Reserved (Reset to Zero)							

Figure 63.68 Information as HS/FS device in case the recipient is device

D0: This bit shows whether the device is self-powered or not.

D1: This bit shows whether the device supports Remote Wakeup or not.
The default value is 0. The value is modified on the reception of Set Feature(DEVICE_REMOTE_WAKEUP) or Clear Feature(DEVICE_REMOT_WAKEUP). When Set Feature(DEVICE_REMOTE_WAKEUP) is received, the status of this bit is changed to 1. When Clear Feature(DEVIE_REMOT_WAKEUP) is received, the status of this bit is changed to 0.
When this feature is enabled, device can request the remote wakeup in suspended state.
This bit is reset to 0 when the device is reset.

In case the recipient is interface, the information returned for this request as SuperSpeed device is shown in Figure 63.69.

D7	D6	D5	D4	D3	D2	D1	D0
Reserved (Reset to Zero)						Function Remote Wakeup	Function Remote Wakeup Capable
D15	D14	D13	D12	D11	D10	D9	D8
Reserved (Reset to Zero)							

Figure 63.69 Information as SS device in case the recipient is interface

D0: This bit shows whether the interface supports Function Remote Wakeup Capable or not.
Note that Function Remote Wakeup function is used instead of Remote Wakeup function in SuperSpeed device. If the device doesn't support Function Remote Wakeup, it can't request the remote wakeup in suspended state (U3).

D1: This bit shows whether the function is currently enabled to request the remote wakeup or not.
The definition of function depends on the specification of device.
The default value is 0. The value is modified on the reception of Set Feature(FUNCTION_SUSPEND). When Set Feature(FUNCTION_SUSPEND) is received and bit 1 in the upper byte of wIndex is 1, Function Remote Wake is enabled and the status of this bit is changed to 1. When Set Feature(FUNCTION_SUSPEND) is received and bit1 in the upper byte of wIndex is 0, Function Remote Wake is disabled and the status of this bit is changed to 0.
When this feature is enabled, device can request the remote wakeup for the suspended function.
This bit is reset to 0 when the device is reset.

In case the recipient is interface, the information returned for this request as HighSpeed or FullSpeed device is shown in Figure 63.70. All fields are reserved.

Figure 63.70 Information as HS/FS device in case the recipient is interface

In case the recipient is endpoint, the information returned for this request as SuperSpeed, HighSpeed or FullSpeed device is shown in Figure 63.71.

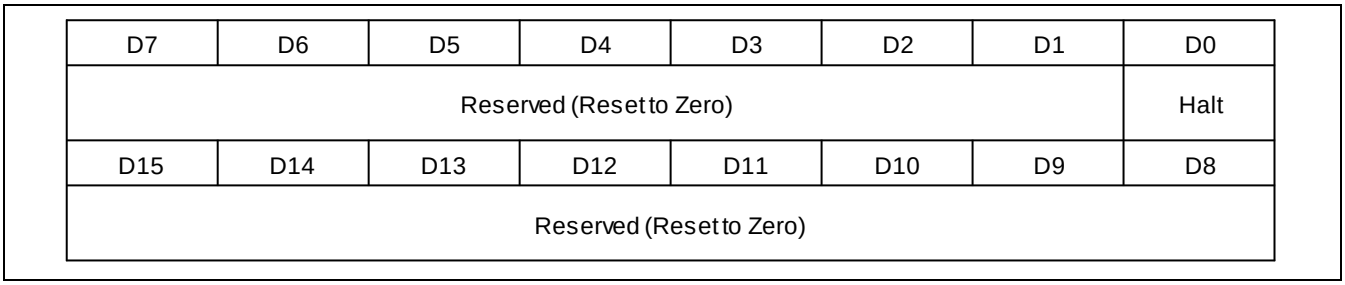


Figure 63.71 Information as SS/HS/FS device in case the recipient is endpoint

D0: This bit shows the current status of Halt feature of the endpoint. If the endpoint is currently halted, the Halt feature is set to 1.
The Halt feature is required to be implemented for all interrupt and bulk endpoints.
The Halt feature might be set due to the internal status of device (when unsupported request comes, for example), or it might be set by Set Feature(ENDPOINT_HALT).
During the feature is set to 1, the endpoint should return STALL response to any request. To return STALL response, set Pn_CON.Pn_RES[1:0] = B'10.
- Pn_CON.Pn_RES[1:0] = B'10 (STALL response)

The Halt feature is cleared on the reception of ClearFeature(ENDPOINT_HALT), SetConfiguration and SetInterface. Note that the sequence number in SS and data toggle in HS/FS is initialized on those requests. The feature might be cleared due to the internal status of device (when the cause of error is removed, for example).
When the Halt feature is reset, the endpoint changed it status not to return STALL response. Set Pn_CON.Pn_RES[1:0] = B'01 to request the endpoint to respond in the normal mode.
- Pn_CON.Pn_RES[1:0] = B'01 (Normal response)

SS device doesn’t support function STALL on control endpoint.

63.8.9.6 Set Address

This request sets the device address for all future device accesses. The address is shown in wValue field of setup data.
In case this request is received, read the address in wValue field of setup data. But the device can't update its address to the value given on Set Address until it completes the control transfer of Set Address, since it is defined in USB specification that stages after the initial setup packet assume the same device address as the setup packet.
Write the address given on Set Address to the field below before completing the status stage of the control transfer of Set Address. (That is, write the address to the field below, then P0_CON.P0_ST_RES[1:0] to normal response.)
The hardware of PERIPHERAL PORTION updates the field to new address after it completes the status stage of the control transfer of Set Address.

— USB_COM_CON.DEV_ADDR[6:0] = the value in wValue field of setup packet.

Set Address 0 has the special meaning to initialize the settings in the device. See Table 9-9 in USB3.0 specification.

63.8.9.7 Set Configuration

This request sets the device configuration. The configuration value selected is shown in lower byte of wValue field of setup data.

The configuration value shall be zero or the value shown in the configuration descriptor.

(1) In case the configuration value matches the value shown in the configuration descriptor, do the operations as follows before the status stage of the control transfer is completed.
- Configure PERIPHERAL PORTION to follow the configuration selected.
- USB_COM_CON.CONF = 1 (PERIPHERAL PORTION is in configured state)

Remember the configuration value since Get Configuration might be requested later.
Then, complete the status stage of the control transfer by setting P0_CON.P0_ST_RES[1:0] = B'01 (normal response).

(2) In case the configuration value is zero, it means that the device is requested to go back to address state. Do the operation as follows before the status stage of the control transfer is completed.
- USB_COM_CON.CONF = 0 (PERIPHERAL PORTION is not in configured state)

The buffer of each PIPE should be initialized as well. Do the operation noted in (f) of section 63.8.9.1 for PIPEs those have been used in configured state.

Note that the clocks to Data-IN RAMs or Data-OUT RAM is suspended with the setting above. (They are suspended in unconfigured state.) In that case, the clocks to Register RAM and EP0 RAM are still running.
Remember the configuration value since Get Configuration might be requested later.
Then, complete the status stage of the control transfer by setting P0_CON.P0_ST_RES[1:0] = B'01 (normal response).

63.8.9.8 Set Descriptor

This request is optional and may be used to update existing descriptors or new descriptors may be added.
If this request is not defined in the specification of device or the class specification which the device supports, this request is not required to be implemented.
When SetDescriptor comes, update the specified descriptor.

63.8.9.9 Set Feature

This request is used to set or enable a specific feature.

In case the recipient is device and the device works in SS, U1_ENABLE, U2_ENABLE and LTM_ENABLE are defined as feature selectors.

(a) When Set Feature(U1_ENABLE) comes, enable the initiation of U1 entry of PERIPHERAL PORTION as follows. Note that U1_ENABLE enables or disables only the initiation of U1 entry but the device is still allowed to accept LGO_U1 from downstream port and enters U1 state regardless of the feature.
- SSIFCMD.SSIF_UDIR[0] = 0 (The initiation of LGO_U1 due to direct request is enabled.)
- SSIFCMD.SSIF_UREQ[0] = 0 (The initiation of LGO_U1 due to timeout is enabled.)
- PORTPMSC.U1_TIMEOUT = U1 timeout value defined by user

(b) When Set Feature(U2_ENABLE) comes, enable the initiation of U2 entry of PERIPHERAL PORTION as follows. Note that U2_ENABLE enables or disables only the initiation of U2 entry but the device is still allowed to accept LGO_U2 from downstream port and enters U2 state regardless of the feature.
- SSIFCMD.SSIF_UDIR[1] = 0 (The initiation of LGO_U2 due to direct request is enabled.)
- SSIFCMD.SSIF_UREQ[1] = 0 (The initiation of LGO_U2 due to timeout is enabled.)
- PORTPMSC.U2_TIMEOUT = U2 timeout value in received U2 Inactivity Timeout LMP

(c) When Set Feature(LTM_ENABLE) comes, enable the transmission of LTM (Latency Tolerance Message). Note that SS device must support U1 and U2 features, but LTM feature is optional. SS device shows whether it supports LTM feature or not on LTM capable bit in SuperSpeed USB Device Capabilities Descriptor.

In case the recipient is device and the device works in HS or FS, DEVICE_REMOTE_WAKEUP and TEST_MODE are defined as feature selectors.

(d) When Clear Feature(DEVICE_REMOTE_WAKEUP) comes, enable the remote wakeup function of the device. When requesting the remote wakeup, see the flow in section 63.8.8.9.

(e) When TEST_MODE feature is enabled, the device is in test mode. The upper byte of wIndex of setup data specifies test mode selector and it is defined in Table 9-7 of USB2.0 specification.
PERIPHERAL PORTION has the function for TEST_MODE with the setting of USB20_CON.B2_TSTMOD [2:0] and USB20_CON.B2_TSTMOD_EN. When Set Feature (TEST_MODE) comes, set USB20_CON.B2_TSTMOD[2:0] and USB20_CON.B2_TSTMOD_EN according to the test mode selector specified.

In case the recipient is interface and the device works in SS, FUNCTION_SUSPEND is defined as feature selector.

(f) The function within the device shows whether it supports Function Remote Wakeup function or not in Function Remote Wakeup Capable bit in Figure 63.69. When the function supports Function Remote Wake and Set Feature(FUNCTION_SUSPEND) is received and the bit 1 in the upper byte of wIndex is 1, enable Function Remote Wake. When the function supports Function Remote Wake and Set Feature(FUNCTION_SUSPEND) is received and the bit 1 in the upper byte of wIndex is 0, disable Function Remote Wake.
To request the function remote wakeup, See section 63.8.8.5.

In case the recipient is endpoint, ENDPOINT_HALT is defined as feature selector. All of SS, HS and FS devices support the feature.

(g) When Set Feature(ENDPOINT_HALT) comes, set Pn_CON.Pn_RES[1:0] = B'10 to return STALL response from the endpoint.
- Pn_CON.Pn_RES[1:0] = B'10 (STALL response)

Note that the state machine of Stream bulk transits to Disabled state by receiving Set Feature(ENDPOINT_HALT).

If the endpoint works as the Stream bulk one, disable all transfers on the reception of Set Feature(ENDPOINT_HALT).

It is not recommended that the endpoint 0 supports function STALL for HS and FS device. It is also defined that SS device doesn't support the feature. If the device doesn't support Halt feature for the endpoint 0, it executes the control transfer of Set Feature(ENDPOINT_HALT) for the endpoint 0 normally but can ignore the request.

It is noted in section 63.8.9.5 how each feature is controlled as the status of the device.

63.8.9.10 Set Interface

This request allows host to select an alternate setting of the specified interface.
In case this request is received, configure PERIPHERAL PORTION to follow the configuration of interface selected.

— Configure PERIPHERAL PORTION to follow the configuration of interface selected

As Set Interface means the initialization of selected interface as well, it is recommended to initialize the PIPEs related to the interface using Pn_CON.Pn_CLR. The operations as follows are required for all PIPEs related to the interface.

— -Pn_CON.Pn_CLR = 1 (Initialization of PIPE)
— Wait for Pn_CON.Pn_CLR returns to 0
— Pn_CON.Pn_EN = 1 (Enabling the PIPE again)
— Pn_CON.Pn_DATAIF_EN = 1 (Enabling data interface for the PIPE again.)

Remember the alternate setting of the interface since Get Interface might be requested later.

63.8.9.11 Set Isochronous Delay

This request informs the device of the delay from the time host transmits a packet to the time it is received by the device.

As PERIPHERAL PORTION doesn't support Isochronous transfer, so there is no function to use the value received on this request.
From the viewpoint of implementation the device can return STALL response in order to show it doesn't support this request, or can ignore the request although it responds correctly to the control transfer of this request.

63.8.9.12 Set SEL

This request is valid when the device works in SS and sets both the U1 and U2 System Exit Latency and the U1 or U2 exit latency for all the links between a device and a root port on the host.
When Set SEL comes, update BELT (Best Effort Latency Tolerance) value referring the information provided on this request, if required.

63.8.9.13 Synch Frame

This request is used to set and then report an endpoint's synchronization frame.

As PERIPHERAL PORTION doesn't support Isochronous transfer, so there is no function to use the value received on this request.
From the viewpoint of implementation the device can return STALL response in order to show it doesn't support this request, or can ignore the request although it responds correctly to the control transfer of this request.

63.8.10 BOT Control

Bulk Only Transport (BOT) is defined as one of transfer methods in mass storage class. An example of BOT operation is described here.

63.8.10.1 Overall

BOT consists of two bulk endpoints as its name suggests.

- Bulk OUT PIPE (for the reception of CBW or OUT data)
- Bulk IN PIPE (for the transmission of CSW or IN data)

In BOT protocol, Command Block Wrapper (CBW) is sent to request an operation in advance of IN or OUT data transfers, and Command Status Wrapper (CSW) is sent to notify the result of the operation after the IN or OUT data transfers. There are some commands which don't require the data transfers. For such command, only CBW and CSW are exchanged.

63.8.10.2 BOT assistance mode

PERIPHERAL PORTION has BOT assistance mode. The mode is available when Pn_MOD.Pn_BOT is set to 1 for OUT PIPE in BOT.
In BOT assistance mode, PERIPHERAL PORTION notifies the reception of CBW by asserting Pn_INT_STA.Pn_CBW_STA. If an interrupt due to the bit is enabled, the interrupt is generated.

PERIPHERAL PORTION interprets the received packet as CBW when both of two conditions below are satisfied for the packet.

- The length of the packet is 31bytes.
- The first 4bytes of the packet (dCBWSignature) equals to 43425355h.

In this mode, Pn_CON.Pn_DATAIF_EN of the OUT PIPE that receives CBW is disabled (reset to 0) every time CBW (the packet which satisfies two conditions above) is received. As the result, CBW is not transferred through Data Interface or on AXI DMA transfer. Pn_CON.Pn_DATAIF_EN of IN PIPE is not changed.

CBW can be transferred through Data Interface or on AXI DMA transfer if Pn_CON.Pn_DATAIF_EN is set to 1 again, but it is recommended to read CBW through Pn_READ register because the software should read and decode it for BOT operation.

As CBW is a short packet in bulk transfer, the OUT PIPE in BOT enters flow control after the reception of CBW if it works as USB3.0 device. When CBW has been read through Pn_READ register (or when it has been transferred through Data Interface or on AXI DMA transfer), PERIPHERAL PORTION returns ERDY from the OUT PIPE automatically. But if OUT data transfer is requested, make sure to set Pn_CON.Pn_DATAIF_EN to 1 after CBW has been read or transferred.

If BOT assistance mode is not used (Pn_MOD.Pn_BOT = 0) for BOT transfer, the OUT PIPE in BOT doesn't distinguish CBW and CBW is transferred as one of short packets on AXI DMA transfer. In that case Pn_CON.Pn_DATAIF_EN is not disabled and Pn_INT_STA.Pn_CBW_STA is not asserted on the reception of CBW.
(PERIPHERAL PORTION doesn't know that the packet is CBW.)

The software is required to find CBW in system memory (where the received packet is transferred to) when a short packet is received.

63.8.10.3 BOT Process

It is assumed that BOT assistance mode in section 63.8.10.2 and the flow of BOT process with the mode is described here.
Make sure to set Pn_MOD.Pn_BOT = 1.

As noted above, one bulk OUT PIPE and one bulk IN PIPE are required for BOT. For the settings of bulk OUT PIPE, see section 63.8.5.2. For the settings of bulk IN PIPE, see section 63.8.5.1.
As the preparation of BOT, enable an interrupt due to Pn_INT_STA.Pn_CBW_STA of the OUT PIPE. That is, set Pn_INT_ENA.Pn_CBW_ENA of bulk OUT PIPE to 1.
- Pn_INT_ENA.Pn_CBW_ENA= 1 (Interrupt due to Pn_INT_STA.Pn_CBW_STA is enabled)

(1) Is CBW received?
When CBW is received, Pn_INT_STA.Pn_CBW_STA is asserted and an interrupt due to it is generated.

- Interrupt due to Pn_INT_STA.Pn_CBW_STA is asserted
- Check that Pn_INT_STA.Pn_CBW_STA == 1

After the confirmation above, clear Pn_INT_STA.Pn_CBW_STA.

- Pn_INT_STA.Pn_CBW_STA = 1 (Clearing the event of the reception of CBW)

(2) Read CBW
Read CBW through Pn_READ register.

(3) Decode CBW
Decode the content of CBW which is read at (2).
If any operation other than data transfer is requested, do it here.

(4) Which direction of transfer is requested?
If OUT transfer is requested, proceed to (5).
If IN transfer is requested, proceed to (6).
If No data transfer is requested, proceed to (7).

(5) Read OUT data
It is assumed here that OUT data received is transferred through Data Interface or on AXI DMA transfer. Set Pn_CON.Pn_DATAIF_EN = 1 since it is reset to 0 at the reception of CBW.
For bulk OUT transfer, see section 63.8.5.2. If two or more packets are received, repeat the flow shown there.
Proceed to (7).

(6) Write IN data
It is assumed here that IN data to be transmitted is transferred through Data Interface or on AXI DMA transfer. Pn_CON.Pn_DATAIF_EN of IN PIPE is not changed on the reception of CBW.
For bulk IN transfer, see section 63.8.5.1. If two or more packets are to be transmitted, repeat the flow shown there.
Proceed to (7).

(7) Send CSW
It is assumed here that the software prepares CSW and writes it through Pn_WRITE register.
Before writing CSW to the buffer of the IN PIPE, confirm that the buffer has available space.

- Check that Pn_STA.Pn_BUFSTS== 1 for bulk IN PIPE in order to confirm that the buffer for the PIPE is available.

If the buffer has available space for CSW, write CSW through Pn_WRITE register. Since the size of CSW is 13 bytes, the access to Pn_WRITE register is required 4 times. The last write word has only 1 valid byte.

- Write CSW to Pn_WRITE register. 4 write accesses are required for 13 bytes of CSW.

After CSW has been written to Pn_WRITE register, send CSW as follows. As only 32-bit access is allowed to the register, both fields should be set in one word access.

-Pn_CON.Pn_SEND = 1
-Pn_CON.Pn_BYTE_EN[1:0] = B'01 (The last word has only 1 valid byte.)

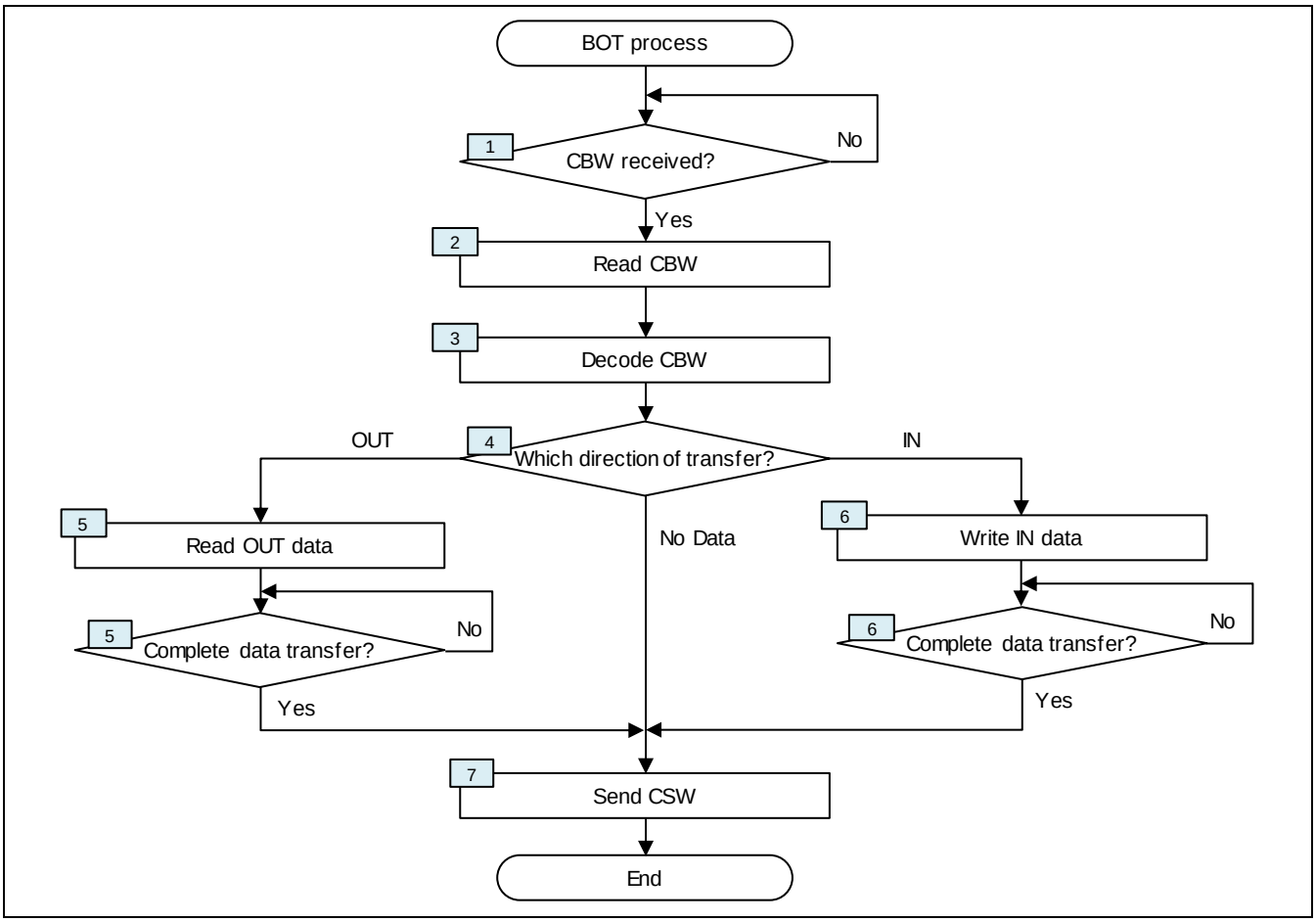


Figure 63.72 BOT process flow

63.9 Instructions and Directions for Use

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Instructions and directions for using Peripheral Core is described in this section.

63.9.1 Method of Specifying RAM Mapping

Peripheral core has configurable EPC data buffer RAM to be allocated for each PIPE.

Table 63.25 Number of SRAMs

	Usage	Bit Width	Number of words	Quantity	Total size per channel
1.	For data buffer EP0 (PIPE0)	64 bit	64	1	512byte
2.	For data buffer IN PIPE	64 bit	2048	4	64kbyte
3.	For data buffer OUT PIPE	64 bit	2048	4	64kbyte

Setting Example)

Number of PIPEs: 2 PIPEs for each of IN/OUT. (Total: 4 PIPEs)

Pn_RAMAREA: (PIPE1/OUT) 4k Byte (4 Block)

(PIPE2/IN) 4k Byte (4 Block)

(PIPE3/OUT) 2k Byte (2 Block)

(PIPE4/IN) 2k Byte (2 Block)

Quantity of SRAM to be connected: For IN PIPE = 1, For OUT PIPE = 1

⇨ (4k + 2k) for each of IN/OUT / 8 Byte = 768 word

63.9.2 Example of Setting

The buffer space for each PIPE in EPC is set by 63.2.2.55 PIPEn Mode Setting Register (Pn_MOD). The buffer size for each PIPE is specified in Pn_RAMAREA[2:0], and it is specified 1Block (1KByte) size per one packet in USB transaction regardless Max_Packet_Size at Pn_MPKT. Thus regarding to Pn_BASEAD[13:0] which specify Base_Address, the lower 7 bits need to be set to all 0 and specified its size as 1KB unit.

Following notice is the key to use RAM field efficiently.

- Set the PIPE which Max_Packet_Size is 1Kbyte at the top of each RAM (IN/OUT separately)
- Set the PIPE which Max_Packet_Size is less than 1Kbyte at the end of RAM as much as possible
- Note that the space other than 1Block occupied 1 packet size is required 1Kbyte for each, when the PIPE which Max_Packet_Size is less than 1Kbyte and Pn_RAMAREA is set to the value other than B'00 (1Block).

Example)

Table 63.26 Specifications of PIPEs

	Endpoint Index	Direction of Transfer	Endpoint Type	Max Burst Size	Max Packet Size
PIPE1	Endpoint 1	IN	BULK	4	1024 Byte
PIPE2	Endpoint 2	OUT	BULK	4	1024 Byte
PIPE3	Endpoint 3	IN	BULK	2	1024 Byte
PIPE4	Endpoint 4	OUT	BULK	2	1024 Byte
PIPE5	Endpoint 5	IN	INTERRUPT	1	512 Byte

Table 63.27 SRAM interfaces and sizes of SRAMs

RAM-IF Index/ IN or OUT	RAM Size	
0/IN	64bit × 576word	(4KByte + 512Byte)
1/IN	64bit × 264word	(2KByte)
2/IN	None	—
3/IN	None	—
0/OUT	64bit × 512word	(4KByte)
1/OUT	64bit × 256word	(2KByte)
2/OUT	None	—
3/OUT	None	—

Table 63.28 Settings for SRAMs

	Pn_EPNUM	Pn_DIR	Pn_TYPE	Pn_MPKT	Pn_RAMAREA	Pn_RAMIF	Pn_BASEAD
PIPE1	B'001	B'1	B'10	H'400	B'010	B'00	H'0000
PIPE2	B'010	B'0	B'10	H'400	B'010	B'00	H'0000
PIPE3	B'011	B'1	B'10	H'400	B'001	B'01	H'0000
PIPE4	B'100	B'0	B'10	H'400	B'001	B'01	H'0000
PIPE5	B'101	B'1	B'11	H'200	B'000	B'00	H'0200

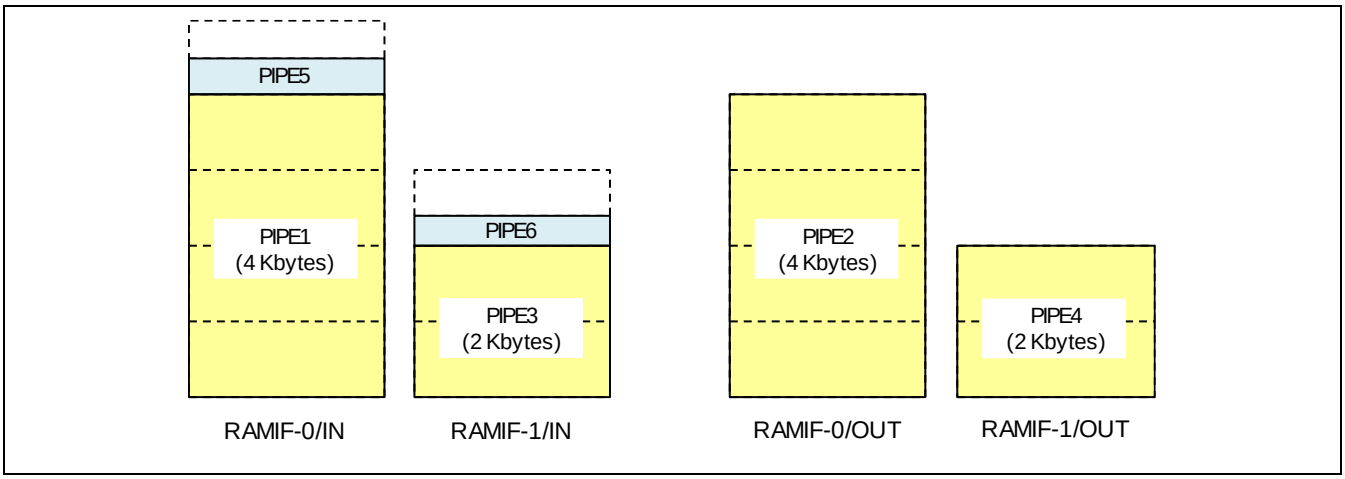


Figure 63.73 RAM Mapping Diagram for Example

63.9.3 Register Access

P0_READ, P0_WRITE, Pn_READ and Pn_WRITE registers are used to read or write a packet to each PIPE through these registers.

But as noted in the subsection of each register, it is prohibited to access to other Px_yyy (x = 0 to 15, yyy = register name) registers before whole of a packet has been read or written through the register which is currently used. Px_yyy registers. The packet might not be read or written correctly otherwise.

It is also prohibited to change the targeted PIPE of Pn_yyy registers on PIPE_COM.PIPE_NUM[4:0] before read or write of a packet has been completed to the PIPE currently selected.

When P0_WRITE or Pn_WRITE register is used, it is required to send the packet which has been written by setting P0_CON.P0_SEND or Pn_CON.Pn_SEND before the access to other Px_yyy registers.

Make sure to complete read or write of a packet before the access to other Px_yyy registers, once it is started.

If Px_yyy register is read or written in an interrupt routine, it might violate the notation without awareness. To avoid the case, mask the interrupt related to the routine during read or write of a packet, or never access to Px_yyy registers in an interrupt service.

The lists of registers prohibited to access during P0_READ or Pn_READ register is used are as follows.

Prohibited to access during P0_READ register is used	P0_WRITE, Pn_READ, Pn_WRITE, Pn_STA, Pn_LNG, Pn_RSVPKT
Prohibited to access during Pn_READ register is used	P0_READ, P0_WRITE, P0_STA, P0_LNG, Pn_WRITE

The lists of registers prohibited to access during P0_WRITE or Pn_WRITE register is used are as follows.

Prohibited Registers for accessing in case of P0_WRITE	P0_READ, Pn_READ, Pn_WRITE, Pn_STA, Pn_LNG, Pn_RSVPKT
Prohibited Registers for accessing in case of Pn_WRITE	P0_READ, P0_WRITE, P0_STA, P0_LNG, Pn_READ

64. RCLK Watchdog Timer (RWDT)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

64.1 Overview

This LSI includes the RCLK watchdog timer (RWDT).

This LSI can be reset by the overflow of the counter when the value of the counter has not been updated because of a system runaway.

The RWDT is a single-channel timer that uses the RCLK as an input and can be used as a watchdog timer. RCLK is a clock, which is generated by the clock pulse generator (CPG).

Frequency of RCLK:

— RZ/G2H: Select from 32.89kHz and 32.55kHz
— RZ/G2M V1.3: Select from 32.89kHz and 32.55kHz
— RZ/G2M V3.0: Select from 32.89kHz and 32.55kHz
— RZ/G2N: Select from 32.89kHz and 32.55kHz .
— RZ/G2E: Select from 31.3 kHz and 32.8 kHz.

64.1.1 Features

- One channel is provided.
- Can be used as a watchdog timer. Reset is generated when the counter overflows.
- A counter input clock can be chosen from:
  Clocks (RCLK/1 to RCLK/ (128 × 60 × 30)) that are obtained by dividing the RCLK.

64.1.2 Block Diagram

Figure 64.1 shows block diagrams of the RWDT.

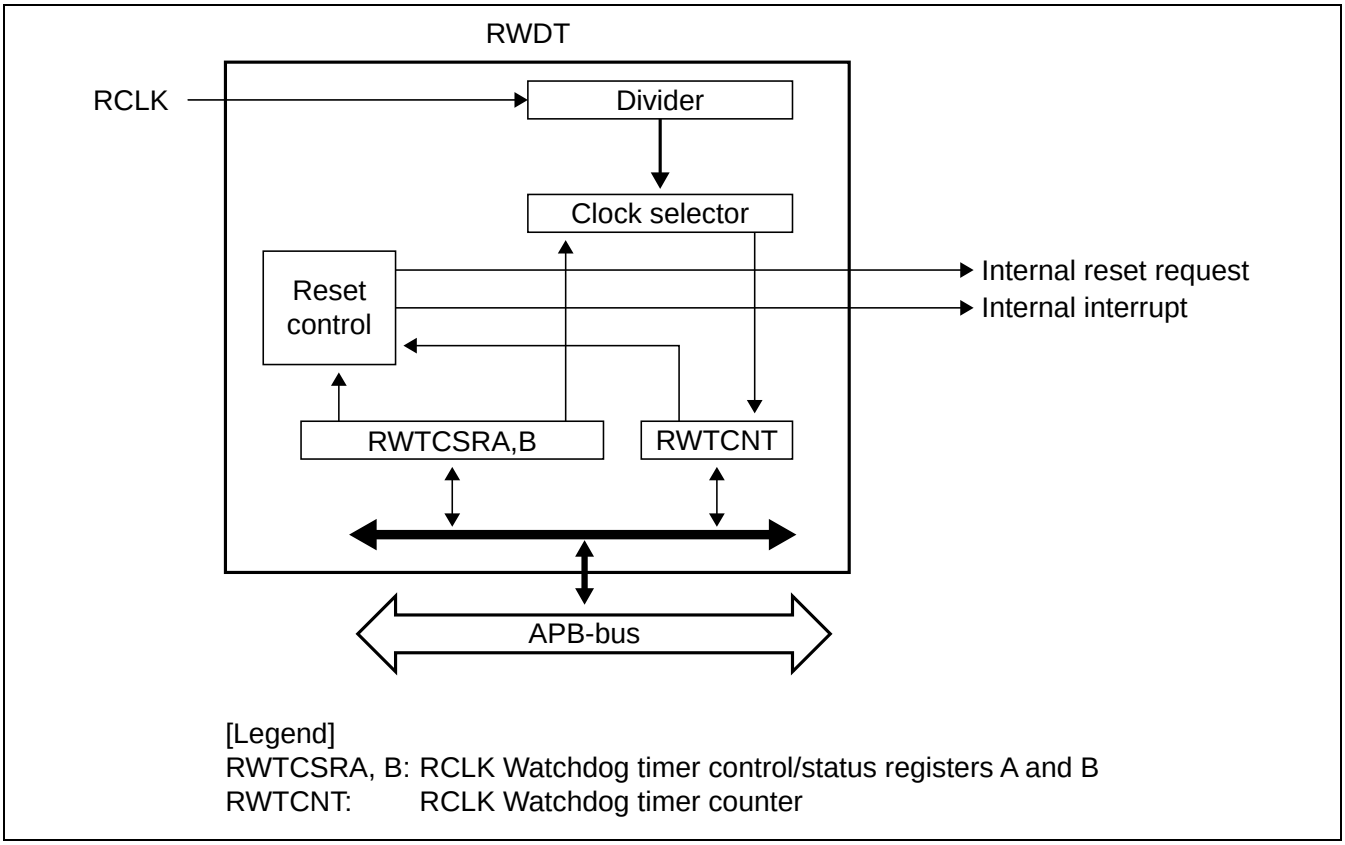


Figure 64.1 Block Diagram of RWDT

64.1.3 Register Configuration

Table 64.1 shows the RWDT register configuration. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Table 64.2 shows the register state in each processing mode.

Table 64.1 Register Configuration of RWDT

					Second Generation RZ/G Series Products			
Name	**Abbreviation**	**R/W**	**Address**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
RCLK watchdog timer counter	RWTCNT	R/W	H'E602_0000	16/32*1	√	√	√	√
RCLK watchdog timer control/status register A	RWTCSRA	R/W*3	H'E602_0004	8/32*2	√	√	√	√
RCLK watchdog timer control/status register B	RWTCSRB	R/W	H'E602_0008	8/32*2	√	√	√	√

Notes: 1. Write is performed in 32 bits and read in 16 bits. Operation cannot be guaranteed if the register is not written as a longword (32bits) and not read as a word (16bits).
2. Write is performed in 32 bits and read in 8 bits. Operation cannot be guaranteed if the register is not written as a longword (32bits) and not read as a byte (8bits).
3. Except for bit [4] that is R/WC0 register.

Table 64.2 Register State of RWDT in Each Processing Mode

Register Abbreviation		**Reset Caused by Other than Overflow**	**Reset Caused by Overflow***
Register	**Bit**		
RWTCNT	All	Initialized	Initialized
RWTCSRA	WOVF	Initialized	Retained
	Other than WOVF	Initialized	Initialized
RWTCSRB	All	Initialized	Initialized

Note: * Section 65. System Watchdog Timer (SWDT) and RWDT overflow reset.

64.2 Register Description

[Legend for Register Description]

Initial value: Register value after a reset.

—: Undefined value

R/W: Bit or field is readable and writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. The write value should always be initial value.

—/WB: Write-only. The read value is initial value.

64.2.1 RCLK Watchdog Timer Counter (RWTCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

RWTCNT is a 16-bit readable/writable register that increments on the selected clock. When an overflow occurs, it generates a Reset. The RWTCNT counter is initialized to H'0000 by a power-on reset and RWDT software reset.

Use a long word access to write to the RWTCNT counter, with H'5A5A in the upper byte. Use a word access to read RWTCNT.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE_VAL1[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	RWTCNT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	CODE_VAL1 [15:0]	H’0000	—/WB	Code value 1 When writing this register, write H’5A5A to this bit field. When reading, these bits are always read as 0.
15 to 0	RWTCNT[15:0]	H’0000	R/W	Timer Counter Bits

64.2.2 RCLK Watchdog Timer Control/Status Register A (RWTCSRA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

RWTCSRA is an 8-bit readable/writable register composed of bits to select the clock used for the count, overflow flag, and enable bit.

Use a long word access to write to RWTCSRA, with H'A5_A5A5 in the upper byte. Use a byte access to read RWTCSRA.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE_VAL2[23:8]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CODE_VAL2[7:0]								TME	—	WRFLG	WOVF	WOVFE	CKS0[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	R/W	R	R	R/WC0	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	CODE_VAL2 [23:0]	H'00_0000	—/WB	Code value 2 When writing this register, write H'A5_A5A5 to this bit field. When reading, these bits are always read as 0.
7	TME	B'0	R/W	Starts and stops timer operation. 0: Timer disabled: Count-up stops and RWTCNT value is retained 1: Timer enabled
6	—	B'0	R	Reserved This bit is always read as 0. The write value should always be 0.
5	WRFLG	B'0	R	Write Status Flag When this bit is 1, write access to RWTCNT is prohibited. If it isn't maintained, operation isn't secured. This bit indicates the period that the writing to RWTCNT is masked for synchronization after the writing to RWTCNT Confirm that this flag is 0 when RWTCNT is written to continuously.
4	WOVF	B'0	R/WC0	Indicates that the RWTCNT has overflowed. This bit isn't initialized by a generated reset by an overflow of RWDT and section 65. System Watchdog Timer (SWDT). Write 0 to this bit before using the RWDT. 0: No overflow 1: RWTCNT has overflowed Note: Only 0 can be written to clear the flag.
3	WOVFE	B'1	R/W	Overflow Interrupt Disable/Enable 0: Disables interrupts due to overflow 1: Enables interrupts due to overflow

Bit	Bit Name	Initial Value	R/W	Description
2 to 0	CKS0[2:0]	B’111	R/W	RTC Clock Select These bits select the clock to be used for the RWTCNT count from the eight types obtainable by dividing the RCLK. The overflow period that is shown inside the parenthesis in the table is the value when the RCLK is 32.768 kHz. B’000: RCLK (RWTCNT: H’0000 = 2.0 s (RWTCNT: H'FF00 = 7.8 ms)) B’001: RCLK/4 (RWTCNT: H’0000 = 8.0 s (RWTCNT: H'FF00 = 31.3 ms)) B’010: RCLK/16 (RWTCNT: H’0000 = 32.0 s (RWTCNT: H'FF00 = 125.0 ms)) B’011: RCLK/32 (RWTCNT: H’0000 = 64.0 s (RWTCNT: H'FF00 = 250.0 ms)) B’100: RCLK/64 (RWTCNT: H’0000 = 128.0 s (RWTCNT: H'FF00 = 500.0 ms)) B’101: RCLK/128 (RWTCNT: H’0000 = 256.0 s (RWTCNT: H'FF00 = 1.0 s)) B’110: RCLK/1024 (RWTCNT: H’0000 = 2048.0 s (RWTCNT: H'FF00 = 8.0 s)) B’111: RCLK select expanded mode The clock cycle varies depending on the CKS1 bit in RWTCSRB. If RWTCSRB.CKS1[3:0] is H’0, division ratio is RCLK/4096 and values of overflow time is RWTCNT: H’0000 = 8192.0 s (RWTCNT: H'FF00 = 32.0 s). If RWTCSRB.CKS1[3:0] is other than H’0, values of overflow time is calculated with formula in chapter 64.3.4. Note. These overflow periods are calculated from the rounded value of RCLK = 32.768 kHz as example.

Note: If bits CKS0 [2:0] are modified when the RWDT is operating, the up-count may not be performed correctly. Ensure that the bits CKS0 [2:0] are modified only when the RWDT is not operating.

64.2.3 RCLK Watchdog Timer Control/Status Register B (RWTCSRB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

RWTCSRB is an 8-bit readable/writable register composed of bits to select the clock used for the count.

Use a word access to write to RWTCSRB, with H'A5_A5A5 in the upper byte. Use a byte access to read RWTCSRB.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE_VAL3[23:8]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CODE_VAL3[7:0]								—	—	CKS1[5:0]					
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	CODE_ VAL3[23:0]	H'00_0000	—/WB	Code value 3 When writing this register, write H'A5_A5A5 to this bit field. When reading, these bits are always read as 0.
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	CKS1[5:0]	B’00_0000	R/W	RCLK Select for RCLK Select Expanded Mode Selects the clock used for the RWTCNT count when the CKS0 bit in RWTCSRA is B'111. The following table shows the time values used to cause an overflow from the counter H'0000(Overflow time from counter H'FF00). Assuming the overflow cycle in the table is calculated for the case when the RCLK is 32.768 kHz. For more values of overflow time, refer chapter 64.3.4.

CKS1[5:4] / CKS1[3:0]	B'00	B'01	B'10	B'11
H'0	8192s (32 s)			
H'1	256 s (1 s)	1280 s (5 s)	256 min (1 min)	1280 min (5 min)
H'2	512 s (2 s)	2560 s (10 s)	512 min (2 min)	2560 min (10 min)
H'3	768 s (3 s)	3840 s (15 s)	768 min (3 min)	3840 min (15 min)
H'4	1024 s (4 s)	5120 s (20 s)	1024 min (4 min)	5120 min (20 min)
H'5	1280 s (5 s)	6400 s (25 s)	1280 min (5 min)	6400 min (25 min)
H'6	1536 s (6 s)	7680 s (30 s)	1536 min (6 min)	7680 min (30 min)
H'7	1792 s (7 s)	8960 s (35 s)	1792 min (7 min)	Prohibited (Prohibited)
H'8	2048 s (8 s)	10240 s (40 s)	2048 min (8 min)	Prohibited (Prohibited)
H'9	2304 s (9 s)	11520 s (45 s)	2304 min (9 min)	Prohibited (Prohibited)
H'A	2560 s (10 s)	12800 s (50 s)	2560 min (10 min)	Prohibited (Prohibited)
H'B	Prohibited (Prohibited)	14080 s (55 s)	Prohibited (Prohibited)	Prohibited (Prohibited)
H'C	Prohibited (Prohibited)	15360 s (60 s)	Prohibited (Prohibited)	Prohibited (Prohibited)
from H'D	Prohibited (Prohibited)	Prohibited (Prohibited)	Prohibited (Prohibited)	Prohibited (Prohibited)

Note. These overflow periods are calculated from the rounded value of RCLK = 32.768 kHz as example.

Note: If the CKS1 [5] to CKS1 [0] bits are modified when the RWDT is running, the up-count may not be performed correctly. Ensure that these bits are modified only when the RWDT is not running.

64.2.4 Notes on Register Access

RWTCSRA: Bits TME, CKS0

RWTCSRB: Bits CKS1

After writing a value in this register, it is possible to read that value 2 cycles in counter input clock (RCLK) after writing has finished. And 2 cycles of RCLK need to be inputted until the set-up value is reflected.

RWTCNT: Bits 15 to 0

After writing a value in this register, it is possible to read that value 2 cycles in counter input clock (RCLK) after writing has finished. And 2 cycles of RCLK need to be inputted until the set-up value is reflected. Writing to this register, once started, is protected from further write operations until the writing operation has been completed. Read RWTCSRA. If WRFLG is 0, the next value can be written in RWTCNT.

The writing procedure to RWTCNT, RWTCSRA, and RWTCSRB differs from that of other registers with the purpose of preventing an unintended write. The procedure for writing to these registers is given below.

Writing to RWTCNT, RWTCSRA, and RWTCSRB:

- These registers must be written by a long word transfer instruction. They cannot be written by a byte or word transfer instruction.
- When writing to RWTCNT, set the upper byte to H'5A5A and transfer the lower byte as the write data. When writing to RWTCSRA and RWTCSRB, set the upper byte to H'A5_A5A5 and transfer the lower byte as the write data.

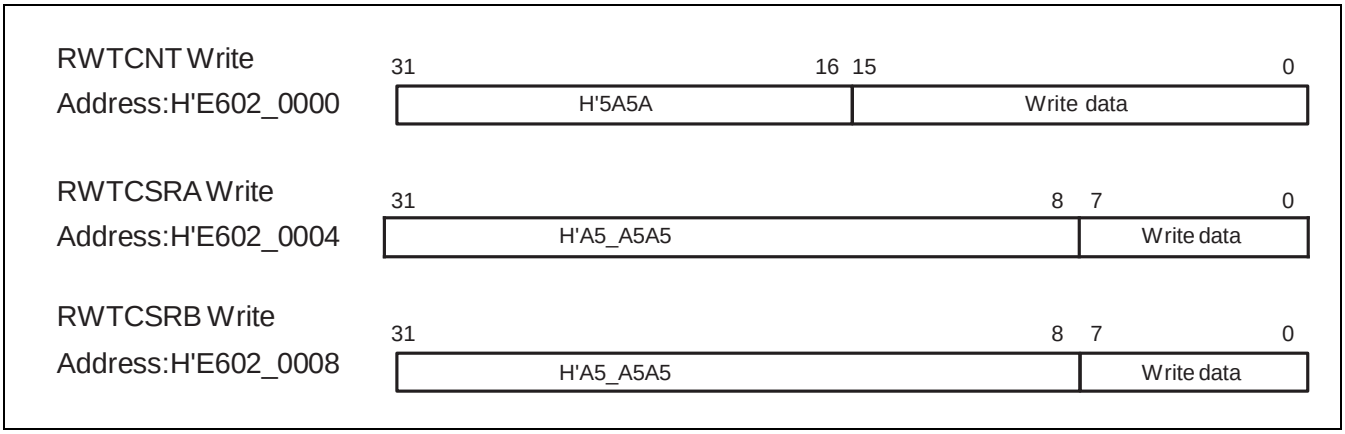


Figure 64.2 Writing to RWTCNT, RWTCSRA, and RWTCSRB

64.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

64.3.1 Control of System Runaway

After a reset, RWDT is disabled. When the counter overflow occurs after the counter starts, an internal reset is again generated. By this function, a reset can be automatically generated even when this LSI has caused a system runaway. While this LSI is operating correctly, write H'0000 (or the set value) to RWTCNT periodically so that RWTCNT does not overflow.

Take the following steps to use the RWDT.

1. Clear the TME bit in RWTCSRA to 0 to temporarily stop counting.
   (Confirm that RCLK was input more than 2 cycles in case RWTCNT is not initialized)
2. Write H'0000 or the set value in RWTCNT
3. Clear the WOVF bit in RWTCSRA to 0.
4. Set the kind of count clock to the CKS0 [2:0] bits in RWTCSRA, and CKS1 [5:0] bits in RWTCSRB.
5. Confirm that RWTCSRA.WRFLG becomes 0.
   If WRFLG is 1, wait until it'll be 0.
6. Start the counting by setting the TME bit in RWTCSRA to 1.
   (TME and CKS0 can't be set at the same time. When setting that at the same time, behavior isn't guaranteed.)
7. While this LSI is operating correctly, write H'0000 (or the set value) to RWTCNT periodically so that RWTCNT does not overflow.
8. When RWTCNT overflows, Reset is generated because the RWDT sets the WOVF flag in RWTCSRA to 1. At this time, RWTCNT, RWTCSRA (excluding the WOVF bit), and RWTCSRB are initialized.

Execute a power-on reset or a software reset at that time and initialize RWDT.

When not initializing and using RWDT, behavior isn't guaranteed.

64.3.2 Module Stop

A setup of a stop of the Clock by a Module Stop signal is possible when RWDT is an idle state. The Idle state of RWDT is when the condition of following all was satisfied.

- When RWTCSRA.TME bit is 0
- When RWTCSRA.WRFLG is 0
- When 3 or more cycles have passed in RCLK since the last Register access

64.3.3 Debugging Operation

When debugging the CPU core, stop counting up RWTCNT and retain the value of RWTCNT.

64.3.4 Formula to calculate overflow time

This is the formula to calculate the overflow time for RWDT when choosing Expanded Mode.

Overflow time = 128 × T_RCLK × opset_val × (65536 – RWTCNT)

T_RCLK: is the period of RCLK clock.

RWTCNT: is value of RWTCNT in decade.

opset_val: refer table below.

CKS1[5:0]	opset_val	CKS1[5:0]	opset_val	CKS1[5:0]	opset_val	CKS1[5:0]	opset_val
H'00	32	H'10	32	H'20	32	H'30	32
H'01	1	H'11	5	H'21	60	H'31	300
H'02	2	H'12	10	H'22	120	H'32	600
H'03	3	H'13	15	H'23	180	H'33	900
H'04	4	H'14	20	H'24	240	H'34	1200
H'05	5	H'15	25	H'25	300	H'35	1500
H'06	6	H'16	30	H'26	360	H'36	1800
H'07	7	H'17	35	H'27	420	Other case	1
H'08	8	H'18	40	H'28	480		
H'09	9	H'19	45	H'29	540		
H'0A	10	H'1A	50	H'2A	600		
Other case	1	H'1B	55	Other case	1		
		H'1C	60				
		Other case	1				

65. System Watchdog Timer (SWDT)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

65.1 Overview

This LSI includes the System Watchdog Timer (SWDT).
This LSI can be reset by the overflow of the counter when the value of the counter has not been updated because of a system runaway.
The System Watchdog timer is a single-channel timer that uses the OSCCLK as an input clock and can be used as a watchdog timer. OSCCLK is a clock which is generated by CPG.

65.1.1 Features

- One channel is provided.
- Can be used as a watchdog timer. A reset is generated when the counter overflows.

65.1.2 Block Diagram

Figure 65.1 shows a block diagram of the System Watchdog Timer.

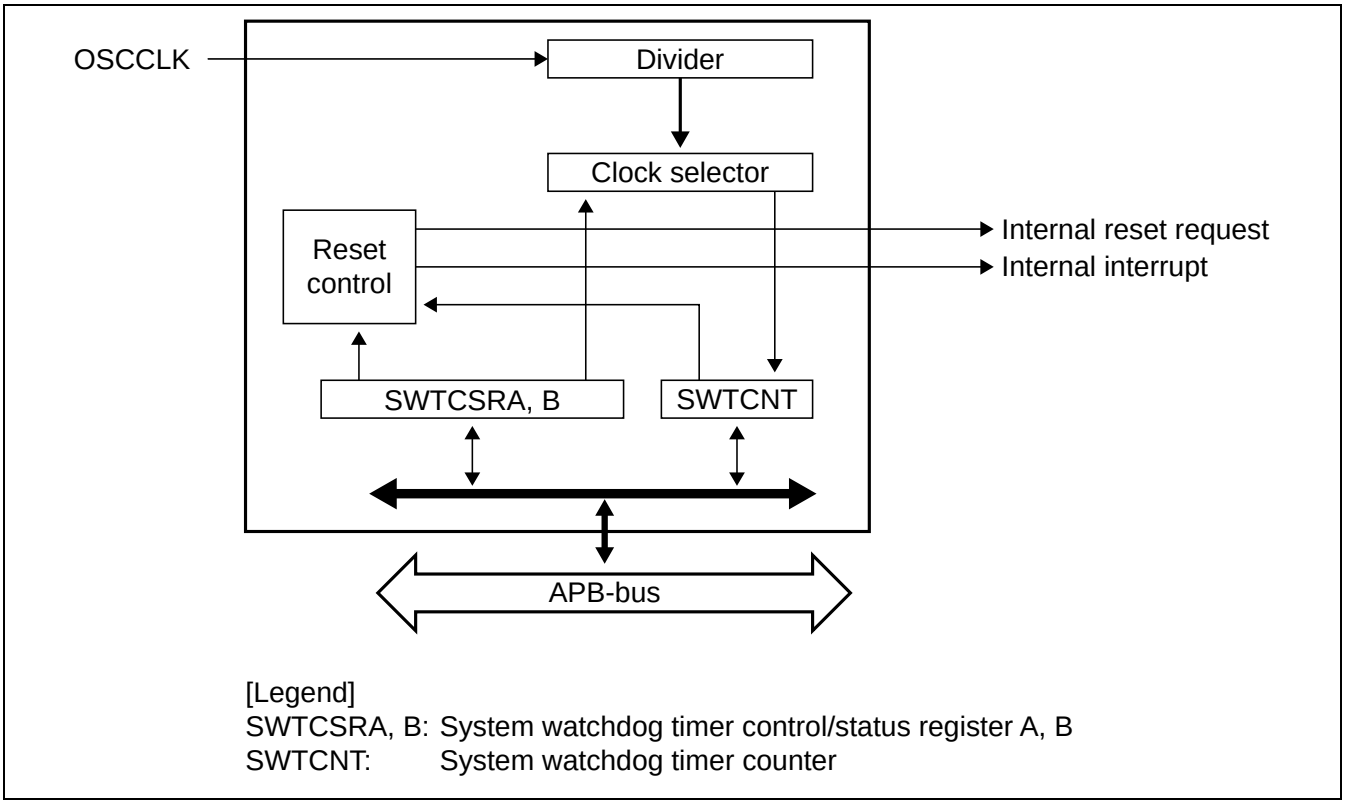


Figure 65.1 Block Diagram of System Watchdog Timer

65.1.3 Register Configuration

Table 65.1 shows the System Watchdog Timer register configuration. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined.

Table 65.2 shows the register state in each processing mode.

Table 65.1 Register Configuration of System Watchdog Timer

					Second Generation RZ/G Series Products			
Name	**Abbreviation**	**R/W**	**Address**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
System watchdog timer counter	SWTCNT	R/W	H'E603_0000	16/32*1	√	√	√	√
System watchdog timer control/status register A	SWTCSRA	R/W*3	H'E603_0004	8/32*2	√	√	√	√
System watchdog timer control/status register B	SWTCSRB	R/W	H'E603_0008	8/32*2	√	√	√	√

Notes: 1. Write is performed in 32 bits and read in 16 bits. Operation cannot be guaranteed if the register is not written as a longword (32bits) and not read as a word (16bits).
2. Write is performed in 32 bits and read in 8 bits. Operation cannot be guaranteed if the register is not written as a longword (32bits) and not read as a byte (8bits).
3. Except for bit [4] that is R/WC0 register.

Table 65.2 Register State of System Watchdog Timer in Each Processing Mode

Register Abbreviation		**Reset Caused by Other than Overflow**	**Reset Caused by Overflow***
Register	**Bit**		
SWTCNT	All	Initialized	Initialized
SWTCSRA	WOVF	Initialized	Retained
	Other than WOVF	Initialized	Initialized
SWTCSRB	All	Initialized	Initialized

Note: * System Watchdog Timer (SWDT) and section 64. RCLK Watchdog Timer (RWDT) overflow reset.

65.2 Register Description

[Legend for Register Description]

Initial value: Register value after a reset.

—: Undefined value

R/W: Bit or field is readable and writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. The write value should always be initial value.

—/WB: Write-only. The read value is initial value.

65.2.1 System Watchdog Timer Counter (SWTCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SWTCNT is a 16-bit readable/writable register that increments on the selected clock. When an overflow occurs, it generates a reset. The SWTCNT counter is initialized to H'F488 by a power-on reset.

Use a long word access to write to the SWTCNT counter, with H'5A5A in the upper byte. Use a word access to read SWTCNT.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE_VAL1[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SWTCNT															
Initial value:	1	1	1	1	0	1	0	0	1	0	0	0	1	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	CODE_VAL1 [15:0]	H’0000	—/WB	Code value 1 When writing this register, write H’5A5A to this bit field. When reading, these bits are always read as 0.
15 to 0	SWTCNT	H’F488	R/W	Timer Counter Bits

65.2.2 System Watchdog Timer Control/Status Register A (SWTCSRA)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SWTCSRA is an 8-bit readable/writable register composed of bits to select the clock used for the count, overflow flag, and enable bit.

Use a long word access to write to SWTCSRA, with H'A5_A5A5 in the upper byte. Use a byte access to read SWTCSRA.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CODE_VAL2[23:8]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CODE_VAL2[7:0]								TME	—	WRFLG	WOVF	WOVFE	CKS0[2:0]		
Initial value:	0	0	0	0	0	0	0	0	1	0	0	0	1	1	1	1
R/W:	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	—/WB	R/W	R	R	R/WC0	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	CODE_VAL2 [23:0]	H’00_0000	—/WB	Code value 2 When writing this register, write H’A5_A5A5 to this bit field. When reading, these bits are always read as 0.
7	TME	B’1	R/W	Starts and stops timer operation. 0: Timer disabled: Count-up stops and SWTCNT value is retained 1: Timer enabled
6	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
5	WRFLG	B’0	R	Write Status Flag When this bit is 1, write access to SWTCNT is prohibited. If it isn't maintained, operation isn't secured. This bit indicates the period that the writing to SWTCNT is masked for synchronization after the writing to SWTCNT Confirm that this flag is 0 when SWTCNT is written to continuously.
4	WOVF	B’0	R/WC0	Indicates that the SWTCNT has overflowed. This bit isn't initialized by a generated reset by an overflow of section 64. RCLK Watchdog Timer (RWDT) and System Watchdog Timer. Write 0 to this bit before using the System Watchdog Timer. 0: No overflow 1: SWTCNT has overflowed Note: Only 0 can be written to clear the flag.
3	WOVFE	B’1	R/W	Overflow Interrupt Disable/Enable 0: Disables interrupts due to overflow 1: Enables interrupts due to overflow

Bit	Bit Name	Initial Value	R/W	Description
2 to 0	CKS0[2:0]	B’111	R/W	RTC Clock Select These bits select the clock to be used for the SWTCNT count from the eight types obtainable by dividing the OSCCLK. The overflow period that is shown inside the parenthesis in the table is the value when the OSCCLK is 131.578 kHz. B’000: OSCCLK (SWTCNT: H’0000 = 498 ms (SWTCNT: H’FBFC = 7.8 ms)) B’001: OSCCLK /4 (SWTCNT: H’0000 = 2.0 s (SWTCNT: H’FBFC = 31.3 ms)) B’010: OSCCLK /16 (SWTCNT: H’0000 = 8.0 s (SWTCNT: H’FBFC = 125.0 ms)) B’011: OSCCLK /32 (SWTCNT: H’0000 = 16 s (SWTCNT: H’FBFC = 250.0 ms)) B’100: OSCCLK /64 (SWTCNT: H’0000 = 32 s (SWTCNT: H’FBFC = 500.0 ms)) B’101: OSCCLK /128 (SWTCNT: H’0000 = 64 s (SWTCNT: H’FBFC = 1.0 s)) B’110: OSCCLK /1024 (SWTCNT: H’0000 = 510.0 s (SWTCNT: H’FBFC = 8.0 s)) B’111: OSCCLK select expanded mode The clock cycle varies depending on the CKS1 bit in SWTCSRB. If SWTCSRB.CKS1[3:0] is H’0, division ratio is OSCCLK/4096 and values of overflow time is SWTCNT: H’0000 = 2040.0 s (SWTCNT: H’FBFC = 32.0 s). If SWTCSRB.CKS1[3:0] is other than H’0, values of overflow time is calculated with formula in chapter 65.3.3. Note: These overflow periods are calculated from the rounded value of OSCCLK = 131.578 kHz.

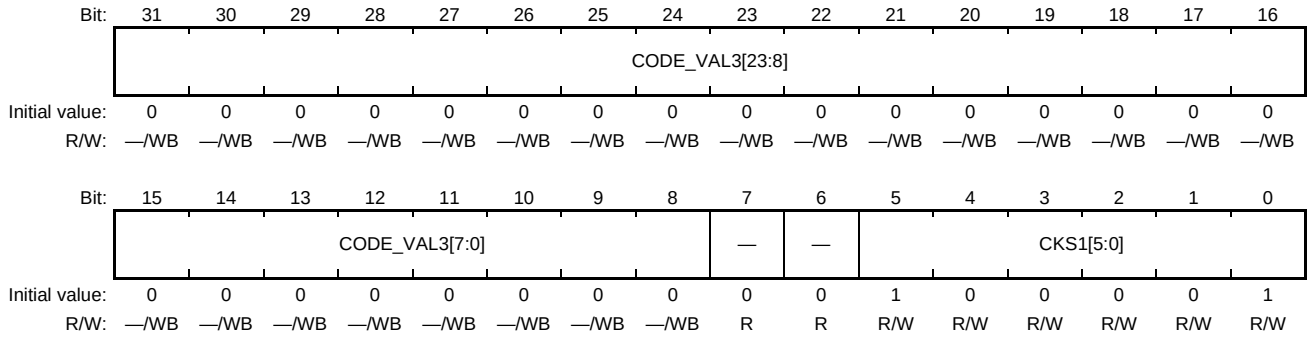
Note: If bits CKS0 [2:0] are modified when the System Watchdog Timer is operating, the up-count may not be performed correctly. Ensure that the bits CKS0 [2:0] are modified only when the System Watchdog Timer is not operating.

65.2.3 System Watchdog Timer Control/Status Register B (SWTCSRB)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

SWTCSRB is an 8-bit readable/writable register composed of bits to select the clock used for the count.

Use a word access to write to SWTCSRB, with H'A5_A5A5 in the upper byte. Use a byte access to read SWTCSRB.



Bit	Bit Name	Initial Value	R/W	Description
31 to 8	CODE_ VAL3[23:0]	H’00_0000	—/WB	Code value 3 When writing this register, write H’A5_A5A5 to this bit field. When reading, these bits are always read as 0.
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
5 to 0	CKS1[5:0]	B’10_0001	R/W	OSCCLK Select for OSCCLK Select Expanded Mode Selects the clock used for the SWTCNT count when the CKS0 bit in SWTCSRA is B'111. The following table shows the time values used to cause an overflow from the counter H'0F13 (Overflow from counter H'FBFC). Assuming the overflow cycle in the table is calculated for the case when the OSCCLK is 131.578 kHz. For more values of overflow time, refer to chapter 65.3.3

CKS1[5:4] / CKS1[3:0]	B'00	B'01	B'10	B'11
H'0	1920 s (32 s)			
H'1	60 s (1 s)	5 min (5 s)	60 min (1 min)	300 min (5 min)
H'2	120 s (2 s)	10 min (10 s)	120 min (2 min)	600 min (10 min)
H'3	180 s (3 s)	15 min (15 s)	180 min (3 min)	900 min (15 min)
H'4	240 s (4 s)	20 min (20 s)	240 min (4 min)	1200 min (20 min)
H'5	5 min (5 s)	25 min (25 s)	300 min (5 min)	1500 min (25 min)
H'6	6 min (6 s)	30 min (30 s)	360 min (6 min)	1800 min (30 min)
H'7	7 min (7 s)	35 min (35 s)	420 min (7 min)	Prohibited (Prohibited)
H'8	8 min (8 s)	40 min (40 s)	480 min (8 min)	Prohibited (Prohibited)
H'9	9 min (9 s)	45 min (45 s)	540 min (9 min)	Prohibited (Prohibited)
H'A	10 min (10 s)	50 min (50 s)	600 min (10 min)	Prohibited (Prohibited)
H'B	Prohibited (Prohibited)	55 min (55 s)	Prohibited (Prohibited)	Prohibited (Prohibited)
H'C	Prohibited (Prohibited)	60 min (60 s)	Prohibited (Prohibited)	Prohibited (Prohibited)
from H'D	Prohibited (Prohibited)	Prohibited (Prohibited)	Prohibited (Prohibited)	Prohibited (Prohibited)

Note: If the CKS1 [5] to CKS1 [0] bits are modified when the System Watchdog Timer is running, the up-count may not be performed correctly. Ensure that these bits are modified only when the System Watchdog Timer is not running.

65.2.4 Notes on Register Access

SWTCSRA: Bits TME, CKS0

SWTCSRB: Bits CKS1

After writing a value in this register, it is possible to read that value 2 cycles in counter input clock (OSCCLK) after writing has finished. And 2 cycles of OSCCLK need to be inputted until the set-up value is reflected.

SWTCNT: Bits 15 to 0

After writing a value in this register, it is possible to read that value 2 cycles in counter input clock (OSCCLK) after writing has finished. And 2 cycles of OSCCLK need to be inputted until the set-up value is reflected. Writing to this register, once started, is protected from further write operations until the writing operation has been completed. Read SWTCSRA. If WRFLG is 0, the next value can be written in SWTCNT.

The writing procedure to SWTCNT, SWTCSRA, and SWTCSRB differs from that of other registers with the purpose of preventing an unintended write. The procedure for writing to these registers is given below.

Writing to SWTCNT, SWTCSRA, and SWTCSRB

- These registers must be written by a long word transfer instruction. They cannot be written by a byte or word transfer instruction.
- When writing to SWTCNT, set the upper byte to H'5A5A and transfer the lower byte as the write data. When writing to SWTCSRA and SWTCSRB, set the upper byte to H'A5_A5A5 and transfer the lower byte as the write data.

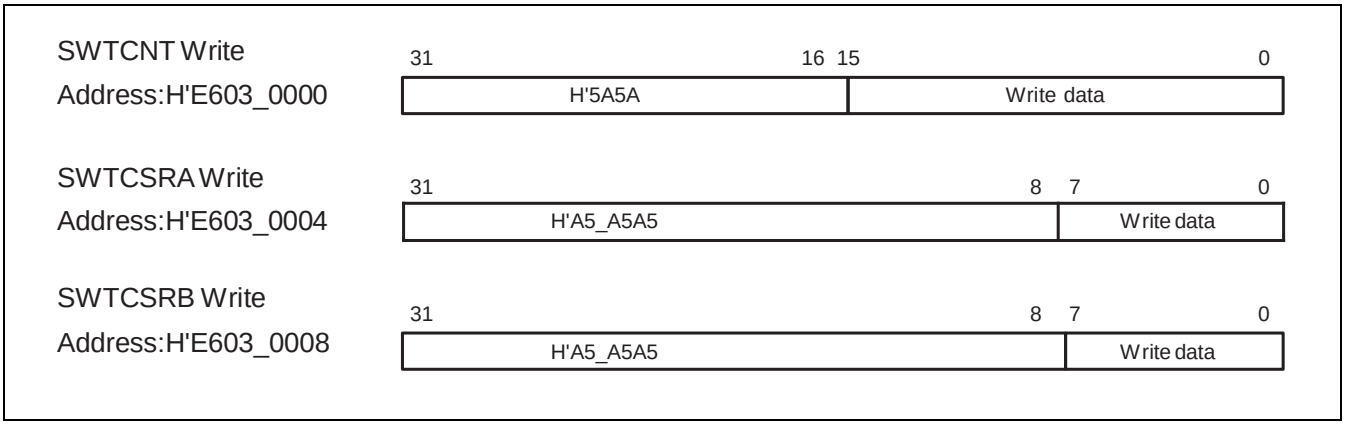


Figure 65.2 Writing to SWTCNT, SWTCSRA, and SWTCSRB

65.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

65.3.1 Control of System Runaway

After a reset, System Watchdog Timer is enabled. When the counter overflow occurs after the counter starts, an internal reset is again generated. By this function, a reset can be automatically generated even when this LSI has caused a system runaway. While this LSI is operating correctly, write H'0000 (or the set value) to SWTCNT periodically so that SWTCNT does not overflow.

Take the following steps to use the System Watchdog Timer.

1. Clear the TME bit in SWTCSRA to 0 to temporarily stop counting.
   (Confirm that OSCCLK was input more than 2 cycles in case SWTCNT is not initialized)
2. Write H'0000 or the set value in SWTCNT
3. Clear the WOVF bit in SWTCSRA to 0.
4. Set the kind of count clock to the CKS0 [2:0] bits in SWTCSRA, and CKS1 [5:0] bits in SWTCSRB.
5. Confirm that SWTCSRA.WRFLG becomes 0.
   If WRFLG is 1, wait until it'll be 0.
6. Start the counting by setting the TME bit in SWTCSRA to 1.
   (TME and CKS0 can't be set at the same time. When setting that at the same time, behavior isn't guaranteed.)
7. While this LSI is operating correctly, write H'0000 (or the set value) to SWTCNT periodically so that SWTCNT does not overflow.
8. When SWTCNT overflows, Reset is generated because the System Watchdog Timer sets the WOVF flag in SWTCSRA to 1. At this time, SWTCNT, SWTCSRA (excluding the WOVF bit), and SWTCSRB are initialized.

Execute a power-on reset or a software reset at that time and initialize System Watchdog Timer.

When not initializing and using System Watchdog Timer, behavior isn't guaranteed.

65.3.2 Debugging Operation

When debugging the CPU core, stop counting up SWTCNT and retain the value of SWTCNT.

65.3.3 Formula to calculate overflow time

This is the formula to calculate the overflow time for SWDT when choosing Expanded Mode.

Overflow time = 128 × T_OSCCLK × opset_val × (65536 – SWTCNT)

T_OSCCLK: is the period of OSCCLK clock.

SWTCNT: is value of SWTCNT in decade.

opset_val: refer to table below.

CKS1[5:0]	opset_val	CKS1[5:0]	opset_val	CKS1[5:0]	opset_val	CKS1[5:0]	opset_val
H'00	32	H'10	32	H'20	32	H'30	32
H'01	1	H'11	5	H'21	60	H'31	300
H'02	2	H'12	10	H'22	120	H'32	600
H'03	3	H'13	15	H'23	180	H'33	900
H'04	4	H'14	20	H'24	240	H'34	1200

H’05	5	H’15	25	H’25	300	H’35	1500
H’06	6	H’16	30	H’26	360	H’36	1800
H’07	7	H’17	35	H’27	420	Other case	1
H’08	8	H’18	40	H’28	480		
H’09	9	H’19	45	H’29	540		
H’0A	10	H’1A	50	H’2A	600		
Other case	1	H’1B	55	Other case	1		
		H’1C	60				
		Other case	1				

66. 16-Bit Timer Pulse Unit (TPU)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

66.1 Overview

This LSI has a 16-bit timer pulse unit (TPU), which consists of four 16-bit timers.

Internal clock:

— RZ/G2H: S3D4ϕ
— RZ/G2M V1.3: S3D4ϕ
— RZ/G2M V3.0: S3D4ϕ
— RZ/G2N: S3D4ϕ
— RZ/G2E: S3D4Cϕ

66.1.1 Features

The TPU has the following features.

- Four timers are incorporated.
- Four pulse outputs are possible.
- Each timer of the TPU has four general registers (TGRA, TGRB, TGRC, and TGRD) for each timer. TGRA enables an output compare setting. TGRB, TGRC and TGRD in each timer can be used as timer-counter clearing registers. TGRC and TGRD can also be used as buffer registers.
- The following operations can be set for each timer.
  Waveform output on compare match: output of a 0 or 1 or toggling of output is selectable.
  Counter clearing operation: Counters can be cleared in response to a compare match.
  PWM mode allows the output of a PWM waveform with any duty cycle.
  The four outputs can be used to produce PWM output in up to four phases.
- A stepping motor control mode is available for timer 0.
- Buffer operation can be set for each timer.
- Automatic rewriting of values in output compare registers is possible.
- One interrupt request from TPU
  Enabling or disabling of compare match and counter overflows as interrupt sources can be set independently for each timer.
  In stepping motor control mode, enabling or disabling of state transitions, requests for data, and overflows of data as interrupt sources is possible for timer 0.

Table 66.1 shows the TPU functions.

Table 66.1 TPU Functions

Item		Timer 0	Timer 1	Timer 2	Timer 3
Counter clock		Internal clock/1 Internal clock/4 Internal clock/16 Internal clock/64	Internal clock/1 Internal clock/4 Internal clock/16 Internal clock/64	Internal clock/1 Internal clock/4 Internal clock/16 Internal clock/64	Internal clock/1 Internal clock/4 Internal clock/16 Internal clock/64
General registers		TGRA0 TGRB0	TGRA1 TGRB1	TGRA2 TGRB2	TGRA3 TGRB3
General and registers/ Buffer register		TGRC0 TGRD0	TGRC1 TGRD1	TGRC2 TGRD2	TGRC3 TGRD3
Output pins	Normal operation	TPU0TO0	TPU0TO1	TPU0TO2	TPU0TO3
	Stepping motor control mode	TPU0TO0 to TPU0TO3	None	None	None
Counter clearing		Compare match with TGR	Compare match with TGR	Compare match with TGR	Compare match with TGR
Output in response to compare match	0	√	√	√	√
	1	√	√	√	√
	Toggling	√	√	√	√
PWM mode		√	√	√	√
Buffer operation		√	√	√	√
Interrupt		5 sources Compare match/ overflow 6 more sources added in stepping motor control mode/ Transition to acceleration state /transition to normal state /transition to deceleration state /transition to stop state /data request /data overflow			

66.1.2 Block Diagram

Figure 66.1 is a block diagram of the TPU.

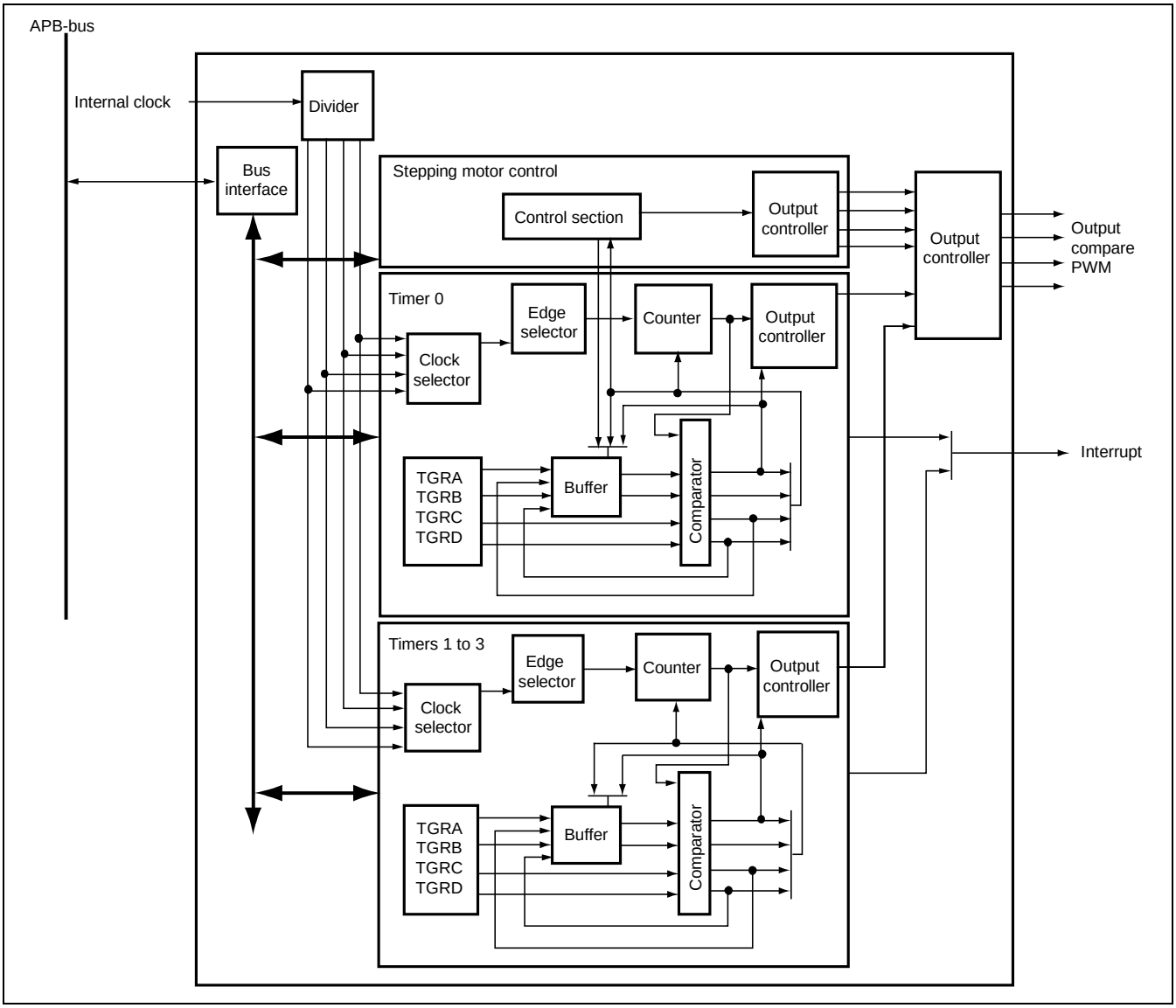


Figure 66.1 Block Diagram of the TPU

66.1.3 External Pins

Table 66.2 shows the pin configuration of the TPU.

Table 66.2 Pin Configuration

						Second Generation RZ/G Series Products			
Module	**Timer**	**Pin Name**	**Function**	**I/O**	**Description**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
TPU	0	TPU0TO0	TPU output compare match 0	Output	TGRA0 output compare output/ PWM output pin/pattern output pin 0 in stepping motor control mode	√	√	√	√
	1	TPU0TO1	TPU output compare match 1	Output	TGRA1 output compare output/ PWM output pin/pattern output pin 1 in stepping motor control mode	√	√	√	√
	2	TPU0TO2	TPU output compare match 2	Output	TGRA2 output compare output/ PWM output pin/pattern output pin 2 in stepping motor control mode	√	√	√	√
	3	TPU0TO3	TPU output compare match 3	Output	TGRA3 output compare output/ PWM output pin/pattern output pin 3 in stepping motor control mode	√	√	√	√

66.1.4 Register Configuration

Table 66.3 shows the TPU register configuration. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Access the register as a word (16 bits). Operation cannot be guaranteed if the register is not accessed as a word.

Table 66.4 shows the register states in each operating mode.

Table 66.3 Register Configuration

					Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Address**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Timer start register	TSTR	R/W	H'E6E8_0000	16	√	√	√	√
Timer control register 0	TCR0	R/W	H'E6E8_0010	16	√	√	√	√
Timer mode register 0	TMDR0	R/W	H'E6E8_0014	16	√	√	√	√
Timer I/O control register 0	TIOR0	R/W	H'E6E8_0018	16	√	√	√	√
Timer interrupt enable register 0	TIER0	R/W	H'E6E8_001C	16	√	√	√	√
Timer status register 0	TSR0	R/WC	H'E6E8_0020	16	√	√	√	√
Timer counter 0	TCNT0	R/W	H'E6E8_0024	16	√	√	√	√
Timer general register A0	TGRA0	R/W	H'E6E8_0028	16	√	√	√	√
Timer general register B0	TGRB0	R/W	H'E6E8_002C	16	√	√	√	√
Timer general register C0	TGRC0	R/W	H'E6E8_0030	16	√	√	√	√
Timer general register D0	TGRD0	R/W	H'E6E8_0034	16	√	√	√	√
Timer control register 1	TCR1	R/W	H'E6E8_0050	16	√	√	√	√
Timer mode register 1	TMDR1	R/W	H'E6E8_0054	16	√	√	√	√
Timer I/O control register 1	TIOR1	R/W	H'E6E8_0058	16	√	√	√	√
Timer interrupt enable register 1	TIER1	R/W	H'E6E8_005C	16	√	√	√	√
Timer status register 1	TSR1	R/W	H'E6E8_0060	16	√	√	√	√
Timer counter 1	TCNT1	R/W	H'E6E8_0064	16	√	√	√	√
Timer general register A1	TGRA1	R/W	H'E6E8_0068	16	√	√	√	√
Timer general register B1	TGRB1	R/W	H'E6E8_006C	16	√	√	√	√
Timer general register C1	TGRC1	R/W	H'E6E8_0070	16	√	√	√	√
Timer general register D1	TGRD1	R/W	H'E6E8_0074	16	√	√	√	√
Timer control register 2	TCR2	R/W	H'E6E8_0090	16	√	√	√	√
Timer mode register 2	TMDR2	R/W	H'E6E8_0094	16	√	√	√	√
Timer I/O control register 2	TIOR2	R/W	H'E6E8_0098	16	√	√	√	√
Timer interrupt enable register 2	TIER2	R/W	H'E6E8_009C	16	√	√	√	√
Timer status register 2	TSR2	R/W	H'E6E8_00A0	16	√	√	√	√
Timer counter 2	TCNT2	R/W	H'E6E8_00A4	16	√	√	√	√
Timer general register A2	TGRA2	R/W	H'E6E8_00A8	16	√	√	√	√
Timer general register B2	TGRB2	R/W	H'E6E8_00AC	16	√	√	√	√
Timer general register C2	TGRC2	R/W	H'E6E8_00B0	16	√	√	√	√
Timer general register D2	TGRD2	R/W	H'E6E8_00B4	16	√	√	√	√
Timer control register 3	TCR3	R/W	H'E6E8_00D0	16	√	√	√	√

Register Name	Abbreviation	R/W	Address	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Timer mode register 3	TMDR3	R/W	H'E6E8_00D4	16	√	√	√	√
Timer I/O control register 3	TIOR3	R/W	H'E6E8_00D8	16	√	√	√	√
Timer interrupt enable register 3	TIER3	R/W	H'E6E8_00DC	16	√	√	√	√
Timer status register 3	TSR3	R/W	H'E6E8_00E0	16	√	√	√	√
Timer counter 3	TCNT3	R/W	H'E6E8_00E4	16	√	√	√	√
Timer general register A3	TGRA3	R/W	H'E6E8_00E8	16	√	√	√	√
Timer general register B3	TGRB3	R/W	H'E6E8_00EC	16	√	√	√	√
Timer general register C3	TGRC3	R/W	H'E6E8_00F0	16	√	√	√	√
Timer general register D3	TGRD3	R/W	H'E6E8_00F4	16	√	√	√	√
Motor control setting register	TMIR	R/W	H'E6E8_0100	16	√	√	√	√
Motor deceleration (stop) transition register	TMRR	R/W	H'E6E8_0104	16	√	√	√	√
Motor control status register	TMSR	R	H'E6E8_0108	16	√	√	√	√
Motor operation pattern storing register 0	TMMPR0	R/W	H'E6E8_0110	16	√	√	√	√
Motor operation pattern storing register 1	TMMPR1	R/W	H'E6E8_0114	16	√	√	√	√
Motor stop pattern storing register 0	TMSPR0	R/W	H'E6E8_0118	16	√	√	√	√
Motor stop pattern storing register 1	TMSPR1	R/W	H'E6E8_011C	16	√	√	√	√
Motor output pattern storing register	TMOPR	R/W	H'E6E8_0120	16	√	√	√	√
Motor Acceleration Step Count Register	TMASR	R/W	H'E6E8_0130	16	√	√	√	√
Motor normal the number of steps register	TMTSR	R/W	H'E6E8_0134	16	√	√	√	√
Motor deceleration the number of steps register	TMRSR	R/W	H'E6E8_0138	16	√	√	√	√
Motor control sequence counter register	TMSCR	R/W	H'E6E8_0140	16	√	√	√	√
Motor control normal counter register	TMTCR	R	H'E6E8_0144	16	√	√	√	√

Table 66.4 Register States in Each Operating Mode

Register Abbreviation	Power-on Reset/Software Reset *	Module Standby
TSTR	Initialized	Retained
TCR0 to TCR3	Initialized	Retained
TMDR0 to TMDR3	Initialized	Retained
TIOR0 to TIOR3	Initialized	Retained
TIER0 to TIER3	Initialized	Retained
TSR0 to TSR3	Initialized	Retained
TCNT0 to TCNT3	Initialized	Retained
TGRA0 to TGRA3	Initialized	Retained
TGRB0 to TGRB3	Initialized	Retained
TGRC0 to TGRC3	Initialized	Retained
TGRD0 to TGRD3	Initialized	Retained
TMIR	Initialized	Retained
TMRR	Initialized	Retained
TMSR	Initialized	Retained
TMMPR0 TMMPR1	Initialized	Retained
TMSPR0 TMSPR1	Initialized	Retained
TMOPR	Initialized	Retained
TMASR	Initialized	Retained
TMTSR	Initialized	Retained
TMRSR	Initialized	Retained
TMSCR	Initialized	Retained
TMTCR	Initialized	Retained

Note: * Refer to 12. Module Standby, Software Reset and 11. Reset (RST).

66.2 Register Description

Registers in the TPU are allocated to and arranged in the address space of the internal bus.

Legend for Register Description

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. When the bit is reserved, the write value should always be 0. Writing 1 to these bits can cause a malfunction of TPU.

—/W: Write-only. The read value is undefined.

66.2.1 Timer Control Register (TCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TCR is provided for each of timers 0 to 3 and is used to control TCNT. TCR is initialized to H'0000 by a reset.

Writing to TCR is only allowed only when TCNT is stopped.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	CCLR[2:0]			CKEG[1:0]		TPSC[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 8	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
7 to 5	CCLR[2:0]	B’000	R/W	Counter Clear Specify the TCNT clearing source. B’000: TCNT clearing disabled B’001: TCNT cleared in response to TGRA compare match B’010: TCNT cleared in response to TGRB compare match B’011: Setting prohibited B’100: TCNT clearing disabled B’101: TCNT cleared in response to TGRC compare match B’110: TCNT cleared in response to TGRD compare match B’111: Setting prohibited

Bit	Bit Name	Initial Value	R/W	Description
4, 3	CKEG[1:0]	B’00	R/W	Clock Edge Select the input clock edge for counting up. Counting of both edges by the internal clock has the same effect as halving the cycle of the input clock (e.g., the rate of counting both edges of Internal clock/4 is same as the rate of counting rising edges of Internal clock/2). When the phase coefficient mode is selected, this setting is ignored. B’00: Count rising edges B’01: Count falling edges* 1X: Count both edges* [Legend] X: Don't care Note: * If the input clock is Internal clock/1, the timer does not operate with this setting.
2 to 0	TPSC[2:0]	B’000	R/W	Timer Prescaler Select the clock for counting by TCNT. The clock source can be selected independently for each timer. Table 66.5 shows the clock sources that can be set for each timer. For more information on count clock selection, see Table 66.6.

Table 66.5 TPU Clock Sources

	Internal Clock			
Timer	**Internal Clock /1**	**Internal Clock /4**	**Internal Clock /16**	**Internal Clock /64**
0	√	√	√	√
1	√	√	√	√
2	√	√	√	√
3	√	√	√	√

[Legend]
√: Setting

Table 66.6 Count Clock Selection by the TPSC [2:0] Bits

Timer	TPSC[2]	TPSC[1]	TPSC[0]	Description
0 to 3	B’0	B’0	B’0	Internal clock /1 (initial value)
			B’1	Internal clock /4
		B’1	B’0	Internal clock /16
			B’1	Internal clock /64
	B’1	*	*	Setting prohibited

[Legend]
*: Don't care.

66.2.2 Timer Mode Register (TMDR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMDR is provided for each of timers 0 to 3, and is used to specify the operating mode of the corresponding timer. TMDR is initialized to H'0000 by a reset.

Writing to TMDR is only allowed when TCNT is stopped.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	BFWT	BFB	BFA	—	MD[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 7	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
6	BFWT	B'0	R/W	Buffer Write Timing Specifies when to update TGRA and TGRB when TGRC and TGRD are in use as compare match buffers. When TGRC and TGRD are not in use as compare match buffer registers, this has no effect. 0: TGRA and TGRB are rewritten on a compare match with the counters. 1: TGRA and TGRB are rewritten on clearing of the counter.
5	BFB	B'0	R/W	Buffer Operation B Specifies operation mode of TGRB. 0: TGRB is in normal operation. 1: TGRB and TGRD are used for buffered operation.
4	BFA	B'0	R/W	Buffer Operation A Specifies operation mode of TGRA. 0: TGRA normal operation. 1: TGRA and TGRC are used for buffered operation.
3	—	B'0	R	Reserved This bit is always read as 0 and cannot be modified.
2 to 0	MD[2:0]	B'000	R/W	Timer Operating Mode Specifies the timer operating mode. B'000: Normal operation B'001: Setting prohibited B'010: PWM mode B'011 to B'111: Setting prohibited

66.2.3 Timer I/O Control Register (TIOR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TIOR is provided for each of timers 0 to 3, and is used to control the corresponding TPU0TO0 to TPU0TO3 pins. TIOR is initialized to H'0000 by a reset.

Writing to TIOR is only allowed when TCNT is stopped. Note that the setting of TMDR may affect TIOR.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	IOA[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 3	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
2 to 0	IOA[2:0]	B'000	R/W	I/O Control Bits IOA2 to IOA0 specify the functions of TGRA and the TPU0TO0 to TPU0TO3 pins. For details, see Table 66.7.

Table 66.7 Settings for Bits IOA [2:0], Initial States of Pins TPU0TO0 to TPU0TO3, and Results of Matching with TGRA

Timer	IOA[2]	IOA[1]	IOA[0]	Description	
0 to 3	B'0	B'0	B'0	Always output 0 (initial value)	
			B'1	Initial output from the TPU0TO0 to TPU0TO3 pins is 0	Output 0 on compare match with TGRA.*
		B'1	B'0		Output 1 on compare match with TGRA.
			B'1		Toggle output on compare match with TGRA.*
	B'1	B'0	B'0	Always output 1	
			B'1	Initial output from the TPU0TO0 to TPU0TO3 pins is 1	Output 0 on compare match with TGRA.
		B'1	B'0		Output 1 on compare match with TGRA.*
			B'1		Toggle output on compare match with TGRA.*

Note: * This setting is prohibited in PWM mode.

66.2.4 Timer Interrupt Enable Register (TIER)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TIER is provided for each of timers 0 to 3 and is used to enable or disable the sources of interrupt requests for the corresponding timer. TIER is initialized to H'0000 by a reset. Bits 8 to 13 are only present in timer 0.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TMDOFE	TMDRFE	TMS1ER	TMS1ET	TMS1EA	TMS1ES	—	—	—	TC1EV	TG1ED	TG1EC	TG1EB	TG1EA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15, 14	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
13	TMDOFE	B'0	R/W	Motor Control Data Transfer Overflow Detection Enable This bit enables or disables interrupt request in response to the state of the TMDOFS flag in the stepping motor control mode of timer 0. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. 0: Interrupt request in response to the TMDOFS flag disabled 1: Interrupt request in response to the TMDOFS flag enabled
12	TMDRFE	B'0	R/W	Motor Control Data Transfer Request Detection Enable This bit enables or disables interrupt request in response to the state of the TMDRFS flag in the stepping motor control mode of timer 0. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. 0: Interrupt request in response to the TMDRFS flag disabled 1: Interrupt request in response to the TMDRFS flag enabled
11	TMS1ER	B'0	R/W	Motor Control Deceleration Transition Detection Enable This bit enables or disables interrupt request in response to the state of the TMCFR flag in the stepping motor control mode of timer 0. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. 0: Interrupt request in response to the TMCFR flag disabled 1: Interrupt request in response to the TMCFR flag enabled
10	TMS1ET	B'0	R/W	Motor Control Normal Transition Detection Enable This bit enables or disables interrupt request in response to the state of the TMCFT flag in the stepping motor control mode of timer 0. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. 0: Interrupt request in response to the TMCFT flag disabled 1: Interrupt request in response to the TMCFT flag enabled

Bit	Bit Name	Initial Value	R/W	Description
9	TMS1EA	B'0	R/W	Motor Control Acceleration Transition Detection Enable This bit enables or disables interrupt request in response to the state of the TMCFA flag in the stepping motor control mode of timer 0. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. 0: Interrupt request in response to the TMCFA flag disabled 1: Interrupt request in response to the TMCFA flag enabled
8	TMS1ES	B'0	R/W	Motor Control Stop Transition Detection Enable This bit enables or disables interrupt request in response to the state of the TMCFS flag in the stepping motor control mode of timer 0, This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. 0: Interrupt request in response to the TMCFS flag disabled 1: Interrupt request in response to the TMCFS flag enabled
7 to 5	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
4	TC1EV	B'0	R/W	Overflow Interrupt Enable This bit enables or disables the interrupt request in response to the state of the TCFV flag. 0: Interrupt request in response to the TCFV flag disabled 1: Interrupt request in response to the TCFV flag enabled
3	TG1ED	B'0	R/W	TGR Interrupt Enable D. This bit enables or disables interrupt request in response to the state of the TGFD bit. 0: Interrupt request in response to the TGFD bit disabled 1: Interrupt request in response to the TGFD bit enabled
2	TG1EC	B'0	R/W	TGR Interrupt Enable C This bit enables or disables interrupt request in response to the state of the TGFC bit. 0: Interrupt request in response to the TGFC bit disabled 1: Interrupt request in response to the TGFC bit enabled
1	TG1EB	B'0	R/W	TGR Interrupt Enable B This bit enables or disables interrupt request in response to the state of the TGFB bit. 0: Interrupt request in response to the TGFB bit disabled 1: Interrupt request in response to the TGFB bit enabled
0	TG1EA	B'0	R/W	TGR Interrupt Enable A This bit enables or disables interrupt request in response to the state of the TGFA bit. 0: Interrupt request in response to the TGFA bit disabled 1: Interrupt request in response to the TGFA bit enabled

66.2.5 Timer Status Registers (TSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TSR is provided for each of timers 0 to 3 and indicates the state of the corresponding timer. TSR is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	TMDOFS	TMDRFS	TMCFR	TMCFT	TMCFA	TMCFS	—	—	—	TCFV	TGFD	TGFC	TGFB	TGFA
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R/WC0	R/WC0	R/WC0	R/WC0	R/WC0	R/WC0	R	R	R	R/WC0	R/WC0	R/WC0	R/WC0	R/WC0

Bit	Bit Name	Initial Value	R/W	Description
15, 14	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
13	TMDOFS	B'0	R/WC0	Motor Control Data Transfer Overflow Detection This flag indicates that a data transfer overflow has been detected in the stepping motor control mode of timer 0. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. [Clearing condition] Writing 0 to the TMDOFS bit after reading the TMDOFS bit while TMDOFS is set to 1 [Setting condition] When the DMA transfer overflow occurs
12	TMDRFS	B'0	R/WC0	Motor Control Data Transfer Request Detection This flag indicates that a data transfer request interrupt has been detected in the stepping motor control mode of timer 0. If DMA transfer is not in use, data are written to TGRD0 in response to this interrupt. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. [Clearing condition] Writing 0 to the TMDRFS bit after reading the TMDRFS bit while TMDRFS is set to 1 [Setting condition] When data transfer request occurs
11	TMCFR	B'0	R/WC0	Motor Control Deceleration Transition Detection This flag indicates that the current sequence state of timer 0 in the stepping motor control mode is the deceleration state. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. [Clearing condition] Writing 0 to the TMCFR bit after reading TMCFR bit = 1 [Setting condition] When the sequence state is shifted to the deceleration state

Bit	Bit Name	Initial Value	R/W	Description
10	TMCFT	B'0	R/WC0	Motor Control Normal Transition Detection This flag indicates that the current sequence state of timer 0 in the stepping motor control mode is the normal state. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. [Clearing condition] Writing 0 to the TMCFT bit after reading TMCFT bit = 1 [Setting condition] When the sequence state is shifted to the normal state
9	TMCFA	B'0	R/WC0	Motor Control Acceleration Transition Detection This flag indicates that the current sequence state of timer 0 in the stepping motor control mode is the acceleration state. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. [Clearing condition] Writing 0 to the TMCFA bit after reading TMCFA bit = 1 [Setting condition] When the sequence state is shifted to the acceleration state
8	TMCFS	B'0	R/WC0	Motor Control Stop Transition Detection This flag indicates that the current sequence state of timer 0 in the stepping motor control mode is the stop state. This bit is reserved in timers 1 to 3, is always read as 0, and cannot be modified. [Clearing condition] Writing 0 to the TMCFS bit after reading TMCFS bit = 1 [Setting condition] When the sequence state is shifted to the stop state
7 to 5	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
4	TCFV	B'0	R/WC0	Overflow This flag indicates that TCNT has overflowed. [Clearing condition] Writing 0 to the TCFV bit after reading TCFV bit = 1 [Setting condition] When the value of TCNT overflows (when its value changes from H'FFFF to H'0000)
3	TGFD	B'0	R/WC0	Compare Flag D This flag indicates that the values of TCNT and TGRD have matched (a compare match). [Clearing condition] Writing 0 to the TGFD bit after reading TGFD bit = 1 [Setting condition] When the values of TCNT and TGRD have matched
2	TGFC	B'0	R/WC0	Compare Flag C This flag indicates that the values of TCNT and TGRC have matched (a compare match). [Clearing condition] Writing 0 to the TGFC bit after reading TGFC bit = 1 [Setting condition] When the values of TCNT and TGRC have matched

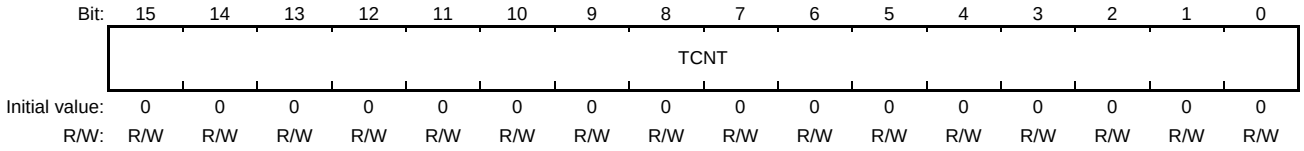
Bit	Bit Name	Initial Value	R/W	Description
1	TGFB	B'0	R/WC0	Compare Flag B This flag indicates that the values of TCNT and TGRB have matched (a compare match). [Clearing condition] Writing 0 to the TGFB bit after reading TGFB bit = 1 [Setting condition] When the values of TCNT and TGRB have matched
0	TGFA	B'0	R/WC0	Output Compare Flag A This flag indicates that the values of TCNT and TGRA have matched (a compare match). [Clearing condition] Writing 0 to the TGFA bit after reading TGFA bit = 1 [Setting condition] When the values of TCNT and TGRA are matched

66.2.6 Timer Counter (TCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TCNT is a 16-bit counter, and is provided for each of timers 0 to 3.

TCNT is initialized to H'0000 by a reset.



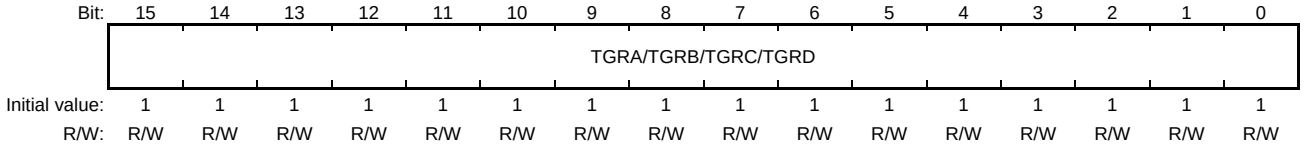
Bit	Bit Name	Initial Value	R/W	Description
15 to 0	TCNT	H'0000	R/W	Timer Counter Bits

66.2.7 Timer General Register A to D (TGRA/TGRB/TGRC/TGRD)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TGRA, TGRB, TGRC and TGRD are 16 bits general registers that are provided for each of timers 0 to 3. TGRC and TGRD can be designated for operation as buffer registers*. TGR is initialized to H'FFFF by a reset.

Note: * The combinations of TGR registers and buffer registers are TGRA with TGRC and TGRB with TGRD.



Bit	Bit Name	Initial Value	R/W	Description
15 to 0	TGRA/TGRB/ TGRC/TGRD	H’FFFF	R/W	Timer General Register Bits

66.2.8 Timer Start Register (TSTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TSTR is used to start or stop the timer counter (TCNT) of timers 0 to 3.

TSTR is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	TMST	CST3	CST2	CST1	CST0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 5	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
4	TMST	B’0	R/W	Motor Control Sequence Start Selects whether to start or stop the motor control sequence. This bit is cleared to 0 when the timer has shifted to the stop state after motor control operation was started. 0: Stops motor control sequence 1: Starts motor control sequence
3	CST3	B’0	R/W	Counter Start Selects whether to start or stop the TCNT3 operation. 0: Stops the TCNT3 counting operation 1: Starts the TCNT3 counting operation
2	CST2	B’0	R/W	Counter Start Selects whether to start or stop the TCNT2 operation. 0: Stops the TCNT2 counting operation 1: Starts the TCNT2 counting operation
1	CST1	B’0	R/W	Counter Start Selects whether to start or stop the TCNT1 operation. 0: Stops the TCNT1 counting operation 1: Starts the TCNT1 counting operation
0	CST0	B’0	R/W	Counter Start Selects whether to start or stop the TCNT0 operation. 0: Stops the TCNT0 counting operation 1: Starts the TCNT0 counting operation

66.2.9 Motor Control Setting Register (TMIR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMIR is used to configure operation in the motor control mode.

TMIR is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	TDMAE	MTRPAT DOWN	MTRPATKIND [1:0]		MTRON
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 5	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
4	TDMAE	B’0	R/W	Selection of DMA Use Selects whether to use DMA for step interval input (writing to TGRD0) in the motor control mode. 0: DMA is not used. 1: DMA is used.
3	MTRPAT DOWN	B’0	R/W	Operation and Stop Patterns Transition Ascending/Descending Select Selects the direction of transitions within operation and stop patterns as ascending or descending in the motor control mode. 0: Ascending 1: Descending
2, 1	MTRPAT KIND[1:0|	B’00	R/W	Operation and Stop Pattern Type Select Selects the number of patterns in the cycles of stop and start patterns in the motor control mode. B’00: Four B’01: Eight B’10: Setting prohibited B’11: Setting prohibited
0	MTRON	B’0	R/W	TPU Mode/Stepping Motor Control Mode Select 0: TPU mode 1: Stepping motor control mode Note: This bit also controls a selecting signal to switch TPU0TO0 to TPU0TO3 outputs. Set this bit to 1 after making initial settings for the pattern cycle. Do not modify this bit during the counter operation.

66.2.10 Motor Deceleration (Stop) Transition Register (TMRR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMRR is used to place timer 0 in to the deceleration state from the normal state, in the motor control mode.

TMRR is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	REDUON0	REDUON
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 2	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
1	REDUON0	B’0	R/W	This bit is used to force a transition of timer 0 to the deceleration (or stop) state from the normal state in motor control mode. Note that the state transition only proceeds when pattern 0 is the currently specified pattern. Setting this bit has no effect if timer 0 is not in the normal state. This bit is automatically cleared to 0 when the state of timer 0 shifts to the stop state. 0: No operation 1: Timer 0 is forcibly placed in the deceleration (or stop) state from the normal state.
0	REDUON	B’0	R/W	This bit is used to force a transition of timer 0 to the deceleration (or stop) state from the normal state in motor control mode. Setting this bit has no effect if timer 0 is not in the normal state. This bit is automatically cleared to 0 when the state of timer 0 shifts to the stop state. 0: No operation 1: Timer 0 is forcibly placed in the deceleration (or stop) state from the normal state.

66.2.11 Motor Control Status Register (TMSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMSR is a read-only register that indicates the sequence state in motor control mode.

TMSR is initialized to H'0001 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	SITR	SITT	SITA	SITS
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 4	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
3	SITR	B'0	R	This bit indicates the sequence state in motor control mode. 1: The sequence state is deceleration. 0: The sequence state is not deceleration.
2	SITT	B'0	R	This bit indicates the sequence state in motor control mode. 1: The sequence state is normal. 0: The sequence state is not normal.
1	SITA	B'0	R	This bit indicates the sequence state in motor control mode. 1: The sequence state is acceleration. 0: The sequence state is not acceleration.
0	SITS	B'1	R	This bit indicates the sequence state in motor control mode. 1: The sequence state is stop. 0: The sequence state is not stop.

66.2.12 Motor Operation Pattern Storing Register 0 (TMMPR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMMPR0 is used to set motor operation patterns [3] to [0] in motor control mode.

TMMPR0 is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MP33	MP32	MP31	MP30	MP23	MP22	MP21	MP20	MP13	MP12	MP11	MP10	MP03	MP02	MP01	MP00
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	MP33	B'0	R/W	Motor Operation Pattern [3] in Motor Control Mode
14	MP32	B'0	R/W	MP33: TPU0TO3 output value in motor operation pattern [3]
13	MP31	B'0	R/W	MP32: TPU0TO2 output value in motor operation pattern [3]
12	MP30	B'0	R/W	MP31: TPU0TO1 output value in motor operation pattern [3]
				MP30: TPU0TO0 output value in motor operation pattern [3]
11	MP23	B'0	R/W	Motor Operation Pattern [2] in Motor Control Mode
10	MP22	B'0	R/W	MP23: TPU0TO3 output value in motor operation pattern [2]
9	MP21	B'0	R/W	MP22: TPU0TO2 output value in motor operation pattern [2]
8	MP20	B'0	R/W	MP21: TPU0TO1 output value in motor operation pattern [2]
				MP20: TPU0TO0 output value in motor operation pattern [2]
7	MP13	B'0	R/W	Motor Operation Pattern [1] in Motor Control Mode
6	MP12	B'0	R/W	MP13: TPU0TO3 output value in motor operation pattern [1]
5	MP11	B'0	R/W	MP12: TPU0TO2 output value in motor operation pattern [1]
4	MP10	B'0	R/W	MP11: TPU0TO1 output value in motor operation pattern [1]
				MP10: TPU0TO0 output value in motor operation pattern [1]
3	MP03	B'0	R/W	Motor Operation Pattern [0] in Motor Control Mode
2	MP02	B'0	R/W	MP03: TPU0TO3 output value in motor operation pattern [0]
1	MP01	B'0	R/W	MP02: TPU0TO2 output value in motor operation pattern [0]
0	MP00	B'0	R/W	MP01: TPU0TO1 output value in motor operation pattern [0]
				MP00: TPU0TO0 output value in motor operation pattern [0]

66.2.13 Motor Operation Pattern Storing Register 1 (TMMPR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMMPR1 is used to set motor operation pattern [7] to [4] in motor control mode.

TMMPR1 is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	MP73	MP72	MP71	MP70	MP63	MP62	MP61	MP60	MP53	MP52	MP51	MP50	MP43	MP42	MP41	MP40
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	MP73	B’0	R/W	Motor Operation Pattern [7] in Motor Control Mode
14	MP72	B’0	R/W	MP73: TPU0TO3 output value in motor operation pattern [7]
13	MP71	B’0	R/W	MP72: TPU0TO2 output value in motor operation pattern [7]
12	MP70	B’0	R/W	MP71: TPU0TO1 output value in motor operation pattern [7]
				MP70: TPU0TO0 output value in motor operation pattern [7]
11	MP63	B’0	R/W	Motor Operation Pattern [6] in Motor Control Mode
10	MP62	B’0	R/W	MP63: TPU0TO3 output value in motor operation pattern [6]
9	MP61	B’0	R/W	MP62: TPU0TO2 output value in motor operation pattern [6]
8	MP60	B’0	R/W	MP61: TPU0TO1 output value in motor operation pattern [6]
				MP60: TPU0TO0 output value in motor operation pattern [6]
7	MP53	B’0	R/W	Motor Operation Pattern [5] in Motor Control Mode
6	MP52	B’0	R/W	MP53: TPU0TO3 output value in motor operation pattern [5]
5	MP51	B’0	R/W	MP52: TPU0TO2 output value in motor operation pattern [5]
4	MP50	B’0	R/W	MP51: TPU0TO1 output value in motor operation pattern [5]
				MP50: TPU0TO0 output value in motor operation pattern [5]
3	MP43	B’0	R/W	Motor Operation Pattern [4] in Motor Control Mode
2	MP42	B’0	R/W	MP43: TPU0TO3 output value in motor operation pattern [4]
1	MP41	B’0	R/W	MP42: TPU0TO2 output value in motor operation pattern [4]
0	MP40	B’0	R/W	MP41: TPU0TO1 output value in motor operation pattern [4]
				MP40: TPU0TO0 output value in motor operation pattern [4]

66.2.14 Motor Stop Pattern Storing Register 0 (TMSPR0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMSPR0 is used to set motor stop pattern (3) to (0) in motor control mode.

TMSPR0 is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SP33	SP32	SP31	SP30	SP23	SP22	SP21	SP20	SP13	SP12	SP11	SP10	SP03	SP02	SP01	SP00
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	SP33	B'0	R/W	Motor Stop Pattern (3) in Motor Control Mode
14	SP32	B'0	R/W	SP33: TPU0TO3 output value in motor stop pattern (3)
13	SP31	B'0	R/W	SP32: TPU0TO2 output value in motor stop pattern (3)
12	SP30	B'0	R/W	SP31: TPU0TO1 output value in motor stop pattern (3)
				SP30: TPU0TO0 output value in motor stop pattern (3)
11	SP23	B'0	R/W	Motor Stop Pattern (2) in Motor Control Mode
10	SP22	B'0	R/W	SP23: TPU0TO3 output value in motor stop pattern (2)
9	SP21	B'0	R/W	SP22: TPU0TO2 output value in motor stop pattern (2)
8	SP20	B'0	R/W	SP21: TPU0TO1 output value in motor stop pattern (2)
				SP20: TPU0TO0 output value in motor stop pattern (2)
7	SP13	B'0	R/W	Motor Stop Pattern (1) in Motor Control Mode
6	SP12	B'0	R/W	SP13: TPU0TO3 output value in motor stop pattern (1)
5	SP11	B'0	R/W	SP12: TPU0TO2 output value in motor stop pattern (1)
4	SP10	B'0	R/W	SP11: TPU0TO1 output value in motor stop pattern (1)
				SP10: TPU0TO0 output value in motor stop pattern (1)
3	SP03	B'0	R/W	Motor Stop Pattern (0) in Motor Control Mode
2	SP02	B'0	R/W	SP03: TPU0TO3 output value in motor stop pattern (0)
1	SP01	B'0	R/W	SP02: TPU0TO2 output value in motor stop pattern (0)
0	SP00	B'0	R/W	SP01: TPU0TO1 output value in motor stop pattern (0)
				SP00: TPU0TO0 output value in motor stop pattern (0)

66.2.15 Motor Stop Pattern Storing Register 1 (TMSPR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMSPR1 is used to set motor stop pattern (7) to (4) in motor control mode.

TMSPR1 is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	SP73	SP72	SP71	SP70	SP63	SP62	SP61	SP60	SP53	SP52	SP51	SP50	SP43	SP42	SP41	SP40
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	SP73	B'0	R/W	Motor Stop Pattern (7) in Motor Control Mode
14	SP72	B'0	R/W	SP73: TPU0TO3 output value in motor stop pattern (7)
13	SP71	B'0	R/W	SP72: TPU0TO2 output value in motor stop pattern (7)
12	SP70	B'0	R/W	SP71: TPU0TO1 output value in motor stop pattern (7)
				SP70: TPU0TO0 output value in motor stop pattern (7)
11	SP63	B'0	R/W	Motor Stop Pattern (6) in Motor Control Mode
10	SP62	B'0	R/W	SP63: TPU0TO3 output value in motor stop pattern (6)
9	SP61	B'0	R/W	SP62: TPU0TO2 output value in motor stop pattern (6)
8	SP60	B'0	R/W	SP61: TPU0TO1 output value in motor stop pattern (6)
				SP60: TPU0TO0 output value in motor stop pattern (6)
7	SP53	B'0	R/W	Motor Stop Pattern (5) in Motor Control Mode
6	SP52	B'0	R/W	SP53: TPU0TO3 output value in motor stop pattern (5)
5	SP51	B'0	R/W	SP52: TPU0TO2 output value in motor stop pattern (5)
4	SP50	B'0	R/W	SP51: TPU0TO1 output value in motor stop pattern (5)
				SP50: TPU0TO0 output value in motor stop pattern (5)
3	SP43	B'0	R/W	Motor Stop Pattern (4) in Motor Control Mode
2	SP42	B'0	R/W	SP43: TPU0TO3 output value in motor stop pattern (4)
1	SP41	B'0	R/W	SP42: TPU0TO2 output value in motor stop pattern (4)
0	SP40	B'0	R/W	SP41: TPU0TO1 output value in motor stop pattern (4)
				SP40: TPU0TO0 output value in motor stop pattern (4)

66.2.16 Motor Output Pattern Storing Register (TMOPR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMOPR is used to specify the motor output pattern in motor control mode. When read, it indicates the pattern currently being output. Writing to this register while the sequence is in the stop state leads to output of the pattern with the corresponding number. TMOPR is initialized to H'0000 by a reset.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	NOWPAT[2:0]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 3	—	All 0	R	Reserved These bits are always read as 0 and cannot be modified.
2 to 0	NOWPAT [2:0]	B'000	R/W	In motor control mode, Reading: The pattern number currently being output is read. Writing: If the sequence is in the stop state, the pattern corresponding to the written pattern number is output.

66.2.17 Motor Acceleration Step Count Register (TMASR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMASR is used to set the number of steps in the acceleration state of motor control mode. TMASR is initialized to H'0000 by a reset.

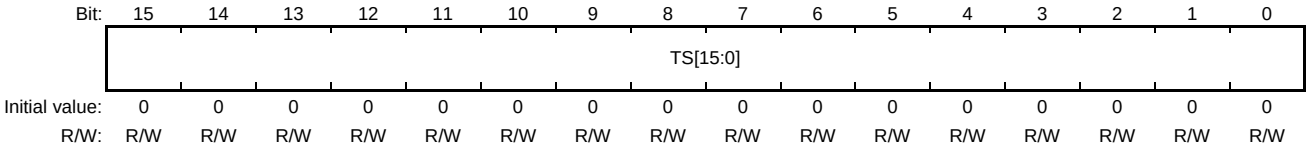
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AS[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 0	AS[15:0]	H'0000	R/W	Specify the number of steps in the acceleration state of motor control mode. When the setting is H'0000, the acceleration state is skipped.

66.2.18 Motor Normal the Number of Steps Register (TMTSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMTSR is used to set the number of steps in the normal state of motor control mode. TMTSR is initialized to H'0000 by a reset.

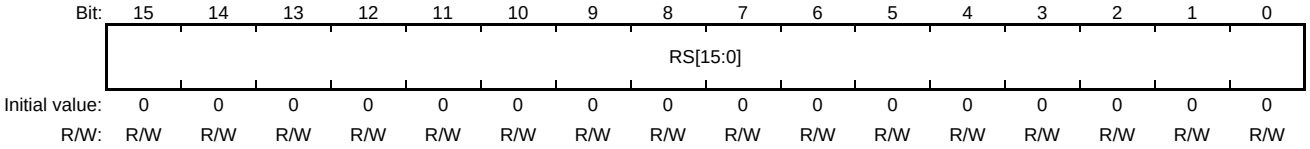


Bit	Bit Name	Initial Value	R/W	Description
15 to 0	TS[15:0]	H'0000	R/W	Specify the number of steps in the normal state of motor control mode. When the setting is H'0000, the normal state is maintained until 1 is written to the REDUON0 bit or REDUON bit in TMRR.

66.2.19 Motor Deceleration the Number of Steps Register (TMRSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMRSR is used to set the number of steps in the deceleration state of motor control mode. TMRSR is initialized to H'0000 by a reset.



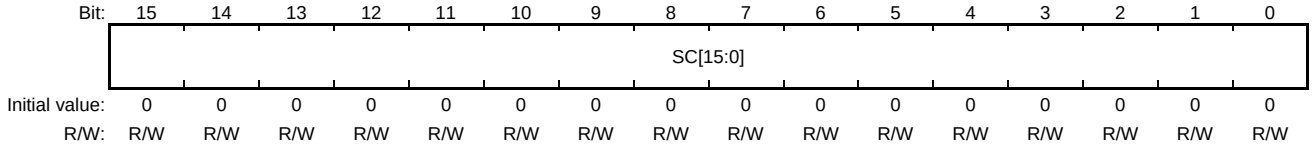
Bit	Bit Name	Initial Value	R/W	Description
15 to 0	RS[15:0]	H'0000	R/W	Specify the number of steps in the deceleration state of motor control mode. When the setting is H'0000, the deceleration state is skipped.

66.2.20 Motor Control Sequence Counter Register (TMSCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMSCR indicates or controls the value of the sequence counter in motor control mode. Writing to this register is only allowed when the motor control mode is in use and the current state is the normal state.

TMSCR is initialized to H'0000 by a reset.

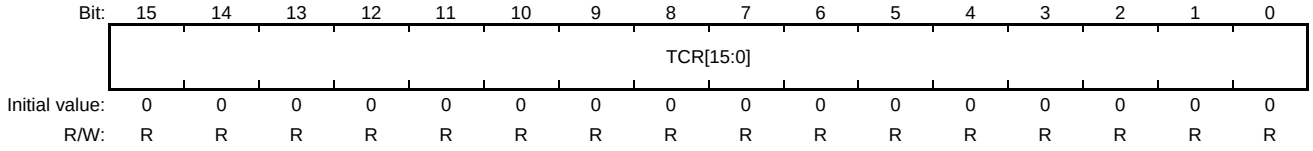


Bit	Bit Name	Initial Value	R/W	Description
15 to 0	SC[15:0]	H'0000	R/W	Value of Sequence Counter in Motor Control Mode Reading: The value of the sequence counter is read. Writing: Writing is only allowed in the normal state. The written value is directly stored in the sequence counter.

66.2.21 Motor Control Normal Counter Register (TMTCR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TMTCR is a read-only register that indicates the number of steps in the normal state of motor control mode. TMTCR is initialized to H'0000 by a reset.



Bit	Bit Name	Initial Value	R/W	Description
15 to 0	TCR[15:0]	H'0000	R	Indicate the number of steps in the normal state of motor control mode.

66.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

66.3.1 Overview

An overview of operation in the various modes is given below.

(1) Ordinary Operation

Each timer has TCNT and TGR registers. TCNT counts up, and is capable of free-running operation and counting to define periods corresponding to register settings.

(a) Buffered Operation

When a compare match occurs, the buffer register value in the corresponding timer is transferred to TGR. Either a compare match or clearing of the counter can be selected as the trigger that defines the timing of updating from a buffer register.

(b) PWM Mode

In PWM mode, a PWM waveform is output. The duty cycle can be set by TGR. PWM waveforms with duty cycles in the range from 0 to 100% can be output in accord with the settings of TGRA and TGRB.

(c) Stepping Motor Control Mode

Pre-defined patterns can be output from TPU0TO3 to TPU0TO0 by placing timer 0 to stepping motor control mode.

66.3.2 Basic Functions

(1) Counter Operation

When a bit from among CST3 to CST0 in TSTR is set to 1, the TCNT for the corresponding timer starts counting. A TCNT can operate as a free-running counter, periodic counter, and so on.

(a) Example of Procedure for Setting up Counter Operations

Figure 66.2 shows an example of the procedure for setting up counter operation.

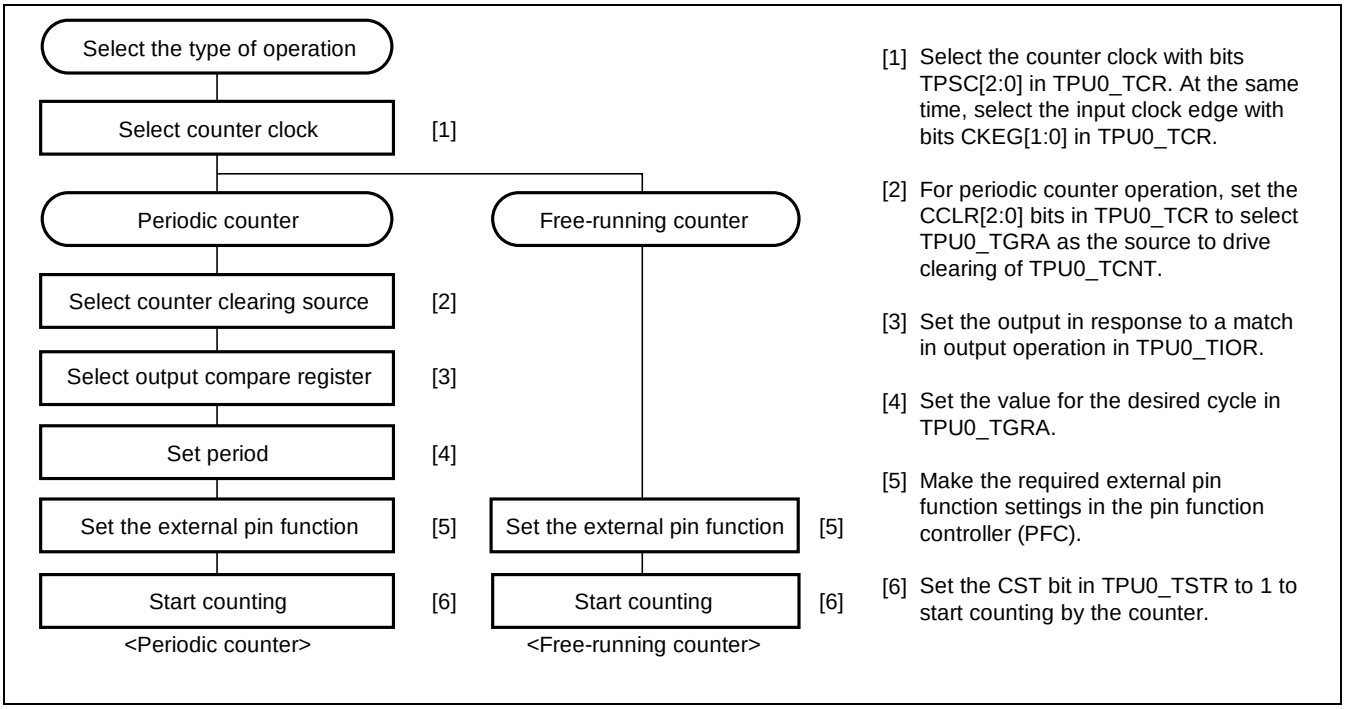


Figure 66.2 Example of Procedure for Setting up Counter Operation

(b) Free-Running Counter Operation and Periodic Counter Operation

Immediately after a reset, the TCNT counters are all designated as free-running counters. When the relevant bit in TSTR is set to 1, the corresponding TCNT starts counting up as a free-running counter. When TCNT has overflowed (when its value changes from H'FFFF to H'0000), the TCFV bit in TSR is set to 1. After it overflows, TCNT starts counting up again from H'0000.

Figure 66.3 illustrates free-running counter operation.

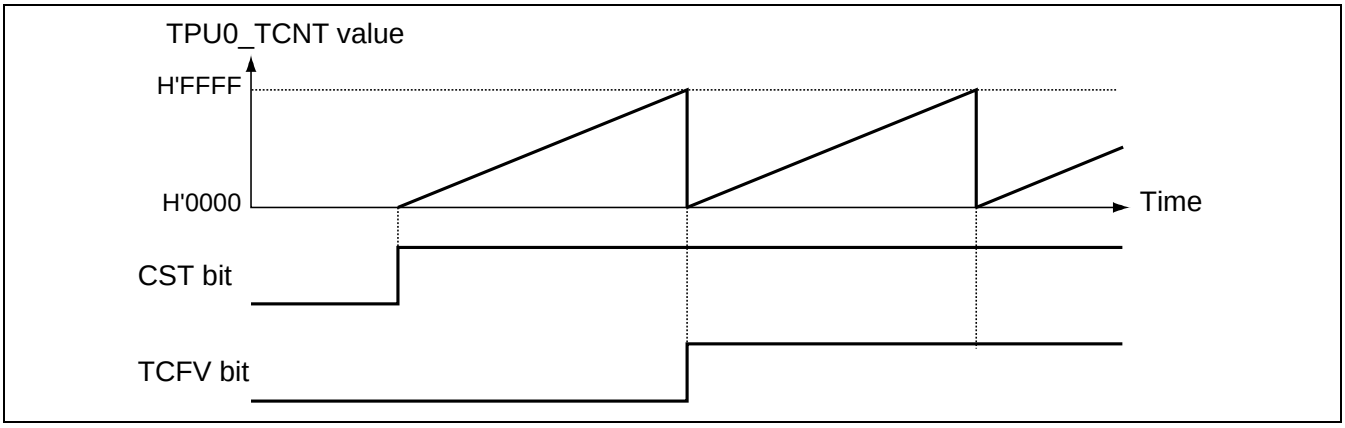


Figure 66.3 Free-Running Counter Operation

When a compare match is selected as the source to drive clearing of TCNT, the TCNT counter for the relevant timer operates as a periodic counter (counting a period defined by a general register). The TGR register for setting the period is designated as the output compare register, and counter clearing in response to a compare match is selected by means of bits CCLR[2:0] in TCR. After the settings have been made, TCNT starts counting as a periodic counter when the corresponding bit in TSTR is set to 1. When the counted value matches the value in the selected TGR, the TGF bit in TSR is set to 1 and TCNT is cleared to H'0000.

After a compare match, TCNT starts counting up again from H'0000.

Figure 66.4 illustrates periodic counter operation.

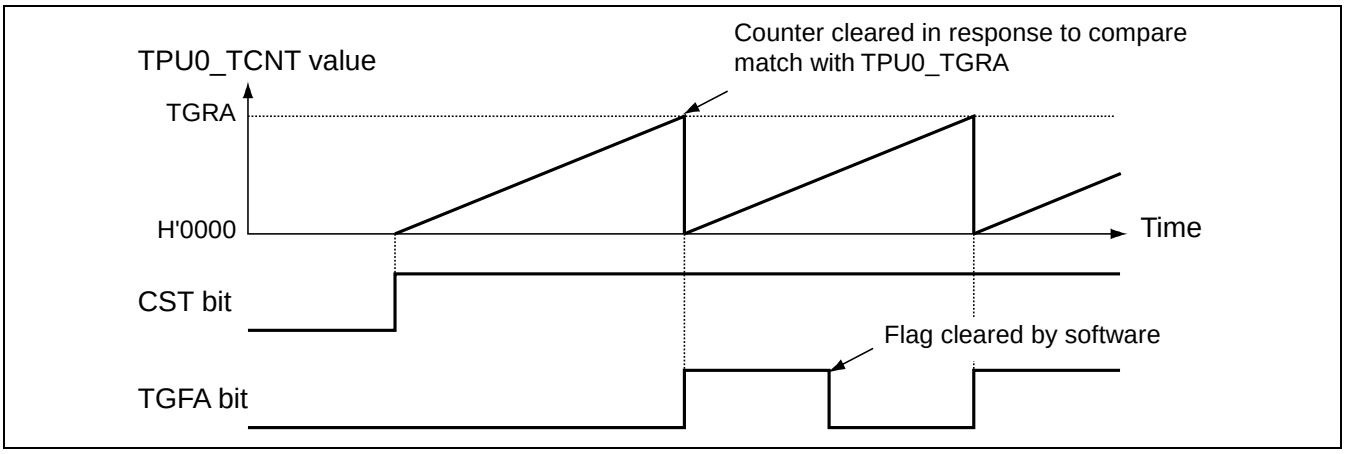


Figure 66.4 Periodic Counter Operation

(2) Waveform Output by Compare Match

The TPU can be set for the output of logical 0 or 1, or toggling of the output on the output pin in response to a compare match with TGRA.

(a) Example of Procedure for Setting up Waveform Output under Compare Match Control

Figure 66.5 shows an example of the procedure for setting up waveform output under compare match control.

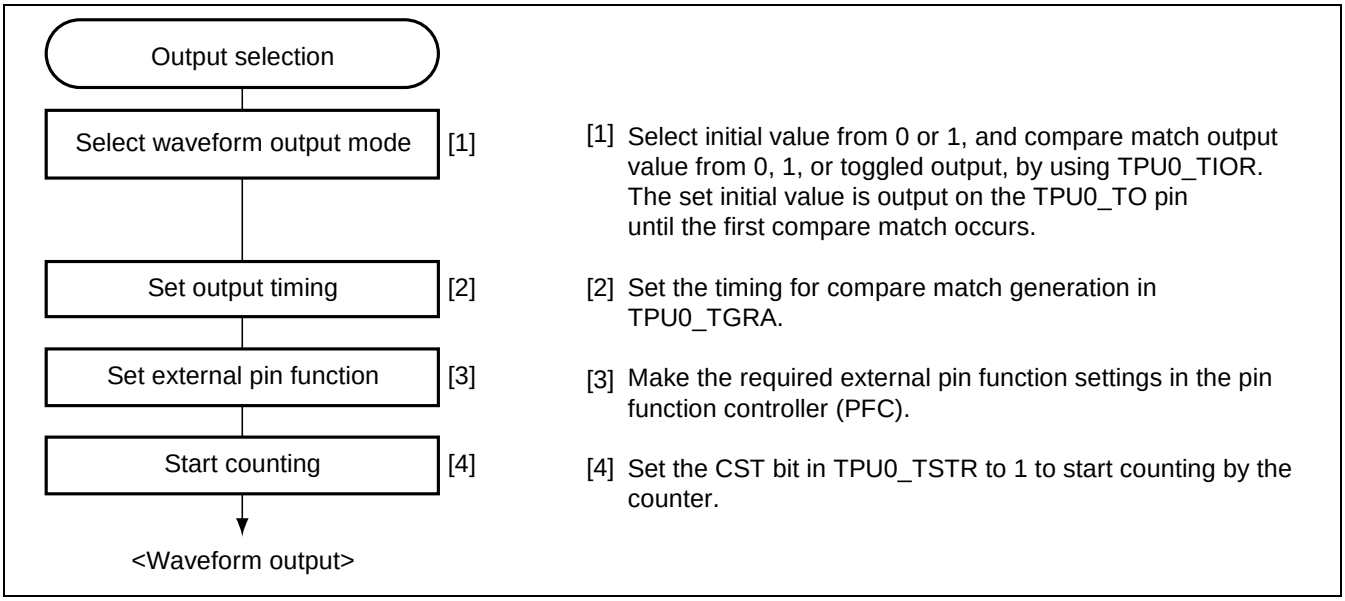


Figure 66.5 Example of Procedure for Setting up Waveform Output under Compare Match Control

(b) Examples of Waveform Output Operation

Figure 66.6 shows an example of the output of 0 or 1.

In this example, TCNT has been designated as a free-running counter, and settings have been made so that 1 or 0 is output in response to compare match A. When the set level is the same as the level on the pin, the level on the pin does not change.

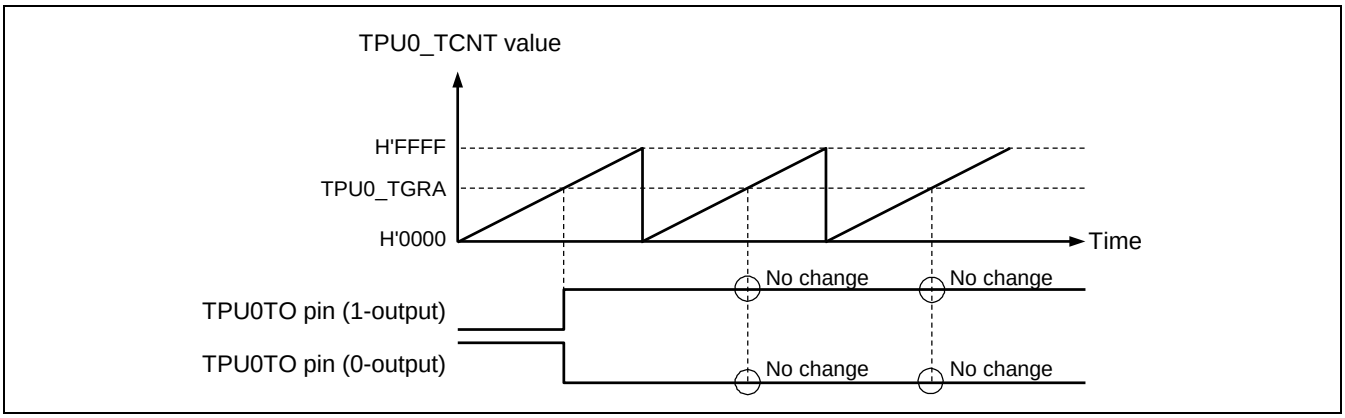


Figure 66.6 Example of Output of 0 or 1

Figure 66.7 shows an example of toggled output.

In this example, TCNT has been designated as a periodic counter (with counter clearing handled by compare match B), and settings have been made so that the output is toggled in response to compare match A.

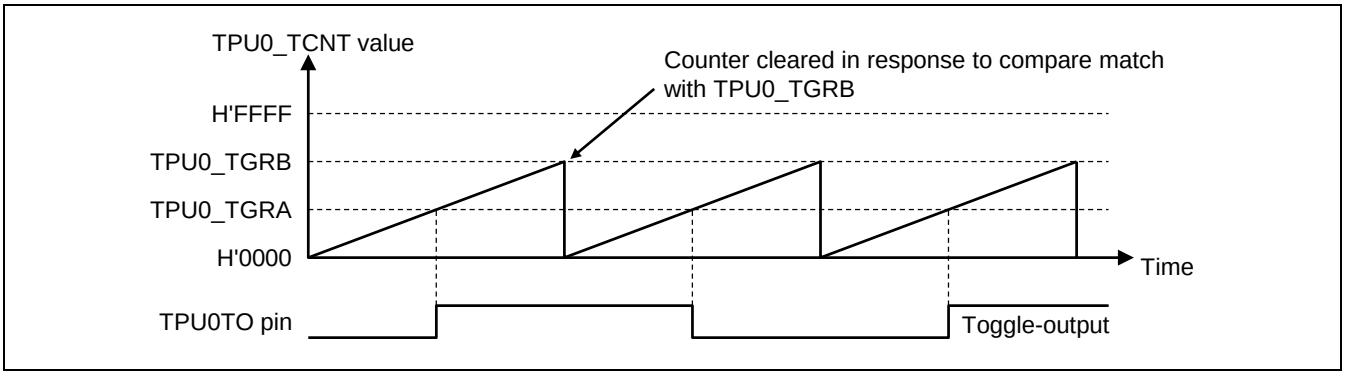


Figure 66.7 Example of Toggled Output Operation

66.3.3 Buffered Operation

TGRC and TGRD can be used as buffer registers.

Table 66.8 shows the register combinations used in buffered operation.

Table 66.8 Register Combinations in Buffered Operation

Timer General Register	Buffer Register
TGRA	TGRC
TGRB	TGRD

When a compare match occurs, the value in the buffer register for the corresponding timer is transferred to the timer general register. Either a compare match or clearing of the counter can be selected as the trigger that defines the timing of updating from a buffer register.

This operation is illustrated in Figure 66.8.

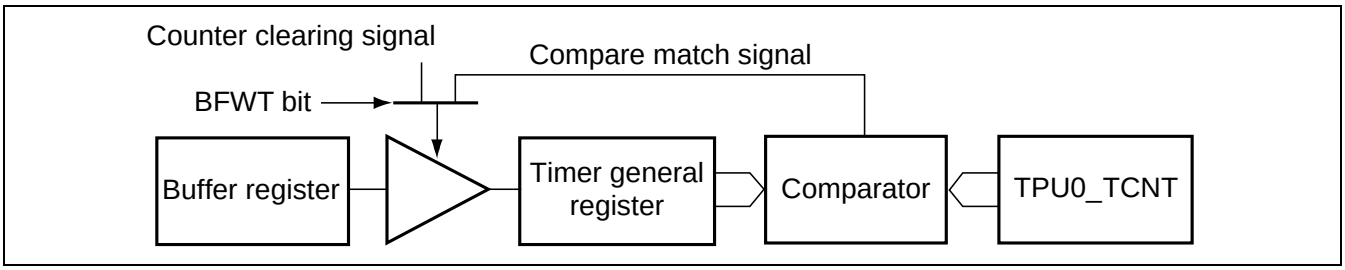


Figure 66.8 Buffered Compare Match Operation

(1) Example of Procedure for Setting up Buffered Operation

Figure 66.9 shows an example of the procedure for setting up buffered operation.

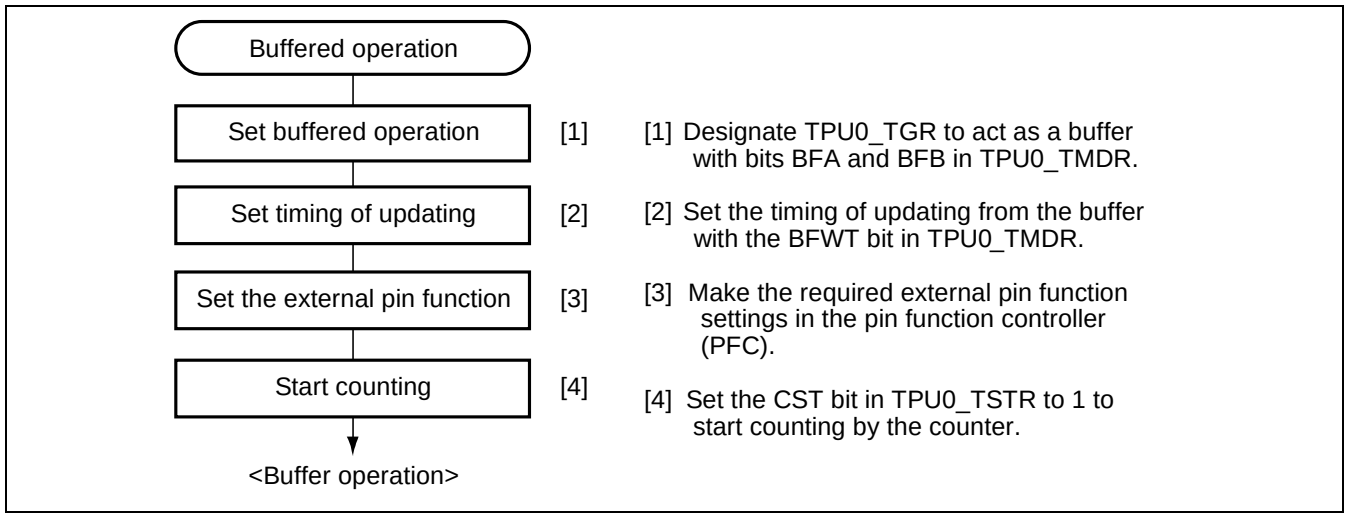


Figure 66.9 Example of Procedure for Setting up Buffered Operation

(2) Examples of Buffered Operation

Figure 66.10 shows an example of operation in which PWM mode has been designated for timer 0, and buffered operation has been designated for TGRA and TGRC. The settings used in this example are for clearing of TCNT in response to compare match B, output of 1 (on the TPU0TO0 to 3 for the selected timer) on compare match A, output of 0 as the initial value by clearing the counter, and the timing for updating from the buffer register as clearing of the counter.

When compare match A occurs, the output changes. When counter clearing is generated by a match with TGRB, the output changes and the value in buffer register TGRC is simultaneously transferred to the timer general register TGRA. This operation is repeated every time compare match A occurs.

For details on the PWM mode, see section 66.3.4, PWM Mode.

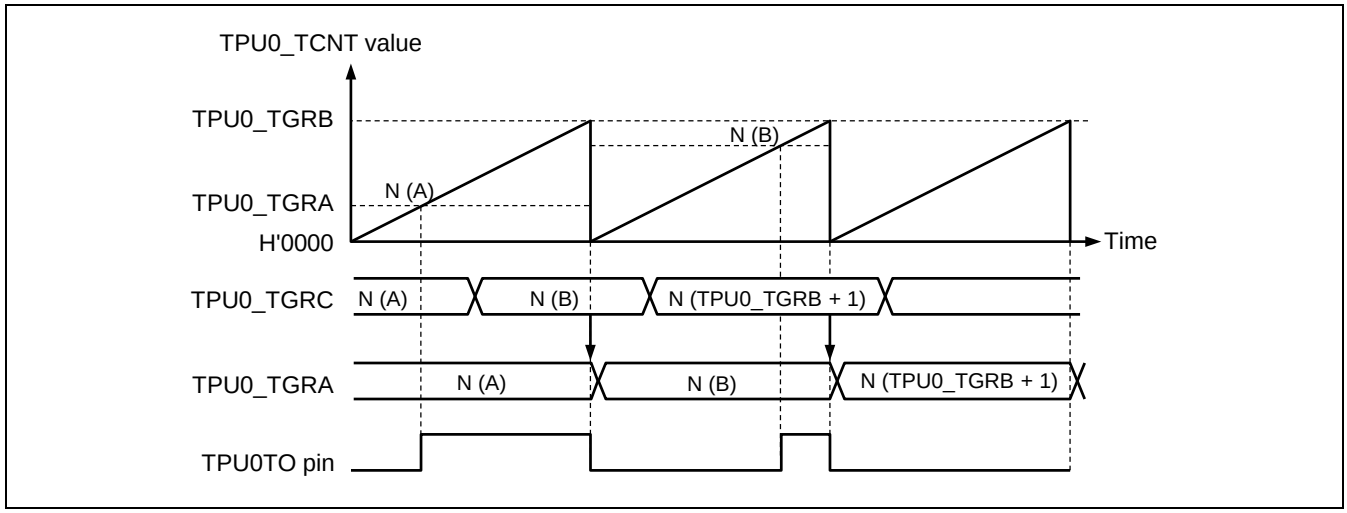


Figure 66.10 Example of Buffer Operation

66.3.4 PWM Mode

In PWM mode, PWM waveforms are output from the output pins. The output of 0 or 1 can be selected as the response to a compare match with the given TGRA.

Designating TGRB compare match as the counter clearing source enables setting of the overall cycle in that register. All timers can be independently placed in PWM mode.

PWM output is generated from the output pins by using TGRA and TGRB to control the duty cycle and period, respectively. The initial output specified by TIOR is output on the output pin by counter clearing in response to a compare match with the period register. Be sure to set TIOR so that the initial output level is different from the compare match output. Selecting the same level or toggled output leads to no operation.

Conditions for 0% and 100% duty cycles are shown below.

- 0% duty cycle: The setting of the duty-cycle register (TGRA) being equal to that of the period register plus one (TGRB + 1)
- 100% duty cycle: The setting of the duty-cycle register (TGRA) being 0

(1) Example of Procedure for Setting up PWM Mode Operation

Figure 66.11 shows an example of the procedure for setting up the PWM mode operation.

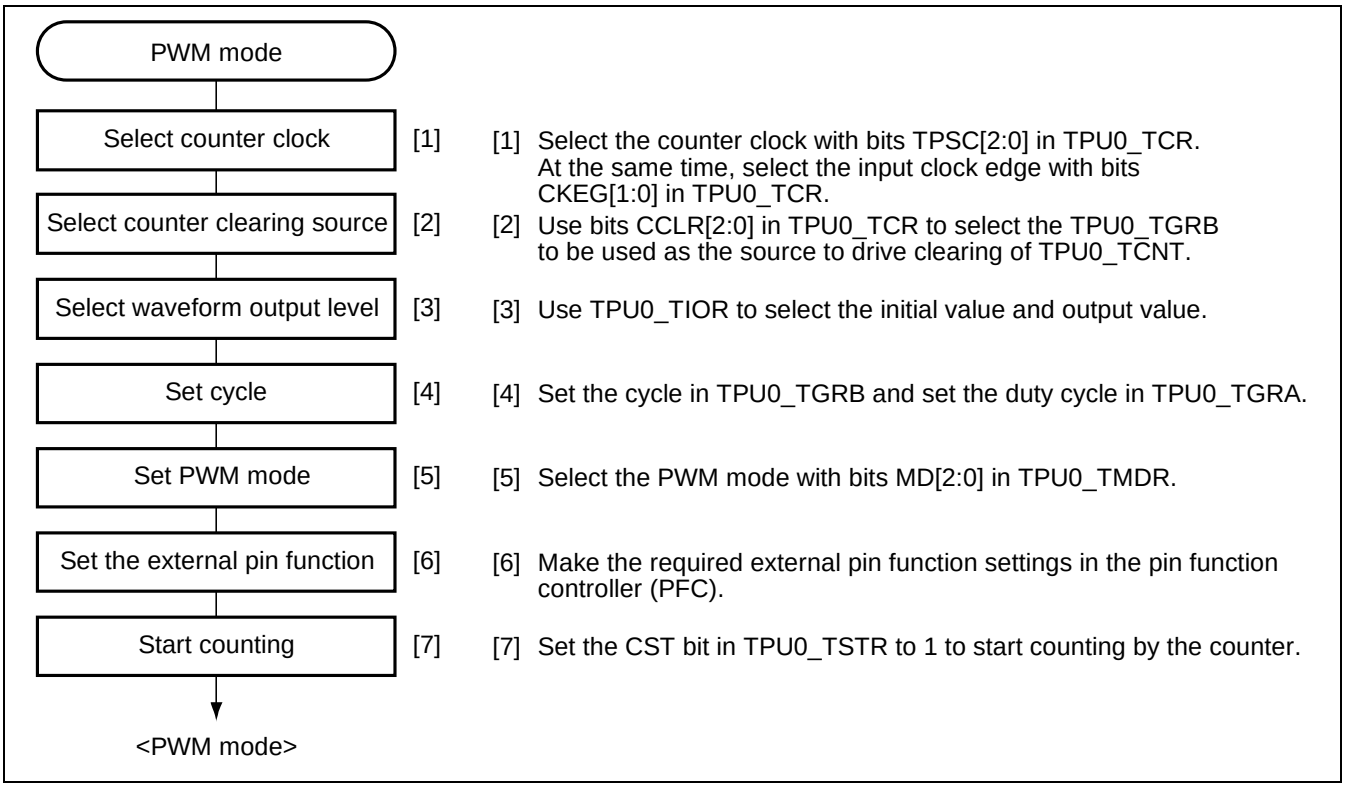


Figure 66.11 Example of Procedure for Setting up PWM Mode Operation

(2) Examples of PWM Mode Operation

Figure 66.12 shows an example of PWM mode operation.

In this example, compare match with TGRB is set as the source to drive clearing of TCNT, 0 is set as the initial output value for TGRA, and 1 is set as the output value on a compare match with TGRA.

In this case, the value set in TGRB defines the cycle time (period), and the value set in TGRA defines the duty cycle.

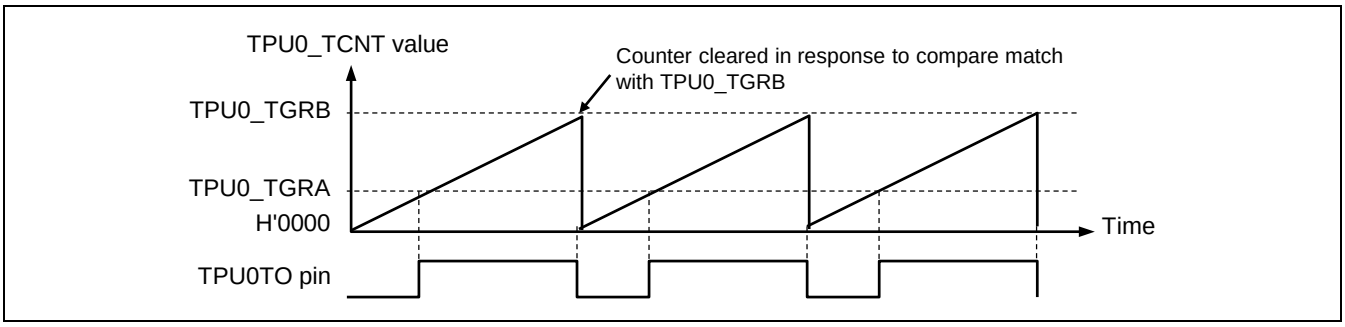


Figure 66.12 Example of PWM Mode Operation (1)

Figure 66.13 shows an example of PWM waveform output with 0% and 100% duty cycles in PWM mode.

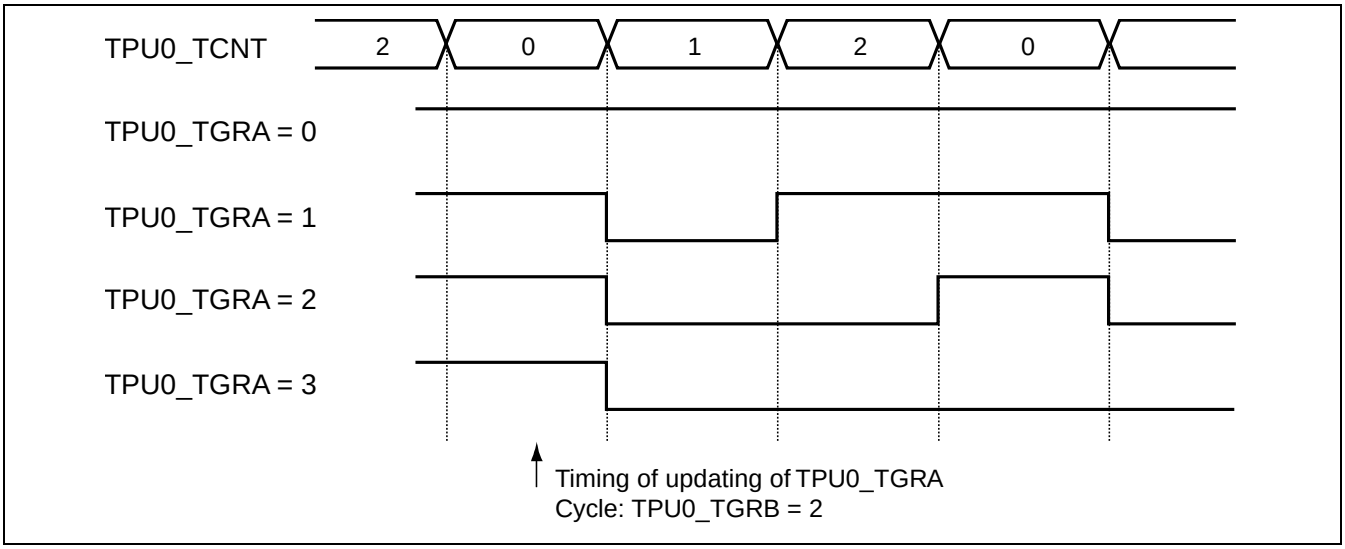


Figure 66.13 Example of PWM Mode Operation (2)

66.3.5 Stepping-Motor Control Mode

(1) Features of Stepping-Motor Control Mode

- This mode is for the output of signals for stepping-motor control on four pins and is only available for timer 0.
- States of the output pins change in response to compare matches with the counter of timer 0.
- By using the DMAC or an interrupt to rewrite the values of the compare-match registers, the intervals between transitions of the states of the output pins can be specified as desired.
- Specified patterns are output on the output pins.
- Four or eight patterns can be selected.
- The pattern-number counter is incremented or decremented by 1 on every compare match with the counter on timer 0. When the pattern-number counter overflows in normal mode, its value returns to 0. When the pattern-number counter underflows, its value becomes 3 (for a four-pattern cycle) or 7 (for an eight-pattern cycle).
- Patterns consist of stop patterns and operating patterns. Operating patterns are output while the counter is running, and stop patterns are output while the counter is stopped.
- While the counter is running, operation is in three states (the acceleration, deceleration, and normal states). Only for acceleration and deceleration, the interval between changes of pattern can be controlled.
- The acceleration or deceleration state can be skipped by writing H'0000 to TMASR and TMRSR.
- TMRR can be used to force a transition from the normal to the deceleration state.

(2) Glossary

Sequence State: The four states in the sequence, i.e. the acceleration, normal, deceleration, and stop states

Sequence Counter: Counter to control transitions to next sequence states
The sequence counter is decremented with every compare match with the counter of timer 0 and, when the value reaches 1, the control state will make the transition to the next state in the sequence on a further compare match with the counter of timer 0.

Auto Mode: Mode of operation when a value other than H'0000 has been written to TMTSR
The number of pattern transitions in the normal state corresponding to the setting of TMTSR, and this is followed by an automatic transition to the deceleration state (or, if TMRSR = H'0000, a transition to the stop state).

Manual Mode: Mode of operation when H'0000 has been written to TMTSR. In this case, the transition from the normal to the deceleration state (or the stop state if TMRSR = H'0000) is not made unless 1 is written to the REDUON0 and REDUON bits in TMRR.

Pulse Mode: Mode of operation when H'0000 has been written to TMASR and TMRSR. Operation is only in the normal state, so the output pattern is changed with a constant interval.

Step: The pattern is changed with every compare match with the counter of timer 0. Step refers to the interval of time between the change to one pattern and the change to the next.

Operation Pattern: The four-bit patterns for output from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the acceleration, normal, and deceleration states. 8 types of Operation Pattern are set by TMMPR0 and TMMPR1. “[ ]” in Figure 66.14, 66.16, 66.18, 66.20 to 66.23 and Table 66.12 means 8 types of Operation Pattern set by TMMPR0 and TMMPR1.

Stop Pattern: The four-bit patterns for output from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the stop state. 8 types of Operation Pattern are set by TMSPR0 and TMSPR1. “( )” in Figure 66.14, 66.16, 66.18, 66.20 to 66.23 and Table 66.12 means 8 types of Operation Pattern set by TMMPR0 and TMMPR1.

(3) Setting up Basic Motor Control Operation

An example of operation in stepping motor control is shown in Figure 66.14.

Stepping-motor control mode allows the output of patterns with a variable step interval.

“( )” in Figure 66.14 means Stop Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the stop state set by TMSPR0 and TMSPR1.

“[ ]” in Figure 66.14 means Operation Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the acceleration, normal, and deceleration states set by TMMPR0 and TMMPR1.

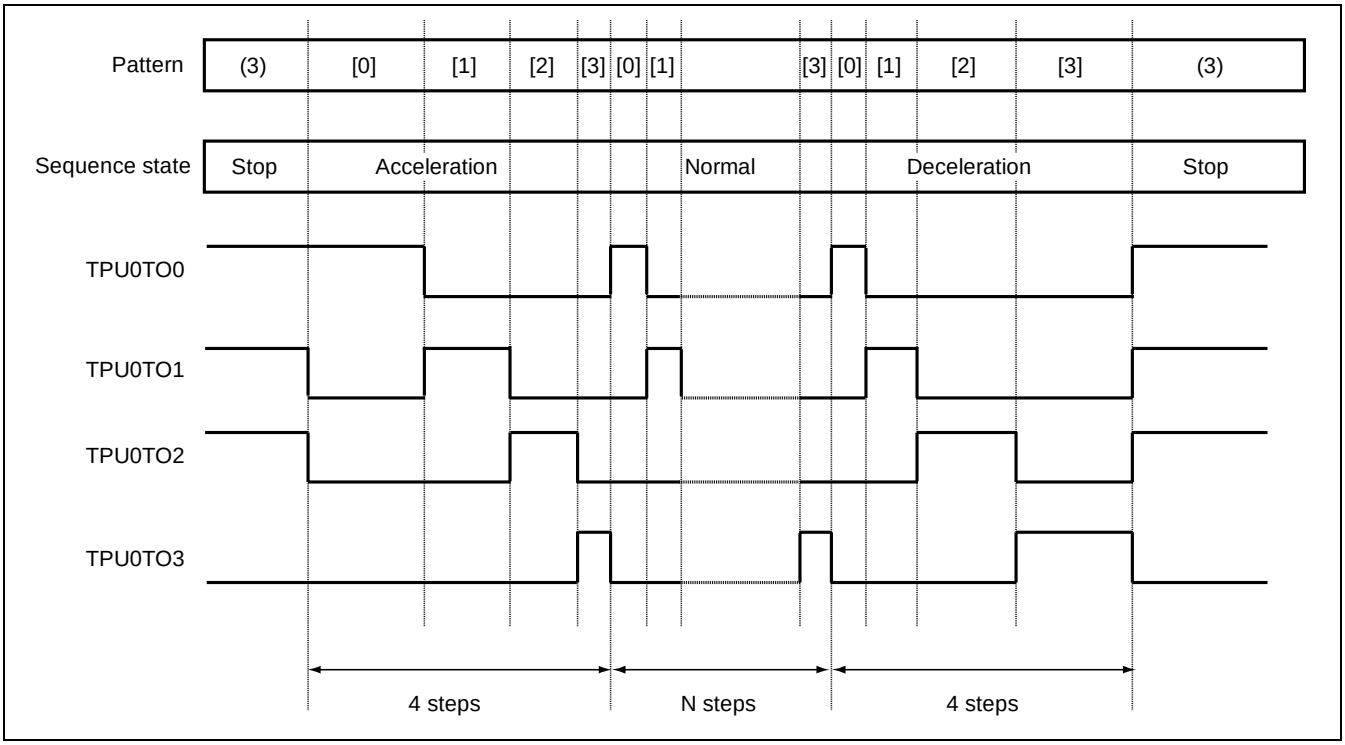


Figure 66.14 Example of Stepping-Motor Control

(a) Compare Match Settings for Timer 0

For stepping motor control, set TCR0 and TMDR0 as follows:

Table 66.9 Compare Match Settings for Timer 0

Register	Setting	Description
TCR0	B'0000_0000_0100_0xxx	CCLR[2:0] bits = B'010 CKEG[1:0] bits = B'00 TPSC[2:0] bits = B'xxx (optional)
TMDR0	B'0000_0000_0110_0000	BFWT bit = 1 BFB bit = 1 BFA bit = 0 MD[2:0] bits = B'000

[Legend]
x: Don't care.

With the above settings, TGRD0 is used as a buffer register for TGRB0, and the contents of the general register are rewritten when the timer counter is cleared. The step interval can be changed by using DMA transfer or interrupt control to write a desired value to TGRD0.

The TPSC [2:0] bits in TCR0 are for a timer prescaler setting. The step interval is calculated from the following formula.

[Calculation example for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

With Internal clock at 66.66 MHz, B'011 as the value of TPSC[2:0] in TCR0, H'1425 as the value of TGRD0, the result is 15.02 ns × 64 × 5157 (H'1425) = 4,955,675.7 ns ≅ 5.0 ms. That is, the pattern will change after approximately 5.0 ms.

[Calculation example for RZ/G2E]

With Internal clock at 62.5 MHz, B'011 as the value of TPSC[2:0] in TCR0, H'1425 as the value of TGRD0, the result is 16.0 ns × 64 × 5157 (H'1425) = 5,280,768 ns ≅ 5.3 ms. That is, the pattern will change after approximately 5.3 ms.

(b) Sequence State and the Number of Steps

In stepping-motor control mode, operation is in three states (acceleration, normal, and deceleration) while the counter is running. In the acceleration and deceleration states, the step interval can be changed. Accordingly, the value of TGRD0 must be changed the same number of times as the patterns are changed.

In the normal state, the step interval cannot be changed. So, TGRD0 is only set once for a period in the normal state.

The numbers of steps in the acceleration, normal, and deceleration states are set in TMASR, TMTSR, and TMRSR, respectively. If H'0000 is written to TMASR or TMRSR, the corresponding state is skipped. Furthermore, the manual mode can be selected by writing H'0000 to TMTSR. In this mode, the transition from normal mode can only be initiated by changing the value in TMRR.

Table 66.10 gives descriptions of the sequence states and Figure 66.15 shows the transitions between sequence states.

Table 66.10 Description of Sequence States

		Description	
Start/Stop	**State**	**Step Interval**	**Definition in TGRD0**
Start	Acceleration	Variable	The number of steps specified for this state
	Normal	Fixed	Only once
	Deceleration	Variable	The number of steps specified for this state
Stop	Stop	—	—

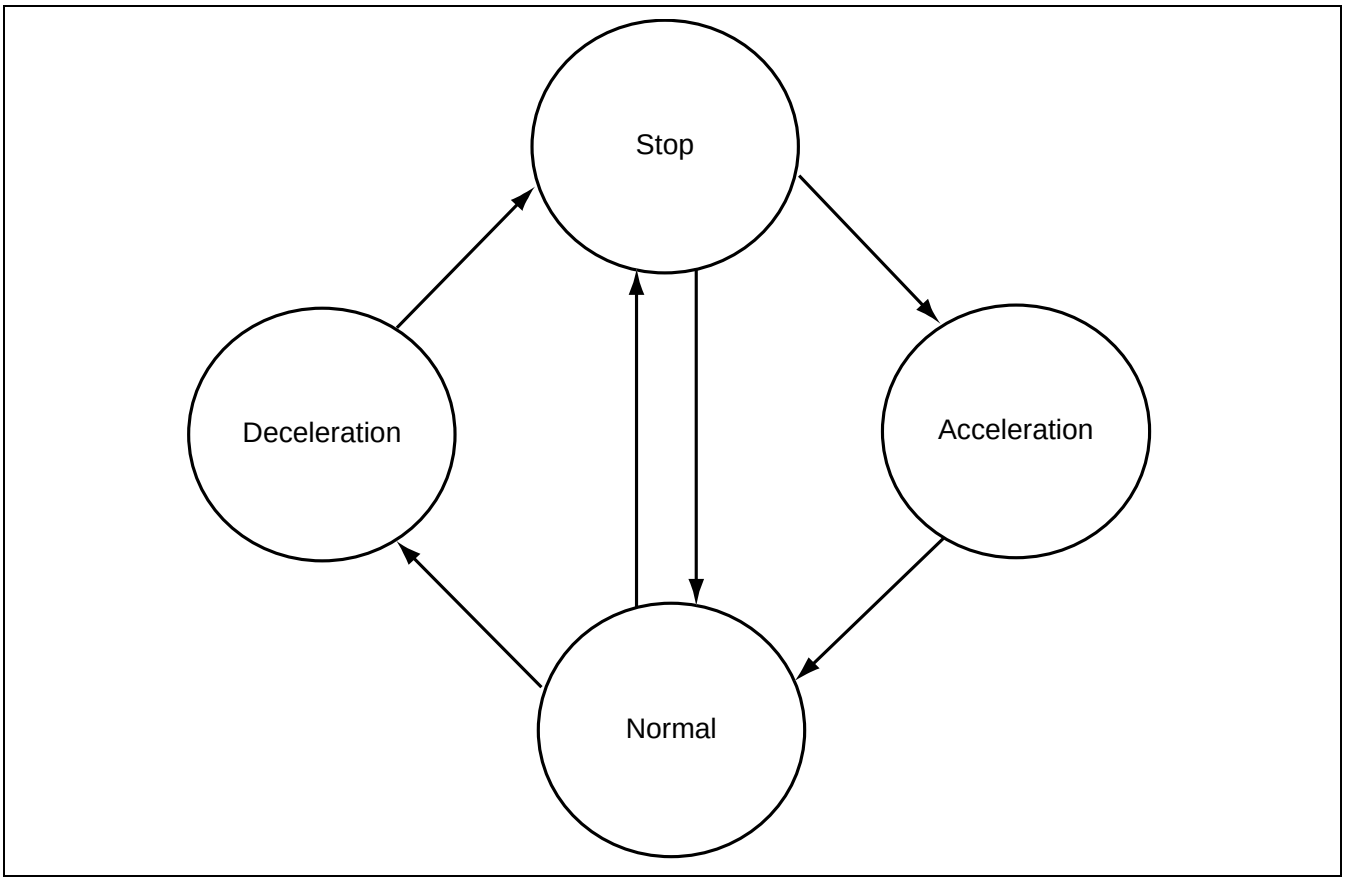


Figure 66.15 Sequence State Transition

(c) Setting of the Step Interval

Direct memory access or interrupt-driven transfer can be used to set the step interval

- DMA transfer

Setting the TDMAE bit in TMIR to 1 selects the use of DMA transfer to modify the step interval.

The number of requests for DMA transfer is given by TMASR + 1 (to transfer the step interval for the normal state) + TMRSR. The step intervals must be defined in sequence from the address indicated by the DMA source address register. Figure 66.16 shows an example of timing in operation with DMA transfer requests used to set the step intervals. “( )” in Figure 66.16 means Stop Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the stop state set by TMSPR0 and TMSPR1. “[ ]” in Figure 66.16 means Operation Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the acceleration, normal, and deceleration states set by TMMPR0 and TMMPR1. Figure 66.17 shows the corresponding definitions of step intervals in the address map.

Table 66.11 lists an example of the DMA settings.

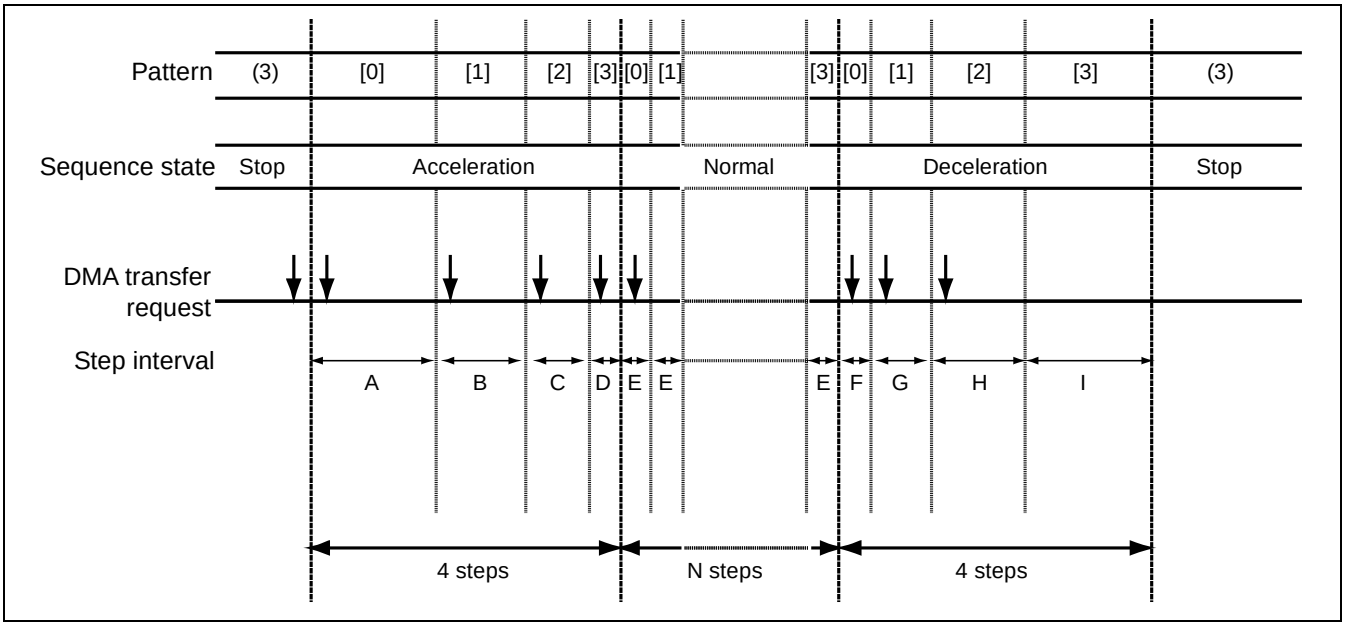


Figure 66.16 Operation with DMA Transfer Requests Used to Adjust the Step Interval

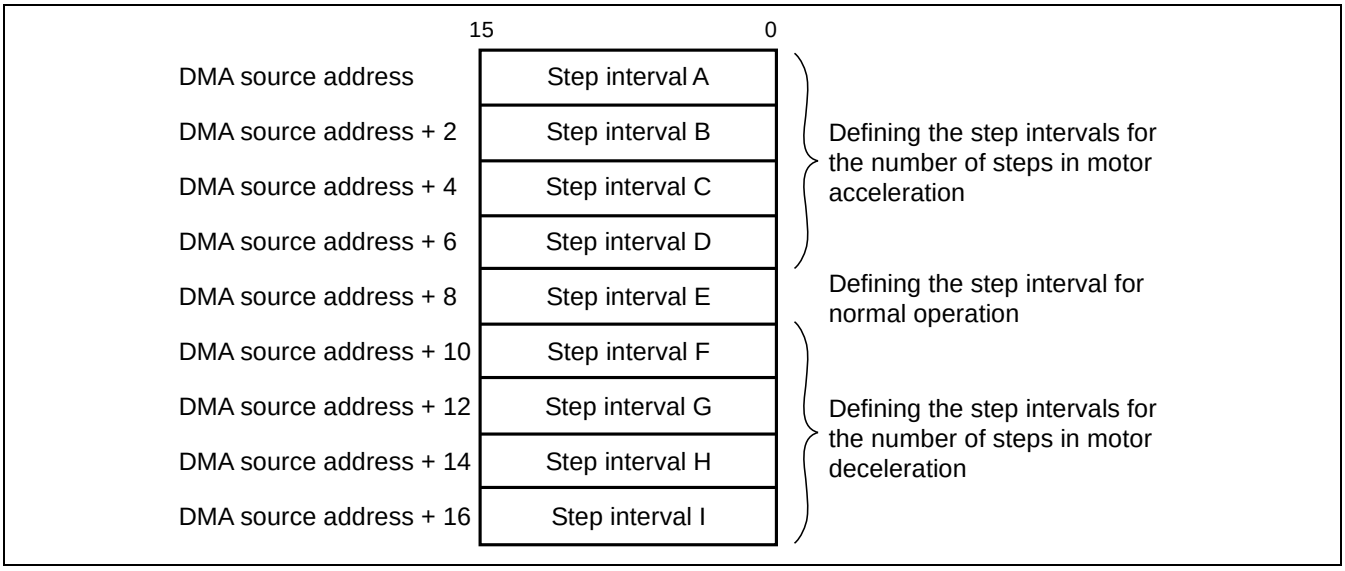


Figure 66.17 Address Map of Step Interval Definitions for the Example of Operation

Table 66.11 DMA Settings

DMA Register	Setting	Description
DMA source address register	H'XXXX_XXXX	Address where the table of step intervals starts
DMA destination address register	H'E6E8_0034	Address of TGRD0
DMA transfer count register	H'0000_0000	(Setting for the maximum number of transfer operations) *
DMA transfer count register B	H'XXXX_XXXX	The number of DMA transfer requests is set in the higher- and lower-order 16 bits. (for Figure 66.16, H'0009_0009)
DMA channel control register	H'E6E8_80*C	Reload mode: Use source address registers (SARs) as the source for reloading. Fixed destination address. Incrementation of source addresses. The DMA extension resource selector is used. DMA transfer is in word (two-byte) units. The other bits are in the default settings.
DMA extension resource selector	H'17 in the bit field for the selected DMA channel	Select TPU
DMA operation register	H'0001	Permits DMA transfer on all channels. The other bits are in the default settings

Note: * Transfer is stopped when the value of the DMA transfer counter reaches 0, so change the value of the DMA transfer counter back to 1 after TPU-related operations are finished.

- Interrupt-driven transfer

Setting the TMDRFE bit in TIER0 to 1 allows the use of interrupt-driven transfer to change the step interval.

TMASR−1 + 1 (to transfer the step interval in the normal state) + TMRSR gives the number of times TGRD0 must be written to by interrupt-driven transfer.

This method is unlike DMA transfer in that an interrupt is not generated when the initial transfer is required. The initial value should thus be written to TGRD0 before counter operation starts.

Once interrupt generation starts, the interrupt handler writes the step intervals to TGRD0 and writes 0 to the TMDRFS bit after reading it as 1.

Figure 66.18 shows an example of timing in operation with interrupt-driven transfer used to set the step intervals. “( )” in Figure 66.18 means Stop Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the stop state set by TMSPR0 and TMSPR1. “[ ]” in Figure 66.18 means Operation Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the acceleration, normal, and deceleration states set by TMMPR0 and TMMPR1.

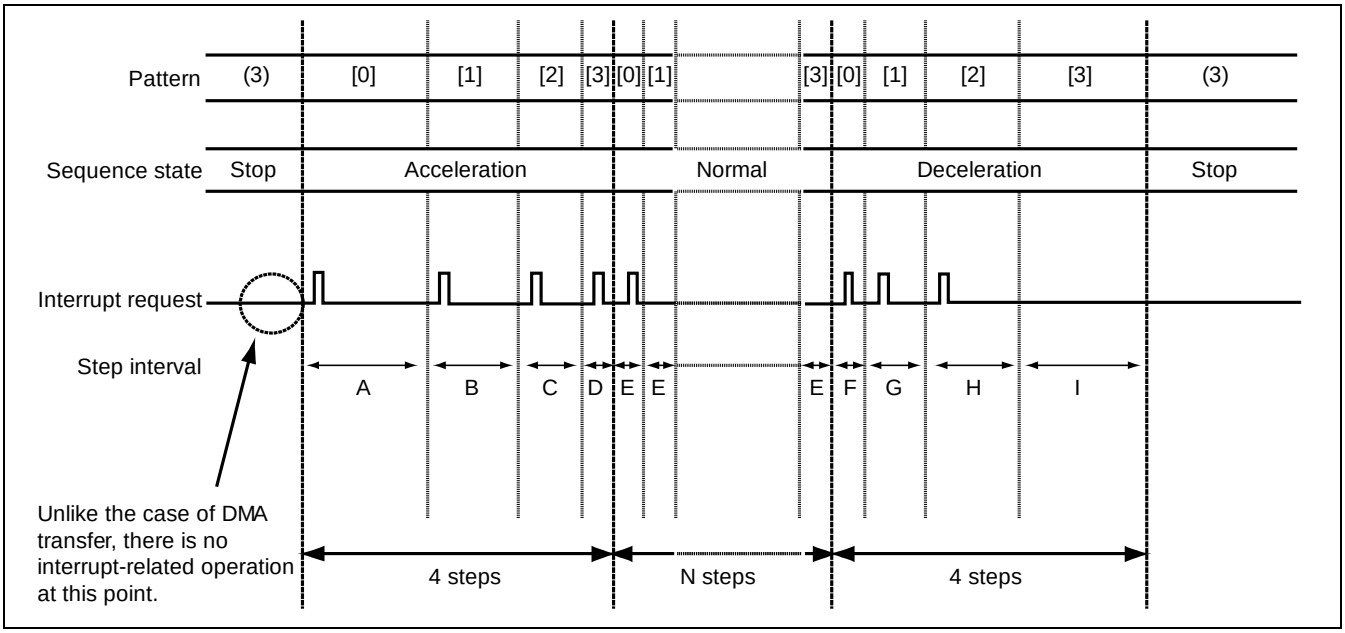


Figure 66.18 Interrupt-Driven Adjustment of the Step Interval

The step-intervals in the example of operation shown in Figure 66.18 are defined in the following stages.

Write step interval A to TGRD0 before starting the counter. Write step interval B to TGRD0 in response to the first interrupt. Write step interval C to TGRD0 in response to the second interrupt. Write step interval D to TGRD0 in response to the third interrupt.	Defining the step intervals for the number of steps in motor acceleration
Write step interval E to TGRD0 in response to the forth interrupt.	Defining the step interval for normal operation
Write step interval F to TGRD0 in response to the fifth interrupt. Write step interval G to TGRD0 in response to the sixth interrupt. Write step interval H to TGRD0 in response to the seventh interrupt. Write step interval I to TGRD0 in response to the eighth interrupt.	Defining the step intervals for the number of steps in motor deceleration

(d) Pattern Setting

In stepping-motor control mode, each four-bit value for output on pins TPU0TO0 to TPU0TO3 is regarded as a single pattern. The patterns are in a sequence, and a compare match with the timer counter triggers each transition to the next pattern.

The following rules apply to pattern transfer.

- Either a four- or an eight-pattern cycle may be used. The number is determined by the MTRPATKIND bit in TMIR0.
- Each pattern is indicated by a pattern number. The current pattern number is either incremented or decremented on each compare match with the timer counter. Incrementation or decrementation of the pattern numbers is determined by the MTRPATDOWN bit in TMIR0.
- The pattern-number counter returns to 0 when it overflows. When it underflows, the pattern number becomes three (for a four-pattern cycle) or seven (for an eight-pattern cycle).
- Operating patterns are defined as the output patterns in the acceleration, normal, and deceleration states, and stop patterns are defined as the output patterns in the stop state. In transitions from an operating pattern to a stop pattern, the pattern number remains the same. In transitions from a stop pattern to an operating pattern, the current pattern number changes to that of the next pattern.

The operating patterns are set in TMMPR0 and TMMPR1, and the stop patterns are set in TMSPR0 and TMSPR1.

Table 66.12 lists the order of patterns for different settings of the MTRPATDOWN and MTRPATKIND bits in TMIR.

Table 66.12 Settings of the MTRPATDOWN and MTRPATKIND Bits in TMIR and Orders of Patterns

TMIR		Example of Pattern Order (Operating Pattern [ ], Stop Pattern ( ))
MTRPATDOWN Bit	MTRPATKIND Bits	
0	B'00	[0] → [1] → [2] → [3] → [0] → [1] → [2] → [3] → (3) → [0]
1		[0] → [3] → [2] → [1] → [0] → [3] → [2] → [1] → (1) → [0]
0	B'01	[0] → [1] → [2] → [3] → [4] → [5] → [6] → [7] → (7) → [0]
1		[0] → [7] → [6] → [5] → [4] → [3] → [2] → [1] → (1) → [0]

(e) Specifying the Output Pattern in the Stop State

Specifying a pattern number in the NOWPAT [2:0] bits of TMOPR while output is in the stop state leads to output of the corresponding pattern on pins TPU0TO3 to TPU0TO0. The initial value is 0.

(f) Selecting the Stepping-Motor Control Mode

Stepping-motor control by the TPU circuit is selected by setting the MTRON bit in TMIR to 1. The output on pins TPU0TO3 to TPU0TO0 is switched to the output corresponding to stepping-motor control.

Switching should proceed while the motor is stopped.

The stop pattern specified as pattern 0 in TMOPR is output after switching. Therefore, verify the value in TMOPR or write the desired pattern to TMOPR.

(g) Starting Stepping-Motor Control

Stepping-motor control is started by setting the TMST bit in TSTR to 1. This bit is automatically cleared (to 0) in the stop state after motor-control operations are over.

(h) Example of the Procedure for Setting up Stepping-Motor Control

Figure 66.19 is a flowchart of stepping-motor control.

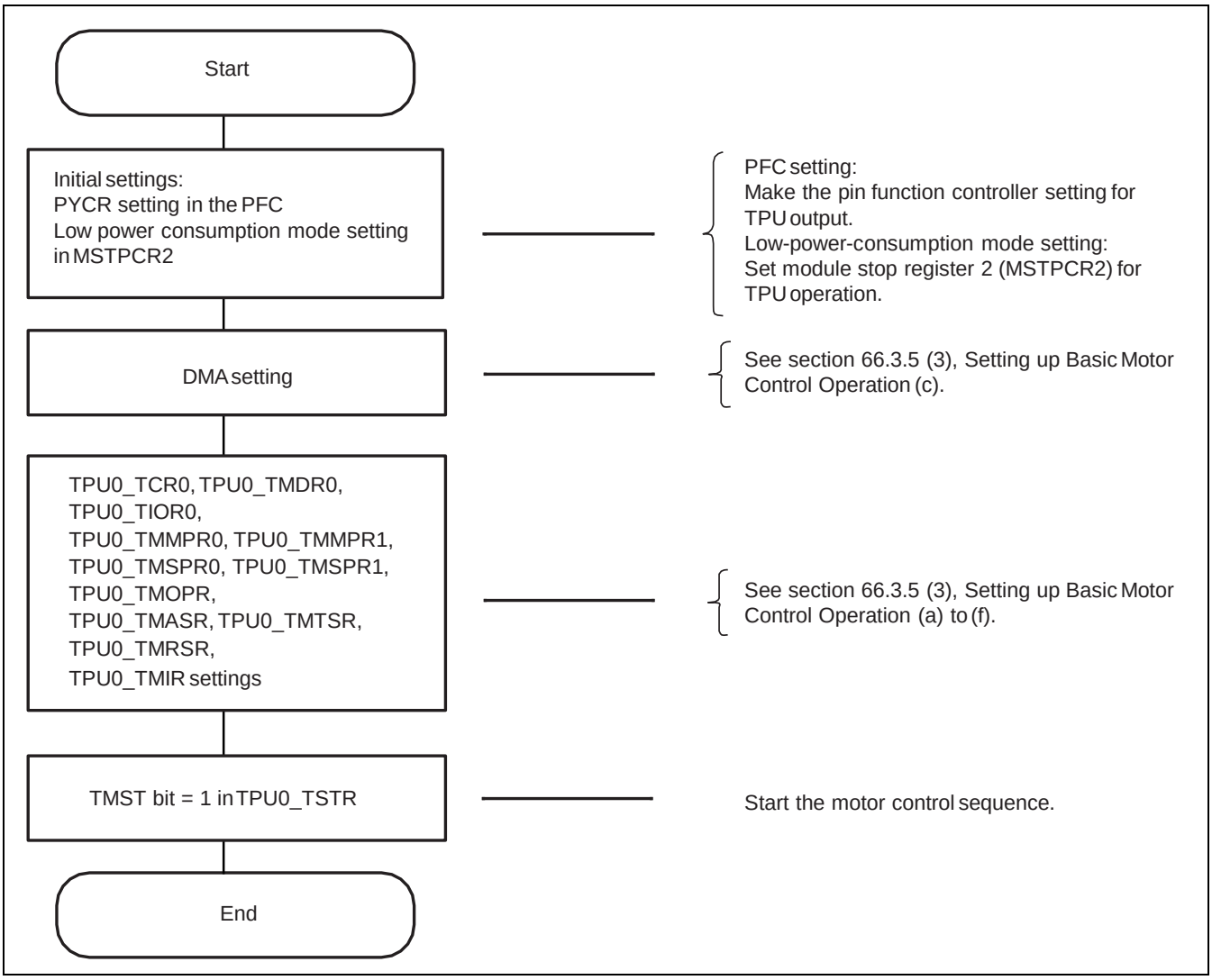


Figure 66.19 Flowchart

(4) Changing the Number of Steps in the Normal State.

The number of steps in the normal state is set in TMTSR. The operations for changing the number of steps are described under (a) and (b) below.

In manual mode (TMTSR = H'0000), the operation under (a) is the only way of switching from the normal state.

(a) Changes by TMRR

Writing 1 to the REDUON0 bit or the REDUON bit in TMRR initiates the transition to the deceleration state (or, if TMRSR = H'0000, to the stop state).

Table 66.13 describes how operation in response to the writing of 1 to the REDUON0 bit varies with the operating state. Table 66.14 describes how operation in response to the writing of 1 to the REDUON bit varies with the operating state.

Table 66.13 Timing of Writing 1 to the REDUON0 Bit and Operation

Timing of Writing 1 to the REDUON0 Bit	Operation
Acceleration	Operation continues normally until the end of acceleration. Control then enters the normal state.
Normal	Control remains in the normal state until the pattern number becomes [0]. The transition to the deceleration state (or the stop state if TMRSR is H'0000) follows the end of this step in the normal state.
Deceleration	Writing 1 to the bit has no effect on deceleration.
Stop	TMRR is cleared to H'0000 after control has made the transition from the normal or deceleration state to the stop state. When 1 is written to the REDUON0 bit after control is in the stop state, the sequence in the next round of motor control continues until the pattern number in the normal state becomes [0]. The transition to the deceleration state (or the stop state if TMRSR is H'0000) is made at the end of this step in the normal state.

Table 66.14 Timing of Writing 1 to the REDUON Bit and Operation

Timing to Write 1 in REDUON Bit	Operation
Acceleration	Operation continues normally until the end of acceleration.
Normal	The transition to the deceleration state (or the stop state if TMRSR is H'0000) is made after a single step in the normal state.
Deceleration	Writing 1 to the bit has no effect on deceleration.
Stop	TMRR is cleared to H'0000 after control has made the transition from the normal or deceleration state to the stop state. When 1 is written to the REDUON0 bit after control is in the stop state, the sequence in the next round of motor control continues until it enters the normal state. The transition to the deceleration state (or the stop state if TMRSR is H'0000) is made at the end of a single step in the normal state.

(b) Changing the Number of Steps by Changing the Value in TMSCR

In auto mode (i.e. when TMTSR ≠ H'0000), TMSCR indicates the remaining number of steps in the current state.

When the control sequence is in the normal state, the number of steps can be changed by writing the desired number of steps. Writing is ineffective in states other than the normal state.

Do not write to this register when control is in manual mode (TMTSR = H'0000).

(5) Acquiring the Number of Steps in the Normal State

In the stop state, TMTCR can be read to acquire the number of steps in the normal state of the immediately preceding sequence.

(6) Pulse Mode

Writing H'0000 to TMASR and TMRSR selects operation in the normal state alone, with a constant step interval. That is, operation starts with the step interval defined for the normal mode and the interval does not subsequently change. This is referred to as pulse mode operation.

Examples of pulse-mode operation are described below.

(a) Single-Pulse Shifts in Pulse Mode and Auto Mode

Table 66.15 gives an example of register settings for single-pulse steps in auto mode.

Figure 66.20 is a timing chart for single-pulse shifts in auto mode. “( )” in Figure 66.20 means Stop Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the stop state set by TMSPR0 and TMSPR1. “[ ]” in Figure 66.20 means Operation Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the normal states set by TMMPR0 and TMMPR1.

Table 66.15 Register Settings to Select One Pulse as the Number of Steps in Auto Mode

Register Setting Value	Contents
TMASR: H'0000	No acceleration state
TMTSR: H'0001	Only one step in the normal state
TMRSR: H'0000	No deceleration state

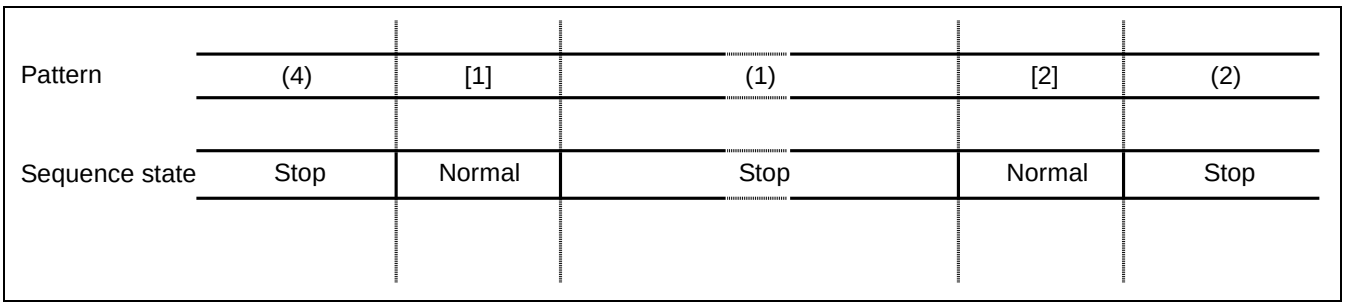


Figure 66.20 Timing of Single-Pulse Shifts in Auto Mode

(b) Single-Pulse Shifts in Pulse Mode and Manual Mode

In manual mode, setting the REDUON0 or REDUON bit in TMRR to 1 while the sequence is in the normal state enables a single pulse shift.

Table 66.16 gives an example of register settings for single-pulse steps in manual mode.

Figure 66.21 is a timing chart for single-pulse shifts in manual mode. “( )” in Figure 66.21 means Stop Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the stop state set by TMSPR0 and TMSPR1. “[ ]” in Figure 66.21 means Operation Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the normal states set by TMMPR0 and TMMPR1.

Table 66.16 Register Settings to Select One Pulse as the Number of Steps in Manual Mode

Register Setting Value	Contents
TMASR: H'0000	No acceleration state
TMTSR: H'0000	Looping in the normal state
TMRSR: H'0000	No deceleration state

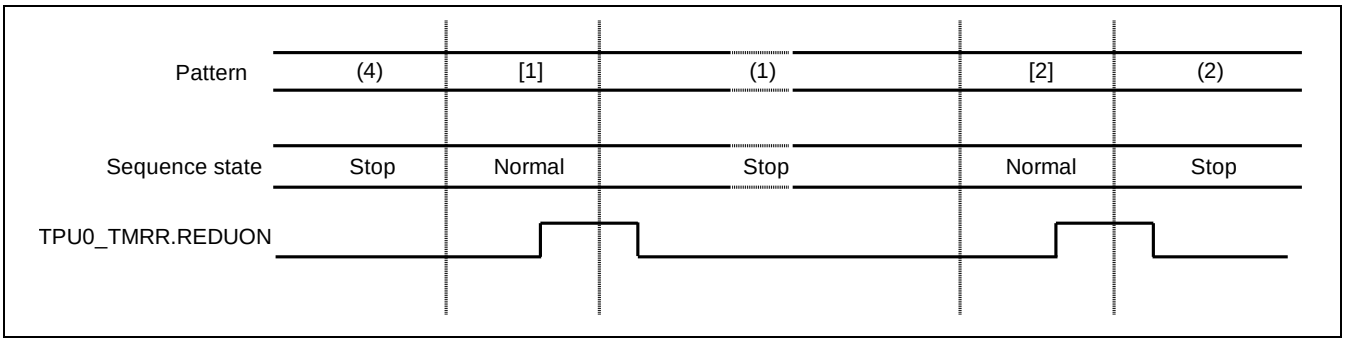


Figure 66.21 Timing of Single-Pulse Shifts in Manual Mode

(7) Interrupts

Timer 0 has six added interrupt conditions for use with stepping-motor control mode.

The interrupt conditions are described below.

(a) Detection of Overflows of Data Transferred for Motor Control

Setting the TMDOFE bit in TIER0 to 1 selects the detection of overflows of data transferred for motor control (motor control data transfer overflows). Here, overflow refers to the condition where buffer-related operation, i.e. the transfer of the data from TGRD0, is delayed; that is, when the operation TGRD0→ TGRB0 is delayed. To cancel this interrupt, write 0 to the TMDOFS bit of TSR0 after having read it as 1.

Figure 66.22 shows an example of DMA transfer where an overflow in data transfer for motor control occurs and detection of overflows has been enabled. “( )” in Figure 66.22 means Stop Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the stop state set by TMSPR0 and TMSPR1. “[ ]” in Figure 66.22 means Operation Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the acceleration, normal, and deceleration states set by TMMPR0 and TMMPR1.

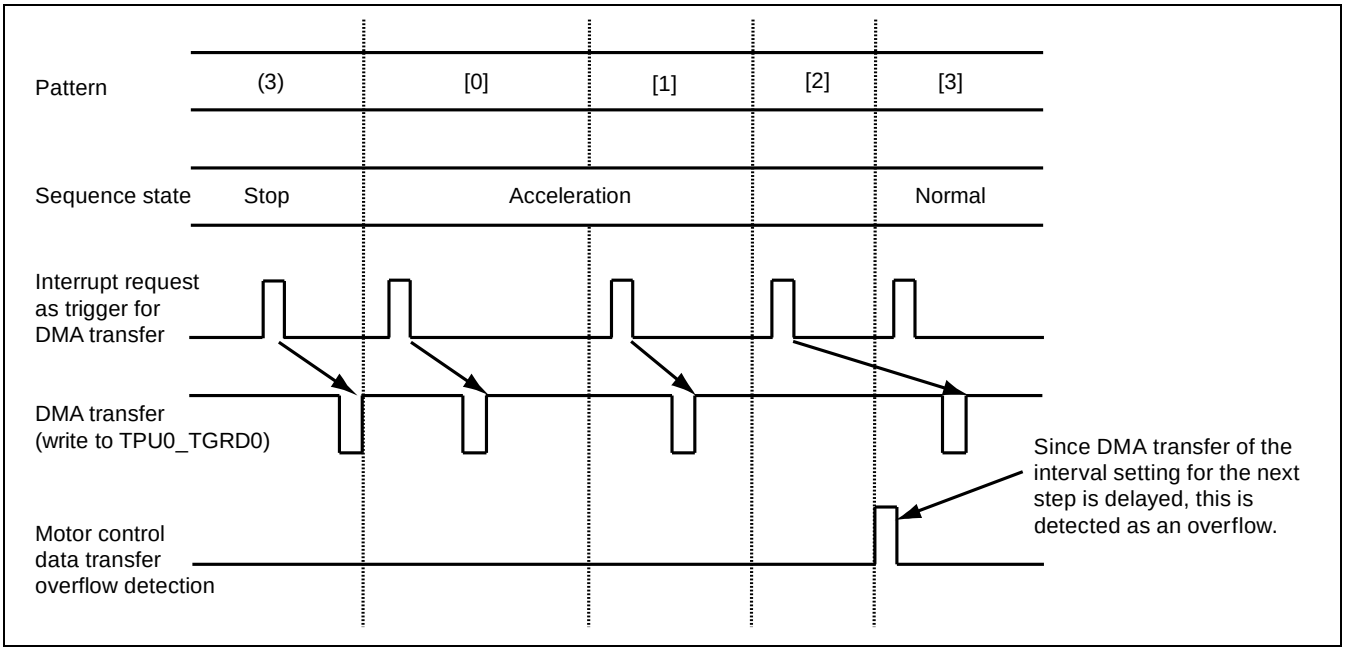


Figure 66.22 DMA Transfer with Detection of Motor Control Data Transfer Overflows Enabled

Since this interrupt is for use in the debugging of defective operation, normal operation will not be restored even if it is detected.

(b) Detection of Requirement for Transfer of Motor control Data

Detection of requirements for the transfer of motor control data (detect motor control data transfer request) is enabled by setting the TMDRFE bit of TIER0. This interrupt is generated when the next pattern interval is to be changed from the current interval. On detection of this interrupt, the handler should write the setting for the next interval to TGRD0 and then write 0 to the TMDRFS bit of TSR0 after having read it as 1.

This interrupt is not available if DMA transfer has been selected (the TDMAE bit in TMIR = 1).

See Figure 66.18 for an example of usage of this interrupt.

(c) Detecting the Transition to Deceleration

Setting the TMS1ER bit in TIER0 to 1 enables detection of the transition to deceleration. The handler should clear the TMCFR flag of TSR0 by writing 0 to the bit after having read it as 1.

(d) Detecting the Transition to the Normal State

Setting the TMS1ET bit in TIER0 to 1 enables detection of the transition to the normal state. The handler should clear the TMCFT flag of TSR0 by writing 0 to the bit after having read it as 1.

(e) Detecting the Transition to Acceleration

Setting the TMS1EA bit in TIER0 to 1 enables detection of the transition to acceleration. The handler should clear the TMCFA flag of TSR0 by writing 0 to the bit after having read it as 1.

(f) Detecting the Transition to the Stop State

Setting the TMS1ES bit in TIER0 to 1 enables detection of the transition to the stop state. The handler should clear the TMCFS flag of TSR0 by writing 0 to the bit after having read it as 1.

(8) Checking the State of Operation

Read TMSR and TMSCR to check the current state of operations. TMSCR indicates the value resulting from decrementation (on every compare match with the timer counter) from the values in the number of steps register (TMASR, TMTSR, or TMRSR) during sequence transitions.

Figure 66.23 shows how the values in TMSR and TMSCR vary through the four states. “( )” in Figure 66.23 means Stop Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the stop state set by TMSPR0 and TMSPR1. “[ ]” in Figure 66.23 means Operation Pattern outputted from TPU0TO0, TPU0TO1, TPU0TO2, and TPU0TO3 in the acceleration, normal, and deceleration states set by TMMPR0 and TMMPR1. As is shown in the figure, the current step within the overall sequence of state transitions can be estimated by, for example, reading TMSR = H'0008 and TMSCR = H'0003 in the interval indicated in the figure below.

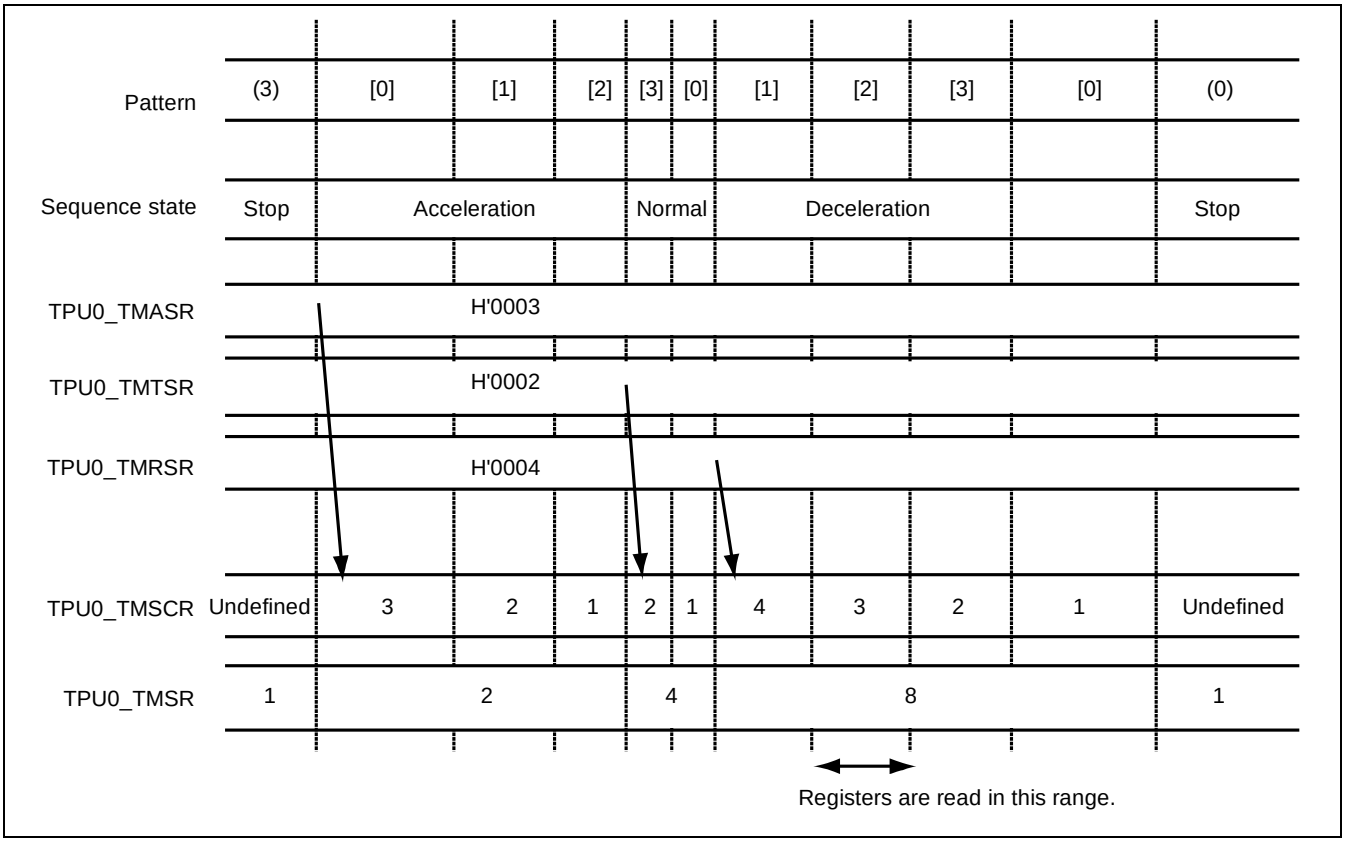


Figure 66.23 Values of TMSR and TMSCR

67. Compare Match Timer Type0 (CMT0)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

67.1 Overview

Compare Match Timer Type0 (CMT0) is a 32-bit compare match timer of two channel.

67.1.1 Features

- Two channels
- 16 bits/32 bits can be selected as counter size (bit-width).
- Provided with 32-bit constant registers and 32-bit up counters that can be written or read at any time.
- Following four clocks can be selected as counter clocks:
  — RCLK: 1/1, 1/8, 1/32, and 1/128
- One-shot operation or free-running operation is selectable.
- Compare match or overflow can be selected as interrupt source.
- Counter operation can be enabled or disabled at the time of debugging of CPU core using the debugging mode operation selector.

67.1.2 Block Diagram

Figure 67.1 shows a block diagram of the CMT0.

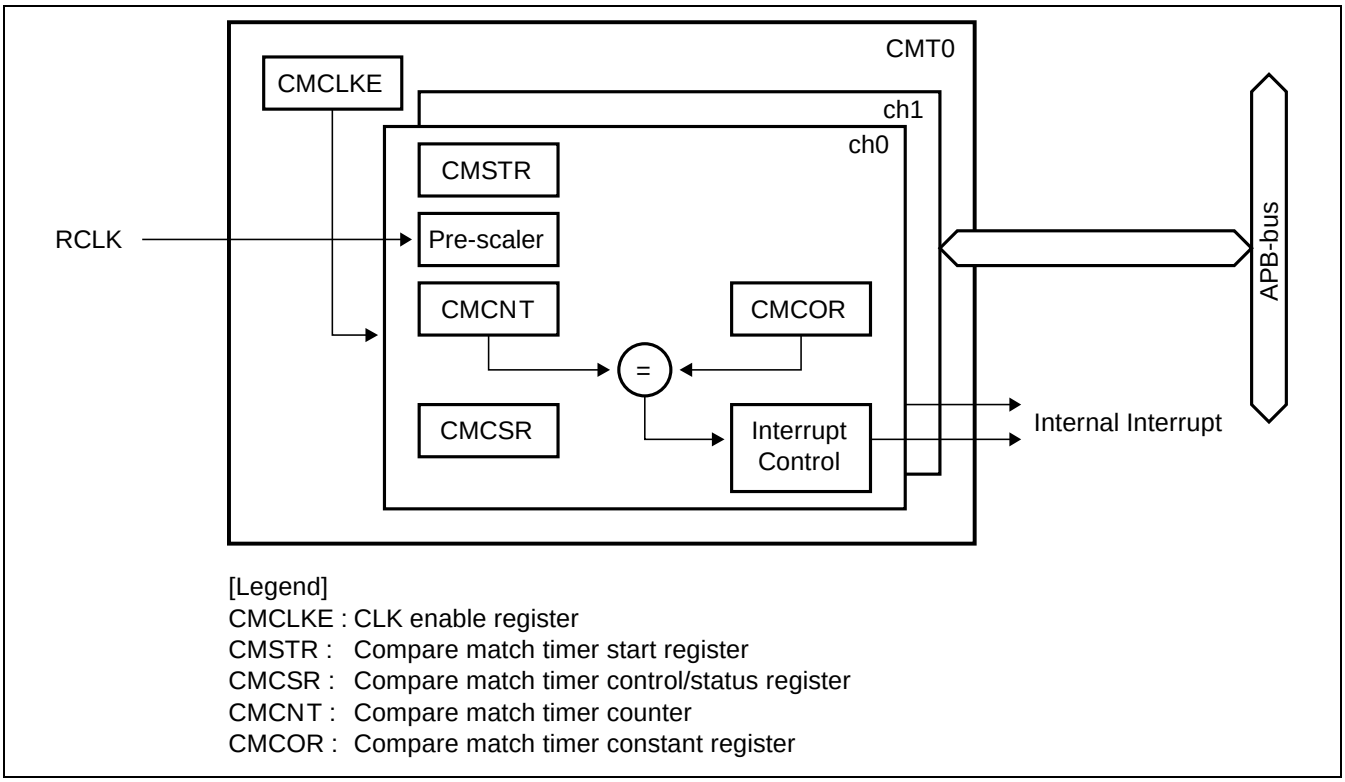


Figure 67.1 Block Diagram of CMT0

67.1.3 Register Configuration

Table 67.1 shows the CMT0 register configuration. Table 67.2 shows the register states in each operating mode. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Access the register as a longword (32 bits). Operation cannot be guaranteed if the register is not accessed as a longword.

Table 67.1 Register Configuration

					Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Address**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
CLK enable register	CMCLKE	R/W	H'E60F_1000	32	√	√	√	√
Compare match timer start register 0	CMSTR0	R/W	H'E60F_0500	32	√	√	√	√
Compare match timer control/status register 0	CMCSR0	R/W*	H'E60F_0510	32	√	√	√	√
Compare match timer counter 0	CMCNT0	R/W	H'E60F_0514	32	√	√	√	√
Compare match timer constant register 0	CMCOR0	R/W	H'E60F_0518	32	√	√	√	√
Compare match timer start register 1	CMSTR1	R/W	H'E60F_0600	32	√	√	√	√
Compare match timer control/status register 1	CMCSR1	R/W*	H'E60F_0610	32	√	√	√	√
Compare match timer counter 1	CMCNT1	R/W	H'E60F_0614	32	√	√	√	√
Compare match timer constant register 1	CMCOR1	R/W	H'E60F_0618	32	√	√	√	√

Note: * Except for bit [15:14] that are R/WC0 register.

Table 67.2 Register States in Each Operating Mode

Register Abbreviation	Power-on Reset/Software Reset	Module Standby
CMCLKE	Initialized	Retained
CMSTR0	Initialized	Retained
CMCSR0	Initialized	Retained
CMCNT0	Initialized	Retained
CMCOR0	Initialized	Retained
CMSTR1	Initialized	Retained
CMCSR1	Initialized	Retained
CMCNT1	Initialized	Retained
CMCOR1	Initialized	Retained

67.2 Register Description

[Legend for Register Description]

Initial value: Register value after a reset.

—: Undefined value

R/W: Bit or field is readable and writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. The write value should always be initial value.

All access to register is made in longword units.

67.2.1 CLK Enable Register (CMCLKE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCLKE is a 32-bit register, which specifies clock supply to each channel. When there are unused channels, set 0 to this register, for stop supplying clock to the channel. It is prohibited to stop clock supply, while counter is working.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	Ch1 clke	Ch0 clke	—	—	—	—	—
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 7	—	All 1	R	Reserved These bits are always read as 1. The write value should always be 1.
6	Ch1clke	B'1	R/W	0: Clock isn't supplied to ch1. 1: Clock is supplied to ch1.
5	Ch0clke	B'1	R/W	0: Clock isn't supplied to ch0. 1: Clock is supplied to ch0.
4 to 0	—	All 1	R	Reserved These bits are always read as 1. The write value should always be 1.

67.2.2 Compare Match Timer Start Registers 0 and 1 (CMSTR0, CMSTR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMSTRn (n = 0 and 1) is a 32-bit register which specifies the operation of compare match timer counters (CMCNTn).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STR0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	STR0	B'1	R/W	Count Start These bits specify start/halt of compare match timer counter (CMCNTn). 0: CMCNTn halts 1: CMCNTn starts counting

67.2.3 Compare Match Timer Control/Status Registers 0 and 1 (CMCSR0, CMCSR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCSRn (n = 0 and 1) is a 32-bit register that indicates the occurrence of compare matches, enables interrupts, and sets the counter input clocks.

Do not change bits other than the CMF and OVF bits, while compare match timer counter (CMCNTn) is under counting.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMF	OVF	WRFLG	—	—	—	CMS	CMM	—	—	CMR[1:0]		DBGIVD	CKS[2:0]		
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1	1
R/W:	R/WC0	R/WC0	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	CMF	B'0	R/WC0	Compare Match Flag This flag indicates whether values of the compare match timer counter (CMCNTn) and compare match timer constant register (CMCORn) have matched or not. Software cannot write 1 to the bit. When one-shot is selected for the counter operation, counting resumes by clearing this bit. 0: CMCNTn and CMCORn values have not matched. [Clearing condition] Write 0 to CMF 1: CMCNTn and CMCORn values have matched. Note: Only 0 can be written to clear the flag.
14	OVF	B'0	R/WC0	Overflow Flag This flag indicates whether the compare match timer counter (McCants) has overflowed or not. Software cannot write 1 to this bit. 0: CMCNTn has not overflowed. [Clearing condition] Write 0 to OVF 1: CMCNTn has overflowed. Note: Only 0 can be written to clear the flag.
13	WRFLG	B'0	R	Write State Flag Write access to CMCNTn is prohibited, while this this bit is 1. Further behavior is not guaranteed, if data is written while this bit is 1. This bit indicates CMCNTn is in synchronization period for setting previously written data. Confirm that this flag is 0, before writing to CMCNTn.

Bit	Bit Name	Initial Value	R/W	Description
12 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	CMS	B'0	R/W	Compare Match Timer Counter Size Specify whether the compare match timer counter (CMCNTn) is used as a 16-bit counter or a 32-bit counter. This bit specifies the valid size of compare match timer constant register (CMCORn). 0: Operates as a 32-bit counter. 1: Operates as a 16-bit counter. Note: Refer to section 67.3.5, CMT0 Register Access, for the note regarding writing to or reading from this bit.
8	CMM	B'1	R/W	Compare Match Mode Specify counter operation mode. 0: One-shot operation 1: Free-running operation Note: Refer to section 67.3.5, CMT0 Register Access, for the note regarding writing to or reading from this bit.
7, 6	—	All 0	R	Reserved This bit is always read as 0. The write value should always be 0.
5, 4	CMR[1:0]	B'00	R/W	Compare Match Request These bits enable or disable an internal interrupt request in a compare match. B'00: Disables an internal interrupt request. B'01: Setting prohibited B'10: Enables an internal interrupt request. B'11: Setting prohibited Note: Refer to section 67.3.5, CMT0 Register Access, for the note regarding writing to or reading from this bit.
3	DBGIVD	B'1	R/W	Debug Mode Operation Select Sets the counter operation in debug mode. 0: Stops the counter operation in debug mode. 1: Enables the counter operation even in debug mode. Note: Refer to section 67.3.5, CMT0 Register Access, for the note regarding writing to or reading from this bit.
2 to 0	CKS[2:0]	B'111	R/W	Clock Select These bits select the input clock to CMCNTn. When the count start bit (STR0) in CMSTRn is set to 1, CMCNTn begins incrementing with the clock selected by these bits. B'000: Setting prohibited B'001: Setting prohibited B'010: Setting prohibited B'011: Setting prohibited B'100: RCLK/8 B'101: RCLK/32 B'110: RCLK/128 B'111: RCLK/1 Note: Refer to section 67.3.5, CMT0 Register Access, for the note regarding writing to or reading from this bit.

67.2.4 Compare Match Timer Counters 0 and 1 (CMCNT0, CMCNT1)

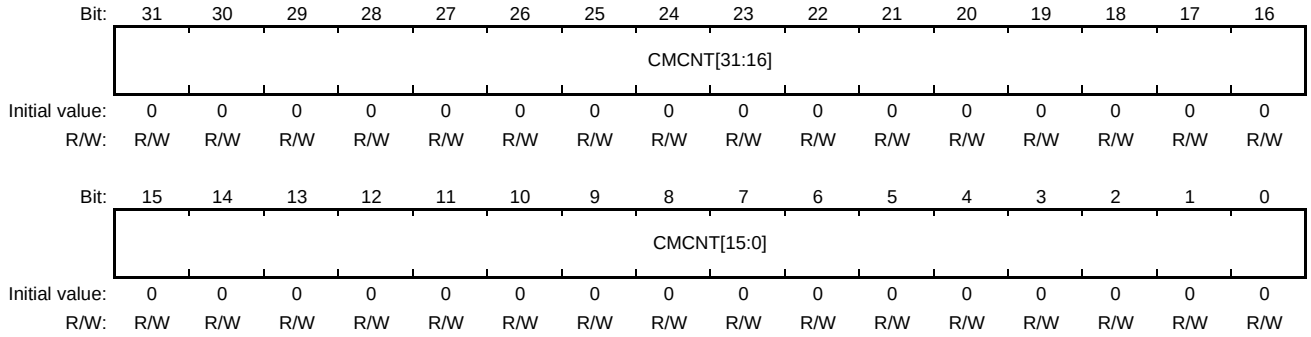
RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCNTn (n = 0 and 1) is a 32-bit register that is used as an up-counter.

To specify counter operation, set compare match timer control/status register n (CMCSRn), before starting operation of corresponding channel.

When the 16-bit counter operation is selected by the CMS bit, bits 31 to 16 of this register become invalid. When data is written to this register in 16-bit mode, write H'0000 to the upper 16 bits.

When CMCNTn is read during the counter operation, the read value may be wrong because different clock is used between counter and bus-interface. For exact value, read this register continuously, until same values are read from this register.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMCNT [31:0]	H'0000_0000	R/W	Compare match timer counter bit31 to 0 Note: Refer to section 67.3.5, CMT0 Register Access, for the note regarding writing to or reading from this bit.

67.2.5 Compare Match Timer Constant Registers 0 and 1 (CMCOR0, CMCOR1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCORn (n = 0 and 1) is a 32-bit register that sets the compare match period with CMCNTn.

When the 16-bit counter operation is selected by the CMS bit in CMCSRn, bits 15 to 0 of this register become valid. Write H'0000 to upper 16bits in 16-bit counter operation.

An overflow is detected when CMCNTn is cleared to 0 and this register is H'FFFF_FFFF.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CMCOR[31:16]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMCOR[15:0]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMCOR [31:0]	H'FFFF_FFFF	R/W	Compare match timer constant register bit31 to 0 Note: Refer to section 67.3.5, CMT0 Register Access, for the note regarding writing to or reading from this bit.

67.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

67.3.1 Counter Operation

The CMT0 starts the operation of the counter by writing 1 to the STR0 bit in CMSTRn after each register has been set. Complete all of the settings before starting the operation. Do not change the register settings other than clearing flag bits, during the compare match timer n (CMCNTn) is under operation.

The counter operates in one of two ways.

- One-Shot Operation

  One-shot operation is selected by setting the CMM bit in CMCSRn to 0. When the value in CMCNTn matches the value in CMCORn, the value in CMCNTn is cleared to H'0000_0000 and the CMF bit in CMCSRn is set to 1. Counting by CMCNTn stops after it has been cleared.

  To detect an overflow interrupt, set the value in CMCORn to H'FFFF_FFFF. When the value in CMCNTn matches the value in CMCORn, CMCNTn is cleared to H'0000_0000 and the CMF and OVF bits in CMCSRn are set to 1.

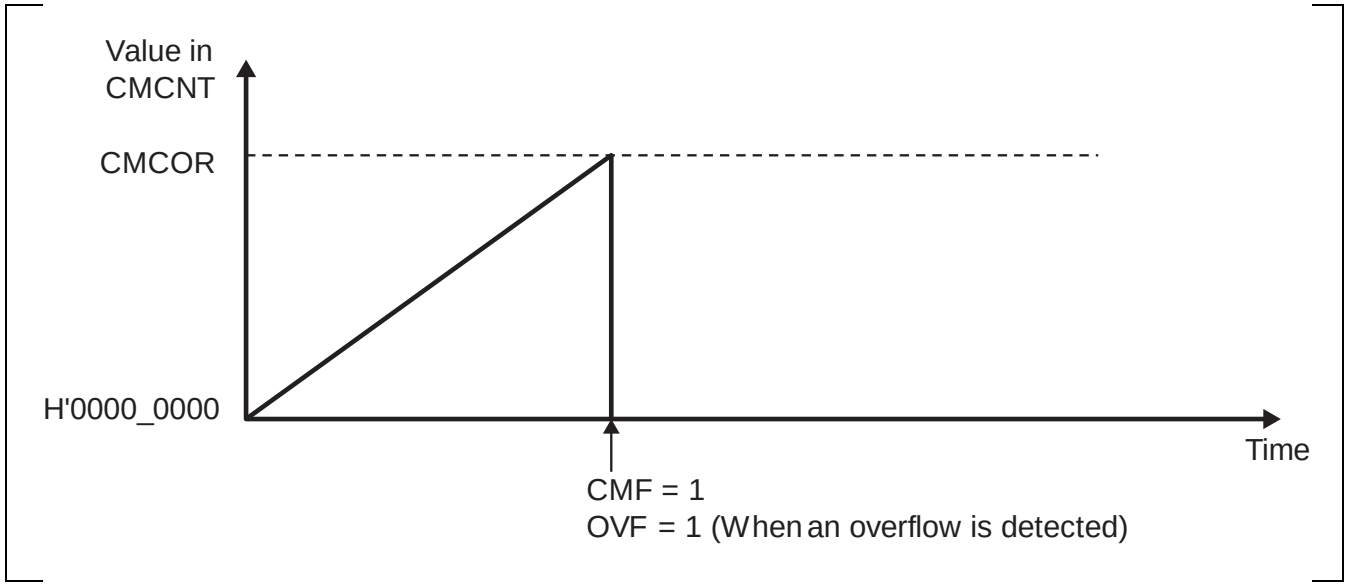


Figure 67.2 Counter Operation (One-Shot Operation)

- Free-Running Operation

  Free-running operation is selected by setting the CMM bit in CMCSRn to 1. When the value in CMCNTn matches the value in CMCORn, CMCNTn is cleared to H'0000_0000 and the CMF bit in CMCSRn is set to 1. CMCNTn resumes counting-up after it has been cleared.

  To detect an overflow interrupt, set CMCORn to H'FFFF_FFFF. When the values in CMCNTn and CMCORn match, CMCNTn is cleared to H'0000_0000 and the CMF and OVF bits in CMCSRn are set to 1.

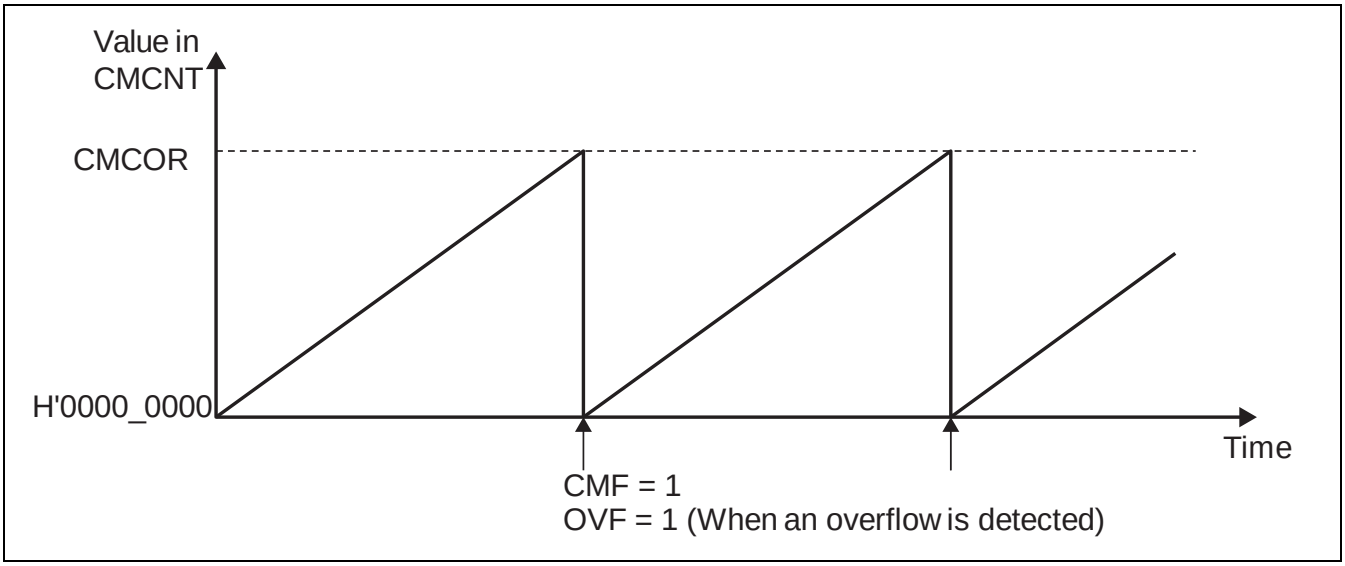


Figure 67.3 Counter Operation (Free-Running Operation)

67.3.2 Counter Size

In this module, the size of the counter can be selected from 16, or 32 bits. This is selected by the CMS bit in CMCSRn.

When the 16-bit size is selected, H'0000 should be used as upper 16 bits of write data to CMCORn. To detect an overflow interrupt, CMCORn must be set to H'0000_FFFF.

67.3.3 Timing for Counting by CMCNTn

In this module, the clock for the counter can be selected from among the following:

- RCLK: 1/1, 1/8, 1/32, and 1/128

The clock for the counter is selected by the CKS bits in CMCSRn. CMCNTn is incremented at the rising edge of the selected clock.

67.3.4 Internal Interrupt Request to CPU

By CMR bits in CMCSRn, internal interrupt request to the CPU at a compare match can be asserted.

To clear an internal interrupt request to the CPU in Free-Running Operation, the CMF bit should be set to 0. Set the CMF bit to 0 in the handling routine for the CMT0 interrupt.

To clear an internal interrupt request to the CPU with resuming count-up in One-Shot Operation, the CMF bit should be set to 0 while keeping 1 in STR0 bit in CMSTRn. Set the CMF bit to 0 while keeping 1 in STR0 bit in the handling routine for the CMT0 interrupt.

To clear an internal interrupt request to the CPU without resuming count-up in One-Shot Operation, the CMF bit should be set to 0 after setting STR0 bit in CMSTRn to 0. Set the CMF bit to 0 after setting STR0 bit to 0 in the handling routine for the CMT0 interrupt.

67.3.5 CMT0 Register Access

After writing to following registers, written data can be read 2 cycles in counter input clock (RCLK) after writing has finished. And it takes 2 cycles in counter input clock (RCLK), for reflecting written data to counter behavior.

CMCSRn: Bits CKS, CMM, CMS, CMR, DBGIVD

CMCORn: Bits 31 to 0

CMSTRn: Bit STR0

After writing to following registers, written data can be read 2 cycles in counter input clock (RCLK) after writing has finished. And it takes 2 cycles in counter input clock (RCLK), for reflecting written data to counter behavior.

And for following registers, write access is prohibited, while previously written data is under writing. Do not perform next write access, while CMCSRn.WRFLG is 1.

CMCNT*: Bits 31 to 0

67.3.6 Compare Match Flag Set/Clear Timing

The CMF bit in CMCSRn is set to 1 by the compare match signal generated when CMCORn and CMCNTn match. The compare match signal is generated upon the final state of the match (timing at which the CMCNTn value is updated to 0). Consequently, after CMCORn and CMCNTn match, a compare match signal will not be generated until a CMCNTn counter clock is input. Figure 67.4 shows the set timing of the CMF bit.

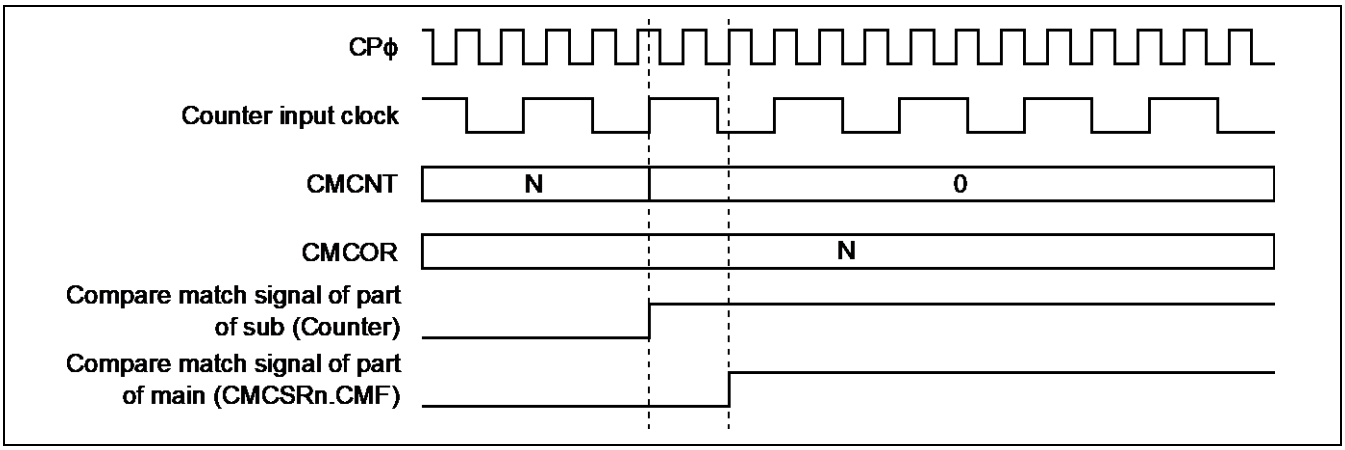


Figure 67.4 CMF Set Timing

Set the CMF bit as 0. The CMF flag is cleared immediately.

67.3.7 CMT0 Usage

Take the following steps to use the CMT0.

1. Clear the STR0 bit in CMSTRn to 0 to temporarily stop counting.
   (Confirm that RCLK was input more than 2 cycles.)
2. Write H'0000_0000 on CMCNTn.
3. Set counter size, compare match mode, type of counter clock and interrupt request and clear the bit of OVF and CMF in CMCSRn.
4. Set the value on CMCORn.
5. Confirm that CMCSRn.WRFLG is 0.
   If WRFLG is 1, wait until it'll be 0.
6. Start the counting by setting the STR0 bit in CMSTRn to 1.
   (Refer to section 67.3.5, CMT0 Register Access)

67.3.8 Module Stop/ CMCLKE Setting

When counter is not used, clock of this module can be stopped by CMCLKE register. Confirm that, following conditions are satisfied, before stopping counter’s clock.

- CMSTRn.STR0 bit is 0
- CMCSRn.WRFLG is 0
- 3 or more cycles have passed in RCLK, since the last Register access

68. Compare Match Timer Type1 (CMT1)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

68.1 Overview

This section is written to introduce about CMT1/2/3, total include 24 channels, CMT2/3 are exactly same as CMT1, CMT1's usage are introduced here in, refer to 68.3 for CMT2/3 register address.

68.1.1 Features

- Eight channels
- 16 bits/32 bits/48 bits can be selected as counter size (bit-width).
- 48-bit constant registers and 48-bit up counters that can be written or read at any time.
- For channel 0 to 4, following twelve clocks can be selected as counter clock.
  - CPEXϕ: 1/8, 1/32, 1/128, and 1/1
  - RCLK: 1/1, 1/8, 1/32, and 1/128
  - Pseudo 32 kHz: 1/1, 1/8, 1/32, and 1/128
- For channel 5 to 7, following four clocks can be selected as counter clock.
  - RCLK: 1/1,1/8, 1/32, and 1/128
- One-shot operation or free-running operations are selectable.
- Compare match can be used as interrupt source.
- Support Module standby mode.
- RCLK-synchronous counter start/stop mode for channel 0
- Counter operation can be enabled or disabled at the time of debugging of CPU core using the debugging mode operation selector.

68.1.2 Block Diagram

Figure 68.1 shows a block diagram of the CMT1.

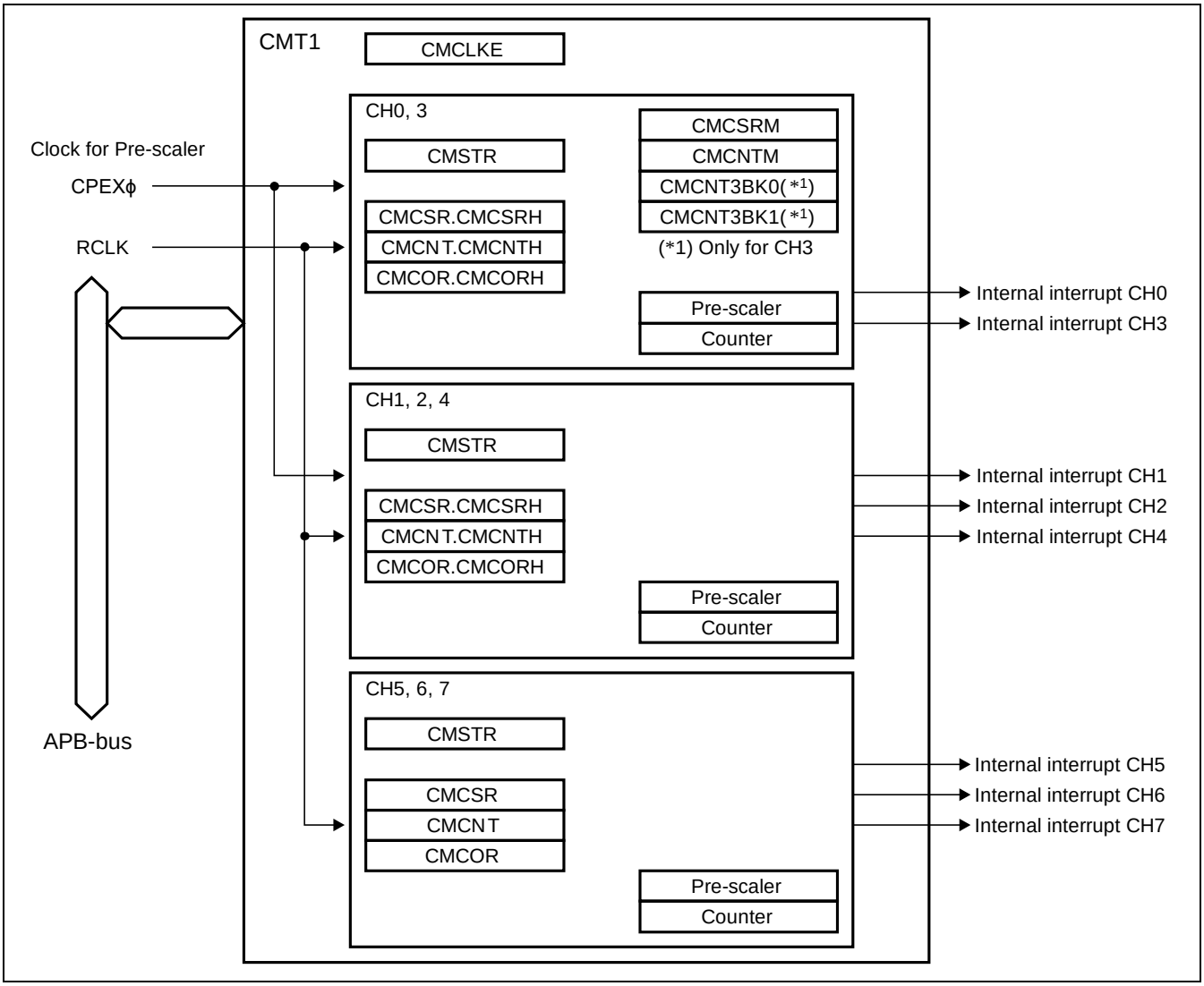


Figure 68.1 Block Diagram of CMT1

68.1.3 Register Configuration

Table 68.1 shows the CMT1/2/3 register configuration. Table 68.2 shows the register states in each operating mode. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Access the register as a longword (32 bits). Operation cannot be guaranteed if the register is not accessed as a longword.

Table 68.1 Register Configuration

Register Name	CMT1/2/3	Abbreviation	R/W	Address	Access Size
CLK enable register	CMT1	CMCLKE	R/W	H'E613_1000	32
	CMT2			H'E614_1000	
	CMT3			H'E614_9000	
Compare match timer start register 0	CMT1	CMSTR0	R/W	H'E613_0000	32
	CMT2			H'E614_0000	
	CMT3			H'E614_8000	
Compare match timer control/status register 0	CMT1	CMCSR0	R/W*1	H'E613_0010	32
	CMT2			H'E614_0010	
	CMT3			H'E614_8010	
Compare match timer counter 0	CMT1	CMCNT0	R/W	H'E613_0014	32
	CMT2			H'E614_0014	
	CMT3			H'E614_8014	
Compare match timer constant register 0	CMT1	CMCOR0	R/W	H'E613_0018	32
	CMT2			H'E614_0018	
	CMT3			H'E614_8018	
Compare match timer control/status register H0	CMT1	CMCSRH0	R/W	H'E613_0020	32
	CMT2			H'E614_0020	
	CMT3			H'E614_8020	
Compare match timer counter H0	CMT1	CMCNTH0	R/W	H'E613_0024	32
	CMT2			H'E614_0024	
	CMT3			H'E614_8024	
Compare match timer constant register H0	CMT1	CMCORH0	R/W	H'E613_0028	32
	CMT2			H'E614_0028	
	CMT3			H'E614_8028	
Compare match timer match control/status register 0	CMT1	CMCSRM0	R/W	H'E613_0040	32
	CMT2			H'E614_0040	
	CMT3			H'E614_8040	
Compare match timer match counter 0	CMT1	CMCNTM0	R	H'E613_0044	32
	CMT2			H'E614_0044	
	CMT3			H'E614_8044	
Compare match timer start register 1	CMT1	CMSTR1	R/W	H'E613_0100	32
	CMT2			H'E614_0100	
	CMT3			H'E614_8100	
Compare match timer control/status register 1	CMT1	CMCSR1	R/W*2	H'E613_0110	32
	CMT2			H'E614_0110	
	CMT3			H'E614_8110	

Register Name	CMT1/2/3	Abbreviation	R/W	Address	Access Size
Compare match timer counter 1	CMT1	CMCNT1	R/W	H'E613_0114	32
	CMT2			H'E614_0114	
	CMT3			H'E614_8114	
Compare match timer constant register 1	CMT1	CMCOR1	R/W	H'E613_0118	32
	CMT2			H'E614_0118	
	CMT3			H'E614_8118	
Compare match timer control/status register H1	CMT1	CMCSRH1	R/W	H'E613_0120	32
	CMT2			H'E614_0120	
	CMT3			H'E614_8120	
Compare match timer counter H1	CMT1	CMCNTH1	R/W	H'E613_0124	32
	CMT2			H'E614_0124	
	CMT3			H'E614_8124	
Compare match timer constant register H1	CMT1	CMCORH1	R/W	H'E613_0128	32
	CMT2			H'E614_0128	
	CMT3			H'E614_8128	
Compare match timer start register 2	CMT1	CMSTR2	R/W	H'E613_0200	32
	CMT2			H'E614_0200	
	CMT3			H'E614_8200	
Compare match timer control/status register 2	CMT1	CMCSR2	R/W*2	H'E613_0210	32
	CMT2			H'E614_0210	
	CMT3			H'E614_8210	
Compare match timer counter 2	CMT1	CMCNT2	R/W	H'E613_0214	32
	CMT2			H'E614_0214	
	CMT3			H'E614_8214	
Compare match timer constant register 2	CMT1	CMCOR2	R/W	H'E613_0218	32
	CMT2			H'E614_0218	
	CMT3			H'E614_8218	
Compare match timer control/status register H2	CMT1	CMCSRH2	R/W	H'E613_0220	32
	CMT2			H'E614_0220	
	CMT3			H'E614_8220	
Compare match timer counter H2	CMT1	CMCNTH2	R/W	H'E613_0224	32
	CMT2			H'E614_0224	
	CMT3			H'E614_8224	
Compare match timer constant register H2	CMT1	CMCORH2	R/W	H'E613_0228	32
	CMT2			H'E614_0228	
	CMT3			H'E614_8228	
Compare match timer start register 3	CMT1	CMSTR3	R/W	H'E613_0300	32
	CMT2			H'E614_0300	
	CMT3			H'E614_8300	

Register Name	CMT1/2/3	Abbreviation	R/W	Address	Access Size
Compare match timer control/status register 3	CMT1	CMCSR3	R/W*2	H'E613_0310	32
	CMT2			H'E614_0310	
	CMT3			H'E614_8310	
Compare match timer counter 3	CMT1	CMCNT3	R/W	H'E613_0314	32
	CMT2			H'E614_0314	
	CMT3			H'E614_8314	
Compare match timer constant register 3	CMT1	CMCOR3	R/W	H'E613_0318	32
	CMT2			H'E614_0318	
	CMT3			H'E614_8318	
Compare match timer control/status register H3	CMT1	CMCSRH3	R/W	H'E613_0320	32
	CMT2			H'E614_0320	
	CMT3			H'E614_8320	
Compare match timer counter H3	CMT1	CMCNTH3	R/W	H'E613_0324	32
	CMT2			H'E614_0324	
	CMT3			H'E614_8324	
Compare match timer constant register H3	CMT1	CMCORH3	R/W	H'E613_0328	32
	CMT2			H'E614_0328	
	CMT3			H'E614_8328	
Compare match timer counter 3 backup 0	CMT1	CMCNT3BK0	R	H'E613_0330	32
	CMT2			H'E614_0330	
	CMT3			H'E614_8330	
Compare match timer counter 3 backup 1	CMT1	CMCNT3BK1	R	H'E613_0334	32
	CMT2			H'E614_0334	
	CMT3			H'E614_8334	
Compare match timer match control/status register 3	CMT1	CMCSRM3	R/W	H'E613_0340	32
	CMT2			H'E614_0340	
	CMT3			H'E614_8340	
Compare match timer match counter 3	CMT1	CMCNTM3	R	H'E613_0344	32
	CMT2			H'E614_0344	
	CMT3			H'E614_8344	
Compare match timer start register 4	CMT1	CMSTR4	R/W	H'E613_0400	32
	CMT2			H'E614_0400	
	CMT3			H'E614_8400	
Compare match timer control/status register 4	CMT1	CMCSR4	R/W*2	H'E613_0410	32
	CMT2			H'E614_0410	
	CMT3			H'E614_8410	
Compare match timer counter 4	CMT1	CMCNT4	R/W	H'E613_0414	32
	CMT2			H'E614_0414	
	CMT3			H'E614_8414	

Register Name	CMT1/2/3	Abbreviation	R/W	Address	Access Size
Compare match timer constant register 4	CMT1	CMCOR4	R/W	H'E613_0418	32
	CMT2			H'E614_0418	
	CMT3			H'E614_8418	
Compare match timer control/status register H4	CMT1	CMCSRH4	R/W	H'E613_0420	32
	CMT2			H'E614_0420	
	CMT3			H'E614_8420	
Compare match timer counter H4	CMT1	CMCNTH4	R/W	H'E613_0424	32
	CMT2			H'E614_0424	
	CMT3			H'E614_8424	
Compare match timer constant register H4	CMT1	CMCORH4	R/W	H'E613_0428	32
	CMT2			H'E614_0428	
	CMT3			H'E614_8428	
Compare match timer start register 5	CMT1	CMSTR5	R/W	H'E613_0500	32
	CMT2			H'E614_0500	
	CMT3			H'E614_8500	
Compare match timer control/status register 5	CMT1	CMCSR5	R/W*2	H'E613_0510	32
	CMT2			H'E614_0510	
	CMT3			H'E614_8510	
Compare match timer counter 5	CMT1	CMCNT5	R/W	H'E613_0514	32
	CMT2			H'E614_0514	
	CMT3			H'E614_8514	
Compare match timer constant register 5	CMT1	CMCOR5	R/W	H'E613_0518	32
	CMT2			H'E614_0518	
	CMT3			H'E614_8518	
Compare match timer start register 6	CMT1	CMSTR6	R/W	H'E613_0600	32
	CMT2			H'E614_0600	
	CMT3			H'E614_8600	
Compare match timer control/status register 6	CMT1	CMCSR6	R/W*2	H'E613_0610	32
	CMT2			H'E614_0610	
	CMT3			H'E614_8610	
Compare match timer counter 6	CMT1	CMCNT6	R/W	H'E613_0614	32
	CMT2			H'E614_0614	
	CMT3			H'E614_8614	
Compare match timer constant register 6	CMT1	CMCOR6	R/W	H'E613_0618	32
	CMT2			H'E614_0618	
	CMT3			H'E614_8618	
Compare match timer start register 7	CMT1	CMSTR7	R/W	H'E613_0700	32
	CMT2			H'E614_0700	
	CMT3			H'E614_8700	

Register Name	CMT1/2/3	Abbreviation	R/W	Address	Access Size
Compare match timer control/status register 7	CMT1	CMCSR7	R/W*2	H'E613_0710	32
	CMT2			H'E614_0710	
	CMT3			H'E614_8710	
Compare match timer counter 7	CMT1	CMCNT7	R/W	H'E613_0714	32
	CMT2			H'E614_0714	
	CMT3			H'E614_8714	
Compare match timer constant register 7	CMT1	CMCOR7	R/W	H'E613_0718	32
	CMT2			H'E614_0718	
	CMT3			H'E614_8718	

Notes: 1. Except for bit [15:14] / [12:11] that are R/WC0 register.
2. Except for bit [15:14] that are R/WC0 register.

Table 68.2 Register States in Each Operating Mode

Register Abbreviation	Power-on Reset/Software Reset	Module Standby
CMCLKE	Initialized	Retained
CMSTR0	Initialized	Retained
CMCSR0	Initialized	Retained
CMCNT0	Initialized	Retained
CMCOR0	Initialized	Retained
CMCSRH0	Initialized	Retained
CMCNTH0	Initialized	Retained
CMCORH0	Initialized	Retained
CMCSRM0	Initialized	Retained
CMCNTM0	Initialized	Retained
CMSTR1	Initialized	Retained
CMCSR1	Initialized	Retained
CMCNT1	Initialized	Retained
CMCOR1	Initialized	Retained
CMCSRH1	Initialized	Retained
CMCNTH1	Initialized	Retained
CMCORH1	Initialized	Retained
CMSTR2	Initialized	Retained
CMCSR2	Initialized	Retained
CMCNT2	Initialized	Retained
CMCOR2	Initialized	Retained
CMCSRH2	Initialized	Retained
CMCNTH2	Initialized	Retained
CMCORH2	Initialized	Retained
CMSTR3	Initialized	Retained
CMCSR3	Initialized	Retained
CMCNT3	Initialized	Retained
CMCOR3	Initialized	Retained
CMCSRH3	Initialized	Retained
CMCNTH3	Initialized	Retained
CMCORH3	Initialized	Retained
CMCNT3BK0	Initialized	Retained
CMCNT3BK1	Initialized	Retained
CMCSRM3	Initialized	Retained
CMCNTM3	Initialized	Retained
CMSTR4	Initialized	Retained
CMCSR4	Initialized	Retained
CMCNT4	Initialized	Retained
CMCOR4	Initialized	Retained
CMCSRH4	Initialized	Retained
CMCNTH4	Initialized	Retained
CMCORH4	Initialized	Retained

Register Abbreviation	Power-on Reset/Software Reset	Module Standby
CMSTR5	Initialized	Retained
CMCSR5	Initialized	Retained
CMCNT5	Initialized	Retained
CMCOR5	Initialized	Retained
CMSTR6	Initialized	Retained
CMCSR6	Initialized	Retained
CMCNT6	Initialized	Retained
CMCOR6	Initialized	Retained
CMSTR7	Initialized	Retained
CMCSR7	Initialized	Retained
CMCNT7	Initialized	Retained
CMCOR7	Initialized	Retained

68.2 Register Description

[Legend for Register Description]

Initial value: Register value after a reset.

—: Undefined value

R/W: Bit or field is readable and writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. The write value should always be initial value.

All access to register is made in longword units.

68.2.1 CLK Enable Register (CMCLKE)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCLKE is a 32bits register, which specify clock supply to each channel. When there are unused channels, set ‘0’ as this register, to stop supplying clock to the channel. It is prohibited to stop clock supply, while counter is working.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Ch7 clke	Ch6 clke	Ch5 clke	Ch4 clke	Ch3 clke	Ch2 clke	Ch1 clke	Ch0 clke
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 8	—	All 1	R	Reserved These bits are always read as 1. The write value should always be 1.
7	Ch7clke	B’1	R/W	0: Clock isn’t supplied to ch7 1: Clock is supplied to ch7
6	Ch6clke	B’1	R/W	0: Clock isn’t supplied to ch6 1: Clock is supplied to ch6
5	Ch5clke	B’1	R/W	0: Clock isn’t supplied to ch5 1: Clock is supplied to ch5
4	Ch4clke	B’1	R/W	0: Clock isn’t supplied to ch4 1: Clock is supplied to ch4
3	Ch3clke	B’1	R/W	0: Clock isn’t supplied to ch3 1: Clock is supplied to ch3
2	Ch2clke	B’1	R/W	0: Clock isn’t supplied to ch2 1: Clock is supplied to ch2

Bit	Bit Name	Initial Value	R/W	Description
1	Ch1clke	B'1	R/W	0: Clock isn't supplied to ch1 1: Clock is supplied to ch1
0	Ch0clke	B'1	R/W	0: Clock isn't supplied to ch0 1: Clock is supplied to ch0

68.2.2 Compare Match Timer Start Registers 0 to 7 (CMSTRn)

CMSTRn (n = 0 to 7) is a 32-bit register which specify the operation of compare match timer counter (CMCNTn). Refer to section 68.3.5, Register Access, for register value update timing.

(1) CMSTR0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	STR0RS	—	—	—	—	—	—	—	STR0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 9	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
8	STR0RS	B'0	R/W	RCLK-Synchronous Counter Start/Stop Mode Select 0: Normal operation Channel 0 starts or stops counting, immediately after data is written to STR0. 1: RCLK-synchronous counter start/stop mode Channel 0 starts or stops counting on detecting an RCLK rising edge, after data is written to STR0.
7 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	STR0	B'0	R/W	Count Start 0 These bits specify start/halt of compare match timer counter 0 (CMCNT0). 0: CMCNT0 halts 1: CMCNT0 start counting

(2) CMSTRn (n = 1 to 4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STR0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	STR0	B'0	R/W	Count Start 0 These bits specify start/halt of compare match timer counter (CMCNTn). 0: CMCNTn halts 1: CMCNTn starts counting

(3) CMSTRn (n = 5 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STR0
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	STR0	B'1	R/W	Count Start 0 These bits specify start/halt of compare match timer counter (CMCNTn). 0: CMCNTn halts 1: CMCNTn starts counting

68.2.3 Compare Match Timer Control/Status Registers 0 to 7 (CMCSRn)

CMCSRn (n = 0 to 7) is a 32-bit register that indicates the occurrence of compare match, enable interrupt and set the counter input clock.

Do not change bits other than the CMF and OVF bits, while compare match timer counter (CMCNTn) is under counting.

Note: * Refer to section 68.3.5, Register Access, for the note regarding writing to or reading form the following bits.

- CMCSR0.CH0SSIE
- CMCSRn.CMS
- CMCSRn.CMM
- CMCSRn.CMR [1:0]
- CMCSRn.DBGIVD
- CMCSRn.CKS [2:0]

(1) CMCSR0

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMF	OVF	WRFLG	CH0 STTF	CH0 STPF	CH0 SSIE	CMS	CMM	—	—	CMR[1:0]		DBG IVD	CKS[2:0]		
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1	1
R/W:	R/WC0	R/WC0	R	R/WC0	R/WC0	R/W	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	CMF	B'0	R/WC0	Compare Match Flag This flag indicates whether values of the compare match timer counter (CMCNT0) and compare match timer constant register (CMCOR0) have matched or not. Software cannot write 1 to the bit. When one-shot is selected for the counter operation, counting resumes by clearing this bit. 0: CMCNT0 and CMCOR0 values have not matched [Clearing conditions] • Write 0 to this bit 1: CMCNT0 and CMCOR0 values have matched Note: Only 0 can be written to clear the flag.

Bit	Bit Name	Initial Value	R/W	Description
14	OVF	B'0	R/WC0	Overflow Flag This flag indicates whether the compare match timer counter (CMCNT0) has overflowed or not. Software cannot write 1 to this bit. 0: CMCNT0 has not overflowed [Clearing conditions] • Write 0 to this bit 1: CMCNT0 has overflowed Note: Only 0 can be written to clear the flag.
13	WRFLG	B'0	R	Write State Flag Write access to CMCNT0 is prohibited, while this bit is 1. Further behavior is not guaranteed, if data is written while this bit is 1. This bit indicates CMCNT0 is in synchronization period for setting previously written data. Confirm that this flag is 0, before writing to CMCNT0.
12	CH0STTF	B'0	R/WC0	Channel 0 Start Flag When RCLK-synchronous channel 0 counter start/stop mode is selected, this flag indicates whether the counter in channel 0 started on detecting an RCLK rising edge after 1 was written to the STR0 bit in CMSR. 0: Channel 0 counter has not started. [Clearing condition] • Write 0 to CH0STTF. 1: Channel 0 counter has started. Note: Only 0 can be written to clear the flag.
11	CH0STPF	B'0	R/WC0	Channel 0 Stop Flag When RCLK-synchronous channel 0 counter start/stop mode is selected, this flag indicates whether the counter in channel 0 stopped on detecting an RCLK rising edge after 1 was written to the STR0 bit in CMSR. 0: Channel 0 counter has not stopped. [Clearing condition] • Write 0 to CH0STPF. 1: Channel 0 counter has stopped. Note: Only 0 can be written to clear the flag.
10	CH0SSIE	B'0	R/W	Channel 0 Start/Stop Interrupt Enable When RCLK-synchronous channel 0 counter start/stop mode is selected, this bit enables or disables an interrupt due to the start or stop of the counter in channel 0. 0: Disables an interrupt due to start or stop of channel 0 counter. 1: Enables an interrupt due to start or stop of channel 0 counter.

Bit	Bit Name	Initial Value	R/W	Description
9	CMS	B’0	R/W	Compare Match Timer Counter Size This bit and CMCSRH0.CMSH select whether the compare match timer counter 0 (CMCNTH0 [15:0], and CMCNT0 [31:0]) is used as a 16-bit counter, a 32-bit counter, or a 48-bit counter. This bit also specifies valid size of the compare match timer constant register 0 (CMCORH0 [15:0], and CMCOR0 [31:0]). CMCSRH0[9].CMSH, and CMCSR0[9].CMS: B’1x: Operates as a 48-bit counter B’00: Operates as a 32-bit counter B’01: Operates as a 16-bit counter
8	CMM	B’1	R/W	Compare Match Mode Specify operation mode of the counter. 0: One-shot operation 1: Free-running operation
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
5, 4	CMR[1:0]	B’00	R/W	Compare Match Request These bits enable or disable internal interrupt request in a compare match. B’00: Disables internal interrupt request B’01: Setting prohibited B’10: Enables an internal interrupt request B’11: Setting prohibited
3	DBGIVD	B’1	R/W	Debug Mode Operation Select Sets the counter operation in debugging mode. 0: Stops the counter operation in debugging mode. 1: Continues the counter operation even in debugging mode.
2 to 0	CKS[2:0]	B’111	R/W	Clock Select These bits and CMCSRH0.CKSH select the clock input to CMCNT0. When the count start bit (STR0) for the corresponding channel is set to 1, CMCNT0 begins incrementing with the clock selected by these bits. CMCSRH0.CKSH[0]+CMCSR0.CKS[2:0]: B’x000: CPEXϕ/8 B’x001: CPEXϕ/32 B’x010: CPEXϕ/128 B’x011: CPEXϕ/1 B’0100: RCLK/8 B’0101: RCLK/32 B’0110: RCLK/128 B’0111: RCLK/1 B’1100: Pseudo 32 kHz/8 B’1101: Pseudo 32 kHz/32 B’1110: Pseudo 32 kHz/128 B’1111: Pseudo 32 kHz/1

(2) CMCSRn (n = 1 to 4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMF	OVF	WRFLG	—	—	—	CMS	CMM	—	—	CMR[1:0]		DBGIVD	CKS[2:0]		
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1	1
R/W:	R/WC0	R/WC0	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	CMF	B'0	R/WC0	Compare Match Flag This flag indicates whether values of the compare match timer counter (CMCNTn) and compare match timer constant register (CMCORn) have matched or not. Software cannot write 1 to the bit. When one-shot is selected for the counter operation, counting resumes by clearing this bit. 0: CMCNTn and CMCORn values have not matched [Clearing conditions] • Write 0 to this bit 1: CMCNTn and CMCORn values have matched Note: Only 0 can be written to clear the flag.
14	OVF	B'0	R/WC0	Overflow Flag This flag indicates whether the compare match timer counter (CMCNTn) has overflowed or not. Software cannot write 1 to this bit. 0: CMCNTn has not overflowed [Clearing conditions] • Write 0 to this bit 1: CMCNTn has overflowed Note: Only 0 can be written to clear the flag.
13	WRFLG	B'0	R	Write State Flag Write access to CMCNTn is prohibited, while this this bit is 1. Further behavior is not guaranteed, if data is written while this bit is 1. This bit indicates CMCNTn is in synchronization period for setting previously written data. Confirm that this flag is 0, before writing to CMCNTn.
12 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
9	CMS	B'0	R/W	Compare Match Timer Counter Size This bit and CMCSRHn.CMSH specify whether the compare match timer counter (CMCNTHn[15:0] and CMCNTn[31:0]) is used as a 16-bit counter, a 32-bit counter, or a 48-bit counter. This setting becomes the valid size for the compare match timer constant register (CMCORHn[15:0], CMCORn[31:0]). CMCSRHn[9].CMSH+CMCSRn[9].CMS: B'1x: Operates as a 48-bit counter B'00: Operates as a 32-bit counter B'01: Operates as a 16-bit counter
8	CMM	B'1	R/W	Compare Match Mode Specify counter operation mode. 0: One-shot operation 1: Free-running operation
7, 6	—	All 0	R	Reserved These bits are read as 0. The write value should always be 0.
5, 4	CMR[1:0]	B'00	R/W	Compare Match Request These bits enable or disable internal interrupt request in a compare match. B'00: Disables internal interrupt request B'01: Setting prohibited B'10: Enables an internal interrupt request B'11: Setting prohibited
3	DBGIVD	B'1	R/W	Debug Mode Operation Select Sets the counter operation in debugging mode. 0: Stops the counter operation in debugging mode. 1: Continues the counter operation even in debugging mode.
2 to 0	CKS[2:0]	B'111	R/W	Clock Select These bits and CMCSRHn.CKSH specify the input clock to CMCNTn. When the count start bit (STR0) for the corresponding channel is set to 1, CMCNTn begins incrementing with the clock selected by these bits. CMCSRHn.CKSH[0], CMCSRn.CKS[2:0]: B'x000: CPEXϕ/8 B'x001: CPEXϕ/32 B'x010: CPEXϕ/128 B'x011: CPEXϕ/1 B'0100: RCLK/8 B'0101: RCLK/32 B'0110: RCLK/128 B'0111: RCLK/1 B'1100: Pseudo 32 kHz/8 B'1101: Pseudo 32 kHz/32 B'1110: Pseudo 32 kHz/128 B'1111: Pseudo 32 kHz/1

(3) CMCSRn (n = 5 to 7)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMF	OVF	WRFLG	—	—	—	CMS	CMM	—	—	CMR[1:0]		DBGIVD	CKS[2:0]		
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1	1
R/W:	R/WC0	R/WC0	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	CMF	B'0	R/WC0	Compare Match Flag This flag indicates whether values of the compare match timer counter (CMCNTn) and compare match timer constant register (CMCORn) have matched or not. Software cannot write 1 to the bit. When one-shot is selected for the counter operation, counting resumes by clearing this bit. 0: CMCNTn and CMCORn values have not matched [Clearing conditions] • Write 0 to this bit 1: CMCNTn and CMCORn values have matched Note: Only 0 can be written to clear the flag.
14	OVF	B'0	R/WC0	Overflow Flag This flag indicates whether the compare match timer counter (CMCNTn) has overflowed or not. Software cannot write 1 to this bit. 0: CMCNTn has not overflowed [Clearing conditions] • Write 0 to this bit 1: CMCNTn has overflowed Note: Only 0 can be written to clear the flag.
13	WRFLG	B'0	R	Write State Flag Write access to CMCNTn is prohibited, while this this bit is 1. Further behavior is not guaranteed, if data is written while this bit is 1. This bit indicates CMCNTn is in synchronization period for setting previously written data. Confirm that this flag is 0, before writing to CMCNTn.
12 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
9	CMS	B'0	R/W	Compare Match Timer Counter Size Selects whether the compare match timer counter (CMCNTn) is used as a 16-bit counter or a 32-bit counter. This setting becomes the valid size for the compare match timer constant register (CMCORn). 0: Operates as a 32-bit counter. 1: Operates as a 16-bit counter.
8	CMM	B'1	R/W	Compare Match Mode Specify counter operation mode. 0: One-shot operation 1: Free-running operation
7, 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5, 4	CMR[1:0]	B'00	R/W	Compare Match Request These bits enable or disable internal interrupt request in a compare match. B'00: Disables internal interrupt request B'01: Setting prohibited B'10: Enables an internal interrupt request B'11: Setting prohibited
3	DBGIVD	B'1	R/W	Debug Mode Operation Select Sets the counter operation in debugging mode. 0: Stops the counter operation in debugging mode. 1: Continues the counter operation even in debugging mode.
2 to 0	CKS[2:0]	B'111	R/W	Clock Select These bits select the clock input to CMCNTn. When the count start bit (STR0) in CMSTRn is set to 1, CMCNTn begins incrementing with the clock selected by these bits. B'000: Setting prohibited B'001: Setting prohibited B'010: Setting prohibited B'011: Setting prohibited B'100: RCLK/8 B'101: RCLK/32 B'110: RCLK/128 B'111: RCLK/1

68.2.4 Compare Match Timer Control/Status Registers H0 to 4 (CMCSRHn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCSRHn is a 32-bit register which specify the counter size and input clocks.

Note: * For write to or read from CMCSRHn.CMSH and CMCSRHn.CKSH, refer to section 68.3.5, Register Access.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	CMSH	—	—	—	—	—	—	—	—	CKSH
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	CMSH	B’0	R/W	Compare Match Timer Counter Size This bit and CMCSRn.CMS specify whether the compare match timer counter (CMCNTHn[15:0] and CMCNTn[31:0]) is used as a 16-bit counter, a 32-bit counter, or a 48-bit counter. This bit also specify valid size for the compare match timer constant register (CMCORHn [15:0], CMCORn [31:0]). CMCSRHn.CMSH[9], CMCSRn.CMS[9]: B’1x: Operates as a 48-bit counter B’00: Operates as a 32-bit counter B’01: Operates as a 16-bit counter
8 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

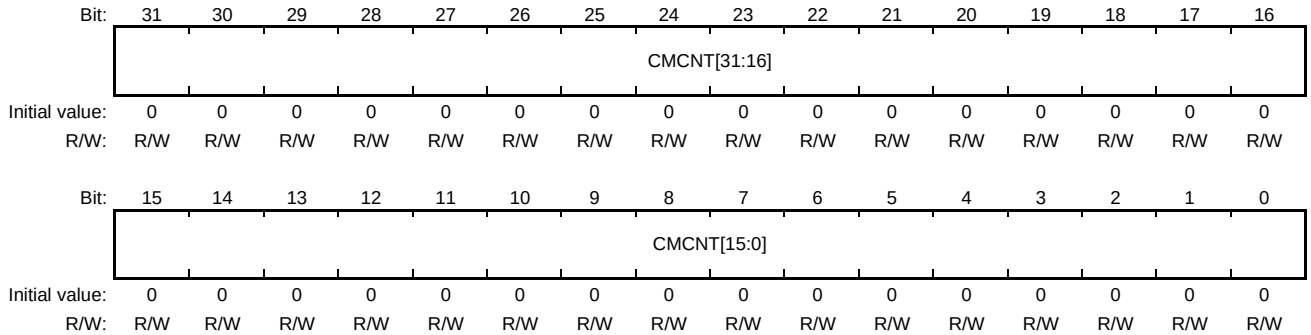
Bit	Bit Name	Initial Value	R/W	Description
0	CKSH	B’0	R/W	Clock Select This bit and CMCSRn.CKS [2:0] select the clock input to CMCNT. When the count start bit (STR0) for the corresponding channel is set to 1, CMCNTn begins incrementing with the clock selected by these bits. CMCSRHn.CKSH[0], CMCSRn.CKS[2:0]: B’x000: CPEXϕ/8 B’x001: CPEXϕ/32 B’x010: CPEXϕ/128 B’x011: CPEXϕ/1 B’0100: RCLK/8 B’0101: RCLK/32 B’0110: RCLK/128 B’0111: RCLK/1 B’1100: Pseudo 32kHz/8 B’1110: Pseudo 32kHz/32 B’1101: Pseudo 32kHz/128 B’1111: Pseudo 32kHz/1

68.2.5 Compare Match Timer Counters 0 to 7 (CMCNTn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCNTn (n = 0 to 7) is a 32-bit register which is used as an up-counter of each channel.

To specify counter operation, set compare match timer control/status register n (CMCSRn), before starting operation of corresponding channel. When the 16-bit counter operation is selected by the CMCSRH.CMSH and CMCSR.CMS bits, bits 31 to 16 of this register is invalid. When data is written to this register in 16-bit mode, write H'0000 to the upper 16 bit.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMCNT [31:0]	H’0000_0000	R/W	Compare match timer counter bit31 to 0 Note: For access to this register, refer to section 68.3.5, Register Access.

68.2.6 Compare Match Timer Counters H 0 to 4 (CMCNTHn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCNTHn (n = 0 to 4) is a 32-bit register which is used as an up-counter for channel0 to 4.

To specify counter operation, set compare match timer control/status register n (CMCSRn/CMCSRHn), before starting operation of corresponding channel. When the 48-bit counter operation is selected by the CMCSRHn.CMSH and CMCSRn.CMS bits, bits 15 to 0 of this register become valid as the upper 16-bit of 48-bit counter. The value written to this register is reflected to counter behavior, when lower data is written to CMCNTn. Write the upper data to this register first. The value is not reflected to counter's behavior, if data is not written to CMCNTn later.

When reading the value of 48-bit counter, upper 16-bit can be read out by reading bits 15 to 0 of this register. At the same time of the reading, the value of 48-bit counter is stored to the read-buffer. After reading CMCNTHn, lower 32-bit can be read out by reading CMCNTn.

Note: If CMCNTn is read out before reading CMCNTHn, the read out value of 48-bit counter may not be correct.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMCNTH [15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	CMCNTH [15:0]	H'0000	R/W	Compare match timer counter H bit15 to 0 Note: For access to this register, refer to section 68.3.5, Register Access.

68.2.7 Compare Match Timer Constant Registers 0 to 7 (CMCORn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCORn is a 32-bit register which specify the compare match period of CMCNTn for each channel.

When the 16-bit counter operation is selected by the CMCSRHn.CMSH and CMCSRn.CMS bits, bits 31 to 16 of this register is invalid. When data is written to this register in 16-bit operation mode, write H'0000 as upper 16bit.

An overflow is detected when CMCNTn is cleared to 0 and this register is H'FFFF_FFFF (when the 16-bit counter operation it is H’0000_FFFF).

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CMCOR[31:16]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMCOR[15:0]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMCOR [31:0]	H’FFFF_FFFF	R/W	Compare match timer constant register bit31 to 0 Note: For access to this register, refer to section 68.3.5, Register Access.

68.2.8 Compare Match Timer Constant Registers H0 to 4 (CMCORHn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCORHn is a 32-bit register which specify the compare match period with CMCNTHn for channel0 to 4.

When the 48-bit counter operation is selected by the CMCSRHn.CMSH and CMCSRn.CMS bits, bits 15 to 0 of this register become valid as the upper 16-bit of 48-bit counter.

An overflow is detected when CMCNTHn is cleared to 0 and this register is H'FFFF.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

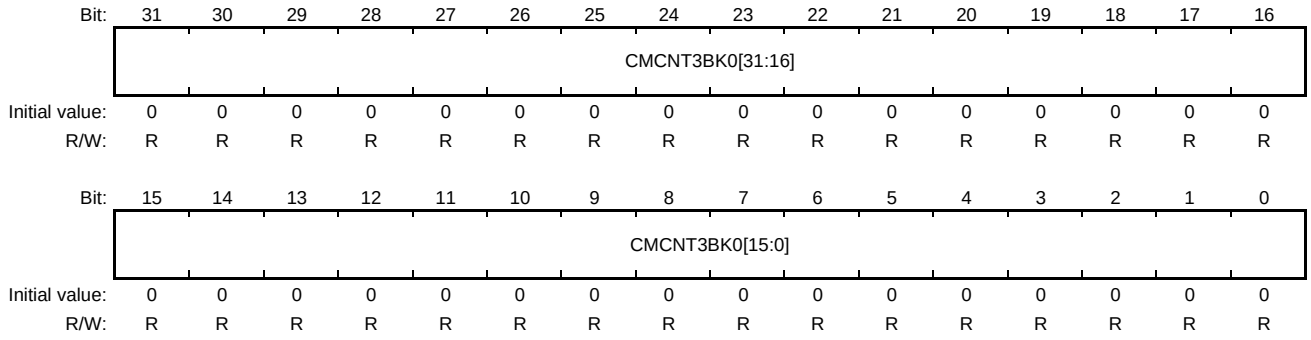
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMCORH[15:0]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 0	CMCORH [15:0]	H'FFFF	R/W	Compare match timer constant register H bit15 to 0 Note: For access to this register, refer to section 68.3.5, Register Access.

68.2.9 Compare Match Timer Counter 3 Backup 0 (CMCNT3BK0)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCNT3BK0 is a 32-bit register which stores a copy of the CMCNT3 value immediately after the counter in channel 0 stops in RCLK-synchronous channel 0 counter start/stop mode.

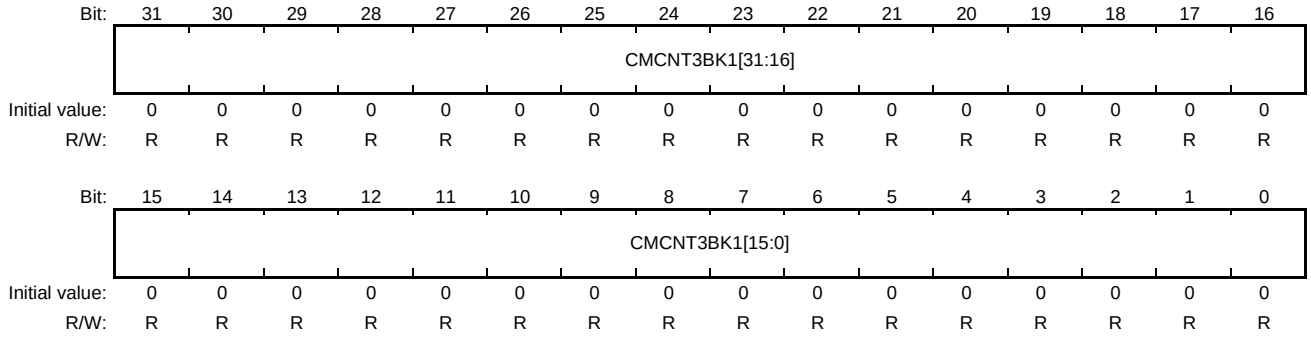


Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMCNT3BK0 [31:0]	H'0000_0000	R	Compare match timer counter 3 backup 0 bit31 to 0

68.2.10 Compare Match Timer Counter 3 Backup 1 (CMCNT3BK1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCNT3BK1 is a 32-bit register which stores a copy of the CMCNT3 value immediately after the counter in channel 0 starts in RCLK-synchronous channel 0 counter start/stop mode.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMCNT3BK1 [31:0]	H'0000_0000	R	Compare match timer counter 3 backup 1 bit31 to 0

68.2.11 Compare Match Timer Match Control/Status Registers 0 and 3 (CMCSRMn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCSRMn is a 32-bit register which resets to compare match timer match counter, and sets the counter start/halt. This register is only present in channels 0 and 3.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	WRFLG	—	—	—	—	—	—	—	—	—	—	—	—	—	CMPCLR	CMPSTART
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R/W	R/W

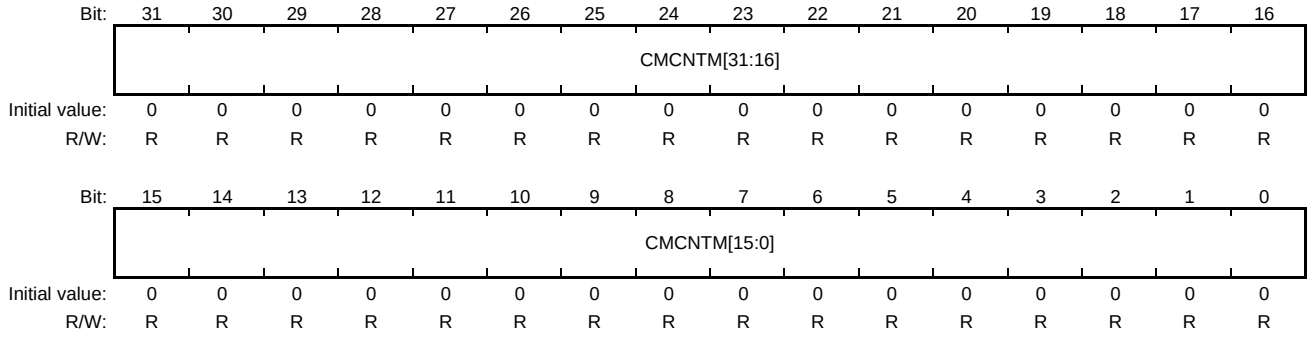
Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15	WRFLG	B'0	R	Write state flag. When this Bit is 1, CMCNTMn cannot be cleared. After CMCNTMn is cleared, this bit become 1 for a while (*), for indicating synchronization period. Needs to confirm this flag is 0 or wait the period enough when continuously clearing. Note: * In the maximum, "Counter input clock 6 cycle " • Counter input clock CMCSRn.CKS2 = 0: CPEXϕ CMCSRn.CKS2 = 1: RCLK
14 to 2	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
1	CMPCLR	B'0	R/W	Counter Clear [When writing] 0: No operation 1: Clears counter When CMPCLR and CMPSTART are written 1 at the same time, the counter starts after clearing the counter. [When reading] This bit is always read as 0.
0	CMPSTART	B'0	R/W	Count Start This bit specifies start/halt of the compare match timer match counter (CMCNTMn) of each channel. 0: CMCNTMn Halts 1: CMCNTMn Starts counting

68.2.12 Compare Match Timer Match Counters 0 and 3 (CMCNTMn)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMCNTMn is a 32-bit register which is used as an up-counter. This register is only present in channels 0 and 3.

A counter operation is set by the compare match timer match control/status register (CMCSRMn). After the counter CMCNTn starts, this counter increases whenever at a compare match.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMCNTM [31:0]	H'0000_0000	R	Compare match timer match counter bit31 to 0

68.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

68.3.1 Counter Operation

The CMT1 starts the operation of the counter by writing H'1 to the STR0 bit in CMSTRn after each register has been set. Complete all of the settings before starting the operation. Do not change the register settings other than clearing flag bits, while the compare match timer (CMCNTn) is under operation.

The counter operates in one of two ways.

- One-Shot Operation

  One-shot operation is selected by setting the CMM bit in CMCSRn to H'0. When the value in CMCNTn matches the value in CMCORn, the value in CMCNTn is cleared to H'0000_0000 and the CMF bit in CMCSRn is set to H'1. Counting by CMCNTn stops after it has been cleared.

  To detect an overflow interrupt, set the value in CMCORn to H'FFFF_FFFF. When the value in CMCNTn matches the value in CMCORn, CMCNTn is cleared to H'0000_0000 and the CMF and OVF bits in CMCSRn are set to H'1.

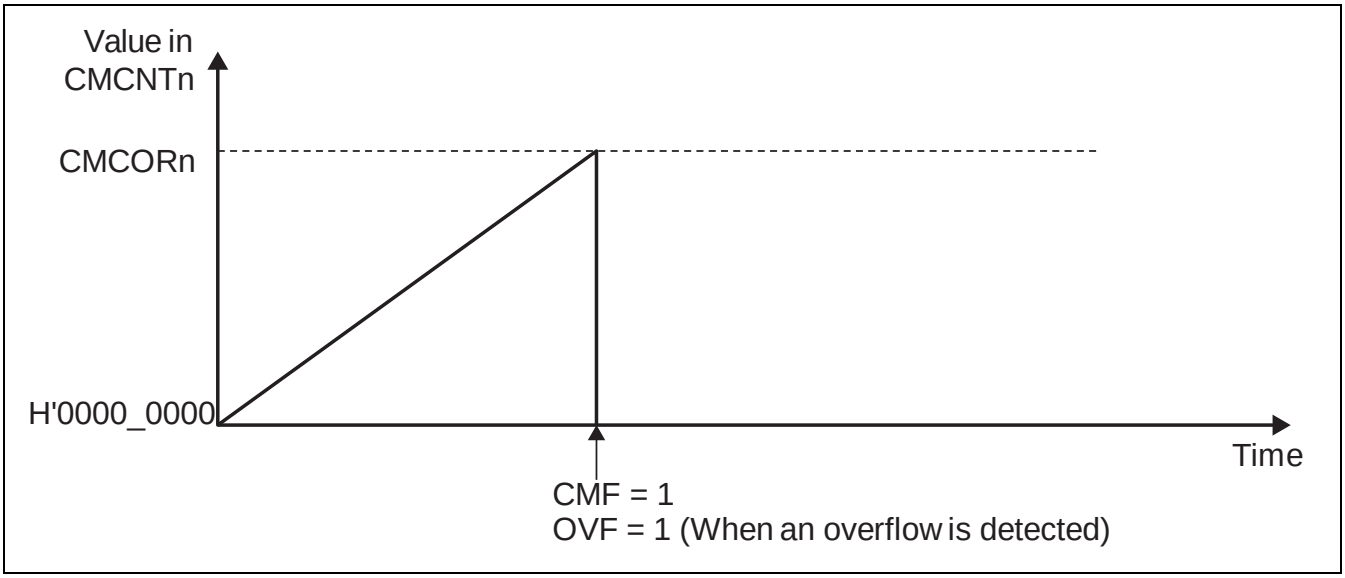


Figure 68.2 Counter Operation (One-Shot Operation)

- Free-Running Operation

  Free-running operation is selected by setting the CMM bit in CMCSRn to H'1. When the value in CMCNTn matches the value in CMCORn, CMCNTn is cleared to H'0000_0000 and the CMF bit in CMCSRn is set to H'1. CMCNTn resumes counting-up after it has been cleared.

  To detect an overflow interrupt, set CMCORn to H'FFFF_FFFF. When the values in CMCNTn and CMCORn match, CMCNTn is cleared to H'0000_0000 and the CMF and OVF bits in CMCSRn are set to H'1.

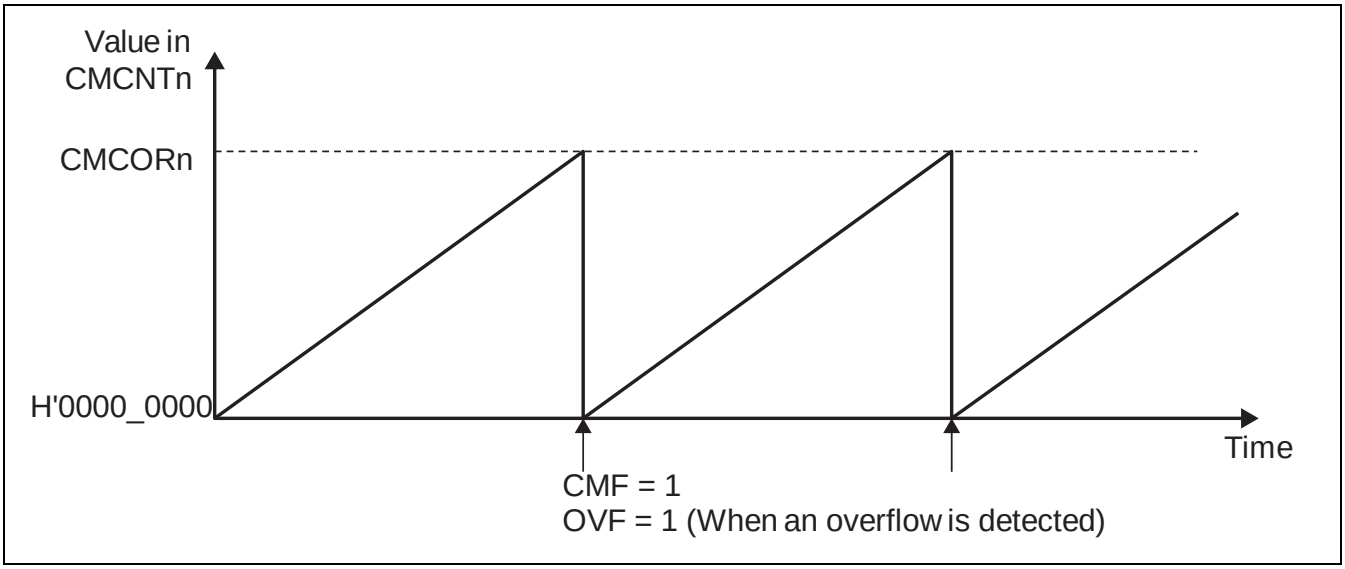


Figure 68.3 Counter Operation (Free-Running Operation)

68.3.2 Counter Size

In this module, the size of the counter can be selected from 16, 32, or 48 bits. This is selected by the CMS bit in CMCSRn and CMSH bit in CMCSRHn.

When the 16-bit/32-bit size is selected, upper 32 bits/16 bits of CMCORn is ignored. To detect an overflow interrupt, the value 1 must be set to valid bits of CMCORn.

(for example, H'0000_0000_FFFF, H'0000_FFFF_FFFF)

68.3.3 Timing for Counting by CMCNTn

In this module, the clock for the counter can be selected from among the following:

Channels 0 to 4:	CPEXϕ clock:	1/1, 1/8, 1/32, and 1/128
	RCLK:	1/1, 1/8, 1/32, and 1/128
	Pseudo 32-kHz:	1/1, 1/8, 1/32 and 1/128
Channel 5 to 7:	RCLK:	1/1, 1/8, 1/32, and 1/128

For details of CPEXϕ and RCLK, refer to section 11, Clock Pulse Generator (CPG).

Pseudo 32-kHz is a clock, which is generated inside this module. Refer to section 68.3.8, Pseudo 32-kHz Counter.

The clock for the counter is selected by the CKS bits in CMCSRn and CKSH bit in CMCSRHn. CMCNTn is incremented at the rising edge of the selected clock.

68.3.4 Internal Interrupt Request to CPU

By CMR bits in CMCSRn, internal interrupt request to the CPU at a compare match can be asserted.

To clear an internal interrupt request to the CPU in Free-Running Operation, the CMF bit should be set to H'0. Set the CMF bit to H'0 in the handling routine for the CMT1 interrupt.

To clear an internal interrupt request to the CPU with resuming count-up in One-Shot Operation, the CMF bit should be set to H'0 while keeping H'1 in STR0 bit in CMSTRn. Set the CMF bit to H'0 while keeping H'1 in STR0 bit in the handling routine for the CMT1 interrupt.

To clear an internal interrupt request to the CPU without resuming count-up in One-Shot Operation, the CMF bit should be set to H'0 after setting STR0 bit in CMSTRn to H'0. Set the CMF bit to H'0 after setting STR0 bit to H'0 in the handling routine for the CMT1 interrupt.

68.3.5 Register Access

After writing to following registers, written data can be read 2 cycles in counter input clock (RCLK) after writing has finished. And it takes 2 cycles in counter input clock (RCLK), for reflecting written data to counter behavior.

- CMCSRn: Bits CH0SSIE(ch0), CMS, CMM, CMR[1:0], DBGIVD, CKS[2:0]
- CMCORn, CMCORHn
- CMSTRn: Bit STR0RS, STR0
- CMCSRMn: Bit CMPCLR, CMPSTART

After writing to following registers, written data can be read 2 cycles in counter input clock (RCLK or CPEXϕ) after writing has finished. And it takes 2 cycles in counter input clock (RCLK or CPEXϕ), for reflecting written data to counter behavior. After writing data to this register, next write access is prohibited, until CMCSRn.WRFLG become 0.

- CMCNTn, CMCNTHn

68.3.6 Compare Match Flag Set/Clear Timing

The CMF bit in CMCSRn is set to 1 by the compare match signal generated when CMCORn and CMCNTn match. The compare match signal is generated upon the final state of the match (timing at which the CMCNTn value is updated to H'0000). Consequently, after CMCORn and CMCNTn match, a compare match signal will not be generated until a CMCNTn counter clock is input. Figure 68.4 shows the set timing of the CMF bit.

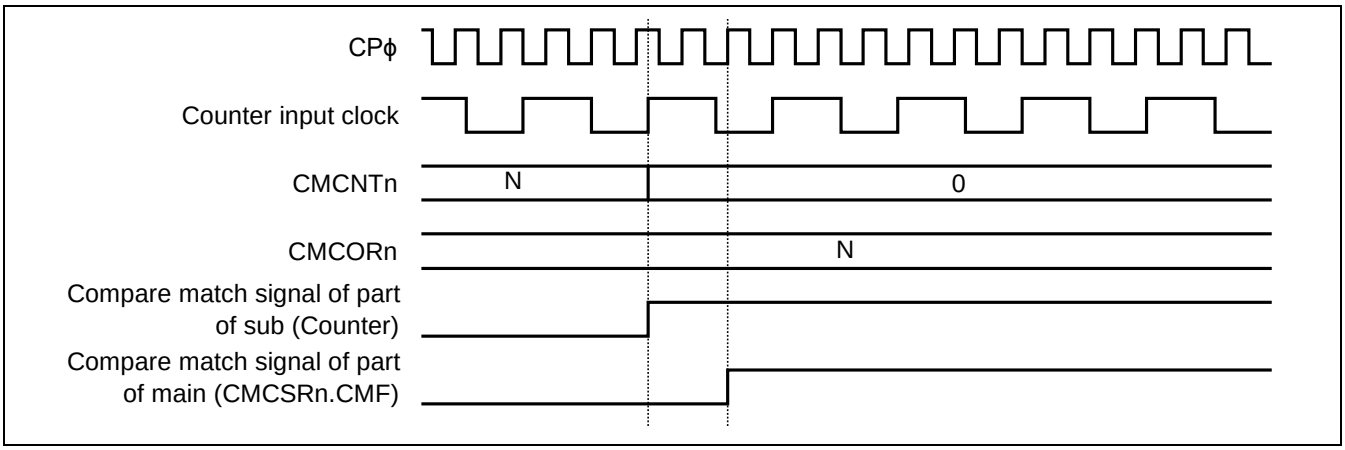


Figure 68.4 CMF Set Timing

Set the CMF bit to 0. The CMF flag is cleared immediately.

68.3.7 RCLK-Synchronous Counter Start/Stop Mode in Channel 0

The CMT1 provides the RCLK-synchronous counter start/stop mode in channel 0, in which channels 0 and 3 can be used together for time measurement.

Figure 68.5 shows a flow chart for preparation.

Figure 68.6 shows a flow chart for starting measurement.

Figure 68.7 shows a flow chart for stopping measurement.

Figure 68.8 shows a timing chart when measurement starts.

Figure 68.9 shows a timing chart when measurement stops.

Figure 68.10 shows how to calculate the time measured by the counters.

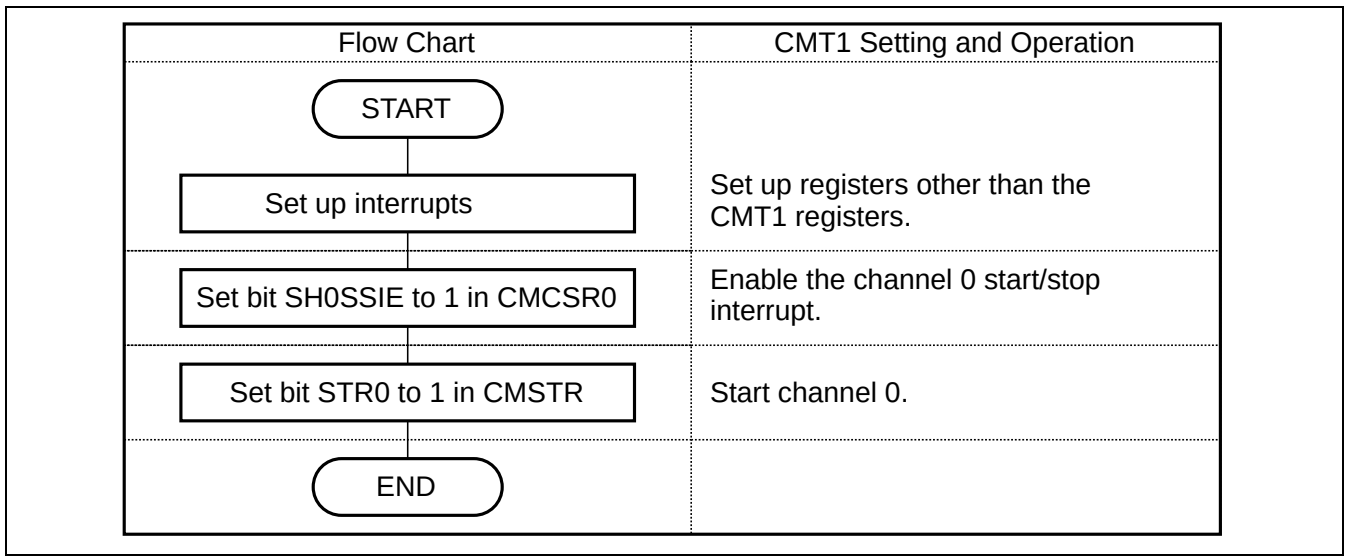


Figure 68.5 Flow Chart for Preparation

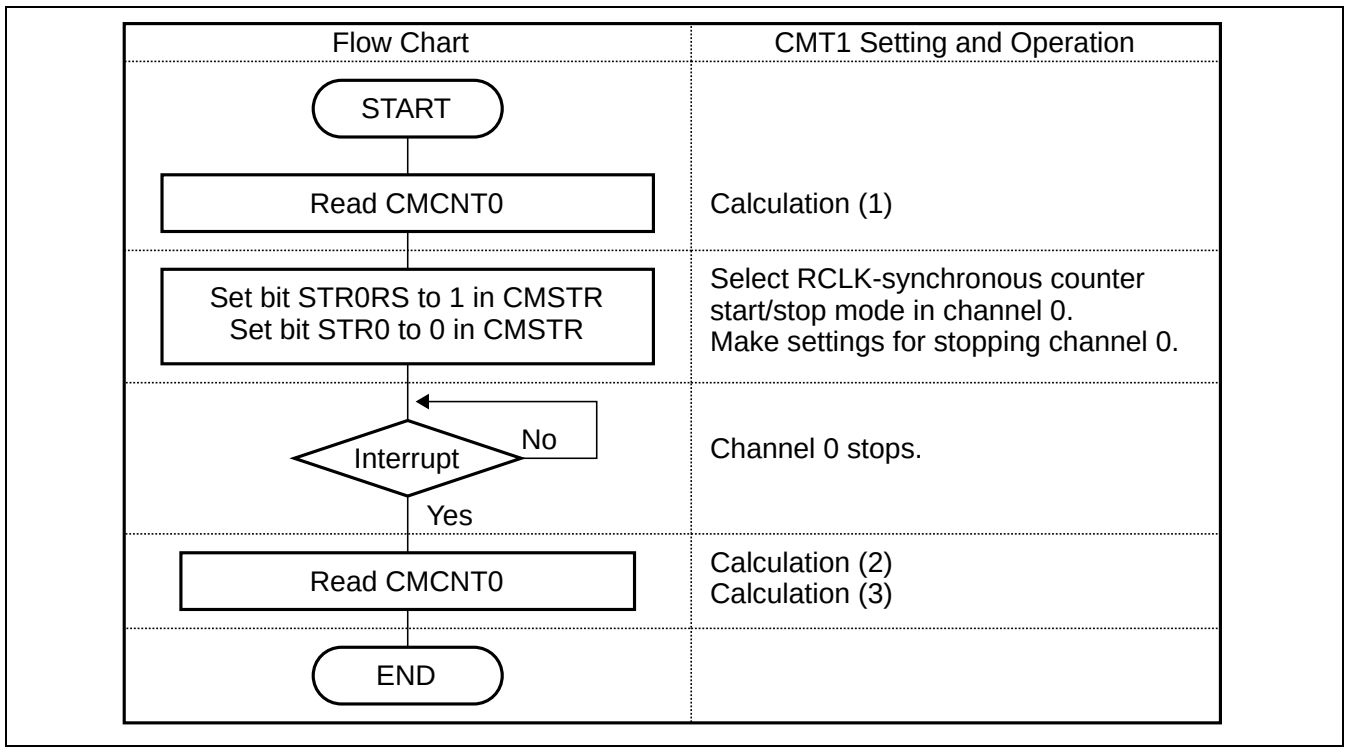


Figure 68.6 Flow Chart for Starting Measurement

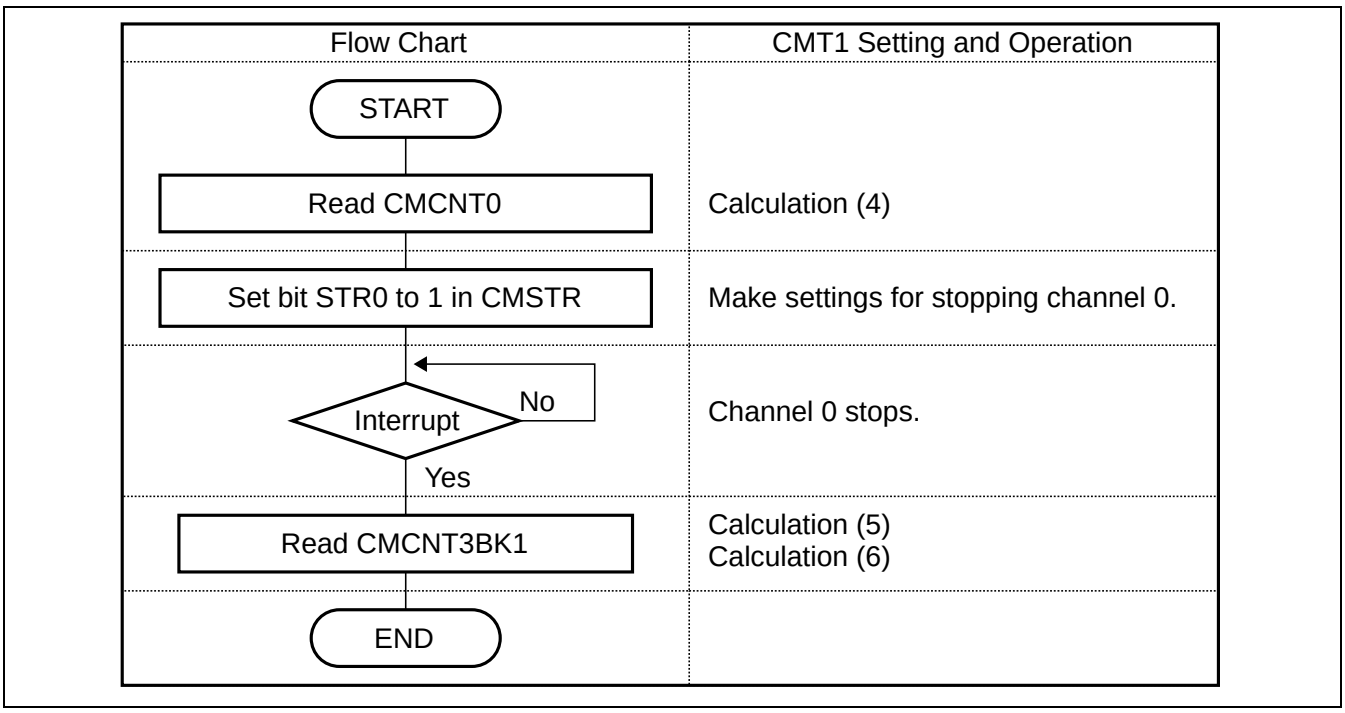


Figure 68.7 Flow Chart for Stopping Measurement

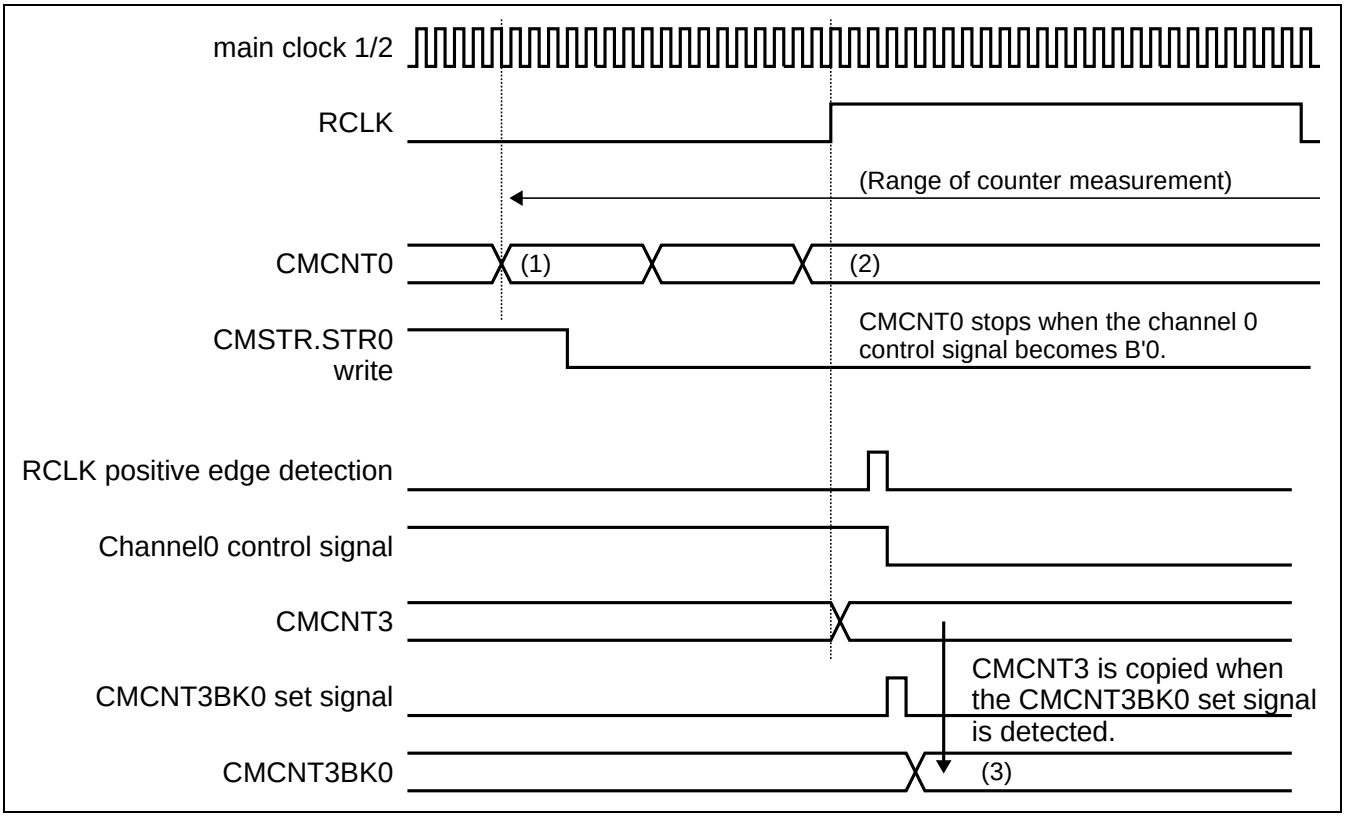


Figure 68.8 Timing Chart When Measurement Starts

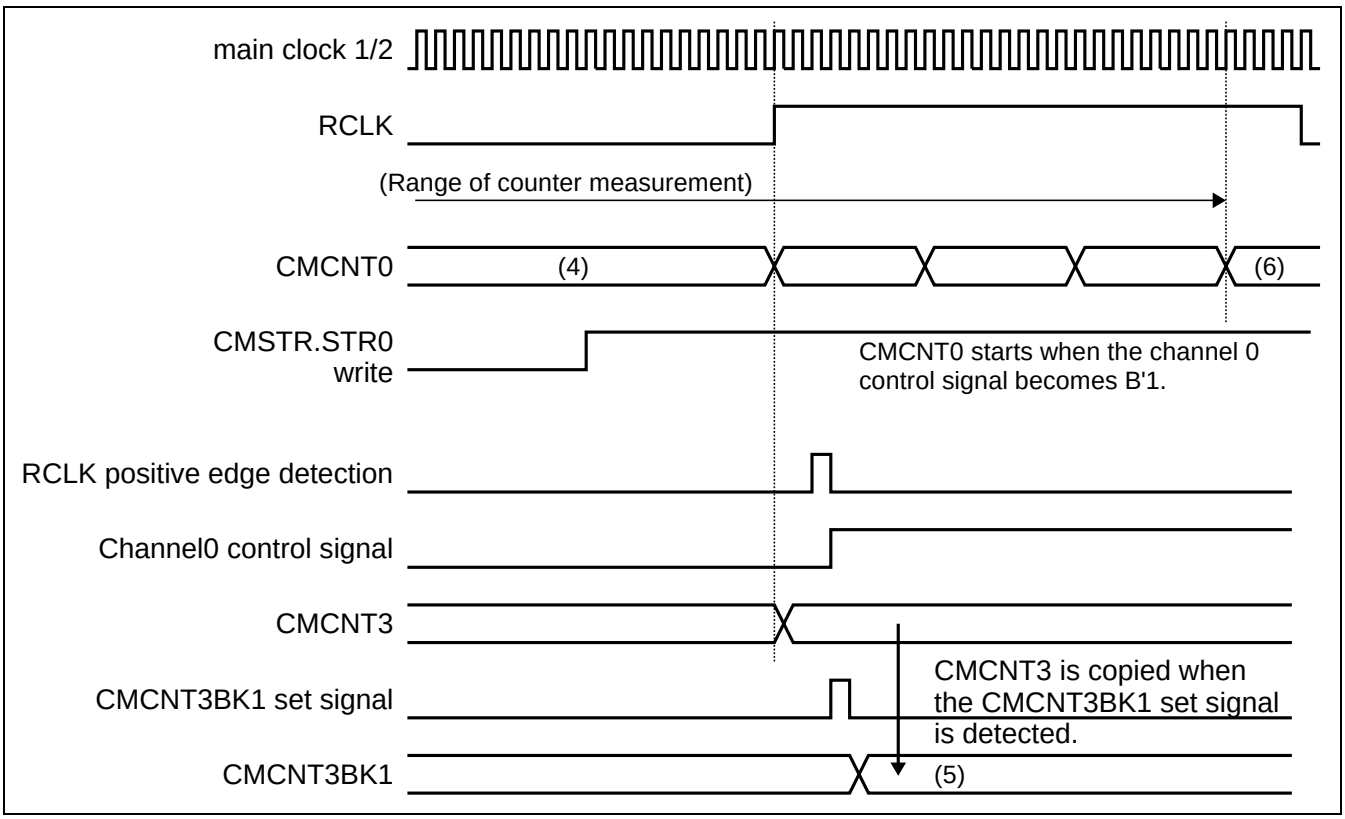


Figure 68.9 Timing Chart When Measurement Stops

$$(((2) - (1)) + ((6) - (4) - 1)) \times Tapc + ((5) - (3)) \times Tr$$

Tapc : Cycle of main clock 1/2

Tr : Cycle of RCLK

Figure 68.10 Calculation of Time Measured by Counters

68.3.8 Pseudo 32-kHz Counter

Pseudo 32-kHz clock is created inside this module, based on RCLK by Pseudo 32-kHz Counter. By removing 3 edge of RCLK every 128 cycle, Pseudo 32-kHz clock is generated. By this edge removing, frequency of this clock becomes 128/131 of RCLK.

68.3.9 CMT1 Usage

Take the following steps to use the CMT1.

1. Clear the STR0 bit in CMSTRn to 0 to temporarily stop counting.
   (Confirm that Counter input clock was input more than 2 cycles.)
2. Write H'0000_0000 on CMCNTn.
3. Set counter size, compare match mode, kind of count clock and interrupt request and clear the bit of OVF and CMF in CMCSRn.
4. Set the value on CMCORn.
5. Confirm that CMCSRn.WRFLG is 0.
   If WRFLG is 1, wait until it'll be 0.
6. Start the counting by setting the STR0 bit in CMSTRn to 1 (refer to section 68.3.5, Register Access).

68.3.10 Module Stop/ CMCLKE Setting

When counter is not used, clock of this module can be stopped by CMCLKE register. Confirm that, following conditions are satisfied, before stopping counter’s clock.

- CMSTRn.STR0 bit is 0
- CMCSRn.WRFLG is 0
- 3 or more cycles have passed in Counter input clock since the last Register access

69. Timer Unit (TMU)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

69.1 Overview

[RZ/G2H]

This LSI includes a 32-bit timer unit (TMU) with 15 channels (channels 0 to 14).
Channels 0 to 2, 3 to 5, 6 to 8, 9 to 11 and 12 to 14 are grouped into timers 0, 1, 2, 3, 4 respectively.
For channels 0 to 2, CPϕ is provided as a base clock. For channels 3 to 11, S3D2ϕ is provided. For channels 12 to 14, S0D6ϕ is provided.

[RZ/G2M V1.3, RZ/G2M V3.0]

This LSI includes a 32-bit timer unit (TMU) with 15 channels (channels 0 to 14).
Channels 0 to 2, 3 to 5, 6 to 8, 9 to 11 and 12 to 14 are grouped into timers 0, 1, 2, 3, 4 respectively.
For channels 0 to 2, CPϕ is provided as a base clock. For channels 3 to 11, S3D2ϕ is provided. For channels 12 to 14, S0D6ϕ is provided.

[RZ/G2N]

This LSI includes a 32-bit timer unit (TMU) with 15 channels (channels 0 to 14).
Channels 0 to 2, 3 to 5, 6 to 8, 9 to 11 and 12 to 14 are grouped into timers 0, 1, 2, 3, 4 respectively.
For channels 0 to 2, CPϕ is provided as a base clock. For channels 3 to 11, S3D2ϕ is provided. For channels 12 to 14, S0D6ϕ is provided.

[RZ/G2E]

This LSI includes a 32-bit timer unit (TMU) with 15 channels (channels 0 to 14).

Channels 0 to 2, 3 to 5, 6 to 8, 9 to 11 and 12 to 14 are grouped into timers 0, 1, 2, 3, 4 respectively.

For channels 0 to 2, CPϕ is provided as a base clock. For channels 3 to 11, S3D2Cϕ is provided. For channels 12 to 14, S0D6Cϕ is provided.

69.1.1 Features

TMU has the following features:

[RZ/G2H]

- Auto-reload type 32-bit down counter is provided for each channel.
- Input capture function provided: Channels 5 and 8.
- Selection of rising edge or falling edge as external clock input edge when external clock is selected or input capture function is used: Channels 3 to 8.
- 32-bit timer constant register for auto-reload use, readable/writable at any time, and 32-bit down-counter are provided for each channel.
- Selection of five counter input clocks: Channels 0 to 2.
  Five peripheral clocks (CPϕ/4, CPϕ/16, CPϕ/64, CPϕ/256, and CPϕ/1024).
- Selection of six counter input clocks: Channels 3 to 8.
  External clock (TCLK1/2), and five peripheral clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, and S3D2ϕ/1024).
- Selection of five counter input clocks: Channels 9 to 11.
  Five peripheral clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, and S3D2ϕ/1024).
- Selection of five counter input clocks: Channels 12 to 14.
  Five peripheral clocks (S0D6ϕ/4, S0D6ϕ/16, S0D6ϕ/64, S0D6ϕ/256, and S0D6ϕ/1024).
- Two interrupt sources.
  One underflow source (each channel) and one input capture source (channels 5 and 8).

[RZ/G2M V1.3, RZ/G2M V3.0]

- Auto-reload type 32-bit down counter is provided for each channel.
- Input capture function provided: Channels 5 and 8.
- Selection of rising edge or falling edge as external clock input edge when external clock is selected or input capture function is used: Channels 3 to 8.
- 32-bit timer constant register for auto-reload use, readable/writable at any time, and 32-bit down-counter are provided for each channel.
- Selection of five counter input clocks: Channels 0 to 2.
  Five peripheral clocks (CPϕ/4, CPϕ/16, CPϕ/64, CPϕ/256, and CPϕ/1024).
- Selection of six counter input clocks: Channels 3 to 8.
  External clock (TCLK1/2), and five peripheral clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, and S3D2ϕ/1024).
- Selection of five counter input clocks: Channels 9 to 11.
  Five peripheral clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, and S3D2ϕ/1024).
- Selection of five counter input clocks: Channels 12 to 14.
  Five peripheral clocks (S0D6ϕ/4, S0D6ϕ/16, S0D6ϕ/64, S0D6ϕ/256, and S0D6ϕ/1024).
- Two interrupt sources.
  One underflow source (each channel) and one input capture source (channels 5 and 8).

[RZ/G2N]

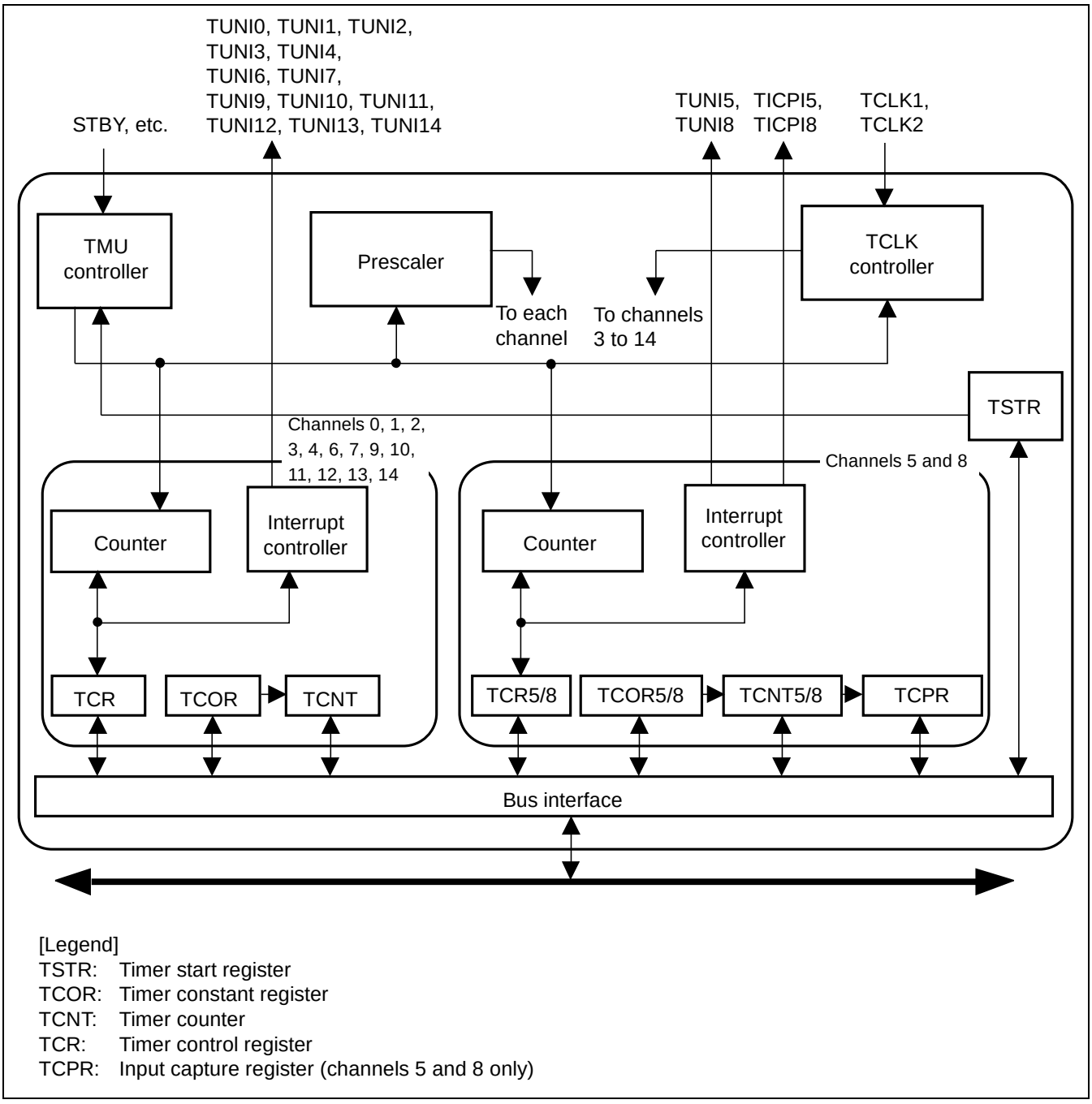
- Auto-reload type 32-bit down counter is provided for each channel.
- Input capture function provided: Channels 5 and 8.
- Selection of rising edge or falling edge as external clock input edge when external clock is selected or input capture function is used: Channels 3 to 8.
- 32-bit timer constant register for auto-reload use, readable/writable at any time, and 32-bit down-counter are provided for each channel.
- Selection of five counter input clocks: Channels 0 to 2.
  Five peripheral clocks (CPϕ/4, CPϕ/16, CPϕ/64, CPϕ/256, and CPϕ/1024).
- Selection of six counter input clocks: Channels 3 to 8.
  External clock (TCLK1/2), and five peripheral clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, and S3D2ϕ/1024).
- Selection of five counter input clocks: Channels 9 to 11.
  Five peripheral clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, and S3D2ϕ/1024).
- Selection of five counter input clocks: Channels 12 to 14.
  Five peripheral clocks (S0D6ϕ/4, S0D6ϕ/16, S0D6ϕ/64, S0D6ϕ/256, and S0D6ϕ/1024).
- Two interrupt sources.
  One underflow source (each channel) and one input capture source (channels 5 and 8).

[RZ/G2E]

- Auto-reload type 32-bit down counter is provided for each channel.
- Input capture function provided: Channels 5 and 8.
- Selection of rising edge or falling edge as external clock input edge when external clock is selected or input capture function is used: Channels 3 to 8.
- 32-bit timer constant register for auto-reload use, readable/writable at any time, and 32-bit down-counter are provided for each channel.
- Selection of five counter input clocks: Channels 0 to 2.
  Five peripheral clocks (CPϕ/4, CPϕ/16, CPϕ/64, CPϕ/256, and CPϕ/1024).
- Selection of six counter input clocks: Channels 3 to 8.
  External clock (TCLK1/2), and five peripheral clocks (S3D2Cϕ/4, S3D2Cϕ/16, S3D2Cϕ/64, S3D2Cϕ/256, and S3D2Cϕ/1024).
- Selection of five counter input clocks: Channels 9 to 11.
  Five peripheral clocks (S3D2Cϕ/4, S3D2Cϕ/16, S3D2Cϕ/64, S3D2Cϕ/256, and S3D2Cϕ/1024).
- Selection of five counter input clocks: Channels 12 to 14.
  Five peripheral clocks (S0D6Cϕ/4, S0D6Cϕ/16, S0D6Cϕ/64, S0D6Cϕ/256, and S0D6Cϕ/1024).
- Two interrupt sources.
  One underflow source (each channel) and one input capture source (channels 5 and 8).

69.1.2 Block Diagram

Figure 69.1 show block diagrams of TMU.



[Legend]
TSTR: Timer start register
TCOR: Timer constant register
TCNT: Timer counter
TCR: Timer control register
TCPR: Input capture register (channels 5 and 8 only)

Figure 69.2 Block Diagram of TMU

69.1.3 External Pins

Table 69.1 shows the pin configuration of the TMU.

Table 69.1 Pin Configuration

				Second Generation RZ/G Series Products			
Name	**Abbreviation**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Clock input 1	TCLK1	Input	External clock input pin for channels 3 to 5. Input capture control input pin for channel 5.	√	√	√	√
Clock input 2	TCLK2	Input	External clock input pin for channels 6 to 8. Input capture control input pin for channel 8.	√	√	√	√

69.1.4 Register Configuration

The TMU has the following registers. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined.

Table 69.2 Register Configurations (1)

						Second Generation RZ/G Series Products			
Channel	**Name**	**Abbreviation**	**R/W**	**Address**	**Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Common to 0 to 2	Timer start register 0	TSTR0	R/W	H'E61E_0004	8	√	√	√	√
0	Timer constant register 0	TCOR0	R/W	H'E61E_0008	32	√	√	√	√
	Timer counter 0	TCNT0	R/W	H'E61E_000C	32	√	√	√	√
	Timer control register 0	TCR0	R/W	H'E61E_0010	16	√	√	√	√
1	Timer constant register 1	TCOR1	R/W	H'E61E_0014	32	√	√	√	√
	Timer counter 1	TCNT1	R/W	H'E61E_0018	32	√	√	√	√
	Timer control register 1	TCR1	R/W	H'E61E_001C	16	√	√	√	√
2	Timer constant register 2	TCOR2	R/W	H'E61E_0020	32	√	√	√	√
	Timer counter 2	TCNT2	R/W	H'E61E_0024	32	√	√	√	√
	Timer control register 2	TCR2	R/W	H'E61E_0028	16	√	√	√	√
Common to 3 to 5	Timer start register 1	TSTR1	R/W	H'E6FC_0004	8	√	√	√	√
3	Timer constant register 3	TCOR3	R/W	H'E6FC_0008	32	√	√	√	√
	Timer counter 3	TCNT3	R/W	H'E6FC_000C	32	√	√	√	√
	Timer control register 3	TCR3	R/W	H'E6FC_0010	16	√	√	√	√
4	Timer constant register 4	TCOR4	R/W	H'E6FC_0014	32	√	√	√	√
	Timer counter 4	TCNT4	R/W	H'E6FC_0018	32	√	√	√	√
	Timer control register 4	TCR4	R/W	H'E6FC_001C	16	√	√	√	√
5	Timer constant register 5	TCOR5	R/W	H'E6FC_0020	32	√	√	√	√
	Timer counter 5	TCNT5	R/W	H'E6FC_0024	32	√	√	√	√
	Timer control register 5	TCR5	R/W	H'E6FC_0028	16	√	√	√	√
	Input capture register 5	TCPR5	R	H'E6FC_002C	32	√	√	√	√

Channel	Name	Abbreviation	R/W	Address	Size	Second Generation RZ/G Series Products			
						RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Common to 6 to 8	Timer start register 2	TSTR2	R/W	H'E6FD_0004	8	√	√	√	√
6	Timer constant register 6	TCOR6	R/W	H'E6FD_0008	32	√	√	√	√
	Timer counter 6	TCNT6	R/W	H'E6FD_000C	32	√	√	√	√
	Timer control register 6	TCR6	R/W	H'E6FD_0010	16	√	√	√	√
7	Timer constant register 7	TCOR7	R/W	H'E6FD_0014	32	√	√	√	√
	Timer counter 7	TCNT7	R/W	H'E6FD_0018	32	√	√	√	√
	Timer control register 7	TCR7	R/W	H'E6FD_001C	16	√	√	√	√
8	Timer constant register 8	TCOR8	R/W	H'E6FD_0020	32	√	√	√	√
	Timer counter 8	TCNT8	R/W	H'E6FD_0024	32	√	√	√	√
	Timer control register 8	TCR8	R/W	H'E6FD_0028	16	√	√	√	√
	Input capture register 8	TCPR8	R	H'E6FD_002C	32	√	√	√	√
Common to 9 to 11	Timer start register 3	TSTR3	R/W	H'E6FE_0004	8	√	√	√	√
9	Timer constant register 9	TCOR9	R/W	H'E6FE_0008	32	√	√	√	√
	Timer counter 9	TCNT9	R/W	H'E6FE_000C	32	√	√	√	√
	Timer control register 9	TCR9	R/W	H'E6FE_0010	16	√	√	√	√
10	Timer constant register 10	TCOR10	R/W	H'E6FE_0014	32	√	√	√	√
	Timer counter 10	TCNT10	R/W	H'E6FE_0018	32	√	√	√	√
	Timer control register 10	TCR10	R/W	H'E6FE_001C	16	√	√	√	√
11	Timer constant register 11	TCOR11	R/W	H'E6FE_0020	32	√	√	√	√
	Timer counter 11	TCNT11	R/W	H'E6FE_0024	32	√	√	√	√
	Timer control register 11	TCR11	R/W	H'E6FE_0028	16	√	√	√	√
Common to 12 to 14	Timer start register 4	TSTR4	R/W	H'FFC0_0004	8	√	√	√	√
12	Timer constant register 12	TCOR12	R/W	H'FFC0_0008	32	√	√	√	√
	Timer counter 12	TCNT12	R/W	H'FFC0_000C	32	√	√	√	√
	Timer control register 12	TCR12	R/W	H'FFC0_0010	16	√	√	√	√
13	Timer constant register 13	TCOR13	R/W	H'FFC0_0014	32	√	√	√	√
	Timer counter 13	TCNT13	R/W	H'FFC0_0018	32	√	√	√	√
	Timer control register 13	TCR13	R/W	H'FFC0_001C	16	√	√	√	√
14	Timer constant register 14	TCOR14	R/W	H'FFC0_0020	32	√	√	√	√
	Timer counter 14	TCNT14	R/W	H'FFC0_0024	32	√	√	√	√
	Timer control register 14	TCR14	R/W	H'FFC0_0028	16	√	√	√	√

Table 69.3 Register Configurations (2)

Channel	Name	Abbreviation	Power-on Reset/ Software Reset	Module Standby	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Common to 0 to 2	Timer start register 0	TSTR0	H'00	Retained	√	√	√	√
0	Timer constant register 0	TCOR0	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 0	TCNT0	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 0	TCR0	H'0000	Retained	√	√	√	√
1	Timer constant register 1	TCOR1	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 1	TCNT1	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 1	TCR1	H'0000	Retained	√	√	√	√
2	Timer constant register 2	TCOR2	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 2	TCNT2	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 2	TCR2	H'0000	Retained	√	√	√	√
Common to 3 to 5	Timer start register 1	TSTR1	H'00	Retained	√	√	√	√
3	Timer constant register 3	TCOR3	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 3	TCNT3	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 3	TCR3	H'0000	Retained	√	√	√	√
4	Timer constant register 4	TCOR4	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 4	TCNT4	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 4	TCR4	H'0000	Retained	√	√	√	√
5	Timer constant register 5	TCOR5	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 5	TCNT5	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 5	TCR5	H'0000	Retained	√	√	√	√
	Input capture register 5	TCPR5	Undefined	Retained	√	√	√	√

Channel	Name	Abbreviation	Power-on Reset/ Software Reset	Module Standby	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Common to 6 to 8	Timer start register 2	TSTR2	H'00	Retained	√	√	√	√
6	Timer constant register 6	TCOR6	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 6	TCNT6	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 6	TCR6	H'0000	Retained	√	√	√	√
7	Timer constant register 7	TCOR7	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 7	TCNT7	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 7	TCR7	H'0000	Retained	√	√	√	√
8	Timer constant register 8	TCOR8	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 8	TCNT8	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 8	TCR8	H'0000	Retained	√	√	√	√
	Input capture register 8	TCPR8	Undefined	Retained	√	√	√	√
Common to 9 to 11	Timer start register 3	TSTR3	H'00	Retained	√	√	√	√
9	Timer constant register 9	TCOR9	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 9	TCNT9	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 9	TCR9	H'0000	Retained	√	√	√	√
10	Timer constant register 10	TCOR10	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 10	TCNT10	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 10	TCR10	H'0000	Retained	√	√	√	√
11	Timer constant register 11	TCOR11	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 11	TCNT11	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 11	TCR11	H'0000	Retained	√	√	√	√

Channel	Name	Abbreviation	Power-on Reset/ Software Reset	Module Standby	Second Generation RZ/G Series Products			
					RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Common to 12 to 14	Timer start register 4	TSTR4	H'00	Retained	√	√	√	√
12	Timer constant register 12	TCOR12	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 12	TCNT12	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 12	TCR12	H'0000	Retained	√	√	√	√
13	Timer constant register 13	TCOR13	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 13	TCNT13	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 13	TCR13	H'0000	Retained	√	√	√	√
14	Timer constant register 14	TCOR14	H'FFFF_FFFF	Retained	√	√	√	√
	Timer counter 14	TCNT14	H'FFFF_FFFF	Retained	√	√	√	√
	Timer control register 14	TCR14	H'0000	Retained	√	√	√	√

69.2 Register Description

Registers in the TMU are allocated to and arranged in the address space of the internal bus.

Legend for Register Description

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. When the bit is reserved, the write value should always be 0. Writing 1 to these bits can cause a malfunction of TMU.

—/W: Write-only. The read value is undefined.

69.2.1 Timer Start Registers (TSTRn) (n = 0 to 4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TSTR are 8-bit readable/writable registers that select whether to run or halt the TCNT.

- (TSTR0)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	STR2	STR1	STR0
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	STR2	B'0	R/W	Counter Start 2 Selects whether to run or halt TCNT2. 0: TCNT2 count halted 1: TCNT2 counts
1	STR1	B'0	R/W	Counter Start 1 Selects whether to run or halt TCNT1. 0: TCNT1 count halted 1: TCNT1 counts
0	STR0	B'0	R/W	Counter Start 0 Selects whether to run or halt TCNT0. 0: TCNT0 count halted 1: TCNT0 counts

- (TSTR1)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	STR5	STR4	STR3
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	STR5	B'0	R/W	Counter Start 5 Selects whether to run or halt TCNT5. 0: TCNT5 count halted 1: TCNT5 counts
1	STR4	B'0	R/W	Counter Start 4 Selects whether to run or halt TCNT4. 0: TCNT4 count halted 1: TCNT4 counts
0	STR3	B'0	R/W	Counter Start 3 Selects whether to run or halt TCNT3. 0: TCNT3 count halted 1: TCNT3 counts

- (TSTR2)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	STR8	STR7	STR6
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	STR8	B'0	R/W	Counter Start 8 Selects whether to run or halt TCNT8. 0: TCNT8 count halted 1: TCNT8 counts
1	STR7	B'0	R/W	Counter Start 7 Selects whether to run or halt TCNT7. 0: TCNT7 count halted 1: TCNT7 counts
0	STR6	B'0	R/W	Counter Start 6 Selects whether to run or halt TCNT6. 0: TCNT6 count halted 1: TCNT6 counts

- (TSTR3)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	STR11	STR10	STR9
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	STR11	B'0	R/W	Counter Start 11 Selects whether to run or halt TCNT11. 0: TCNT11 count halted 1: TCNT11 counts
1	STR10	B'0	R/W	Counter Start 10 Selects whether to run or halt TCNT10. 0: TCNT10 count halted 1: TCNT10 counts
0	STR9	B'0	R/W	Counter Start 9 Selects whether to run or halt TCNT9. 0: TCNT9 count halted 1: TCNT9 counts

- (TSTR4)

Bit:	7	6	5	4	3	2	1	0
	—	—	—	—	—	STR14	STR13	STR12
Initial value:	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
7 to 3	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
2	STR14	B'0	R/W	Counter Start 14 Selects whether to run or halt TCNT14. 0: TCNT14 count halted 1: TCNT14 counts
1	STR13	B'0	R/W	Counter Start 13 Selects whether to run or halt TCNT13. 0: TCNT13 count halted 1: TCNT13 counts
0	STR12	B'0	R/W	Counter Start 12 Selects whether to run or halt TCNT12. 0: TCNT12 count halted 1: TCNT12 counts

69.2.2 Timer Constant Registers (TCORn) (n = 0 to 14)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TCOR are 32-bit readable/writable registers. After underflow has been generated according to the result of the TCNT countdown, the value of TCOR is set to TCNT and TCNT continues countdown from the value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TCORn(n = 0 to 14)[31:16]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCORn(n = 0 to 14)[15:0]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

69.2.3 Timer Counters (TCNTn) (n = 0 to 14)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TCNT are 32-bit readable/writable registers that count down upon the input clock selected using the bits TPSC2 to TPSC0 in TCR.

When a TCNT countdown results in an underflow, the UNF in TCR of corresponding channel is set. At the same time, the value of TCOR is set to TCNT and TCNT continues countdown from that value.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TCNTn(n = 0 to 14)[31:16]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCNTn(n = 0 to 14)[15:0]															
Initial value:	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

69.2.4 Timer Control Registers (TCRn) (n = 0 to 14)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TCR are 16-bit readable/writable registers that select a count clock and edge when an external clock is selected, and control an interrupt generation when the flag that indicates the generation of a TCNT is set to 1.

TCR of channels 5 and 8 control the input capture function and generation of an interrupt during the input capture.

- Bit assgiment for non input capture function
  TCR0, TCR1, TCR2, TCR3, TCR4, TCR6, TCR7, TCR9, TCR10, TCR11, TCR12, TCR13, TCR14

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	UNF	—	—	UNIE	CKEG		TPSC		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

- Bit assgiment for input capture function
  TCR5, TCR8

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	ICPF	UNF	ICPE		UNIE	CKEG		TPSC		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
9	ICPF*1	B'0	R/W	Input Capture Interrupt Flag Status flag, provided in channels 5 and 8 which indicates the occurrence of input capture. 0: No input capture has occurred [Clearing condition] When 0 is written to ICPF 1: Input capture has occurred [Setting condition] When an input capture occurs*2
8	UNF	B'0	R/W	Underflow Flag Status flag which indicates the occurrence of a TCNT underflow. 0: TCNT has not underflowed [Clearing condition] When 0 is written to UNF 1: TCNT has underflowed [Setting condition] When TCNT underflows*2

Bit	Bit Name	Initial Value	R/W	Description
7, 6	ICPE*1	B'00	R/W	Input Capture Control A function of channels 5, 8: determines whether the input capture function can be used, and when used, whether or not to enable interrupts. Use the CKEG bits to designate use of either the rising or falling edge of the TCLK pin to set the values of TCNT5, TCNT8 to TCPR5, TCPR8 respectively. Only when the ICPF bits in TCR5, TCR8 are 0, the values of TCNT5, TCNT8 are set to TCPR5, TCPR8. When the ICPF bit is set to 1, neither TCPR5, TCPR8 is set even when input capture is generated. B'00: Input capture function is not used. B'01: Reserved (setting prohibited). B'10: Input capture function is used. Interrupt due to input capture (TICPI5, TICPI8) is not enabled. B'11: Input capture function is used. Interrupt due to input capture (TICPI5, TICPI8) is enabled.
5	UNIE	B'0	R/W	Underflow Interrupt Control Controls enabling of interrupt generation when the status flag (UNF) indicating TCNT underflow has been set to 1. 0: Interrupt due to underflow (TUNI) is not enabled 1: Interrupt due to underflow (TUNI) is enabled
4, 3	CKEG	B'00	R/W	Clock Edge Select an input edge of the external clock when the external clock is selected, or when the input capture function is used. B'00: Count/capture register set on rising edge B'01: Count/capture register set on falling edge Other: Count/capture register set on both rising and falling edge
2 to 0	TPSC	B'000	R/W	Timer Pre-scaler 2 to 0 Select the TCNT count clock. B'000: Count on (input-clock)/4 B'001: Count on (input-clock)/16 B'010: Count on (input-clock)/64 B'011: Count on (input-clock)/256 B'100: Count on (input-clock)/1024 B'101: Setting prohibited B'110: Setting prohibited B'111: Count on external clock Channels 3 to 5 TCLK1, channels 6 to 8 TCLK2. Not usable in channels 0, 1, 2, 9, 10, 11, 12, 13, 14. Note: Input-clock is CPϕ for channel 0/1/2, S3D2ϕ for channel 3/4/5/6/7/8/9/10/11, S0D6ϕ for channel 12/13/14 in the RZ/G2H. Input-clock is CPϕ for channel 0/1/2, S3D2ϕ for channel 3/4/5/6/7/8/9/10/11, S0D6ϕ for channel 12/13/14 in the RZ/G2M V1.3, RZ/G2M V3.0. Input-clock is CPϕ for channel 0/1/2, S3D2ϕ for channel 3/4/5/6/7/8/9/10/11, S0D6ϕ for channel 12/13/14 in the RZ/G2N. Input-clock is CPϕ for channel 0/1/2, S3D2Cϕ for channel 3/4/5/6/7/8/9/10/11, S0D6Cϕ for channel 12/13/14 in the RZ/G2E.

Notes: 1. Reserved in channels 0, 1, 2, 3, 4, 6, 7, 9, 10, 11, 12, 13 and 14 (initial value is 0 and read-only).

2. Writing 1 does not change the value.

69.2.5 Input Capture Registers n (TCPRn)

Note: n = 5 and 8

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

TCPR5, TCPR8 are read-only 32-bit registers used for the input capture function provided only in channels 5, 8. The ICPE and CKEG bits in TCR5, TCR8 control the input capture function. When an input capture occurs, the value of TCNT5 is copied to TCPR5, the value of TCNT8 is copied to TCPR8. The values of TCNT5, TCNT8 are set in TCPR5, TCPR8, respectively, only when the ICPF bits in TCR5, TCR8 are 0.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	TCPRn [31:16]															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TCPRn [15:0]															
Initial value:	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

69.3 Operation

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Each channel has a 32-bit timer counter (TCNT) and 32-bit timer constant register (TCOR). TCNT counts down. The auto-reload function enables synchronized counting and external-event counting. Channels 5, 8 have the input capture function.

69.3.1 Counter Operation

When the bits STR0 to STR14 in TSTR0 to TSTR4 are set to 1, TCNT of corresponding channel starts counting. When TCNT underflows, the UNF flag of corresponding TCR is set. In this case, if the UNIE bit in TCR is set to 1, an interrupt request is sent to the CPU. Also, the value is copied from TCOR to TCNT and the down-count operation is continued (Auto reload function).

(1) Procedure for setting count operation

Figure 69.3 shows an example of the procedure for setting the count operation.

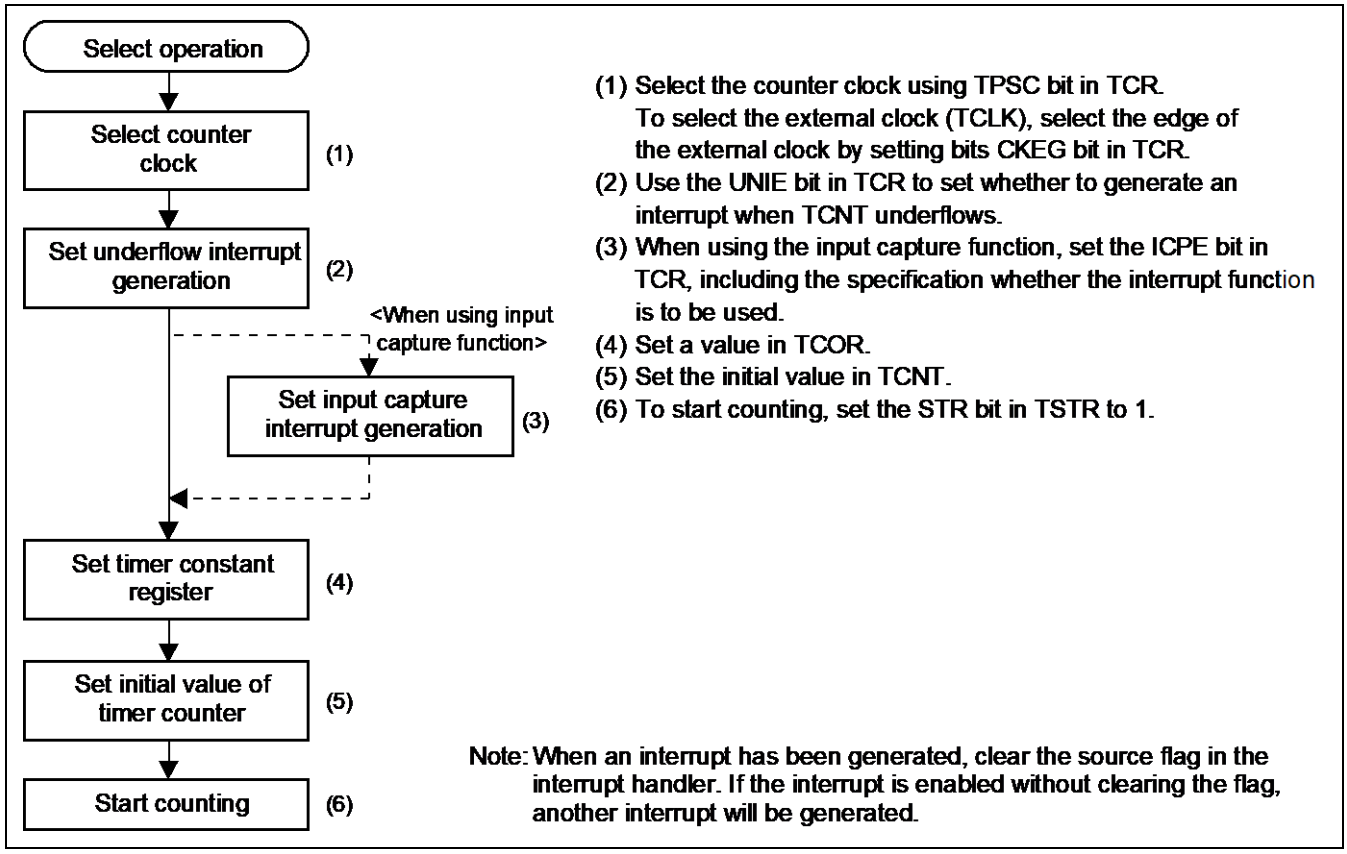


Figure 69.3 Procedure for Setting Count Operation

(2) Auto-reload count operation

Figure 69.4 shows the TCNT auto-reload operation.

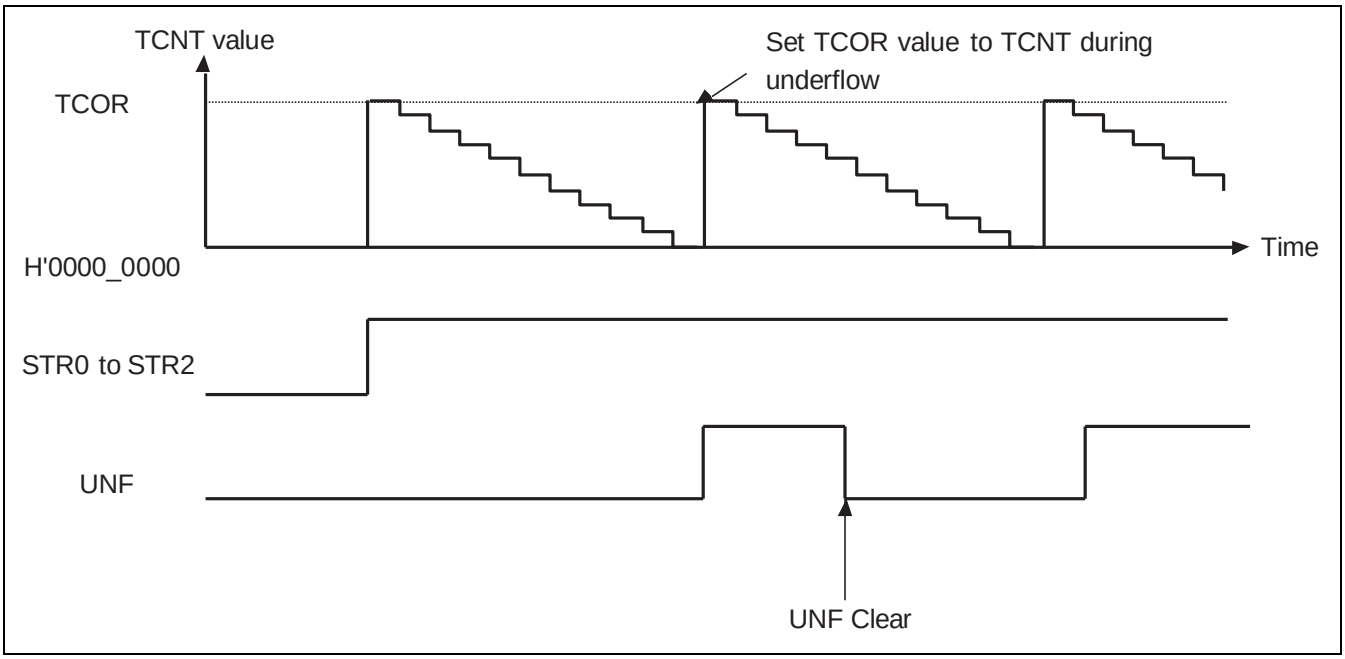


Figure 69.4 TCNT Auto-Reload Operation

(3) TCNT count timing

- Internal clock operation

  [RZ/G2H]:

  Five clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, S3D2ϕ/1024) and five clocks (CPϕ/4, CPϕ/16, CPϕ/64, CPϕ/256, CPϕ/1024) and five clocks (S0D6ϕ/4, S0D6ϕ/16, S0D6ϕ/64, S0D6ϕ/256, S0D6ϕ/1024) that are created by dividing peripheral clocks are selected as count clocks by setting bits TPSC2 to TPSC0 in TCR.

  [RZ/G2M V1.3, RZ/G2M V3.0]:

  Five clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, S3D2ϕ/1024) and five clocks (CPϕ/4, CPϕ/16, CPϕ/64, CPϕ/256, CPϕ/1024) and five clocks (S0D6ϕ/4, S0D6ϕ/16, S0D6ϕ/64, S0D6ϕ/256, S0D6ϕ/1024) that are created by dividing peripheral clocks are selected as count clocks by setting bits TPSC2 to TPSC0 in TCR.

  [RZ/G2N]:

  Five clocks (S3D2ϕ/4, S3D2ϕ/16, S3D2ϕ/64, S3D2ϕ/256, S3D2ϕ/1024) and five clocks (CPϕ/4, CPϕ/16, CPϕ/64, CPϕ/256, CPϕ/1024) and five clocks (S0D6ϕ/4, S0D6ϕ/16, S0D6ϕ/64, S0D6ϕ/256, S0D6ϕ/1024) that are created by dividing peripheral clocks are selected as count clocks by setting bits TPSC2 to TPSC0 in TCR.

  [RZ/G2E]:

  Five clocks (S3D2Cϕ/4, S3D2Cϕ/16, S3D2Cϕ/64, S3D2Cϕ/256, S3D2Cϕ/1024) and five clocks (CPϕ/4, CPϕ/16, CPϕ/64, CPϕ/256, CPϕ/1024) and five clocks (S0D6Cϕ/4, S0D6Cϕ/16, S0D6Cϕ/64, S0D6Cϕ/256, S0D6Cϕ/1024) that are created by dividing peripheral clocks are selected as count clocks by setting bits TPSC2 to TPSC0 in TCR.

  Figure 69.6, 69.7, 69.8 and 69.9 show the timing.

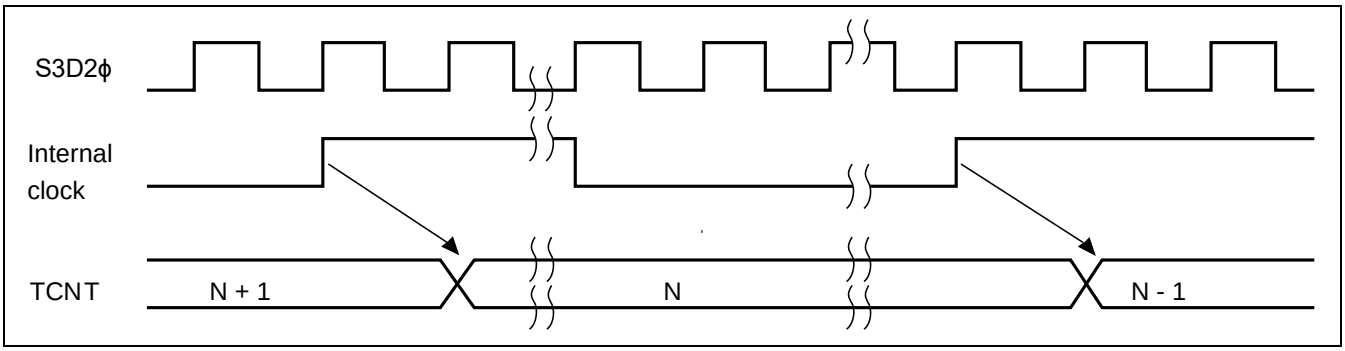


Figure 69.6 Count Timing when Internal Clock is Operating for , RZ/G2H

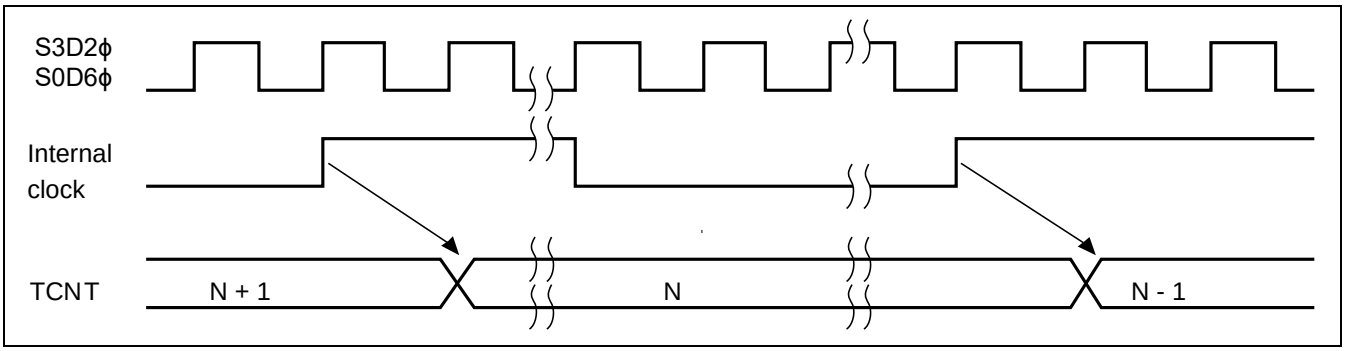


Figure 69.7 Count Timing when Internal Clock is Operating for RZ/G2M V1.3, RZ/G2M V3.0

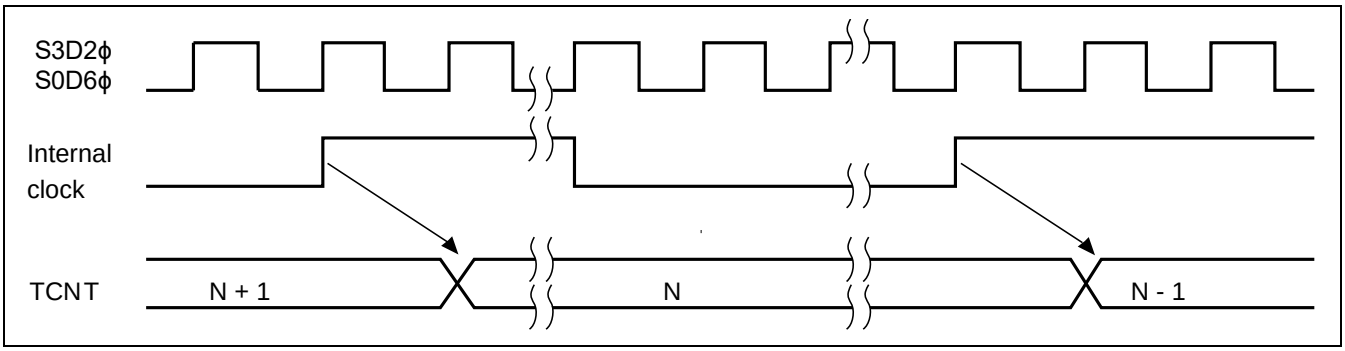


Figure 69.8 Count Timing when Internal Clock is Operating for RZ/G2N

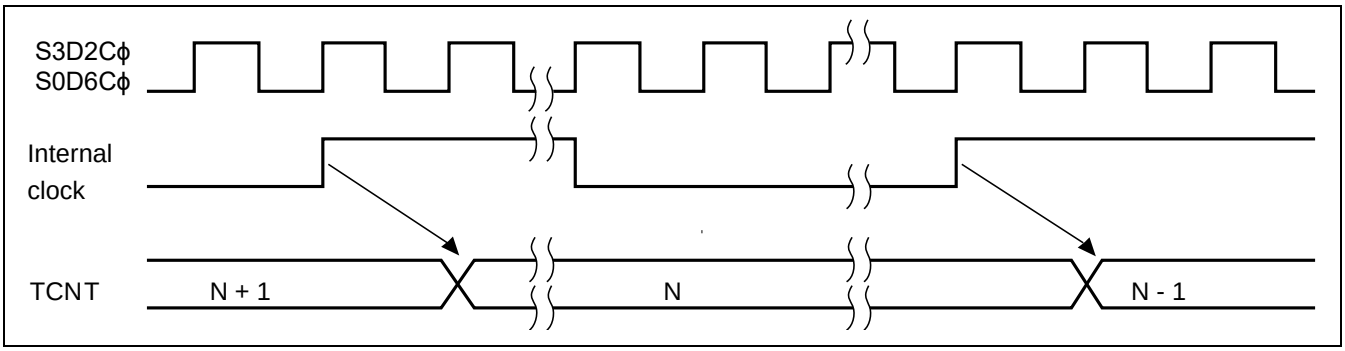


Figure 69.9 Count Timing when Internal Clock is Operating for RZ/G2E

- External clock operation

  Set the bits TPSC2 to TPSC0 in TCR to select the external clock pin (TCLK) as the timer clock. Use the bits CKEG1 and CKEG0 in TCR to select the detection edge. Rise, fall, or both can be selected.

  Figure 69.10, 69.11, 69.12 and 69.13 show the timing for both-edge detection.

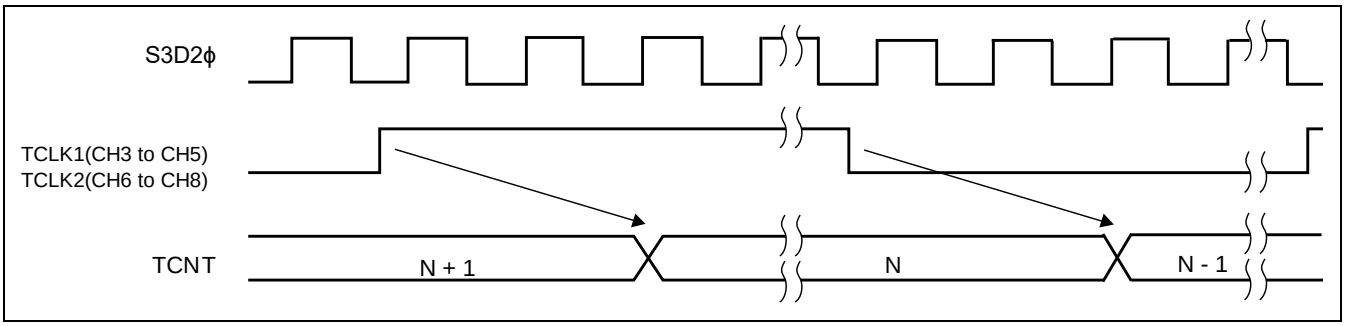


Figure 69.10 Count Timing when External Clock is Operating for , RZ/G2H

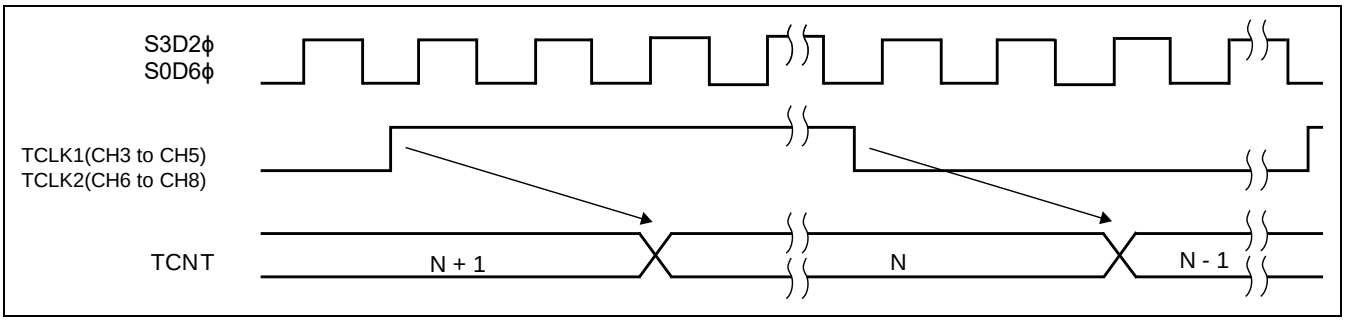


Figure 69.11 Count Timing when External Clock is Operating for RZ/G2M V1.3, RZ/G2M V3.0

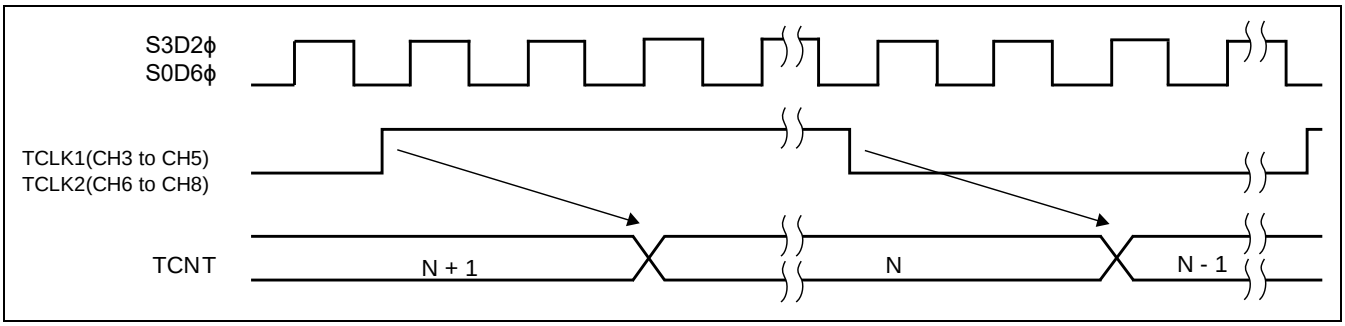


Figure 69.12 Count Timing when External Clock is Operating for RZ/G2N

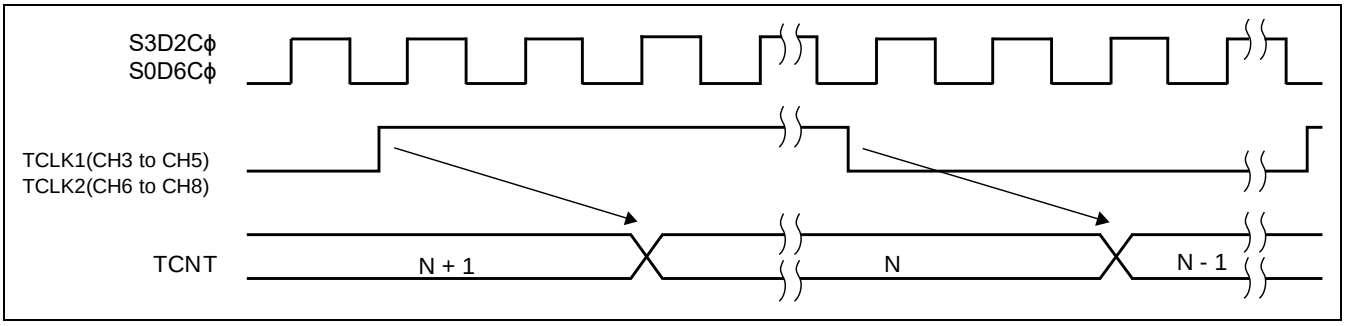


Figure 69.13 Count Timing when External Clock is Operating for RZ/G2E

69.3.2 Input Capture Function

Channels 5 and 8 have the input capture function.

1. Set the timer operating clock as an internal clock with bits TPSC2 to TPSC0 in TCR.
2. Set use of the input capture function and whether to generate an interrupt on using it with bits ICPE1 and ICPE0 in TCR.
3. Specify either rising edge or falling edge of the TCLK1 (channel 5), TCLK2 (channel 8) pin to be used to set the value of TCNT to TCPR5, TCPR8 with bits CKEG1 and CKEG0 in TCR.

Only when an input capture is occurred and the ICPF bits in TCR5, TCR8 are 0, the values of TCNT5, TCNT8 are set in TCPR5, TCPR8 respectively.

Figure 69.14 shows the operating timing when the input capture function is used (the rising edge of TCLK1/2 is used).

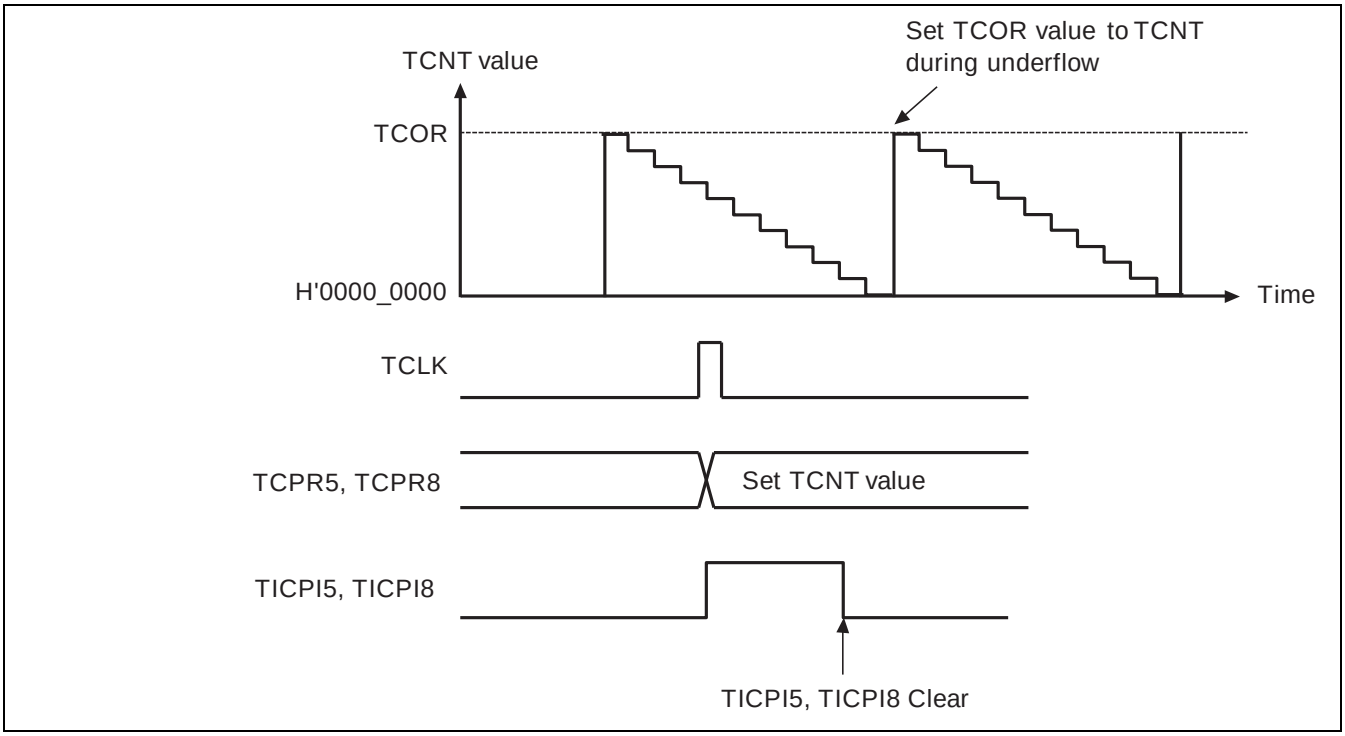


Figure 69.14 Operating Timing when Using Input Capture Function

69.3.3 Interrupt

The TMU interrupt sources are underflow interrupt or input capture interrupt when the input capture function is used. The underflow interrupt is generated at each channel. The input capture interrupt is generated at channels 5, 8 only.

An underflow interrupt request is generated (for each channel) when both the UNF bit and the interrupt enable bit for that channel are set to 1.

When the input capture function is used and the input capture request is generated, an interrupt request is generated if the ICPF bit in TCR5 or TCR8 is 1 and the input capture control bits ICPE1 and ICPE0 in TCR5 or TCR8 are 11.

Table 69.4 shows the TMU interrupt sources.

Table 69.4 TMU Interrupt Sources

			Second Generation RZ/G Series Products			
Channel	Interrupt Sources	Description	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
0	TUNI0	Underflow interrupt 0	√	√	√	√
1	TUNI1	Underflow interrupt 1	√	√	√	√
2	TUNI2	Underflow interrupt 2	√	√	√	√
3	TUNI3	Underflow interrupt 3	√	√	√	√
4	TUNI4	Underflow interrupt 4	√	√	√	√
5	TUNI5	Underflow interrupt 5	√	√	√	√
	TICPI5	Input capture interrupt 5	√	√	√	√
6	TUNI6	Underflow interrupt 6	√	√	√	√
7	TUNI7	Underflow interrupt 7	√	√	√	√
8	TUNI8	Underflow interrupt 8	√	√	√	√
	TICPI8	Input capture interrupt 8	√	√	√	√
9	TUNI9	Underflow interrupt 9	√	√	√	√
10	TUNI10	Underflow interrupt 10	√	√	√	√
11	TUNI11	Underflow interrupt 11	√	√	√	√
12	TUNI12	Underflow interrupt 12	√	√	√	√
13	TUNI13	Underflow interrupt 13	√	√	√	√
14	TUNI14	Underflow interrupt 14	√	√	√	√

69.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

69.4.1 Writing to Registers

When writing to the TMU registers, clear the start bits (STR14 to STR0) of the corresponding TSTR channel to stop the timer counting.

Writing to TSTR and clearing bits UNF and ICPF in TCR can be executed during counting. To clear flags UNF and ICPF during counting, do not change the values of bits other than those to be cleared.

69.4.2 Reading TCNT Register

Reading from TCNT is performed synchronously with the timer count operation. When timer counting and register read processing are performed simultaneously, the value before TCNT counting down is read.

69.4.3 External Clock Frequency

The frequency of external clock (TCLK1/2) for each channel should be S3D2ϕ/4 or less in the RZ/G2H.

The frequency of external clock (TCLK1/2) for each channel should be S3D2ϕ/4 or less in the RZ/G2M V1.3, RZ/G2M V3.0.

The frequency of external clock (TCLK1/2) for each channel should be S3D2ϕ/4 or less in the RZ/G2N.

The frequency of external clock (TCLK1/2) for each channel should be S3D2Cϕ/4 or less in the RZ/G2E.

70. System Timer (SCMT)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

70.1 Overview

System Timer is a 32-bit compare match timer of one channel.

70.1.1 Features

- One channel is implemented.
- 16 bits/32 bits can be selected.
- Provided with 32-bit constant registers and 32-bit up-counters that can be written or read at any time.
- Allows selection among four counter input clocks
  — OSCCLK: 1/1, 1/8, 1/32, and 1/128
- One-shot operation or free-running operation is selectable.
- Compare match or overflow can be selected as interrupt source.
- Counter operation can be enabled or disabled at the time of debugging of CPU core using the debugging mode operation selector.

70.1.2 Block Diagram

Figure 70.1 shows a block diagram of the System Timer.

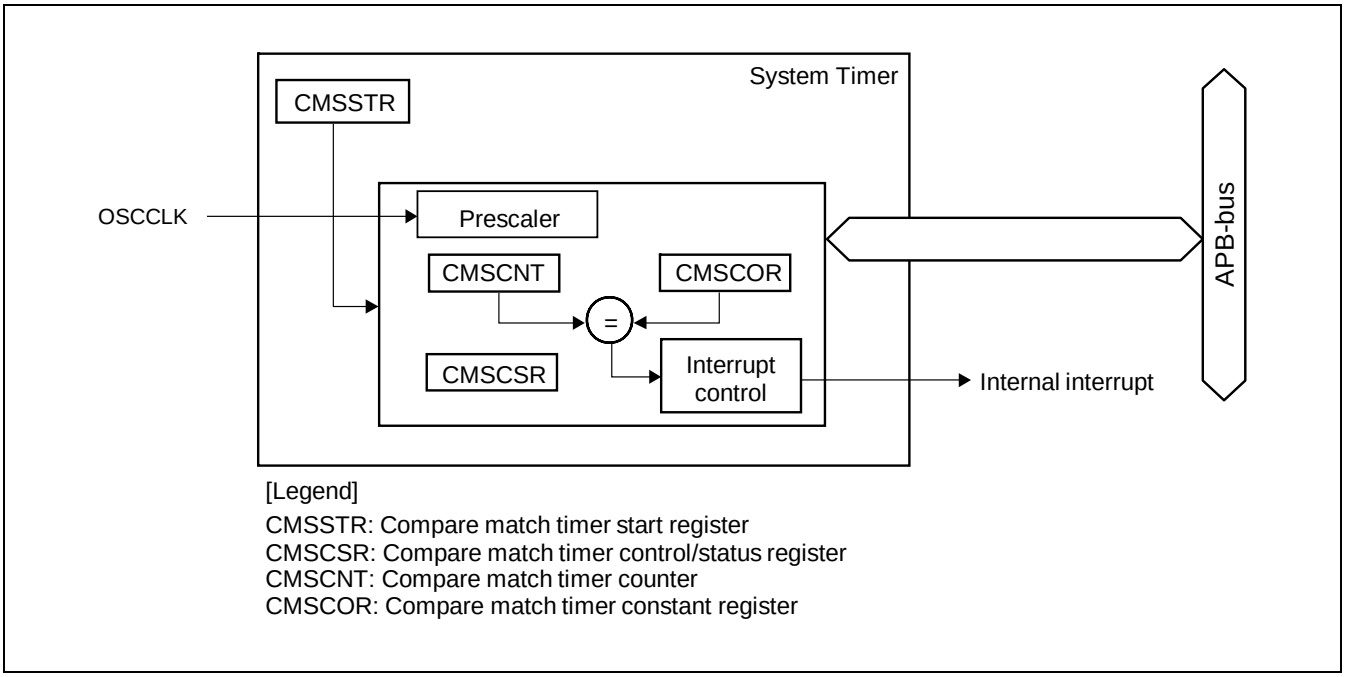


Figure 70.1 Block Diagram of System Timer

70.1.3 Register Configuration

Table 70.1 shows the System Timer register configuration. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Access CMSSTR and CMSCSR as a word (16 bits). Operation cannot be guaranteed if CMSSTR and CMSCSR are not accessed as a word. Access CMSCNT and CMSCOR as a longword (32 bits). Operation cannot be guaranteed if CMSCNT and CMSCOR are not accessed as a longword.

Table 70.1 Register Configurations

						Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Address**	**Value after Power-On Reset**	**Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Compare match timer start register	CMSSTR	R/W	H'E604_0000	H'0000	16	√	√	√	√
Compare match timer control/status register	CMSCSR	R/W*	H'E604_0040	H'012F	16	√	√	√	√
Compare match timer counter	CMSCNT	R/W	H'E604_0044	H'0000_0000	32	√	√	√	√
Compare match timer constant register	CMSCOR	R/W	H'E604_0048	H'0144_3FCF	32	√	√	√	√

Note: * Except for bit [15:14] that are R/WC0 register.

Table 70.2 shows the register states in each operating mode.

Table 70.2 Register States in Each Operating Mode

Register Abbreviation	Power-on Reset/Software Reset *
CMSSTR	Initialized
CMSCSR	Initialized
CMSCNT	Initialized
CMSCOR	Initialized

Note: * For details, refer to ‘General Part Section 17 Reset (RST) and ‘12. Module Standby, Software Reset.

70.2 Register Description

[Legend for Register Description]

Initial value: Register value after a reset.

—: Undefined value

R/W: Bit or field is readable and writable. The written value can be read.

R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.

R: Read-only. The write value should always be initial value.

70.2.1 Compare Match Timer Start Register (CMSSTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMSSTR is a 16-bit register which specify whether the compare match timer counter (CMSCNT) is operated or halted.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	STR5	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5	STR5	B’0	R/W	Count Start Specify halt/counting of compare match timer counter (CMSCNT). 0: CMSCNT Halts. 1: CMSCNT starts counting.
4 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

70.2.2 Compare Match Timer Control/Status Register (CMSCSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMSCSR is a 16-bit register that indicates the occurrence of compare matches, enables interrupts, and sets the counter input clocks.

Do not change bits other than the CMF and OVF bits, while the compare match timer counter (CMSCNT) is under operating.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMF	OVF	WRFLG	—	—	—	CMS	CMM	—	—	CMR[1:0]		DBGIVD	CKS[2:0]		
Initial value:	0	0	0	0	0	0	0	1	0	0	1	0	1	1	1	1
R/W:	R/WC0	R/WC0	R	R	R	R	R/W	R/W	R	R	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	CMF	B’0	R/WC0	Compare Match Flag This flag indicates whether the values of the compare match timer counter (CMSCNT) and the compare match timer constant register (CMSCOR) have matched or not. Software cannot write 1 to the bit. When one-shot is selected for the counter operation, counting resumes by clearing this bit. 0: CMSCNT and CMSCOR values have not matched. [Clearing condition] • Write 0 to CMF 1: CMSCNT and CMSCOR values have matched. * Only 0 can be written, for flag clearing.
14	OVF	B’0	R/WC0	Overflow Flag This flag indicates whether the compare match timer counter (CMSCNT) has overflowed or not. Software cannot write 1 to this bit. 0: CMSCNT has not overflowed. [Clearing condition] • Write 0 to OVF 1: CMSCNT has overflowed. * Only 0 can be written, for flag clearing.
13	WRFLG	B’0	R	Write State Flag When this bit is 1, write access to CMSCNT is prohibited. If it isn't maintained, operation isn't secured. This bit indicates the period that the writing to CMSCNT is masked for synchronization after the writing to CMSCNT. Confirm that this flag is 0 when CMSCNT is written to continuously.
12 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
9	CMS	B’0	R/W	Compare Match Timer Counter Size This bit selects whether the compare match timer counter (CMSCNT) is used as a 16-bit counter or 32-bit counter. This register setting becomes the valid bit-size for the compare match timer constant register (CMSCOR). 0: Operates as a 32-bit counter. 1: Operates as a 16-bit counter. Note: When Write or Read in this bit, refer to 70.3.5 Register Access.
8	CMM	B’1	R/W	Compare Match Mode Specify operation mode of the counter. 0: One-shot operation 1: Free-running operation Note: When Write or Read in this bit, refer to 70.3.5 Register Access.
7,6	—	B’00	R	Reserved These bits are always read as 0. The write value should always be 0.
5, 4	CMR[1:0]	B’10	R/W	Compare Match Request These bits enable or disable an internal interrupt request at a compare match. B’00: Disables an internal interrupt request. B’01: Setting prohibited B’10: Enables an internal interrupt request. B’11: Setting prohibited
3	DBGIVD	B’1	R/W	Debug Mode Operation Select This bit sets counter operation when in debug mode. 0: Stops counter operation when in debug mode. 1: Enables counter operation even when in debug mode. Note: When Write or Read in this bit, refer to 70.3.5 Register Access.
2 to 0	CKS[2:0]	B’111	R/W	Clock Select These bits select the clock input to CMSCNT. When the count start bit (STR5) in CMSSTR is set to 1, CMSCNT begins incrementing with the clock selected by these bits. B’000: Setting prohibited B’001: Setting prohibited B’010: Setting prohibited B’011: Setting prohibited B’100: clock/8 B’101: clock/32 B’110: clock/128 B’111: clock/1 Note: When Write or Read in this bit, refer to 70.3.5 Register Access.

70.2.3 Compare Match Timer Counter (CMSCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMSCNT is a 32-bit register which is used as an up-counter.

To specify counter operation, set compare match timer control/status register (CMSCSR), before starting operation.

When the 16-bit counter operation is selected by the CMS bit, bits 31 to 16 of this register is invalid. When data is written in 16-bit mode, write H'0000 as upper 16-bits data.

When CMSCNT is read during the counter operation, the read value may be wrong because of an asynchronous clock between counter and bus-interface. For exact value, read this register continuously, until same values are read from this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CMSCNT[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMSCNT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMSCNT [31:0]	H'0000_0000	R/W	Compare match timer counter bit 31 to 0 Note: When Write or Read in this bit, refer to 70.3.5 Register Access.

70.2.4 Compare Match Timer Constant Register (CMSCOR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMSCOR is a 32-bit register which specify the compare match period with the compare match timer counter (CMSCNT).

The initial value of this register is H'0144_3FCF.

When the 16-bit counter operation is selected by the CMS bit in the compare match timer control/status register (CMSCSR), bits 15 to 0 of this register become valid. When data is written to this register in 16-bit mode, write H'0000 as upper 16-bits data.

An overflow is detected when CMSCNT is cleared to 0 and this register is set to H'FFFF_FFFF.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CMSCOR[31:16]															
Initial value:	0	0	0	0	0	0	0	1	0	1	0	0	0	1	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMSCOR[15:0]															
Initial value:	0	0	1	1	1	1	1	1	1	1	0	0	1	1	1	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMSCOR [31:0]	H'0144_3FCF	R/W	Compare match timer constant register bit31 to 0 Note: When Write or Read in this bit, refer to 70.3.5 Register Access.

70.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

70.3.1 Counter Operation

System Timer starts the operation of the counter by writing 1 to the STR5 bit in CMSSTR after each register has been set. Complete all of the settings before starting the operation. Do not change the register settings other than by clearing flag bits during the compare match timer (CMSCNT) operation.

The counter operates in one of two ways.

- One-Shot Operation

  One-shot operation is selected by setting the CMM bit in CMSCSR to 0. When the value in CMSCNT matches the value in CMSCOR, the value in CMSCNT is cleared to H'0000_0000, and the CMF bit in CMSCSR is set to 1. Counting by CMSCNT stops after it has been cleared.

  To detect an overflow interrupt, set the value in CMSCOR to H'FFFF_FFFF. When the value in CMSCNT matches the value in CMSCOR, CMSCNT is cleared to H'0000_0000 and the CMF and OVF bits in CMSCSR are set to 1

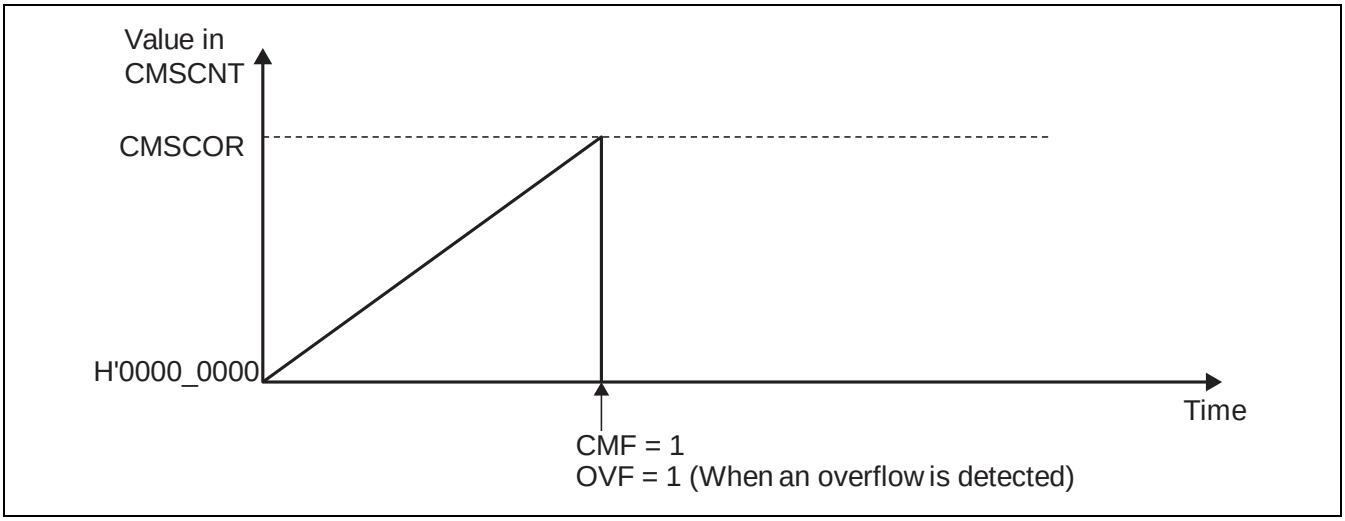


Figure 70.2 Counter Operation (One-Shot Operation)

- Free-Running Operation

  Free-running operation is selected by setting the CMM bit in CMSCSR to 1. When the value in CMSCNT matches the value in CMSCOR, CMSCNT is cleared to H'0000_0000 and the CMF bit in CMSCSR is set to 1. CMSCNT resumes counting-up after it has been cleared.

  To detect an overflow interrupt, set CMSCOR to H'FFFF_FFFF. When the values in CMSCNT and CMSCOR match, CMSCNT is cleared to H'0000_0000 and the CMF and OVF bits in CMSCSR are set to 1.

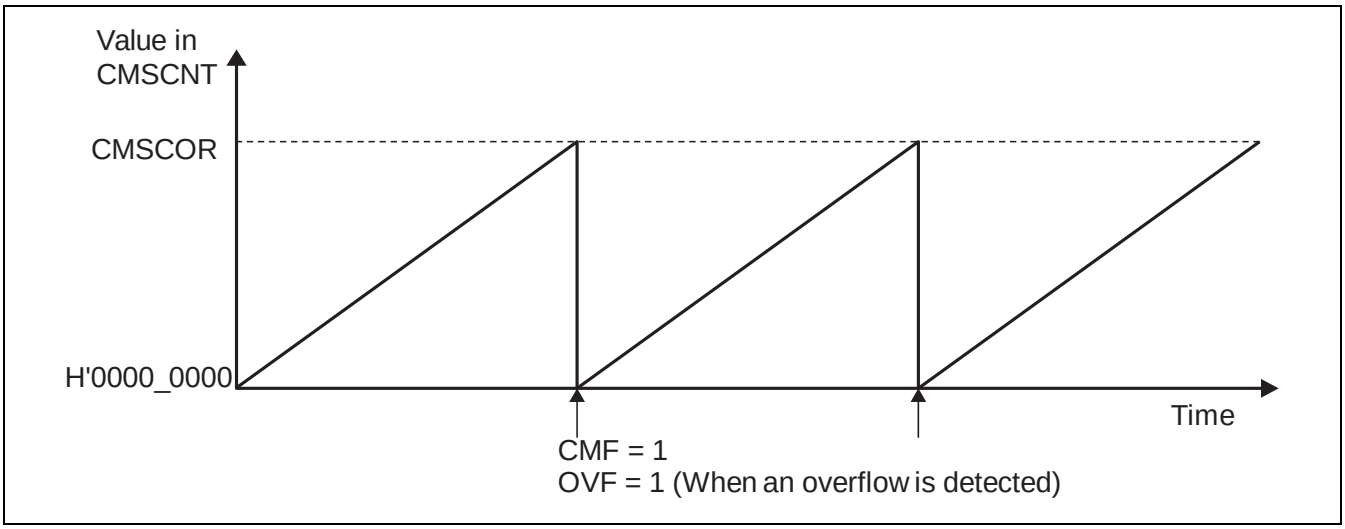


Figure 70.3 Counter Operation (Free-Running Operation)

70.3.2 Counter Size

In this module, the size of the counter can be selected from 16 or 32 bits. This is selected by the CMS bit in CMSCSR.

When the 16-bit size is selected, use H'0000 for upper 16-bit of write data for CMSCOR. To detect an overflow interrupt, CMSCOR must be set to H'0000_FFFF.

70.3.3 Timing for Counting by CMSCNT

In this module, the clock for the CMSCNT counter can be selected from following clocks:

- OSCCLK: 1/1, 1/8, 1/32, and 1/128

The clock for the counter is selected by the CKS bits in CMSCSR. CMSCNT is incremented at the rising edge of the selected clock.

70.3.4 Internal Interrupt Request to CPU

The setting of the CMR bits in CMSCSR selects the sending of an internal interrupt request to the CPU at a compare match.

To clear an internal interrupt request to the CPU in Free-Running Operation, the CMF bit should be set to b'0. Set the CMF bit to b'0 in the handling routine for the System Timer interrupt.

To clear an internal interrupt request to the CPU with resuming count-up in One-Shot Operation, the CMF bit should be set to b'0 while keeping b'1 in STR5 bit in CMSSTR. Set the CMF bit to b'0 while keeping b'1 in STR5 bit in the handling routine for the System Timer interrupt.

To clear an internal interrupt request to the CPU without resuming count-up in One-Shot Operation, the CMF bit should be set to b'0 after setting STR5 bit in CMSSTR to b'0. Set the CMF bit to b'0 after setting STR5 bit to b'0 in the handling routine for the System Timer interrupt.

70.3.5 Register Access

After writing to following registers, written data can be read 2 cycles in counter input clock (OSCCLK) after writing has finished. And it takes 2 cycles in counter input clock (OSCCLK), for reflecting written data to counter behavior.

CMSCSR: Bits CKS, CMM, CMS, CMR, DBGIVD

CMSCOR: Bits 31 to 0

CMSSTR: Bit STR5

After writing to following registers, written data can be read 2 cycles in counter input clock (OSCCLK) after writing has finished. And it takes 2 cycles in counter input clock (OSCCLK), for reflecting written data to counter behavior.

And for following registers, write access is prohibited, while previously written data is under writing. Do not perform next write access, while CMSCSR.WRFLG is 1.

CMSCNT: Bits 31 to 0

70.3.6 Compare Match Flag Set/Clear Timing

The CMF bit in CMSCSR is set to 1 by the compare match signal generated when CMSCOR and CMSCNT match. The compare match signal is generated upon the final state of the match (timing at which the CMSCNT value is updated to H'0000_0000). Consequently, after CMSCOR and CMSCNT match, a compare match signal will not be generated until a CMSCNT counter clock is input. Figure 70.4 shows the set timing of the CMF bit.

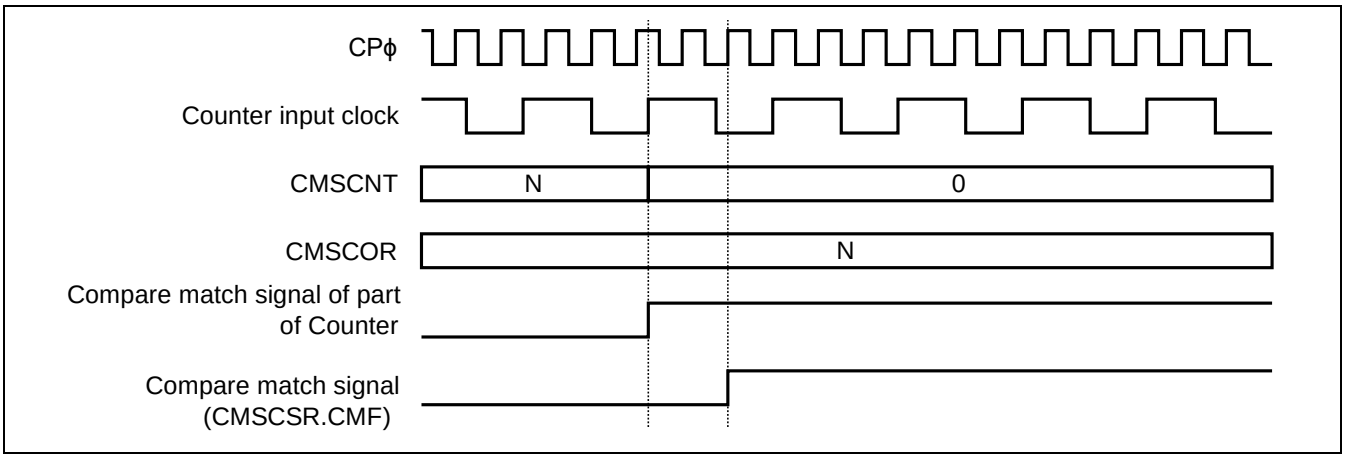


Figure 70.4 CMF Set Timing

Set the CMF bit as 0. The CMF flag is cleared immediately.

70.3.7 System Timer Usage

Take the following steps to use the System Timer.

1. Clear the STR5 bit in CMSSTR to 0 to temporarily stop counting.
   (Confirm that OSCCLK was input more than 2 cycles.)
2. Write H'0000_0000 on CMSCNT.
3. Set counter size, compare match mode, kind of count clock and interrupt request and clear the bit of OVF and CMF in CMSCSR.
4. Set the value on CMSCOR.
5. Confirm that CMSCSR.WRFLG becomes 0.
   If WRFLG is 1, wait until it'll be 0.
6. Start the counting by setting the STR5 bit in CMSSTR to 1.
   (Refer to 70.3.5 Register Access)

71. System Up-Time Clock (SUCMT)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

71.1 Overview

System Up-Time Clock is an internal 32-bit compare match timer of one channel.

71.1.1 Features

- One channel is installed.
- 16 bits/32 bits can be selected as counter size (bit-width).
- Provided with 32-bit constant registers and 32-bit up-counters that can be written or read at any time.
- Following four clocks can be selected as counter clocks.
  — RCLK: 1/1, 1/8, 1/32, and 1/128
- One-shot operation or free-running operation is selectable.
- Compare match or overflow can be selected as interrupt source.
- Module standby mode can be set.
- Counter operation can be enabled or disabled at the time of debugging of CPU core using the debugging mode operation selector.

71.1.2 Block Diagram

Figure 71.1 shows a block diagram of the System Up-Time Clock.

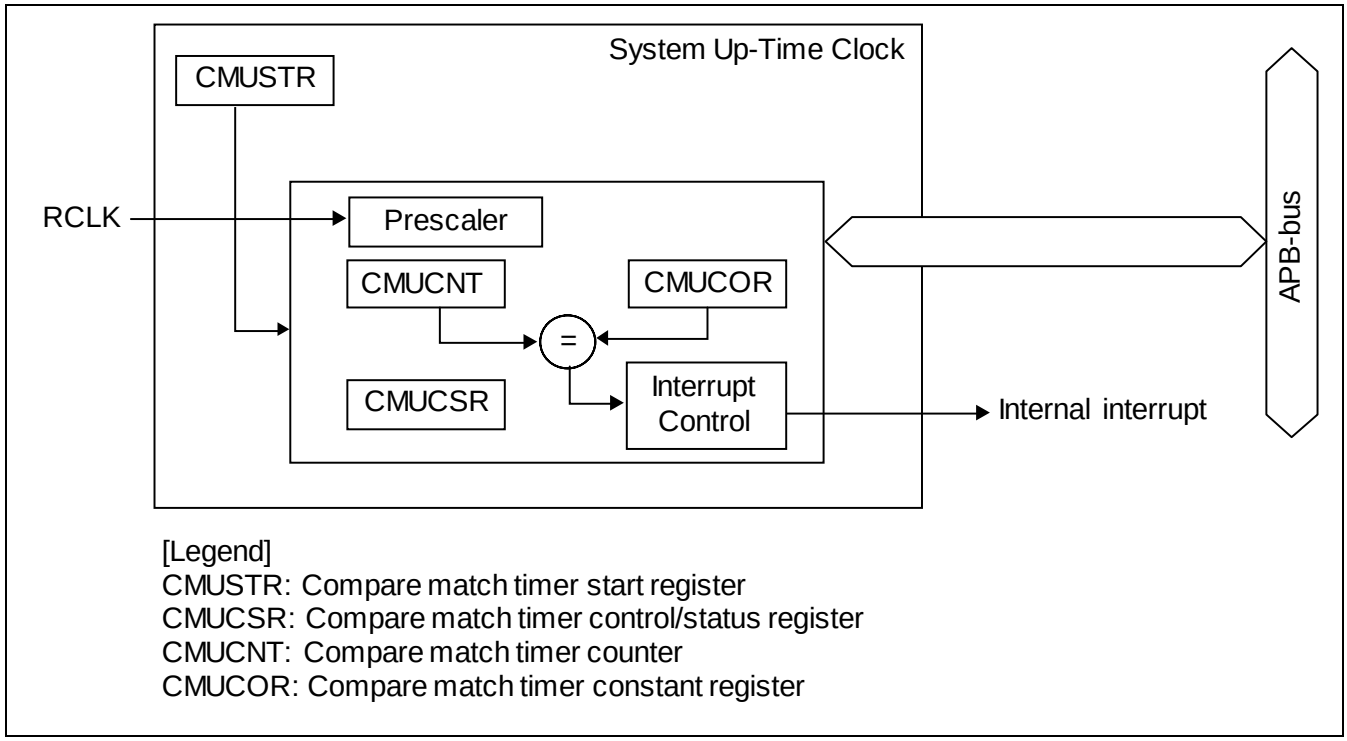


Figure 71.1 Block Diagram of System Up-Time Clock

71.1.3 Register Configuration

Table 71.1 shows the System Up-Time Clock register configuration. Do not write to any addresses other than listed below. Operations cannot be guaranteed if writing is attempted. Values read from addresses other than those listed below are undefined. Access CMUSTR and CMUCSR as a word (16 bits). Operation cannot be guaranteed if CMUSTR and CMUCSR are not accessed as a word. Access CMUCNT and CMUCOR as a longword (32 bits). Operation cannot be guaranteed if CMUCNT and CMUCOR are not accessed as a longword.

Table 71.1 Register Configurations

						Second Generation RZ/G Series Products			
Register Name	**Abbreviation**	**R/W**	**Address**	**Value after Power-On Reset**	**Access Size**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Compare match timer start register	CMUSTR	R/W	H'E61D_0000	H'0000	16	√	√	√	√
Compare match timer control/status register	CMUCSR	R/W*	H'E61D_0040	H'010F	16	√	√	√	√
Compare match timer counter	CMUCNT	R/W	H'E61D_0044	H'0000_0000	32	√	√	√	√
Compare match timer constant register	CMUCOR	R/W	H'E61D_0048	H'FFFF_FFFF	32	√	√	√	√

Note: * Except for bit [15:14] that are R/WC0 register.

Table 71.2 shows the register states in each operating mode.

Table 71.2 Register States in Each Operating Mode

Register Abbreviation	Power-on Reset/Software Reset *	Module Standby
CMUSTR	Initialized	Retained
CMUCSR	Initialized	Retained
CMUCNT	Initialized	Retained
CMUCOR	Initialized	Retained

Note: * For details, refer to ‘General Part section 17 Reset (RST) and ‘12. Module Standby, Software Reset.

71.2 Register Description

[Legend for Register Description]

Initial value: Register value after a reset.
—: Undefined value
R/W: Bit or field is readable and writable. The written value can be read.
R/WC0: Readable/writable. Writing 0 initializes the bit. Writing 1 is ignored.
R: Read-only. The write value should always be initial value.

71.2.1 Compare Match Timer Start Register (CMUSTR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMUSTR is a 16-bit register that selects whether the compare match timer counter (CMUCNT) is operated or halted.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	STR5	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R/W	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
15 to 6	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
5	STR5	B'0	R/W	Count Start These bits specify start/halt of compare match timer counter (CMUCNT). 0: CMUCNT halts. 1: CMUCNT starts counting.
4 to 0	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

71.2.2 Compare Match Timer Control/Status Register (CMUCSR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMUCSR is a 16-bit register which indicates the occurrence of compare matches, enables interrupts, and sets the counter input clocks.

Do not change bits other than the CMF and OVF bits, while the compare match timer counter (CMUCNT) is under operation.

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMF	OVF	WRFLG	WERR	—	—	CMS	CMM	—	WER	CMR[1:0]		DBGIVD	CKS[2:0]		
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1	1
R/W:	R/WC0	R/WC0	R	R	R	R	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
15	CMF	B’0	R/WC0	Compare Match Flag This flag indicates whether the values of the compare match timer counter (CMUCNT) and the compare match timer constant register (CMUCOR) have matched or not. Software cannot write 1 to the bit. When one-shot is selected for the counter operation, counting resumes by clearing this bit. 0: CMUCNT and CMUCOR values have not matched. [Clearing condition] • Write 0 to CMF 1: CMUCNT and CMUCOR values have matched.
14	OVF	B’0	R/WC0	Overflow Flag This flag indicates whether the compare match timer counter (CMUCNT) has overflowed or not. Software cannot write 1 to this bit. 0: CMUCNT has not overflowed. [Clearing condition] • Write 0 to OVF 1: CMUCNT has overflowed.
13	WRFLG	B’0	R	Write State Flag When this bit is 1, write access to CMUCNT is prohibited. If it isn't maintained, operation isn't secured. This bit indicates the period that the writing to CMUCNT is masked for synchronization after the writing to CMUCNT. Confirm that this flag is 0 when CMUCNT is written to continuously.
12	WERR	B’0	R	Write Access Error Flag This flag indicates whether or not the write access from the public domain. Software cannot write 1 to this bit. 0: Public domain has not Write access [Clearing condition] • Read register 1: Public domain has Write access
11 to 10	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
9	CMS	B’0	R/W	Compare Match Timer Counter Size This bit selects whether the compare match timer counter (CMUCNT) is used as a 16-bit counter or 32-bit counter. This register setting becomes the valid bit-size for the compare match timer constant register (CMUCOR). 0: Operates as a 32-bit counter. 1: Operates as a 16-bit counter. Note: When Write or Read in this bit, refer to 71.3.5 Register Access.
8	CMM	B’1	R/W	Compare Match Mode This bit selects one-shot operation or free-running operation of the counter. 0: One-shot operation 1: Free-running operation Note: When Write or Read in this bit, refer to 71.3.5 Register Access.
7	—	B’0	R	Reserved This bit is always read as 0. The write value should always be 0.
6	WER	B’0	R/W	Write Access Error Request This bit Write Access Error interrupt request at the public domain. 0: Disables an internal interrupt request. 1: Enables an internal interrupt request. Note: When Write or Read in this bit, refer to 71.3.5 Register Access.
5, 4	CMR[1:0]	B’00	R/W	Compare Match Request These bits enable or disable an internal interrupt request at a compare match. B’00: Disables an internal interrupt request. B’01: Setting prohibited B’10: Enables an internal interrupt request. B’11: Setting prohibited Note1: When various standby modes are canceled by the System Up-Time Clock, these bits should be set to B'10. Note2: When Write or Read in this bit, refer to 71.3.5 Register Access.
3	DBGIVD	B’1	R/W	Debug Mode Operation Select This bit sets counter operation when in debug mode. 0: Stops counter operation when in debug mode. 1: Enables counter operation even when in debug mode. Note: When Write or Read in this bit, refer to 71.3.5 Register Access.

Bit	Bit Name	Initial Value	R/W	Description
2 to 0	CKS[2:0]	B’111	R/W	Clock Select These bits select the clock input to CMUCNT. When the count start bit (STR5) in CMUSTR is set to 1, CMUCNT begins incrementing with the clock selected by these bits. B’000: Setting prohibited B’001: Setting prohibited B’010: Setting prohibited B’011: Setting prohibited B’100: RCLK/8 B’101: RCLK/32 B’110: RCLK/128 B’111: RCLK/1 Note: When Write or Read in this bit, refer to 71.3.5 Register Access.

Note: * Only 0 can be written, for flag clearing.

71.2.3 Compare Match Timer Counter (CMUCNT)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMUCNT is a 32-bit register which is used as an up-counter.

To specify counter operation, set compare match timer control/status register n (CMUCSR), before starting operation of corresponding channel.

When the 16-bit counter operation is selected by the CMS bit, bits 31 to 16 of this register become invalid. When data is written to this register in 16-bit mode, write H'0000 as upper 16bits

When CMUCNT is read during counter operation, the read value may be wrong because different clock is used between counter and bus-interface. For exact value, read this register continuously, until same values are read from this register.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CMUCNT[31:16]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	CMUCNT[15:0]															
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMUCNT [31:0]	H'0000_0000	R/W	Compare match timer counter bit31 to 0 Note: When Write or Read in this bit, refer to 71.3.5 Register Access.

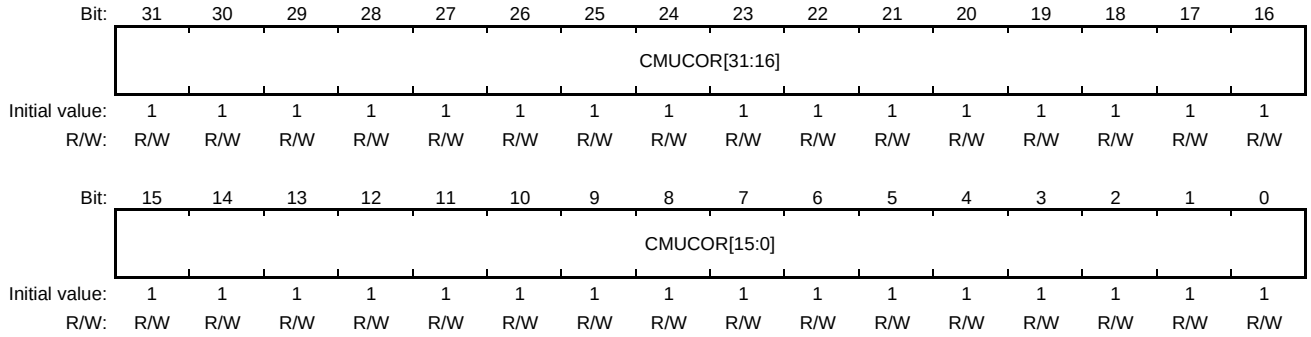
71.2.4 Compare Match Timer Constant Register (CMUCOR)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

CMUCOR is a 32-bit register which specify the compare match period with the compare match timer counter (CMUCNT).

When the 16-bit counter operation is selected by the CMS bit in the compare match timer control/status register (CMUCSR), bits 15 to 0 of this register become valid. Write H'0000 to upper 16bits in 16-bit counter operation.

An overflow is detected when CMUCNT is cleared to 0 and this register is set to H'FFFF_FFFF.



Bit	Bit Name	Initial Value	R/W	Description
31 to 0	CMUCOR [31:0]	H'FFFF_FFFF	R/W	Compare match timer counter bit31 to 0 Note: When Write or Read in this bit, refer to 71.3.5 Register Access.

71.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

71.3.1 Counter Operation

System Up-Time Clock starts the operation of the counter by writing 1 to the STR5 bit in CMUSTR after each register has been set. Complete all of the settings before starting the operation. Do not change the register settings other than by clearing flag bits during the compare match timer (CMUCNT) operation.

The counter operates in one of two ways.

- One-Shot Operation

  One-shot operation is selected by setting the CMM bit in CMUCSR to H'0. When the value in CMUCNT matches the value in CMUCOR, the value in CMUCNT is cleared to H'0000_0000, and the CMF bit in CMUCSR is set to 1. Counting by CMUCNT stops after it has been cleared.

  To detect an overflow interrupt, set the value in CMUCOR to H'FFFF_FFFF. When the value in CMUCNT matches the value in CMUCOR, CMUCNT is cleared to H'0000_0000 and the CMF and OVF bits in CMUCSR are set to 1

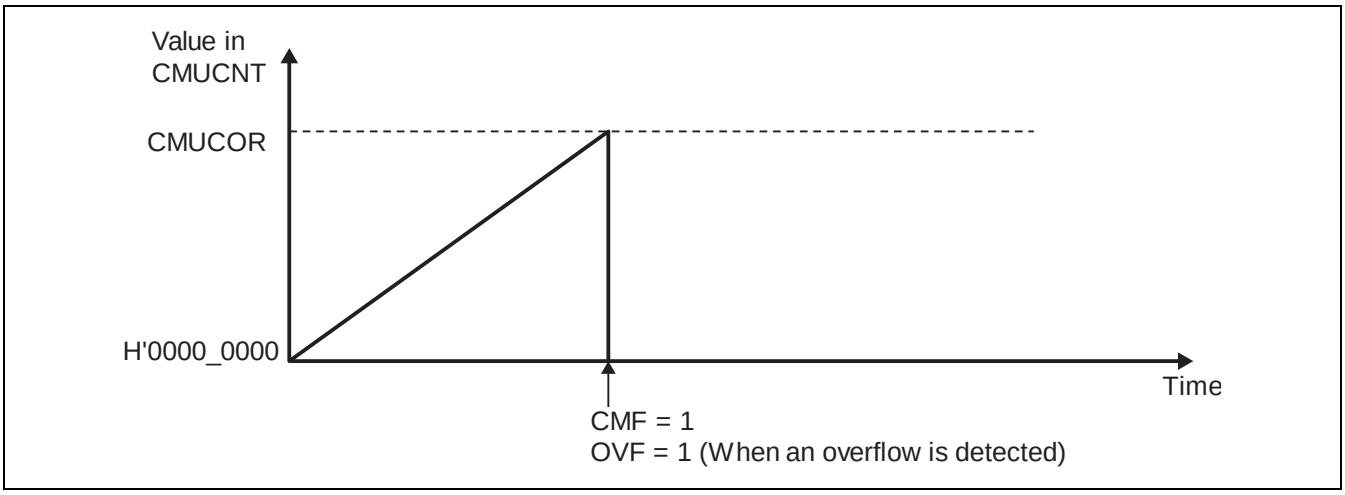


Figure 71.2 Counter Operation (One-Shot Operation)

- Free-Running Operation

  Free-running operation is selected by setting the CMM bit in CMUCSR to 1. When the value in CMUCNT matches the value in CMUCOR, CMUCNT is cleared to H'0000_0000 and the CMF bit in CMUCSR is set to 1. CMUCNT resumes counting-up after it has been cleared.

  To detect an overflow interrupt, set CMUCOR to H'FFFF_FFFF. When the values in CMUCNT and CMUCOR match, CMUCNT is cleared to H'0000_0000 and the CMF and OVF bits in CMUCSR are set to 1.

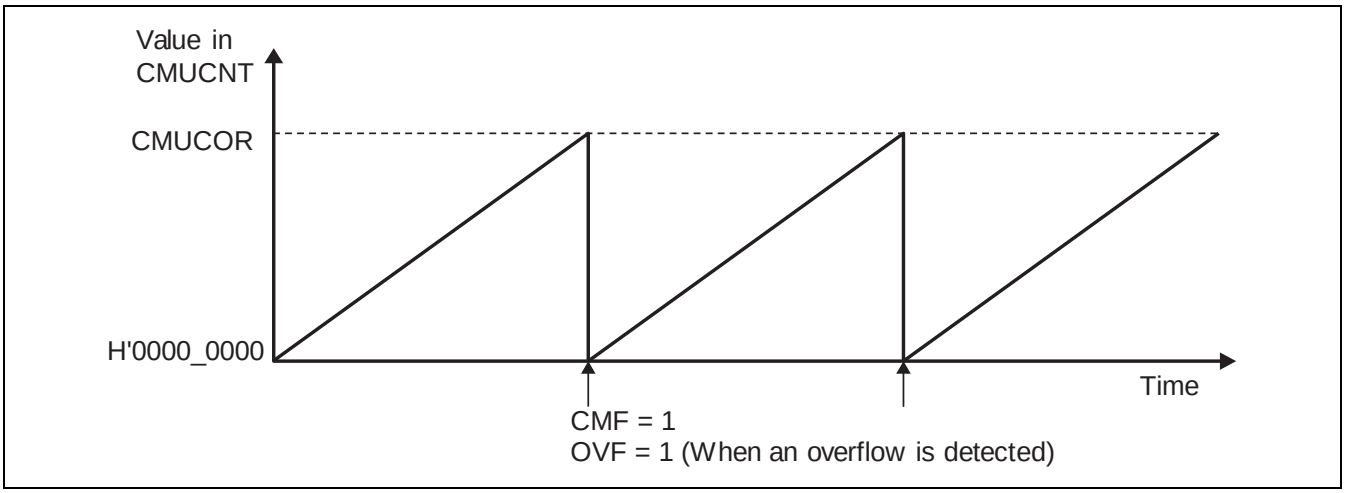


Figure 71.3 Counter Operation (Free-Running Operation)

71.3.2 Counter Size

In this module, the size of the counter can be selected from either 16, or 32 bits. This is selected by the CMS bit in CMUCSR.

When the 16-bit size is selected, H'0000 should be used as upper 16bit of write data to CMUCOR. To detect an overflow interrupt, CMUCOR must be set to H'0000_FFFF.

71.3.3 Timing for Counting by CMUCNT

In this module, the clock for the CMUCNT counter can be selected from following clocks:

- RCLK: 1/1, 1/8, 1/32, and 1/128

The clock for the counter is selected by the CKS bits in CMUCSR. CMUCNT is incremented at the rising edge of the selected clock.

71.3.4 Internal Interrupt Request to CPU

By CMR bits in CMUCSR, interrupt request to CPU can be asserted, at a compare match.

To clear an internal interrupt request to the CPU in Free-Running Operation, the CMF bit should be set to 0. Set the CMF bit to 0 in the handling routine for the System Up-Time Clock interrupt.

To clear an internal interrupt request to the CPU with resuming count-up in One-Shot Operation, the CMF bit should be set to 0 while keeping 1 in STR5 bit in CMUSTR. Set the CMF bit to 0 while keeping 1 in STR5 bit in the handling routine for the System Up-Time Clock interrupt.

To clear an internal interrupt request to the CPU without resuming count-up in One-Shot Operation, the CMF bit should be set to 0 after setting STR5 bit in CMUSTR to 0. Set the CMF bit to 0 after setting STR5 bit to 0 in the handling routine for the System Up-Time Clock interrupt.

71.3.5 Register Access

After writing to following registers, written data can be read 2 cycles in counter input clock (RCLK) after writing has finished. And it takes 2 cycles in counter input clock (RCLK), for reflecting written data to counter behavior.

CMUCSR: Bits CKS, CMM, CMS, WER, CMR, DBGIVD
CMUCOR: Bits 31 to 0
CMUSTR: Bit STR5

After writing to following registers, written data can be read 2 cycles in counter input clock (RCLK) after writing has finished. And it takes 2 cycles in counter input clock (RCLK), for reflecting written data to counter behavior.

And for following registers, write access is prohibited, while previously written data is under writing. Do not perform next write access, while CMUCSR.WRFLG is 1.

CMUCNT: Bits 31 to 0

71.3.6 Compare Match Flag Set/Clear Timing

The CMF bit in CMUCSR is set to 1 by the compare match signal generated when CMUCOR and CMUCNT match. The compare match signal is generated upon the final state of the match (timing at which the CMUCNT value is updated to H'0). Consequently, after CMUCOR and CMUCNT match, a compare match signal will not be generated until a CMUCNT counter clock is input. Figure 71.4 shows the set timing of the CMF bit.

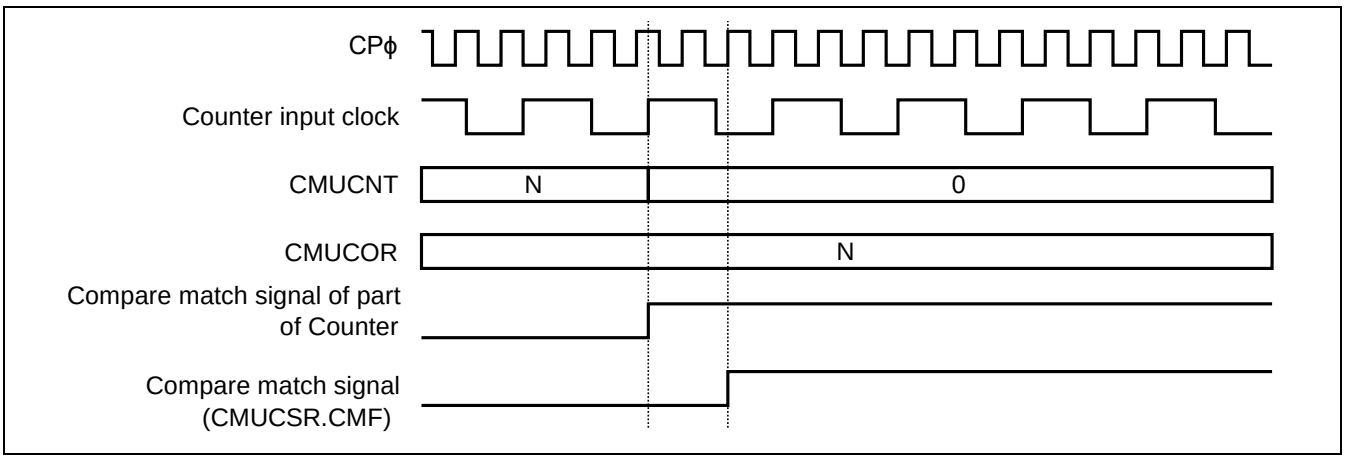


Figure 71.4 CMF Set Timing

Set the CMF bit to 0. The CMF flag is cleared immediately.

71.3.7 System Up-Tim Clock Usage

Take the following steps to use the System Up-Time Clock.

1. Clear the STR5 bit in CMUSTR to 0 to temporarily stop counting.
   (Confirm that RCLK was input more than 2 cycles.)
2. Write H'0000_0000 on CMUCNT.
3. Set counter size, compare match mode, kind of count clock and interrupt request and clear the bit of OVF and CMF in CMUCSR.
4. Set the value on CMUCOR.
5. Confirm that CMUCSR.WRFLG becomes 0.
   If WRFLG is 1, wait until it'll be 0.
6. Start the counting by setting the STR5 bit in CMUSTR to 1.
   (Refer to 71.3.5 Register Access)

72. Debug and Trace

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

72.1 Overview

This module controls debug function of Cortex-A57 and Cortex-A53 via JTAG ports.

72.1.1 Features

72.1.1.1 RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 features

- JTAG interface
  - Supports dedicated 5-pin JTAG and SWD
- The cross trigger function between following IPs.
  - Cortex-A57 CPUn
  - Cortex-A53 CPUn.
  - CoreSight
- Tracing function
  - A maximum of 16 bits × 266 Mbps (133MHz DDR) trace*1 data pin
  output— A maximum of 4 bits × 266 Mbps (133MHz DDR) trace*1 data pin
  output— 16-Kbyte embedded trace FIFO each Cortex-A57 and Cortex-A53
  cluster— 4-Kbyte embedded trace FIFO for CoreSight

Notes: 1. Trace bandwidth of internal logic. This is limited by I/O buffer performance.

72.1.1.2 RZ/G2N features

- JTAG interface
  - Supports dedicated 5-pin JTAG and SWD
- The cross trigger function between following IPs.
  - Cortex-A57 CPUn
  - CoreSight
- Tracing function
  - A maximum of 16 bits × 266 Mbps (133MHz DDR) trace*1 data pin
  output— A maximum of 4 bits × 266 Mbps (133MHz DDR) trace*1 data pin
  output— 16-Kbyte embedded trace FIFO for Cortex-A57
  - 4-Kbyte embedded trace FIFO for CoreSight

Notes: 1. Trace bandwidth of internal logic. This is limited by I/O buffer performance.

72.1.1.3 RZ/G2E features

- JTAG interface
  - — Supports dedicated 5-pin JTAG and SWD
- The cross trigger function between following IPs.
  - — Cortex-A53 CPUn
  - — CoreSight
- Tracing function
  - — A maximum of 16 bits × 266 Mbps (133MHz DDR) trace*1 data pin
  - output— A maximum of 4 bits × 266 Mbps (133MHz DDR) trace*1 data pin
  - output— 16-Kbyte embedded trace FIFO for Cortex-A57
  - — 4-Kbyte embedded trace FIFO for CoreSight

Notes: 1 Trace bandwidth of internal logic. This is limited by I/O buffer performance.

72.1.2 Block Diagram

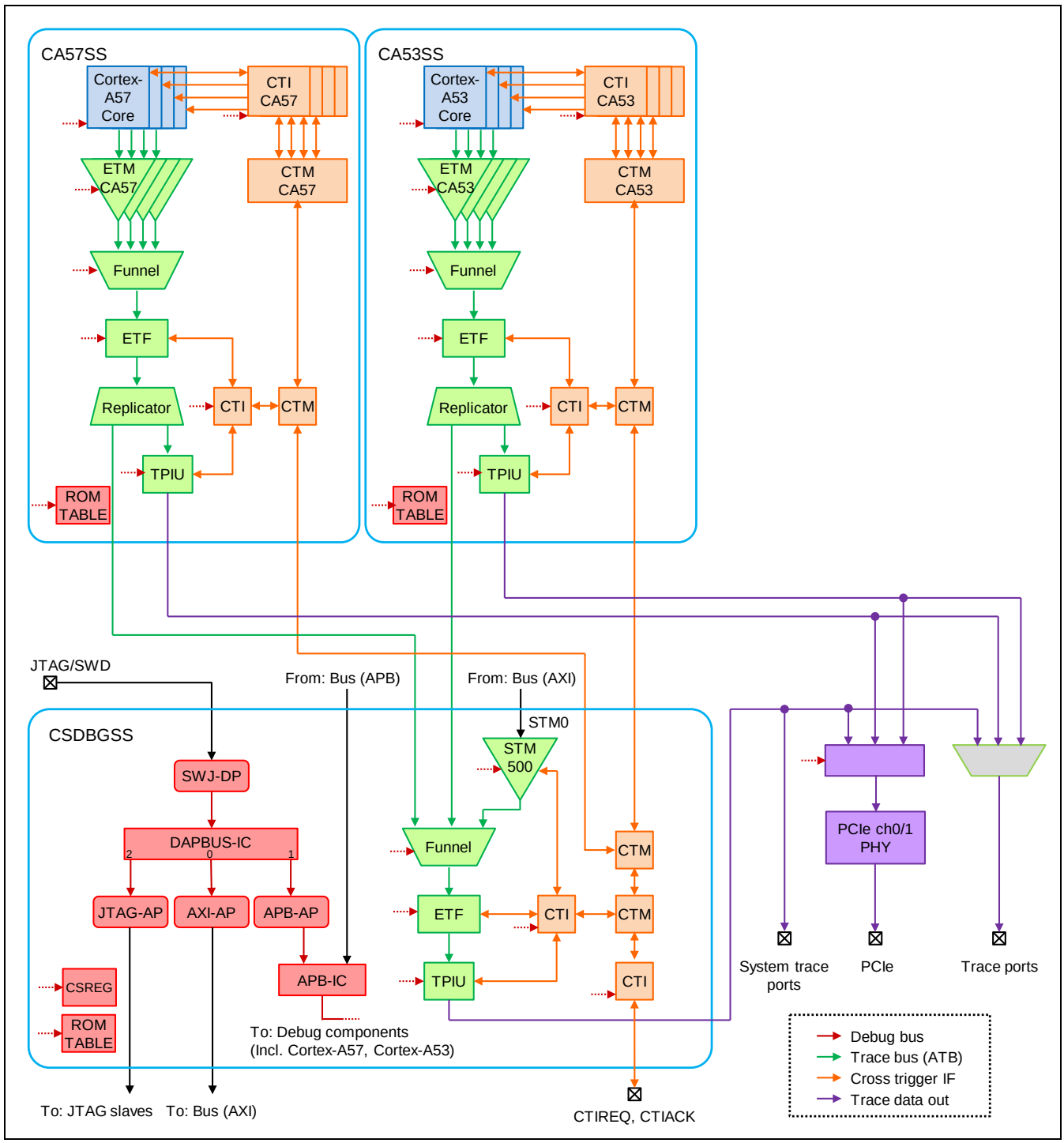


Figure 72.1 CoreSight Block Diagram for RZ/G2H

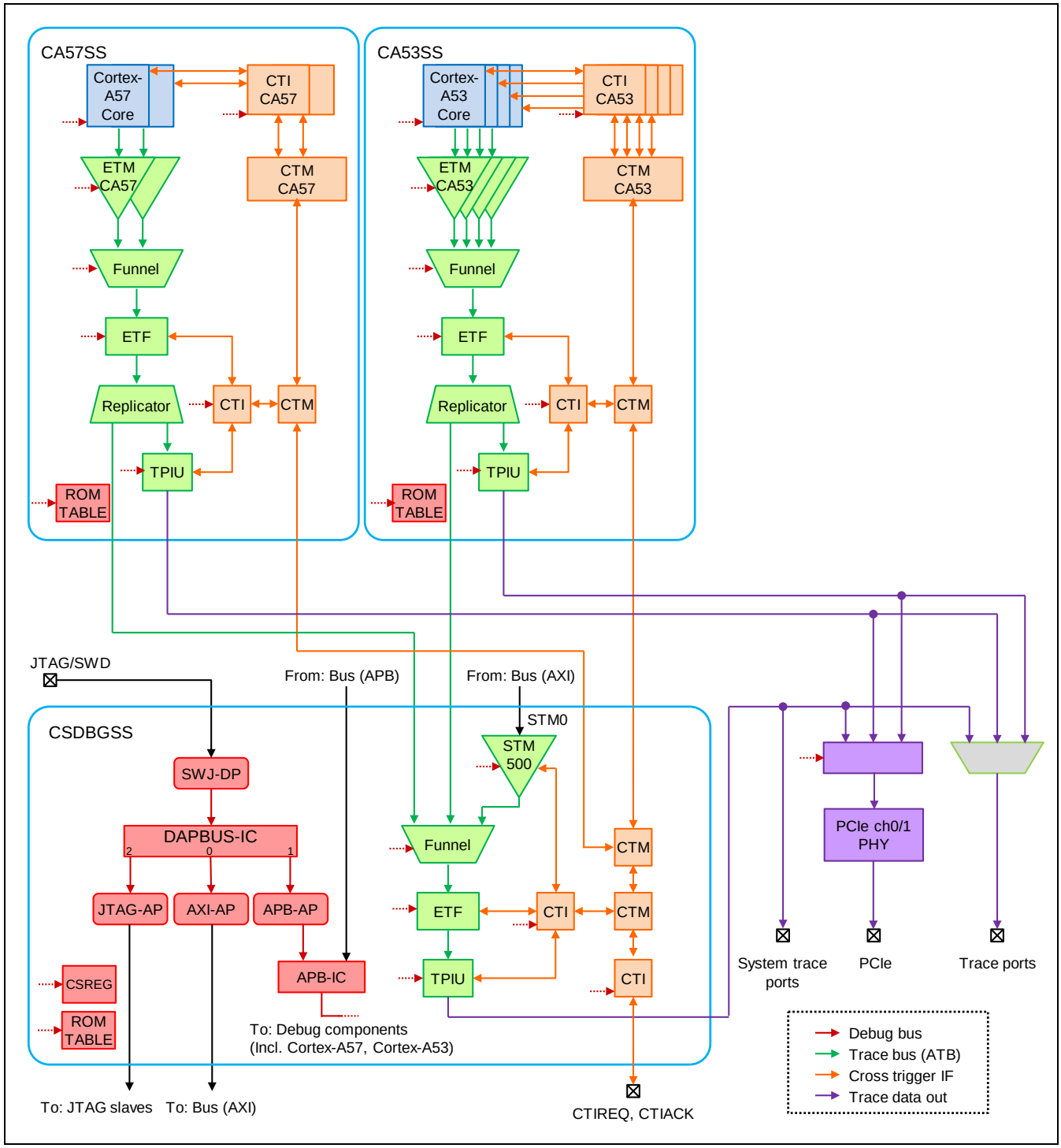


Figure 72.2 CoreSight Block Diagram for RZ/G2M V1.3, RZ/G2M V3.0

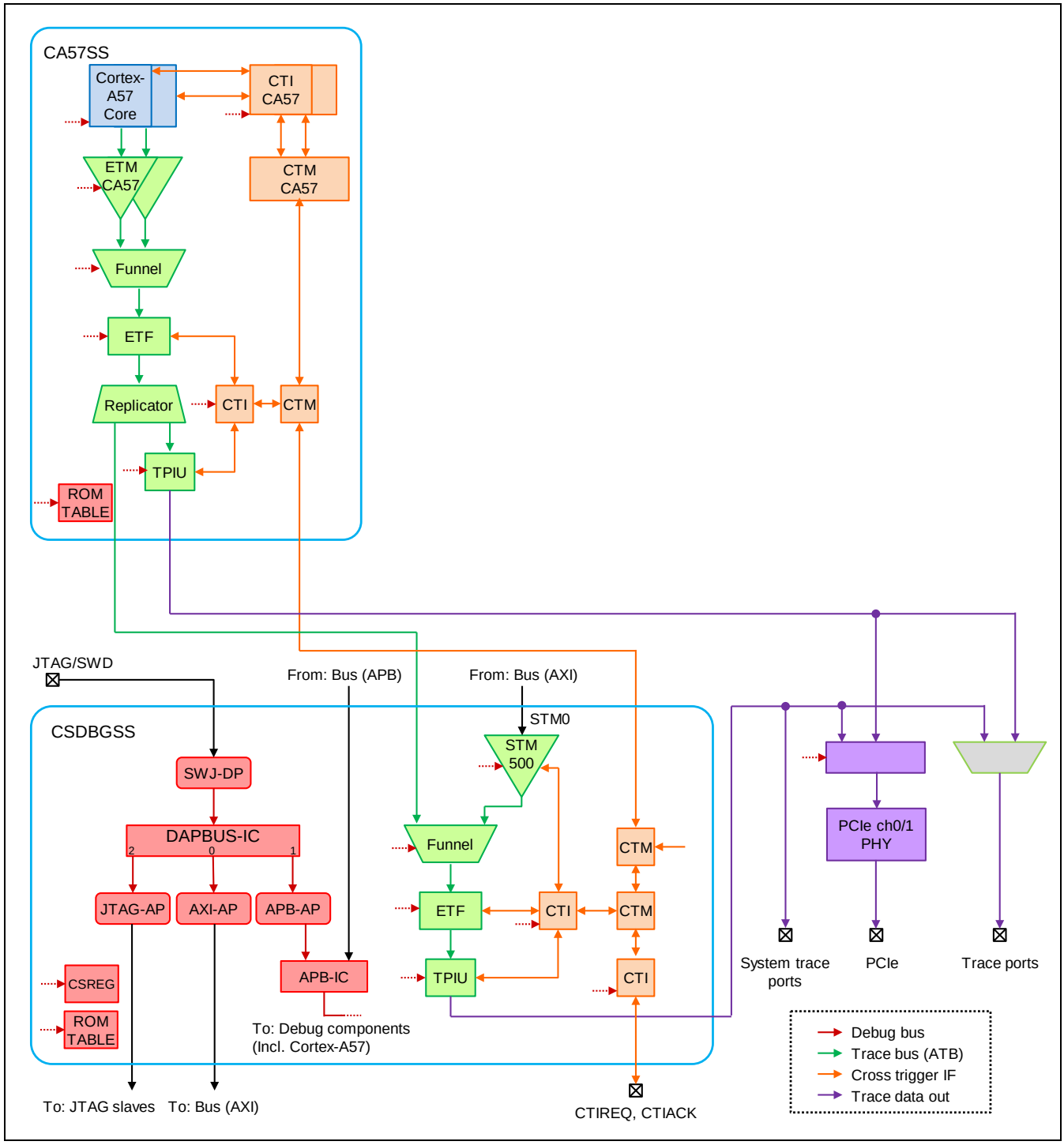


Figure 72.3 CoreSight Block Diagram for RZ/G2N

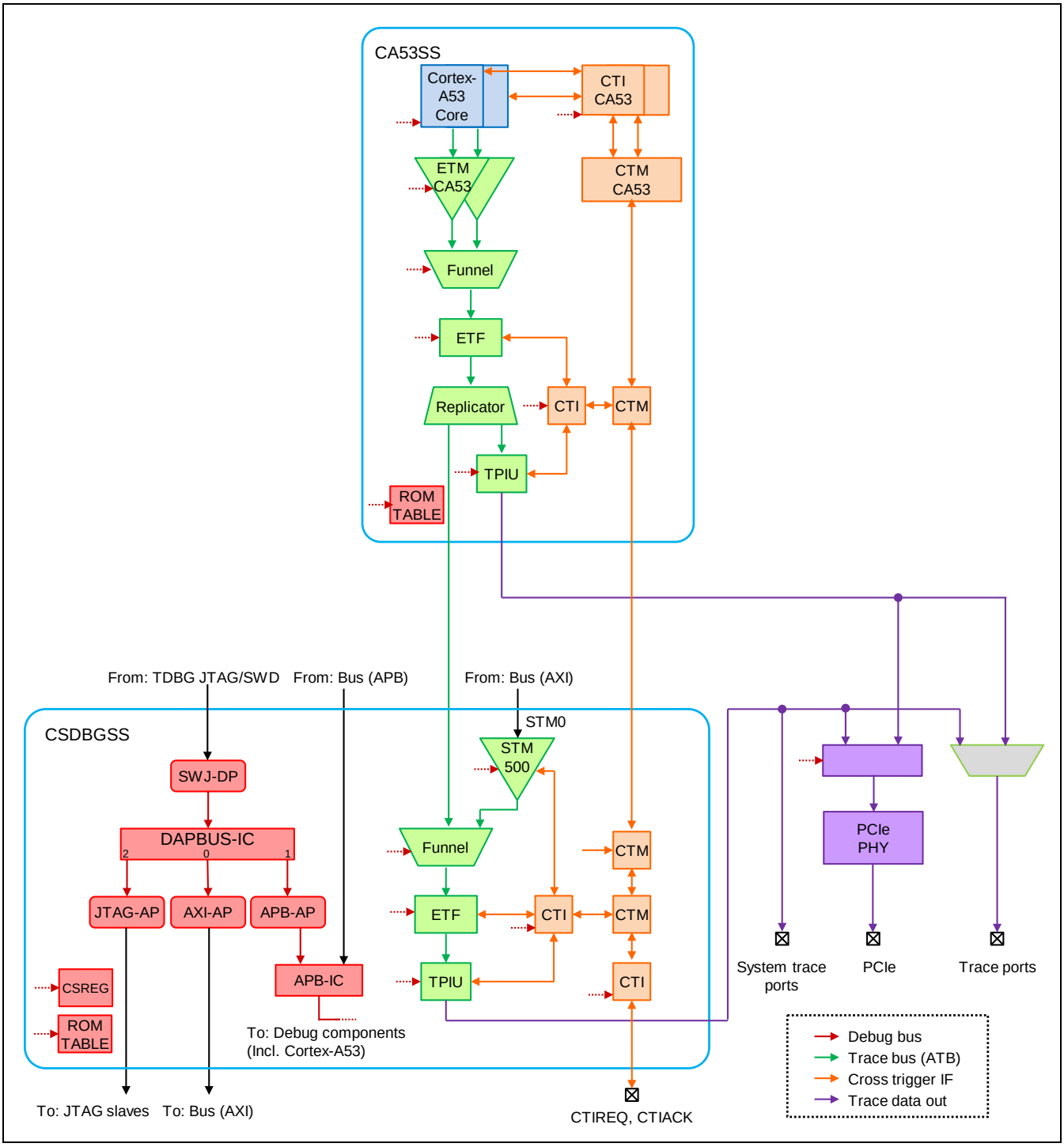


Figure 72.4 CoreSight Block Diagram for RZ/G2E

72.1.3 External Pins

72.1.3.1 JTAG Pins

5-pin JTAG and SWD are supported as dedicated JTAG port. JTAG ports support 1.8V only. Each JTAG port can be connected to different TAP controller through MD pins. Refer to JTAG selection tables in Table 72.12 and Table 72.13.

Table 72.1 JTAG pin for RZ/G2H

IF	Pin name	I/O	Function *	
			JTAG IF	Serial Wire Debug IF for CoreSight
JTAG	TRST#	Input	TRST#	—
	TCK	Input	TCK	SWCLK
	TMS	I/O	TMS	SWDIO
	TDI	Input	TDI	—
	TDO	Output	TDO	SWO

Note: * The pin operates as JTAG IF from startup period. It can be switched to Serial Wire Debug IF by control from the debugger side. (It cannot be switched by pin setting)

Table 72.2 JTAG pin for RZ/G2M V1.3, RZ/G2M V3.0

IF	Pin name	I/O	Function *	
			JTAG IF	Serial Wire Debug IF for CoreSight
JTAG	TRST#	Input	TRST#	—
	TCK	Input	TCK	SWCLK
	TMS	I/O	TMS	SWDIO
	TDI	Input	TDI	—
	TDO	Output	TDO	SWO

Note: * The pin operates as JTAG IF from startup period. It can be switched to Serial Wire Debug IF by control from the debugger side. (It cannot be switched by pin setting)

Table 72.3 JTAG pin for RZ/G2N

IF	Pin name	I/O	Function *	
			JTAG IF	Serial Wire Debug IF for CoreSight
JTAG	TRST#	Input	TRST#	—
	TCK	Input	TCK	SWCLK
	TMS	I/O	TMS	SWDIO
	TDI	Input	TDI	—
	TDO	Output	TDO	SWO

Note: * The pin operates as JTAG IF from startup period. It can be switched to Serial Wire Debug IF by control from the debugger side. (It cannot be switched by pin setting)

Table 72.4 JTAG pin for RZ/G2E

IF	Pin name	I/O	Function *	
			JTAG IF	Serial Wire Debug IF for CoreSight
JTAG	TRST#	Input	TRST#	—
	TCK	Input	TCK	SWCLK
	TMS	I/O	TMS	SWDIO
	TDI	Input	TDI	—
	TDO	Output	TDO	SWO

Note: * The pin operates as JTAG IF from startup period. It can be switched to Serial Wire Debug IF by control from the debugger side. (It cannot be switched by pin setting)

72.1.3.2 Trace Pins

A maximum of 16-bit trace ports are supported. Trace ports support 1.8V only.

Table 72.5 Arm Trace Pins

				Second Generation RZ/G Series Products			
Name	**Pin Name**	**I/O**	**Function**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
ARM_TRACEDATA_15	TMONDT19	Output	Trace Data 15	√	√	√	√
ARM_TRACEDATA_14	TMONDT18	Output	Trace Data 14	√	√	√	√
ARM_TRACEDATA_13	TMONDT17	Output	Trace Data 13	√	√	√	√
ARM_TRACEDATA_12	TMONDT16	Output	Trace Data 12	√	√	√	√
ARM_TRACEDATA_11	TMONDT15	Output	Trace Data 11	√	√	√	√
ARM_TRACEDATA_10	TMONDT14	Output	Trace Data 10	√	√	√	√
ARM_TRACEDATA_9	TMONDT13	Output	Trace Data 9	√	√	√	√
ARM_TRACEDATA_8	TMONDT12	Output	Trace Data 8	√	√	√	√
TRACECTL	TMONDT11	Output	Trace Control Output	√	√	√	√
ARM_TRACEDATA_0	TMONDT10	Output	Trace Data 0	√	√	√	√
ARM_TRACEDATA_7	TMONDT9	Output	Trace Data 7	√	√	√	√
ARM_TRACEDATA_6	TMONDT8	Output	Trace Data 6	√	√	√	√
ARM_TRACEDATA_5	TMONDT7	Output	Trace Data 5	√	√	√	√
ARM_TRACEDATA_4	TMONDT6	Output	Trace Data 4	√	√	√	√
ARM_TRACEDATA_3	TMONDT5	Output	Trace Data 3	√	√	√	√
ARM_TRACEDATA_2	TMONDT4	Output	Trace Data 2	√	√	√	√
ARM_TRACEDATA_1	TMONDT3	Output	Trace Data 1	√	√	√	√
CTIACK	TMONDT2	Input	Cross Trigger Interface acknowledge	√	√	√	√
CTIREQ	TMONDT1	Output	Cross Trigger Interface Request	√	√	√	√
TRACECLK	TMONDT0	Output	Trace Clock output	√	√	√	√

72.1.3.3 System Trace Pins

2 ports are supported for system trace. System trace ports support 1.8V only.

Table 72.6 System Trace Pins

			Second Generation RZ/G Series Products			
Function Name	**Pin Name**	**I/O**	**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
STMCLK	STMCLK_1	Output	√	√	√	√
STMDATA3	STMDATA3_1	Output	√	√	√	√
STMDATA2	STMDATA2_1	Output	√	√	√	√
STMDATA1	STMDATA1_1	Output	√	√	√	√
STMDATA0	STMDATA0_1	Output	√	√	√	√
STMCLK	STMCLK_2	Output	√	√	√	√
STMDATA3	STMDATA3_2	Output	√	√	√	√
STMDATA2	STMDATA2_2	Output	√	√	√	√
STMDATA1	STMDATA1_2	Output	√	√	√	√
STMDATA0	STMDATA0_2	Output	√	√	√	√

72.1.4 Register Configuration

Do not write to addresses other than those listed below, otherwise normal operation cannot be guaranteed. Values read from other addresses are undefined.

[Legend]

Initial value: Register value after a reset

—: Undefined value

R/W: Readable/writable. The written value can be read.

R: Read-only. The write value should always be the initial value.

—/W: Write-only. The read value is undefined.

72.1.4.1 Debug resource configurations

Table 72.7 CoreSight Address Map

Module		Component Name	Component Abbreviation	Base Address CPU view Address	Base Address Debugger view Address	Offset from Base Address	Second Generation RZ/G Series Products RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CSDBGSS		ROM Table	CSD-ROM	H'00 EA00_0000	H'8000_0000	H'00_0000	√	√	√	√
		STM0	CSD-STM0			H'01_0000	√	√	√	√
		ATB Funnel	CSD-FUN			H'02_0000	√	√	√	√
		ETF	CSD-ETF			H'03_0000	√	√	√	√
		TPIU	CSD-TPI			H'04_0000	√	√	√	√
		CTI0	CSD-CTI0			H'08_0000	√	√	√	√
		CTI1	CSD-CTI1			H'09_0000	√	√	√	√
		CSREG	CSD-REG			H'0F_0000	√	√	√	√
CA57SS	CSDB GCA	ROM Table	A57CA-ROM	H'00 EA20_0000	H'8020_0000	H'00_0000	√	√	√	—
		ETF	A57CA-ETF			H'01_0000	√	√	√	—
		CTI	A57CA-CTI			H'02_0000	√	√	√	—
		TPIU	A57CA-TPI			H'03_0000	√	√	√	—
		ATB Funnel	A57CA-FUN			H'04_0000	√	√	√	—
	MP Core	ROM Table	A57MP-ROM	H'00 EA40_0000	H'8040_0000	H'00_0000	√	√	√	—
		CPU 0 Debug	A57MP-DBG0			H'01_0000	√	√	√	—
		CPU 0 CTI	A57MP-CTI0			H'02_0000	√	√	√	—
		CPU 0 PMU	A57MP-PMU0			H'03_0000	√	√	√	—
		CPU 0 ETM	A57MP-ETM0			H'04_0000	√	√	√	—
		CPU 1 Debug	A57MP-DBG1			H'11_0000	√	√	√	—
		CPU 1 CTI	A57MP-CTI1			H'12_0000	√	√	√	—
		CPU 1 PMU	A57MP-PMU1			H'13_0000	√	√	√	—
		CPU 1 ETM	A57MP-ETM1			H'14_0000	√	√	√	—
		CPU 2 Debug	A57MP-DBG2			H'21_0000	√	—	—	—
		CPU 2 CTI	A57MP-CTI2			H'22_0000	√	—	—	—
		CPU 2 PMU	A57MP-PMU2			H'23_0000	√	—	—	—
		CPU 2 ETM	A57MP-ETM2			H'24_0000	√	—	—	—
		CPU 3 Debug	A57MP-DBG3			H'31_0000	√	—	—	—
		CPU 3 CTI	A57MP-CTI3			H'32_0000	√	—	—	—
		CPU 3 PMU	A57MP-PMU3			H'33_0000	√	—	—	—
		CPU 3 ETM	A57MP-ETM3			H'34_0000	√	—	—	—

Module		Component Name	Component Abbreviation	Base Address CPU view Address	Base Address Debugger view Address	Offset from Base Address	Second Generation RZ/G Series Products RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CA53SS	CSDB GCA	ROM Table	A53CA-ROM	H'00 EAA0_0000	H'80A0_0000	H'00_0000	√	√	—	√
		ETF	A53CA-ETF			H'01_0000	√	√	—	√
		CTI	A53CA-CTI			H'02_0000	√	√	—	√
		TPIU	A53CA-TPI			H'03_0000	√	√	—	√
		ATB Funnel	A53CA-FUN			H'04_0000	√	√	—	√
	MP Core	ROM Table	A53MP-ROM	H'00 EAC0_0000	H'80C0_0000	H'00_0000	√	√	—	√
		CPU 0 Debug	A53MP-DBG0			H'01_0000	√	√	—	√
		CPU 0 CTI	A53MP-CTI0			H'02_0000	√	√	—	√
		CPU 0 PMU	A53MP-PMU0			H'03_0000	√	√	—	√
		CPU 0 ETM	A53MP-ETM0			H'04_0000	√	√	—	√
		CPU 1 Debug	A53MP-DBG1			H'11_0000	√	√	—	√
		CPU 1 CTI	A53MP-CTI1			H'12_0000	√	√	—	√
		CPU 1 PMU	A53MP-PMU1			H'13_0000	√	√	—	√
		CPU 1 ETM	A53MP-ETM1			H'14_0000	√	√	—	√
		CPU 2 Debug	A53MP-DBG2			H'21_0000	√	√	—	—
		CPU 2 CTI	A53MP-CTI2			H'22_0000	√	√	—	—
		CPU 2 PMU	A53MP-PMU2			H'23_0000	√	√	—	—
		CPU 2 ETM	A53MP-ETM2			H'24_0000	√	√	—	—
		CPU 3 Debug	A53MP-DBG3			H'31_0000	√	√	—	—
		CPU 3 CTI	A53MP-CTI3			H'32_0000	√	√	—	—
		CPU 3 PMU	A53MP-PMU3			H'33_0000	√	√	—	—
		CPU 3 ETM	A53MP-ETM3			H'34_0000	√	√	—	—

Note: Supported CPU in each product is defined as below:

[RZ/G2H] Cortex-A53 CPU0/CPU1/CPU2/CPU3
Cortex-A57 CPU0/CPU1/CPU2/CPU3

[RZ/G2M V1.3, RZ/G2M V3.0] Cortex-A53 CPU0/CPU1/CPU2/CPU3
Cortex-A57 CPU0/CPU1

[RZ/G2N] Cortex-A57 CPU0/CPU1

[RZ/G2E] Cortex-A53 CPU0/CPU1

72.1.4.2 CSreg registers configurations

CSreg is the collection of control registers for chip-specific debug features. These registers can be accessed from both Debugger and CPU via Debug-APB.

Table 72.8 CSreg register configurations

							Second Generation RZ/G Series Products			
Name of Register	Abbre viation	R/W	CPU view Address	Debugger view Address	Initial Value	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
ATCLKCR_CA57	—	R/W	H'EA0F_0100	H'800F_0100	H'0000_0101	32	√	√	√	—
CSREG_E00	—	R/W	H'EA0F_0E00	H'800F_0E00	H'0000_0000	32	—	—	—	√
LOCKACCESS	—	—/W	H'EA0F_0FB0	H'800F_0FB0	—	32	√	√	√	√
LOCKSTATUS	—	R	H'EA0F_0FB4	H'800F_0FB4	H'0000_0003	32	√	√	√	√
Peripheral ID4	—	R	H'EA0F_0FD0	H'800F_0FD0	H'0000_0004	32	√	√	√	√
Peripheral ID0	—	R	H'EA0F_0FE0	H'800F_0FE0	H'0000_00AA	32	√	√	√	√
Peripheral ID1	—	R	H'EA0F_0FE4	H'800F_0FE4	H'0000_003F	32	√	√	√	√
Peripheral ID2	—	R	H'EA0F_0FE8	H'800F_0FE8	H'0000_000A	32	√	√	√	√
Peripheral ID3	—	R	H'EA0F_0FEC	H'800F_0FEC	H'0000_0000	32	√	√	√	√
Component ID0	—	R	H'EA0F_0FF0	H'800F_0FF0	H'0000_000D	32	√	√	√	√
Component ID1	—	R	H'EA0F_0FF4	H'800F_0FF4	H'0000_00F0	32	√	√	√	√
Component ID2	—	R	H'EA0F_0FF8	H'800F_0FF8	H'0000_0005	32	√	√	√	√
Component ID3	—	R	H'EA0F_0FFC	H'800F_0FFC	H'0000_00B1	32	√	√	√	√

72.1.4.3 TDBG registers configurations

TDBG is the collection of trace pin control registers and debugging status registers for chip-specific debug features. Only after write operation to the KEY bit in DBGREG9 is done, it is possible to write to DBGREG1. Note that asserting KEY bit in DBGREG9 register requires two phases of writing as describing in section 72.2.3.3.

Table 72.9 TDBG register configurations

						Second Generation RZ/G Series Products			
Name of Register	Abbreviation	R/W	Address (CPU/ Debugger View)	Initial Value	Access Size	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Debug Register 1	DBGREG1	R/W	H'E610_0020	H'x00x_0000 *	32	√	√	√	√
Debug Register 4	DBGREG4	R	H'E610_002C	H'0000_0xxx *	32	√	√	√	√
Debug Register 9	DBGREG9	R/W	H'E610_0040	H'0000_0000	32	√	√	√	√

Note: * The initial value is determined by input of LSI pin.

72.1.5 Connected module

Table 72.10 Connected module

			Second Generation RZ/G Series Products			
Module name	Connected module name	Function of connected module	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CoreSight	AP-System Core	Processor	√	√	√	√
	CPG	Clock Pulse Generator	√	√	√	√
	PFC	Pin function	√	√	√	√

72.1.6 Part number and TARGETID

Part number is a product identification. This number is stored in Peripheral Identification Registers of ROM Table and TARGETID Register. Debugger reads those registers to identify the product. Each product has unique value of part number as shown in Table 72.11:

Note: Refer to Arm CoreSight Architecture Specification v2.0 for more detail information.

Table 72.11 Part number and TARGETID

Second Generation of RZ/G Series Products	Part number	TARGETID
RZ/G2H	H'008	H'0008_0447
RZ/G2M V1.3, RZ/G2M V3.0	H'00D	H'000D_0447
RZ/G2N	H'021	H'0021_0447
RZ/G2E	H'026	H'0026_0447

72.2 Register Description

72.2.1 CoreSight and Debug registers

Refer to following manuals for generic CoreSight components.

- Arm Architecture Reference Manual Armv8-A
- Arm Architecture Reference Manual Armv7-A and Armv7-R edition
- Arm Cortex-A53 MPCore Processor Technical Reference Manual
- Arm Cortex-A57 MPCore Processor Technical Reference Manual
- Arm CoreSight SoC-400 Technical Reference Manual
- Arm CoreSight Trace Memory Controller Technical Reference Manual
- Arm CoreSight STM-500 System Trace Macrocell Technical Reference Manual

72.2.2 CSreg registers

CSreg is the collection of control registers for chip-specific debug features. These registers can be accessed from both Debugger and CPU via Debug-APB.

72.2.2.1 ATCLKCR_CA57 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	—

Address CPU view: H' EA0F_0100 Debugger view: H' 800F_0100

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	ATCLK_DIV[7:0]								—	—	—	—	—	—	—	ATCLK_ DIVEN
Initial value:	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	1
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	Reserved	All 0	R/W	Reserved The write value should be the same one that has been read immediately before writing.
15 to 8	ATCLK_DIV[7:0]	H'01	R/W	Control the clock ratio CLK:ATCLK in Cortex-A57. The clock ratio is specified by ATCLK_DIV + 1.
7 to 1	Reserved	All 0	R/W	Reserved The write value should be the same one that has been read immediately before writing.
0	ATCLK_DIVEN	B'1	R/W	Enable ATCLK_DIV: 0: ATCLK_DIV is invalid. The clock ratio CLK:ATCLK becomes 1. 1: ATCLK_DIV is valid.

72.2.2.2 CSREG_E00 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
—	—	—	√

Address CPU view: H' EA0F_0E00 Debugger view: H' 800F_0E00

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

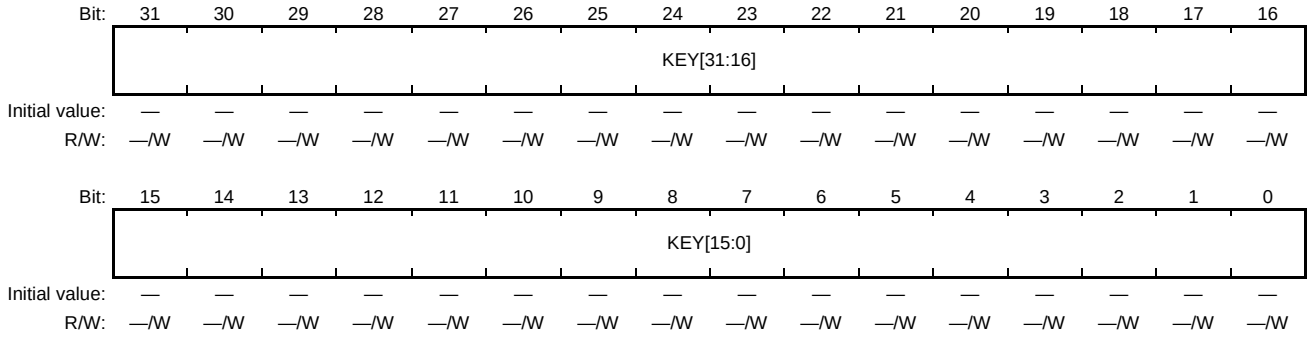
Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	STM0 FIXED AWBURST enable
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 1	—	All 0	R/W	Reserved The write value should be the same one that has been read immediately before writing.
0	STM0 FIXED AWBURST enable	B’0	R/W	Override AWBURST at input of STM0 to FIXED type. 0: disable 1: enable

72.2.2.3 LOCKACCESS Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FB0 Debugger view: H' 800F_0FB0

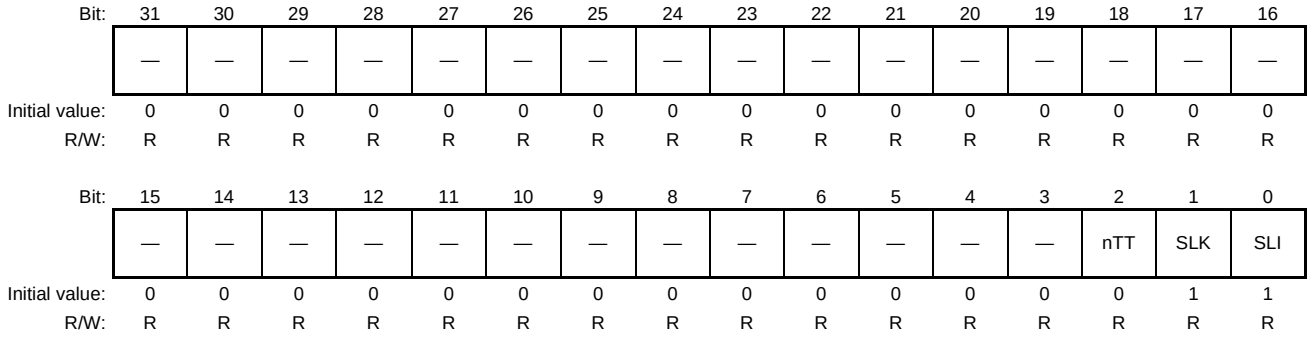


Bit	Bit Name	Initial Value	R/W	Description
31 to 0	KEY[31:0]	—	—/W	Lock Access Register. See CoreSight Architecture Specification

72.2.2.4 LOCKSTATUS Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FB4 Debugger view: H' 800F_0FB4



Bit	Bit Name	Initial Value	R/W	Description
31 to 3	—	All 0	R	Reserved
2	nTT	B'0	R	Lock Status Register. See CoreSight Architecture Specification
1	SLK	B'1	R	
0	SLI	B'1	R	

72.2.2.5 Peripheral ID4 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FD0 Debugger view: H' 800F_0FD0

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	4KB count[3:0]				JEP106 continuation code[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 4	4KB count	H'0	R	Indicates that the device only occupies 4KB of memory
3 to 0	JEP106 continuation code	H'4	R	JEDEC code

72.2.2.6 Peripheral ID0 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FE0 Debugger view: H' 800F_0FE0

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Part No.0[7:0]							
Initial value:	0	0	0	0	0	0	0	0	1	0	1	0	1	0	1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 0	Part No.0	H'AA	R	part number of the component

72.2.2.7 Peripheral ID1 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FE4 Debugger view: H' 800F_0FE4

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	JEP106 ID code[3:0]				Part No.1[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 4	JEP106 ID code[3:0]	H'3	R	JEDEC code
3 to 0	Part No.1	H'F	R	part number of the component

72.2.2.8 Peripheral ID2 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FE8 Debugger view: H' 800F_0FE8

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Rev[3:0]				—	JEP106 ID code[6:4]		
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 4	Rev	H'0	R	Revision
3	—	B’1	R	Reserved
2 to 0	JEP106 ID code[6:4]	B’010	R	JEDEC code

72.2.2.9 Peripheral ID3 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FEC Debugger view: H' 800F_0FEC

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	RevAnd[3:0]				CustomerModified[3:0]			
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 4	RevAnd	H'0	R	Indicates that there are no errata fixes to this component
3 to 0	CustomerModified	H'0	R	Indicates that the customer has not modified this component

72.2.2.10 Component ID0 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FF0 Debugger view: H' 800F_0FF0

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Preamble[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 0	Preamble	H'0D	R	component identification code

72.2.2.11 Component ID1 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FF4 Debugger view: H' 800F_0FF4

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Component class[3:0]				Preamble[3:0]			
Initial value:	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 4	Component class	H'F	R	Class of the component
3 to 0	Preamble	H'0	R	component identification code

72.2.2.12 Component ID2 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FF8 Debugger view: H' 800F_0FF8

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Preamble[7:0]							
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 0	Preamble	H'05	R	component identification code

72.2.2.13 Component ID3 Register

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Address CPU view: H' EA0F_0FFC Debugger view: H' 800F_0FFC

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	—	—	—	Preamble[7:0]							
Initial value:	0	0	0	0	0	0	0	0	1	0	1	1	0	0	0	1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 8	—	All 0	R	Reserved
7 to 0	Preamble	H'B1	R	component identification code

72.2.3 TDBG registers

72.2.3.1 Debug register 1 (DBGREG1)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register is intended to reflect the values entered into external pins. The values for external pins are set when initialization is performed.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	MD11	MD10	MD21	MD20	—	—	—	—	—	—	STMSEL[1:0]		—	—	MDT[1:0]	
Initial value:	Pin Input	Pin Input	Pin Input	Pin Input	0	0	0	0	0	0	0	0	0	0	Pin Input	Pin Input
R/W:	R	R	R	R	R	R	R	R	R	R/W	R/W	R/W	R	R	R/W	R/W

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	TRC[2:0]			—	DMON2EN		DMON1EN		—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W

Bit	Bit Name	Initial Value	R/W	Description
31	MD11	Pin Input	R	The value of the MD11 pin input is reflected in the initial value.
30	MD10	Pin Input	R	The value of the MD10 pin input is reflected in the initial value.
29, 28	MD21, MD20	Pin Input	R	The value of MD21 and MD20 pin input is reflected in the initial value.
27 to 23	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
22	—	B’0	R/W	Reserved. The write value should be 0.
21	STMSEL[1]	B’0	R/W	Select STM PORT2 0: Normal function pins 1: Select STM PORT2 (STMCLK_2, STMDATAx_2 (x: 0 to 3))
20	STMSEL[0]	B’0	R/W	Select STM PORT1 0: Normal function pins 1: Select STM PORT1 (STMCLK_1, STMDATAx_1 (x: 0 to 3))

Bit	Bit Name	Initial Value	R/W	Description
19, 18	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
17, 16	MDT[1:0]	Pin Input	R/W	The value of the MDT1 and MDT0 pin input is reflected in the initial value. The write value must be read value.
15 to 13	TRC[2:0]	B’000	R/W	Selects the trace function. B’000: Normal (no select) B’001: Cortex-A57 trace data (RZ/G2E: not support). B’010: CoreSight(SYS) trace data B’011: Setting prohibited B’100: Setting prohibited B’101: Cortex-A53 trace data (RZ/G2N: not support). B’110: Setting prohibited B’111: Setting prohibited
12	—	B’0	R	Reserved These bits are always read as 0. The write value should always be 0.
11, 10	DMON2EN	B’00	R/W	(RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N) Bit11 0: Disable PCIe ch1 trace output 1: Enable PCIe ch1 trace output Bit10 0: Disable PCIe ch0 trace output 1: Enable PCIe ch0 trace output (RZ/G2E) Reserved These bits are always read as 0. The write value should always be 0.

Bit	Bit Name	Initial Value	R/W	Description
9, 8	DMON1EN	B'00	R/W	Bit9 – TMONDT19 to TMONDT12 enable Bit8 – TMONDT11 to TMONDT0 enable 0: Enable other function depending on the PFC setting 1: Enable TMONDTn Pins
7 to 0	—	All 0	R/W	Reserved These bits are always read as 0. The write value should always be 0.

72.2.3.2 Debug register 4 (DBGREG4)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This is a status register showing debug features are enable or disable. It is possible to perform read operations only from the CPU.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	—	—	—	—	—	CS_DEVEN	CS_SPNIDEN	CS_SPIDEN	CS_NIDEN	CS_DBGEN	—	—	CA_SPNIDEN	CA_SPIDEN	CA_NIDEN	CA_DBGEN
Initial value:	0	0	0	0	*	*	*	*	*	*	*	*	*	*	*	*
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit	Bit Name	Initial Value	R/W	Description
31 to 12	—	All 0	R	Reserved These bits are always read as 0.
11	Reserved	*	R	Reserved
10	CS_DEVEN	*	R	Indicates disable or enable of the DAP_DEVICEEN of CoreSight. 0: Disable 1: Enable
9	CS_SPNIDEN	*	R	Indicates disable or enable of the SPNIDEN of CoreSight. 0: Disable 1: Enable
8	CS_SPIDEN	*	R	Indicates disable or enable of the SPIDEN of CoreSight. 0: Disable 1: Enable
7	CS_NIDEN	*	R	Indicates disable or enable of the NIDEN of CoreSight. 0: Disable 1: Enable
6	CS_DBGEN	*	R	Indicates disable or enable of the DBGEN of CoreSight. 0: Disable 1: Enable
5	CR_NIDEN	*	R	Reserved

Bit	Bit Name	Initial Value	R/W	Description
4	CR_DBGEN	*	R	Reserved
3	CA_SPNIDEN	*	R	Indicates disable or enable of the SPNIDEN of Cortex-A57/ Cortex-A53. 0: Disable 1: Enable (RZ/G2E: only support Cortex-A53) (RZ/G2N: only support Cortex-A57)
2	CA_SPIDEN	*	R	Indicates disable or enable of the SPIDEN of Cortex-A57/ Cortex-A53. 0: Disable 1: Enable (RZ/G2E: only support Cortex-A53) (RZ/G2N: only support Cortex-A57)
1	CA_NIDEN	*	R	Indicates disable or enable of the NIDEN of Cortex-A57/ Cortex-A53. 0: Disable 1: Enable (RZ/G2E: only support Cortex-A53) (RZ/G2N: only support Cortex-A57)
0	CA_DBGEN	*	R	Indicates disable or enable of the DBGEN of Cortex-A57/ Cortex-A53. 0: Disable 1: Enable (RZ/G2E: only support Cortex-A53) (RZ/G2N: only support Cortex-A57)

Note: * Depends on the setting of the MD21, MD20, MD11, MD10, MDT[1:0] pins.

72.2.3.3 Debug register 9 (DBGREG9)

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

This register has a key role in preventing invalid access. It is possible to perform read/write operations only from the CPU. DBGREG1 can only be written when the KEY bit in DBGREG9 is updated as below procedure.

First, write H'A500 to DBGREG9[15:0]. This enables to write to DBGREG9[0]. Then, write H'A501 to DBGREG9[15:0]. After this writing is done, DBGREG1 can be written.

It is recommended to clear the KEY bit in DBGREG9 after finishing writing to DBGREG1. To clear KEY bit in DBGREG9, write H’0000_0000 to DBGREG9.

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	AID[7:0]								—	—	—	—	—	—	—	KEY
Initial value:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
R/W:	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R	R	R	R	R	R	R	R/W

Bit	Bit Name	Initial Value	R/W	Description
31 to 16	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
15 to 8	AID[7:0]	H’00	R/W	KEY Bit Write Aid Use this bit to write a bit pattern (H'A5) to be written to the KEY bit.
7 to 1	—	All 0	R	Reserved These bits are always read as 0. The write value should always be 0.
0	KEY	B’0	R/W	DBGREG1 access control Provides access control to the DBGREG1. 0: It is not possible to perform write operations to the DBGREG1. 1: It is possible to perform write operations to the DBGREG1. When writing 1 to this bit, be sure to write H'A5 to the AID bits at the same time.

72.3 Operation

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

72.3.1 JTAG selection

JTAG function can be selected through MD pins setting below.

If CoreSight is selected through MD pins, internal debug enable signals for Cortex-A57/Cortex-A53 are asserted automatically.

Table 72.12 JTAG selection table for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N

MD pin				
MD10	**MD21,20**	**MD11**	**MDT[1:0]**	**JTAG**
B'0	B'00	*	*	—
	B'10	B'0	*	CoreSight

*: don't care, —: No connection with TAP controller
Note : Other than above, setting prohibited.

Table 72.13 JTAG selection table for RZ/G2E

MD pin				
MD10	**MD21,20**	**MD11**	**MDT[1:0]**	**JTAG**
B’0	B’00	*	*	—
	B’10	B'0	*	CoreSight

*: don’t care, —: No connection with TAP controller
Note : Other than above, setting prohibited.

72.3.2 Trace output selection

Trace Data source can be selected by DBGREG1.TRC[2:0] setting. Cortex-A57, CoreSight, and Cortex-A53 can be selected.

DBGREG1.DMON1EN[1:0] can selects pin function of trace data bit width. The trace clock is ZTRϕ.

72.3.3 STM output selection

DBGREG1.STMSEL bits can select STM Port output. System Trace clock is ZTRϕ.

72.3.4 STM Master ID mapping

STM-500 is used for system trace to output some information from CPU and monitor the contents stored in memories such as DDR memories and internal SRAMs (e.g. System RAM by utilizing DMA transfer. Following table lists of Master ID value (output of STM) to identify the master module sending the transaction to STM-500 in each product.

Table 72.14 STM Master ID mapping

—: no use

Master name	STM number	Secure Access	Master_ID	Second Generation RZ/G Series Products			
				RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Cortex-A57 Core#0	STM0	Secure	H'20	√	√	√	—
Cortex-A57 Core#1	STM0	Secure	H'21	√	√	√	—
Cortex-A57 Core#2	STM0	Secure	H'22	√	—	—	—
Cortex-A57 Core#3	STM0	Secure	H'23	√	—	—	—
Cortex-A53 Core#0	STM0	Secure	H'24	√	√	—	√
Cortex-A53 Core#1	STM0	Secure	H'25	√	√	—	√
Cortex-A53 Core#2	STM0	Secure	H'26	√	√	—	—
Cortex-A53 Core#3	STM0	Secure	H'27	√	√	—	—
SYS-DMAC *	STM0	Secure	H'30 – H'3F	√	√	√	√
Cortex-A57 Core#0	STM0	Non-secure	H'60	√	√	√	—
Cortex-A57 Core#1	STM0	Non-secure	H'61	√	√	√	—
Cortex-A57 Core#2	STM0	Non-secure	H'62	√	—	—	—
Cortex-A57 Core#3	STM0	Non-secure	H'63	√	—	—	—
Cortex-A53 Core#0	STM0	Non-secure	H'64	√	√	—	√
Cortex-A53 Core#1	STM0	Non-secure	H'65	√	√	—	√
Cortex-A53 Core#2	STM0	Non-secure	H'66	√	√	—	—
Cortex-A53 Core#3	STM0	Non-secure	H'67	√	√	—	—
SYS-DMAC *	STM0	Non-secure	H'70 – H'7F	√	√	√	√

Note: * SYS-DMAC are not distinguishable. Either one DMA Controller is expected to use at the same time.

72.3.5 STM AXI Slave Interface

Each address in stimulus port of STM is corresponding to the types of trace packet to be generated; therefore, for choosing the type of trace packet, issue AXI transactions with the corresponding addresses to STM.

STM has a 64-bit (8-byte) AXI write slave interface which can accept a single 8-byte write. Sending more than 8-byte in a burst access to STM is prohibited. Otherwise, the AXI addresses are incremental and unintended types of trace packets are generated.

72.3.5.1 STM FIXED AWBURST [RZ/G2E]

By setting 1 to "FIXED AWBURST enable" bit in CSREG_E00 register, RZ/G2E can send more than 8-byte to STM in a burst access. In that case, the AXI addresses become the same for every transfer in the burst access by overriding the AXI burst type to the "FIXED" type.

72.3.6 Cross Trigger Connection

Cross trigger connections shows below.

Table 72.15 CSD-CTI0 Connections

					Second Generation RZ/G Series Products			
IF	**Port**		**Wire**		**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Trigger IF			**in**	**inack**				
	in	0	ETF FULL	—	√	√	√	√
		1	ETF ACQCOMP	—	√	√	√	√
		2	—	—	—	—	—	—
		3	—	—	—	—	—	—
		4	STM TRIGOUTSPTE	—	√	√	√	√
		5	STM TRIGOUTSW	—	√	√	√	√
		6	STM TRIGOUTHETE	—	√	√	√	√
		7	STM ASYNCOUT	—	√	√	√	√
			Out	**outack**				
	out	0	ETF FLUSHIN	—	√	√	√	√
		1	ETF TRIGIN	—	√	√	√	√
		2	TPIU FLUSHIN	TPIU FLUSHINACK	√	√	√	√
		3	TPIU TRIGIN	TPIU TRIGINACK	√	√	√	√
		4	—	—	—	—	—	—
		5	—	—	—	—	—	—
		6	—	—	—	—	—	—
		7	CSWAKEUP wakeup	—	√	√	√	√

—: no use

Table 72.16 CSD-CTI1 Connections

					Second Generation RZ/G Series Products			
IF	**Port**		**Wire**		**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Trigger IF			**in**	**inack**				
	in	0	—		—	—	—	—
		1	—	—	—	—	—	—
		2	mtirt overflow error	—	—	—	—	—
		3	—	—	—	—	—	—
		4	Reserved	support	√	√	√	√
		5	Reserved	support	—	—	—	—
		6	Reserved	support	—	—	—	—
		7	External signal from CTIACK pin	—	√	√	√	√
			Out	**outack**				
	out	0		—	—	—	—	—
		1	—	—	—	—	—	—
		2	—	—	—	—	—	—
		3	—	—	—	—	—	—
		4	Reserved	—	√	√	√	√
		5	Reserved	support	—	—	—	—
		6	Reserved	support	—	—	—	—
		7	External signal to CTIREQ pin	—	√	√	√	√

—: no use

Table 72.17 CSD-CTI2 Connections

					Second Generation RZ/G Series Products			
IF	**Port**		**Wire**		**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Trigger IF			**in**	**Inack**				
	i	0	STM2 TRIGOUTSPTE	—	—	—	—	—
		1	STM2 TRIGOUTSW	—	—	—	—	—
		2	STM2 TRIGOUTHETE	—	—	—	—	—
		3	STM2 ASYNCOUT	—	—	—	—	—
		4	STM1 TRIGOUTSPTE	—	—	—	—	—
		5	STM1 TRIGOUTSW	—	—	—	—	—
		6	STM1 TRIGOUTHETE	—	—	—	—	—
		7	STM1 ASYNCOUT	—	—	—	—	—
			out	**outack**				
	o	0	—	—	—	—	—	—
		1	—	—	—	—	—	—
		2	—	—	—	—	—	—
		3	—	—	—	—	—	—
		4	—	—	—	—	—	—
		5	—	—	—	—	—	—
		6	—	—	—	—	—	—
		7	—	—	—	—	—	—

—: no use

Table 72.18 A57CA-CTI1 Connections

					Second Generation RZ/G Series Products			
IF	**Port**		**Wire**		**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Trigger IF			**in**	**Inack**				
	in	0	—	—	√	√	√	—
		1	—	—	√	√	√	—
		2	ETF FULL	—	√	√	√	—
		3	ETF ACQCOMP	—	√	√	√	—
		4	—	—	√	√	√	—
		5	—	—	√	√	√	—
		6	—	—	√	√	√	—
		7	—	—	√	√	√	—
			Out	**outack**				
	out	0	ETF FLUSHIN	—	√	√	√	—
		1	ETF TRIGIN	—	√	√	√	—
		2	TPIU FLUSHIN	TPIU FLUSHINACK	√	√	√	—
		3	TPIU TRIGIN	TPIU TRIGINACK	√	√	√	—
		4	—	—	√	√	√	—
		5	—	—	√	√	√	—
		6	—	—	√	√	√	—
		7	—	—	√	√	√	—

—: no use

Table 72.19 A53CA-CTI1 Connections

					Second Generation RZ/G Series Products			
IF	**Port**		**Wire**		**RZ/G2H**	**RZ/G2M V1.3 RZ/G2M V3.0**	**RZ/G2N**	**RZ/G2E**
Trigger IF			**in**	**Inack**				
	in	0	—	—	√	√	—	√
		1	—	—	√	√	—	√
		2	ETF FULL	—	√	√	—	√
		3	ETF ACQCOMP	—	√	√	—	√
		4	—	—	√	√	—	√
		5	—	—	√	√	—	√
		6	—	—	√	√	—	√
		7	—	—	√	√	—	√
			Out	**outack**				
	out	0	ETF FLUSHIN	—	√	√	—	√
		1	ETF TRIGIN	—	√	√	—	√
		2	TPIU FLUSHIN	TPIU FLUSHINACK	√	√	—	√
		3	TPIU TRIGIN	TPIU TRIGINACK	√	√	—	√
		4	—	—	√	√	—	√
		5	—	—	√	√	—	√
		6	—	—	√	√	—	√
		7	—	—	√	√	—	√

—: no use

72.3.7 ATB Funnel information

CSDBGSS ATB Funnel Port connection for each product is as follows:

Table 72.20 ATB Funnel Port connection

	Connection		Second Generation RZ/G Series Products			
Module	ATB Funnel Port	Abbreviation	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
CSDBGSS	Port0	A57	√	√	√	—
	Port1	A53	√	√	—	√
	Port2	—	—	—	—	—
	Port3	CSD-STM0	√	√	√	√
	Port4	CSD-STM1	—	—	—	—
	Port5	CSD-STM2	—	—	—	—
CA57SS CSDBGCA	Port0	CPU0	√	√	√	—
	Port1	CPU1	√	√	√	—
	Port2	CPU2	√	—	—	—
	Port3	CPU3	√	—	—	—
CA53SS CSDBGCA	Port0	CPU0	√	√	—	√
	Port1	CPU1	√	√	—	√
	Port2	CPU2	√	√	—	—
	Port3	CPU3	√	√	—	—
CR7SS CSDBGCA	Port0	Instruction trace stream	√	√	√	√
	Port1	—	—	—	—	—
	Port2	—	—	—	—	—
	Port3	—	—	—	—	—
	Port4	Data trace stream	√	√	√	√

72.4 Usage Notes

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

72.4.1 EDPRSR.PU polling

For Cortex-A53 and Cortex-A57, all register settings in Core Power Domain need to be done after EDPRSR.PU in Debug Power Domain becomes one.

Figure 72.5 is an example for Cortex-A53 with 2 CPUs. The number of CPU is dependent on product.

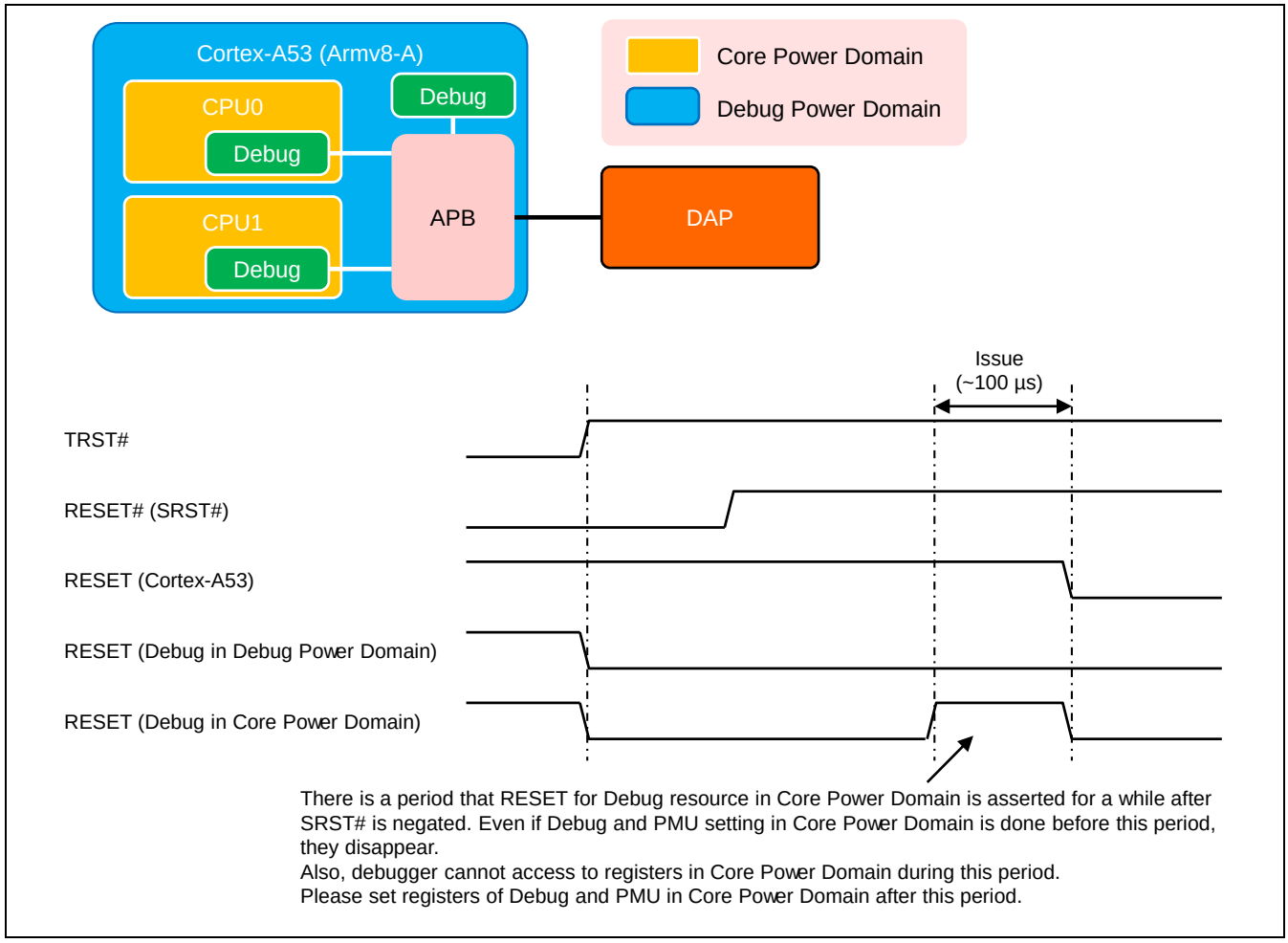


Figure 72.5 Reset timing in Core Power domain

72.4.2 TRST control in no JTAG selection

If the JTAG Ports are not selected by debug related MD pins (MD[11:10], MD[21:20], MDT[1:0] pins are all low level), TRST# pin of JTAG should be set to low level or driven with the same level of PRESET# pin.

72.4.3 Pseudo Power down

Pseudo Power down is not supported at debugging.

72.4.4 Important notice for soft power-on reset

In debug mode*[1], soft power-on reset (WDT reset or SRESCR.SPRES = 1) cannot be issued. Do not change the following register settings.

- RWDT_RSTMSK bit (bit 0 in the WDTRSTCR register): Initial value 1.
- SWDT_RSTMSK bit (bit 1 in the WDTRSTCR register): Initial value 1.
- SPRES bit (bit 15 in the SRESCR register): Initial value 0.

Note: 1. LSI is in debug mode when read value of MD21 bit (bit 29 in the DBGREG1 register) is 1.

73. Electrical Characteristics

73.1 Absolute Maximum Ratings

Table 73.1.1 Absolute Maximum Ratings for [RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Item	Value	Unit	Remarks
Power supply voltage (3.3 V) (VDDQ33, VDDQVA_SDn (n = 0 to 3) (except during operation through SDHI (SDR50, SDR104)), VDD33_SATA, VDD33_PCIEn (n = 0, 1), VDDQ33_USB3HSHn (n = 0, 1), VDDQ33_USB3HSn (n = 0, 1), VDD33_USB3n (n = 0, 1), VDDQ33_USB2Hn (n = 0, 1, 2), VDDQ33_USB2)	-0.3 to +3.84	V	
Power supply voltage (2.5 V) (VDDQ25_ETH)	-0.3 to +2.9	V	
Power supply voltage (1.8 V) (VDDQ18, VDD18_CPGPLLn (n = 0 to 4), VDDQ18_HDMIn (n = 0, 1), VDDQ18_LVDS, VDD18_LVDSPLL1, VDDQ18_CSIn (n = 0 to 3), VDD18_MLBPLL, VDD18_DUPLLn (n = 0, 1), VDDQVA_SDn (n = 0 to 3) (SDR50, SDR104))	-0.3 to +2.34	V	
Power supply voltage (1.1 V) (VDDQVA_DDRn (n = 0, 1))	-0.3 to +1.5	V	LPDDR4
Power supply voltage (0.9 V) (VDD09_DDRPLLn (n = 0, 1), VDD09_SATA, VDD09_PCIEn (n = 0, 1), VDD09_USB3n (n = 0, 1), VDD09_USB3HSn (n = 0, 1), VDD09_USB2n (n = 0, 1 ,2), VDDQ09_HDMIn (n = 0, 1), VDDQ09_LVDS, VDD09_CSIn (n = 0 to 3)) VDD09_LVDSPLL2	-0.3 to + 1.12	V	
Power supply voltage (0.9 V) (VDD)	-0.3 to + 1.12	V	
Power supply voltage (0.9 V) (VDD_DVFS)	-0.3 to + 1.12	V	
Input voltage (3.3-V I/O)	-0.3 to VDDQ33 + 0.3	V	*1
Input voltage (3.3-V I/O [SDHI])	-0.3 to VDDQVA_SDn + 0.3	V	*1
Input voltage (3.3-V I/O [SATA])	-0.3 to VDD33_SATA + 0.3	V	*1
Input voltage (3.3-V I/O [PCIE])	-0.3 to VDD33_PCIEn + 0.3	V	*1
Input voltage (3.3-V I/O [USB3])	-0.3 to VDD33_USB3n + 0.3	V	*1
Input voltage (3.3-V I/O [USB3HSH])	-0.3 to VDD33_USB3HSHn + 0.3	V	*1
Input voltage (3.3-V I/O [USB3HS])	-0.3 to VDD33_USB3HSn + 0.3	V	*1

Item	Value	Unit	Remarks
Input voltage (3.3-V I/O [USB2H])	-0.3 to VDDQ33_USB2Hn + 0.3	V	*1
Input voltage (3.3-V I/O [USB2])	-0.3 to VDDQ33_USB2 + 0.3	V	*1
Input voltage (2.5-V I/O [ETH])	-0.3 to VDDQ25_ETH + 0.3	V	*2
Input voltage (1.8-V I/O)	-0.3 to VDDQ18 + 0.3	V	*3
Input voltage (1.8-V I/O [HDMI])	-0.3 to VDDQ18_HDMIn + 0.3	V	*3
Input voltage (1.8-V I/O [VDDQ18_LVDS])	-0.3 to VDDQ18_LVDS + 0.3	V	*3
Input voltage (1.8-V I/O [VDDQ18_CSIn])	-0.3 to VDDQ18_CSIn + 0.3	V	*3
Output voltage (1.8-V I/O [VDDQ18_PCIEn])	-0.3 to VDDQ18_PCIEn + 0.3	V	*3
Input voltage (1.8-V I/O [VDDQVA_SDn])	-0.3 to VDDQVA_SDn + 0.3	V	*3, SDR50, SDR104
Input voltage (1.1-V I/O [VDDQVA_DDRn])	-0.3 to VDDQVA_DDRn + 0.3	V	*4, LPDDR4
Input voltage (0.9-V I/O [VDD09_SATA])	-0.3 to VDD09_SATA + 0.3	V	*5
Input voltage (0.9-V I/O [VDD09_PCIEn])	-0.3 to VDD09_PCIEn + 0.3	V	*5
Input voltage (0.9-V I/O [VDD09_USB3n])	-0.3 to VDD09_USB3n + 0.3	V	*5
Input voltage (0.9-V I/O [VDD09_USB3HSn])	-0.3 to VDD09_USB3HSn + 0.3	V	*5
Input voltage (0.9-V I/O [VDD09_USB2n])	-0.3 to VDD09_USB2n + 0.3	V	*5
Input voltage (0.9-V I/O [VDDQ09_HDMIn])	-0.3 to VDDQ09_HDMIn + 0.3	V	*5
Input voltage (0.9-V I/O [VDDQ09_LVDS])	-0.3 to VDDQ09_LVDS + 0.3	V	*5
Input voltage (0.9-V I/O [VDD09_CSIn])	-0.3 to VDD09_CSIn + 0.3	V	*5
Output voltage (3.3-V I/O)	-0.3 to VDDQ33 + 0.3	V	*1
Output voltage (3.3-V I/O [SDHI])	-0.3 to VDDQVA_SDn + 0.3	V	*1
Output voltage (3.3-V I/O [SATA])	-0.3 to VDD33_SATA + 0.3	V	*1
Output voltage (3.3-V I/O [PCIE])	-0.3 to VDD33_PCIEn + 0.3	V	*1
Output voltage (3.3-V I/O [USB3])	-0.3 to VDD33_USB3n + 0.3	V	*1
Output voltage (3.3-V I/O [USB3HSH])	-0.3 to VDD33_USB3HSHn + 0.3	V	*1
Output voltage (3.3-V I/O [USB3HS])	-0.3 to VDD33_USB3HSn + 0.3	V	*1
Output voltage (3.3-V I/O [USB2H])	-0.3 to VDDQ33_USB2Hn + 0.3	V	*1
Output voltage (3.3-V I/O [USB2])	-0.3 to VDDQ33_USB2 + 0.3	V	*1
Output voltage (3.3-V I/O [GE])	-0.3 to VDDQ25_GE + 0.3	V	*1
Output voltage (3.3-V I/O [AVB])	-0.3 to VDDQ25_AVB + 0.3	V	*1
Output voltage (3.3-V I/O [VDDQ_DU])	-0.3 to VDDQ_DU + 0.3	V	*1
Output voltage (3.3-V I/O [VDDQ_VIN01])	-0.3 to VDDQ_VIN01 + 0.3	V	*1
Output voltage (2.5-V I/O [ETH])	-0.3 to VDDQ25_ETH + 0.3	V	*2
Output voltage (2.5-V I/O [GE])	-0.3 to VDDQ25_GE + 0.3	V	*2
Output voltage (2.5-V I/O [AVB])	-0.3 to VDDQ25_AVB + 0.3	V	*2
Output voltage (1.8-V I/O)	-0.3 to VDDQ18 + 0.3	V	*3
Output voltage (1.8-V I/O [HDMI])	-0.3 to VDDQ18_HDMIn + 0.3	V	*3
Output voltage (1.8-V I/O [VDDQ18_LVDS])	-0.3 to VDDQ18_LVDS + 0.3	V	*3
Output voltage (1.8-V I/O [VDDQ18_CSIn])	-0.3 to VDDQ18_CSIn + 0.3	V	*3
Output voltage (1.8-V I/O [VDDQVA_SDn])	-0.3 to VDDQVA_SDn + 0.3	V	*3, SDR50, SDR104
Output voltage (1.8-V I/O [VDDQ18_DIGRF])	-0.3 to VDDQ18_DIGRF + 0.3	V	*3
Output voltage (1.8-V I/O [VDDQ18_DU])	-0.3 to VDDQ_DU + 0.3	V	*3
Output voltage (1.8-V I/O [VDDQ_VIN01])	-0.3 to VDDQ_VIN01 + 0.3	V	*3
Output voltage (1.1-V I/O [VDDQVA_DDRn])	-0.3 to VDDQVA_DDRn + 0.3	V	*4, LPDDR4
Output voltage (0.9-V I/O [VDD09_SATA])	-0.3 to VDD09_SATA + 0.3	V	*5

Item	Value	Unit	Remarks
Output voltage (0.9-V I/O [VDD09_PCIEn])	-0.3 to VDD09_PCIEn + 0.3	V	*5
Output voltage (0.9-V I/O [VDD09_USB3n])	-0.3 to VDD09_USB3n + 0.3	V	*5
Output voltage (0.9-V I/O [VDD09_USB3HSn])	-0.3 to VDD09_USB3HSn + 0.3	V	*5
Output voltage (0.9-V I/O [VDD09_USB2n])	-0.3 to VDD09_USB2n + 0.3	V	*5
Output voltage (0.9-V I/O [VDDQ09_HDMIn])	-0.3 to VDDQ09_HDMIn + 0.3	V	*5
Output voltage (0.9-V I/O [VDDQ09_LVDS])	-0.3 to VDDQ09_LVDS + 0.3	V	*5
Output voltage (0.9-V I/O [VDD09_CSIn])	-0.3 to VDD09_CSIn + 0.3	V	*5
Operating temperature	-40 to +85	°C	Ta (ambient)
	-40 to +115	°C	Tj (junction)
Maximum rating temperature	-40 to +125	°C	Tj (junction)
Storage temperature	-55 to +125	°C	Ta (ambient)

Notes: Permanent damage to the LSI may result if absolute maximum ratings are exceeded. In normal operation, this LSI should be used within the specifications described in the following descriptions. If this LSI is not used within the specifications, the reliability of this LSI may lower.

Voltages are referenced at GND = VSS = AVSS = 0 V.

Abbreviations in the tables have the following meanings.

SDHI: SDHI does not operate through SDR50 and SDR104.

SDHI (SDR50, SDR104): SDHI operates through SDR50 and SDR104.

For details of the number of channels or available modules, refer to each manual; SDHI, DU/LVDS, SATA/PCIEC/USB3.0, DBSC4 (DDR), USB2.0, HDMI and CSI and Pin Information of Individual RZ/G Series Product.

1. Do not exceed 3.84 V.
2. Do not exceed 2.90 V.
3. Do not exceed 2.34 V.
4. Do not exceed 1.50 V.
5. Do not exceed 1.12 V.

Table 73.1.2 Absolute Maximum Ratings for [RZ/G2E]

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Value	Unit	Remarks
Power supply voltage (3.3 V) (VDDQ33, VDDQ25_AVB0, VDDQ_SDn (n = 0, 1, 3), VDDQ_QSPI, VDDQ33_USB2)	-0.3 to +4.6	V	*1
Power supply voltage (2.5 V) (VDDQ25_AVB0)	-0.3 to +3.3	V	*2
Power supply voltage (1.8 V) (VDDQ18, VDD18_CPGPLLn (n = 0, 1, 3) VDDQ18_LVDS, VDD18_LVDSnPLL (n = 0, 1), VDDQ18_CSI0, VDDQ18_USB20, VDDQ18_USB30, VDDQ18_PCIE0, VDDQ_MAPLL, VDDQ_SD0, VDDQ_SD1, VDDQ_SD3, VDDQ_QSPI)	-0.3 to +2.5	V	*3
Power supply voltage (1.5 V) (VDDQ_CK, VDDQ_DDR)	-0.3 to + 1.875	V	*4
Power supply voltage (1.35 V) (VDDQ_CK, VDDQ_DDR)	-0.3 to + 1.75	V	*5
Power supply voltage (1.0 V) (VDD, VDDD_USB30, VDDD_PCIE0)	-0.3 to + 1.26	V	
Input voltage (3.3-V I/O)	-0.3 to VDDQ33 + 0.3	V	*1
Input voltage (3.3-V I/O [AVB0])	-0.3 to VDDQ25_AVB0 + 0.3	V	*1
Input voltage (3.3-V I/O [VDDQ_SD])	-0.3 to VDDQ_SDn + 0.3 (n = 0, 1, 3)	V	*1
Input voltage (3.3-V I/O [VDDQ_QSPI])	-0.3 to VDDQ_QSPI + 0.3	V	*1
Input voltage (2.5-V I/O [AVB0])	-0.3 to VDDQ25_AVB0 + 0.3	V	*2
Input voltage (1.8-V I/O)	-0.3 to VDDQ18 + 0.3	V	*3
Input voltage (1.8-V I/O [VDDQ_SD])	-0.3 to VDDQ_SDn + 0.3 (n = 0, 1, 3)	V	*1
Input voltage (1.8-V I/O [VDDQ_QSPI])	-0.3 to VDDQ_QSPI + 0.3	V	*1
Input voltage (1.35-V I/O [VDDQ_DDR])	-0.3 to VDDQ_DDR + 0.3	V	*5
Output voltage (3.3-V I/O)	-0.3 to VDDQ33 + 0.3	V	*1
Output voltage (3.3-V I/O [AVB0])	-0.3 to VDDQ25_AVB0 + 0.3	V	*1
Output voltage (2.5-V I/O [AVB0])	-0.3 to VDDQ25_AVB0 + 0.3	V	*2
Output voltage (1.8-V I/O)	-0.3 to VDDQ18 + 0.3	V	*3
Output voltage (1.8-V I/O [VDDQ18_LVDS])	-0.3 to VDDQ18_LVDS + 0.3	V	*3
Output voltage (1.8-V I/O [VDDQ_SD])	-0.3 to VDDQ_SDn + 0.3 (n = 0, 1, 3)	V	*1
Output voltage (1.8-V I/O [VDDQ_QSPI])	-0.3 to VDDQ_QSPI + 0.3	V	*1
Output voltage (1.35-V I/O [VDDQ_DDR])	-0.3 to VDDQ_DDR + 0.3	V	*5
Operating temperature	-40 to +115	°C	Tj (junction)
Maximum rating temperature	-40 to +125	°C	Tj (junction)
Storage temperature	-55 to +125	°C	Ta (ambient)

Notes: Permanent damage to the LSI may result if absolute maximum ratings are exceeded. In normal operation, this LSI should be used within the specifications described in the following descriptions. If this LSI is not used within the specifications, the reliability of this LSI may lower.

Voltages are referenced at GND = VSS = AVSS = 0 V.

1. Do not exceed 4.6 V
2. Do not exceed 3.3 V
3. Do not exceed 2.5 V
4. Do not exceed 1.875 V
5. Do not exceed 1.75 V

73.2 Power Supply

Table 73.2.1 Power Supply for [RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0][RZ/G2N]

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Voltage			Unit	Remarks
		Min.	Typ.	Max.		
Power supply (Internal)	VDD	0.75	0.82	0.88	V	VDD for power supply and VSS for ground
Power supply (Internal)	VDD_DVFS	0.76	0.83	0.88	V	VDD_DVFS for power supply and VSS for ground.
Power supply (3.3-V I/O)	VDDQ33	3.1	3.3	3.5	V	VDDQ33 for power supply and VSS for ground
Power supply (3.3-V I/O [SDHI])	VDDQVA_SDn (n = 0 to 3)	3.1	3.3	3.5	V	VDDQVA_SDn for power supply and VSS for ground
Power supply (3.3-V I/O [SATA])	VDD33_SATA*1	3.1	3.3	3.5	V	VDD33_SATA for power supply and VSS for ground
Power supply (3.3-V I/O [PCIE])	VDD33_PCIEn (n = 0, 1)	3.1	3.3	3.5	V	VDD33_PCIEn (n = 0, 1) for power supply and VSS for ground
Power supply (3.3-V I/O [USB3HSH)	VDDQ33_USB3HSHn (n = 0, 1)	3.1	3.3	3.5	V	VDDQ33_USB3HSHn (n = 0, 1) for power supply and VSS for ground
Power supply (3.3-V I/O [USB3HS)	VDDQ33_USB3HSn (n = 0, 1)	3.1	3.3	3.5	V	VDDQ33_USB3HSn (n = 0, 1) for power supply and VSS for ground
Power supply (3.3-V I/O [USB3])	VDD33_USB3n (n = 0, 1)	3.1	3.3	3.5	V	VDD33_USB3n (n = 0, 1) for power supply and VSS for ground
Power supply (3.3-V I/O [USB2H)	VDDQ33_USB2Hn (n = 0, 1, 2)	3.1	3.3	3.5	V	VDDQ33_USB2Hn (n = 0, 1, 2) for power supply and VSS for ground
Power supply (3.3-V I/O [USB2])	VDDQ33_USB2	3.1	3.3	3.5	V	VDDQ33_USB2 for power supply and VSS for ground
Power supply (2.5-V I/O [ETH])	VDDQ25_ETH	2.4	2.5	2.6	V	VDDQ25_ETH for power supply and VSS for ground
Power supply (1.8-V I/O [VDDQ18])	VDDQ18	1.7	1.8	1.9	V	VDDQ18 for power supply and VSS for ground
Power supply (1.8-V I/O [HDMI])	VDDQ18_HDMIn (n = 0, 1)	1.7	1.8	1.9	V	VDDQ18_HDMIn (n = 0, 1) for power supply and VSS for ground
Power supply (1.8-V I/O [LVDS])	VDDQ18_LVDS	1.7	1.8	1.9	V	VDDQ18_LVDS for power supply and VSS for ground
Power supply (1.8-V I/O [CSI])	VDDQ18_CSIn (n = 0 to 3)	1.7	1.8	1.9	V	VDDQ18_CSIn (n = 0 to 3) for power supply and VSS for ground
Power supply (1.8-V I/O [SDHI (SDR50, SDR104)])	VDDQVA_SDn (n = 0 to 3)	1.7	1.8	1.9	V	VDDQVA_SDn (n = 0 to 3) for power supply and VSS for ground
Power supply (1.1-V I/O [DDR (LPDDR4)])	VDDQVA_DDRn (n = 0 to 3)	1.06	1.10	1.17	V	VDDQVA_DDRn (n = 0 to 3) for power supply and VSS for ground
Power supply (0.9-VI/O[SATA])	VDD09_SATA*1	0.75	0.82	0.88	V	VDD09_SATA for power supply and VSS for ground
Power supply (0.9-VI/O[PCIE])	VDD09_PCIEn (n = 0, 1)	0.75	0.82	0.88	V	VDD09_PCIEn (n = 0, 1) for power supply and VSS for ground
Power supply (0.9-VI/O[USB3])	VDD09_USB3n (n = 0, 1)	0.75	0.82	0.88	V	VDD09_USB3n (n = 0, 1) for power supply and VSS for ground

Item	Symbol	Voltage			Unit	Remarks
		Min.	Typ.	Max.		
Power supply (0.9-VI/O[USB3HS])	VDD09_USB3HSn (n = 0, 1)	0.75	0.82	0.88	V	VDD09_USB3HSn (n = 0, 1) for power supply and VSS for ground
Power supply (0.9-VI/O[USB2])	VDD09_USB2n (n = 0, 1, 2)	0.75	0.82	0.88	V	VDD09_USB2n (n = 0, 1, 2) for power supply and VSS for ground
Power supply (0.9-VI/O[HDMI])	VDDQ09_HDMIn (n = 0, 1)	0.75	0.82	0.88	V	VDDQ09_HDMIn (n = 0, 1) for power supply and VSS for ground
Power supply (0.9-VI/O[LVDS])	VDDQ09_LVDS	0.75	0.82	0.88	V	VDDQ09_LVDS for power supply and VSS for ground
Power supply (0.9-VI/O[CSI])	VDD09_CSIn (n = 0 to 3)	0.75	0.82	0.88	V	VDD09_CSIn (n = 0 to 3) for power supply and VSS for ground
Power supply (PLL[LVDS])	VDD09_ LVDSPLL 2	0.75	0.82	0.88	V	VDD09_LVDSPLL2 for power supply and VSS for ground respectively
Power supply (PLL[CPG])	VDD18_CPGPLLn (n = 0 to 4)	1.7	1.8	1.9	V	VDD18_CPGPLLn (n = 0 to 4) for power supply and VSS_CPGPLLn (n = 0 to 4) for ground
Power supply (PLL[MLB])	VDD18_MLBPLL	1.7	1.8	1.9	V	VDD18_MLBPLL for power supply and VSS_MLBPLL for ground respectively
Power supply (PLL[DU])	VDD18_DUPLLn (n = 0, 1)	1.7	1.8	1.9	V	VDD18_DUPLLn (n = 0, 1) for power supply and VSS_DUPLLn (n = 0, 1) for ground respectively
Power supply (PLL[LVDS])	VDD18_LVDSPLL 1	1.7	1.8	1.9	V	VDD18_LVDSPLL 1 for power supply and VSS for ground respectively
Power supply (PLL[DDR])	VDD09_DDRPLLn (n = 0 to 3)	0.75	0.82	0.88	V	VDD09_DDRPLLn (n = 0 to 3) for power supply and VSS for ground respectively

Note: 1. Only for RZ/G2H, RZ/G2N.

Table 73.2.2 Power Supply for [RZ/G2E]

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Symbol	Voltage			Unit	Remarks
		Min.	Typ.	Max.		
Power supply (Internal)	VDD	0.98	1.03	1.08	V	VDD for power supply and VSS for ground
Power supply (PLL[CPG])	VDD18_CPGPLLn (n = 0, 1, 3)	1.7	1.8	1.9	V	VDD18_CPGPLLn (n = 0, 1, 3) for power supply and VSS_CPGPLLn (n = 0, 1, 3)
Power supply (PLL[MLB])	VDD18_MLBPLL	1.7	1.8	1.9	V	VDD18_MLBPLL for power supply and VSS_MLBPLL for ground
Power supply (1.8-V I/O[VDDQ18])	VDDQ18	1.7	1.8	1.9	V	VDDQ18 for power supply and VSS for ground
Power supply (1.8-V I/O [VDDQ18_ISO])	VDDQ18_ISO	1.7	1.8	1.9	V	VDDQ18_ISO for power supply and VSS for ground
Power supply (1.8-V I/O[CSI])	VDDQ18_CSI0	1.7	1.8	1.9	V	VDDQ18_CSI0 for power supply and VSS for ground
Power supply (1.8-V I/O[LVDS])	VDDQ18_LVDS	1.7	1.8	1.9	V	VDDQ18_LVDS for power supply and VSS for ground
Power supply (PLL[LVDS])	VDD18_LVDSnPLL (n = 0, 1)	1.7	1.8	1.9	V	VDD18_LVDSnPLL (n = 0, 1) for power supply and VSS_LVDSnPLL (n = 0, 1) for ground respectively
Power supply (2.5-V I/O[AVB0])	VDDQ25_AVB0	2.3	2.5	2.7	V	VDDQ25_AVB0 for power supply and VSS for ground
Power supply (3.3-V I/O[AVB0])	VDDQ25_AVB0	3.0	3.3	3.6	V	VDDQ25_AVB0 for power supply and VSS for ground
Power supply (3.3-V I/O)	VDDQ33	3.0	3.3	3.6	V	VDDQ33 for power supply and VSS for ground
Power supply (1.35-V I/O[DDR])	VDDQ_CK, VDDQ_DDR	1.283	1.35	1.45	V	VDDQ_CK, VDDQ_DDR for power supply and VSS for ground
Power supply (1.8-V I/O[SD])	VDDQ_SDn (n = 0, 1, 3)	1.7	1.8	1.9	V	VDDQ_SDn (n = 0, 1, 3) for power supply and VSS for ground respectively
Power supply (1.8-V I/O[QSPI])	VDDQ_QSPI	1.7	1.8	1.9	V	VDDQ_QSPI for power supply and VSS for ground respectively
Power supply (3.3-V I/O[SD]	VDDQ_SDn (n = 0, 1, 3)	3.0	3.3	3.6	V	VDDQ_SDn (n = 0, 1, 3) for power supply and VSS for ground respectively
Power supply (3.3-V I/O[QSPI])	VDDQ_QSPI	3.0	3.3	3.6	V	VDDQ_QSPI for power supply and VSS for ground respectively
Power supply (PLL)	VDDQ_ MAPLL	1.7	1.8	1.9	V	VDDQ_MAPLL for power supply and VSS for ground respectively
Power supply (PLL)	VDDQ_MDPLLn (n = 0, 1)	1.7	1.8	1.9	V	VDDQ_MDPLLn (n = 0, 1) for power supply and VSS for ground respectively

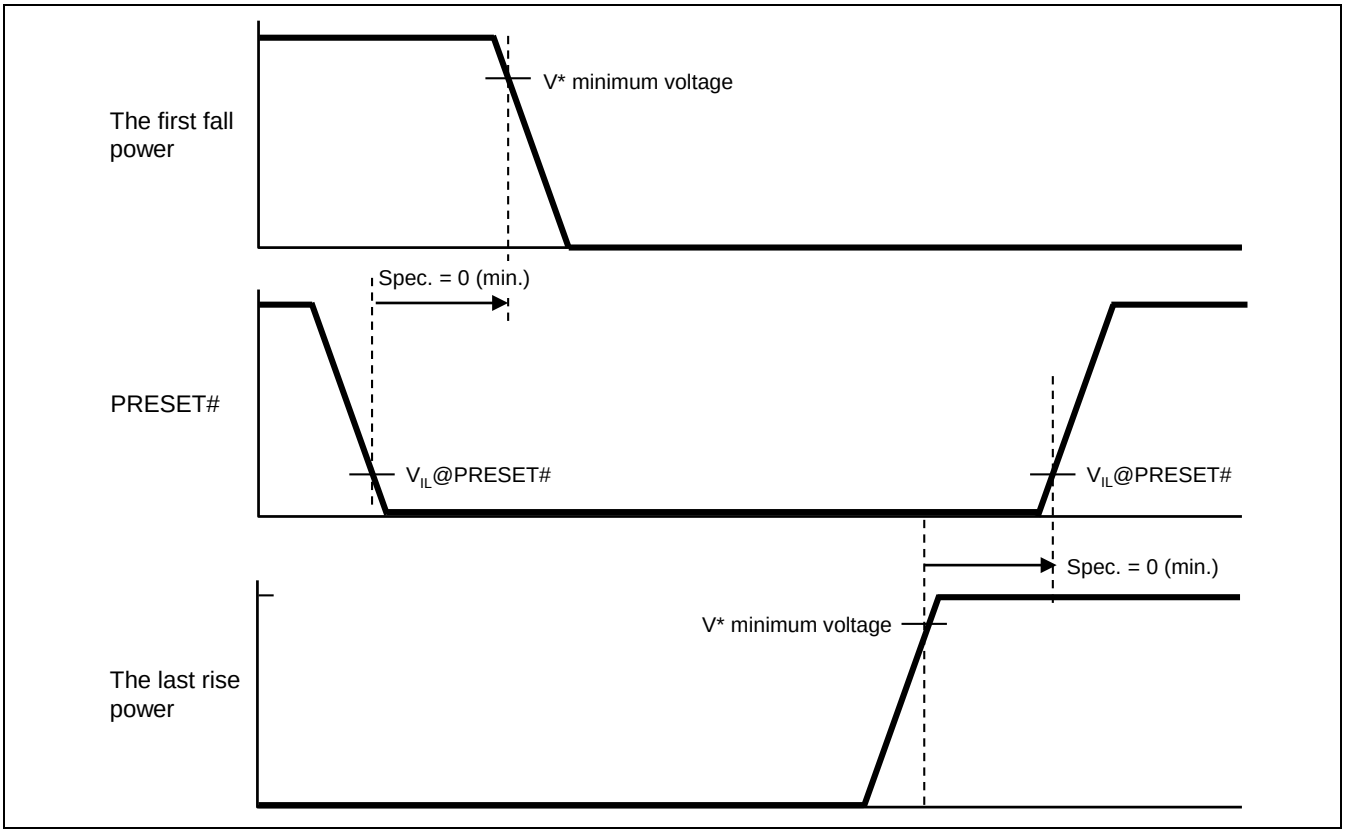
Item	Symbol	Voltage			Unit	Remarks
		Min.	Typ.	Max.		
Power supply (USB)	AVDD_USB	1.7	1.8	1.9	V	AVDD_USB for power supply and AVSS for ground respectively
	VDDQ33_USB2	3.0	3.3	3.6	V	VDDQ33_USB2 for power supply and VSS for ground respectively
	VDDQ18_USB20	1.7	1.8	1.9	V	VDDQ18_USB20 for power supply and VSS for ground respectively
Power supply (USB3.0)	VDDD_USB30	0.98	1.03	1.08	V	VDDD_USB30 for power supply and VSS for ground
	VDDQ18_USB30	1.7	1.8	1.9	V	VDDQ18_USB30 for power supply and VSS for ground
Power supply (PCIe)	VDDD_PCIE0	0.98	1.03	1.08	V	VDDD_PCIE0 for power supply and VSS for ground
	VDDQ18_PCIE0	1.7	1.8	1.9	V	VDDQ18_PCIE0 for power supply and VSS for ground

73.3 Sequence of Turning On/Off Power Supplies

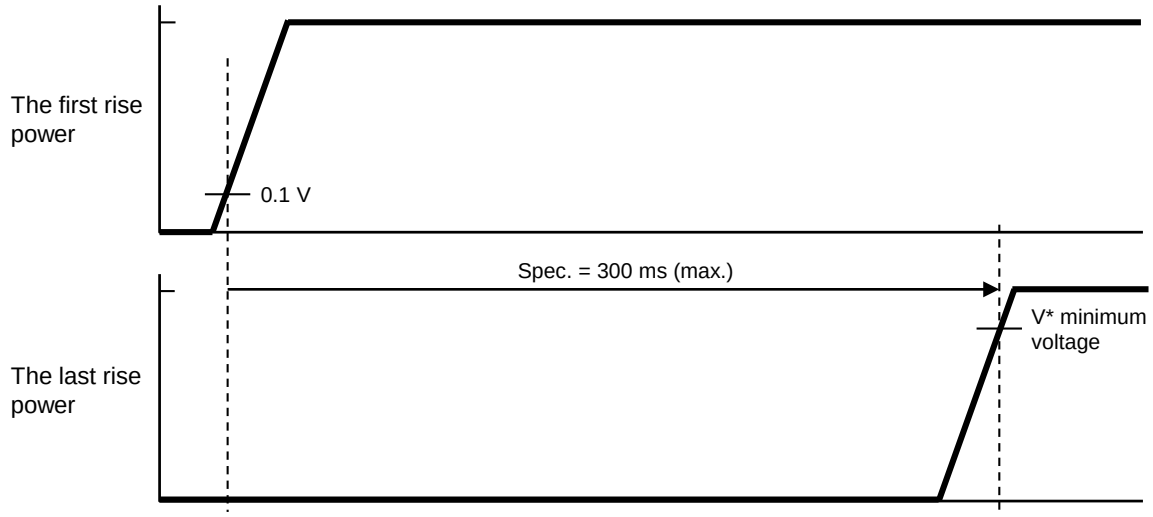
73.3.1 Sequence of Turning On/Off Power Supplies for [RZ/G2H] [RZ/G2M V1.3] [RZ/G2M V3.0] [RZ/G2N]

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

(1) PRESET# VS. Power

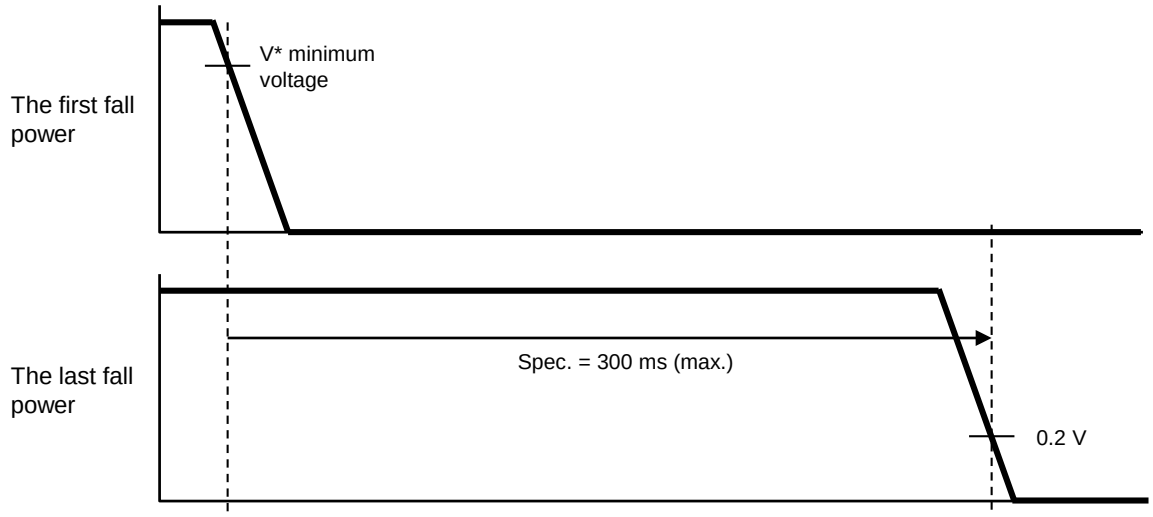


(2) Period for Power Rise for RZ/G2H, RZ/G2M V1.3, RZ/G2N



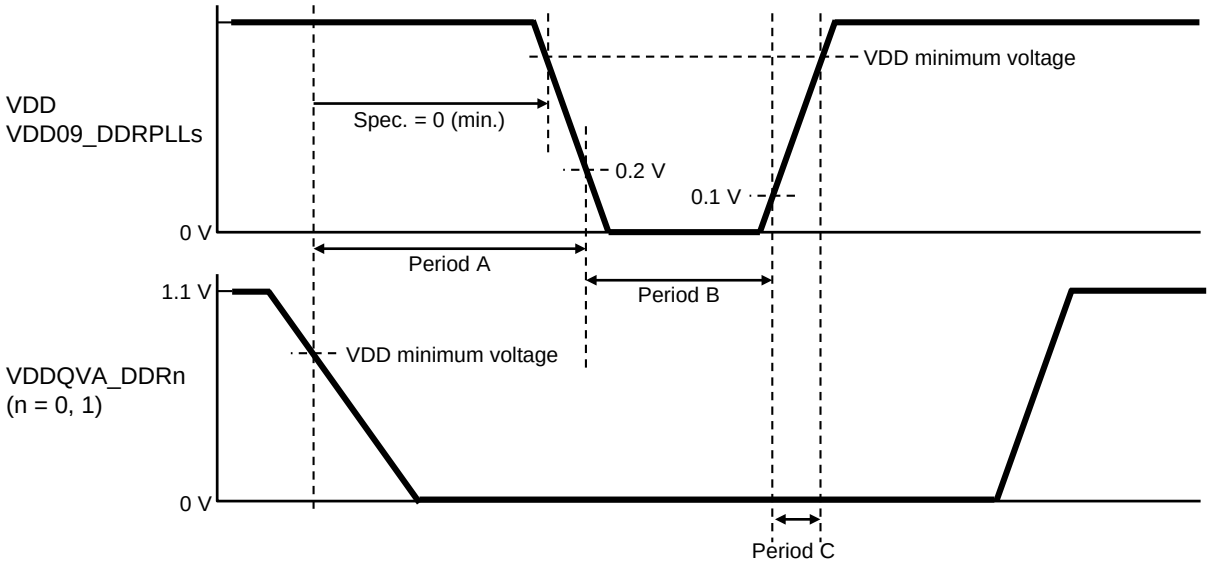
For all V*, power off state must be 0 V (GND), power rising must be started from 0 V, and end to 0 V respectively. (excluding DDR-SDRAM power-supply backup state)
Period from 0 V to 0.1V at power-on and from 0.2 V to 0 V at power-off should be shorten as much as possible.

(3) Period for Power Fall for RZ/G2H, RZ/G2M V1.3, RZ/G2N



For all V*, power off state must be 0 V (GND), power rising must be started from 0 V, and end to 0 V respectively. (excluding DDR-SDRAM power-supply backup state)
Period from 0 V to 0.1V at power-on and from 0.2 V to 0 V at power-off should be shorten as much as possible.

(4) VDD and VDD09_DDRPLLs vs VDDQVA_DDRn (n = 0, 1)

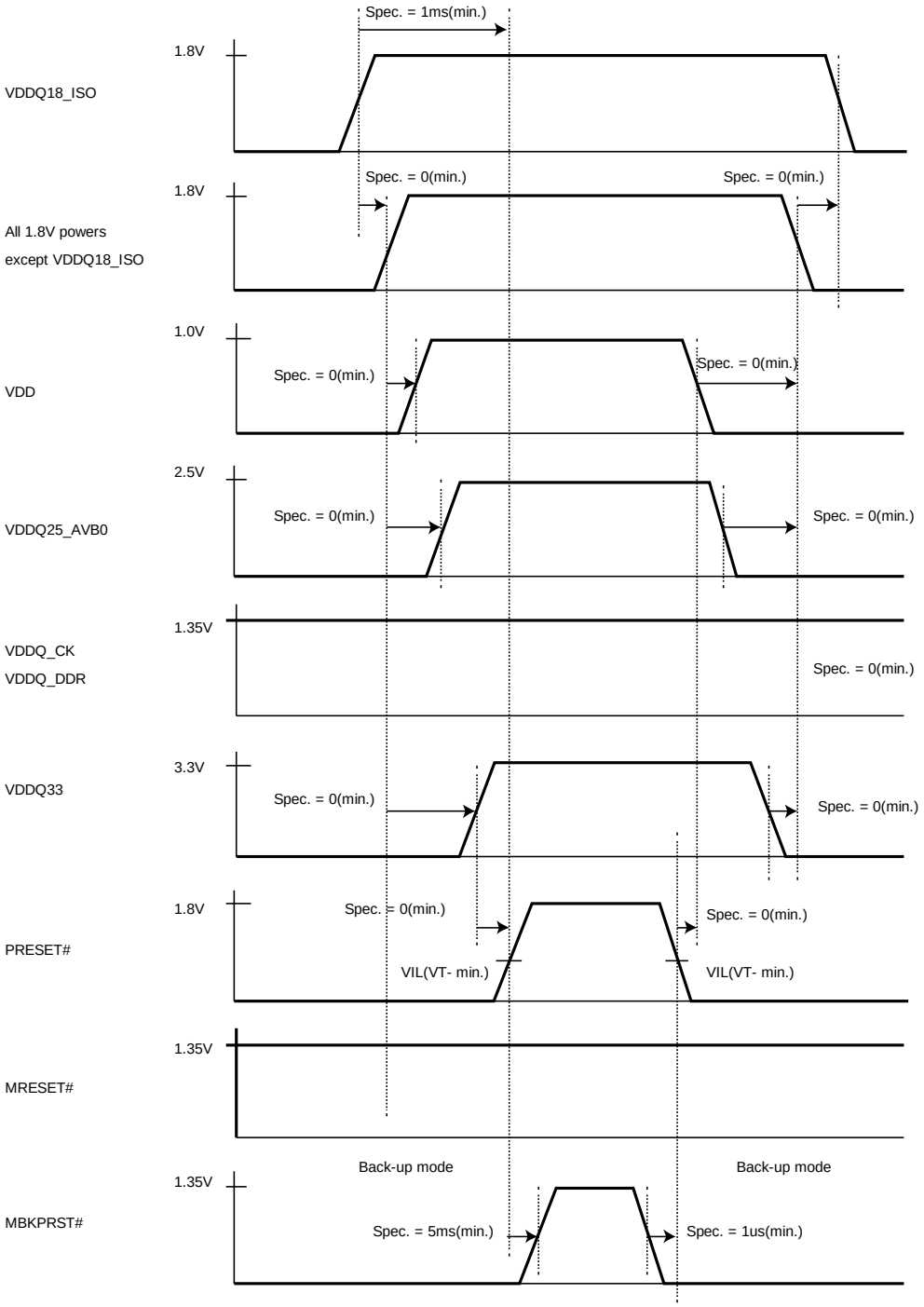


VDD and VDD09_DDRPLLs must be greater than VDDQVA_DDRn (n = 0, 1) for Period A.
VDDQVA_DDRn (n = 0, 1) must be off for Period B.
VDD and VDD09_DDRPLLs must be greater than VDDQVA_DDRn (n = 0, 1) for Period C.
VDD09_DDRPLLs are VDD09_DDRPLLnm (n = 0-3, m = CA, DQ01, DQ23)

73.3.2 Sequence of Turning On/Off Power Supplies for [RZ/G2E]

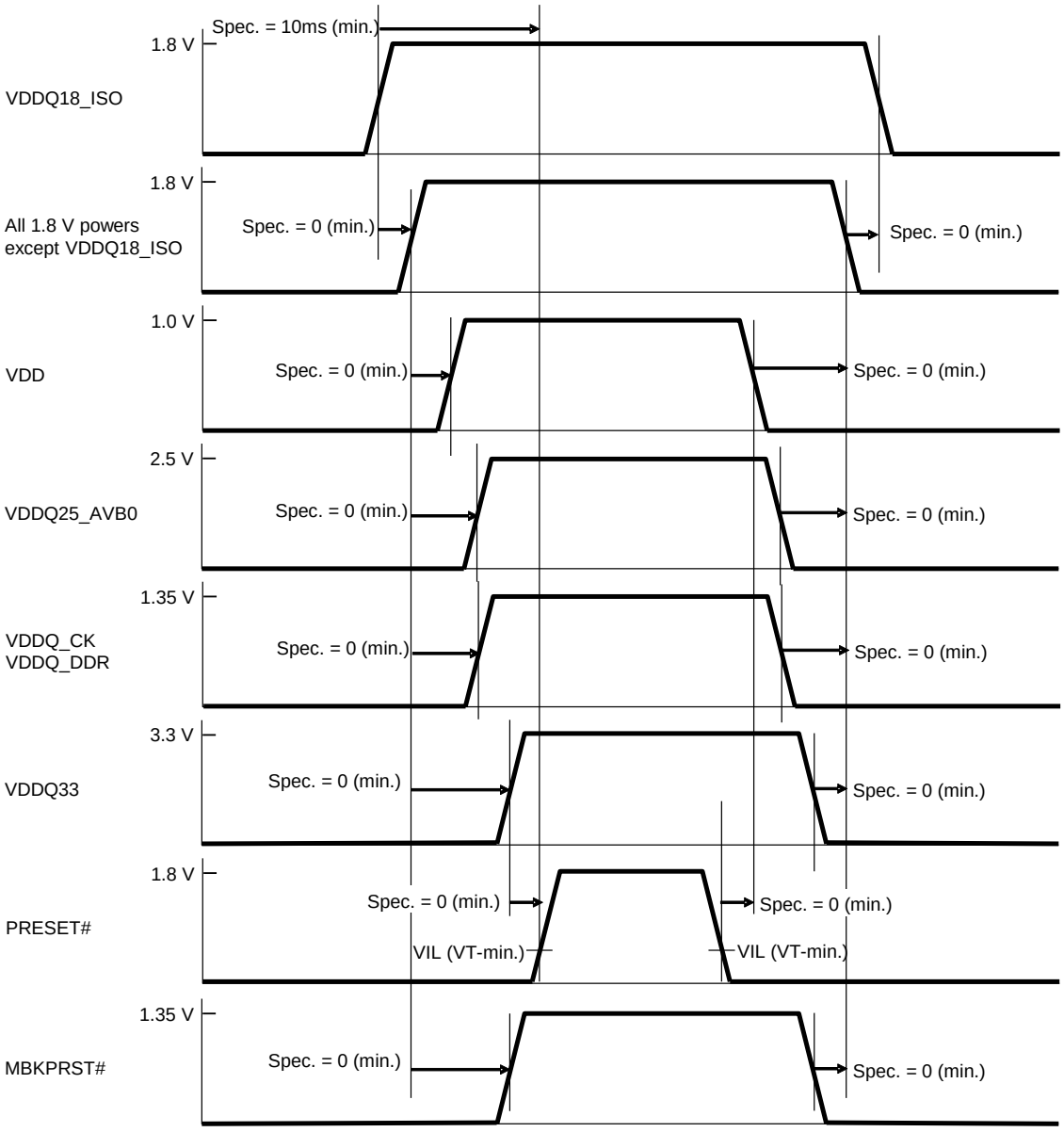
RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N **RZ/G2E**

(1) RZ/G2E power-up/down sequence with DDR backup



Note: Maximum time from first power rising to last power rising is 300ms.
Maximum time from first power failing to last power failing is 300ms.
Notes that the PRESET# must be asserted for 5 ms or more for the PRESET# tOSC specification at a power-on reset.
Even when DDR backup mode is used, the first power up sequence must keep the sequence “RZ/G2E power-up/down sequence without DDR backup”.

(2) RZ/G2E power-up/down sequence without DDR backup



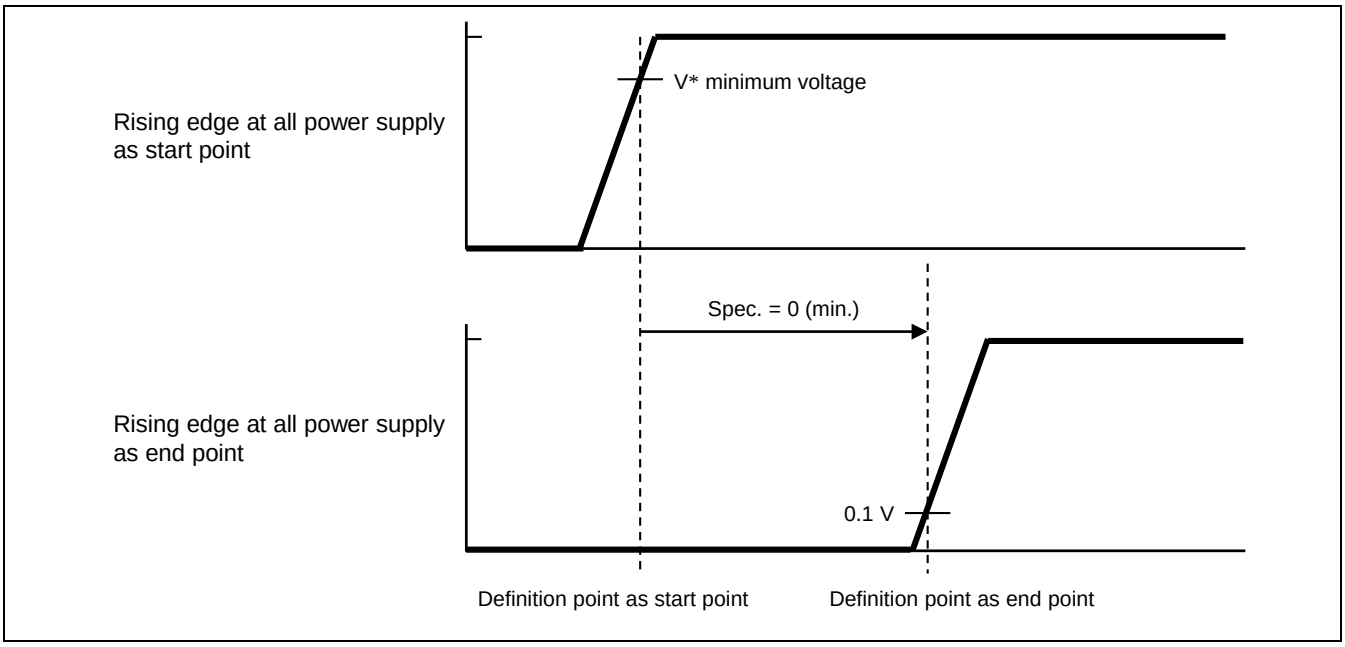
Notes: 1. Maximum time from first power rising to last power rising is 300ms.
Maximum time from first power failing to last power failing is 300ms.
Notes that the PRESET# must be asserted for 5 ms or more for the PRESET# tOSC specification at a power-on reset.

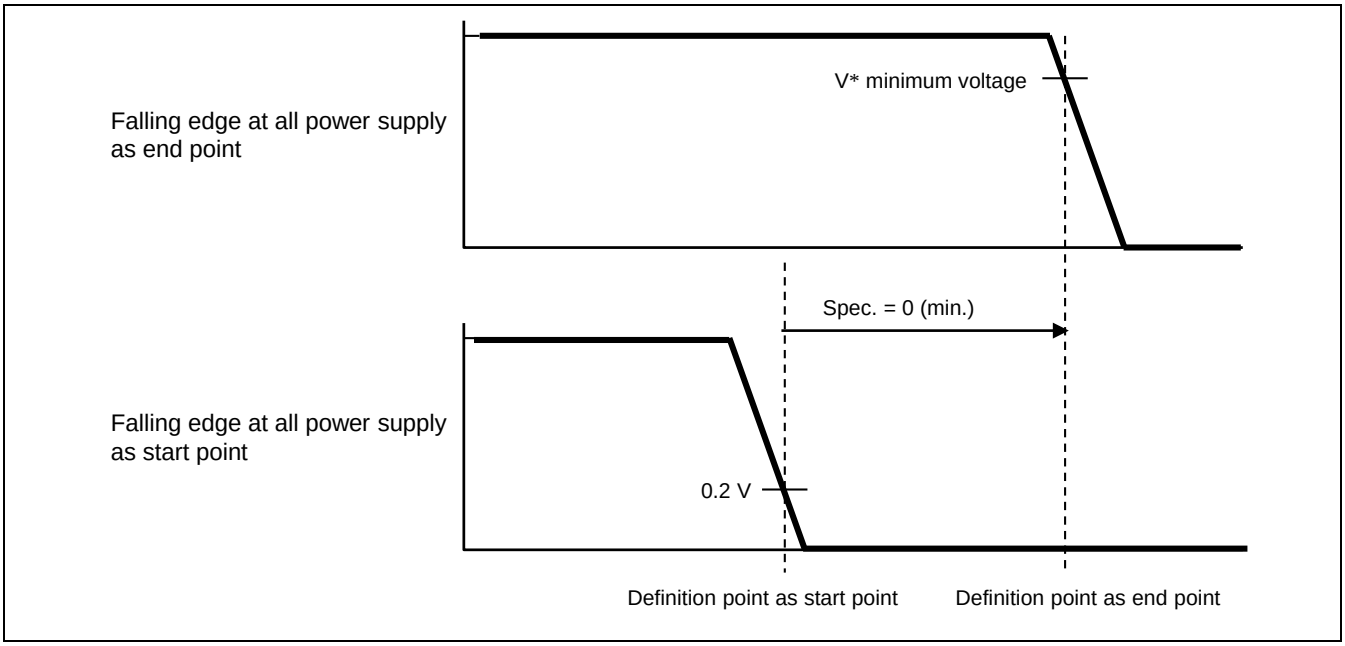
2. MBKPRST# input must track VDDQ_DDR/VDDQ_CK during VDDQ_DDR/VDDQ_CK power-up.

73.3.3 Wave form definition for power sequence

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N **RZ/G2E**

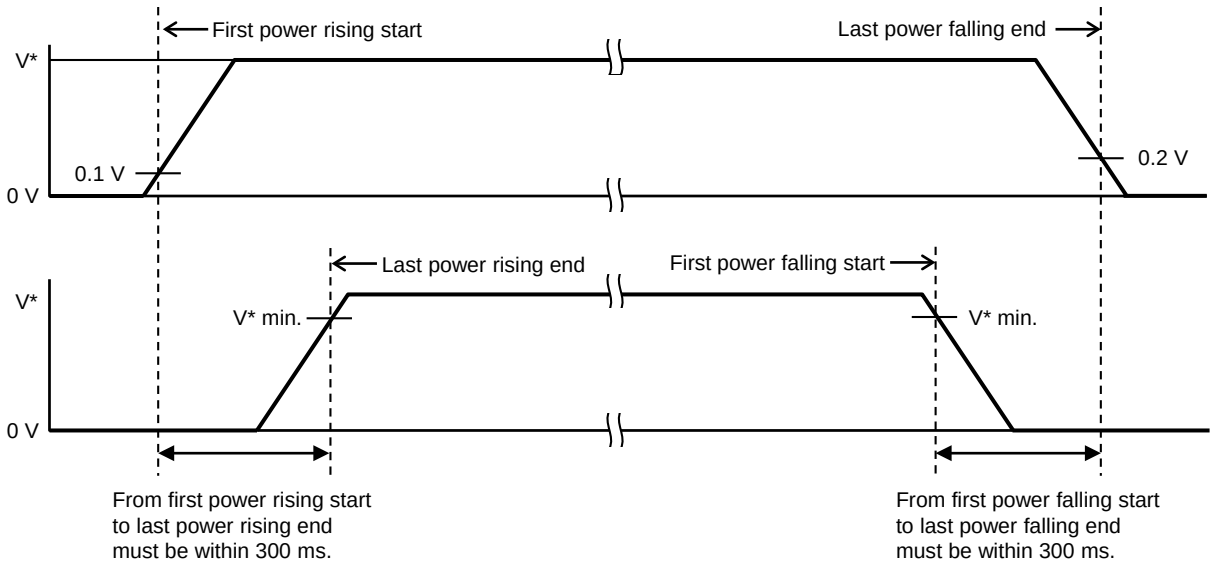
This definition is for the different voltage power supply for example between 1.8-V and 3.3-V, it is possible to turn on or off at the same time for the same voltage power supply.





73.3.4 Power On and Power Off Wave Form

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N **RZ/G2E**



Note: For all V*, power off state must be 0 V (GND), power rising must be started from 0 V and power falling must be ended to 0 V (excluding DDR-SDRAM power-supply backup state).
Periods from 0 V to 0.1 V at power-on and from 0.2 V to 0 V at power-off should be shortened as much as possible.

73.4 DC Characteristics

Table 73.4.1 Supply Current for LSI

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Power			Unit	Remarks
		Min.	Typ.	Max.		
Supply current (Internal)	IDD	—	—	8700 6846.0 6908.0 3554.9	mA mA mA mA	VDD = 0.88 V [RZ/G2H] VDD = 0.88 V [RZ/G2M V1.3] VDD = 0.88 V [RZ/G2M V3.0] VDD = 0.88 V [RZ/G2N] Condition: Cortex-A53: Dhrystone-MAX,
Supply current (Internal)	IDD_DVFS	—	—	12000 7632.9 8351.0 5554.6	mA mA mA mA	VDD_DVFS = 0.88 V [RZ/G2H] VDD_DVFS = 0.88 V [RZ/G2M V1.3] VDD_DVFS = 0.88 V [RZ/G2M V3.0] VDD_DVFS = 0.88 V [RZ/G2N] Condition: Cortex-A57: Dhrystone-MAX, GPU: Polygon fill-MAX
Supply current (3.3-V I/O)	IDDQ33	—	—	94	mA	VDDQ33 = 3.5 V [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (3.3-V I/O [SDHI])	IDDQVA_SDn (n = 0 to 3)	—	—	31	mA	VDDQVA_SDn = 3.5 V (n = 0 to 3) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (3.3-V I/O [SATA])	IDD33_SATA	—	—	57.6	mA	VDD33_SATA = 3.5 V [RZ/G2H], [RZ/G2N]
Supply current (3.3-V I/O [PCIE])	IDD33_PCIEn (n = 0, 1)	—	—	57.6	mA	VDD33_PCIEn = 3.5 V (n = 0, 1) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (3.3-V I/O [USB3HSH])	IDDQ33_USB3HSHn (n = 0)	—	—	72	mA	VDDQ33_USB3HSHn = 3.5V (n = 0) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (3.3-V I/O [USB3HS])	IDDQ33_USB3HSn (n = 0)	—	—	72	mA	VDDQ33_USB3HSn = 3.5 V (n = 0) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (3.3-V I/O [USB3])	IDD33_USB3n (n = 0)	—	—	57.6	mA	VDD33_USB3n = 3.5 V (n = 0) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (3.3-V I/O [USB2H])	IDDQ33_USB2Hn (n = 0 to 3)	—	—	72	mA	VDDQ33_USB2Hn = 3.5 V (n = 0, 1) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (3.3-V I/O [USB2])	IDDQ33_USB2	—	—	216 144	mA mA	VDDQ33_USB2 = 3.5 V [RZ/G2H] VDDQ33_USB2 = 3.5 V [RZ/G2M V1.3], [RZ/G2N]
Supply current (2.5-V I/O [ETH])	IDDQ25_ETH	—	—	40	mA	VDDQ25_ETH = 2.6 V [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (1.8-V I/O [VDDQ18])	IDDQ18	—	—	50	mA	VDDQ18 = 1.9 V [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (1.8-V I/O [HDMI])	IDDQ18_HDMIn (n = 0, 1)	—	—	10.5	mA	VDDQ18_HDMIn = 1.9 V (n = 0) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (1.8-V I/O [LVDS])	IDDQ18_LVDS	—	—	110.2	mA	VDDQ18_LVDS = 1.9 V [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]

Item		Symbol	Power Min.	Typ.	Max.	Unit	Remarks
Supply current (1.8-V I/O [CSI])		IDDQ18_CSIn (n = 0 to 2)	—	—	6.3	mA	VDDQ18_CSIn = 1.9 V (n = 0, 2) [RZ/G2H] (n = 0)
					4.5	mA	VDDQ18_CSIn = 1.9 V (n = 1) [RZ/G2H]
					6.3	mA	VDDQ18_CSIn = 1.9 V (n = 0) [RZ/G2M V1.3], [RZ/G2N]
					4.5	mA	VDDQ18_CSIn = 1.9 V (n = 1) [RZ/G2M V1.3], [RZ/G2N]
Supply current (1.8-V I/O [SDHI(SDR50, SDR104)])		IDDQVA_SDn (n = 0 to 3)	—	—	35	mA	VDDQVA_SDn = 1.9 V (n = 0 to 3) [RZ/G2H], [RZ/G2M V1.3] , [RZ/G2N]
Supply current (1.1-V I/O [DDR(LPDDR4)])	Normal	IDDQVA_DDRn (n = 0, 1)	—	—	470	mA	VDDQVA_DDRn = 1.17 V (n = 0, 1) [RZ/G2M V1.3], [RZ/G2M V3.0], [RZ/G2H]
					330	mA	VDDQVA_DDRn = 1.17 V (n = 0) [RZ/G2N] Condition: Driver impedance: 40Ω No termination Load capacitance: 2.5pF Write Read rate: 50%, 50% I/O Toggle rate: 100%
	DDR power supply backup		—	—	8	mA	VDDQVA_DDRn = 1.17 V (n = 0, 1) [RZ/G2H]
					4	mA	VDDQVA_DDRn = 1.17 V (n = 0, 1) [RZ/G2M V1.3]
					3	mA	VDDQVA_DDRn = 1.17 V (n = 0) [RZ/G2N]
Supply current (0.9-VI/O[SATA])		IDD09_SATA	—	—	162	mA	VDD09_SATA = 0.88 V [RZ/G2H], [RZ/G2N]
Supply current (0.9-VI/O[PCIE])		IDD09_PCIEn (n = 0, 1)	—	—	162 [RZ/G2H], [RZ/G2N]	mA	VDD09_PCIEn = 0.88 V (n = 0, 1) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
					90 [RZ/G2M V1.3]		
Supply current (0.9-VI/O[USB3])		IDD09_USB3n (n = 0)	—	—	162 [RZ/G2H], [RZ/G2N]	mA	VDD09_USB3n = 0.88 V (n = 0) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
					90 [RZ/G2M V1.3]		
Supply current (0.9-VI/O[USB3HS])		IDD09_USB3HSn (n = 0)	—	—	50.4 [RZ/G2H], [RZ/G2N]	mA	VDD09_USB3HSn = 0.88 V (n = 0) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
					28 [RZ/G2M V1.3]		
Supply current (0.9-VI/O[USB2])		IDD09_USB2n (n = 0 to 3)	—	—	28	mA	VDD09_USB2n = 0.88 V (n = 0, 1) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (0.9-VI/O[HDMI])		IDDQ09_HDMIn (n = 0, 1)	—	—	33.7	mA	VDDQ09_HDMIn = 0.88 V (n = 0) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (0.9-VI/O[LVDS])		IDDQ09_LVDS	—	—	9	mA	VDDQ09_LVDS = 0.88 V [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]

Item	Symbol	Power			Unit	Remarks
		Min.	Typ.	Max.		
Supply current (0.9-VI/O[CSI])	IDD09_CSIn (n = 0 to 2)	—	—	28.8	mA	VDD09_CSIn = 0.88 V (n = 0) [RZ/G2H]
				18	mA	VDD09_CSIn = 0.88 V (n = 1) [RZ/G2H]
				28.8	mA	VDD09_CSIn = 0.88 V (n = 0) [RZ/G2M V1.3], [RZ/G2N]
				18	mA	VDD09_CSIn = 0.88 V (n = 1) [RZ/G2M V1.3], [RZ/G2N]
Supply current (PLL [CPG])	IDD18_CPGPLLn (n = 0 to 4)	—	—	3.0	mA	VDD18_CPGPLLn = 1.9 V (n = 0 to 4) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (PLL [MLB])	IDD18_MLBPLL	—	—	3.0	mA	VDD18_MLBPLL = 1.9 V [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (PLL [DU])	IDD18_DUPLLn (n = 0, 1)	—	—	3.0	mA	VDD18_DUPLLn = 1.9 V (n = 0) [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (PLL [LVDS])	IDD18_LVDSPLL 1	—	—	12.6	mA	VDD18_LVDSPLL1 = 1.9 V [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (PLL [LVDS])	IDD09_LVDSPLL 2	—	—	18	mA	VDD09_LVDSPLL2 = 0.88 V [RZ/G2H], [RZ/G2M V1.3], [RZ/G2N]
Supply current (PLL [DDR])	IDD09_DDRPLL n (n = 0, 1)	—	—	50	mA	VDD09_DDRPLLn = 0.88 V (n = 0, 1) [RZ/G2M V1.3]
						VDD09_DDRPLLn = 0.88 V (n = 0) [RZ/G2N]

Note: Tc(Tt) = 115 °C (ΘJc = 0.1°C/W) [RZ/G2H], [RZ/G2M V1.3]

Table 73.4.2 Supply current for [RZ/G2E]

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N **RZ/G2E**

Item	Symbol	Power			Unit	Remarks
		Min.	Typ.	Max.		
Supply current (Internal)	IDD	—	—	5649.1	mA	VDD = 1.08V
Supply current (3.3V I/O)	IDDQ33	—	—	92.6	mA	VDDQ33 = 3.6V
Supply current (3.3V I/O[QSPI])	IDDQ_QSPI	—	—	21.6	mA	VDDQ_QSPI = 3.6V
Supply current (3.3V I/O[SDHI])	IDDQ_SDn (n = 0, 1, 3)	—	—	5.4	mA	VDDQ_SDn (n = 0, 1, 3) = 3.6V, Highspeed mode
Supply current (3.3V I/O[AVB0])	IDDQ25_AVB0	—	—	4.5	mA	VDDQ25_AVB0 = 3.6V, 100Mbps
Supply current (3.3V I/O[USB2])	IDDQ33_USB2	—	—	60 (30/ch)	mA	VDDQ33_USB2 = 3.6V
Supply current (2.5V I/O[AVB0])	IDDQ25_AVB0	—	—	24.4	mA	VDDQ25_AVB0 = 2.7V, 1Gbps
Supply current (1.8V I/O)	IDDQ18	—	—	25.2	mA	VDDQ18 = 1.9V
Supply current (1.8V I/O[ISO])	IDDQ18_ISO	—	—	2	mA	VDDQ18_ISO = 1.9V
Supply current (1.8V I/O[QSPI])	IDDQ_QSPI	—	—	25.7	mA	VDDQ_QSPI = 1.9V
Supply current (1.8V I/O[SDHI])	IDDQ_SDn (n = 0, 1, 3)	—	—	11.4	mA	VDDQ_SDn (n = 0, 1, 3) = 1.9V, SDR104
Supply current (1.8V I/O[SDHI])	IDDQ_SD3	—	—	67.8	mA	VDDQ_SD3 = 1.9V, HS400
Supply current (PLL[CPG])	IDDQ18_CPGPLL0	—	—	4	mA	VDD18_CPGPLL0 = 1.9V
Supply current (PLL[CPG])	IDDQ18_CPGPLLn (n = 1, 3)	—	—	2	mA	VDD18_CPGPLLn (n = 1, 3) = 1.9V
Supply current (1.8V I/O[LVDS])	IDDQ18_LVDS	—	—	100	mA	VDDQ18_LVDS = 1.9V
Supply current (PLL[LVDS])	LVDSn_PLL_ICC (n = 0, 1)	—	—	2	mA	VDD18_LVDSnPLL (n = 0, 1) = 1.9V
Supply current (1.8V I/O[CSI])	IDDQ18_CSI0	—	—	13	mA	VDDQ18_CSI0 = 1.9V
Supply current (1.8V[USB2])	IDD_AVD0+IDDQ18_USB20,	—	—	80, (40/ch)	mA	AVDD_USB = VDDQ18_USB20 = 1.9V
Supply current (1.8V I/O[USB30])	IDDQ18_USB30	—	—	13	mA	VDDQ18_USB30 = 1.9V
Supply current (1.8V I/O[PCIE0])	IDDQ18_PCIE0	—	—	13	mA	VDDQ18_PCIE0 = 1.9V
Supply current (PLL[MAPLL])	IDDQ_MAPLL	—	—	26.6	mA	VDDQ_MAPLL = 1.9V
Supply current (PLL[MDPLL])	IDDQ_MDPLLn (n = 0, 1)	—	—	26.6	mA	VDDQ_MDPLLn (n = 0, 1) = 1.9V
Supply current (PLL[MLB])	IDDQ18_MLBPLL	—	—	4	mA	VDD18_MLBPLL = 1.9V

Item		Symbol	Power			Unit	Remarks
			Min.	Typ.	Max.		
Supply current (1.35V [DDR3L])	Normal	IDDQ_CK + IDDQ_DDR	—	—	959	mA	VDDQ_CK = VDDQ_DDR = 1.45V (total value)
	DDR power supply backup		—	—	2.9	mA	VDDQ_CK = VDDQ_DDR=1.45 V (total value)
	Normal	IDDQ_CK	—	—	63.0	mA	VDDQ_CK = 1.45V
Supply current (1.0V [PCIE])		IDDD_PCIE0	—	—	110	mA	VDDD_PCIE0 = 1.08V
Supply current (1.0V [USB30])		IDDD_USB30	—	—	110	mA	VDDD_USB30 = 1.08V

Table 73.4.3 DC Characteristics (3.3-V I/O)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	2.0	—	VDDQ33 + 0.3	V	VDDQ33 = 3.1 to 3.5 V	
Input low voltage	VIL	-0.3	—	0.8	V		
Output high voltage	VOH	2.4	—	—	V	VDDQ33 = 3.1 to 3.5 V	IOH = -4 mA
Output low voltage	VOL	—	—	0.4	V		IOL = 4 mA
Pin capacitance	CL	—	—	10 22	pF	—	All pins
Input leakage current	ILI	—	—	10	µA	VDDQ33 = 3.1 to 3.5 V	All input pins
Output leakage current	ILO	—	—	10	µA	Without pull-up or pull-down resistor	Hi-Z output
Pull-up current	IPU	40	—	115	µA	VDDQ33 = 3.1 to 3.5 V	Vin = VSS
Pull-down current	IPD	40	—	115	µA	—	Vin = 3.1 to 3.5 V

Table 73.4.4 DC Characteristics (3.3-V I/O)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	2.0	—	VDDQ33 + 0.3	V	VDDQ33 = 3.0 to 3.6 V	
Input low voltage	VIL	-0.3	—	0.8	V		
Output high voltage	VOH	2.4	—	VDDQ33 + 0.3	V	VDDQ33 = 3.0 to 3.6 V	IOH = -4 mA
Output low voltage	VOL	-0.3	—	0.4	V		IOL = 4 mA
Pin capacitance	CL	—	—	10	pF	—	All pins
Input leakage current	ILI	—	—	1	µA	VDDQ33 = 3.0 to 3.6 V	All input pins
Output leakage current	ILO	—	—	1	µA	Without pull-up or pull-down resistor	Hi-Z output
Pull-up current	IPU	-34	—	-360	µA	VDDQ33 = 3.0 to 3.6 V	Vin = VSS
Pull-down current	IPD	34	—	360	µA	—	Vin = 3.0 to 3.6 V

Table 73.4.5 DC Characteristics (3.3-V I/O [SDHI])

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	0.625 × VDDQVA_SD	—	VDDQ_SD + 0.3	V	VDDQVA_SDn (n = 0 to 3) = 3.1 to 3.5 V, VSS = 0 V	—
Input low voltage	VIL	VSS – 0.3	—	0.25 × VDDQVA_SD	V		—
Output high voltage	VOH	0.75 × VDDQVA_SD	—	—	V		IOH = -2 mA VDDQVA_SDn min
Output low voltage	VOL	—	—	0.125 × VDDQVA_SD	V		IOL = 2 mA VDDQVA_SDn min
Pin capacitance	CL	—	—	10	pF		
Input leakage current	ILI	—	—	10	µA	VDDQVA_SDn (n = 0 to 3) = 3.1 to 3.5 V, VSS = 0 V Without pull-up or pull-down resistor	—
Output leakage current	ILO	—	—	10	µA		Hi-Z output

Table 73.4.6 DC Characteristics (3.3-V I/O [AVB0])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	2.0	—	VDDQ33 + 0.3	V	VDDQ33 = 3.0 to 3.6 V	
Input low voltage	VIL	-0.3	—	0.8	V		
Output high voltage	VOH	2.4	—	VDDQ33 + 0.3	V	VDDQ33 = 3.0 to 3.6 V	IOH = -4 mA
Output low voltage	VOL	-0.3	—	0.4	V		IOL = 4 mA
Pin capacitance	CL	—	—	10	pF	—	All pins
Input leakage current high	ILIH	—	—	10	µA	VDDQ33 = 3.0 to 3.6 V	All input pins
Input leakage current low	ILIL	-10	—	—	µA	Without pull-up or pull-down resistor	
Output leakage current high	ILOH	—	—	10	µA		Hi-Z output
Output leakage current low	ILOL	-10	—	—	µA		
Pull-up current	IPU	-34	—	-360	µA	VDDQ33 = 3.0 to 3.6 V	Vin = VSS
Pull-down current	IPD	34	—	360	µA	—	Vin = 3.0 to 3.6 V

Table 73.4.7 DC Characteristics (2.5-V I/O [AVB])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	1.7	—	VDDQ25_ETH+ 0.3	V	VDDQ25_ETH = 2.4 to 2.6V	
Input low voltage	VIL	-0.3	—	0.7	V		
Output high voltage	VOH	2.0	—	—	V	VDDQ25_ETH = 2.4 to 2.6V	IOH= -1 mA
Output low voltage	VOL	—	—	0.4	V		IOL = 1 mA
Pin capacitance	CL	—	—	10	pF		
Input leakage current high	ILIH	—	—	15	µA	VDDQ25_ETH = 2.6 V, Vin = 2.5 V *1	
Input leakage current low	ILIL	-15	—	—	µA	VDDQ25_ETH = 2.6 V, Vin = 0.4 V *1	
Output leakage current high	ILOH *1	—	—	10	µA	—	Hi-Z output*1
Output leakage current low	ILOL *1	-10	—	—	µA	—	Hi-Z output*1
Pull-up current	IPU	30	—	85	µA	VDDQ25_ETH = 2.4 to 2.6 V	Vin = VSS
Pull-down current	IPD	30	—	85	µA	—	Vin = 2.4 to 2.6 V

Note: *1 Without pull-up or pull-down resistor.

Table 73.4.8 DC Characteristics (2.5-V I/O [AVB0])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	1.7	—	VDDQ25_AVB0 + 0.3	V	VDDQ25_AVB0 = 2.3 V to 2.7 V	
Input low voltage	VIL	-0.3	—	0.7	V		
Output high voltage	VOH	2.0	—	—	V	VDDQ25_AVB0 = 2.3 V to 2.7 V	IOH = -1 mA
Output low voltage	VOL	—	—	0.4	V		IOL = 1 mA
Input leakage current high	ILIH	—	—	10	µA	—	
Input leakage current low	ILIL	-10	—	—	µA	—	
Output leakage current high	ILOH	—	—	10	µA	—	
Output leakage current low	ILOL	-10	—	—	µA	—	
Pull-up current	IPU	-26	—	-270	µA	VDDQ25_AVB0 = 2.3 V to 2.7 V	Vin = VSS
Pull-down current	IPD	26	—	270	µA	—	Vin =2.3 V to 2.7 V

Table 73.4.9 DC Characteristics (1.8-V I/O [SDHI (SDR50, SDR104)])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	1.27	—	VDDQVA_SD + 0.3	V	VSS = 0 V	—
Input low voltage	VIL	VSS – 0.3	—	0.58	V		—
Output high voltage	VOH	1.4	—	—	V		IOH = -2 mA
Output low voltage	VOL	—	—	0.45	V		IOL = 2 mA
Pin capacitance	CL	—	—	10	pF		
Input leakage current	ILI	—	—	10	µA	VSS = 0 V Without pull-up or pull-down resistor	—
Output leakage current	ILO	—	—	10	µA		Hi-Z output

Table 73.4.10 DC Characteristics (1.8-V I/O [MMC, SD])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	1.27	—	VDDQ_SDn + 0.3	V	VDDQ_SDn (n = 0, 1, 3) = 1.7 to 1.9 V VSS = 0 V	—
Input low voltage	VIL	VSS – 0.3	—	0.58	V		—
Output high voltage	VOH	1.4	—	—	V		IOH = -2 mA
Output low voltage	VOL	—	—	0.45	V		IOL = 2 mA
Pin capacitance	CL	—	—	10	pF		—
Pull-up current	IPU	-19	—	-195	µA		Vin = VSS
Pull-down current	IPD	19	—	195	µA		Vin = 1.7 to 1.9V
Input leakage current	ILI	—	—	1	µA	VSS = 0 V Without pull-up or pull-down resistor	—
Output leakage current	ILO	—	—	1	µA		Hi-Z output

Table 73.4.11 DC Characteristics (1.8-V I/O)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Schmitt input high voltage	VT+	—	—	VDDQ18 × 0.7	V	VDDQ18 = 1.7 to 1.9 V	PRESET#, BSMODE, NMI pins
Schmitt input low voltage	VT-	VDDQ18 × 0.3	—	—	V		
Input high voltage	VIH	VDDQ18 × 0.8	—	VDDQ18 + 0.3	V	—	EXTAL, USB_EXTAL pins
Input low voltage	VIL	-0.3	—	VDDQ18 × 0.2	V		
Input high voltage (1.8-V LVCMOS)	VIH	0.65 × VDDQ18	—	VDDQ18 + 0.3	V	VDDQ18 = 1.7 to 1.9 V	Other pins
Input low voltage (1.8-V LVCMOS)	VIL	-0.3	—	0.35 × VDDQ18	V		
Output high voltage	VOH	0.7 × VDDQ18	—	—	V	VDDQ18 = 1.7 to 1.9 V	IOH = - 4 mA
Output low voltage	VOL	—	—	0.4	V		IOL = 4 mA
Pin capacitance	CL	—	—	10	pF	—	
Input leakage current	ILI	—	—	10	µA	VDDQ18 = 1.7 to 1.9 V	All input pins
Output leakage current	ILO	—	—	10	µA	Without pull-up or pull-down resistor	Hi-Z output
Pull-up current	IPU	20	—	65	µA	VDDQ18 = 1.7 to 1.9 V	Vin = VSS
Pull-down current	IPD	20	—	65	µA	—	Vin = 1.7 to 1.9 V

Table 73.4.12 DC Characteristics (1.8-V I/O)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Schmitt input high voltage	VT+	VDDQ18 × 0.4	—	VDDQ18 × 0.7	V	VDDQ18 = 1.7 to 1.9 V	PRESET#, BSMODE, NMI pins ΔV = |Vout-Vin| ≤ 0.1 [V], Vout: IO voltage of external devices Vin: VDDQ18
Schmitt input low voltage	VT-	VDDQ18 × 0.3	—	VDDQ18 × 0.6	V		
Hysteresis voltage	ΔVT	VDDQ18 × 0.1	—	VDDQ18 × 0.4	V		
Input high voltage	VIH	VDDQ18 × 0.8	—	VDDQ18 + 0.3	V	VDDQ18 = 1.7 to 1.9 V	EXTAL pin
Input low voltage	VIL	-0.3	—	VDDQ18 × 0.2	V		
Input high voltage (1.8-V LVCMOS)	VIH	0.65 × VDDQ18	—	VDDQ18 + 0.3	V	VDDQ18 = 1.7 to 1.9 V	Other pins
Input low voltage (1.8-V LVCMOS)	VIL	-0.3	—	0.35 × VDDQ18	V		
Output high voltage	VOH	0.7 × VDDQ18	—	VDDQ18 + 0.3	V	VDDQ18 = 1.7 to 1.9 V	IOH = -4 mA
Output low voltage	VOL	-0.3	—	0.4	V		IOL = 4 mA
Pin capacitance	CL	—	—	10	pF	—	—
Input leakage current	ILI	—	—	1	μA	VDDQ18 = 1.7 to 1.9 V	All input pins
Output leakage current	ILO	—	—	1	μA	Without pull-up or pull-down resistor	Hi-Z output
Pull-up current	IPU	-19	—	-195	μA	VDDQ_DU = VDDQ_VIN01 = 1.7 to 1.9 V	Vin = VSS
Pull-down current	IPD	19	—	195	μA	—	Vin = 1.7 to 1.9 V
Pull-up current	IPU	-5	—	-39	μA	VDDQ18 = 1.7 to 1.9 V	All pins Vin = VSS
Pull-down current	IPD	5	—	39	μA	—	Other than PRESET# pin Vin = 1.7 to 1.9 V
PRESET# Pull-down current	IPD PRST	12	—	30	μA	VDDQ18 = 1.7 to 1.9 V	PRESET# pin Vin = 1.7 to 1.9 V
PRESET# Pull-down resistor	RPD PRST	65	—	135	kΩ	—	PRESET# pin

Table 73.4.13 DC Characteristics (I2C open-drain 1.8-V I/O)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks	
External pull-up voltage	VPU18	1.7	1.8	1.9	V	—		I2Cn_SCL/SDA (I2C open-drain assigned channels) *
	VPU33	3.1	3.3	3.5	V			
Input high voltage	VIH	VDDQ18 × 0.7	—	VPU18 + 0.3	V	VDDQ18 = 1.7 to 1.9 V		
		VPU33 × 0.7	—	VPU33 + 0.3	V			HDMI0_SCL/SDA
Input low voltage	VIL	-0.3	—	VDDQ18 × 0.3	V			I2C_PMIC_SCL/SDA (only RZ/G2E)
Output low voltage	VOL	—	—	VDDQ18 × 0.2	V	VDDQ18 = 1.7 to 1.9 V	IOL= 2mA	
		—	—	0.4	V		IOL= 3mA	
Output low current	IOL	3	—	—	mA		VOL= 0.4V	

Notes: 1. Refer to section 52.1.2 in the RZ/G Gen2_HW_Users_Manual.
2. When using 1.8V I2C pins as 3.3 V tolerant, all the VPU33 power supply for the I2C of this LSI must keep the same power on/off sequence as the VDDQ33 of this LSI.

Table 73.4.14 DC Characteristics (I2C 3.3-V I/O)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage	VIH	2.0	—	VDDQ_VIN01 + 0.3	V	VDDQ_VIN01, VDDQ33 = VDDQ_SD0 = 3.0 to 3.6 V	
Input low voltage	VIL	-0.3	—	0.8	V		
Output low voltage	VOL	-0.3	—	0.4	V		IOL = 4 mA
Pin capacitance	CL	—	—	10	pF	—	All pins
Input leakage current	ILI	—	—	1	µA	VDDQ_VIN01, VDDQ33 = VDDQ_SD0 = 3.0 to 3.6 V Without pull-up or pull-down resistor	All input pins
Output leakage current	ILO	—	—	1	µA		Hi-Z output

Table 73.4.15 DC Characteristics (1.8-V I/O [CSI2])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement condition	Remarks
Input signal voltage range	V_{PIN}	-50	—	1350	mV		
Input leakage current	I_{LEAK}	-10	—	10	uA	$V_{GNDSH(min)} \leq V_{PIN} \leq V_{GNDSH(max)} + V_{PIN(absmax)}$ Lane module in LP receive mode	
Ground shift	V_{GNDSH}	-50	—	50	mV		
transient pin voltage level	$V_{PIN(absmax)}$	-0.15	—	1.45	V		
Differential input high threshold	V_{IDTH}	—	—	70	mV		HS Receiver
Differential input low threshold	V_{IDTL}	-70	—	—	mV		HS Receiver
Single-ended input high voltage	V_{IHHS}	—	—	460	mV		HS Receiver
Single-ended input low voltage	V_{ILHS}	-40	—	—	mV		HS Receiver
Input common mode voltage	$V_{CMRX(DC)}$	70	—	330	mV		HS Receiver
Differential input impedance	Z_{ID}	80	—	125	Ω		HS Receiver
Input low voltage	V_{IL}	—	—	550	mV		LP Receiver
Input high voltage	V_{IH}	880	—	—	mV		LP Receiver
Input hysteresis	V_{HYST}	25	—	—	mV		LP Receiver

Table 73.4.16 DC Characteristics (1.8-V I/O [LVDS])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement condition	Remarks
Output differential voltage	|VOD|	250	—	450	mV	Termination load = 100 Ω	TIA/EIA-644
Output offset voltage	VOS	1.125	—	1.375	V	Termination load = 100 Ω	TIA/EIA-644
Change in |VOD| between 0 and 1	ΔVOD	—	—	50	mV	Termination load = 100 Ω	TIA/EIA-644
Change in VOS between 0 and 1	ΔVOS	—	—	50	mV	Termination load = 100 Ω	TIA/EIA-644

Table 73.4.17 DC Characteristics (Operating Conditions for HDMI Interface)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Termination supply Voltage	AVcc	3.15	3.3	3.45	V		Minimum supply rise time for RX termination voltage > 2.5 µs Figure 73.4.1
Termination resistance	R_T	45	50	55	Ω		Figure 73.4.1

Table 73.4.18 DC Characteristics (Source DC characteristics at TP1 for HDMI Interface)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Single-ended standby output voltage	V_{OFF}	AVcc-10	—	AVcc+10	mV		Figure 73.4.2
Single-ended output swing voltage	V_{SWING}	400	—	600	mV		Figure 73.4.2
Single-ended high level output voltage	V_H	AVcc-10	—	AVcc+10	mV	TMDSCLK ≤ 165 MHz	Figure 73.4.2
		AVcc-200	—	AVcc+10	mV	TMDSCLK > 165 MHz	
Single-ended low level output voltage	V_L	AVcc-600	—	AVcc-400	mV	TMDSCLK ≤ 165 MHz	Figure 73.4.2
		AVcc-700	—	AVcc-400	mV	TMDSCLK > 165 MHz	

Table 73.4.19 DC Characteristics (Hot Plug Detect Signal for HDMI)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
High voltage level	HPD_{VH}	2.0	—	5.3	V		Minimum rise time for HPD voltage > 4 µs
Low voltage level	HPD_{VL}	0	—	0.8	V		

Please confirm HPD section of HDMI specification. (Note that many Sink device simply connect the HPD signal to the +5V Power signal through a 1000 Ω resistor.)

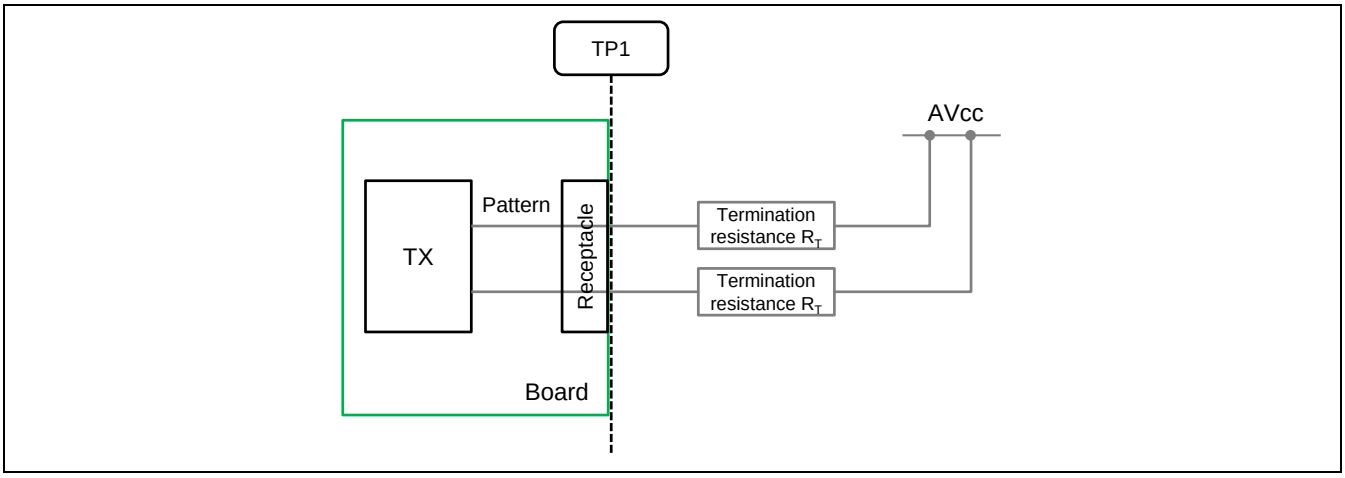


Figure 73.4.1 Balanced Source Test Load for HDMI

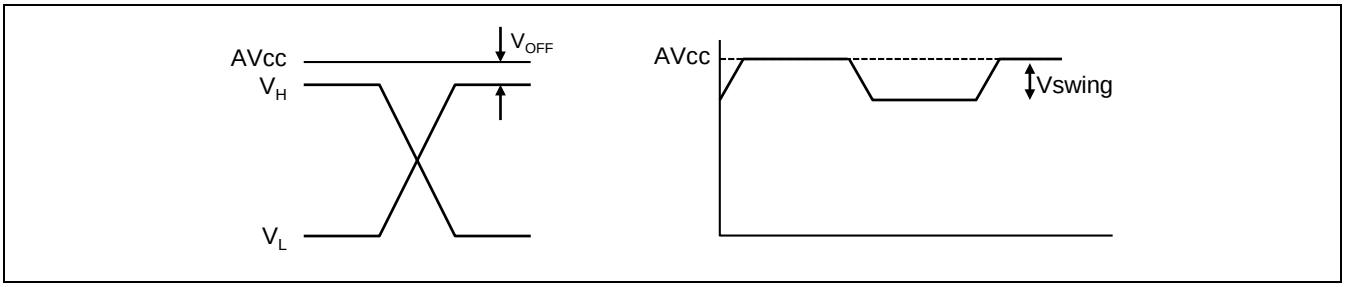


Figure 73.4.2 Single-ended Differential Signal for HDMI

Table 73.4.20 DC Characteristics (1.35-V I/O [DDR3L])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage (MDQ pin)	VIH	VREF + 0.09	—	—	V	VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	MDQ, and MDQS pins
Input low voltage (MDQ pin)	VIL	—	—	VREF - 0.09	V		
Input high voltage	VIH	0.7 × VDDQ_ DDR	—	—	V	VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	MBKPRST# pin
Input low voltage	VIL	—	—	0.3 × VDDQ_DDR	V		
Differential input reference voltage	VREF	0.49 × VDDQ_ DDR	0.50 × VDDQ_ DDR	0.51 × VDDQ_DDR	V	VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	*1
DC differential input high voltage	VIHD	0.18	—	—	V	MDQS = H, VIN = VDDQ_DDR/2, VDD = 1.0 Vtyp, VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	MDQS pins
DC differential input low voltage	VILD	—	—	-0.18	V	MDQS = L, VIN = VDDQ_DDR/2, VDD = 1.0 Vtyp, VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	
AC differential input high voltage	VIHD (AC)	0.27	—	—	V	VDD = 1.0 Vtyp, VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	MDQS pins
AC differential input low voltage	VILD (AC)	—	—	-0.27	V	VDD = 1.0 Vtyp, VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	MDQS pins
Input high voltage	VIH (AC)	VREF + 0.135	—	—	V	—	
Input low voltage	VIL (AC)	—	—	VREF – 0.135	V	—	
AC differential input cross point voltage	VIX (AC)	0.5 × VDDQ_ DDR – 0.15	—	0.5 × VDDQ_ DDR, + 0.15	V	VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	MDQS pins *2
AC differential output cross point voltage	VOX (AC)	VREF – 0.125	—	VREF + 0.125	V	VDDQ_DDR = VDDQ_CK = 1.450 V	MCK, and MDQS pins (PU, PD not used)

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
High Hi-Z leak current	IOZH	—	—	4	µA	VDDQ_DDR = VDDQ_CK = 1.450 V	Other than MZQ and MVREF pins
Low Hi-Z leak current	IOZL	-4	—	—	µA		
High Hi-Z leak current	IOZH	—	—	5	µA		MZQ pin
Low Hi-Z leak current	IOZL	-5	—	—	µA		
High Hi-Z leak current	IOZH	—	—	25	µA		MVREF pin
Low Hi-Z leak current	IOZL	-25	—	—	µA		
Pin capacitance	CL	—	—	15	pF	—	All pins*3
PLL power supply	*4	1.7	1.8	1.9	V	—	—

Notes: 1. Peak to peak ac noise on VREF may not exceed ± 2 % of VREF.
2. The VIX (AC) indicates the voltage at which differential input signals cross each other. The typical value of VIX (AC) is expected to be 0.5 × VDDQ_DDR.
3. Except power supply pins.
4. VDDQ_MAPLL, VDDQ_MDPLL0, VDDQ_MDPLL1 pins.

Table 73.4.21 DDR3L Interface ODT Characteristics

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Termination voltage	Vtt	VREF – 0.04	VREF	VREF + 0.04	V	VDD = 1.0 Vtyp, VDDQ_DDR = VDDQ_CK = 1.283 to 1.450 V	—
ODT resistance (60 Ω)	RTT60	54.0	—	96.0	Ω		—
ODT resistance (40 Ω)	RTT40	36.0	—	64.0	Ω		
VM deviation	ΔVM	-7	—	+7	%		*

Note: * VM is a voltage value measured with the ODT turned on without any load applied to this LSI chip. ΔVM is obtained by the following formula:
ΔVM = (2 × VM / VDDQ_DDR -1) × 100

Table 73.4.22 DC Characteristics (1.1-V I/O [LPDDR4])

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
Input high voltage (MDQ pin)	VIH	VREF + 0.09	—	—	V	VDDQVA_DDRn = 1.06 to 1.17 V (n = 0 to 1) VREF= VDDQVA_DDRn*(1/6)	MDQ, and MDQS pins
Input low voltage (MDQ pin)	VIL	—	—	VREF – 0.09	V		
Input high voltage	VIH	0.8 × VDDQVA_DDRn (n = 0 to 1)	—	—	V	VDDQVA_DDRn = 1.06 to 1.17 V (n = 0 to 1)	MBKUP pin
Input low voltage	VIL	—	—	0.2 × VDDQVA_DDRn (n = 0 to 1)	V		
DC differential input high voltage	VIHD	0.09	—	—	V	MDQS = H, VDDQVA_DDRn = 1.06 to 1.17 V (n = 0 to 1)	MDQS pins
DC differential input low voltage	VILD	—	—	-0.09	V	MDQS = L, VDDQVA_DDRn = 1.06 to 1.17 V (n = 0 to 1)	
Output high voltage	VOH	0.99	—	—	V	VDDQVA_DDRn = 1.06 to 1.17 V (n = 0 to 1)	MBKUP pins IOH = 0mA
Output low voltage	VOL	—	—	0.16	V	VDDQVA_DDRn = 1.06 to 1.17 V (n = 0 to 1)	MBKUP pins IOL = 0mA
High Hi-Z leak current	IOZH	—	—	10	µA	VDDQVA_DDRn = 1.06 to 1.17 V (n = 0 to 1)	Other than MZQ
Low Hi-Z leak current	IOZL	-10	—	—	µA		
High Hi-Z leak current	IOZH	—	—	10	µA		MZQ pin
Low Hi-Z leak current	IOZL	-10	—	—	µA		
Pin capacitance	CL	—	—	15	pF	—	All pins*

Note: * Except power supply pins.

Table 73.4.23 LPDDR4 Interface ODT Characteristics

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement conditions	Remarks
ODT resistance (40 Ω)	RTT40	36	—	44	Ω	VDDQVA_DDRn = 1.06 to 1.17 V (n = 0 to 1)	—

73.4.1 Overload Condition (Injection Current)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

The overload condition describes the behavior in case of current injection to the port pins.
Condition: Tj = -40c to Tj Max

Table 73.4.24 Overload Current [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, and RZ/G2N)

Parameter		Symbol	Condition	Ratings*1	Unit
Overload Current *2 Vin > VCC Vin < VSS	Pins supplied by VDDQ33	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|50|	mA
	Pins supplied by VDDQ18	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|50|	mA
	Pins supplied by VDDQVA_SDn (n = 0,1,2)	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|12|	mA
	Pins supplied by VDDQVA_SDn (n = 3)	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|22|	mA
	Pins supplied by VDDQ25_ETH	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|36|	mA

Notes: 1. The Total current may be limited further by the total power dissipation.
2. Be sure not to exceed the absolute maximum ratings (Max value) of each supply voltage.
3. The total overload current must be within the output current.

Table 73.4.25 Overload Current [RZ/G2E]

Parameter		Symbol	Condition	Ratings*1	Unit
Overload Current *2 Vin > VCC Vin < VSS	Pins supplied by VDDQ33	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|50|	mA
	Pins supplied by VDDQ18	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|25.2|	mA
	Pins supplied by VDDQ25_AVB0	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|24.4|	mA
	Pins supplied by VDDQ_SDn (n = 0,1)	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|5.4|	mA
	Pins supplied by VDDQ_SD3	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|22|	mA
	Pins supplied by VDDQ_QSPI	IINJPM	1 pin	±2	mA
		IINJNM	Sum of all absolute IINJPM + IINJNM of pins supplied as group *3	|21.6|	mA

Notes: 1. The Total current may be limited further by the total power dissipation.
2. Be sure not to exceed the absolute maximum ratings (Max value) of each supply voltage.
3. The total overload current must be within the output current.

73.5 Clock and Reset Timings

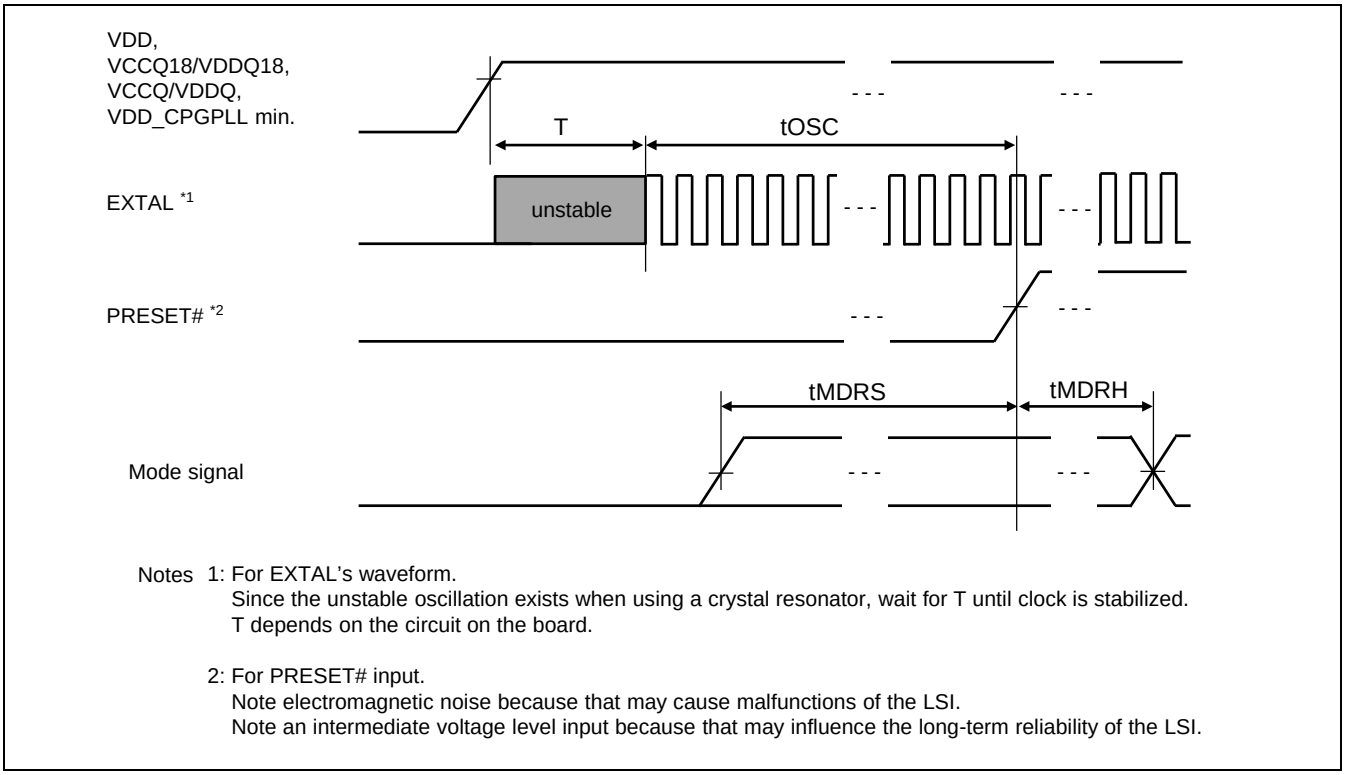
RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 73.5.1 Clock and Reset Timing

Conditions: VDDQ33 = 3.3 V ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] / ± 0.3 V [RZ/G2E],
VDDQ18 = 1.8 V ± 0.1 V, GND = VSS = 0 V,
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3]
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Pin	Item	Symbol	Min.	Max.	Unit	Figures
PRESET#, EXTAL	Power-on oscillation settling time (Period from power and EXTAL stable clock input to PRESET# rise.)	tOSC	5	—	ms	Figure 73.5.1
		T	0*2	*3	ms	
Mode signal*1	MD reset setup time	tMDRS	5	—	ms	
Mode signal*1	MD reset hold time	tMDRH	3	—	ns	

Notes: 1. MDn (n = 0, 1, 2 ...) and MDT [1:0]. For details of mode signals, refer to section 3, 4, 5 and.6, Mode Pin Settings.
2: Using 0 stabilization time requires an external clock. For mode setting refer to Table 11.3 MD9 Settings.
3: The oscillation stabilization time differs according the matching with the external resonator circuit. It is recommended to determine the oscillation stabilization time by a crystal resonator matching test. For details of the stabilization time “T”, please contact the crystal manufacture.



Notes 1: For EXTAL’s waveform.
Since the unstable oscillation exists when using a crystal resonator, wait for T until clock is stabilized.
T depends on the circuit on the board.

2: For PRESET# input.
Note electromagnetic noise because that may cause malfunctions of the LSI.
Note an intermediate voltage level input because that may influence the long-term reliability of the LSI.

Figure 73.5.1 Reset when Turning on Power Supply (PRESET# vs EXTAL and Mode signal)

73.6 EXTAL Clock Input/output Timing

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

73.6.1 EXTAL Clock Input Timing

Table 73.6.1 EXTAL Clock Input Timing

Conditions: VDDQ18 = 1.8 V ± 0.1 V, GND = VSS = 0 V, Tc = -40 to +115 °C[RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C[RZ/G2M V3.0, RZ/G2N], Tj = -40 to +115 °C[RZ/G2M V3.0, RZ/G2N]

Item		Symbol	Min.	Typ.	Max.	Unit	Figure
EXTAL clock input frequency	MD[14:13] = LL	fEX	14.40	16.66	16.70	MHz	—
	MD[14:13] = LH		17.30	20.00	20.04	MHz	
	MD[14:13] = HL		21.62	25.00	25.06	MHz	
	MD[14:13] = HH		28.80	33.33	33.40	MHz	
EXTAL clock input cycle time	MD[14:13] = LL	tEXcyc	59.88	60.02	69.44	ns	Figure 73.6.1
	MD[14:13] = LH		49.90	50.00	57.80	ns	
	MD[14:13] = HL		36.90	40.00	46.25	ns	
	MD[14:13] = HH		29.94	30.00	34.72	ns	
EXTAL clock input duty cycle time		tEXduty	0.4	0.5	0.6	tEXcyc	
EXTAL clock input low-level pulse width		tEXL	5	—	—	ns	
EXTAL clock input high-level pulse width		tEXH	5	—	—	ns	
EXTAL clock input rise time		tEXr	—	—	4	ns	
EXTAL clock input fall time		tEXf	—	—	4	ns	

Note: Set the MD9 pin to L (low) during power-on reset when using the EXTAL pin as external clock input and the XTAL pin must be open.

Not to exceed the specification of LPDDR4 operating frequency, input the lower frequency of EXATL or lower the multiplication rate of PLL.

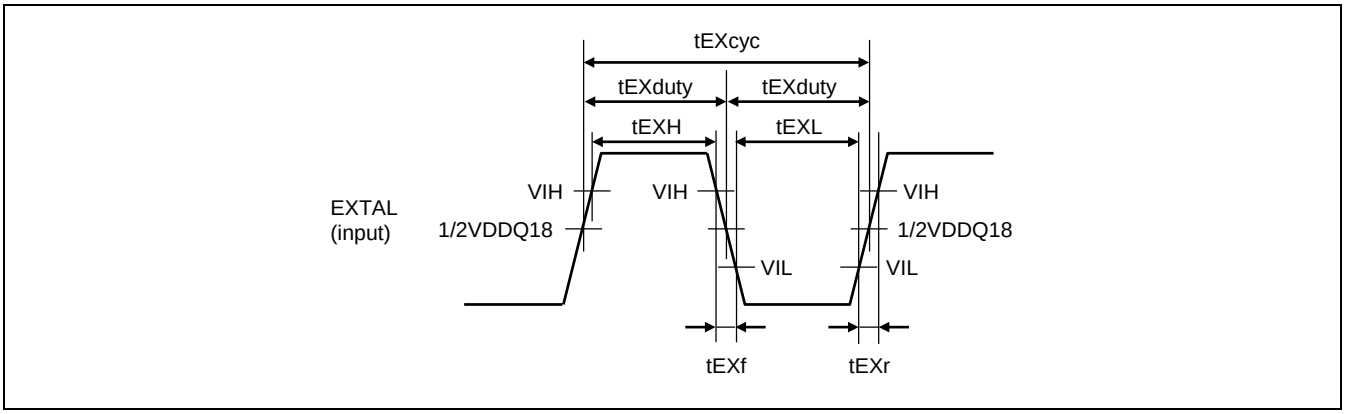


Figure 73.6.1 EXTAL Clock Input Timing

73.6.2 CLKOUT Clock Output Timing

Table 73.6.2 CLKOUT Clock Output Timing

Conditions: VDDQ18 = 1.8 V ± 0.1 V, GND = VSS = 0 V, Tc = -40 to +115 °C[RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C[RZ/G2M V3.0, RZ/G2N], Tj = -40 to +115 °C[RZ/G2M V3.0, RZ/G2N]

Item		Symbol	Min.	Typ.	Max.	Unit	Figure
CLKOUT clock output frequency	MD18 = L	fCKO	57.52	66.66	66.80	MHz	—
	MD18 = H		38.35	44.44	44.53	MHz	
CLKOUT clock output cycle time	MD18 = L	tCKOcyc	14.97	15.00	17.38	ns	Figure 73.6.2
	MD18 = H		22.45	22.50	26.07	ns	
CLKOUT clock output duty cycle time		tCKOduty	0.4	0.5	0.6	tCKOcyc	
CLKOUT clock output low pulse width		tCKOL	4	—	—	ns	
CLKOUT clock output high pulse width		tCKOH	4	—	—	ns	
CLKOUT clock output rise time		tCKOr	—	—	4	ns	
CLKOUT clock output fall time		tCKOf	—	—	4	ns	

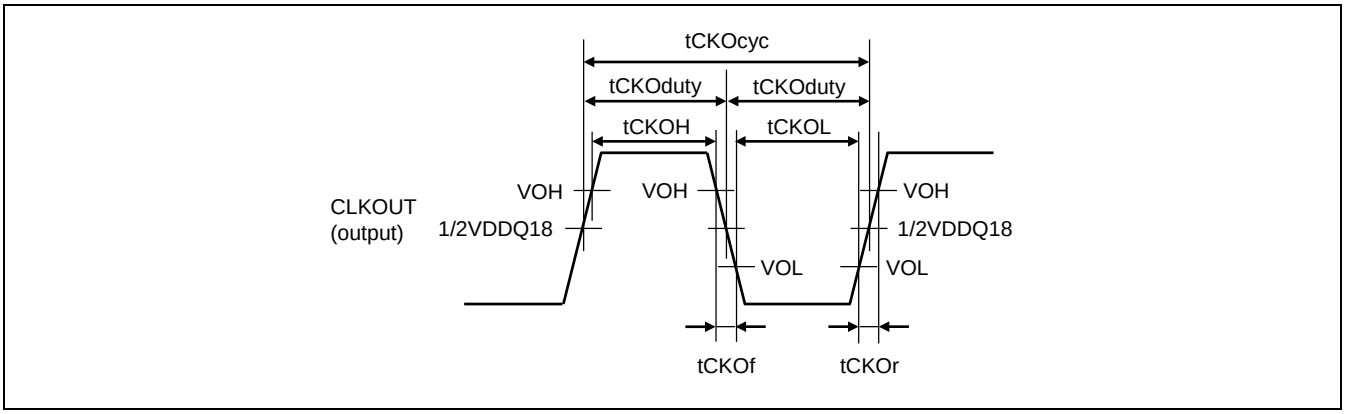


Figure 73.6.2 CLKOUT Clock Output Timing

73.7 EXTAL Clock Input/output Timing

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

73.7.1 EXTAL Clock Input Timing

Table 73.7.1 EXTAL Clock Input Timing

Conditions: VDDQ18 = 1.8 V ± 0.1 V, GND = VSS = 0 V, Ta = -40 to +85 °C, Tj = -40 to +115 °C

Item	Symbol	Min.	Typ.	Max.	Unit	Remarks	Figure
EXTAL clock input frequency	fEX	—	48	—	MHz	Frequency deviation: ±100 ppm or less	—
EXTAL clock input cycle time	tEXcyc	—	20.83	—	ns		Figure 73.7.1
EXTAL clock input duty cycle time	tEXduty	0.4	0.5	0.6	tEXcyc		
EXTAL clock input low-level pulse width	tEXL	5	—	—	ns		
EXTAL clock input high-level pulse width	tEXH	5	—	—	ns		
EXTAL clock input rise time	tEXr	—	—	4	ns		
EXTAL clock input fall time	tEXf	—	—	4	ns		

Note: Set the MD9 pin to L (low) during power-on reset when using the EXTAL pin as external clock input and the XTAL pin must be open.

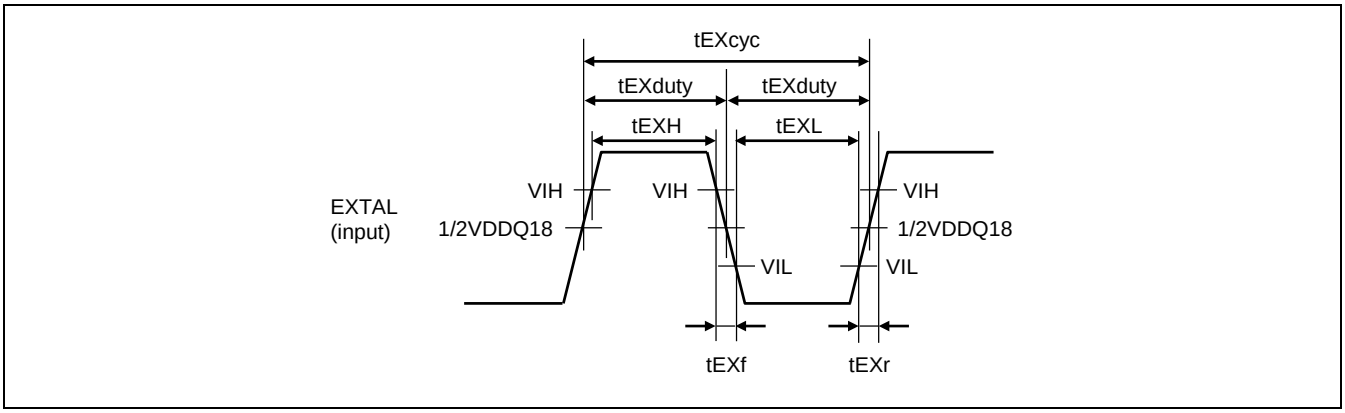


Figure 73.7.1 EXTAL Clock Input Timing

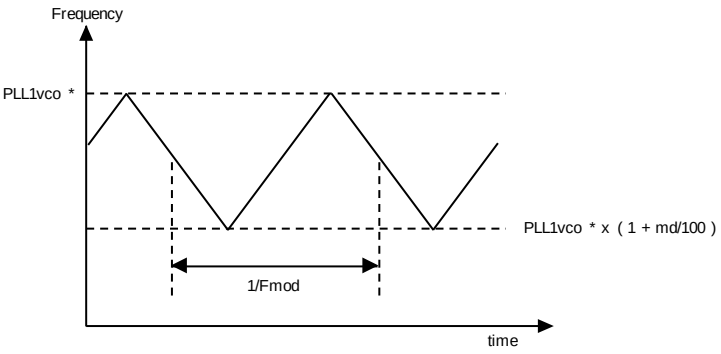
73.8 PLL Characteristics

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N **RZ/G2E**

Table 73.8.1 PLL1 SSCG Characteristics

Conditions: VDDQ18 = 1.8 V ± 0.1 V, GND = VSS = 0 V, Ta = -40 to +85 °C, Tj = -40 to +115 °C

Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
PLL1 modulation frequency	—	+4.02	+4.03	+4.04	kHz	Figure 73.8.1
PLL1 frequency dithering range (down-spread)	—	-3.0	—	+0.0	%	



Note * : refer to Figure 11.4 [RZ/G2E]

Figure 73.8.1 PLL1 SSCG Time trend of output clock

73.9 EXTALR Input Timing

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.9.1 EXTALR Characteristics for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N

Conditions: VDDQ18 = 1.8 V ± 0.1 V, GND = VSS = 0 V,
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3]
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N], Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N]

Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
Input Frequency Range	—	32.5	32.768	33	kHz	
Input Frequency Tolerance	—	-200	—	+200	ppm	

73.10 LBSC

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

73.10.1 Normal Read/Write, Burst ROM Read

Table 73.10.1 Normal Read/Write Access Timing [RZ/G2H/RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Conditions: VDDQ33 = 3.3 ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] / ± 0.3 V [RZ/G2E],
GND = VSSQ = 0 V, Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
CL = 40 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Address output delay time	tDA	0.0	—	6.0	ns	Figure 73.10.1
CS# output delay time	tDCS	0.0	—	6.0	ns	
BS# output delay time	tDBS	0.0	—	6.0	ns	
RD# output delay time	tDRD	0.0	—	6.0	ns	
RD/WR# output delay time	tDRW	0.0	—	6.0	ns	
Read data setup time	tSD	11.0	—	—	ns	
Read data hold time	tHD	0.0	—	—	ns	
WE# output delay time	tDWE	0.0	—	6.0	ns	
Write data output delay time	tDD	0.0	—	6.0	ns	
External wait signal setup time	tSEW	11.0	—	—	ns	
External wait signal hold time	tHEW	0.0	—	—	ns	

Table 73.10.2 Burst ROM Read Access Timing

Conditions: VDDQ33 = 3.3 ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] / ± 0.3 V [RZ/G2E],
GND = VSSQ = 0 V, Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +105 °C/ -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E] ,
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 40 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Address output delay time	tDABST	0.0	—	6.0	ns	Figure 73.10.2
CS# output delay time	tDCSBST	0.0	—	6.0	ns	
RD# output delay time	tDRDBST	0.0	—	6.0	ns	
Read data setup time	tSDBST	11.0	—	—	ns	
Read data hold time	tHDBST	0.0	—	—	ns	

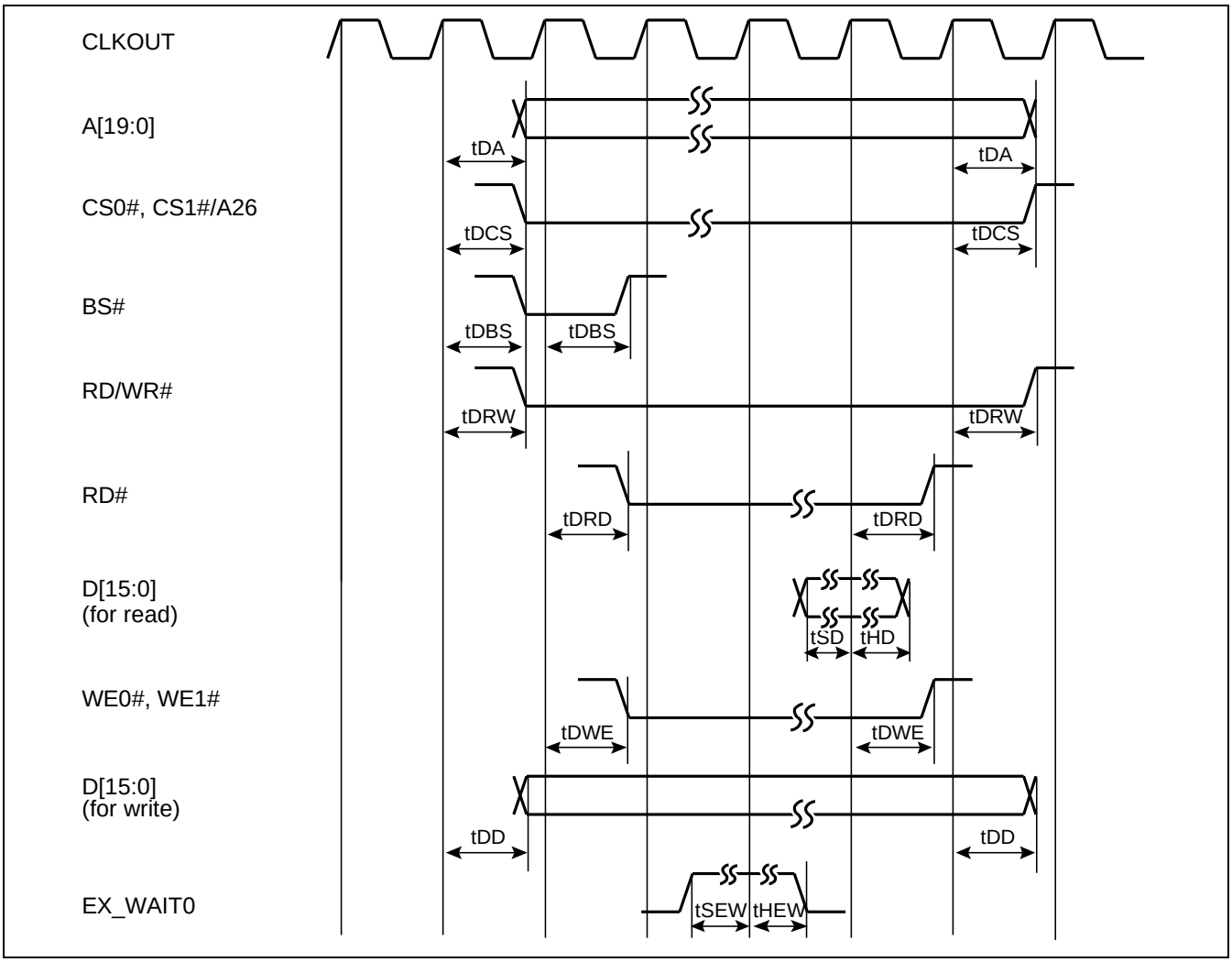


Figure 73.10.1 Normal Read/Write Access Timing

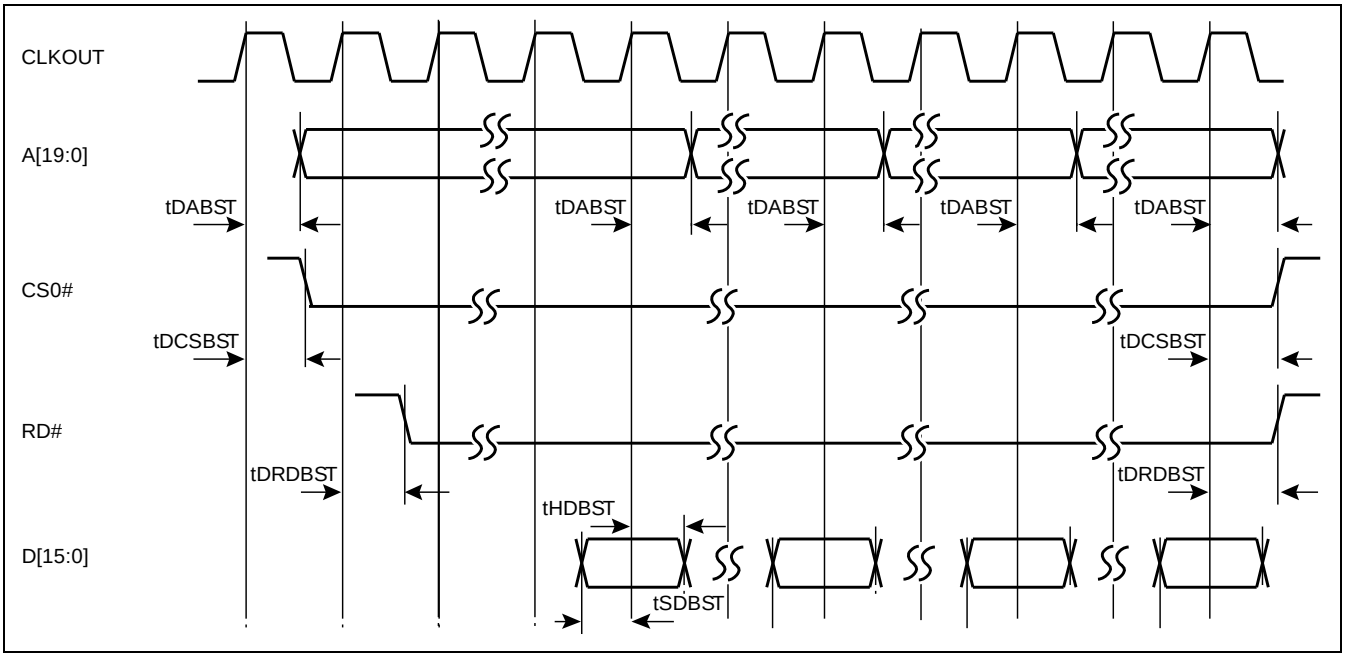


Figure 73.10.2 Burst ROM Read Access Timing

73.11 CSI2

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.11.1 AC Characteristics (1.8-V I/O [CSI2])

Conditions: VDDQ18_CSIn = 1.8 V ± 0.1 V, VDD09_CSIn = 0.82 V +0.06 V/ -0.07 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
VDDQ18_CSI0 = 1.8 V ± 0.1 V [RZ/G2E]
GND = VSS = 0 V,
Tc = -40 to + 115°C [RZ/G2H, RZ/G2M V1.3]
Ta = -40 to + 85°C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]
Tj = -40 to 115°C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement condition	Remarks
Common mode interference beyond 450 MHz	$\Delta V_{CMRX(HF)}$	—	—	100	mVpp	—	HS Receiver
Common mode interference between 50 MHz and 450 MHz	$\Delta V_{CMRX(LF)}$	-50	—	50	mVpp	—	HS Receiver
Data to Clock Receiver Setup time	$t_{SETUP(RX)}$	0.20	—	—	UI	—	HS Receiver Figure 73.11.1
Data to Clock Receiver Hold time	$t_{HOLD(RX)}$	0.20	—	—	UI	—	

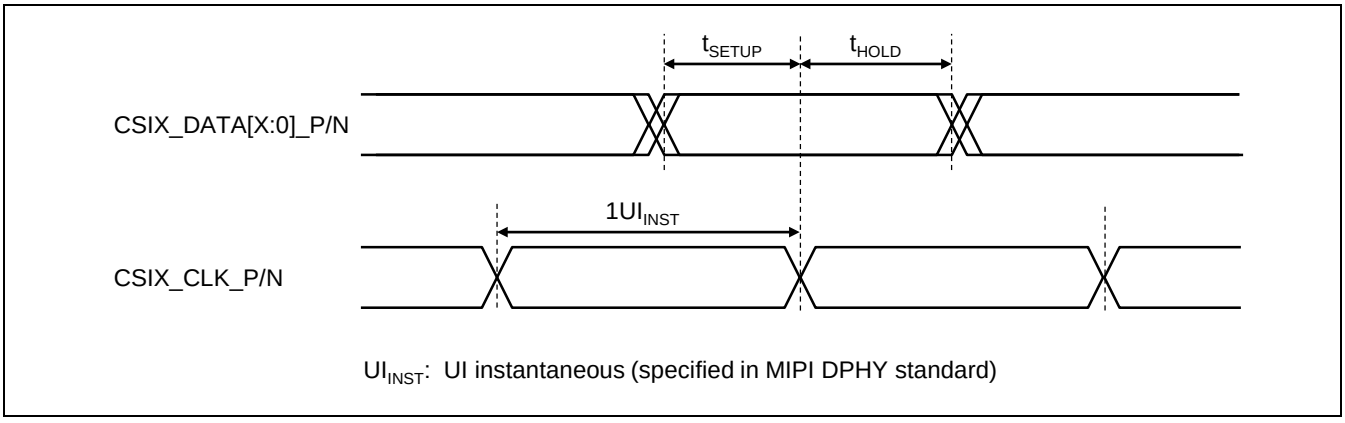


Figure 73.11.1 Data Receive timing

73.12 Video Input Module (VIN)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.12.1 VIN Signal Timing

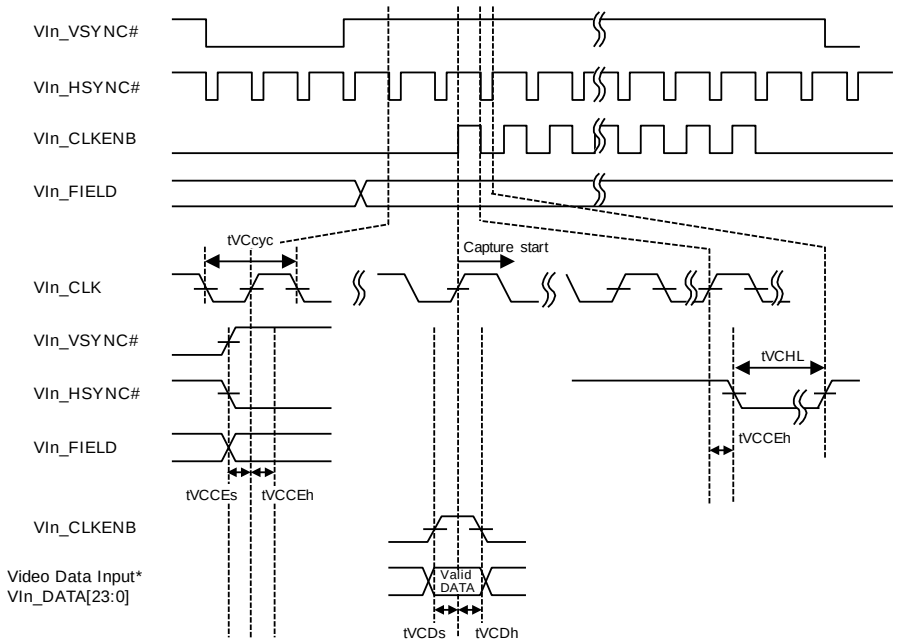
Conditions: VDDQ33 = 3.3 V ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
VDDQ33 = 3.3V ± 0.3 V [RZ/G2E], GND = VSS = 0 V, Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
VI_CLK cycle time	tVCcyc	10	37	—	ns	Figure 73.12.1
Data setup time	tVCDs	3.5	—	—	ns	
Data hold time	tVCDh	1.5	—	—	ns	
Sync signal setup time	tVCCEs	3.5	—	—	ns	
Sync signal hold time	tVCCEh	1.5	—	—	ns	
VI_HSYNC# hold cycle	tVCMcyc	8*	—	—	tVCcyc	
VI_HSYNC# Low period	tVCHL	300	—	—	ns	
VI_VSYNC# Low period	tVCVL	3	—	—	Line	Figure 73.12.2
VI_CLK clock duty	tVCdtyH/L	45	50	55	%	Figure 73.12.3

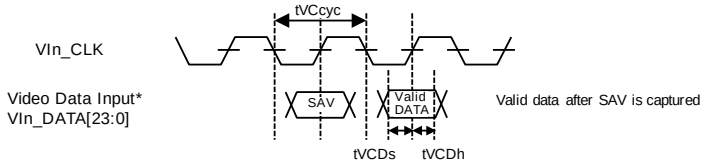
Note: * It is the case when VIn_CLKENB is input.

Capture start timing and electrical characteristics for ITU-R BT.601/BT1358

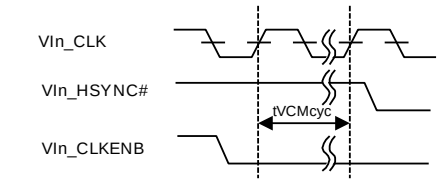
VIn: VI[5:4] (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E)



Capture start timing and electrical characteristics for ITU-R BT.656



VI_HSYNC# hold cycle timing for ITU-R BT.601/BT1358



Note: * For details of available video data input signal, refer to section 30, Video Input Module (VIN).

Figure 73.12.1 Capture start timing and electrical characteristics [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E]

VI_VSYNC# Low period timing for ITU-R BT.601/BT1358

VIn: VI[5:4] (RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2E)

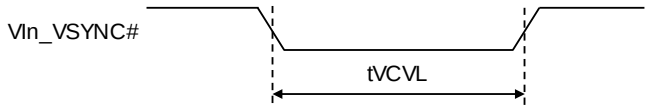


Figure 73.12.2 VI_VSYNC# [RZ/G2H, RZ/G2M V1.3,RZ/G2M V3.0, RZ/G2E]

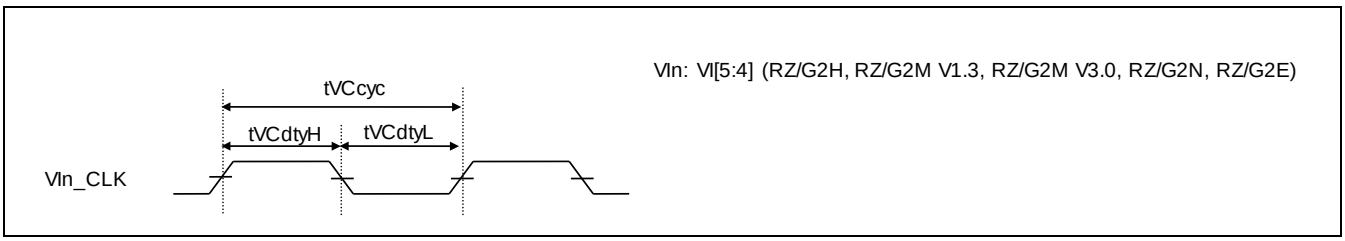


Figure 73.12.3 VI_CLK Clock Duty [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

73.13 Display Unit (DU)

RZ/G2H | RZ/G2M V1.3 | RZ/G2M V3.0 | RZ/G2N | RZ/G2E

This electrical characteristic apply to only DU3 output [RZ/G2H, RZ/G2N].
This electrical characteristic apply to only DU2 output [RZ/G2M V1.3, RZ/G2M V3.0].

Table 73.13.1 DOTCLKIN Timing

Conditions: VDDQ18 = 1.8 V ± 0.1 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 (DU_DOTCLKIN0), RZ/G2N] /
VDDQ33 = 3.3V ± 0.3V [RZ/G2E], GND = VSS = 0 V,
Tc= −40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
DOTCLKIN cycle time	tDICYC	6.7	—	200	ns	Figure 73.13.1
DOTCLKIN High level time	tDCKIH	3	—	—	ns	
DOTCLKIN Low level time	tDCKIL	3	—	—	ns	

Table 73.13.2 Display Signal Timing

Conditions: VDDQ33 = 3.3 V ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] / ± 0.3 V[RZ/G2E],
GND = VSS = 0 V,
Tc = -40 to +115 °C, [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 20 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Display input control signal*1 setup time	tDS	5	—	—	ns	Figure 73.13.2 (relative to DOTCLKIN) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
Display input control signal*1 hold time	tDH	3	—	—	ns	
DOTCLKOUT output cycle time	tDCYC	20	—	200	ns	Figure 73.12.3 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
		13.3	—	200	ns	Figure 73.13.3 [RZ/G2E]
DOTCLKOUT output high level width	tDCKH	5	—	—	ns	Figure 73.13.3
Display output control signal*1 output delay time (Relative to DOTCLKOUT rising edge*3)	tDD	2	—	8.5	ns	Figure 73.13.3 (relative to DOTCLKOUT) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
		2	—	11	ns	Figure 73.13.3 (relative to DOTCLKOUT) [RZ/G2E]
Display output control signal*1 output delay time (Relative to DOTCLKOUT falling edge*4)	tDDf	1.5	—	9.0	ns	Figure 73.13.4 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
		1.5	—	11.5	ns	Figure 73.13.4 [RZ/G2E]
Display digital data*1 output delay time (Relative to DOTCLKOUT rising edge*3)	tDD	2	—	8.5	ns	Figure 73.13.3 (relative to DOTCLKOUT) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
		2	—	11	ns	Figure 73.13.3 (relative to DOTCLKOUT) [RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Display digital data*1 output delay time (Relative to DOTCLKOUT falling edge*4)	tDDf	1.5	—	9.0	ns	Figure 73.13.4 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
		1.5	—	11.5	ns	Figure 73.13.4 [RZ/G2E]
Display output control signal*1 output delay time 3*5 (Relative to DOTCLKOUT falling edge)	tDD3f	1.5	—	8.5	ns	Figure 73.13.6 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
Display digital data*1 output delay time 3*5 (Relative to DOTCLKOUT falling edge)	tDD3f	1.5	—	8.5	ns	Figure 73.13.6 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
Display output control signal*1 output delay time 3*6 (Relative to DOTCLKOUT rising edge)	tDD3	1.5	—	9.0	ns	Figure 73.13.7 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
Display digital data*1 output delay time 3*6 (Relative to DOTCLKOUT rising edge)	tDD3	1.5	—	9.0	ns	Figure 73.13.7 [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
EXHSYNC# input low level width	tEXHLW	4tDCYC	—	—	ns	Figure 73.13.5 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
EXHSYNC# input high level width	tEXHHW	4tDCYC	—	—	Ns	
EXVSYNC# input low level width	tEXVLW	3HC	—	—	tDCYC	
ODDF# setup time 1*2	tOD1	(ys+yw) × HC	—	—	tDCYC	
ODDF# setup time 2*2	tOD2	1HC	—	—	tDCYC	

Notes: 1. For correspondence between these signals and pin names, refer to Table 73.9.4.
2. ys, yw and HC in Min value of ODDF# setup time 1 and ODDF# setup time 2 (tOD1 and tOD2);
ys: From rise of VSYNC to display start position in the vertical direction of the display screen (unit: raster line)
yw: Vertical display period of display screen (unit: raster line)
HC: Horizontal scan period (unit: dot clock)
3. Set bit 25 in ESCRn to B'0(Initial value). (n = 3[RZ/G2H, RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0], n = 0 and 1[RZ/G2E])
4. Set bit 25 in ESCRn to B'1. (n = 3[RZ/G2H, RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0], n = 0 and 1[RZ/G2E])
5. Signal is output on the falling edge.
Set the falling edge in OTARn. (n = 3[RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0])
Set bit 25 in ESCRn to B'0(Initial value). (n = 3[RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0])
6. Data is output on the falling edge.
Set the falling edge in OTARn. (n = 3[RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0])
Set bit 25 in ESCRn to B'1. (n = 3[RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0])

Table 73.13.3 DOTCLKOUT output cycle time [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Conditions: VDDQ33 = 3.3 V ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
GND = VSS = 0 V, Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N

Load conditions: Characteristic impedance (50 - 60 Ω) + 10pF + Damping resistors (36 Ω)

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
DOTCLKOUT output cycle time*	tDCYC	10	—	200	ns	Figure 73.13.3

Note: * Other items are the same as in Table 73.13.2.

Table 73.13.4 Correspondence between Signals in Notes and Pin Names

Signal in Note	Pin Name
Display input control signals	DU_EXVSYNC/DU_VSYNC [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
	DU_EXHSYNC/DU_HSYNC [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
	DU_EXODDF/DU_ODDF/DISP/CDE [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 ,RZ/G2N]
Display output control signals	DU_EXVSYNC/DU_VSYNC [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
	DU_VSYNC [RZ/G2E]
	DU_EXHSYNC/DU_HSYNC [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
	DU_HSYNC [RZ/G2E]
	DU_EXODDF/DU_ODDF/DISP/CDE [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
	DU_DISP_CDE [RZ/G2E]
	DU_DISP
	DU_CDE
Display digital data	DU_DR7
	DU_DR6
	DU_DR5
	DU_DR4
	DU_DR3
	DU_DR2
	DU_DR1
	DU_DR0
	DU_DG7
	DU_DG6
	DU_DG5
	DU_DG4
	DU_DG3
	DU_DG2
	DU_DG1
	DU_DG0
	DU_DB7
	DU_DB6
	DU_DB5
	DU_DB4
	DU_DB3
	DU_DB2
	DU_DB1
	DU_DB0

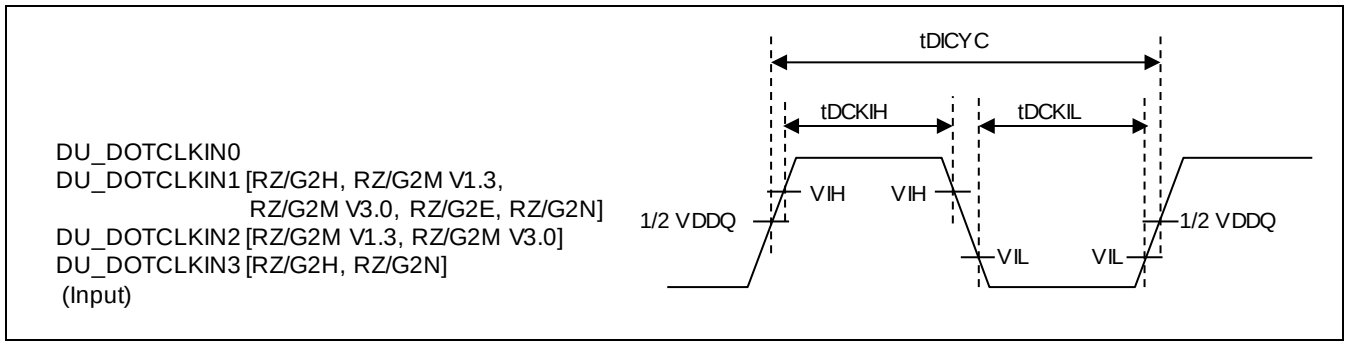


Figure 73.13.1 DOTCLKIN Clock Input Timing

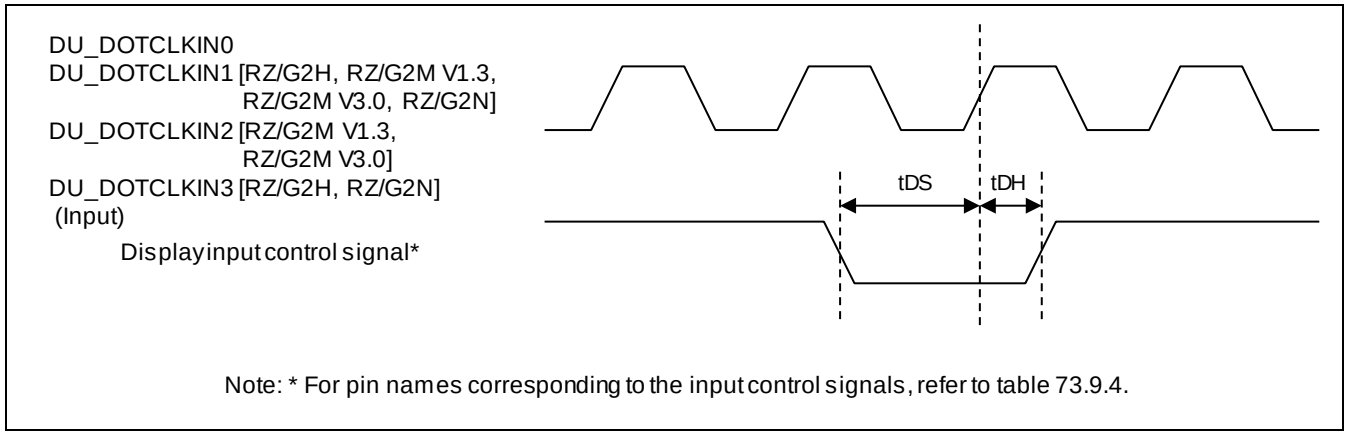


Figure 73.13.2 Display Signal Timing (Relative to DOTCLKIN)
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

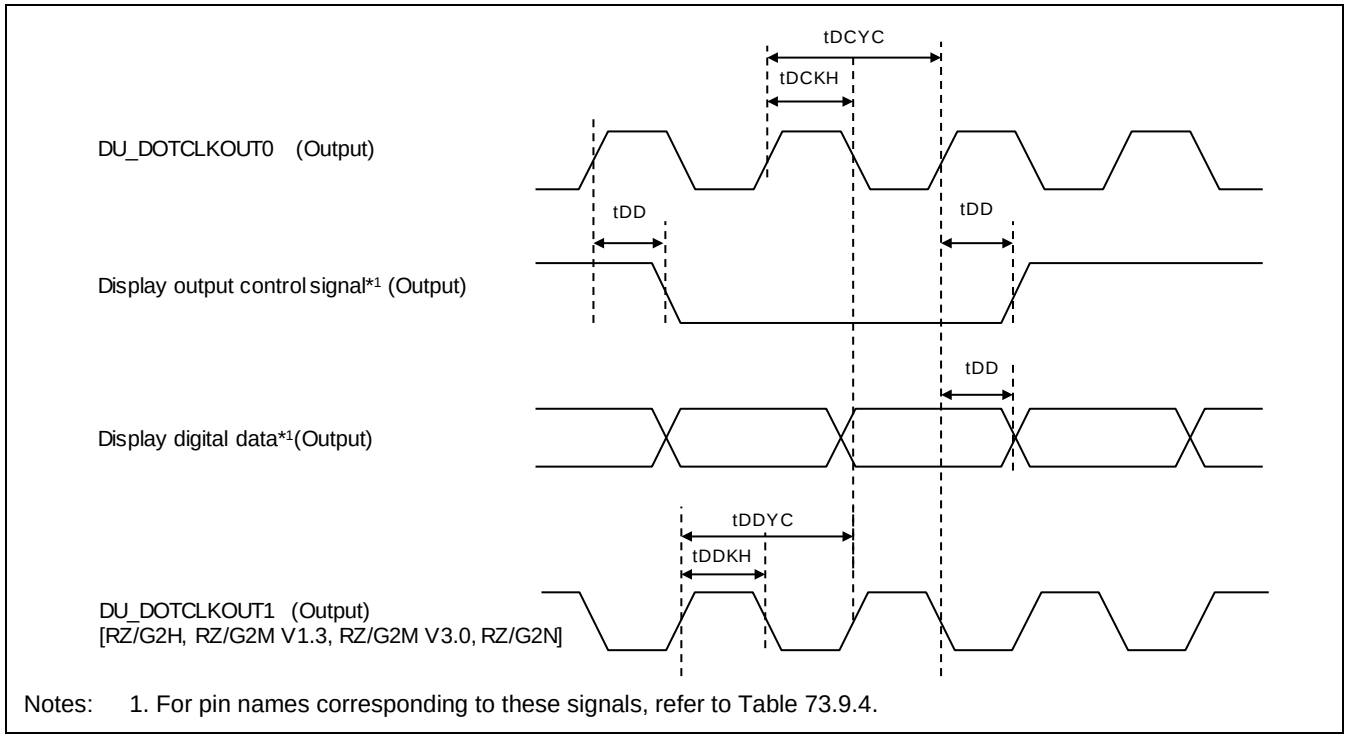
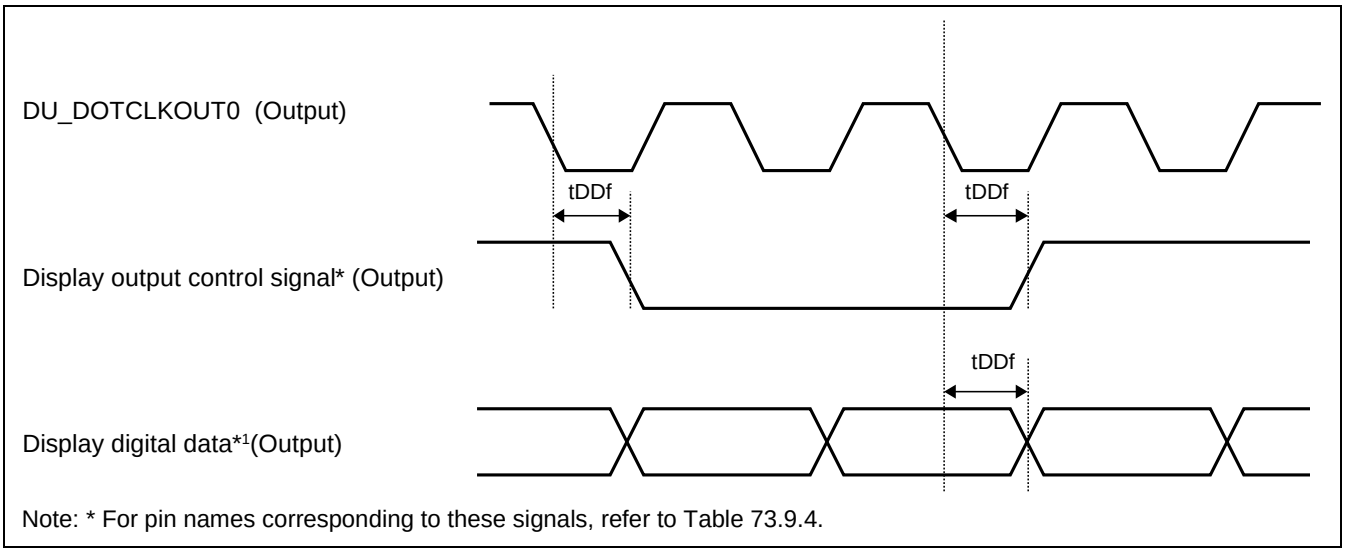


Figure 73.13.3 Display Signal Timing (Relative to DOTCLKOUT)



Note: * For pin names corresponding to these signals, refer to Table 73.9.4.

Figure 73.13.4 Display Signal Timing (Relative to DOTCLKOUT falling edge)
[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

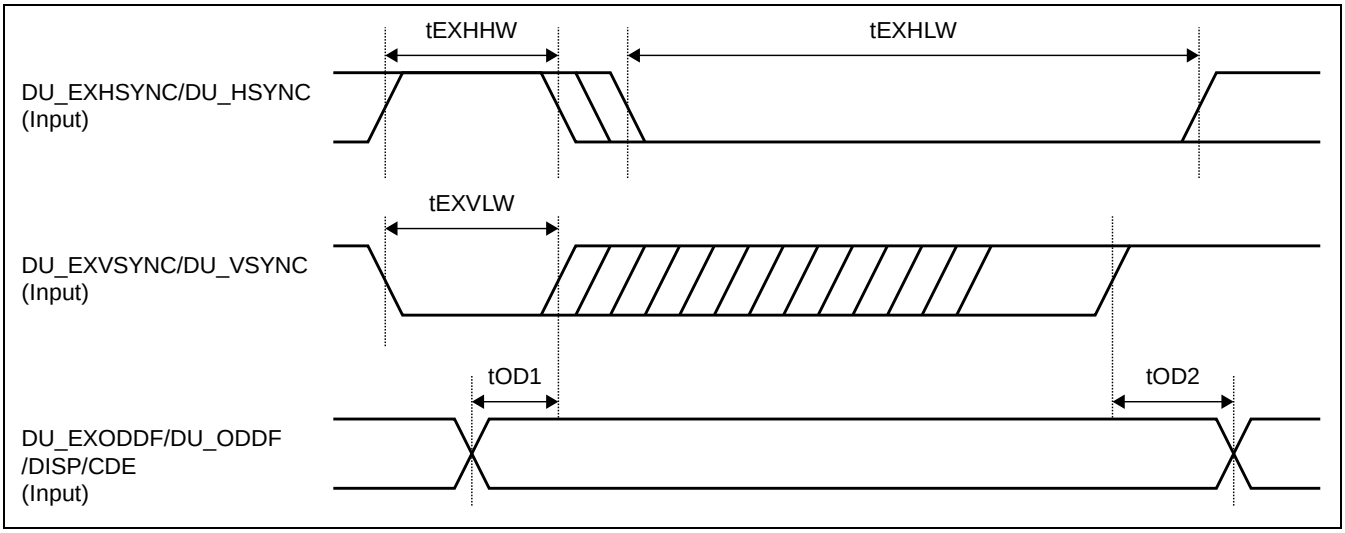
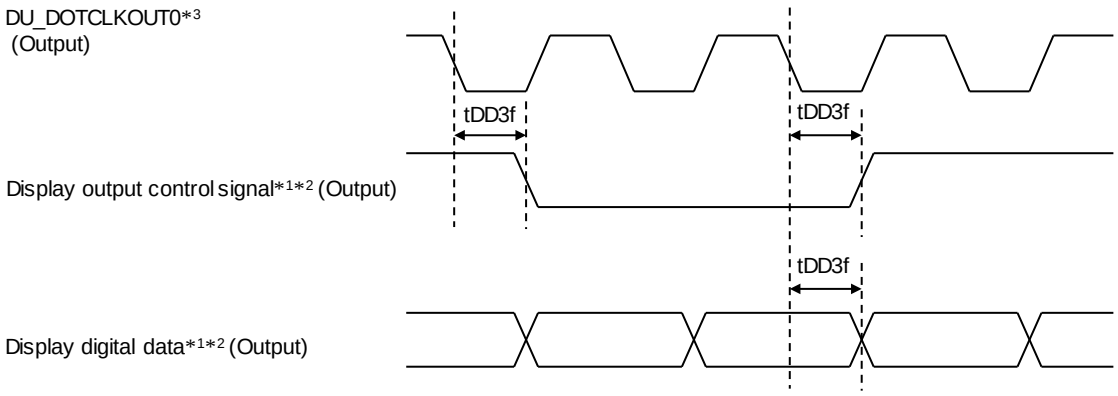
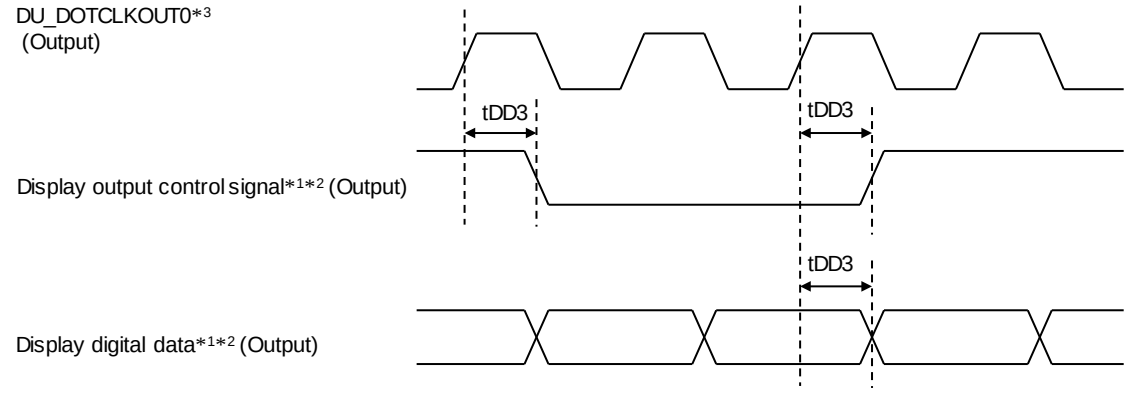


Figure 73.13.5 TV Sync Mode Display Signal Timing [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]



Notes: 1. For pin names corresponding to these signals, refer to table 73.9.4.
2. Set the falling edge in OTARn. (n = 3[RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0])
3. Set bit 25 in ESCRn to B'0(Initial value). (n = 3[RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0])

Figure 73.13.6 Display Signal Timing (Relative to DOTCLKOUT falling edge)
[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]



Notes: 1. For pin names corresponding to these signals, refer to table 73.9.4.
2. Set the falling edge in OTARn. (n = 3[RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0])
3. Set bit 25 in ESCRn to B'1. (n = 3[RZ/G2N], n = 2[RZ/G2M V1.3, RZ/G2M V3.0])

Figure 73.13.7 Display Signal Timing (Relative to DOTCLKOUT rising edge)
[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

73.14 LVDS-IF

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 73.14.1 AC Characteristics (1.8-V I/O [LVDS]) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 (in Single-link)/RZ/G2N, RZ/G2E]

Conditions: VDDQ18_LVDS = VDD18_LVDSPLL1 = 1.8V ± 0.1V,
VDDQ09_LVDS = VDD09_LVDSPLL2 = 0.82V + 0.06V/-0.07V,
GND = VSS = 0V [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2H, RZ/G2N],
VDDQ18_LVDS = VDD18_LVDSnPLL (n = 0, 1) = 1.8V ± 0.1V,
GND = VSS = VSS_LVDSnPLL (n = 0, 1) = 0V [RZ/G2E]
Tc = -40 to +115°C [RZ/G2M V1.3, RZ/G2H],
Ta = -40 to +85°C [RZ/G2M V3.0, RZ/G2N,RZ/G2E],
Tj = -40 to +115°C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
CL = 3pF

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement condition	Remarks
Input Clock Frequency of LVDS	F_{CPHIN}	31.0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]	—	150.0	MHz	—	Figure 73.14.1
Output Clock Frequency of LVDS	$F_{CLKP/CLKN}$	31.0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]	—	150.0	MHz	—	Figure 73.14.2
		5.0 [RZ/G2E]					
Output Clock of LVDS	T_{CP}	6.67	—	32.2 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]	ns	—	
				200.0 [RZ/G2E]			
Output Data Rate of LVDS	$F_{DAP/DAN}$	217.0 [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]	—	1050.0	Mbps	—	
		35.0 [RZ/G2E]					
LVDS Output Pulse Position 0	T_{PPOS0}	-0.150	0	0.150	ns	—	
LVDS Output Pulse Position 1	T_{PPOS1}	(T_{CP}/7) -0.150	T_{CP}/7	(T_{CP}/7) +0.150	ns	—	
LVDS Output Pulse Position 2	T_{PPOS2}	2(T_{CP}/7) -0.150	2T_{CP}/7	2(T_{CP}/7) +0.150	ns	—	
LVDS Output Pulse Position 3	T_{PPOS3}	3(T_{CP}/7) -0.150	3T_{CP}/7	3(T_{CP}/7) +0.150	ns	—	
LVDS Output Pulse Position 4	T_{PPOS4}	4(T_{CP}/7) -0.150	4T_{CP}/7	4(T_{CP}/7) +0.150	ns	—	

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement condition	Remarks
LVDS Output Pulse Position 5	T_{PPOS5}	5(T_{CP}/7) -0.150	5T_{CP}/7	5(T_{CP}/7) +0.150	ns	—	Figure 73.14.2
LVDS Output Pulse Position 6	T_{PPOS6}	6(T_{CP}/7) -0.150	6T_{CP}/7	6(T_{CP}/7) +0.150	ns	—	

Table 73.14.2 AC Characteristics in Dual-link (1.8-V I/O [LVDS]) [RZ/G2E]

Conditions: VDDQ18_LVDS = VDD18_LVDSnPLL (n = 0, 1) = 1.8V ± 0.1V [RZ/G2E],
GND = VSS = VSS_LVDSnPLL (n = 0, 1) = 0V [RZ/G2E],
Ta = -40 to +85°C [RZ/G2E],
Tj = -40 to +115°C [RZ/G2E]
CL = 3pF

Item	Symbol	Min.	Typ.	Max.	Unit	Measurement condition	Remarks
Input Clock Frequency of LVDS	F_{CPHIN}	12.0	—	150.0	MHz	—	Figure 73.14.1
Output Clock Frequency of LVDS	$F_{CLKP/CLKN}$	5.0	—	75.0	MHz	—	Figure 73.14.3
Output Clock of LVDS	T_{CP}	13.3	—	200.0	ns	—	
Output Data Rate of LVDS	$F_{DAP/DAN}$	35	—	525.0	Mbps	—	
LVDS Output Pulse Position 0	T_{PPOS0}	-0.200	0	0.200	ns	—	
LVDS Output Pulse Position 1	T_{PPOS1}	(T_{CP}/7)-0.200	T_{CP}/7	(T_{CP}/7) +0.200	ns	—	
LVDS Output Pulse Position 2	T_{PPOS2}	2(T_{CP}/7)-0.200	2T_{CP}/7	2(T_{CP}/7)+0.200	ns	—	
LVDS Output Pulse Position 3	T_{PPOS3}	3(T_{CP}/7)-0.200	3T_{CP}/7	3(T_{CP}/7)+0.200	ns	—	
LVDS Output Pulse Position 4	T_{PPOS4}	4(T_{CP}/7)-0.200	4T_{CP}/7	4(T_{CP}/7)+0.200	ns	—	
LVDS Output Pulse Position 5	T_{PPOS5}	5(T_{CP}/7)-0.200	5T_{CP}/7	5(T_{CP}/7)+0.200	ns	—	
LVDS Output Pulse Position 6	T_{PPOS6}	6(T_{CP}/7)-0.200	6T_{CP}/7	6(T_{CP}/7)+0.200	ns	—	

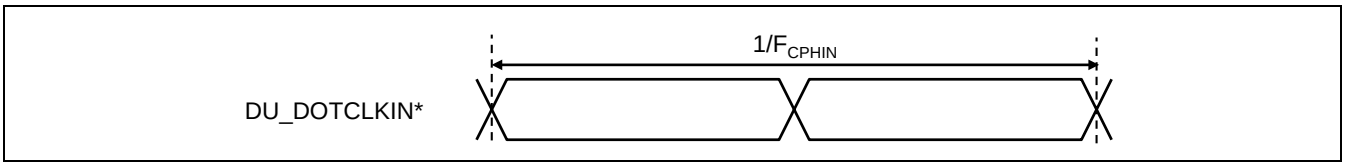


Figure 73.14.1 F_{CPHIN}

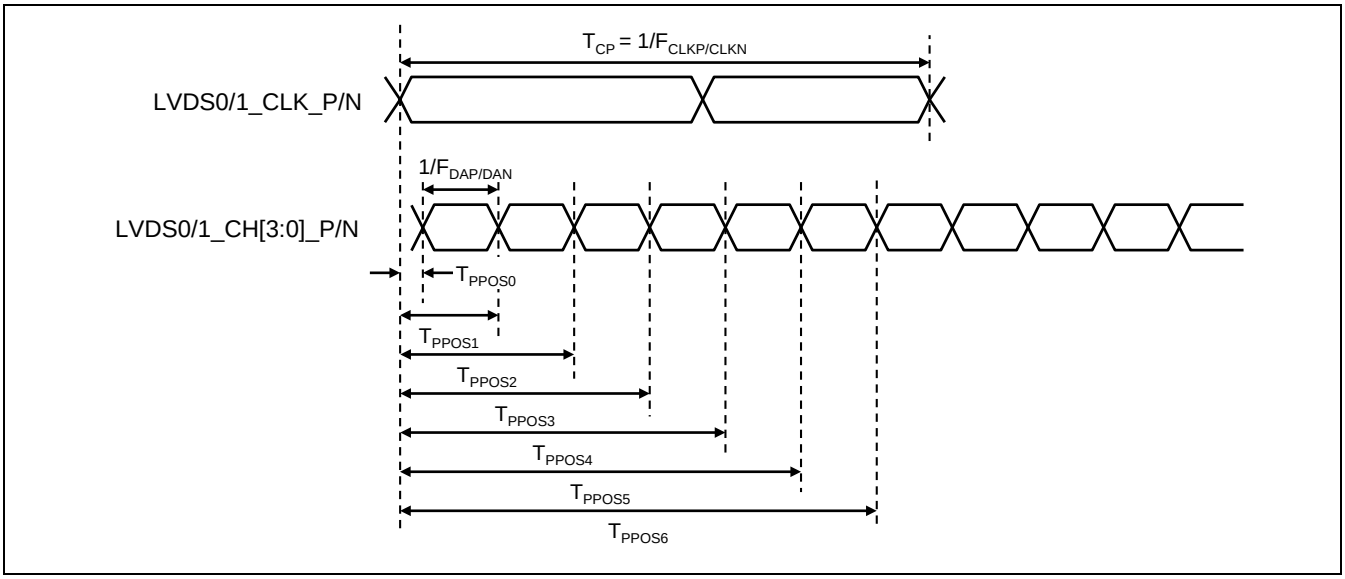


Figure 73.14.2 $F_{CLKP/CLKN}$, T_{CP}, $F_{DAP/DAN}$, T_{PPOS} in Single-link

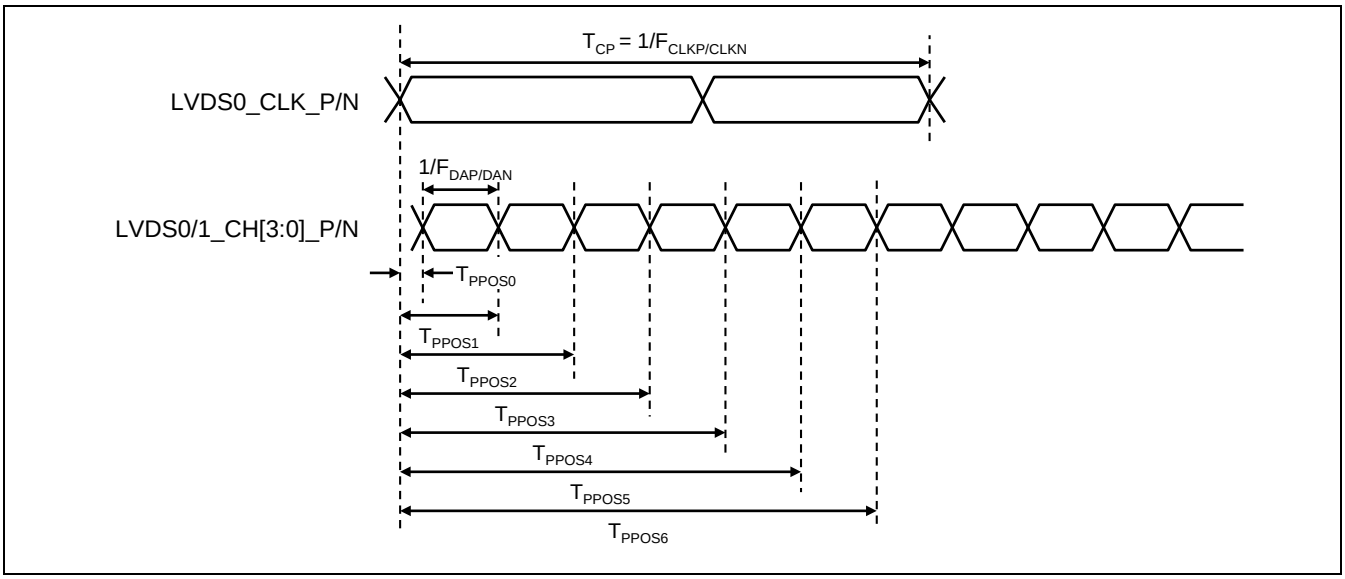


Figure 73.14.3 $F_{CLKP/CLKN}$, T_{CP}, $F_{DAP/DAN}$, T_{PPOS} in Dual-link

73.15 SSI Interface

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.15.1 SSI Interface Signal Timing

Conditions: VDDQ33 = 3.10 V – 3.50 V, GND = VSS = 0 V, Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N], Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N]
CL = 30 pF (other than tRC: Rise-edge clock timing) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Conditions: VDDQ33 = 3.00 V – 3.60 V, GND = VSS = 0 V, Ta = -40 to +85 °C, Tj = -40 to +115 °C,
CL = 30 pF (other than tRC: Rise-edge clock timing) [RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Note	Figure
Output clock cycle	tO	80	—	15625	ns	—	Figure 73.15.1
Input clock cycle	tI	66	—	15625	ns	—	
Output clock high-cycle	tHC	35	—	—	ns	—	
Output clock low-cycle	tLC	35	—	—	ns	—	
Input clock high-cycle	tHC	28	—	—	ns	—	
Input clock low-cycle	tLC	28	—	—	ns	—	
Rise-edge clock timing	tRC	—	—	20	ns	Output (100pF)	
Output delay	tD	−5	—	19	ns	—	Figure 73.15.2 to Figure 73.15.5
	tD	—	—	19	ns	—	Figure 73.15.6
Setup time	tS	15	—	—	ns	—	Figure 73.15.2 to Figure 73.15.5
Hold time	tH	5	—	—	ns	—	
Audio clock frequency	fAUDIO	3.072	—	25	MHz	—	Figure 73.15.7
Audio clock duty	fAUDIOduty	0.45	—	0.55	fAUDIO	—	

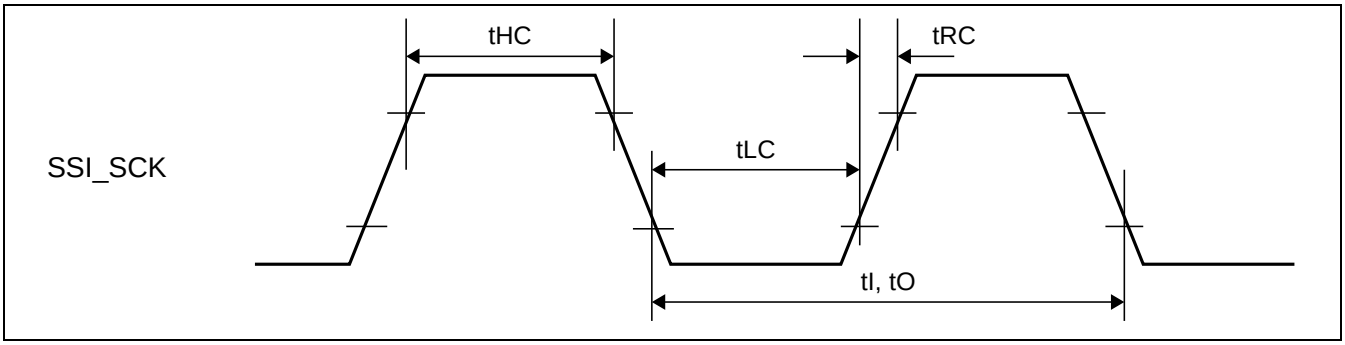


Figure 73.15.1 SCK Clock Input/output Timing

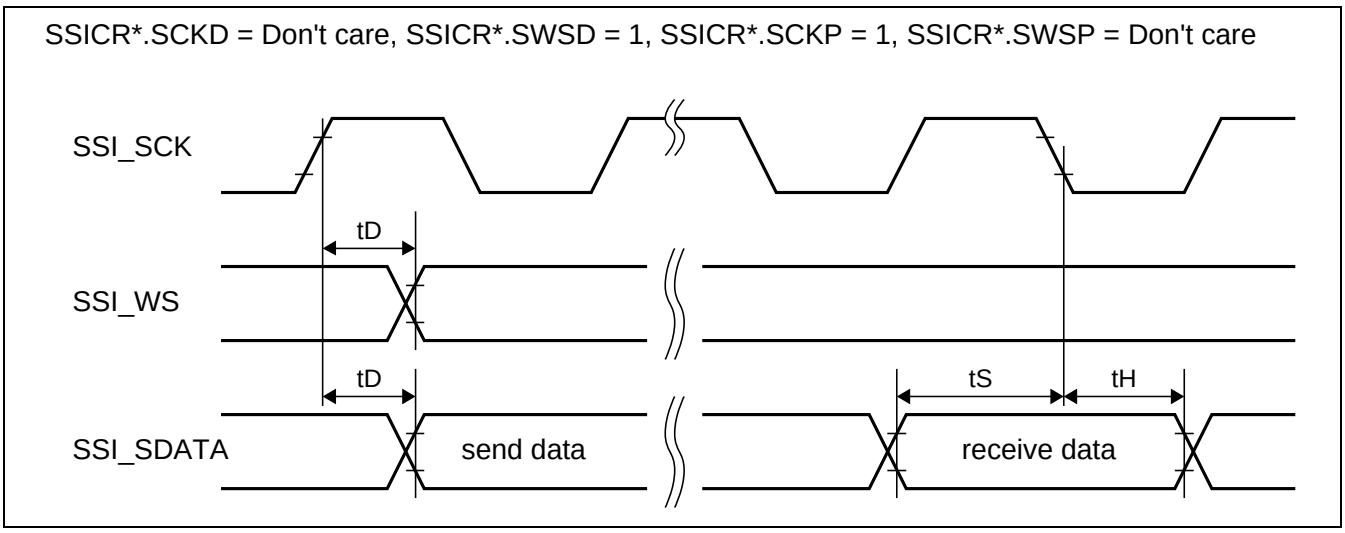


Figure 73.15.2 SSI Timing (1)

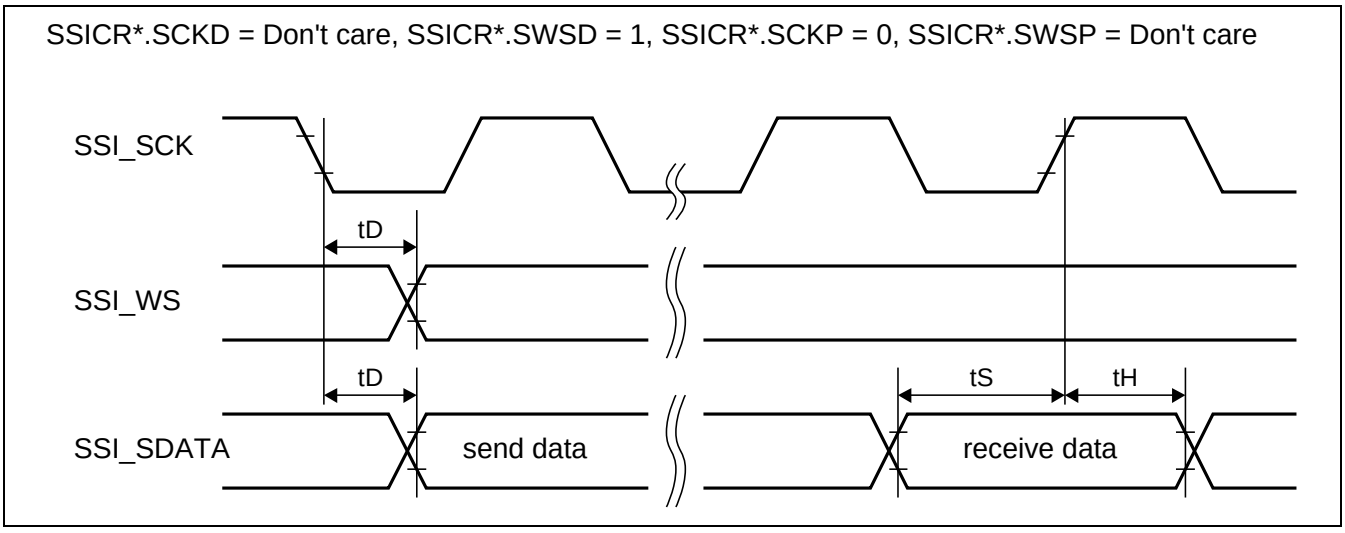


Figure 73.15.3 SSI Timing (2)

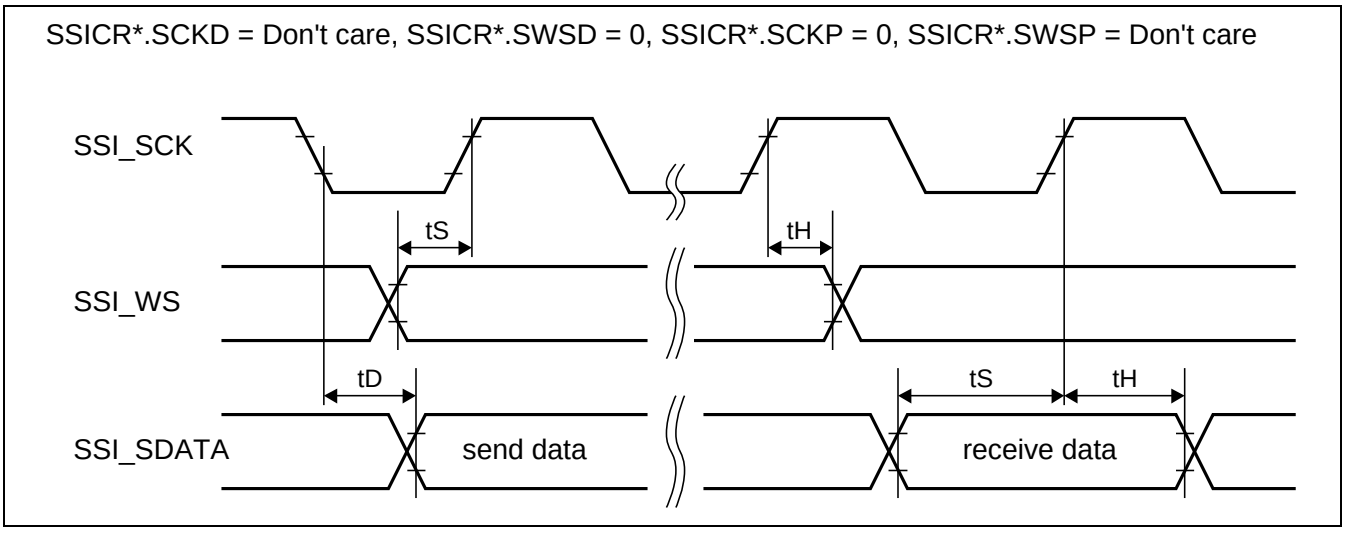


Figure 73.15.4 SSI Timing (3)

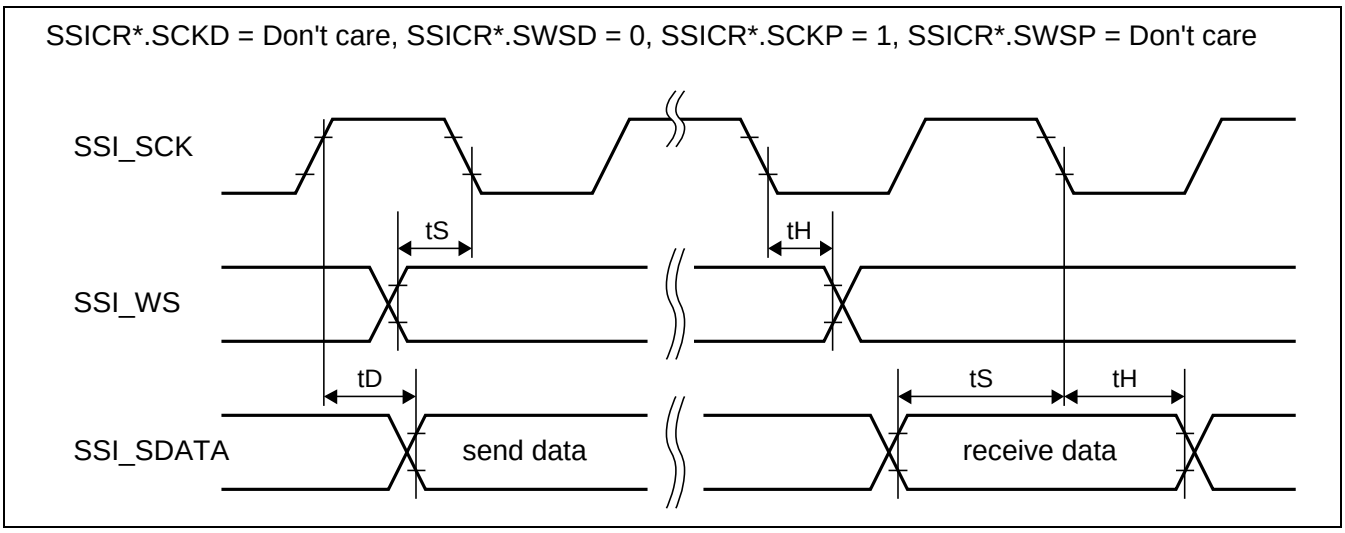


Figure 73.15.5 SSI Timing (4)

The follows are output timings of the MSB bit in the setting of the slave transmission by non-compressio
Send data is no padding bit with a left justify format or a right justify format.
SSICR*.SCKD=0, SSICR*.SWSD=0, SSICR*.DEL=1, SSICR*.TRMD=1
SSICR*.SDTA=0 or SSICR*.SDTA=1 and moreover SSICR*.SWL=SSICR*.DWL

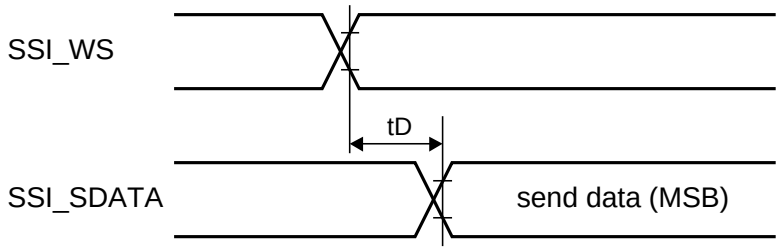


Figure 73.15.6 SSI Timing (5)

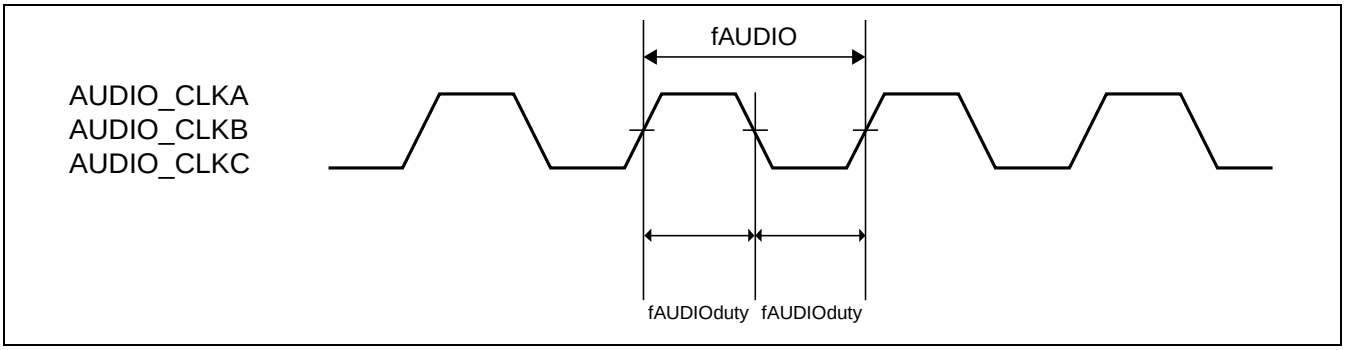


Figure 73.15.7 AUDIO_CLK Input Timing

73.16 Ethernet AVB-IF Module Signal Timing

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.16.1 Ethernet Control Timing (RGMII 100Mbps Mode)

Conditions: VDDQ33 = 3.3 ± 0.2 V, VDDQ25_ETH = 2.5 ± 0.1V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ25_AVB0 = 2.5 ± 0.2V [RZ/G2E],
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], GND = VSS = 0 V, CL = 30 pF

Recommend: Connection of series 25 Ω as damping resistor to RGMII output buffer. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
AVB_TXCREFCLK cycle time	—	125 – 50 ppm	—	125 + 50 ppm	MHz	—
AVB_TXC cycle time	Tcyc	36	40	44	ns	
AVB_TXC duty cycle	Duty_T	40	50	60	%	
AVB_TX_CTL to clock output skew	TskewT	-500	0	500	ps	Figure 73.16.1
AVB_TD[3:0] to clock output skew	TskewT	-500	0	500	ps	
AVB_RXC cycle time	Tcyc	36	40	44	ns	—
AVB_RXC duty cycle	Duty_T	40	50	60	%	
AVB_RX_CTL to clock input skew	TskewR	1	1.8	17	ns	Figure 73.16.2
AVB_RD[3:0] to clock input skew	TskewR	1	1.8	17	ns	

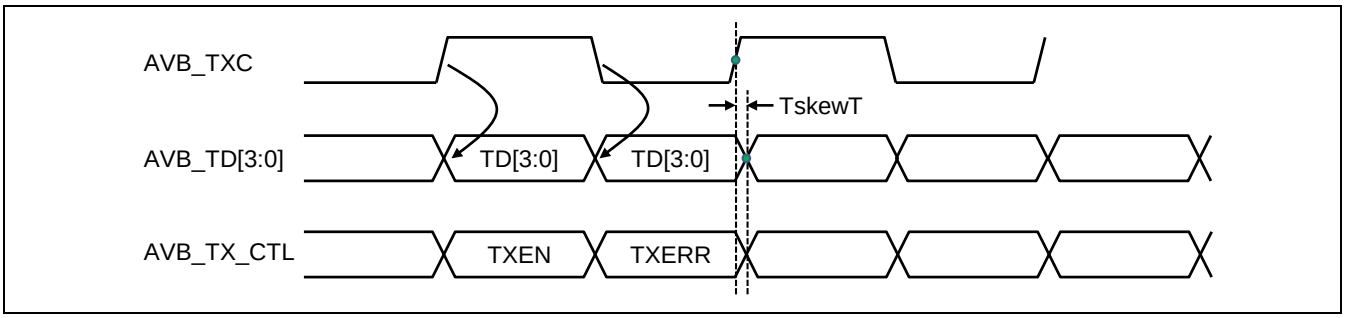


Figure 73.16.1 RGMII 100 Mbps Mode Transmission Timing

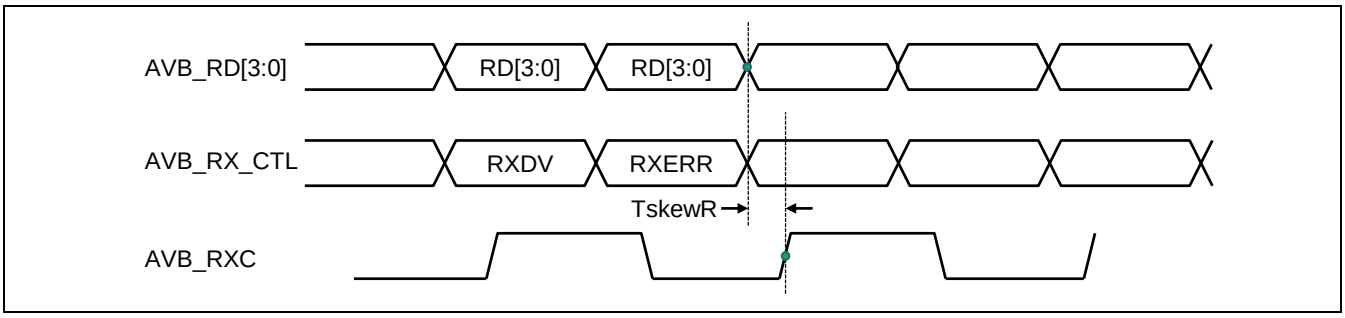


Figure 73.16.2 RGMII 100 Mbps Mode Reception Timing

Table 73.16.2 Ethernet Control Timing (RGMII 1Gbps Mode)

Conditions: VDDQ33 = 3.3 ± 0.2 V, VDDQ25_ETH = 2.5 ± 0.1V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ25_AVB0 = 2.5 ± 0.2V [RZ/G2E],
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], GND = VSS = 0 V, CL = 30 pF

Recommend: Connection of series 25 Ω as damping resistor to RGMII output buffer. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
AVB_TXCREFCLK cycle time	—	125 – 50 ppm	—	125 + 50 ppm	MHz	—
AVB_TXC cycle time	Tcyc	7.2	8	8.8	ns	
AVB_TXC duty cycle	Duty_G	45	50	55	%	
AVB_TX_CTL to clock output skew	TskewT	-500	0	500	ps	Figure 73.16.3
AVB_TD[3:0] to clock output skew	TskewT	-500	0	500	ps	
AVB_RXC cycle time	Tcyc	7.2	8	8.8	ns	—
AVB_RXC duty cycle	Duty_G	45	50	55	%	
AVB_RX_CTL to clock input skew	TskewR	1	1.8	2.6	ns	Figure 73.16.4
AVB_RD[3:0] to clock input skew	TskewR	1	1.8	2.6	ns	

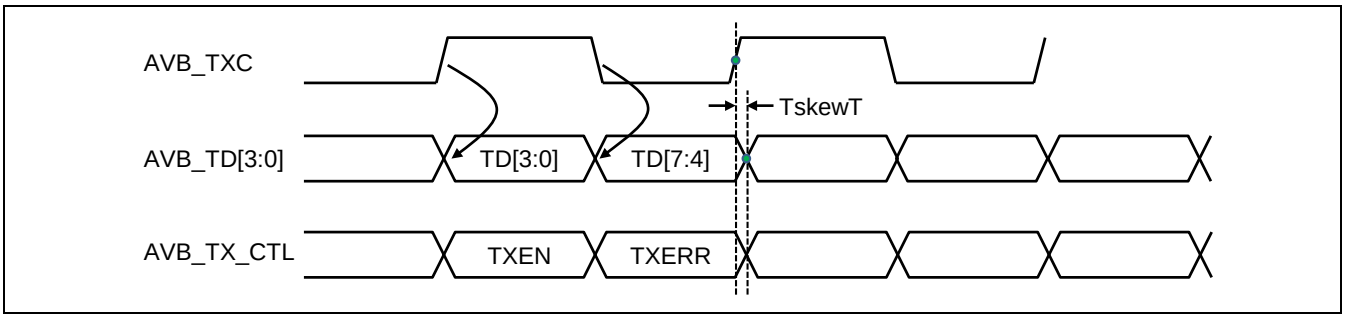


Figure 73.16.3 RGMII 1 Gbps Mode Transmission Timing

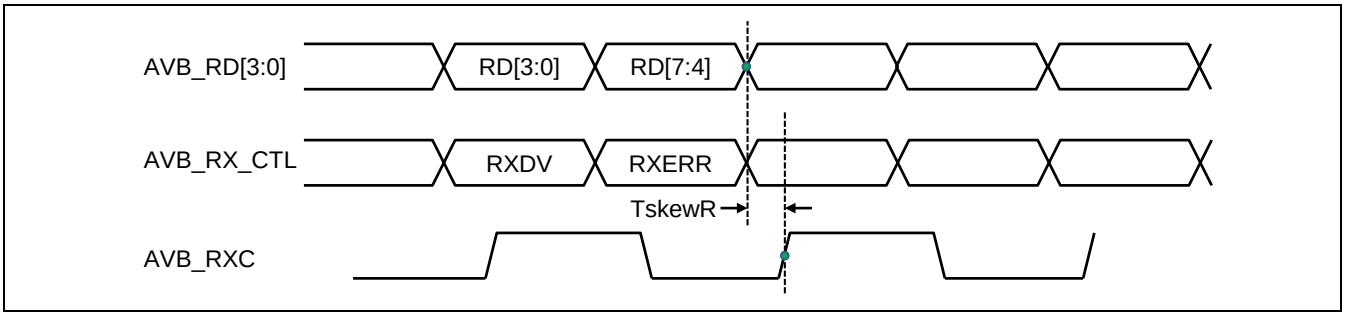


Figure 73.16.4 RGMII 1 Gbps Mode Reception Timing

Table 73.16.3 Ethernet Control Timing (RGMII Tx clock internal Delay Mode) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Conditions: VDDQ33 = 3.3 ± 0.2 V, VDDQ25_ETH = 2.5 ± 0.1V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N], GND = VSS = 0 V, CL = 30 pF

Recommend: Connection of series 25 Ω as damping resistor to RGMII output buffer. [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
AVB_TXCREFCLK cycle time	—	125 – 50 ppm	—	125 + 50 ppm	MHz	—
AVB_TXC cycle time*	Tcyc	7.2	8	8.8	ns	
AVB_TXC duty cycle (in 1 Gbps)	Duty_G	45	50	55	%	
AVB_TXC duty cycle (in 100 Mbps)	Duty_T	40	50	60	%	
AVB_TX_CTL setup time	TsetupT	1.2	2.0	—	ns	Figure 73.16.5
AVB_TX_CTL hold time	TholdT	1.2	2.0	—	ns	
AVB_TD[3:0] setup time	TsetupT	1.2	2.0	—	ns	
AVB_TD[3:0] hold time	TholdT	1.2	2.0	—	ns	

Note: * For 100 Mbps, Tcyc will scale to 40 ns +- 4 ns respectively.

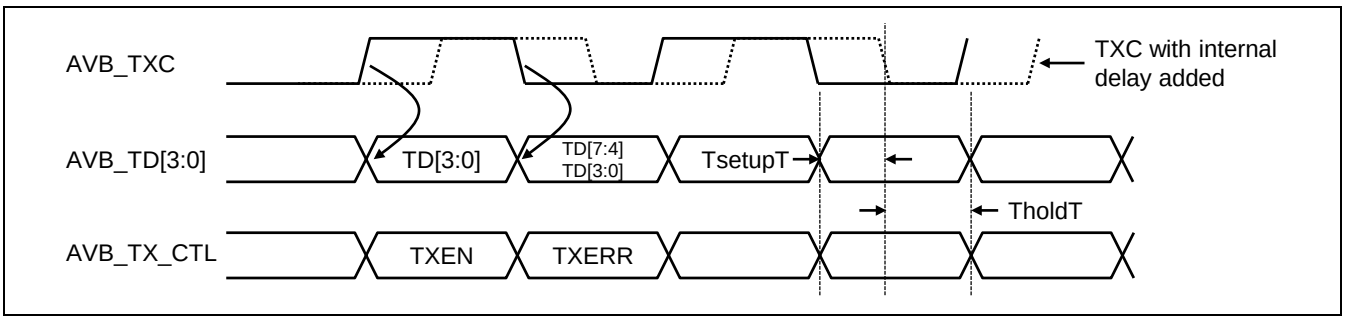


Figure 73.16.5 RGMII Delay Mode Transmission Timing

Table 73.16.4 Ethernet Control Timing (RGMII Rx clock internal Delay Mode)

Conditions: VDDQ25_ETH = 2.5 ± 0.1 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ25_AVB0 = 2.5 ± 0.2 V [RZ/G2E],
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], GND = VSS = 0 V, CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
AVB_RXC cycle time*	Tcyc	7.2	8	8.8	ns	—
AVB_RXC duty cycle (in 1 Gbps)	Duty_G	45	50	55	%	
AVB_RXC duty cycle (in 100 Mbps)	Duty_T	40	50	60	%	
AVB_RX_CTL to clock input skew	TskewR	-500	0	500	ps	Figure 73.16. 6
AVB_RD[3:0] to clock input skew	TskewR	-500	0	500	ps	

Note: * For 100 Mbps, Tcyc will scale to 40 ns +- 4 ns respectively.

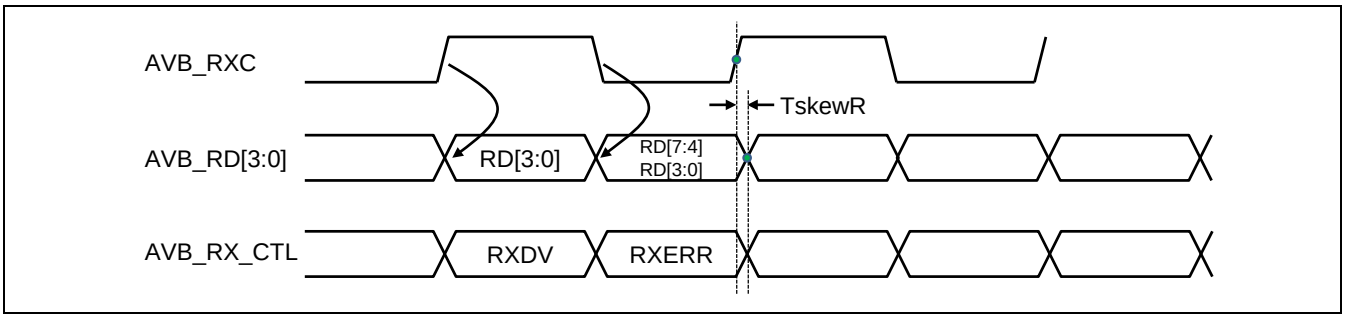


Figure 73.16.6 RGMII Delay Mode Reception Timing

Table 73.16.5 AVTP pins timing specification [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Conditions: VDDQ33 = 3.3 ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ33 = 3.3 ± 0.3 V [RZ/G2E],
Tc = -40 to+115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], GND = VSS = 0 V, CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
AVB_AVTP_CAPTURE input pulse width	PWidth_capt	3	—	—	Cycle*	Figure 73.16.7
AVB_AVTP_CAPTURE input period	Period_capt	9	—	—	Cycle*	
AVB_AVTP_MATCH output pulse width	PWidth_match	1	—	4	Cycle*	Figure 73.16.8
AVB_AVTP_PPS output pulse width	PWidth_pps	—	32	—	Cycle*	Figure 73.16.9

Note: * 1 cycle = HPϕ cycle.

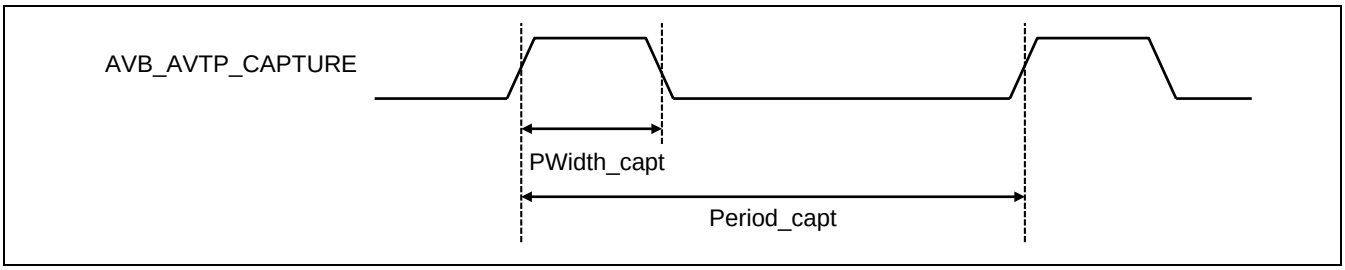


Figure 73.16.7 AVB_AVTP_CAPTURE input Timing

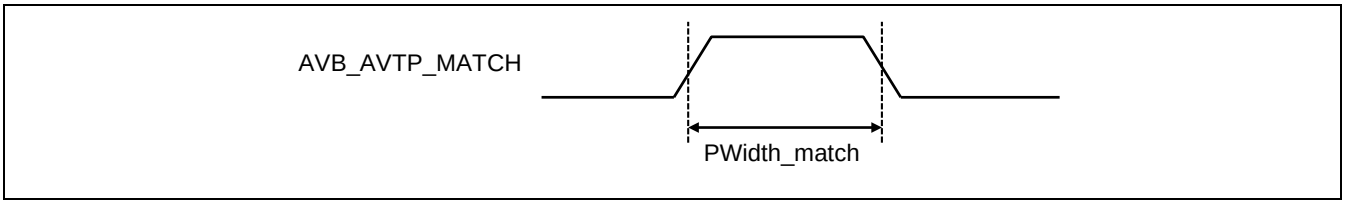


Figure 73.16.8 AVB_AVTP_MATCH output Timing

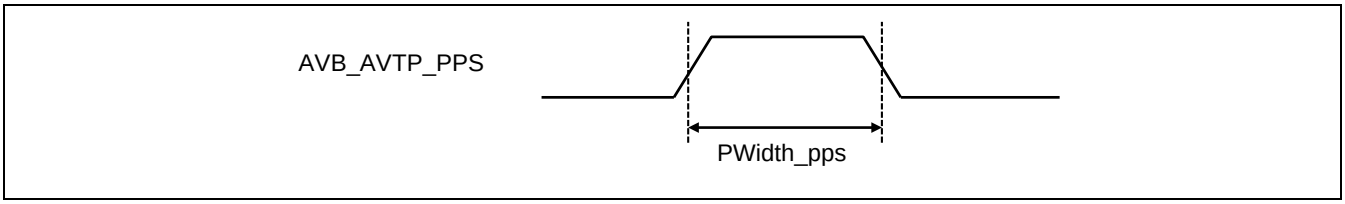


Figure 73.16.9 AVB_AVTP_PPS output Timing

Table 73.16.6 Sideband pins timing specification

Conditions: VDDQ33 = 3.3 ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ25_AVB0 = 2.5 ± 0.2 V/3.3 ± 0.3 V [RZ/G2E],
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], GND = VSS = 0 V, CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
AVB_MDIO input pulse width	PWidth_side	2	—	—	Cycle*	Figure 73.16.10
AVB_PHY_INT input pulse width	PWidth_side	2	—	—	Cycle*	
AVB_LINK input pulse width	PWidth_side	2	—	—	Cycle*	

Note: * 1 cycle = HPϕ cycle.

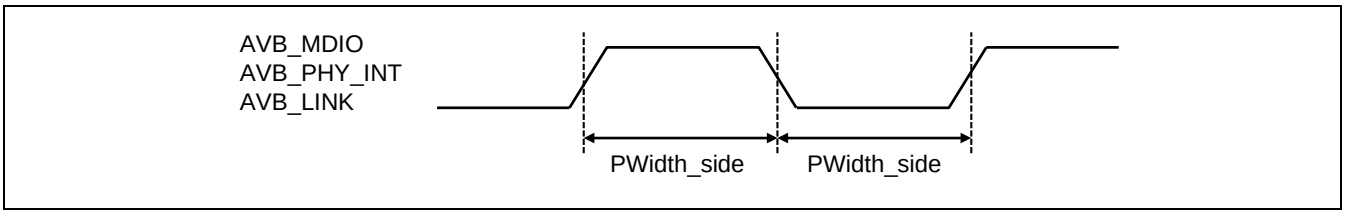


Figure 73.16.10 Sideband signals input Timing

Note: About AVB_MDC, in case of connecting to a device that does not have a built-in pull resistor, should add pull register at external.

73.17 CAN, CAN-FD

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.17.1 CAN Signal Timing

Conditions: VDDQ33 = 3.3 ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] /± 0.3 V [RZ/G2E],
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
GND = VSS = 0 V, CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Input clock cycle (asynchronous)	tSCYC	20	—	—	ns	Figure 73.17.1
Input clock pulse width	tSCKW	0.4	—	0.6	tSCYC	
Input clock rise time	tSCKr	—	—	0.2	tCYC	
Input clock fall time	tSCKf	—	—	0.2	tCYC	

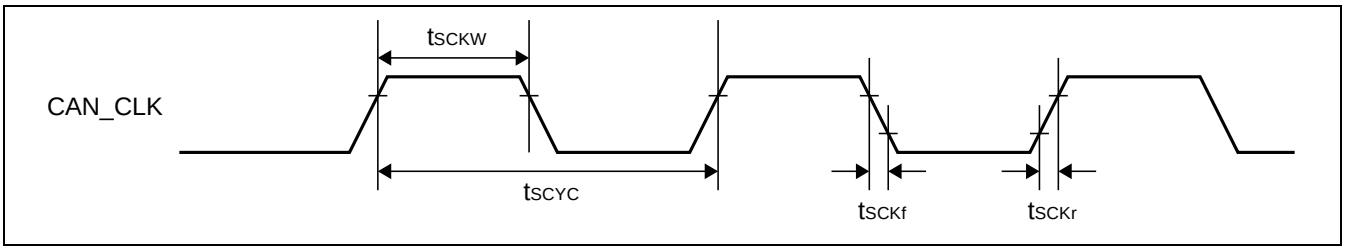


Figure 73.17.1 Input Clock Timing

73.18 PCIE Controller

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

The description in this section is compliant with the following PCIe standard: 'PCI Express® Base Specification Revision 2.1, March 4, 2009'.

Table 73.18.1 PCIE Controller Characteristics [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Conditions: VDDQ18_PCIE0 = 1.8 ± 0.1 V, VDDD_PCIE0 = 1.03 ± 0.05 V [RZ/G2E], VDD33_PCIEn (n = 0, 1) = 3.3 ± 0.2 V, VDD09_PCIEn (n = 0, 1) = 0.82 – 0.07 V / + 0.06 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N], GND = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = −40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = −40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Test Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
Differential Input Peak to Peak Voltage (2.5 GT/s)	VRX-DIFFp-p	0.175	—	1.200	V	*1
Differential Input Peak to Peak Voltage (5 GT/s)	VRX-DIFFp-p	0.120	—	1.200	V	*1
Differential Peak to Peak Output Voltage (2.5 & 5 GT/s)	VTX-DIFFp-p	0.800	—	1.2	V	*2
Absolute Delta of DC Common Mode Voltage between D+ and D- (2.5 & 5 GT/s)	VTX-CM-DC-LINE-DELTA	0	—	25	mV	*2
Unit Interval (2.5 GT/s)	UI	399.88	—	400.12	ps	*3
Unit Interval (5 GT/s)	UI	199.94	—	200.06	ps	*3
DC Differential TX Impedance (2.5 GT/s)	ZTX-DIFF-DC	80	—	120	Ω	—
DC Differential TX Impedance (5 GT/s)	ZTX-DIFF-DC	—	—	120	Ω	—
DC Differential Input Impedance (2.5 GT/s)	ZRX-DIFF-DC	80	—	120	Ω	—
DC Input Impedance (2.5 & 5 GT/s)	ZRX-DC	40	—	60	Ω	—

Notes: 1. RXP, RXN: DC test
2. TXP, TXN: DC test
3. Need Reference Clock (Low Voltage Swing, Differential Clocks). The nominal single-ended swing for each clock is 0 to 0.7 V and a nominal frequency of 100 MHz ± 100 PPM.

Table 73.18.2 PCIE Controller External Clock Accuracy

Conditions: VDD09_PCIE = 0.82 V – 0.07 V / + 0.06 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ18_PCIE = 1.8 ± 0.1 V, VDDD_PCIE = 1.03 ± 0.05 V [RZ/G2E], GND = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = −40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = −40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Test Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
External clock accuracy (PCIE0_CLK_P, PCIE0_CLK_M)	—	—	100.000	—	MHz	Frequency accuracy: ±100 ppm or less

73.19 SCIF

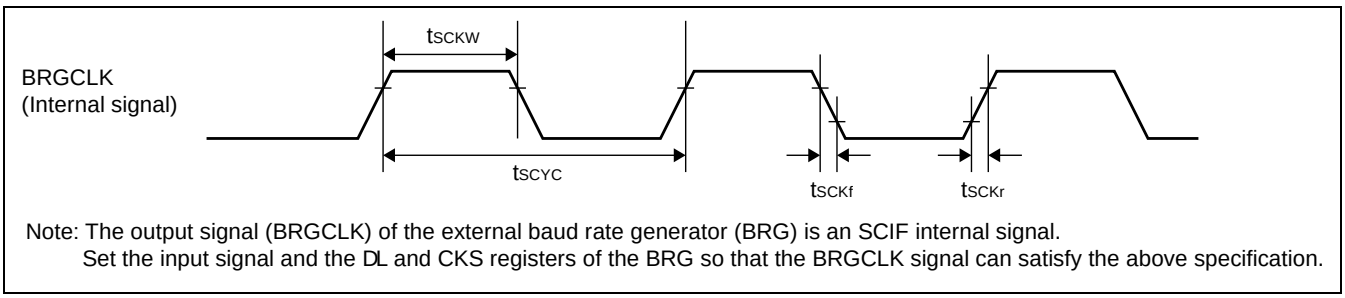
RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 73.19.1 SCIF Signal Timing

Conditions: VDDQ33 = VDDQVA_SDn = 3.3 ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ33 = 3.3 ± 0.3 V [RZ/G2E],
GND = VSS = 0 V, Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = −40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Input clock cycle (asynchronous)	tSCYC	4	—	—	tCYC	Figure 73.19.1
Input clock cycle (synchronous)	tSCYC	8	—	—	tCYC	
Input clock pulse width	tSCKW	0.4	—	0.6	tSCYC	
Input clock rise time	tSCKr	—	—	0.8	tCYC	
Input clock fall time	tSCKf	—	—	0.8	tCYC	
Transmit data delay time	tTXD	—	—	4	tCYC	Figure 73.19.2
Receive data setup time (synchronous)	tRXS	5	—	—	tCYC	
Receive data hold time (synchronous)	tRXH	2	—	—	tCYC	

Note: RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N: tCYC is for one cycle of the S3D4ϕ clock.
RZ/G2E: tCYC is for one cycle of the S3D4Cϕ clock.



Note: The output signal (BRGCLK) of the external baud rate generator (BRG) is an SCIF internal signal.
Set the input signal and the DL and CKS registers of the BRG so that the BRGCLK signal can satisfy the above specification.

Figure 73.19.1 Input Clock Timing

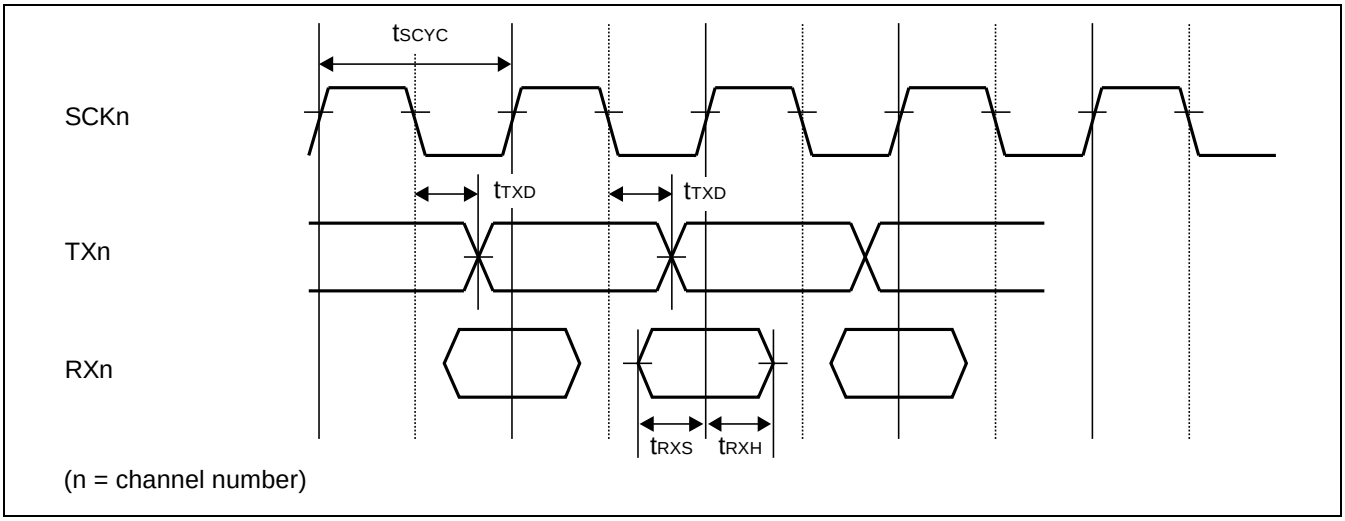


Figure 73.19.2 Input/output Timing in Synchronous Mode

73.20 HSCIF

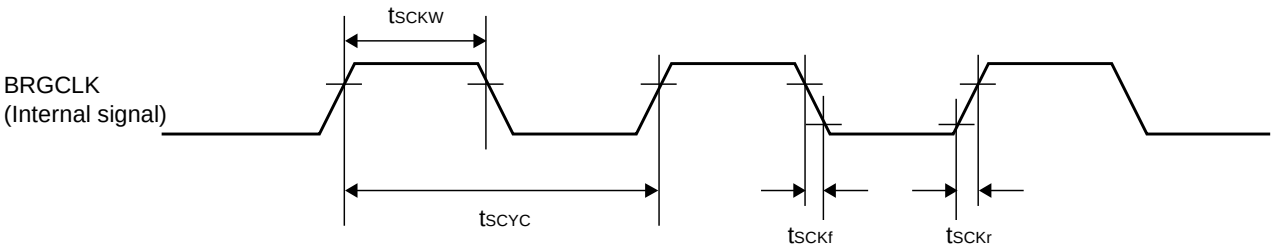
RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.20.1 HSCIF Signal Timing

Conditions: VDDQ33 = 3.3 ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ33 = 3.3 ± 0.3 V [RZ/G2E],
GND = VSS = 0 V, Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = −40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
Input clock cycle (asynchronous)	tSCYC	4	—	—	tCYC	Figure 73.20.1
Input clock pulse width	tSCKW	0.4	—	0.6	tSCYC	
Input clock rise time	tSCKr	—	—	0.8	tCYC	
Input clock fall time	tSCKf	—	—	0.8	tCYC	

Note: RZ/G2H, RZ/G2M V1.3,RZ/G2M V3.0, RZ/G2N: tCYC is for one cycle of the S3D1ϕ clock.
RZ/G2E: tCYC is for one cycle of the S3D1Cϕ clock.



Note: The output signal (BRGCLK) of the external baud rate generator (BRG) is an HSCIF internal signal.
Set the input signal and the DL and CKS registers of the BRG so that the BRGCLK signal can satisfy the above specification.

Figure 73.20.1 Input Clock Timing

73.21 I2C

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.21.1 I2C Signal Timing

Conditions: VDDQ33 = 3.3 ± 0.2 V, VDDQ18 = 1.8 V ± 0.1 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ33 = 3.3 ± 0.3 V, VDDQ18 = 1.8 V ± 0.1 V, VDDQ_SDn = 3.3 ± 0.3 V / 1.8 V ± 0.1 V [RZ/G2E],
GND = VSS = 0 V,
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 400 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
I2C_SCL frequency	tICYC	—	—	400	kHz	Figure 73.21.1
I2C_SCL low level time	tLOW	1/(2 * tICYC) - 100	—	—	ns	
I2C_SCL high level time	tHIGH	600	—	—	ns	
I2C_SCL/I2C_SDA falling time	tICF	—	—	250	ns	
I2C_SDA bus free time	tICBF	1300	—	—	ns	
I2C_SCL start condition hold time	tICH	600	—	—	ns	
I2C_SCL repeat-start condition setup time	tICS	600	—	—	ns	
I2C_SDA stop condition setup time	tICST	600	—	—	ns	
I2C_SDA setup time	tDAS	100	—	—	ns	
I2C_SDA hold time	tICDH	0	—	900	ns	

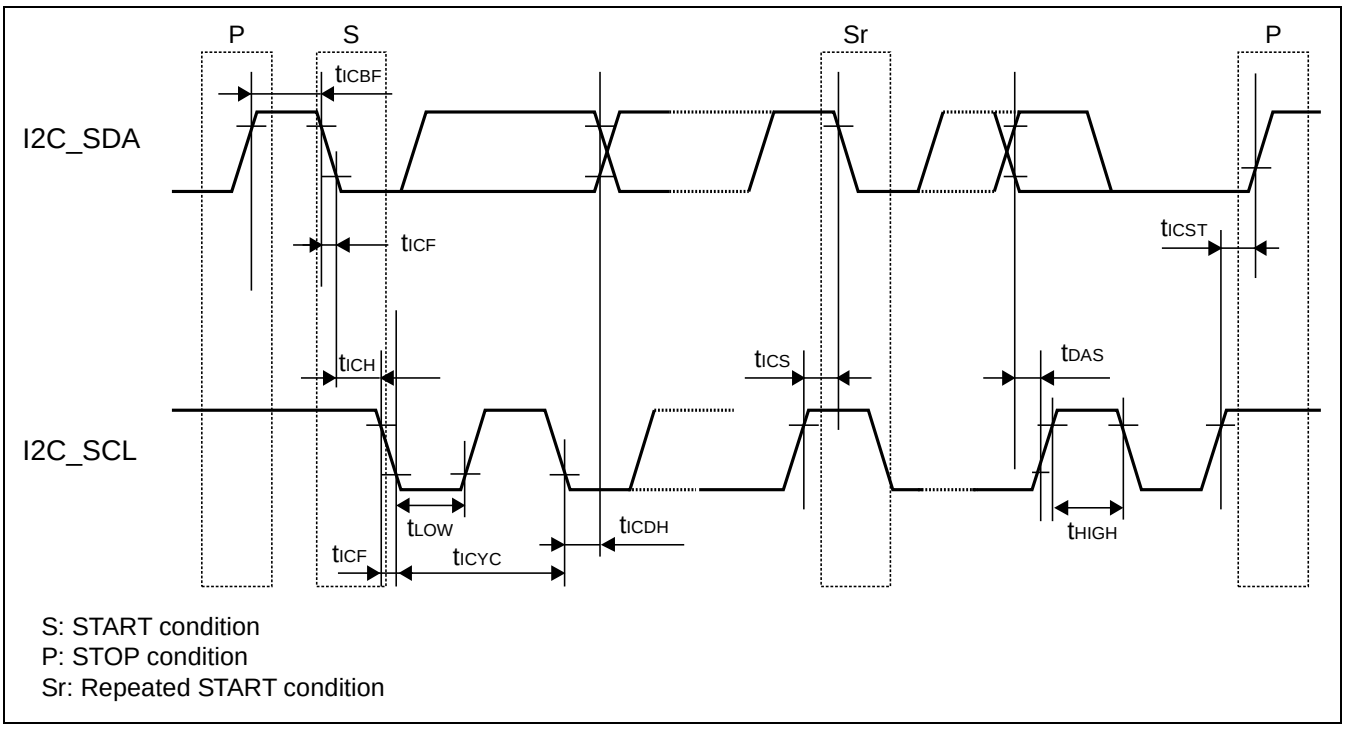


Figure 73.21.1 I2C Signal Timing

73.22 IIC Bus Interface

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.22.1 IIC Bus Interface Signal Timing

Condition: VDDQ33 = 3.3 V ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] / ± 0.3 V [RZ/G2E] or
VDDQ18 = 1.8 V ± 0.1 V, GND = VSS = 0 V,
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 30 pF

		Standard-Mode		Fast-Mode			
Item	**Symbol**	**Min.**	**Max.**	**Min.**	**Max.**	**Unit**	**Figure**
SCLclock frequency	f_{SCL}	0	100	0	400	kHz	Figure 73.22.1
Hold time (after repeat START condition, first clock pulse is generated)	$t_{HD;STA}$	4.0	—	0.6	—	µs	
L period in SCL clock	t_{LOW}	4.7	—	1.3	—	µs	
H period in SCL clock	t_{HIGH}	4.0	—	0.6	—	µs	
Setup time for repeat START condition	$t_{SU;STA}$	4.7	—	0.6	—	µs	
Date hold time	$t_{HD;DAT}$	0	3.45	0	0.9	µs	
Data setup time	$t_{SU;DAT}$	250	—	100	—	ns	
SDA and SCLsignal rise time	t_r	—	1000	—	300	ns	
SDA and SCL signal fall time	t_f	—	300	—	300	ns	
Setup time for STOP condition	$t_{SU;STO}$	4.0	—	0.6	—	µs	
Bus free time between STOP and START conditions	t_{BUF}	4.7	—	1.3	—	µs	
Noise margin at low level of each connected device (including hysteresis)	VnL	0.1 × VDDQ*4	—	0.1 × VDDQ*4	—	V	
Noise margin at high level of each connected device (including hysteresis)	VnH	0.2 × VDDQ*4	—	0.2 × VDDQ*4	—	V	
Spike pulse width suppressed by the input filter	t_{SP}	—	—	0	50	ns	

Notes. 1. All values are referenced at VDDQ*4 × 0.3 and VDDQ*4 × 0.7 levels.

2. To satisfy the I2C-bus specification, pull-up resistors (Rp) with the appropriate resistance must be included depending on the total of bus capacitive load of each line.
   Pull-up resistor range should be following, refer Table 73.21.2.
   Rp(max) = tr /(0.8473*Cb)
   Rp(min) = (VDDQ*4-VOL(max))/IOL
3. The total capacity (Cb) should be less than or equal to 100 pF.
4. VDDQ means VDDQ33 or VDDQ18

Table 73.22.2 Pull-up Resistor Range of IIC Bus Interface

		Standard-Mode		Fast-Mode			
Symbol	**VCCQ Voltage**	**Min.**	**Max.**	**Min.**	**Max.**	**Unit**	**Remarks**
Rp (Cb = 100 pF)	Vpullup = 1.8 V	517	11802	517	3540	Ω	—
	Vpullup = 3.3 V	1067	11802	1067	3540	Ω	

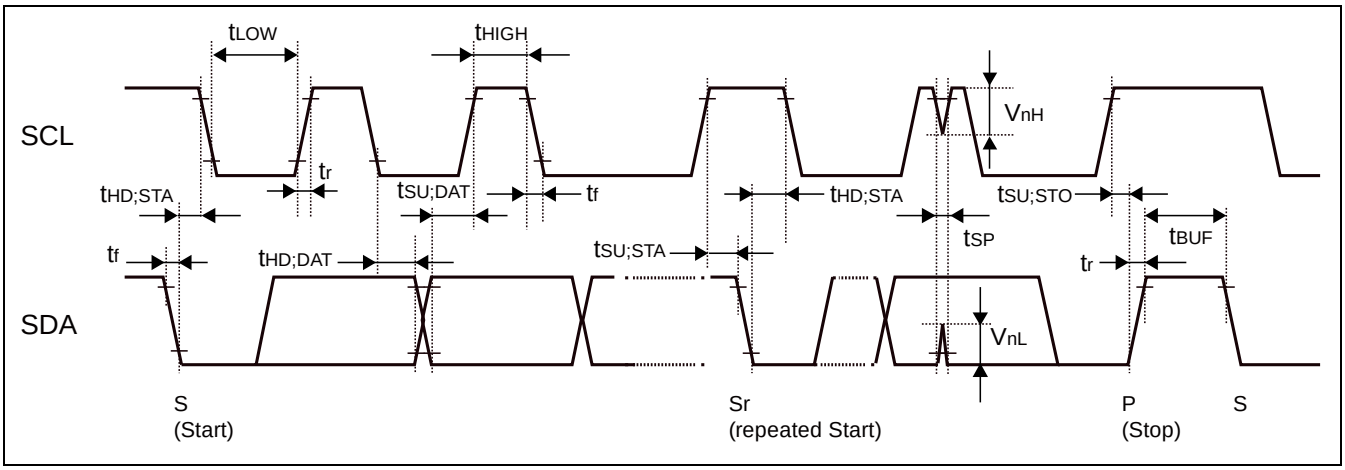


Figure 73.22.1 IIC Bus Interface Signal Timing

73.23 MSIOF

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 73.23.1 MSIOF Module Signal Timing

Conditions: VDDQ33 = 3.3 V ± 0.2 V [RZ/G2H, RZ/G2M V1.3,RZ/G2M V3.0, RZ/G2N],
VDDQ33 = 3.3 V ± 0.3 V [RZ/G2E],
GND = VSS = 0 V, Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 30 pF

[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Item	Symbol	Min.	Max.	Unit	Figures
MSIOF_SCK clock cycle time (when master TX or slave RX)	tMSCYC	4 × tpcyc*	—	ns	Figure 73.23.1, to 73.23.4
MSIOF_SCK clock cycle time (when master RX or slave TX)	tMSCYC	8 × tpcyc*	—	ns	
MSIOF_SCK output clock high-level width	tMSWHO	0.4 × tMSCYC	—	ns	
MSIOF_SCK output clock low-level width	tMSWLO	0.4 × tMSCYC	—	ns	
MSIOF_SCK input high-level width	tMSWHI	0.4 × tMSCYC	—	ns	
MSIOF_SCK input low-level width	tMSWLI	0.4 × tMSCYC	—	ns	
MSIOF_SYNC input setup time in slave mode	tTSFSS	6	—	ns	
MSIOF_SYNC input hold time in slave mode	tTSFSH	2	—	ns	
MSIOF_TXD output delay time1 in slave mode	tTSDD1	1	20	ns	
MSIOF_TXD output delay time2 in slave mode	tTSDD2	1	16	ns	
MSIOF_RXD input setup time in slave mode	tTSRDS	6	—	ns	
MSIOF_RXD input hold time in slave mode	tTSRDH	5	—	ns	
MSIOF_SYNC output delay time in master mode	tTMSFD	-2	8	ns	
MSIOF_TXD output delay time in master mode	tTMDD	-2	8	ns	
MSIOF_RXD input setup time in master mode	tTMRDS	10	—	ns	
MSIOF_RXD input hold time in master mode	tTMRDH	2	—	ns	

Note: * tpcyc is a cycle time of peripheral clock (MSOϕ).

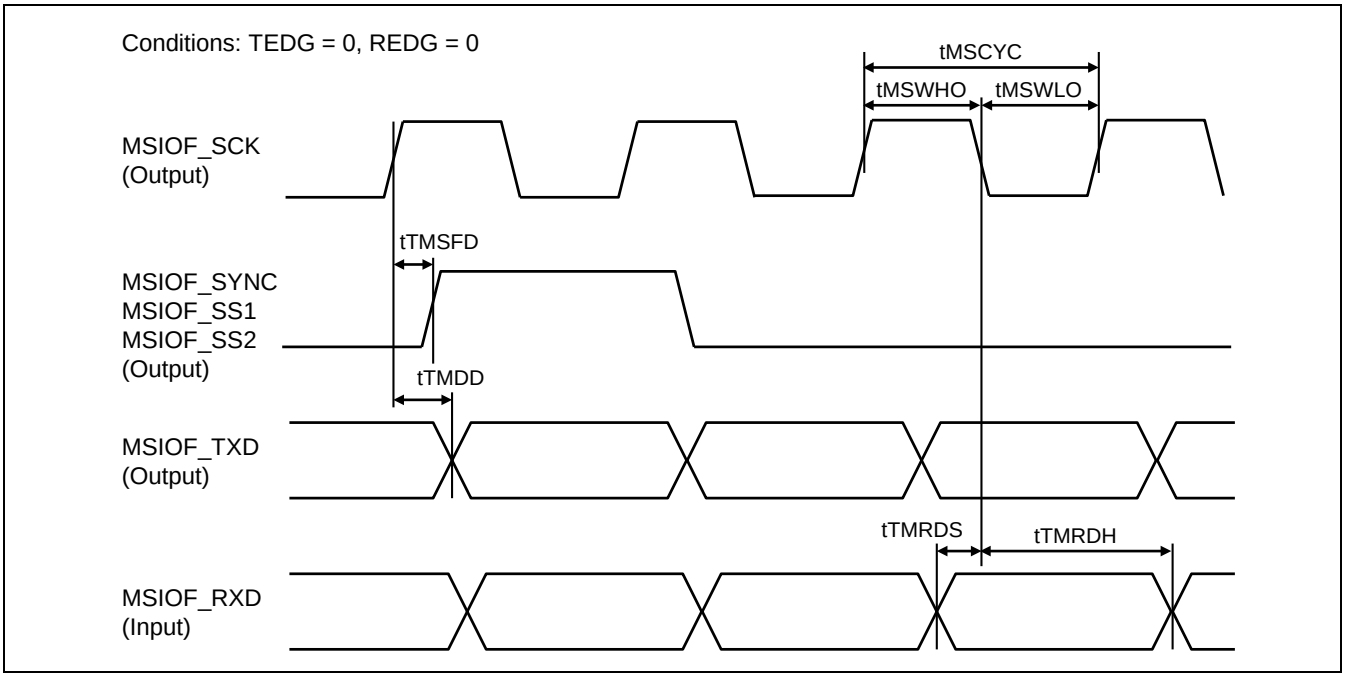


Figure 73.23.1 MSIOF Timing (Master Mode)

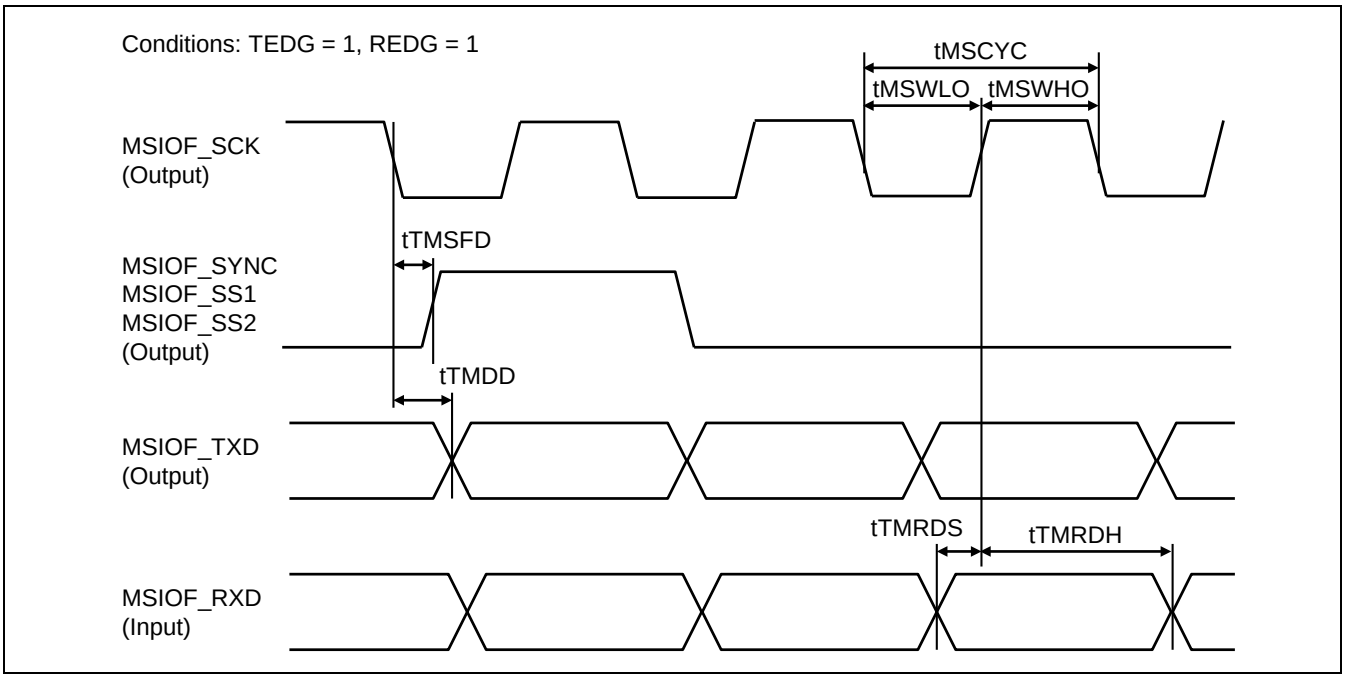


Figure 73.23.2 MSIOF Timing (Master Mode)

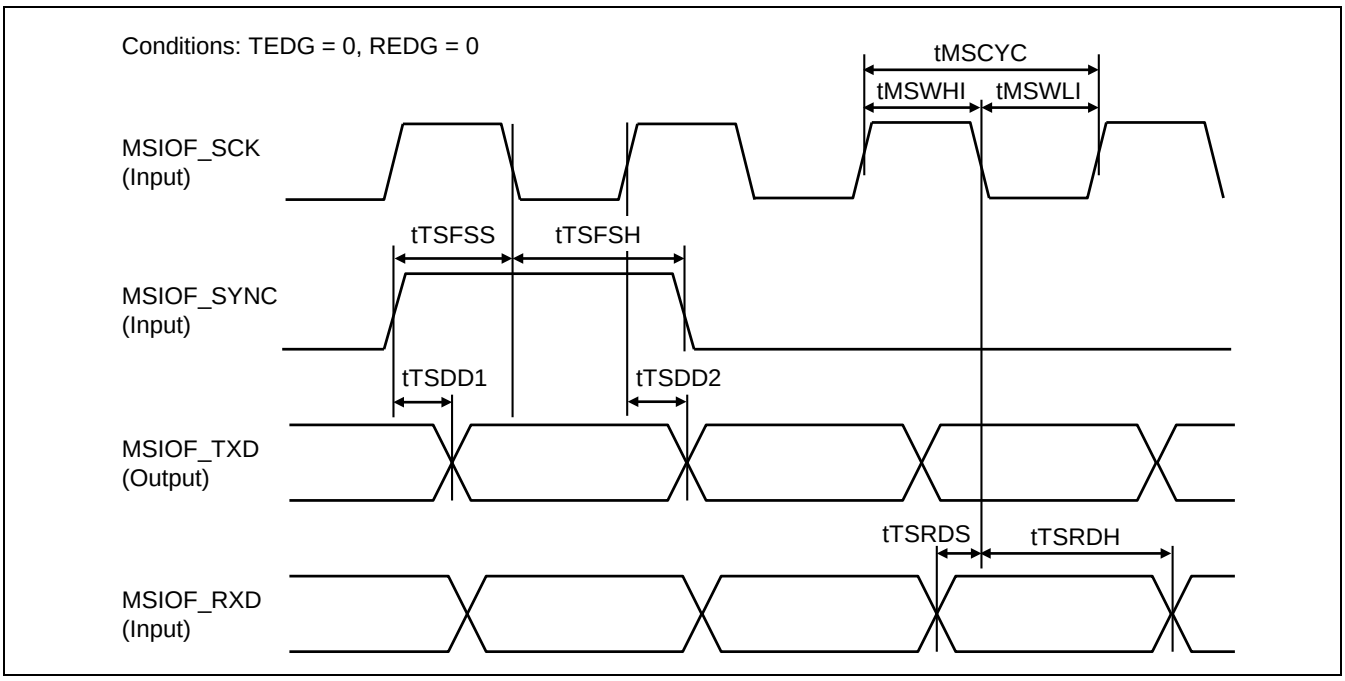


Figure 73.23.3 MSIOF Timing (Slave Mode)

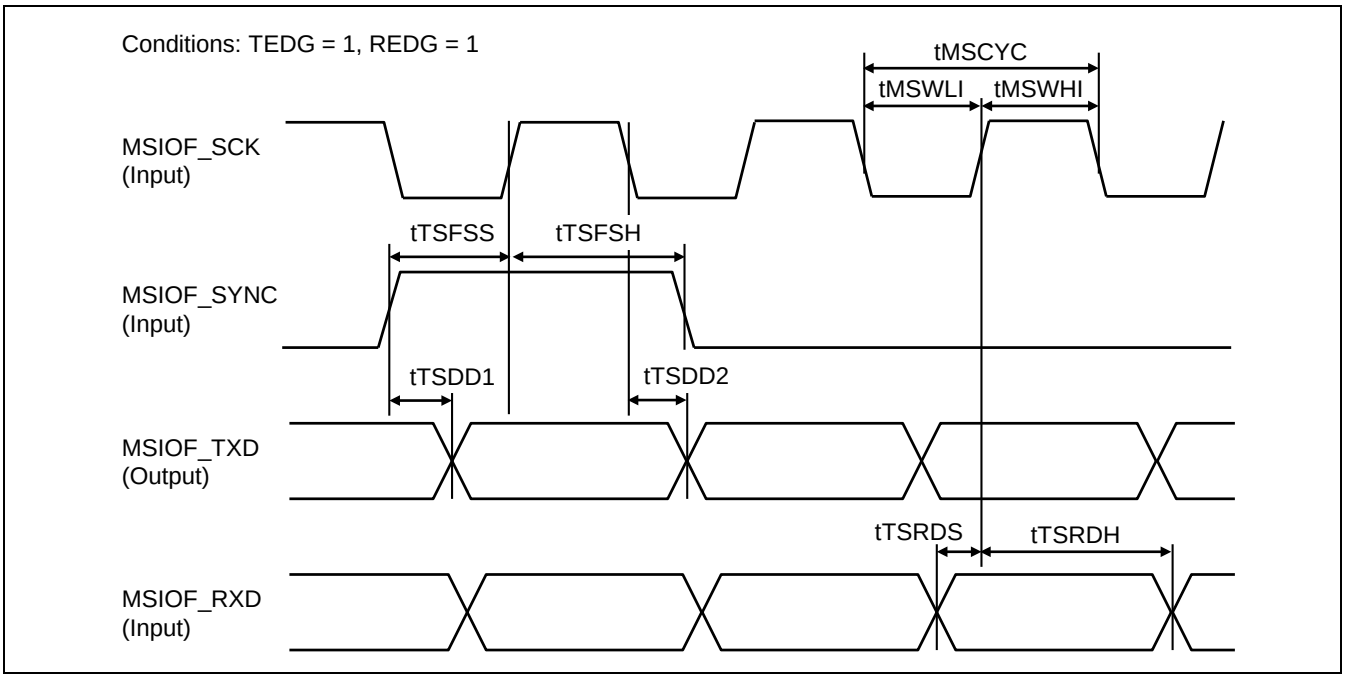


Figure 73.23.4 MSIOF Timing (Slave Mode)

73.24 RPC Interface

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.24.1 RPC Timing [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N]

Conditions: VDDQ18 = 1.8V ± 0.1 V, GND = VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2M V1.3], Ta = −40 to + 85 °C [RZ/G2M V3.0, RZ/G2N],
Tj = −40 to + 115 °C [RZ/G2M V3.0, RZ/G2N],
CL = 15 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
SPCLK clock cycle time (HyperFlash)	tSPCYC	6.25	—	—	ns	Figure 73.24.1
SPCLK clock cycle time (QSPI Flash)		12.50	—	—	ns	
SPCLK high pulse width	tSPWH	0.45	—	0.55	tSPCYC	
SPCLK low pulse width	tSPWL	0.45	—	0.55	tSPCYC	
SPCLK rise time	tSPR	—	—	2.0	ns	
SPCLK fall time	tSPF	—	—	2.0	ns	
SPCLK skew	tSPSKEW	—	—	0.04	tSPCYC	
SSL to setup time	tLEAD	1 × tSPCYC – 3	—	8 × tSPCYC + 3	ns	Figure 73.24.2, Figure 73.24.3, Figure 73.24.4
SSL to hold time	tLAG	5.5 × tSPCYC – 3	—	8.5 × tSPCYC + 3	ns	
Data input valid setup time SDR	tVSS	—	—	0.5 × tSPCYC + 3	ns	Figure 73.24.2
Data input valid hold time SDR	tVHS	0	—	—	ns	
Data output setup time	tOS	0.5 × tSPCYC – 2	—	—	ns	
Data output hold time	tOH	0.5 × tSPCYC – 2	—	—	ns	
Data input valid setup time DDR	tVSD	—	—	6.5	ns	Figure 73.24.3
Data input valid hold time DDR	tVHD	0.32 × tSPCYC	—	—	ns	
Data to Data Strobe Skew	tDDSS	-0.65	—	0.65	ns	Figure 73.24.4
SPCLK to Data Strobe Skew	tCDSS	—	—	7.0	ns	
Output Data Setup time in DDR mode	tSDDR	0.25 × tSPCYC – 0.6	—	0.25 × tSPCYC + 0.6	ns	Figure 73.24.3, Figure 73.24.4
Output Data Hold time in DDR mode	tHDDR	0.25 × tSPCYC – 0.6	—	0.25 × tSPCYC + 0.6	ns	
RPC_RESET assert time	tRPCRA	0	—	—	ns	Figure 73.24.5
RPC_RESET negate time	tRPCRN	10	—	—	ns	Figure 73.24.5

Note: The RZ/G2M V1.3 does not support DDR operation with QSPI (1-/4-bit) and QSPIx2 (8-bit). Therefore, the following DDR related specifications with QSPI and QSPIx2 cannot be applied to the RZ/G2M V1.3.

Table 73.24.2 RPC Timing [RZ/G2E]

Conditions: VDDQ_QSPI = 1.8V ± 0.1 V, GND = VSS = 0 V,
Ta = −40 to + 85 °C
Tj = −40 to + 115 °C
CL = 15 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
SPCLK clock cycle time (HyperFlash)	tSPCYC	6.66	—	—	ns	Figure 73.24.1
SPCLK clock cycle time (QSPI Flash)		12.50	—	—	ns	
SPCLK high pulse width	tSPWH	0.45	—	0.55	tSPCYC	
SPCLK low pulse width	tSPWL	0.45	—	0.55	tSPCYC	
SPCLK rise time	tSPR	—	—	2.0	ns	
SPCLK fall time	tSPF	—	—	2.0	ns	
SPCLK skew	tSPSKEW	—	—	0.04	tSPCYC	
SSL to setup time	tLEAD	1 × tSPCYC – 3	—	8 × tSPCYC + 3	ns	Figure 73.24.2, Figure 73.24.3, Figure 73.24.4
SSL to hold time	tLAG	5.5 × tSPCYC – 3	—	8.5 × tSPCYC + 3	ns	
Data input valid setup time SDR	tVSS	—	—	0.5 × tSPCYC + 3	ns	Figure 73.24.2
Data input valid hold time SDR	tVHS	0	—	—	ns	
Data output setup time	tOS	0.5 × tSPCYC – 2	—	—	ns	
Data output hold time	tOH	0.5 × tSPCYC – 2	—	—	ns	
Data input valid setup time DDR	tVSD	—	—	6.5	ns	Figure 73.24.3
Data input valid hold time DDR	tVHD	0.32 × tSPCYC	—	—	ns	
Data to Data Strobe Skew	tDDSS	-0.65	—	0.65	ns	Figure 73.24.4
SPCLK to Data Strobe Skew	tCDSS	—	—	7.0	ns	
Output Data Setup time in DDR mode	tSDDR	0.25 × tSPCYC – 0.6	—	0.25 × tSPCYC + 0.6	ns	Figure 73.24.3, Figure 73.24.4
Output Data Hold time in DDR mode	tHDDR	0.25 × tSPCYC – 0.6	—	0.25 × tSPCYC + 0.6	ns	
RPC_RESET assert time	tRPCRA	0	—	—	ns	Figure 73.24.5
RPC_RESET negate time	tRPCRN	10	—	—	ns	Figure 73.24.5

Table 73.24.3 RPC Timing [RZ/G2E]

Conditions: VDDQ_QSPI = 3.3 V ± 0.3 V, GND = VSS = 0 V, Ta = -40 to +85 °C, Tj = -40 to + 115 °C,
CL = 15 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
SPCLK clock cycle time (HyperFlash)	tSPCYC	10.00	—	—	ns	Figure 73.24.1
SPCLK clock cycle time (QSPI Flash)		12.50	—	—	ns	
SPCLK high pulse width	tSPWH	0.45	—	0.55	tSPCYC	
SPCLK low pulse width	tSPWL	0.45	—	0.55	tSPCYC	
SPCLK rise time	tSPR	—	—	2.0	ns	
SPCLK fall time	tSPF	—	—	2.0	ns	
SPCLK skew	tSPSKEW	—	—	0.04	tSPCYC	
SSL to setup time	tLEAD	1 × tSPCYC – 3	—	8 × tSPCYC + 3	ns	Figure 73.24.2, Figure 73.24.3, Figure 73.24.4
SSL to hold time	tLAG	5.5 × tSPCYC – 3	—	8.5 × tSPCYC + 3	ns	
Data input valid setup time SDR	tVSS	—	—	0.5 × tSPCYC + 3	ns	Figure 73.24.2
Data input valid hold time SDR	tVHS	0	—	—	ns	
Data output setup time	tOS	0.5 × tSPCYC – 2	—	—	ns	
Data output hold time	tOH	0.5 × tSPCYC – 2	—	—	ns	
Data input valid setup time DDR	tVSD	—	—	6.5	ns	Figure 73.24.3
Data input valid hold time DDR	tVHD	0.32 × tSPCYC	—	—	ns	
Data to Data Strobe Skew	tDDSS	-0.65	—	0.65	ns	Figure 73.24.4
SPCLK to Data Strobe Skew	tCDSS	—	—	7.0	ns	
Output Data Setup time in DDR mode	tSDDR	0.25 × tSPCYC – 0.6	—	0.25 × tSPCYC + 0.6	ns	Figure 73.24.3, Figure 73.24.4
Output Data Hold time in DDR mode	tHDDR	0.25 × tSPCYC – 0.6	—	0.25 × tSPCYC + 0.6	ns	
RPC_RESET assert time	tRPCRA	0	—	—	ns	Figure 73.23.5
RPC_RESET negate time	tRPCRN	10	—	—	ns	Figure 73.24.5

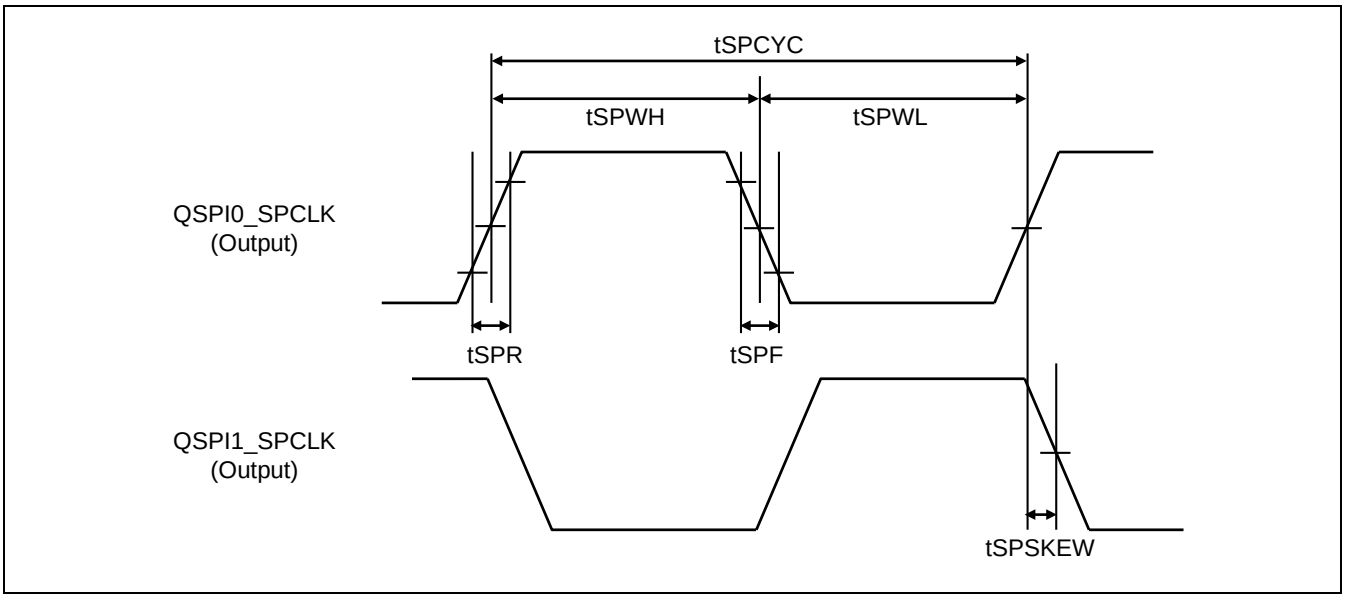
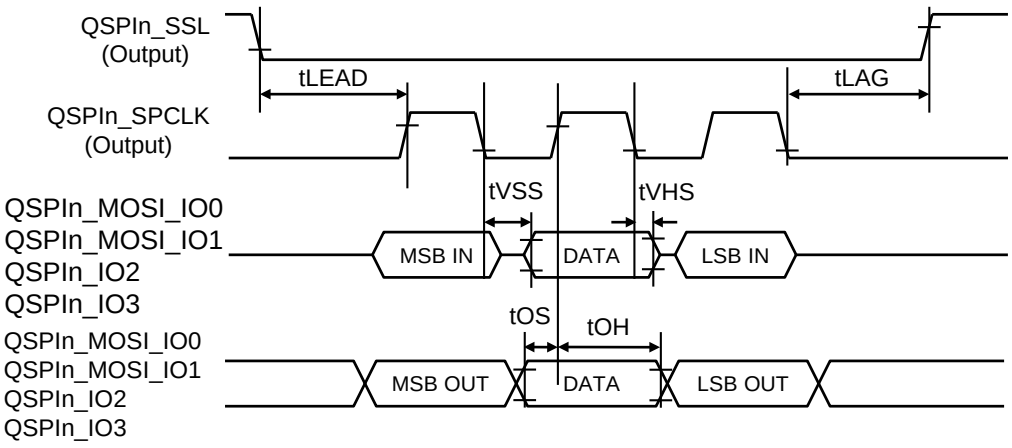
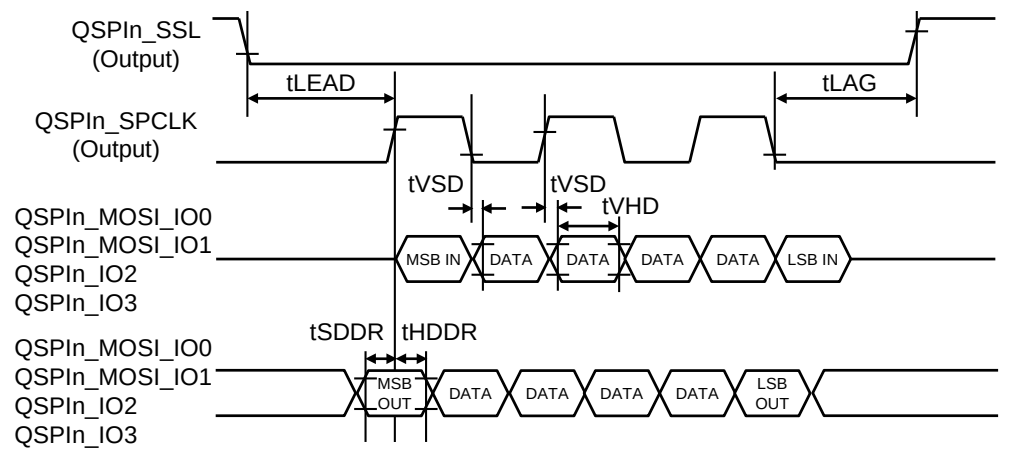


Figure 73.24.1 RPC Clock Timing



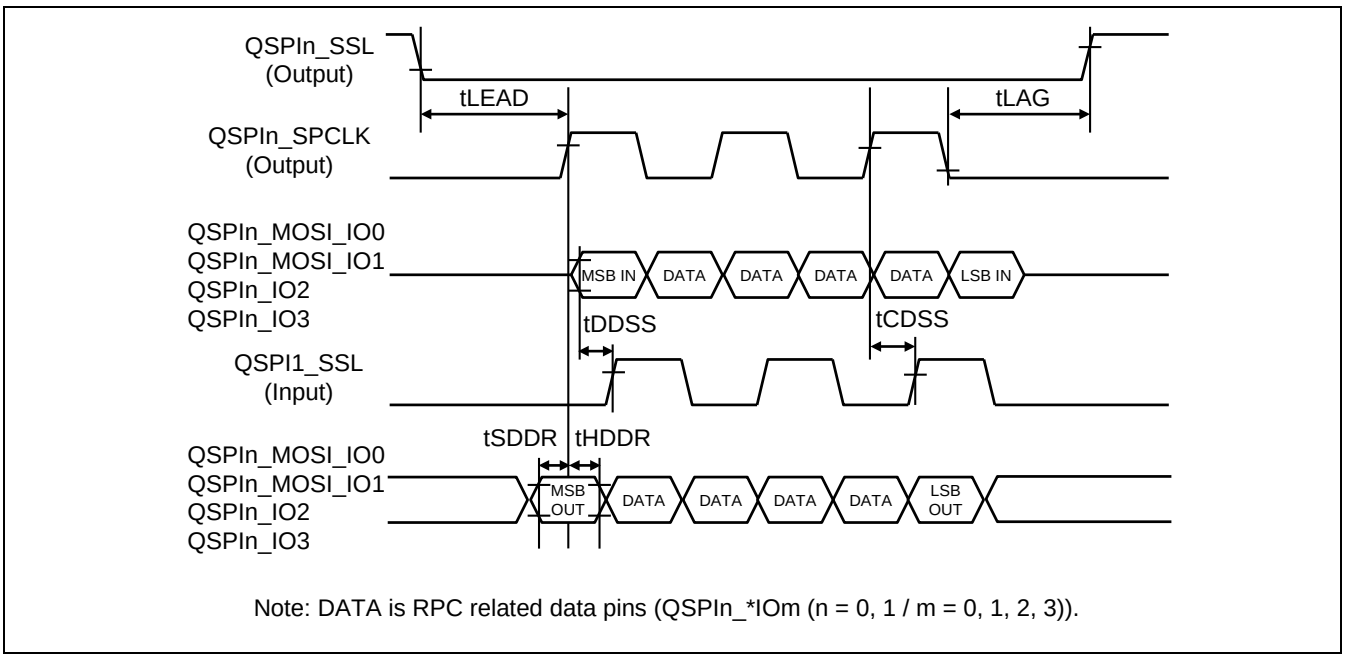
Note: DATA is RPC related data pins (QSPIn_*IOm (n = 0, 1 / m = 0, 1, 2, 3)).

Figure 73.24.2 RPC SDR Operation Timing (QSPI Flash)



Note: DATA is RPC related data pins (QSPIn_*IOm (n = 0, 1 / m = 0, 1, 2, 3)).

Figure 73.24.3 RPC DDR Operation Timing (QSPI Flash)



Note: DATA is RPC related data pins (QSPIn_*IOm (n = 0, 1 / m = 0, 1, 2, 3)).

Figure 73.24.4 RPC DDR Operation Timing (HyperFlash)

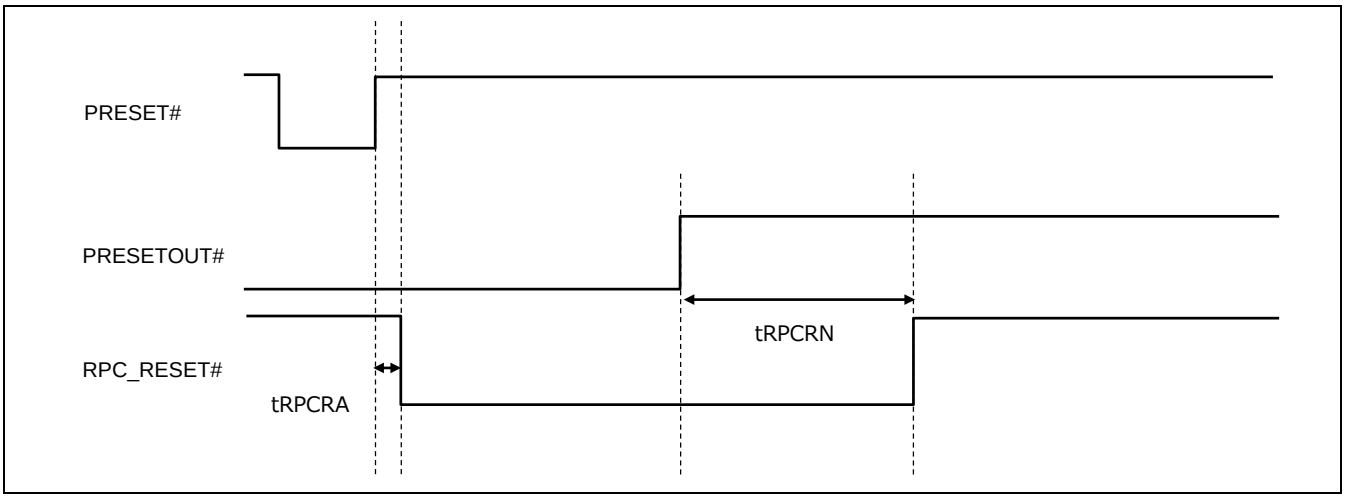


Figure 73.24.5 RPC_RESET# Operation Timing

73.25 SD Host Interface (SDHI)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

73.25.1 SDHI (3.3V) Electrical Characteristics

Table 73.25.1 SDHI Signal Timing (Default mode)

Conditions: VDDQVA_SDn (n = 0 to 3) = 3.3 V ± 0.2 V, GND = VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N],
VDDQ_SDn (n = 0, 1, 3) = 3.3V ± 0.3 V, GND = VSS = 0 V,
Ta = −40 to + 85 °C [RZ/G2E], Tj = −40 to + 115 °C [RZ/G2E],
CL = 40 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
SDCLK clock cycle time	t_{SDCYC}	40.0	—	—	ns	Figure 73.25.1
SDCMD output data delay time	t_{SDCMD_S}	—	—	10.0	ns	
	t_{SDCMD_H}	6.0	—	—	ns	
SDDAT output data delay time	t_{SDDAD_S}	—	—	10.0	ns	
	t_{SDDAD_H}	6.0	—	—	ns	
SDCMD input data setup time	t_{SDCMS}	3.0	—	—	ns	
SDCMD input data hold time	t_{SDCMH}	2.0	—	—	ns	
SDDAT input data setup time	t_{SDDAS}	3.0	—	—	ns	
SDDAT input data hold time	t_{SDDAH}	2.0	—	—	ns	

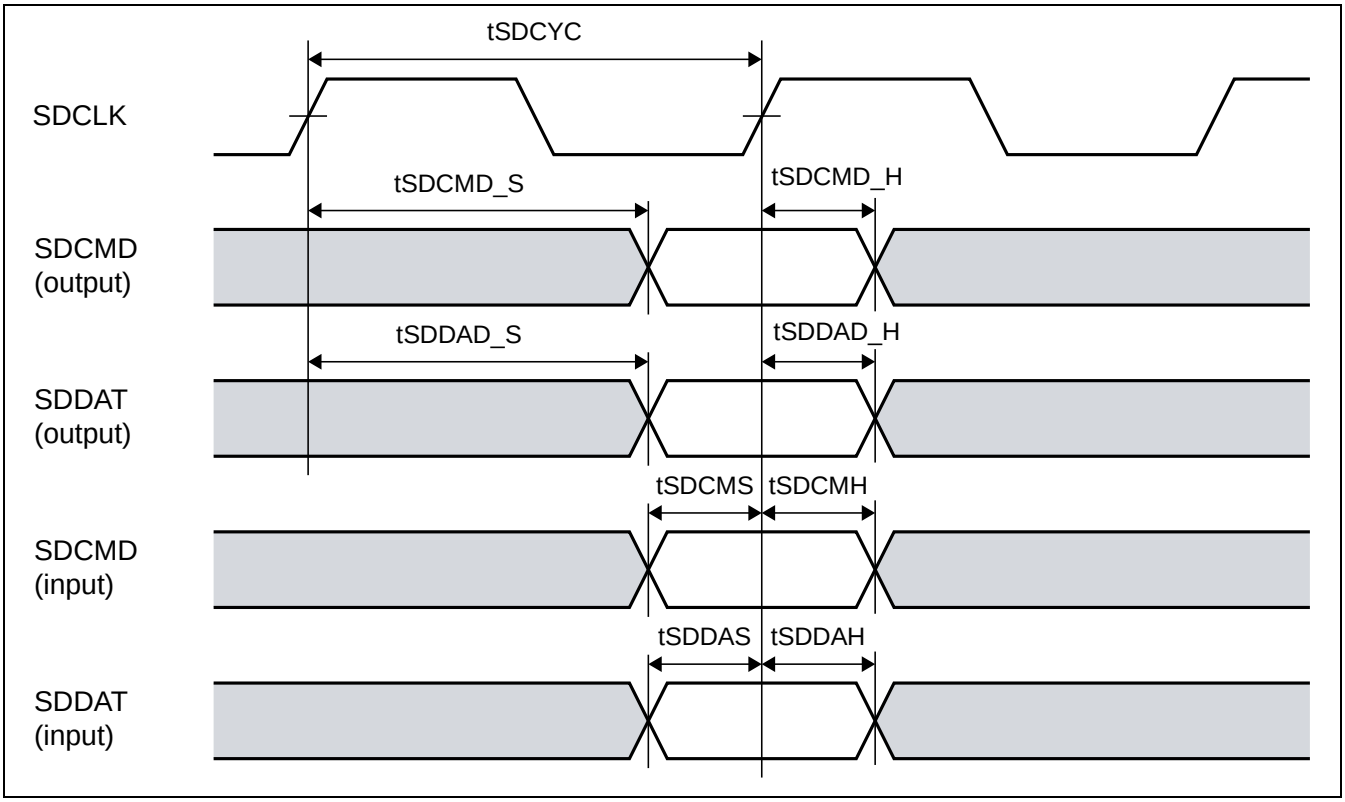


Figure 73.25.1 SDHI Signal Timing (Default mode)

Table 73.25.2 SDHI Signal Timing (High Speed mode)

Conditions: VDDQVA_SDn (n = 0 to 3) = 3.3 V ± 0.2 V, GND = VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N], Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N],
VDDQ_SDn (n = 0, 1, 3) = 3.3V ± 0.3 V, GND = VSS = 0 V,
Ta = -40 to +85 °C [RZ/G2E], Tj = -40 to +115 °C [RZ/G2E],
CL = 40 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
SDCLK clock cycle time	t_{SDCYC}	20.0	—	—	ns	Figure 73.25.2
SDCMD output data delay time	t_{SDCMD}	3.0	—	0.5 × t_{SDCYC} + 3.0	ns	
SDCMD output data hold time	$t_{SDCMDOH}$	3.0	—	—	ns	
SDDAT output data delay time	t_{SDDAD}	3.0	—	0.5 × t_{SDCYC} + 3.0	ns	
SDDAT output data hold time	$t_{SDDATOH}$	3.0	—	—	ns	
SDCMD input data setup time	t_{SDCMS}	3.0	—	—	ns	
SDCMD input data hold time	t_{SDCMH}	2.0	—	—	ns	
SDDAT input data setup time	t_{SDDAS}	3.0	—	—	ns	
SDDAT input data hold time	t_{SDDAH}	2.0	—	—	ns	

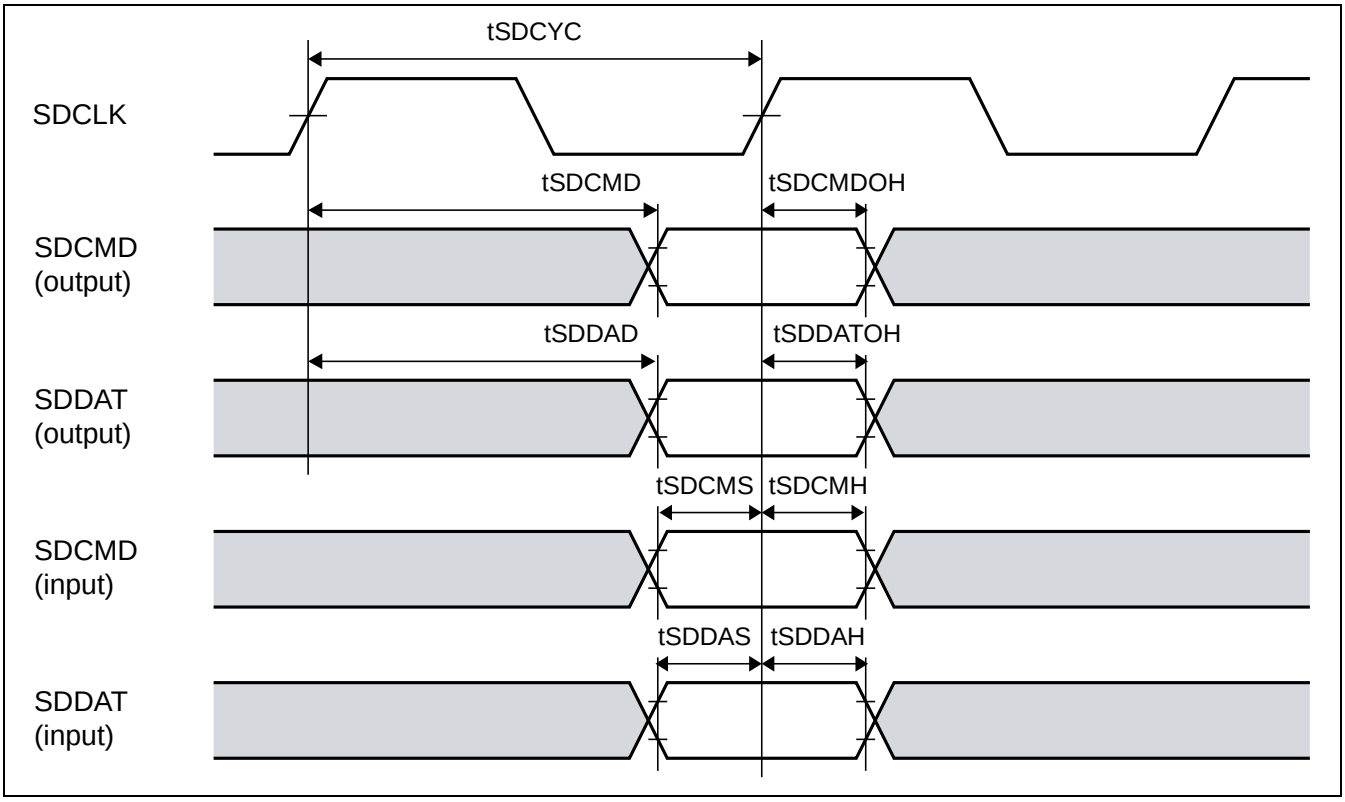


Figure 73.25.2 SDHI Signal Timing (High Speed mode)

73.25.2 SDHI (1.8V) Electrical Characteristics

Table 73.25.3 SDHI Signal Timing (SDR50 mode)

Conditions: VDDQVA_SDn (n = 0 to 3) = 1.8 V ± 0.1 V, GND = VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N], Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N],
VDDQ_SDn (n = 0, 1, 3) = 1.8V ± 0.1 V, GND = VSS = 0 V,
Ta = -40 to +85 °C [RZ/G2E], Tj = -40 to +115 °C [RZ/G2E],
CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
SDCLK clock cycle time	t_{SDCYC}	10.0	—	—	ns	Figure 73.25.3
SDCMD output data delay time	t_{SDCMD}	1.3	—	t_{SDCYC} – 4	ns	
SDDAT output data delay time	t_{SDDAD}	1.3	—	t_{SDCYC} – 4	ns	
SDCMD input data setup time	t_{SDCMS}	2.0	—	—	ns	
SDCMD input data hold time	t_{SDCMH}	1.5	—	—	ns	
SDDAT input data setup time	t_{SDDAS}	2.0	—	—	ns	
SDDAT input data hold time	t_{SDDAH}	1.5	—	—	ns	

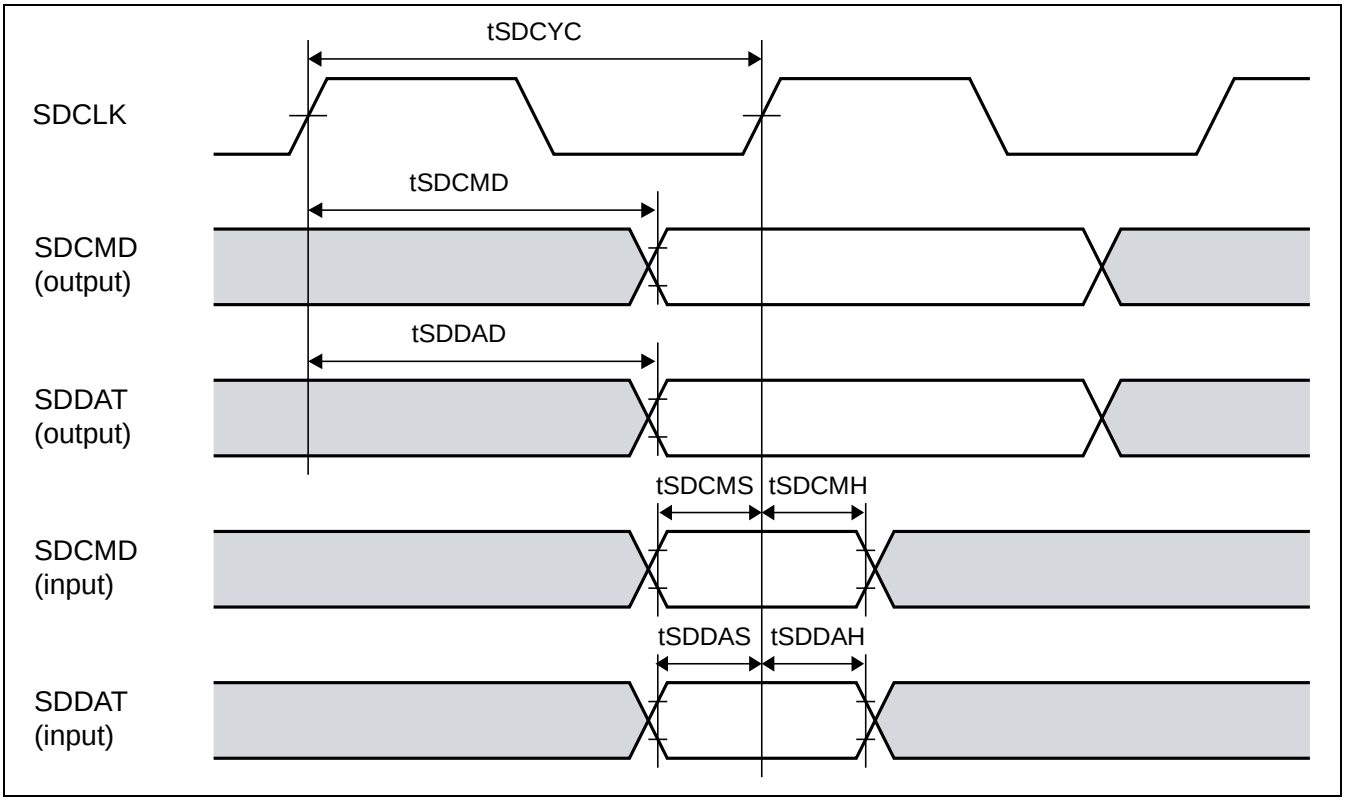


Figure 73.25.3 SDHI Signal Timing (SDR50 mode)

Table 73.25.4 SDHI Signal Timing (SDR104 mode)

Conditions: VDDQVA_SDn (n = 0 to 3) = 1.8 V ± 0.1 V, GND = VSS = 0 V,
Tc = −20 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -20 to +85 °C [RZ/G2M V3.0, RZ/G2N], Tj = -20 to +115 °C [RZ/G2M V3.0, RZ/G2N]
VDDQ_SDn (n = 0, 1, 3) = 1.8V ± 0.1 V, GND = VSS = 0 V,
Ta = -40 to +85 °C [RZ/G2E], Tj = -40 to +115 °C [RZ/G2E], CL = 10 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
SDCLK clock cycle time	tSDCYC	5.0	—	—	ns	Figure 73.25.4
SDCMD output data delay time	tSDCMD	1.30	—	3.50	ns	
SDDAT output data delay time	tSDDAD	1.30	—	3.50	ns	
SDCMD input data width (for tuning)	tSDICW	2.57	3.07	—	ns	
(after tuning)		2.57	—	—	ns	
SDDAT input data width (for tuning)	tSDIDW	2.57	3.07	—	ns	
(after tuning)		2.57	—	—	ns	

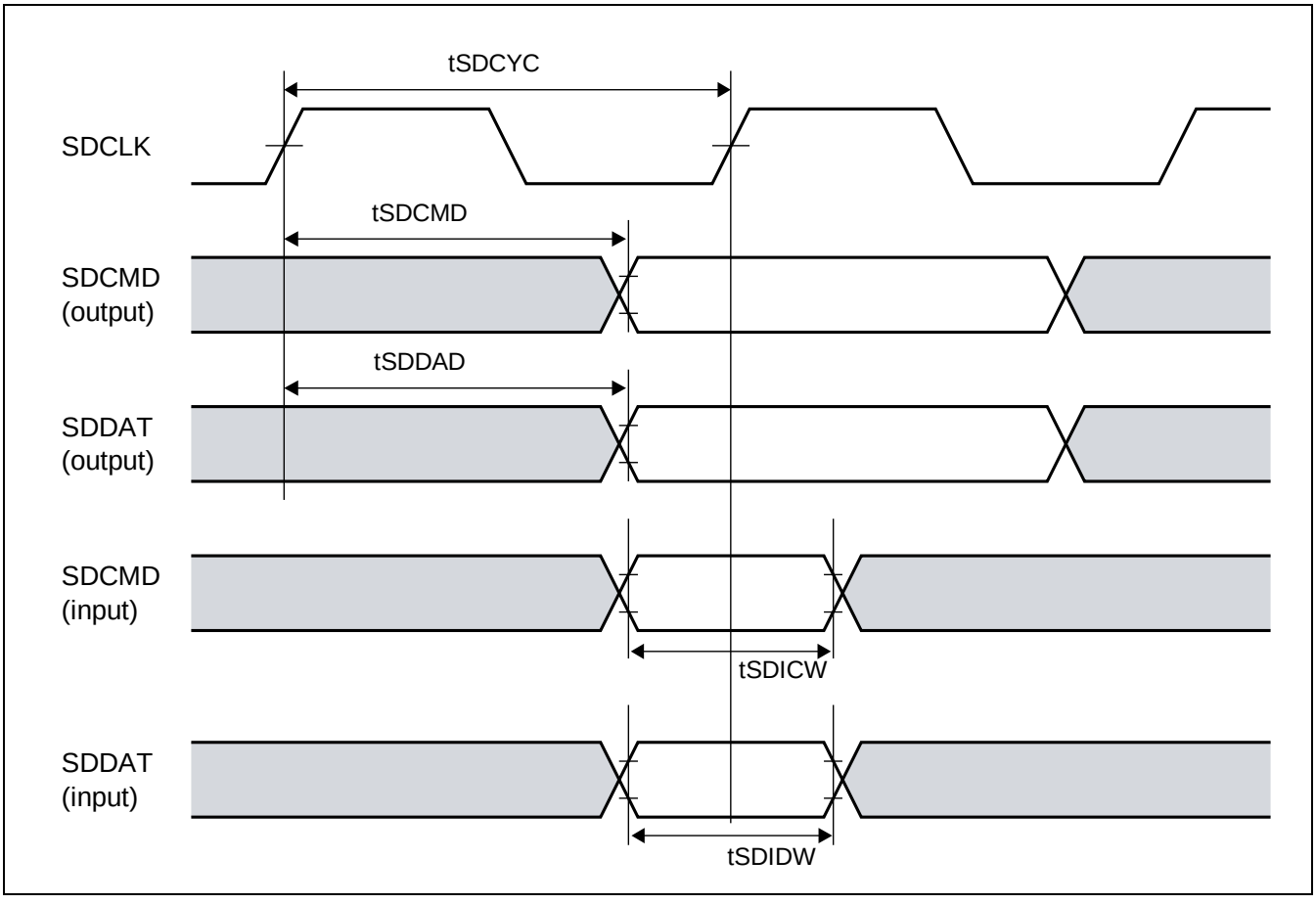


Figure 73.25.4 SDHI Signal Timing (SDR104 mode)

73.26 MMC Interface

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

73.26.1 MMC (3.3V) Electrical Characteristics [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E]

Table 73.26.1 MMC Signal Timing (High Speed mode)

Conditions: VDDQVA_SDn (n = 2, 3) = 3.3 V ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ_SD3 = 3.3 V ± 0.3 V [RZ/G2E], GND = VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 40 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
MMCCLK clock cycle time	tMMCCYC	20.0	—	—	ns	Figure 73.26.1
MMCCMD output data delay time	tMMCCMD	3.0	—	0.5 ×tMMCCYC + 3.0	ns	
MMCCMD output data hold time	tMMCCMDOH	3.0	—	—	ns	
MMCDAT output data delay time	tMMCDAD	3.0	—	0.5 ×tMMCCYC + 3.0	ns	
MMCDAT output data hold time	tMMCDATOH	3.0	—	—	ns	
MMCCMD input data setup time	tMMCCMS	3.0	—	—	ns	
MMCCMD input data hold time	tMMCCMH	2.0	—	—	ns	
MMCDAT input data setup time	tMMCDAS	3.0	—	—	ns	
MMCDAT input data hold time	tMMCDAH	2.0	—	—	ns	

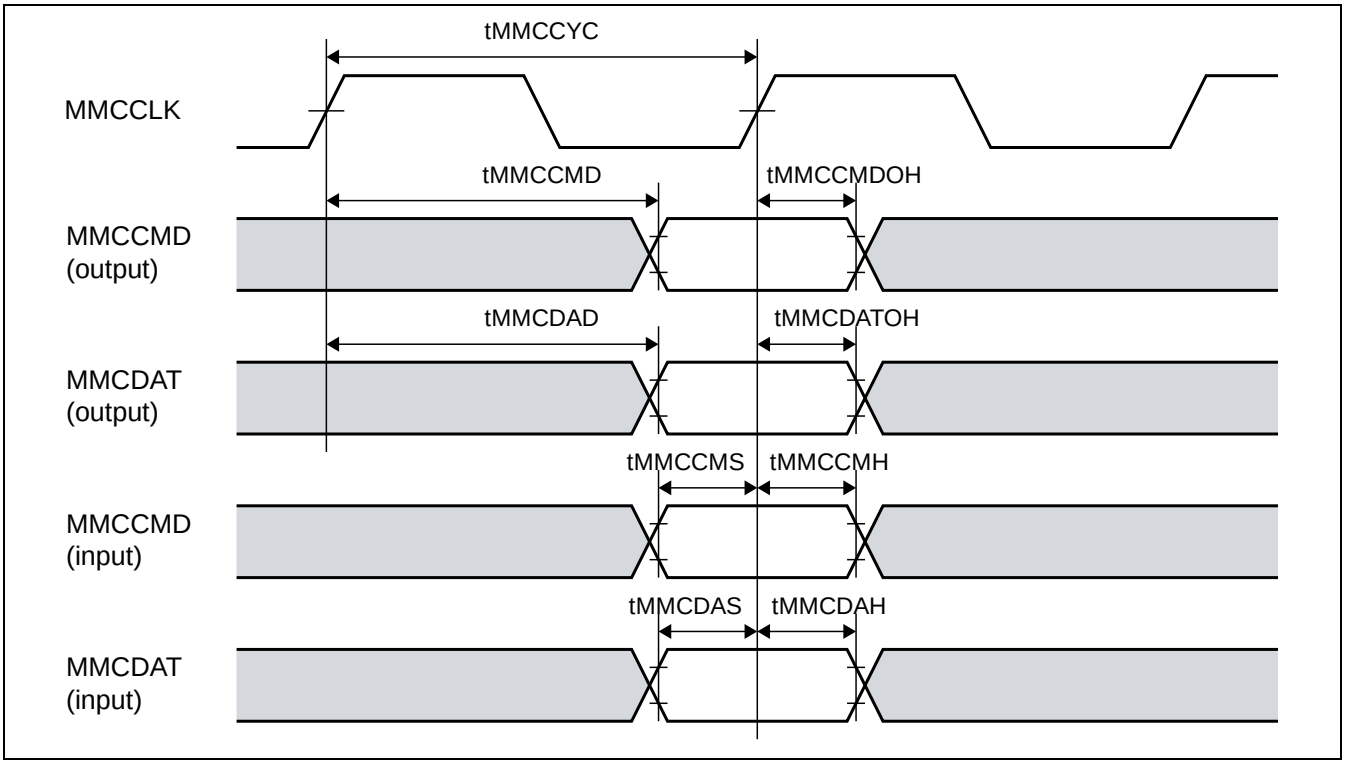


Figure 73.26.1 MMC Signal Timing (High Speed mode)

73.26.2 MMC (1.8V) Electrical Characteristics [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E]

Table 73.26.2 MMC Signal Timing (High Speed mode)

Conditions: VDDQVA_SDn (n = 2, 3) = 1.8 V ± 0.1 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ_SD3 = 1.8 V ± 0.1 V [RZ/G2E], GND = VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
CL = 30 pF [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E],
GND = VSS = 0 V

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
MMCCLK clock cycle time	t_{MMCCYC}	20.0	—	—	ns	Figure 73.26.2
MMCCMD output data delay time	t_{MMCCMD}	3.0	—	0.5 × t_{MMCCYC} + 3.0	ns	
MMCDAT output data delay time	t_{MMCDAD}	3.0	—	0.5 × t_{MMCCYC} + 3.0	ns	
MMCCMD input data setup time	t_{MMCCMS}	3.0	—	—	ns	
MMCCMD input data hold time	t_{MMCCMH}	2.0	—	—	ns	
MMCDAT input data setup time	t_{MMCDAS}	3.0	—	—	ns	
MMCDAT input data hold time	t_{MMCDAH}	2.0	—	—	ns	

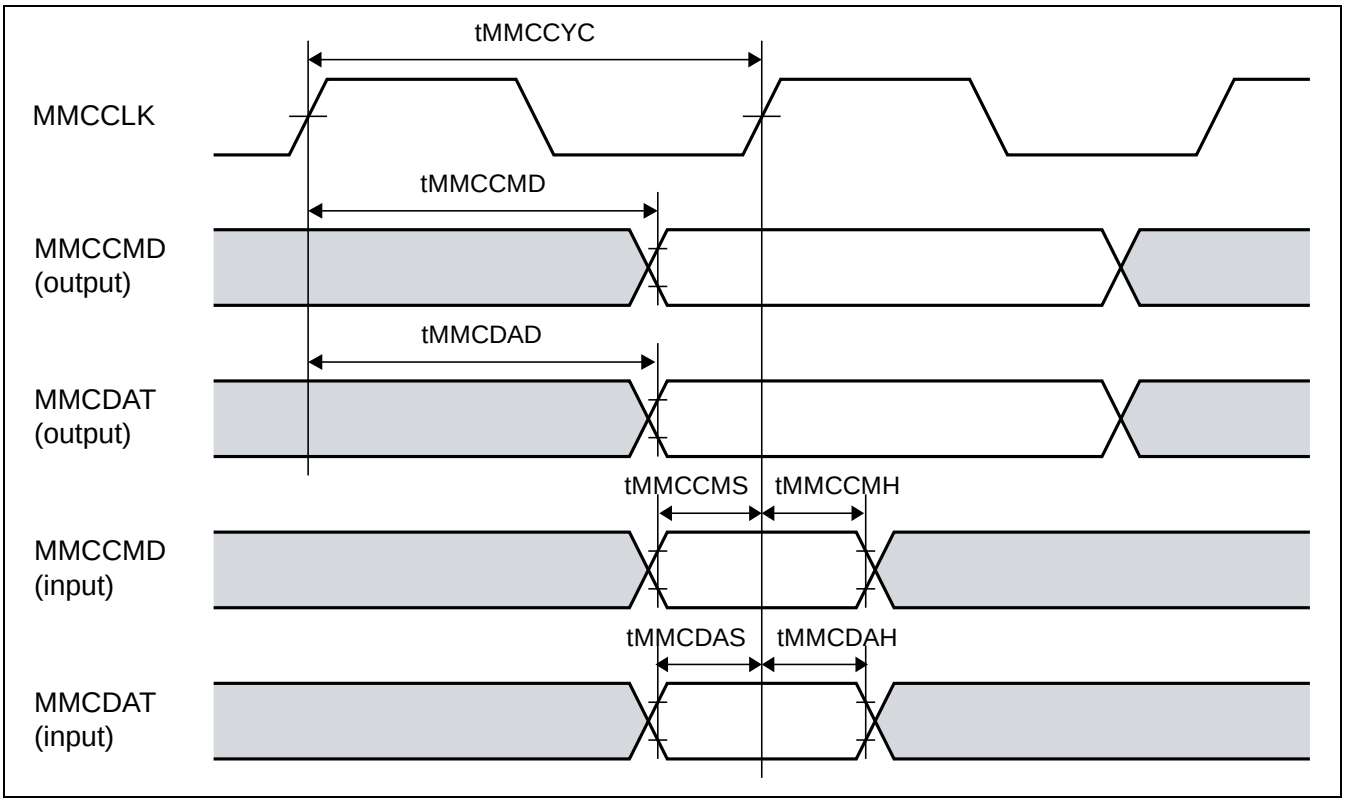


Figure 73.26.2 MMC Signal Timing

Table 73.26.3 MMC Signal Timing (HS200 mode) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E]

Conditions: VDDQVA_SDn (n = 2, 3) = 1.8 V ± 0.1 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ_SD3 = 1.8 V ± 0.1 V [RZ/G2E], GND = VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
CL = 10 pF [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E],
GND = VSS = 0 V

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
MMCCLK clock cycle time	tMMCCYC	5.0	—	—	ns	Figure 73.26.3
MMCCMD output data delay time	tMMCCMD	1.30	—	3.40	ns	
MMCDAT output data delay time	tMMCDAD	1.30	—	3.40	ns	
MMCCMD input data width (for tuning)	tMMCICW	2.57	3.07	—	ns	
(after tuning)		2.57	—	—		
MMCDAT input data width (for tuning)	tMMCIDW	2.57	3.07	—	ns	
(after tuning)		2.57	—	—		

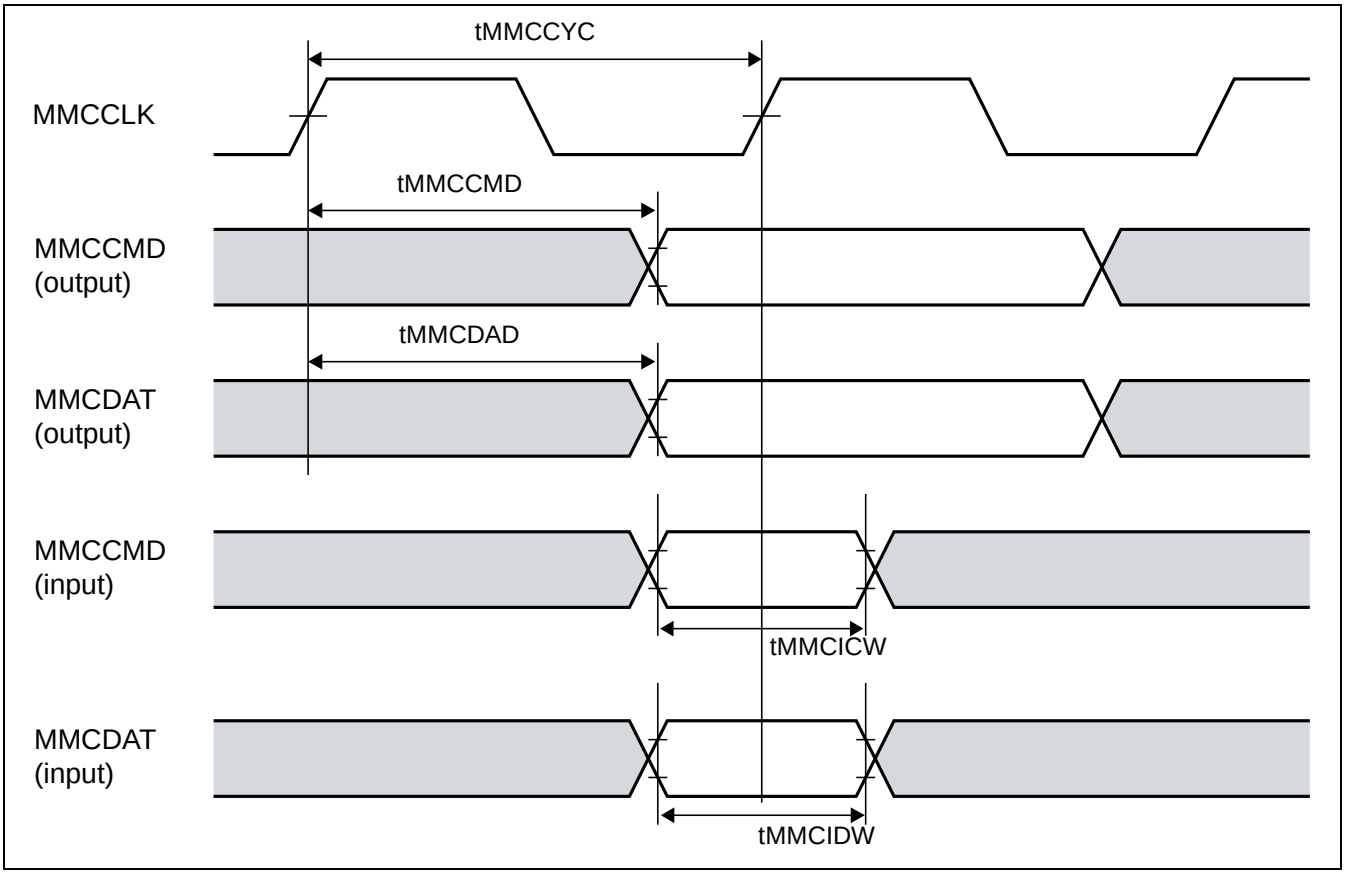


Figure 73.26.3 MMC Signal Timing (HS200 mode)

Table 73.26.4 MMC Signal Timing (HS400 mode) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N and RZ/G2E]

Conditions: VDDQVA_SDn (n = 2, 3) = 1.8 V ± 0.1 V[RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ_SD3 = 1.8 V ± 0.1 V [RZ/G2E], GND = VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 10 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Remarks	Figure
MMCCLK clock cycle time	t_{MMCCYC}	5.0	—	—	ns		Figure 73.26.4
MMCDS data strobe cycle time	$t_{MMCDCYC}$	5.0	—	—	ns		
MMCDS minimum pulse with	t_{DSW}	2.0	—	—	ns		
MMCDAT input data setup time	$t_{MMCDIDS}$	—	—	0.6	ns	eMMC0-1 [RZ/G2H, RZ/G2M V3.0, RZ/G2N, RZ/G2E]	
						eMMC0 [RZ/G2M V1.3]	
				0.5	ns	eMMC1 [RZ/G2M V1.3]	
MMCDAT input data hold time	$t_{MMCDIDH}$	1.5	—	—	ns		
MMCDAT output data setup time	$t_{MMCDWDS}$	0.6	—	—	ns		
MMCDAT output data hold time	$t_{MMCDWDH}$	0.6	—	—	ns		

The MMCCMD input timing for HS400 mode is the same as CMD timing for HS200 mode.

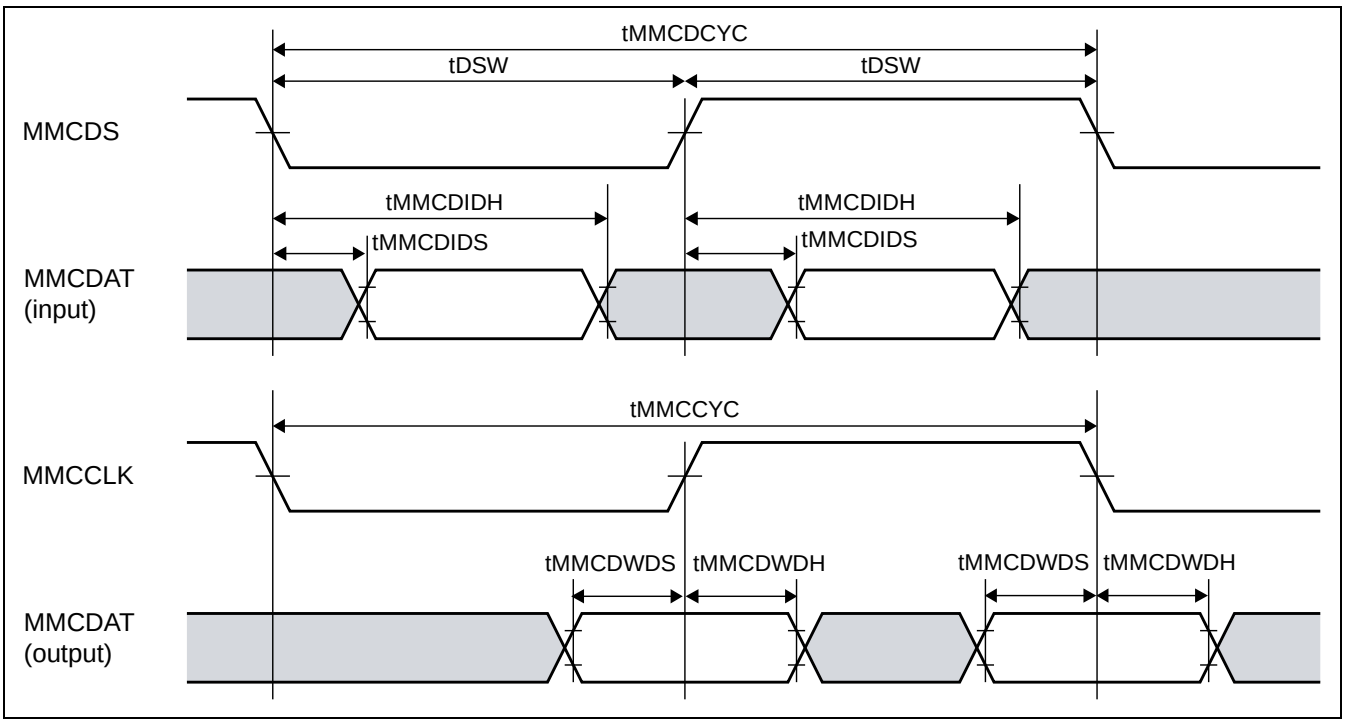


Figure 73.26.4 MMC Signal Timing (HS400 mode)

73.27 Serial ATA (Gen3)

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

The description in this section is compliant with the following Serial ATA standard: 'Serial ATA International Organization: Serial ATA Revision 3.2, August 7, 2013'.

Table 73.27.1 Serial ATA (Gen3) Interface Characteristics [RZ/G2H, RZ/G2N]

Conditions: VDD33_SATA = VDD33_PCIE = 3.3 ± 0.3 V, VDD09_SATA = VDD09_PCIE = 0.82 -0.07 V / + 0.06 V, GND = 0 V, Tc = -40 to +115 °C [RZ/G2H], Ta = -40 to +85 °C [RZ/G2N], Tj = -40 to +115 °C [RZ/G2N]

Test Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
RX Differential Input Voltage (Gen1i)	Vdiff RX	325	—	600	mVppd	*1
RX Differential Input Voltage (Gen2i)	Vdiff RX	275	—	750	mVppd	*1
RX Differential Input Voltage (Gen3i)	Vdiff RX	200	—	900	mVppd	*1
TX Differential Output Voltage (Gen1i)	Vdiff TX	400	—	600	mVppd	*2
TX Differential Output Voltage (Gen2i)	Vdiff TX	400	—	700	mVppd	*2
TX Differential Output Voltage (Gen3i)	Vdiff TX	240	—	1000	mVppd	*2
DC Coupled Common Mode Voltage (Gen1i)	Vcm dc	200	—	450	mV	*2
Unit Interval (Gen1i)	TUI	666.4333	666.6667	670.2333	ps	*3
Unit Interval (Gen2i)	TUI	333.2167	333.3333	335.1167	ps	*3
Unit Interval (Gen3i)	TUI	166.6083	166.6667	167.5583	ps	*3
COMRESET Transmit Gap Length (Gen1i and Gen2i and Gen3i)	TScomreset	—	480	—	UIOOB	*4
COMWAKE Transmit Gap Length (Gen1i and Gen2i and Gen3i)	TScomwake	—	160	—	UIOOB	*4
TX Differential Impedance (Gen1i)	ZdiffTX	85	—	115	Ω	*2
TX Single-Ended Impedance (Gen1i)	Zs-eTX	40	—	—	Ω	*2
RX Differential Impedance (Gen1i)	ZdiffRX	85	—	115	Ω	*1
RX Single-Ended Impedance (Gen1i)	Zs-eRX	40	—	—	Ω	*1

Notes: 1. RXP, RXN: DC test
2. TXP, TXN: DC test
3. Need Reference Clock (Low Voltage Swing, Differential Clocks). The nominal single-ended swing for each clock is 0 to 0.7 V and a nominal frequency of 100 MHz ± 100 PPM.
4 TXP, TXN: UIOOB (UI During OOB Signaling) = 646.67 to 686.67 ps, Not tested.

Table 73.27.2 Serial ATA (Gen3) External Clock Accuracy

Conditions: VDD09_PCIE = 0.82 V – 0.07 V / + 0.06 V, GND = 0 V, Tc = −40 to +115 °C [RZ/G2H], Ta = -40 to +85 °C [RZ/G2N], Tj = -40 to +115 °C [RZ/G2N]

Test Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
External clock accuracy (PCIE1_CLK_P, PCIE1_CLK_M)	—	—	100.000	—	MHz	Frequency accuracy: ±100 ppm or less

73.28 USB Signal Timing

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

The descriptions in this section are compliant with the following USB 2.0 standards: "Universal Serial Bus Specification Revision 2.0" and "On-The-Go and Embedded Host Supplement to the USB Revision 2.0 Specification".

Table 73.28.1 USB High-speed Signal Timing

Conditions: VDDQ33 = VDDQ33_USB2* = 3.3 ± 0.2 V, VDDQ18 = 1.8 ± 0.1 V, VDD09_USB2* = 0.82 – 0.07 V / + 0.06 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N], VDDQ33 = VDDQ33_USB2* = 3.3 ± 0.3 V, VDDQ18 = VDDQ18_USB20 = 1.8 ± 0.1 V [RZ/G2E], VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
High-speed data rate	THSDRAT	479.76	480	480.24	Mb/s	—

Table 73.28.2 USB Low-/full-speed Signal Timing

Conditions: VDDQ33 = VDDQ33_USB2* = 3.3 ± 0.2 V, VDDQ18 = 1.8 ± 0.1 V, VDD09_USB2* = 0.82 - 0.07 V / + 0.06 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N],
VDDQ33 = VDDQ33_USB2* = 3.3 ± 0.3 V, VDDQ18 = VDDQ18_USB20 = 1.8 ± 0.1 V [RZ/G2E],
VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 50 pF

Item		Symbol	Min.	Typ.	Max.	Unit	Figure
Low-speed*	Rise time	tR	75	—	300	ns	Figure 73.28.1
	Fall time	tF	75	—	300	ns	
	Differential Rise and Fall Time Matching (tR/tF)	tRFM1	80	—	125	%	
Full-speed	Rise time	tR	4	—	20	ns	
	Fall time	tF	4	—	20	ns	
	Differential Rise and Fall Time Matching (tR/tF)	tRFM	90	—	111.11	%	

Note: * The USB 2.0 Function module does not support Low-speed.

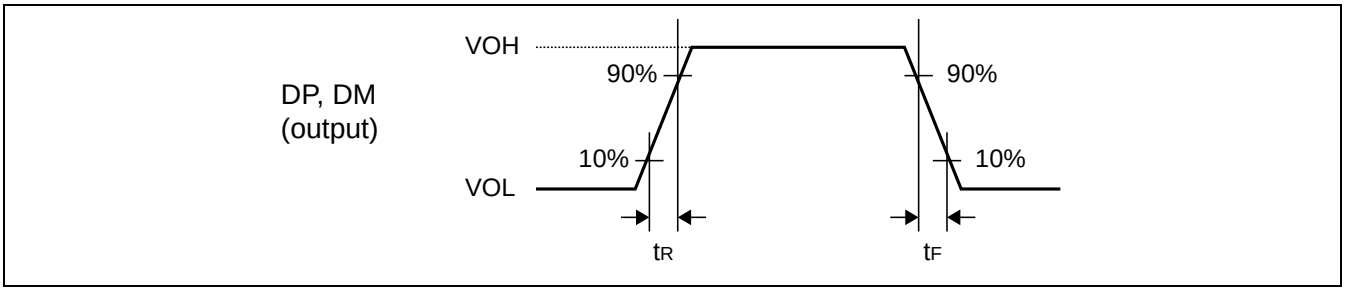


Figure 73.28.1 USB Low-/full-speed Signal Timing

Table 73.28.3 USB 2.0 External Clock Accuracy

Conditions: VDDQ18 = 1.8 V ± 0.1V,
VSS = 0 V,
Tc = −40 to +115°C [RZ/G2H, RZ/G2M V1.3], Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
External clock accuracy (USB_XTAL, USB_EXTAL)	—	—	50.000	—	MHz	Frequency deviation: ±100 ppm or less

Note: USB2.0 External Clock is not supported RZ/G2E.

73.29 USB 3.0 (Super-Speed)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The description in this section is compliant with the following USB 3.0 standard: 'Universal Serial Bus 3.0 Specification Revision 1.0, Jun 6, 2011'.

Table 73.29.1 USB 3.0 (Super-Speed 5 GT/s) Interface Characteristics

Conditions: VDDQ33_USB3* = 3.3 ± 0.3 V, VDD09_USB3* = 0.82 V – 0.07 V / + 0.06 V,
VSS = 0 V, Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N]
VDDQ18_USB30 = 1.8 ± 0.1 V, VDDD_USB30 = 1.03 ± 0.05 V
Ta = −40 to +85 °C , Tj = −40 to + 115 °C [RZ/G2E]

Test Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
Differential Rx peak to peak voltage	$V_{RX-DIFFp-p}$	0.030	—	—	V	*1
Differential p-p Tx voltage swing	$V_{TX-DIFFp-p}$	0.8	—	1.2	V	*2
Absolute DC Common Mode Voltage between U1 and U0	$V_{TX-CM-DC-ACTIVEIDLE-DELTA}$	—	—	200	mV	*2
Unit Interval	UI	199.94	—	200.06	ps	*3
DC Differential TX Impedance	$R_{TX-DIFF-DC}$	72	—	120	Ω	—
DC Differential Input Impedance	$R_{RX-DIFF-DC}$	72	—	120	Ω	—
DC Input Impedance {DC common mode impedance}	Z_{RX-DC} {R_{TX-DC}, R_{RX-DC}}	36 {18}	— {—}	60 {30}	Ω {Ω}	—

Notes: 1. RXP, RXN: DC test
2. TXP, TXN: DC test
3. Need Reference Clock (Low Voltage Swing, Differential Clocks). The nominal single-ended swing for each clock is 0 to 0.7 V and a nominal frequency of 100 MHz ±100 PPM.

Table 73.29.2 USB 3.0 (Super-Speed 5 GT/s) External Clock Accuracy

Conditions: VDD09_USB30 = 0.82 V – 0.07 V / + 0.06 V,
VDDQ18_USB30 = 1.8 V ± 0.1 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
VDDQ18_USB30 = 1.8 V ± 0.1 V, VDDD_USB30 = 1.03 ± 0.05 V [RZ/G2E], VSS = 0 V,
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Test Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
External clock accuracy (USB_XTAL, USB_EXTAL) *	—	—	50.000	—	MHz	Frequency accuracy: ±100 ppm or less
External clock accuracy (USB_3S0_CLK_P,USB_3S0_CLK_M)	—	—	100.000	—	MHz	

Notes: For details about selecting clock sources, refer to Figure 63.1 in User's Manual (p. 63-1)
* Except for RZ/G2E

73.30 TMU

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.30.1 TMU Signal Timing

Conditions: VDDQ33 = 3.3 V ± 0.2 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]/± 0.3 V [RZ/G2E],
GND = VSS = 0 V,
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3], Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
TCLK clock cycle	tTCLKCY	4	—	16.37	tCYC	Figure 73.30.1
Input clock pulse width	tTCLKW	0.4	—	0.6	tTCLKCY	

Note: RZ/G2H, RZ/G2M V1.3,RZ/G2M V3.0, RZ/G2N, RZ/G2E: tCYC is for one cycle of the S3D2ϕ clock.

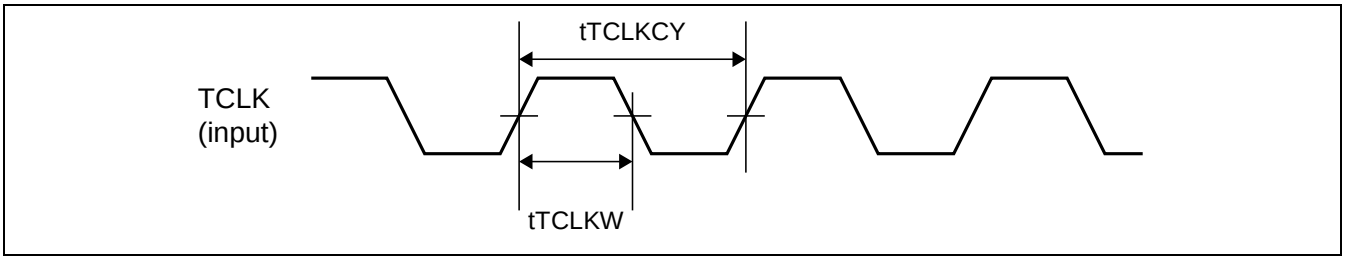


Figure 73.30.1 TMU Signal Timing

73.31 R-NANDC

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 73.31.1 R-NANDC Timing [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Conditions: VDDQ33 = VDDQVA_SDn = 3.3 ± 0.2 V, GND = VSS = 0 V, Tc = -40 to +115 °C[RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N], Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N], CL = 50 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Output signal delay	tOD	0	—	3.7	ns	Figure 73.31.1
rise-fall delay delta of each output signals	tRFD	0	—	2.7	ns	—
Read data setup time from NFRE# rise	tSD	10	—	—	ns	Figure 73.31.1
Read data hold time from NFRE# rise	tHD	0	—	—	ns	
Read data setup time from NFRE# rise (fast mode)	tSD	10-tpcyc *1	—	—	ns	
Read data hold time from NFRE# rise (fast mode)	tHD	tpcyc *1	—	—	ns	
NFWE# rise to NFRB# fall	tWB	(N+1) × tpcyc – 8 *1 *2	—	—	ns	
Ready to RE# low	tRR	(M+1) × tpcyc + 0 *1 *3	—	—	ns	

Notes: 1. tpcyc is a cycle time of S3D1ϕ
2. N is value of TIME_SEQ_1.TWB bit
3. M is value of TIME_SEQ_1.TRR bit

Table 73.31.2 R-NANDC Timing [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

Conditions: VDDQ18 = 1.8 ± 0.1 V, GND = VSS = 0 V, Tc = -40 to +115 °C [RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N], CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Output signal delay	tOD	0	—	3	ns	Figure 73.31.1
rise-fall delay delta of each output signals	tRFD	0	—	1.9	ns	—
Read data setup time from NFRE# rise	tSD	8.5	—	—	ns	Figure 73.31.1
Read data hold time from NFRE# rise	tHD	0	—	—	ns	
Read data setup time from NFRE# rise (fast mode)	tSD	8.5 – tpcyc *1	—	—	ns	
Read data hold time from NFRE# rise (fast mode)	tHD	tpcyc *1	—	—	ns	
NFWE# rise to NFRB# fall	tWB	(N+1) × tpcyc – 8 *1 *2	—	—	ns	
Ready to RE# low	tRR	(M+1) × tpcyc + 0 *1 *3	—	—	ns	

Notes: 1. tpcyc is a cycle time of S3D1ϕ
2. N is value of TIME_SEQ_1.TWB bit
3. M is value of TIME_SEQ_1.TRR bit

Table 73.31.3 R-NANDC Timing [RZ/G2E]

Conditions: VDDQ33 = VDDQ_MMC = 3.3 ± 0.3 V, GND = VSS = 0 V, Ta = -40 to +85 °C, Tj = -40 to +115 °C, CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Output signal delay	tOD	0	—	2.2	ns	Figure 73.31.1
rise-fall delay delta of each output signals	tRFD	0	—	1	ns	—
Read data setup time from NFRE# rise	tSD	8.75	—	—	ns	Figure 73.31.1
Read data hold time from NFRE# rise	tHD	0	—	—	ns	
Read data setup time from NFRE# rise (fast mode)	tSD	8.75 – tpcyc *1	—	—	ns	
Read data hold time from NFRE# rise (fast mode)	tHD	tpcyc *1	—	—	ns	
NFWE# rise to NFRB# fall	tWB	(N+1) × tpcyc – 8 *1 *2	—	—	ns	
Ready to RE# low	tRR	(M+1) × tpcyc + 0 *1 *3	—	—	ns	

Notes: 1. tpcyc is a cycle time of S3D1Cϕ
2. N is value of TIME_SEQ_1.TWB bit
3. M is value of TIME_SEQ_1.TRR bit

Table 73.31.4 R-NANDC Timing [RZ/G2E]

Conditions: VDDQ18 = VDDQ_MMC = 1.8 ± 0.1 V, GND = VSS = 0 V, Ta = -40 to +85 °C, Tj = -40 to +115 °C, CL = 30 pF

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
Output signal delay	tOD	0	—	2.2	ns	Figure 73.31.1
rise-fall delay delta of each output signals	tRFD	0	—	1	ns	—
Read data setup time from NFRE# rise	tSD	8.75	—	—	ns	Figure 73.31.1
Read data hold time from NFRE# rise	tHD	0	—	—	ns	
Read data setup time from NFRE# rise (fast mode)	tSD	8.75 – tpcyc *1	—	—	ns	
Read data hold time from NFRE# rise (fast mode)	tHD	tpcyc *1	—	—	ns	
NFWE# rise to NFRB# fall	tWB	(N+1) × tpcyc – 8 *1 *2	—	—	ns	
Ready to RE# low	tRR	(M+1) × tpcyc + 0 *1 *3	—	—	ns	

Notes: 1. tpcyc is a cycle time of S3D1Cϕ
2. N is value of TIME_SEQ_1.TWB bit
3. M is value of TIME_SEQ_1.TRR bit

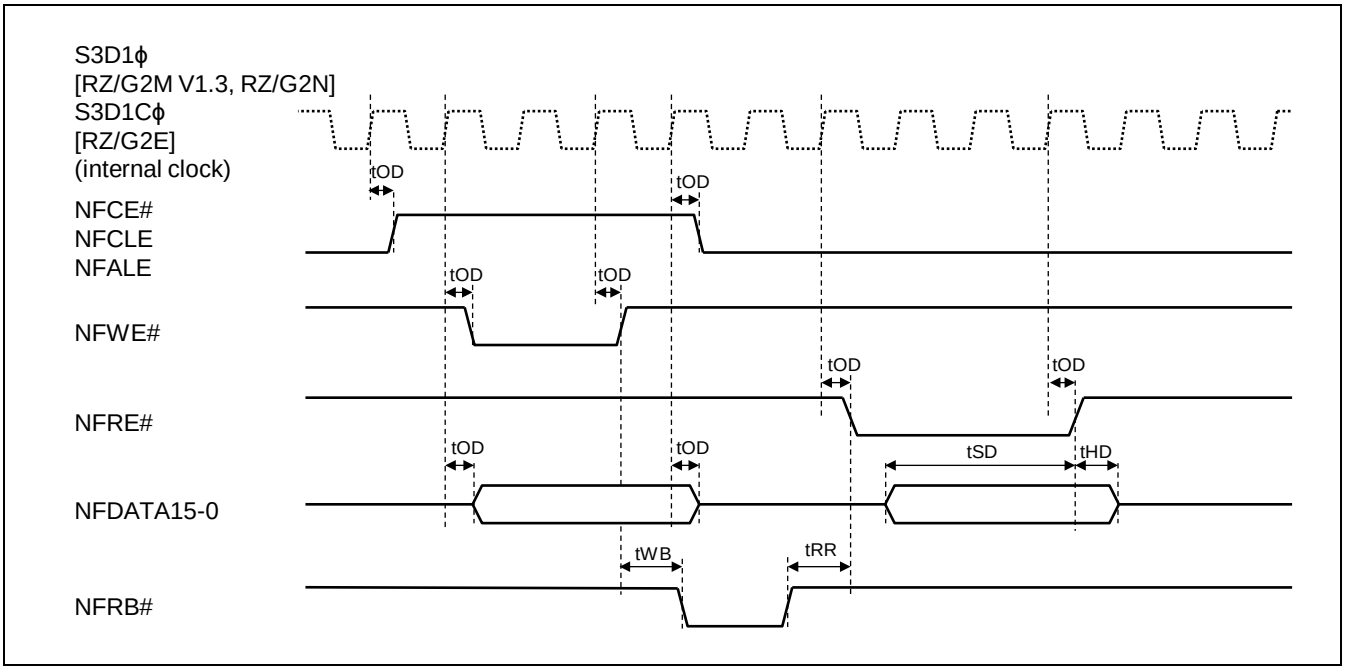


Figure 73.31.1 Input/output Timing in Synchronous Mode

73.32 DBSC4 Access Timing

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

Table 73.32.1 DBSC4 Access Timing (DDR3L) [RZ/G2E]

Conditions for DDR3L: VDDQ_DDR = 1.35 V + 0.100/-0.067 V, GND = VSS = 0 V, Ta = -40 to +85 °C,
Tj = -40 to +115 °C
MDQ, MDQS, MDQS#, and MDM pins = output driver 34Ω setting, other pins = output driver 40Ω setting

Item	Symbol	Min.	Max.	Unit	Figure
MCK average clock period	tCK(avg)	1.074	1.266	ns	Figure 73.32.2
MCK absolute high pulse width	tCH(abs)	0.44	—	tCK(avg)	Figure 73.32.2
MCK absolute low pulse width	tCL(abs)	0.44	—	tCK(avg)	Figure 73.32.2
Command, Address, and Control output setup time to MCK, MCK#	tOS(1T)	310	—	ps	Figure 73.32.3
	tOS(2T)	890	—	ps	
Command, Address, and Control output hold time from MCK, MCK#	tOH(1T)	310	—	ps	Figure 73.32.3
	tOH(2T)	320	—	ps	
Command, Address, and Control pulse width for each output	tOPW(1T)	620	—	ps	Figure 73.32.3
	tOPW(2T)	1210	—	ps	
Write Latency	WL	CWL	—	tCK(avg)	Figure 73.32.4
MDQS, MDQS# rising edge to MCK, MCK# rising edge (write)	tWDQSS	-0.20	0.20	tCK(avg)	Figure 73.32.4
MDQS, MDQS# falling edge setup time to MCK, MCK# rising edge (write)	tWDSS	0.25	—	tCK(avg)	Figure 73.32.4
MDQS, MDQS# falling edge hold time from MCK, MCK# rising edge (write)	tWDSH	0.25	—	tCK(avg)	Figure 73.32.4
MDQS, MDQS# differential high pulse width (write)	tWDQSH	0.45	0.55	tCK(avg)	Figure 73.32.5
MDQS, MDQS# differential low pulse width (write)	tWDQSL	0.45	0.55	tCK(avg)	Figure 73.32.5
MDQS, MDQS# differential WRITE Preamble (write)	tWPRE	0.9	—	tCK(avg)	Figure 73.32.5
MDQS, MDQS# differential WRITE Postamble (write)	tWPST	0.3	—	tCK(avg)	Figure 73.32.5
MDQ and MDM output setup time to MDQS, MDQS# (write)	tWDS	167	—	ps	Figure 73.32.6
MDQ and MDM output hold time from DQS, DQS# (write)	tWDH	167	—	ps	Figure 73.32.6
MDQ and MDM output pulse width for each output (write)	tWDIPW	334	—	ps	Figure 73.32.6
Read latency	RL	CL	—	tCK(avg)	Figure 73.32.7
MDQS, MDQS# rising edge input access time from rising MCK, MCK# (read)	tRDQSCK	-225	1375	ps	Figure 73.32.7
MDQS, MDQS# differential input high pulse width (read)	tRQSH	0.4	—	tCK(avg)	Figure 73.32.8

Item	Symbol	Min.	Max.	Unit	Figure
MDQS, MDQS# differential input low pulse width (read)	tRQSL	0.4	—	tCK(avg)	Figure 73.32.8
MDQS, MDQS# differential READ Preamble (read)	tRPRE	0.9	—	tCK(avg)	Figure 73.32.8
MDQS, MDQS# differential READ Postamble (read)	tRPST	0.3	—	tCK(avg)	Figure 73.32.8
MDQS, MDQS# to DQ skew, per group, per access (read)	tRDQSQ	—	124	ps	Figure 73.32.9
MDQ input hold time from MDQS, MDQS# (read)	tRQH	0.35	—	tCK(avg)	Figure 73.32.9

Note: The signal timing is based on the following electric potential:
For MCK output, MDQS input/output: Differential input/output cross point voltage
For MDQ input: MVREF
For outputs other than MCK or MDQS: 0.5 × VDDQ_DDR

- Reference Load and VTT Termination of AC Timing

  Reference Load for AC Timing

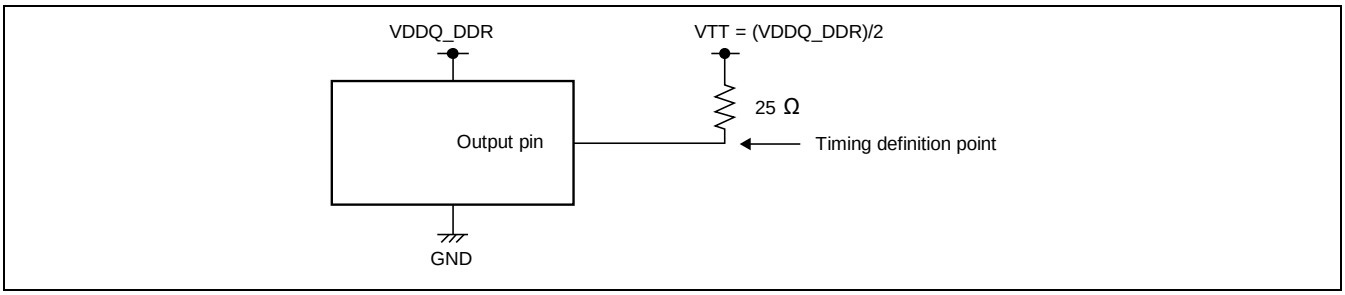


Figure 73.32.1 Reference Load for AC Timing

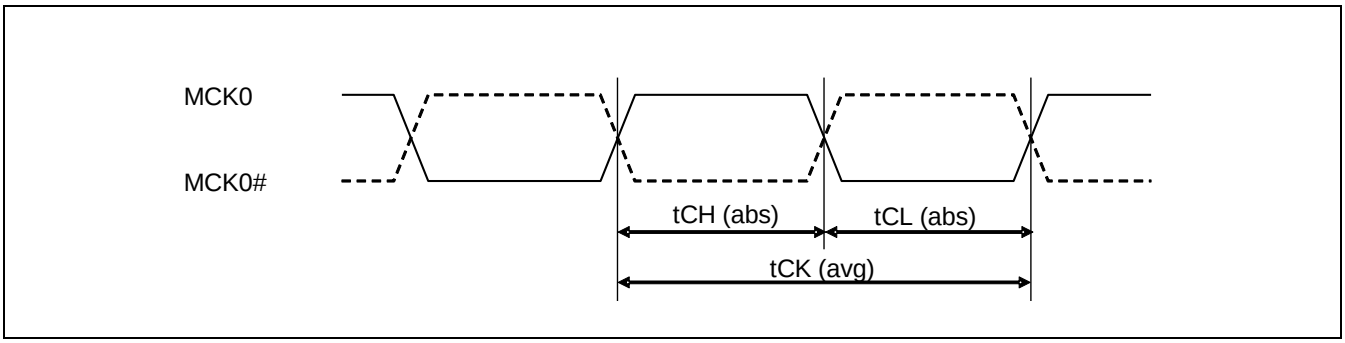


Figure 73.32.2 MCK Clock Output

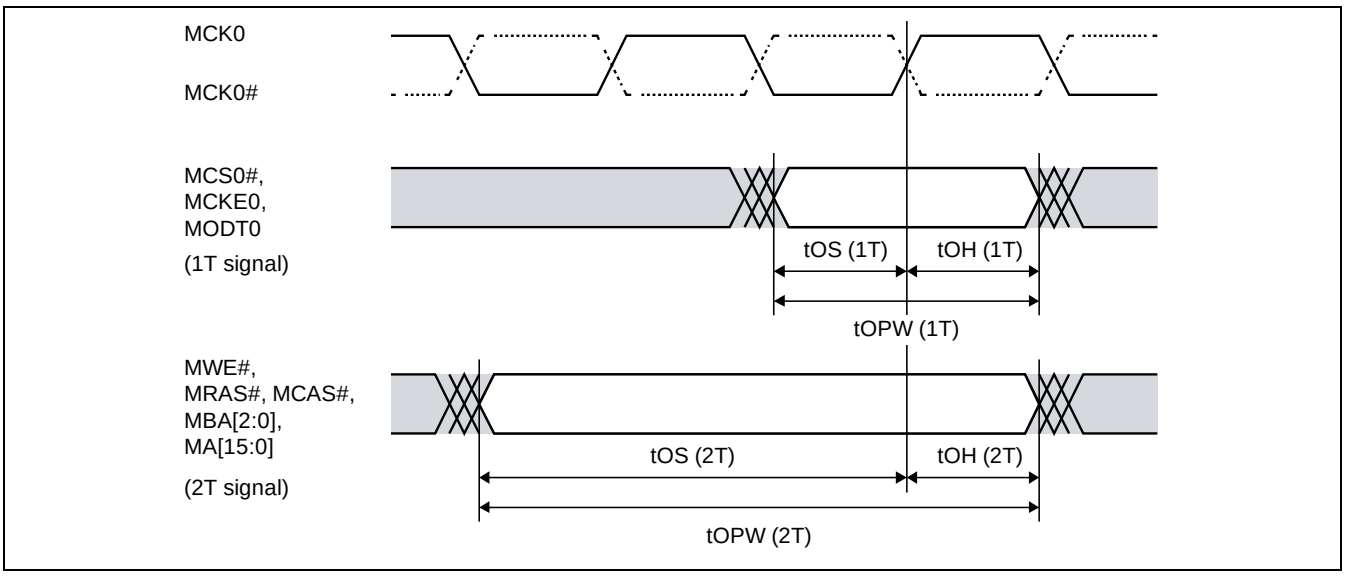


Figure 73.32.3 Command, Address, and Control Output Timing relative to MCK Output

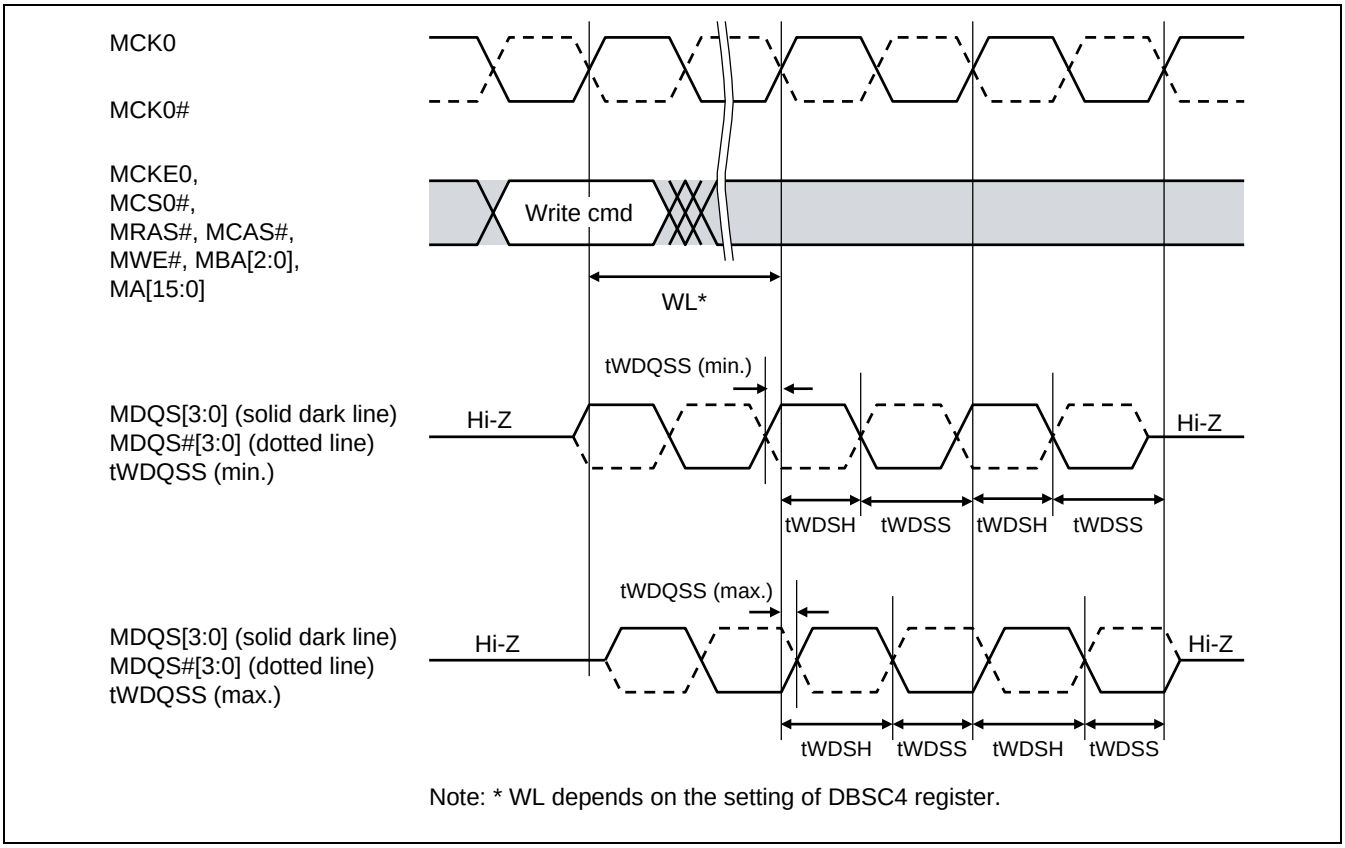


Figure 73.32.4 MDQS Output Timing relative to MCK Output (write)

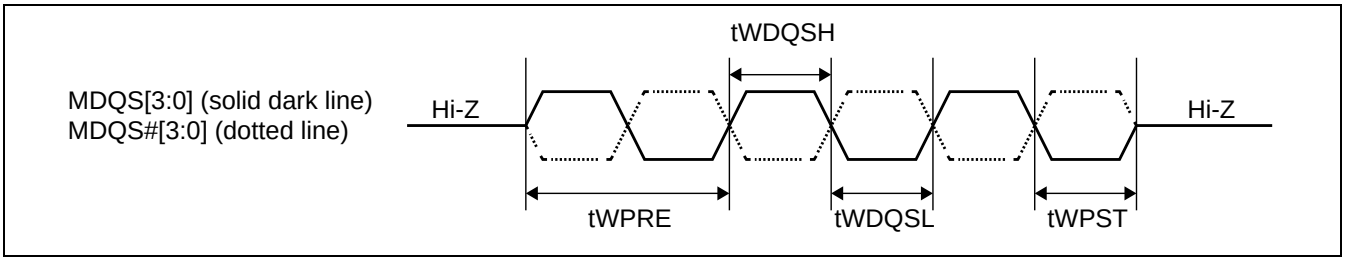


Figure 73.32.5 MDQS Output Timing (write)

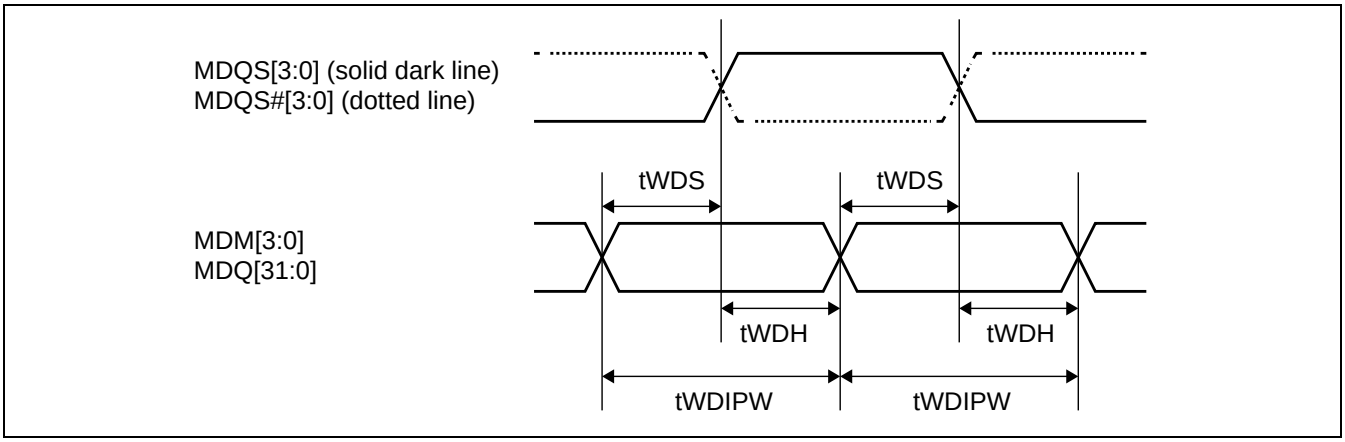


Figure 73.32.6 MDQ/MDM Output Timing relative to MDQ (write)

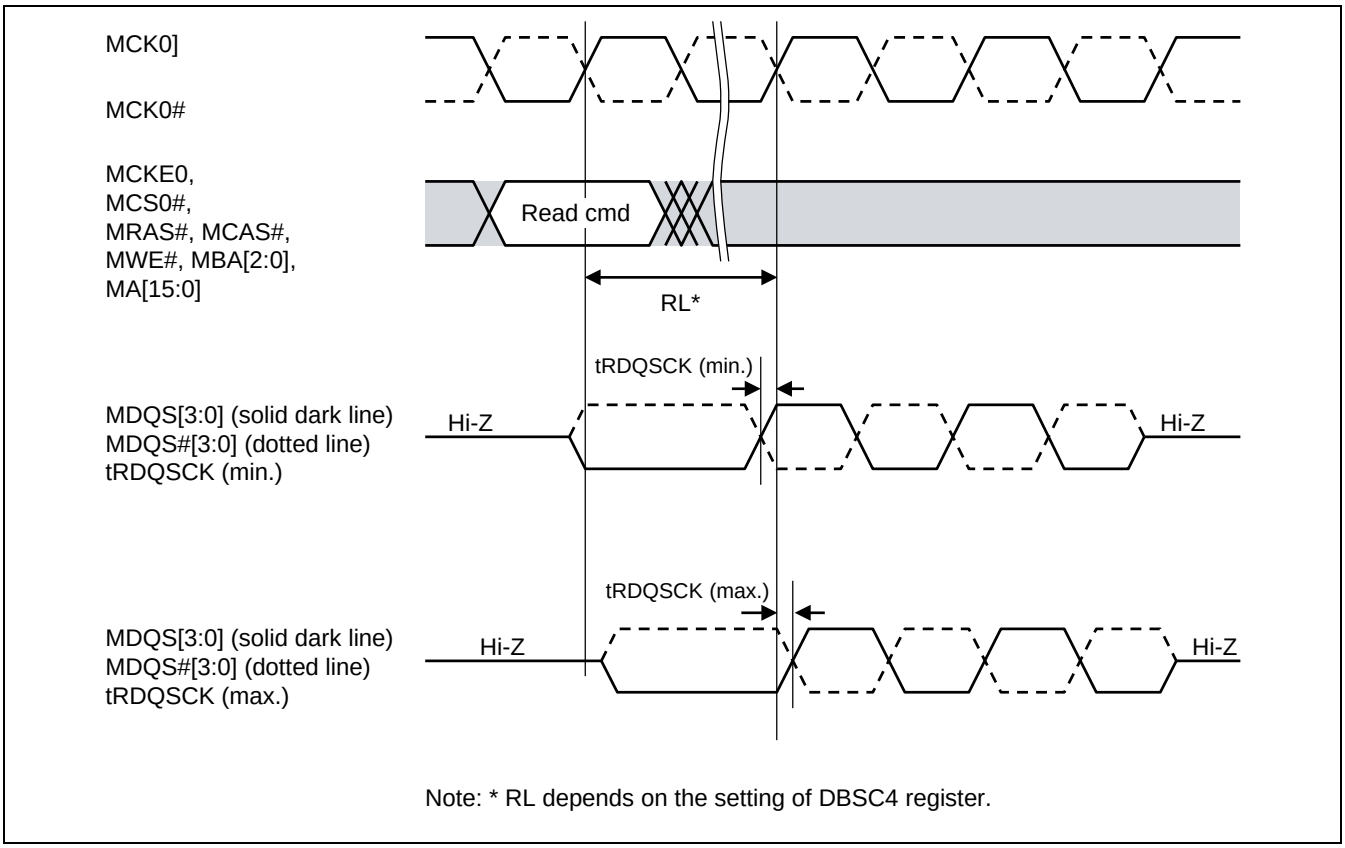


Figure 73.32.7 MDQS Input Timing relative to MCK Output (read)

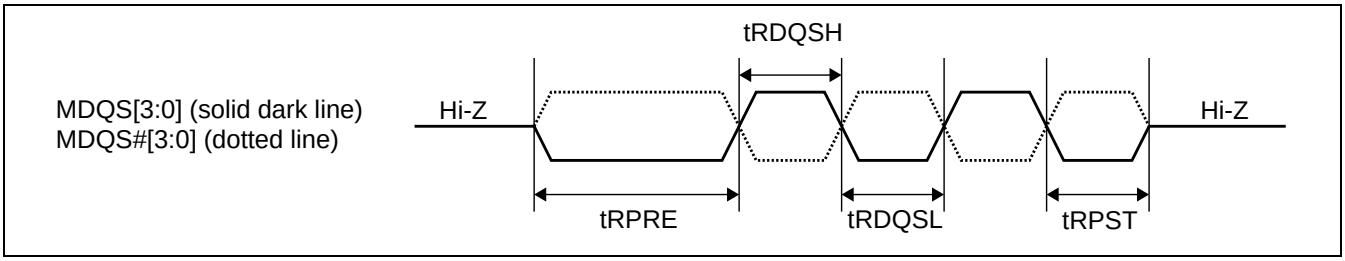


Figure 73.32.8 MDQS Input Timing (read)

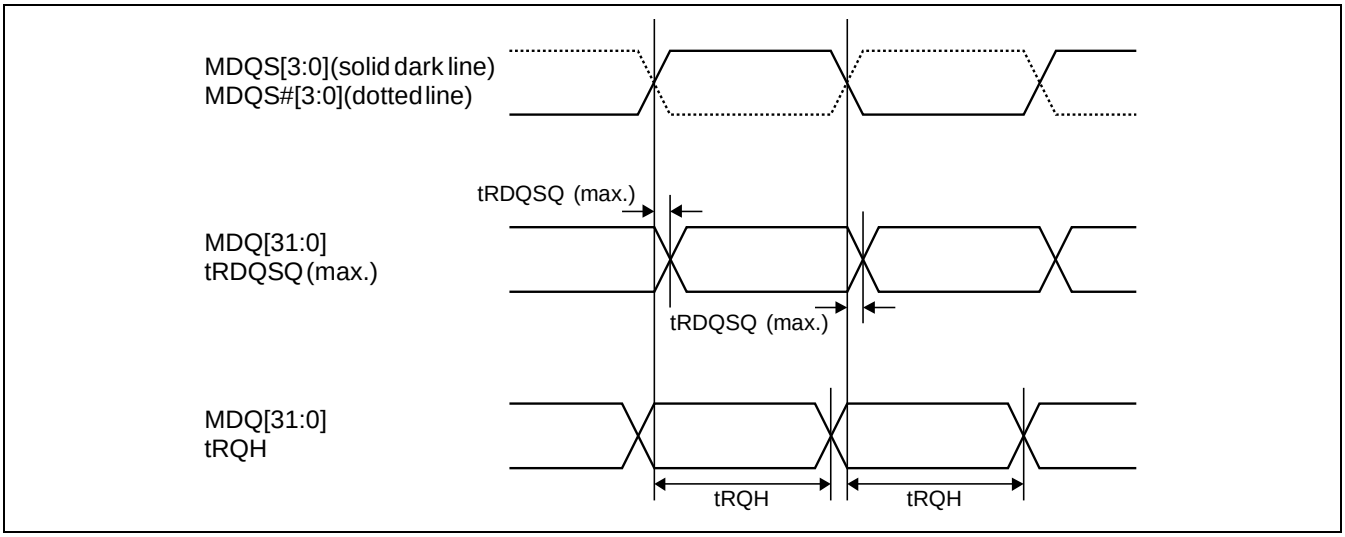
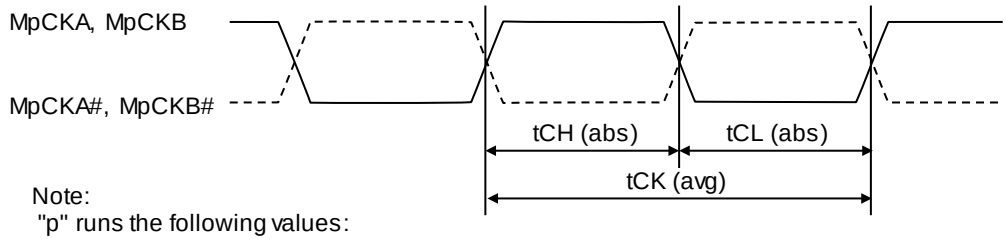


Figure 73.32.9 MDQ Input Timing relative to MDQS (read)

Table 73.32.2 DBSC4 Access Timing (LPDDR4) [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]

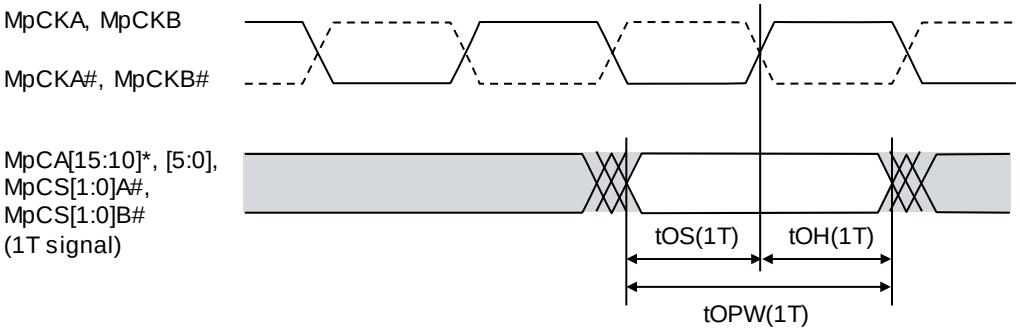
Conditions for LPDDR4: VDDQ_DDR = 1.1 V + 0.07/- 0.04V, GND = VSS = 0 V,
Tc = -40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N]

Item	Symbol	Min.	Max.	Unit	Figure
MCK average clock period	tCK(avg)	0.625	2.5	ns	Figure 73.32.10
MCK absolute high pulse width	tCH(abs)	0.44	0.56	tCK(avg)	
MCK absolute low pulse width	tCL(abs)	0.44	0.56	tCK(avg)	
Command, Address, and Control output setup time to MCK, MCK#	tOS(1T)	191	—	ps	Figure 73.32.11
Command, Address, and Control output hold time from MCK, MCK#	tOH(1T)	191	—	ps	
Command, Address, and Control pulse width for each output	tOPW(1T)	425	—	ps	
MDQS, MDQS# rising edge to MCK, MCK# rising edge (write)	tWDQSS	0.77	1.23	tCK(avg)	Figure 73.32.12
MDQS, MDQS# falling edge setup time to MCK, MCK# rising edge (write)	tWDSS	0.22	—	tCK(avg)	
MDQS, MDQS# falling edge hold time from MCK, MCK# rising edge (write)	tWDSH	0.22	—	tCK(avg)	
MDQS, MDQS# differential high pulse width (write)	tWDQSH	0.4	—	tCK(avg)	Figure 73.32.13
MDQS, MDQS# differential low pulse width (write)	tWDQSL	0.4	—	tCK(avg)	
MDQS, MDQS# differential WRITE Preamble (write)	tWPRE	1.8	—	tCK(avg)	
MDQS, MDQS# differential WRITE Postamble (write)	tWPST	0.4	—	tCK(avg)	
MDQ and MDM output setup time to MDQS, MDQS# (write)	tWDS	97	—	ps	Figure 73.32.14
MDQ and MDM output hold time from DQS, DQS# (write)	tWDH	97	—	ps	
MDQ and MDM output pulse width for each output (write)	tWDIPW	194	—	ps	
MDQS, MDQS# rising edge input access time from rising MCK, MCK# (read)	tRDQSCK	1500	4600	ps	Figure 73.32.15
MDQS, MDQS# differential input high pulse width (read)	tRQSH	0.38	—	tCK(avg)	Figure 73.32.16
MDQS, MDQS# differential input low pulse width (read)	tRQSL	0.38	—	tCK(avg)	
MDQS, MDQS# differential READ Preamble (read)	tRPRE	1.8	—	tCK(avg)	
MDQS, MDQS# differential READ Postamble (read)	tRPST	0.4	—	tCK(avg)	
Read Data Eye Mask (read)	TdIVW_total	—	0.25	UI	Figure 73.32.17
	VdIVW_total	140	—	mV	



Note:
"p" runs the following values:
from 0 to 1 for RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0
0 for RZ/G2N

Figure 73.32.10 MCK Clock Output



Note:
"p" runs the following values:
from 0 to 1 for RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0
0 for RZ/G2N
* MpCA[15:10] are available for only RZ/G2M V1.3 and RZ/G2N depending on configuration.

Figure 73.32.11 Command, Address, and Control Output Timing relative to MCK Output

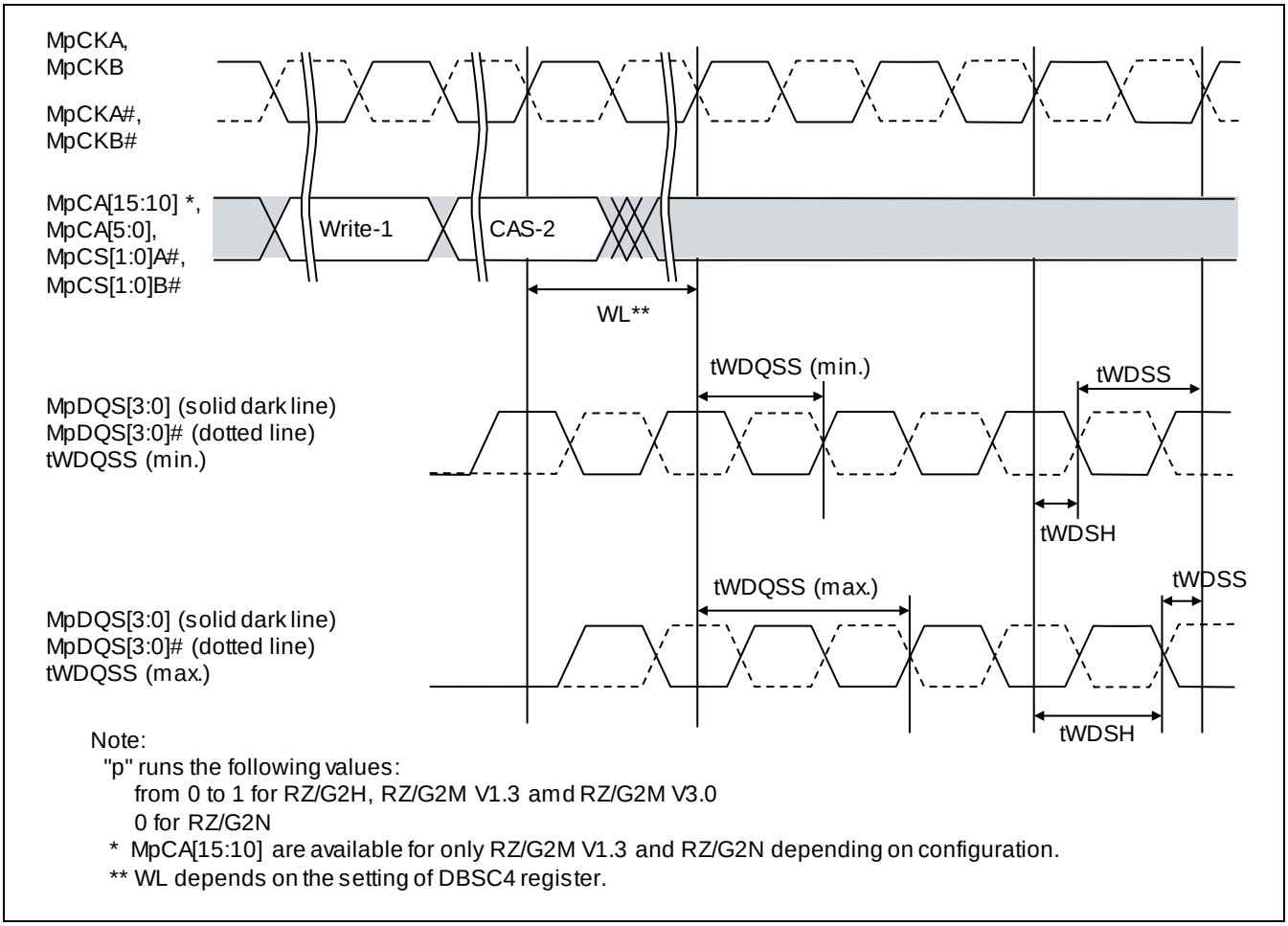


Figure 73.32.12 MDQS Output Timing relative to MCK Output (write)

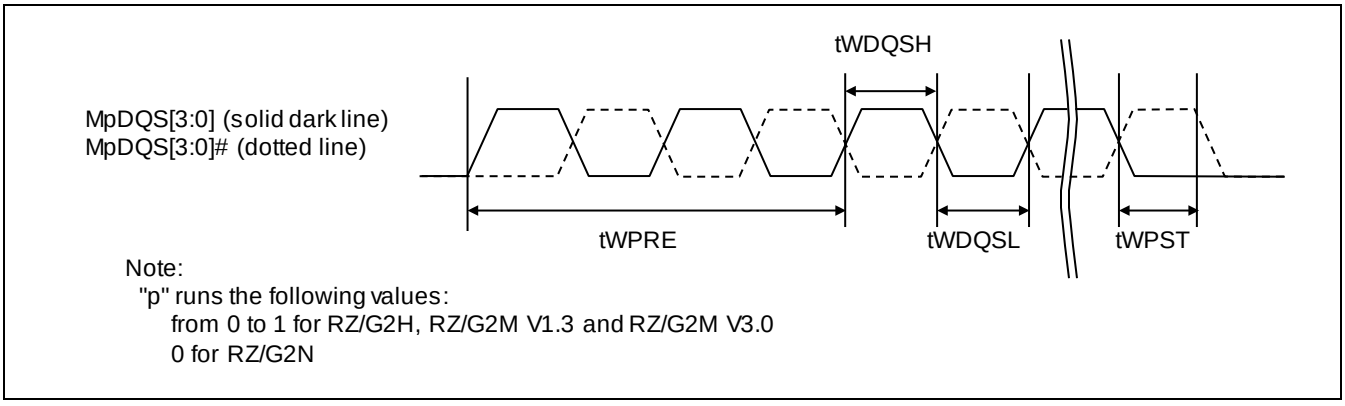
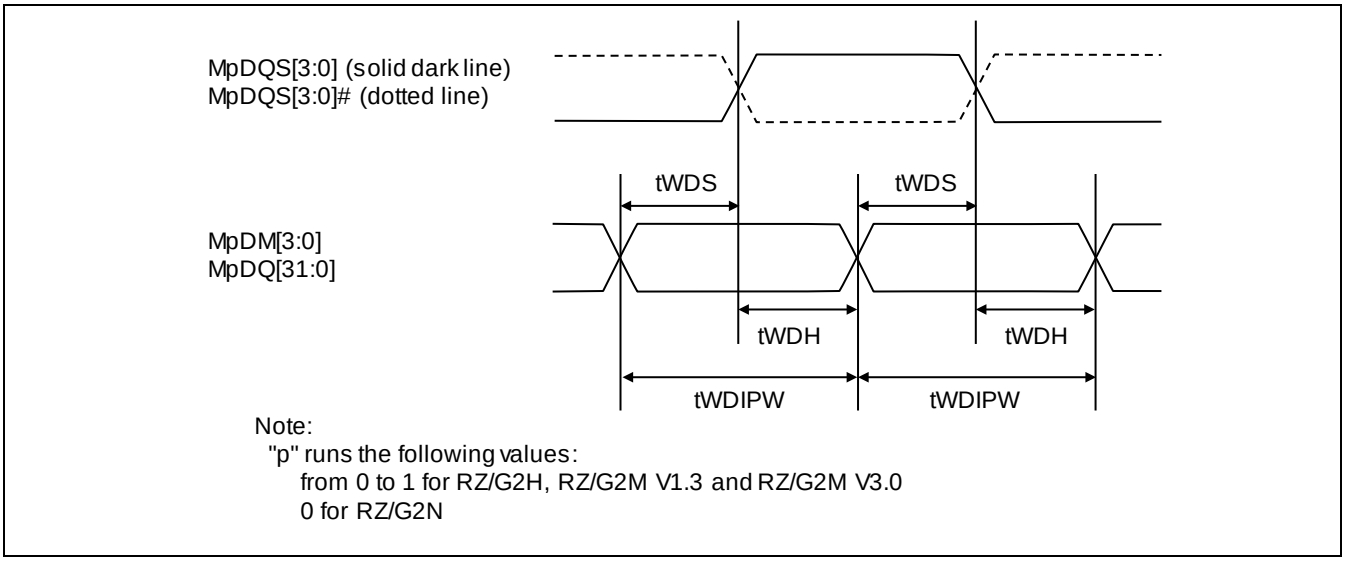
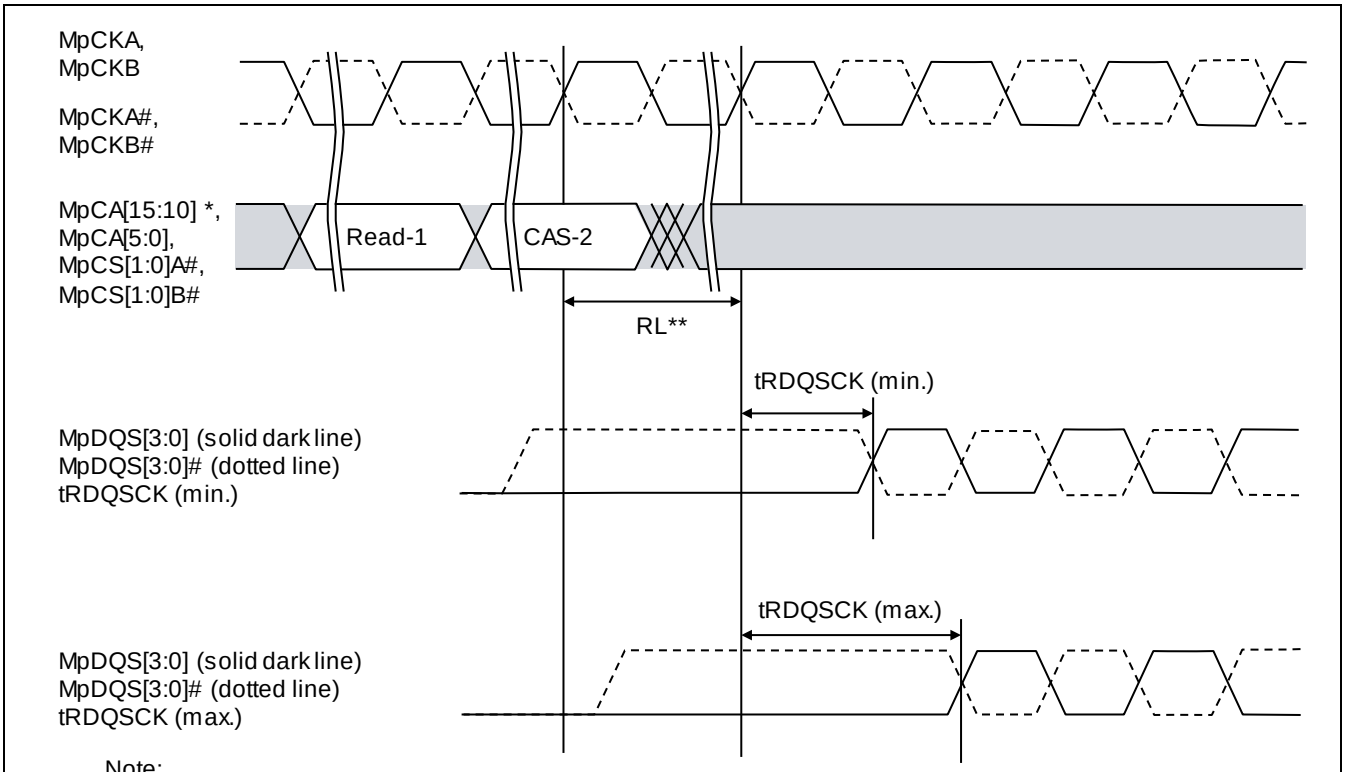


Figure 73.32.13 MDQS Output Timing (write)



Note:
"p" runs the following values:
from 0 to 1 for RZ/G2H, RZ/G2M V1.3 and RZ/G2M V3.0
0 for RZ/G2N

Figure 73.32.14 MDQ/MDM Output Timing relative to MDQ (write)



Note:
"p" runs the following values:
from 0 to 1 for RZ/G2N, RZ/GM V1.3 and RZ/G2M V3.0
0 for RZ/G2N
* MpCA[15:10] are available for only RZ/G2M V1.3 and RZ/G2N depending on configuration.
** RL depends on the setting of DBSC4 register.

Figure 73.32.15 MDQS Input Timing relative to MCK Output (read)

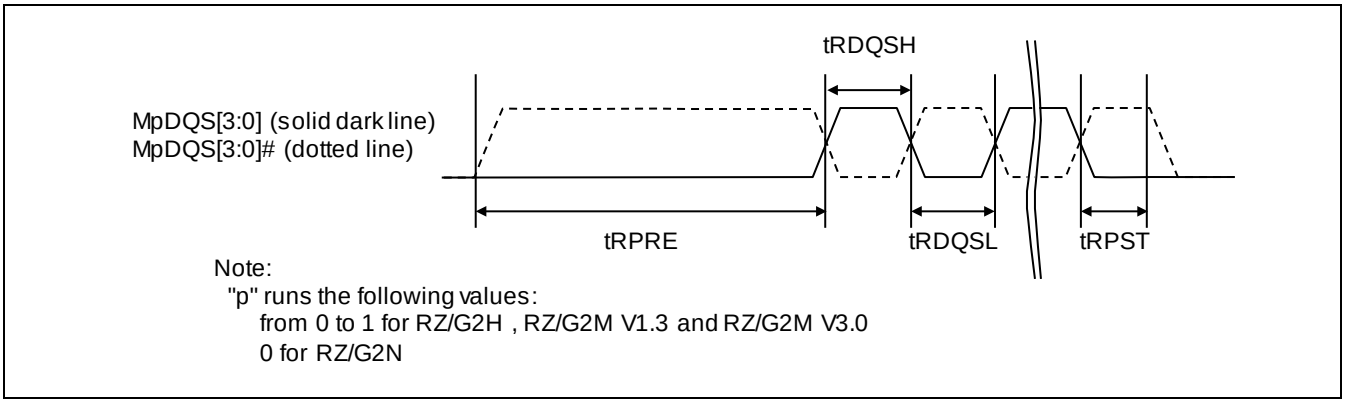


Figure 73.32.16 MDQS Input Timing (read)

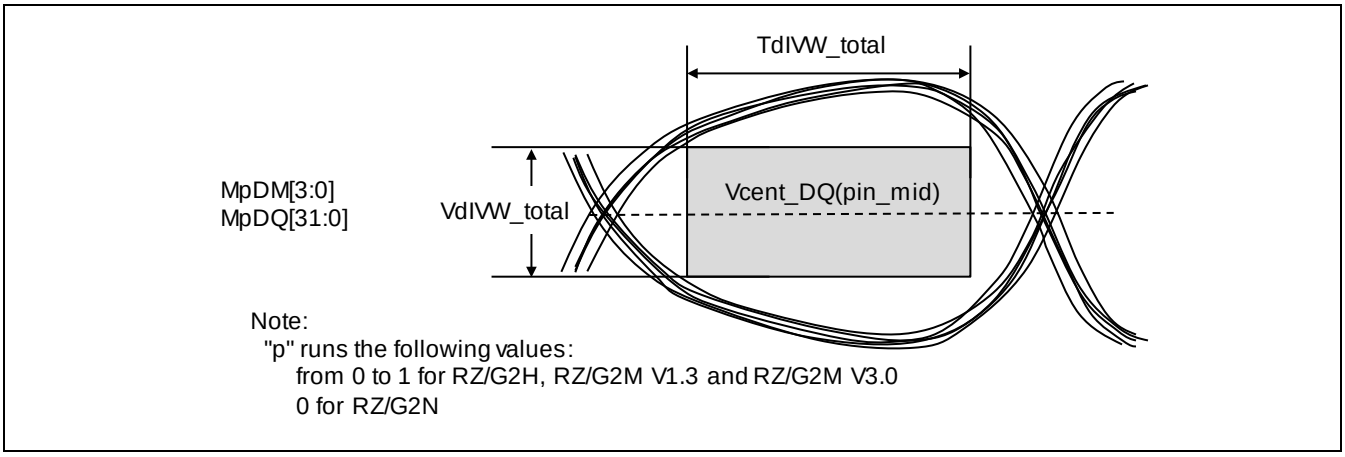


Figure 73.39.17 Read Data Eye Mask (read)

73.33 Debug and Trace

RZ/G2H RZ/G2M V1.3 RZ/G2M V3.0 RZ/G2N RZ/G2E

73.33.1 JTAG IF

Table 73.33.1 JTAG IF Signal Timing

Conditions: VDDQ18 = 1.8 V ± 0.1 V, GND = VSS = 0 V, Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E], CL = 30 pF

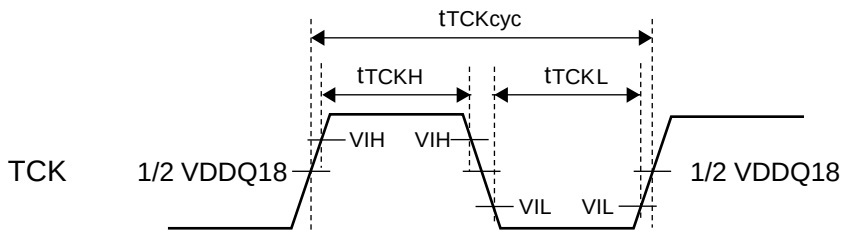
[RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N, and RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
TCK Input clock cycle	tTCKcyc	50*	—	—	ns	Figure 73.33.1
TCK Input clock pulse width (high level)	tTCKH	20	—	—	ns	
TCK Input clock pulse width (low level)	tTCKL	20	—	—	ns	
TDI/TMS setup time	tTDIS	15	—	—	ns	Figure 73.33.2
TDI/TMS hold time	tTDIH	15	—	—	ns	
TDO output delay time	tTDO	0	—	14	ns	

[RZ/G2H]

Item	Symbol	Min.	Typ.	Max.	Unit	Figures
TCK Input clock cycle	tTCKcyc	70*	—	—	ns	Figure 73.33.1
TCK Input clock pulse width (high level)	tTCKH	30	—	—	ns	
TCK Input clock pulse width (low level)	tTCKL	30	—	—	ns	
TDI/TMS setup time	tTDIS	25	—	—	ns	Figure 73.33.2
TDI/TMS hold time	tTDIH	25	—	—	ns	
TDO output delay time	tTDO	0	—	24	ns	

Note: * The cycle is 500 ns (2 MHz) during boundary scan operation.



Note: When the clock is input from the TCK pin.

Figure 73.33.1 TCK Input Timing

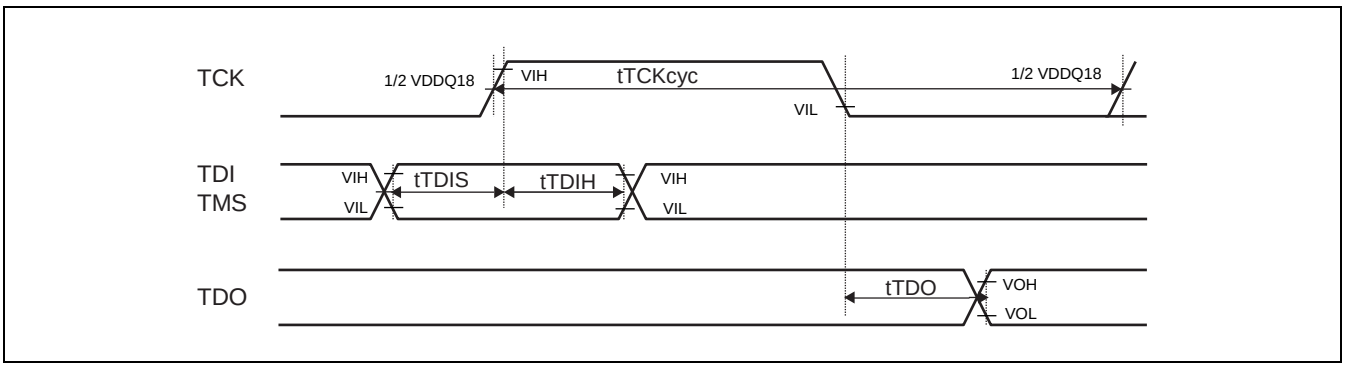


Figure 73.33.2 Data Transfer Timing

73.34 GPIO

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 73.34.1 GPIO Module Signal Timing

Conditions: VDDQ33 = 3.3 V ± 0.2 V, VDDQVA_SDn = 3.3 V ± 0.2 V / 1.8 V ± 0.1 V [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N]
VDDQ33 = 3.3 V ± 0.3 V, VDD_QSPI = VDDQ_SDn = 3.3 V ± 0.3 V / 1.8 V ± 0.1 V, VDDQ25_AVB0 = 3.3 V ± 0.3 V / 2.5 V ± 0.2 V [RZ/G2E]
Tc = −40 to +115 °C [RZ/G2H, RZ/G2M V1.3],
Ta = -40 to +85 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E],
Tj = -40 to +115 °C [RZ/G2M V3.0, RZ/G2N, RZ/G2E]

Item	Symbol	Min.	Typ.	Max.	Unit	Figure
GPIO input active width	tIOAW	2	—	—	tGPCYC	

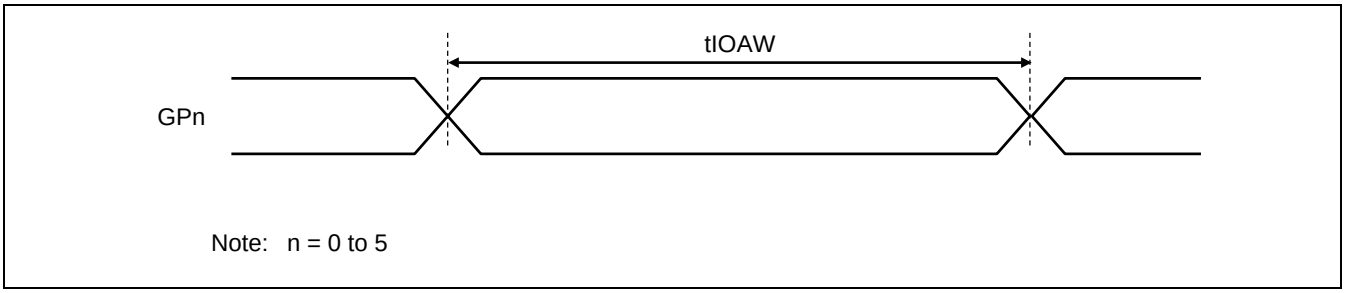


Figure 73.34.1 GPIO signal Timing

73.35 Internal PLL Characteristics (reference only)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

Table 73.35.1 Internal PLL Characteristics (reference only)

Item	Symbol	Min.	Typ.	Max.	Unit	Remarks
PLL long term jitter	—	-500	—	+500	ps	Term = 1μs

Note: RZ/G2H, RZ/G2M V1.3,RZ/G2M V3.0, RZ/G2N : PLL1, RZ/G2E:PLL0

Appendix A. Product Register (PRR)

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

App.A.1 Overview

PRR indicates the product version and which of the Arm Cortex cores is present.

Notes: The Arm CPUs can read the values of all bits in this register.

App.A.1.1 Register Configuration

Table App.A.1 Register Configuration

Register Name	Abbreviation	R/W	Address	Initial Value (Power-On Reset by PRESET# Pin)	Initial Value (Software Reset)	Access Size	Second Generation RZ/G Series Products: RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Product register	PRR	R	H'FFF0_0044	*	*	32	√	√	√	√

App.A.2 Register Description

App.A.2.1 Product register

The following describes the details of the product register (PRR).

RZ/G2H	RZ/G2M V1.3, RZ/G2M V3.0	RZ/G2N	RZ/G2E
√	√	√	√

Bit:	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
	CA57EN					CA53EN					—	—	—	—	—	—
Initial value:	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	0	0	0	0	0	0
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Bit:	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	PRODUCT								—/CUT*2							
Initial value:	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1	*1
R/W:	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R

Notes: 1. The read values of these bits are explained overleaf. Bits 31 to 22 for processors that are not present in a given product are read as 1.
2. RZ/G2M V1.3 and RZ/G2M V3.0 only.

Bit	Bit Name	Initial Value	R/W	Description
31 to 27	CA57EN	It depends on the product. See the description.	R	Cortex-A57 CPU State [RZ/G2H] Bit 31 Cortex-A57 State 0: The product has four Cortex-A57 CPUs. 1: The product does not have four Cortex-A57 CPUs. Bit 30 Cortex-A57 CPU3 State 0: The product has Cortex-A57 CPU3. 1: The product does not have Cortex-A57 CPU3. Bit 29 Cortex-A57 CPU2 State 0: The product has Cortex-A57 CPU2. 1: The product does not have Cortex-A57 CPU2. Bit 28 Cortex-A57 CPU1 State 0: The product has Cortex-A57 CPU1. 1: The product does not have Cortex-A57 CPU1. Bit 27 Cortex-A57 CPU0 State 0: The product has Cortex-A57 CPU0. 1: The product does not have Cortex-A57 CPU0. [RZ/G2M V1.3, RZ/G2M V3.0, RZ/G2N] Bit 31 Cortex-A57 State 0: The product has two Cortex-A57 CPUs. 1: The product does not have two Cortex-A57 CPUs. Bit 30 Reserved. The read value is always 1. Bit 29 Reserved. The read value is always 1. Bit 28 Cortex-A57 CPU1 State 0: The product has Cortex-A57 CPU1. 1: The product does not have Cortex-A57 CPU1. Bit 27 Cortex-A57 CPU0 State 0: The product has Cortex-A57 CPU0. 1: The product does not have Cortex-A57 CPU0. [RZ/G2E] Bit 31 to 27 Reserved. The read value is always 1

Bit	Bit Name	Initial Value	R/W	Description
26 to 22	CA53EN	It depends on the product. See the description.	R	Cortex-A53 CPU State [RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0] Bit 26 Cortex-A53 State 0: The product has four Cortex-A53 CPUs. 1: The product does not have four Cortex-A53 CPUs. Bit 25 Cortex-A53 CPU3 State 0: The product has Cortex-A53 CPU3. 1: The product does not have Cortex-A53 CPU3. Bit 24 Cortex-A53 CPU2 State 0: The product has Cortex-A53 CPU2. 1: The product does not have Cortex-A53 CPU2. Bit 23 Cortex-A53 CPU1 State 0: The product has Cortex-A53 CPU1. 1: The product does not have Cortex-A53 CPU1. Bit 22 Cortex-A53 CPU0 State 0: The product has Cortex-A53 CPU0. 1: The product does not have Cortex-A53 CPU0. [RZ/G2E] Bit 26 Cortex-A53 State 0: The product has two Cortex-A53 CPUs. 1: The product does not have two Cortex-A53 CPUs. Bit 25 Reserved. The read value is always 1. Bit 24 Reserved. The read value is always 1. Bit 23 Cortex-A53 CPU1 State 0: The product has Cortex-A53 CPU1. 1: The product does not have Cortex-A53 CPU1. Bit 22 Cortex-A53 CPU0 State 0: The product has Cortex-A53 CPU0. 1: The product does not have Cortex-A53 CPU0. [RZ/G2N] Bit 26 to 22 Reserved. The read value is always 1.
21	—	0	R	Reserved. The read value is always 0.
20 to 16	—	All 0	R	Reserved
15 to 8	PRODUCT	See the description.	R	Product ID Number B'0100_1111: and RZ/G2H B'0101_0010: RZ/G2M V1.3 and RZ/G2M V3.0 B'0101_0101: RZ/G2N B'0101_0111: RZ/G2E

Bit	Bit Name	Initial Value	R/W	Description
7 to 0	—	—	R	[RZ/G2H, RZ/G2N, RZ/G2E] Reserved
	CUT	See the description.	R	[RZ/G2M V1.3, RZ/G2M V3.0] Cut Number B’0001_0001: RZ/G2M V1.3 B’0010_0000: RZ/G2M V3.0

Table App.A.2 Possible Configuration of the Arm Cortex Cores

Product	RZ/G2H	RZ/G2M V1.3 RZ/G2M V3.0	RZ/G2N	RZ/G2E
Cortex-A57 CPU3	√	—	—	—
Cortex-A57 CPU2	√	—	—	—
Cortex-A57 CPU1	√	√	√	—
Cortex-A57 CPU0	√	√	√	—
Cortex-A53 CPU3	√	√	—	—
Cortex-A53 CPU2	√	√	—	—
Cortex-A53 CPU1	√	√	—	√
Cortex-A53 CPU0	√	√	—	√

Appendix B. Sequence of Activation for the RZ/G series, 2nd generation products

RZ/G2H
RZ/G2M V1.3 RZ/G2M V3.0
RZ/G2N RZ/G2E

The following describes the initialization sequence of a second generation RZ/G series product.

(1) Selection of Master Boot Processor and External Boot Device

Select the master boot processor by placing the required levels on the MD6 and MD7 pins and external boot device by placing the required levels on the MD1, MD2, MD3 and MD4 pins before booting up the LSI. For details, see section 24, Booting.

Note: The following steps from (2) to (6) are not included in the sequence described in section 24, Booting because these steps are not relevant to booting. Note, however, that steps (2) to (6) must be executed before restoring the power supply to modules, including CPUs other than the master boot processor, to which the power has been cut off.

(2) Stopping the RWDT and SWDT

To prevent the watchdog timer issuing an unexpected reset or interrupt while the activation sequence is in progress, be sure to disable the RCLK watchdog timer (RWDT) and System watchdog timer (SWDT). Enable their operation at an appropriate time after the activation sequence is completed. For details, see section 17, Reset (RST), section 18, Interrupt Controller (INTC), section 64, RCLK Watchdog Timer (RWDT), and section 65, SystemWatchDog Timer (SWDT).

Notes: Use the RWTCSRA register to disable the RWDT. Since the detailed specifications of the SWDT are not disclosed in this manual, contact us to inquire about the details or use the sample driver included in the board support package (BSP).

Currently, the reset and interrupt signals caused by the watchdog timer overflowing are initially masked in second generation RZ/G series products. Accordingly, this step of disabling the watchdog timers within the activation sequence is not mandatory.

(3) Selecting the Functions of Multiplexed Pins

When a pin function other than that selected by the initial setting is to be used, set the relevant registers in the pin function controller (PFC). Note that, before setting these registers, the LSI multiplexed pin setting register (PMMR) must be appropriately set to prevent incorrect writing to registers. For details, see section 6, Pin Function Controller (PFC).

Note: When a GPIO function different from that selected by the initial setting is to be used, start by setting the GPIO attributes before setting the pin function controller.

(4) Initial Settings for Operating Frequency Required by the Main Processor, Cache, MMU, and Interrupt Controller

Make initial settings for operating frequency required by the master processor, cache, MMU, and interrupt control. The operating frequencies are set by using the registers FRQCRC (for Cortex-A57 and Cortex-A53) and PLL0CR. The details of the functional specifications for the CPU required for setting the cache, MMU, and interrupt control are not included in this manual.

Notes: Cortex-A57 is supported only for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N.
Cortex-A53 is not supported for RZ/G2N.

(5) Initial Settings for Local Bus Control

When an external device is to be connected to the local bus (bits MD[4:1] are set to 0000), make initial settings for the registers including CSWCRn as required before starting access to the external device. For details, see section 25, External Bus Controller for EX-Bus (LBSC).

(6) Initial Settings for Memory Controllers

When a program is to be stored in and run from SDRAM, make initial settings for the required registers in the DBSC4. For activation sequence, see section 26, External Bus Controller for LPDDR4/ DDR3L SDRAM (DBSC4).

Note: Each product has different initial setting. Renesas is preparing the document of each product.

(7) Settings for Restoring Power Supply to Functional Modules to be Used Immediately after Activation (Other than Cortex-A57 and Cortex-A53)

In the initial state, power may not be supplied to some modules to be used. Accordingly, for modules to be used immediately after activation, set the control registers in the system controller (SYSC) as required and read the status registers to check that the power supply has been restored. For details on the sequence for restoring the power supply, see section 14, System Controller (SYSC).

(8) Settings for Release from the Module Reset State and the Supply of Clock Signals to Functional Modules to be Used Immediately after Activation (Other than CPUs)

Depends on module, in the initial state, clock signals may not be being supplied to all modules to be used. Accordingly, for modules to be used immediately after activation, set the xxxCKCR registers (xxx represents a module name) for the respective modules in the clock pulse generator (CPG) or set the RMSTPCRn/SMSTPCRn registers (n = 0 to 11) in the module standby and software reset control block of the CPG. For details, see section 11, Clock Pulse Generator (CPG) and section 12, Module Standby and Software Reset.

Notes: The settings for modules other than those to be used immediately after activation can be made separately before the modules are used.

All registers in CPG are protected from unexpected write operation, refer to section 11.2.1.

(9) Setting of Boot Address of the CPU (as Required)

To switch the boot address to an area in the DDR memory to which high-speed access is possible, start by downloading the required program to the specified area and set the starting address for execution in the boot address register for the relevant CPU. This setting is not required if the boot address is not to be changed. For details, see section 17, Reset (RST).

(10) Restoring the Power Supply to a CPU Other than the Master Boot Device

Before using a CPU (Cortex-A57 or Cortex-A53) other than the master boot processor, start by checking the PRR register described in Appendix A to confirm which CPU is available for use. If activation of a CPU disabled by the PRR register is attempted, the clock pulse generator may not operate properly.*[1]

To use a CPU (Cortex-A57 or Cortex-A53) other than the master boot processor, set the Cortex-A53/Cortex-A57 debug resource reset control register (CA53DBGRCR/CA57DBGRCR) in the APMU module*[2] and set the relevant control register in the same module to restore the power supply. Then, read the status registers in the APMU and SYSC modules to check whether the power supply has actually been restored. This procedure must be followed for each CPU until restoration of the power supply is confirmed. For details, see section 13, Advanced Power Management Unit for AP-System Core (APMU), and section 14, System Controller (SYSC).*[2]

Notes: 1. This step can be skipped if you already know which CPU is available for use.
2. Cortex-A57 is supported only for , RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N.
Cortex-A53 is not supported for RZ/G2N.

(11) Releasing CPUs Other than the Master Boot Processor from the Reset State

When a CPU (Cortex-A57 or Cortex-A53) other than the master boot processor is to be used, clear the relevant bit in the Cortex-A57 or Cortex-A53 reset control register (CA57RESCNT/CA53RESCNT) to 0 to release it from the reset state. To reduce fluctuations in current, release the CPUs from the reset state one at a time.

This is the end of the required initial settings and all the CPUs to be used will have been activated.

Notes: The settings in some steps of this sequence might be re-made by the OS.
Cortex-A57 is supported only for RZ/G2H, RZ/G2M V1.3, RZ/G2M V3.0 and RZ/G2N.
Cortex-A53 is not supported for RZ/G2N.

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Rev.	Date	Description	
		Page	Summary
1.00	Mar. 20, 2020	—	First Edition issued
1.01	Jan. 29, 2021	24-13, 24-14	Figure 24.5 eMMC using DMA boot sequence, Case of booting operation goes to NG, SCIF download mode will be started. Figure notes from 4) to 6) are removed, and note 3) is changed to be matching with the flow of revised Figure 24.5.
		29-101 ~105	Changed figure number
		33-2	Changed section number written in Notes no1

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